

GREYHAWK® ADVENTURES

James M. Ward

Compatible with
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the 2nd Edition AD&D®
Game Systems.

Become part of the oldest continuous fantasy campaign as you explore parts of Oerth never seen before. Learn about Greyhawk's deities, heroes, monsters, arcane items, magical spells, and much, much more. A book for lovers of Greyhawk and players of all fantasy role-playing games.



Official **Advanced Dungeons & Dragons**®

GREYHAWK® ADVENTURES

James M. Ward



A compendium of GREYHAWK® campaign ideas for the AD&D® role playing system.

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Dedication

I would like to dedicate this work to those uncounted numbers of people who have liked my material and were kind enough to tell me so. Thank you, very much.

JMW

Introduction

Warning: This book is designed for experienced campaigners!

I preface my introduction with the above statement because I want you to realize that this isn't a role-playing aid for newcomers. When the AD&D® game was first published, the GREYHAWK® campaign system had been up and running for several years. Since then, I hope I have helped, in my own small way, to make that campaign and the AD&D game system grow a little larger and run a little better. Now, others have taken up the gauntlet and quite probably hundreds of thousands of player characters have walked down the dirt roads of the City of Greyhawk and roamed the lands of Oerth. This book was created out of the demand by those GREYHAWK game lovers for more information.

The oldest, running fantasy campaign has a very vocal following. Each section of this book came out of a direct request for more information about a particular aspect of Oerth and Greyhawk. If you're new to Greyhawk, you may find parts of this book confusing—you're sure to find it intriguing. (To bring yourself up to speed, check out TSR's previously published GREYHAWK material.) If you're already a GREYHAWK game player, this book will present you with fun and adventure like you've never seen before.

Still, as I sit here writing this introduction, I know that I am doomed in my effort to please everyone. I feel I'm about to enter into a love/hate relationship with thousands of GREYHAWK game fans. I truly believe there are sections in this book that everyone will read and love, but the other side of the coin is also true—I plan on being asked (for the rest of my life!) "Why didn't you put in a section on government?" or "Why didn't you put in a longer section on spells?" The answers to these questions and the thousands of others that will be asked are long and only vaguely interesting. I worked hard to put together a cross section of what everyone said they wanted. I hope I hit the mark most of the time.

Let me give you a quick rundown of the material in this book:

Deities: The main gods and goddesses who influence PCs and NPCs are listed. The concept of these beings coming down in "Avatar" form is presented for the first time. More information on role-playing clerics has been added for people who like their role-playing with more meat in it.

Monsters: Creatures unique to the world of Oerth, from the steaming jungles to the dry deserts have been created. These monsters can also fit into any fantasy campaign or adventure.

Heroes: Powerful and important non-player characters were requested by almost everyone. These characters, good and bad, are listed with their strong and weak points in an effort to provide new springboards for PC adventures.

Spells: The lists in this book describe the spells of the greatest spellcasters in the GREYHAWK campaign. Now, player characters can cast the spells of Drawmij, Rary, and others. There is a certain satisfaction in knowing just which wizard gave your character the useful spell that saved your party's bacon when times were hard. Now you know.

Magic Items: A book on GREYHAWK Adventures wouldn't be complete without some mention of the magical items unique to Oerth. In addition to the usual enchanted objects (rings, wands, and so on), I wanted to include magical items like coins, caps, eyepatches, locketts, and turbans, all with their own useful magic.

Geography: The interesting sights of Oerth have long been ignored. This section deals with some of the more famous geographical features, all sites of adventures past and future. These geographical features provide endless exciting possibilities.

Adventures: To our surprise, hundreds of letters claimed that no GREYHAWK book would be complete without adventures, so, of course, we've included some here. This concept is a totally new one for TSR and one that is on the testing block. If you like adventures in your hardbounds, the idea stays; if you don't, the idea goes, never to be seen again.

Zero-Level Characters: Many people wondered what characters were like before they became first level. Now, a special appendix in this book gives you the chance to role-play characters who aren't quite ready for first level.

I would like to make note of the sound developmental work of the designers and editors who helped me put all the puzzling pieces of this book together. This, more than any other recent TSR project, was a group effort. Only a few of the people who participated could be mentioned in the credits. I want to go on record as being very appreciative of everyone's efforts.

As a final note, this book more than any other AD&D game book, was created by you, the players. Your letters, questions, and comments determined the contents of the volume you hold in your hands. It is my hope that you got what you wanted.

James M. Ward

July 4, 1988

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Distributed to the book trade by Random House, Inc. and in Canada by Random House of Canada, Ltd.
Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR UK Ltd.

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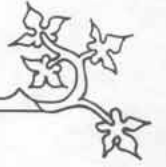
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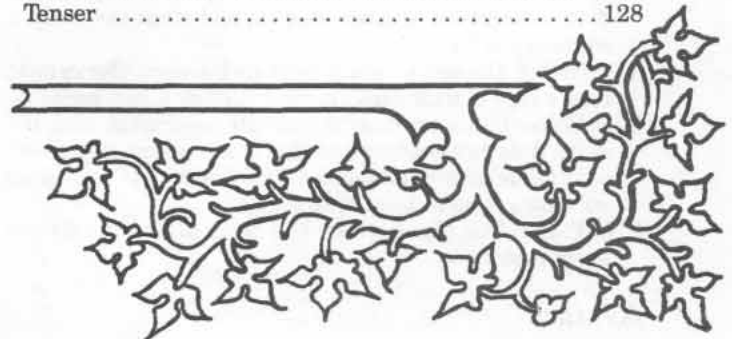


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Deities and Clerics of Greyhawk

The gods often visit the Prime Material Plane in avatar form to aid their worshippers or just to enjoy themselves. In one way or another, they influence the actions of all creatures on the Plane. This chapter provides a detailed look at the most influential deities. It describes their avatars, their clerics, and the special powers the deities use (and grant to their clerics) in the Prime Material Plane.

For some unknown reason, the city of Greyhawk gets an unusual amount of attention from these deities—at least one of these beings usually has an avatar in the city. Many ballads tell of awe-inspiring confrontations between avatars of opposing alignments on the city's crowded streets. Needless to say those streets needed considerable repair when the battle was done.

Terms Used In This Book

Each deity's particulars are presented in three parts: a section on the deity itself, a section on the avatar most commonly used by the deity, and a section describing the deity's clerics. The spells listed with the deity are always available to the clerics of his or her order. The special, spell-like powers are available to the head cleric of any temple of that deity. These powers are granted to the cleric during times of special need.

The Deity

The deity's name is given first, followed by its status (Greater Deity, Lesser Deity, or Demigod). A deity's status reflects its power in relation to other deities. Status also helps to determine how powerful a deity's avatars are, how many avatars there are, and what special abilities the deity has when its avatars are at full power. Note that *only* the powers of the deities' avatars are given here.

Abbreviations

AL: Alignment. Indicates the deity's behavior (see *PHB* and *DMG* for notes on the various alignments). A listing in parentheses after alignment indicates a deity's tendency to stray from the primary alignment.

WAL: Worshippers' Alignment. The alignment of the deity's non-clerical worshippers.

SoC: Spheres of Control. The ideas, events, or subjects the deity controls or is interested in, and what the deity is worshipped for.

SY: Symbol. The sign by which the deity is known. Clerics must have a copy of their deity's symbol in order to cast spells.

CR: Color. The color most commonly associated with the deity. A deity's avatars and clerics often dress in this color. Visible effects of spells cast by clerics of this deity will always be in hues of this color.

PN: Plane. The plane where the deity maintains its primary residence.

Avatars

An avatar is a physical manifestation of a god created

when a deity infuses part of its life force into a physical form. Greater deities have been known to use as many as three avatars at the same time. Lesser deities have never been known to use more than one. Demigods cannot use avatars. Deities usually create equipment to go along with the form. Only the most common avatar for each deity is listed here, but avatars of considerably greater power are known to exist.

Some deities keep several avatars on their home planes, in case one is destroyed. (Destroying an avatar does not harm a deity in any way, however.) When an avatar is destroyed, its equipment is usually destroyed along with it, but the deity might choose to leave it behind if doing so would serve its purposes.

Deities send avatars to the Prime Material Plane in order to influence, help, or instruct their worshippers. Many of the greatest heroes of any race of people or intelligent creatures were avatars sent to help that race. Each avatar will take great pains not to reveal that they are part deity. If an avatar dies, the body will vanish after several days. This body cannot be revived by magical means. Avatars usually appear in desolate areas and move towards the people they would protect.

Abbreviations

The following abbreviations are used throughout this book to describe characters of all sorts. Information applying only to avatars is listed in italics.

HD: Hit Dice. The number of hit dice the avatar has.

THAC0: Acronym for "To Hit Armor Class 0". The score needed on a twenty-sided die to hit an opponent that has an armor class of 0. The score needed to hit targets with other armor classes is easily calculated from this number. Note that the THAC0 does not take into account "to hit" adjustments from strength or magic.

SpA: Spell Ability. The class and level at which the character casts spells (MU = magic-user; CL = Cleric). *Note that the deity's unique spell-like abilities are cast at a higher level which reflects the deity's true power.*

MV: Movement. This is how fast a creature moves:

/#" = flying speed

//#" = swimming speed

(#") = burrowing speed

*#" = speed in web

AC: Armor Class. This is the character's frontal armor class, taking into account its dexterity, magical protections, and innate toughness. The armor class could be worse if the character is attacked from the flank or from behind.

hp: The character's hit points. *This is number of hit points the deity "loans" the avatar (usually about one third of its total hit points).*

#AT: Number of Attacks. The number of attacks the character can make in a single round.

Dmg: Damage. The damage inflicted by a single attack.

MR: Magic Resistance. The chance of a spell failing when used against the character, *usually about half the deity's true magic resistance.*



SZ: Size. The size of an avatar is always slightly larger than the normal size of a member of the race the avatar is sent to help.

Str: Strength
Int: Intelligence
Wis: Wisdom
Dex: Dexterity
Con: Constitution
Cha: Charisma

Clerics

Each of Greyhawk's deities demands worship of a different sort, and attracts a different sort of cleric. The unique qualities, specialties, and characteristics of Oerth's diverse clerics are described in detail, but you'll need to know the meaning of several abbreviations.

Cleric Abbreviations

AL: Alignment. The alignment required for a character to become a cleric of this deity. This is always more restricted than a worshiper's alignment.

RA: Raiment. What the cleric wears when performing formal rituals to the deity and the cleric's preferred garb at other times.

AEx: Additional Experience Cost. The penalty, in experience points, the cleric must pay when advancing in levels. This is offset by unique special abilities the deity grants to its clerics.

WPN: Weapons. The types of weapons the cleric may use. Weapons marked with an asterisk are strongly associated with the deity and the cleric must be proficient with them at 1st level.

Numerous deities insist that their clerics learn about, and become proficient in the use of edged-weapons. These deities have their own reasons for breaking the commonly enforced rule of clerics not using edged weapons.

SPH: Spheres. The kinds of spells the deity makes available to its clerics. This is intended for use with an optional rule in the second edition AD&D® game, and can be ignored if the DM wishes.

SPL: Specials. Special abilities the deity grants its clerics, usually spells or spell-like powers. Special abilities accrue to the cleric automatically each day.

ADD: Additional Spells. Spells that fall outside the deity's spheres, but are available to the cleric.

Boccob (Greater Deity)

AL Neutral; WAL Any; SoC Magic, Arcane Knowledge; SY Eye in a star; CR Purple; PN Concordant Opposition

Boccob, The Uncaring, patron of neutrality, foreknowledge, and foresight, is the Archmage of the Deities. He has few followers, but this does not appear to concern him in the least. Throughout the Flanaess seers and diviners entreat him for omens, sages revere him, and those seeking to create new magical items or spells often seek his aid. Services to Boccob, when held at all, include complex rituals, incense, recitals of alchemical formulas, and readings from special works honoring knowledge.

Boccob's Avatar

HD 14; THAC0 13; SpA MU 18; MV 18"; AC -2; hp 62; #AT 1; Dmg 1d6 + 1 to 4 (strength bonus + variable magical bonus); MR 50%; SZ M; Str 16, Int 20, Wis 18, Dex 18, Con, 16, Cha 18

Boccob rarely leaves his own hall. When he does go forth, he appears as a handsome man of indeterminate age clad in flowing purple garments. His clothing is covered with shimmering golden runes which move and change. He is indifferent and reticent to those he meets, neither seeking nor avoiding confrontations, but he always seeks to gain knowledge.

His most common avatar is hit only by weapons of +3 or better enchantment. No matter what his form, he can draw power from either the Positive or Negative Material Planes. This allows him to strike fear in a 15 foot radius into undead or creatures from the Positive or Negative Material Planes, saving throw at -4.

The avatar has double normal vision into all spectrums and can regenerate 1d4 hit points per round. Boccob is immune to all spells involving the mind, including *feeblemind* and similar magics.

Once per day, Boccob can create a *disc of Concordant Opposition*. The *disc* is a 10-foot web of force that blasts into nothingness any creature with fewer than 10 levels or hit dice, or less than 50% magic resistance (unless a save is made). Characters of more than the 10th level take 50 points of damage, no save allowed. Any creature with a magic-resistance greater than 50% is unaffected. Casting time is one segment. The *disc's* range is limited only by Boccob's line-of-sight.

Boccob generally carries his Staff of the Archmage. This combines the powers of a *staff of the magi* with a *wand of conjuration*. Though it can never contain more than 25 charges, it can absorb 24 spell levels per day. Boccob always wears at least five amulets and protective devices, including a *periapt of wound closure*, a *scarab of protection*, an *amulet of proof against detection and location*, a *periapt of health*, and a *stone of good luck*.

Boccob's Clerics

AL Neutral; RA Purple robe with gold trim; AEx: special; WPN flail, mace, staff*, dagger, knife, sling; SPH Astral, Charm, Combat, Divination, Elemental, Summoning, Healing (minor), Guardian (minor); SPL see below; ADD *disc of Concordant Opposition*, *dispel magic*

Priests of Boccob gain limited sage ability (see *DMG*) when they reach 8th level. The cleric has access to the major field of the Supernatural and Unusual, with one special category per 4 points of intelligence. The cleric can answer questions or conduct research only if he has access to a library. If a priest of Boccob builds a religious stronghold (see *PHB*), he may enchant one or more of Boccob's eyes in a star symbol to act as a scrying device.

Each scrying device costs 5,000 g.p. and takes 13 weeks to construct. The cleric can build one of these devices for every 3½ points of Intelligence he has. The devices function only within the stronghold, each acting as a *crystal ball*, but capable of *scrying* only the area in which it is



placed. The cleric may use them from any location on the Prime Material Plane. The chance for successful *scrying* is 100%. There is no limit to the number of times the cleric can scry through these devices, but the total scrying time allowed is three hours per day; the cleric may divide his time between the available devices as he sees fit.

When Boccob's clerics reach 10th level, they gain the ability to handle magical items normally usable only by magic-users. The items they can use include all *wands* (but not *rods* or *staves*, save those usable by clerics), *crystal balls*, *robes* (but not a *robe of the archmagi*). Once they reach 10th level, clerics pay an additional 5% experience point cost when gaining further levels.

Additional Spell

Disc of Concordant Opposition (Evocation)

Level: 6	Components: V, S, M
Range: 10 yards	Casting Time: 6 segs.
Duration: 1 attack	Saving Throw: Special
Area of Effect: 1 creature	

This spell is granted to clerics of Boccob when they become eligible for 6th level spells. It is a less powerful version of Boccob's own *disc of Concordant Opposition*. When it is cast, the cleric brings into being a *disc* which will blast most creatures into nothingness unless they are resistant to magic.

Creatures with less than 6 hit dice or 35% magic resistance are destroyed, if they fail their save. Creatures with 6 hit dice or more take 75 points of damage, if they fail their save. Creatures with 6 or more hit dice take 40 points of damage, saving to half damage. Any creature with a magic-resistance greater than 35% is unaffected.

The cleric must have Boccob's symbol—on his person in order to cast this spell. The material component is a small iron and electrum wheel with a rod rising from the center of one side. The *disc* is hurled at the target while the cleric completes a prayer to Boccob.

Celestian (Lesser Deity)

AL Neutral good; WAL Any good; SoC Stars, Space, Wanderers; SY Black circle with seven stars; CR Black; PN Astral

It is said that Celestian and Fharlanghn are brothers who followed similar but different paths. While Fharlanghn traveled the world, Celestian was drawn to the endless reaches of the stars and the Astral Plane. Celestian, The Star Wanderer, has only a small following in the Flanaess, being revered by astronomers, astrologers, navigators, philosophers, dreamers, and others involved with the cosmos or the sky. Shrines to Celestian are located in the country, away from city lights, and are built on mountain peaks or hilltops with a clear view of the night sky. Services to Celestian are held outdoors under a starry sky.

Celestian's Avatar

HD 23; THAC0 5; SpA MU 13; MV 18"; AC -5; hp 104; #AT 2; Dmg by weapon +6; MR 45%; SZ M; Str 18 (00), Int 18, Wis 16, Dex 18, Con 18, Cha 17

Celestian appears as a tall, lean, middle-aged man in black garments. His symbol is an array of seven "stars" (diamond, amethyst, sapphire, emerald, topaz, jacinth, and ruby) blazing with the fires of distant suns. This symbol is always part of his attire, worn as an adornment or worked into the cloth. His smooth skin is ebony, and he has eyes to match. His movements are quick and silent. He speaks but seldom, and then only in a cold, unearthly whisper, which carries well despite its softness.

Once per round, he can use any magical spell involving movement or travel, at the 18th level. Celestian casts these spells in addition to any others he has memorized. Each casting takes one segment no matter what its normal casting time.

Celestian typically carries one or more of the following weapons: a magical *long bow* +3 with 20 +3 *arrows*; a *spear* +4, normally 5 feet long but extending to 10 feet whenever Celestian wills; a *short sword* +5; a *battle axe* +4 that he can hurl up to 40 feet; and a *dagger* +6 made of unbreakable metal.

Celestian also has the following powers, usable at will, once per day:

Aurora—When he uses this power, an immobile, seven foot high hollow cylinder of scintillating light surrounds Celestian or any creature he chooses within a 20-yard





range. The cylinder's radius can be anywhere from one to seven feet, at Celestian's option. The light lasts up to seven turns—Celestian can dispel it at will.

Celestian and his clerics are immune to the effects of the cylinder, but any other living thing touching or touched by the light suffers 3d8 points of damage (save vs. spells for half). If a creature fails its saving throw it cannot leave the confines of the aurora area. Those trying to enter the field must also make their saving throw to enter the area. The cylinder counteracts the effects of magic resistance.

Comet—This is a flaming missile which can unerringly strike one target within 20 yards. The missile ignites any combustibles it touches. Its poisonous, flaming gases inflict 5d6 points of damage on anything it strikes (save vs. spells for half). The target must be constantly in sight for the spell to work. Even those creatures with fire resistance take the full effect of *comet* damage. Celestian and his clerics are immune to the spell's effects, however.

Heat Lightning—This spell calls a bolt of lightning down from the sky. The bolt unerringly strikes any single target within 70 feet of the caster, inflicting 5d10 points of damage (save vs. spell for half). The target must be constantly in sight for the spell to work. Even those creatures with electrical resistance take the full effect of the lightning damage. Celestian and his clerics are immune to its force.

Meteors—Seven to 16 (1d10+6) stone spheres, each six inches in diameter, shoot from Celestian's hand. They can be directed at a single target within 20 yards, or split among several targets. Each meteor inflicts 1d10+4 points of damage (save vs. spells negates, one save per striking meteor). The meteors may be released one at a time or simultaneously, but any not released before two turns have elapsed are lost.

Space Chill—A wave of cold and vacuum, 40 feet wide and 70 feet long, originating from Celestian's hands, kills all vegetation it touches. Other living things suffer 4d10 points of damage. A save vs. spells reduces total damage by one half.

Star Shine—A blazing white sheet of light streams from Celestian's eyes, enveloping up to four creatures up to 70 feet away. Targets are blinded for one turn (save vs. spells negates the effect). This blindness can be removed with a *cure blindness* spell or successful *dispel magic*.

Thunder—A great, rolling thunderclap sounds directly over Celestian's head. All creatures within 30 feet that have fewer than 20 hit dice (except Celestian and his clerics) are stunned for one round and deafened for 1d4+1 rounds, no saving throw. Creatures between 30 feet and 70 feet are simply deafened (save vs. spells negates).

Celestian (or his spell-casting cleric) must be under the open sky to use any of these powers. Casting time is instantaneous. Saves, where applicable, are made at -3.

Celestian's Clerics

AL Any Good; RA Black robe covered with stars; AEx +10%; WPN spear*, short sword, staff; SPH Astral, Creation, Sun, Necromantic (minor), Healing, Guardian (minor); SPL see below; ADD *meteors, create water, endure cold/heat, resist cold, resist fire, flame walk, create food and water, quest, chariot of Sustarre, wind walk*

Priests of Celestian wander about emulating their deity, whenever possible, by traveling the depths of space. They tend to be detached, more concerned with the stars than with Oerthly affairs. All Celestian priests study the stars and have a working knowledge of astronomy and navigation. Priests gain special spells as they advance in level:

Level	Spell
1st-2nd	<i>feather fall</i>
3rd-4th	<i>jump</i>
5th-6th	<i>levitate</i>
7th-8th	<i>spider climb</i>
9th-10th	<i>fly</i>
11th-15th	<i>dimension door</i>
16th & up	<i>teleport</i>

Each special spell is gained immediately when the cleric reaches the listed experience level. Special spells are cumulative, so that a 16th level cleric has seven special spells per day. Each spell is usable once per day. Casting times are normal, and the cleric casts the spells at his experience level.

These spells are granted like all clerical spells and the clerics don't have to study for them as a magic-user does.

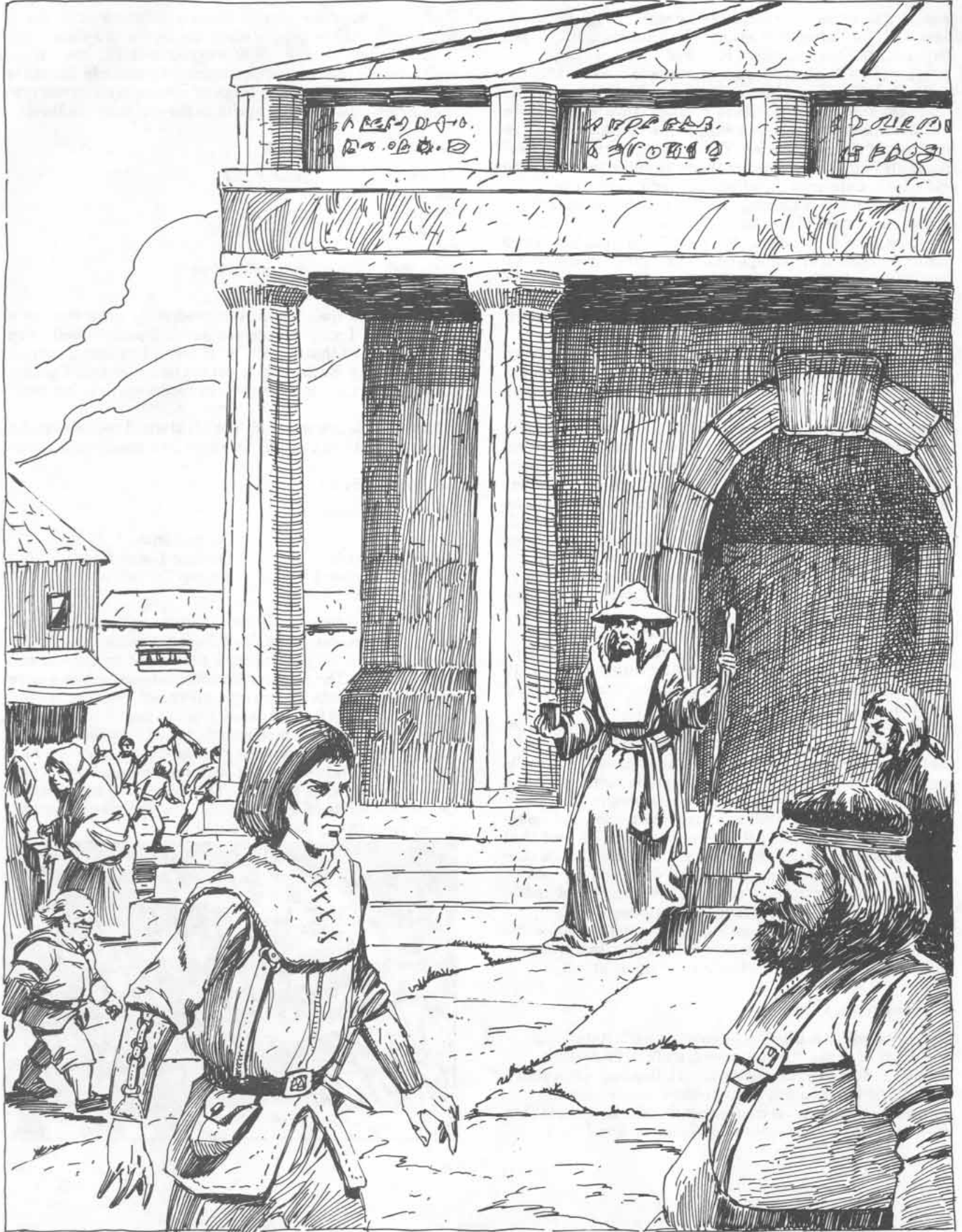
Additional Spell

Meteors (Evocation)

Level: 4	Components: V, S, M
Range: 20 yards	Casting Time: 5 segs.
Duration: 1 round/level	Saving Throw: Special
Area of Effect: Special	

This spell creates 2-5 (1d4+1) stone spheres, each six inches in diameter. They shoot from the caster's hand, following a straight path toward the target or targets the caster selects. The meteors hit their targets unless a save vs. spells is made (dexterity and racial bonuses do not apply), and there is a -2 penalty to the save if the range is 10 yards or less. Each meteor inflicts 1d4+4 points of damage if it hits. The caster may release the meteors one at a time or simultaneously, but any not released when the spell duration ends are lost. The material component is Celestian's circle of stars symbol, and the cleric must be under an open sky to cast the spell.







St. Cuthbert (Lesser Deity)

AL Lawful good (Lawful neutral); WAL Lawful good, Lawful neutral; SoC Wisdom, Dedication, Zeal; SY Wooden billet, starburst, crumpled hat; CR Brown, green; PN Arcadia

St. Cuthbert, the patron of common sense, truth, and forthrightness, has a large following, and many wayside shrines and small, crude chapels dedicated to his worship are scattered throughout the Flanaess. His worshippers are most numerous in the Central Flanaess, in the City of Greyhawk and vicinity, the Wild Coast, Urnst, and Verbo-bonc. In these areas his places of worship are large, elaborate, and well-maintained. There is a great personal enmity between St. Cuthbert and Iuz.

St. Cuthbert's Avatar

HD 17; THAC0 10; SpA CL 16; MV 18"; AC 2 (-5 with plate mail); hp 80; #AT 1; Dmg 2d4 +5 or 1d6 +9; MR 40%; SZ M; Str 18 (01), Int 10, Wis 19, Dex 17, Con 18, Cha 16

St. Cuthbert only leaves his plane when some great duty brings him forth. He hates evil, but is mostly interested in law and order and the dual tasks of converting the uninformed and preventing backsliding among the faithful. He usually appears as a stout man with a ruddy complexion, apple cheeks, flowing white hair, and a drooping moustache. In this guise, he wears *plate mail* +5. His helmet is crowned with a crumpled hat, and a starburst of rubies set in platinum hangs from his neck. He carries two weapons, a bronzewood cudgel in his left hand and the Mace of St. Cuthbert in his right.

St. Cuthbert has also been known to appear as a manure-covered yokel, a brown-and green-robed wanderer, or an aged and slight tinker. His avatars are hit only by weapons of +2 or better enchantment.

St. Cuthbert's bronzewood cudgel is a +3 weapon equal to a morningstar in his hands. Anyone touched by it must save vs. spells or be *beguiled* for 5-20 turns. The Mace of St. Cuthbert is a *mace of disruption* +5. On a roll of a natural 20, the creature struck loses one point of intelligence permanently, no save (however, a successful magic resistance roll negates the effect). The mace also has the following powers at 18th level: *bless* (by touch), *know alignment* (once per day), *tongues*, and *remove curse* (seven per week).

St. Cuthbert's Clerics

AL Lawful good or Lawful neutral; RA see below; AEx none; WPN club*, flail, mace*, staff*, sling; SPH Charm, Combat (minor), Divination, Protection (minor), Healing, Necromantic; SPL see below; ADD *beguiling*, *speak with dead*, *create food and water*, *speak with plants*, *heroes' feast*, *stone tell*, *succor*, *dispel evil*, *symbol*, *holy word*

St. Cuthbert's priesthood is divided into three orders: the Chapeaux, the Stars, and the Billets. There is a great rivalry between the followers of St. Cuthbert and those of Pholtus of the Blinding Light.

The Chapeaux dress in varying garb, but all wear crum-

pled hats of brown and green tartan with St. Cuthbert's starburst symbol, in copper, pinned to them. The Chapeaux seek to convert people to the faith. Beginning at third level, Chapeaux can cast one *shillelagh* spell per day. The spell is cast at the cleric's level.

The Stars wear dark green robes with the starburst in copper, gold, or platinum, depending on the cleric's status. Stars seek to retain doctrinal purity among the faithful—they tolerate no backsliding. Most Stars (70%) are lawful neutral. Beginning at fourth level, Stars can cast one *ESP* spell per day. The spell is cast at the cleric's level.

The Billets are the most numerous of St. Cuthbert's clerics. They dress in simple brown and russet garments and wear St. Cuthbert's cudgel symbol in oak or bronzewood. Billets minister to and protect the faithful, most (70%) are lawful good. Beginning at second level, Billets can cast one *friends* spell per day. The spell is cast at the cleric's level.

Additional Spell

Beguiling (Enchantment/Charm)

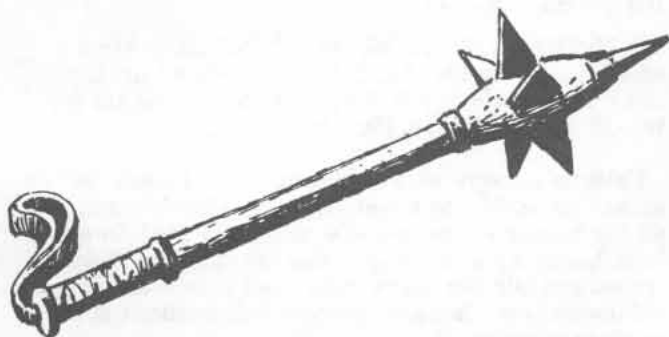
Level: 2	Components: V, S, M
Range: Touch	Casting Time: 5 segs.
Duration: Special	Saving Throw: Negates
Area of Effect: Special	

This spell imbues the cleric's bronzewood or oaken cudgel with the power to *charm* an opponent by touch. The cleric can opt to attempt a non-damaging touch, or a normal melee attack. In either case, the target must save vs. spells when a hit is scored or be *charmed*. Should the cleric opt to make a damaging attack, however, each point of damage the target suffers from a hit gives a +1 bonus to the save (a roll of a "1" always fails).

Charmed creatures regard the cleric as their comrade, friend, or mentor, treating the cleric with love and respect, and trusting him or her implicitly. If communication is possible, the *charmed* creature will obey the cleric to the best of its ability as long as the instructions seem plausible and do not obviously consign the creature to needless injury, loss, or violation of alignment.

Charmed creatures remain so for 2d10 rounds. This spell is particularly useful for getting incorrigibles to listen to the teachings of St. Cuthbert or to contribute to worthy causes.

If this spell is used in conjunction with a *shillelagh* spell, the victim saves at -1. The *dweomer* lasts three rounds plus one round per cast level, or until the cleric scores a successful hit with the cudgel, whichever comes first.



Ehlonna (Lesser Deity)

AL Neutral good; WAL Any good, neutral; SoC Forests, Flowers, Meadows; SY Unicorn horn; CR Pale green; PN Prime Material

Ehlonna of the Forests, venerated as a fertility goddess, is also patroness of animals and all good folk who dwell in the woodlands. She is the deity of hunters, fishermen, woodcutters, and others who make their livelihoods from the forests. Temples to Ehlonna are located in sylvan settings, although small shrines are occasionally found in villages. Her following is strongest in the area from the Wild Coast to the Ulek fiefs, and from the Kron Hills to the sea. More females than males serve Ehlonna. Services to Ehlonna involve wooden and horn vessels, various herbs, and music from pipes and flutes.



Ehlonna's Avatar

HD 22; THAC0 12; SpA MU 10; MV 24"; AC -2 (-4 with bracers); hp 100; # ATT 3/2; Dmg 1d8 +5 to 11, or 1d6 + 8, or 1d4 + 9; MR 35%; SZ M; Str 18 (99), Int 18, Wis 18, Dex 18, Con 18, Cha 18

Ehlonna appears as a human or elven female. In her human guise she has either chestnut or black hair; as an elf her tresses are golden-pale or coppery gold. In either form, her eyes are startling blue or soft violet, and her skin is clear and fair. Her garb varies, ranging from the serviceable clothing of a forester or ranger to the delicate gown of an elven princess.

In human form, Ehlonna can summon and command horses, while in elven form she has power over unicorns. She can summon either from as far away as three miles. Summoned creatures willingly serve as mounts and will perform any task given them to the best of their abilities. Elves, brownies, gnomes, and halflings are especially attuned to Ehlonna— if she requests a service from any good or neutral member of these races it is 90% likely that her request will be granted, no matter what is required.

Ehlonna's most common avatar is struck only by weapons of +1 or better enchantment, and has the abilities of a 10th level ranger.

Ehlonna's avatar always wears iron bracers that bestow an armor class of zero and grant a +2 to all saving throws. In addition, she carries a long bow and 40 arrows, a long sword, and a dagger. The bow never misses its target, even when fired at maximum range (21"). Half the arrows are *arrows of slaying* for various evil woodland animals and creatures. The remainder are *arrows* +3. The long sword is a *defender* +6, and the dagger is +4.

Ehlonna's Clerics

AL Neutral good or neutral; RA Pale green robe; AEx +5%; WPN Long bow*, knife, spear, staff, lasso, club; SPH Animal, Combat, Elemental (minor), Creation (minor), Weather, Sun, Plant, Healing; SPL see below; ADD *stalk*

Ehlonna's clerics wear pale green robes, and choose one species of plant as their special ward. The cleric need not fanatically protect individual plants from all harm, but must see to it that the species as a whole flourishes, and that common folk respect it for any beneficial properties it might have. Most clerics carry a supply of seeds with them as they travel, planting them where appropriate to insure the species' survival.

All clerics of Ehlonna track as if they were rangers at a level of ability equal to their clerical level. Beginning at 5th level they can cast one *animal friendship* spell per day; the spell is cast at the cleric's level, and does not count against the cleric's spell maximum.

Additional Spell

Stalk (Alteration/Abjuration)

Level: 2	Components: V, M
Range: Touch	Casting Time: 2 segs.
Duration: 5 rounds/level	Saving Throw: None
Area of Effect: Creature touched	

This spell makes the target nearly invisible in natural surroundings and almost totally silent, as if he or she were wearing cloak and boots of elvenkind. Furthermore, the recipient's scent is almost completely masked. The dweomer makes a stationary recipient undetectable by non-magical means at any range over 30 feet. Movement doesn't negate the spell; it only makes non-magical detection possible. The spell ends when its duration expires or whenever the recipient attacks. The material components are Ehlonna's unicorn horn symbol and a piece of dried chameleon skin.



Fharlanghn (Lesser Deity)

AL Neutral good; WAL Any (Neutral preferred); SoC Horizons, Distance, Travel; SY Wooden disc with a curved line, representing the horizon, across the upper half; CR Brown, Green; PN Prime Material

Fharlanghn, Dweller on the Far Horizon, is venerated as the deity of roads, as well as travel and distance, and his name is usually invoked throughout the Flanaess whenever a road is built or undergoes major repair. As the deity of travel, his symbol is seen on the doorways of inns and stables throughout the continent. His non-priestly followers are usually adventurers, merchants, and itinerants of all sorts. Services to Fharlanghn's are conducted out of doors whenever possible, preferably under a sunny sky, and with a clear horizon in view.

Fharlanghn's Avatar

HD 18; THAC0 14; SpA CL/MU 9/9; MV unlimited; AC -5; hp 85; #AT 1; Dmg 1d6 +2; MR 40%; SZ M; Str 18 (25), Int 19, Wis 18, Dex 18, Con 19, Cha 17

Fharlanghn appears as an elderly, weatherbeaten man with deeply-wrinkled skin and sparkling, youthful green eyes. He wears nondescript clothing, usually leather and unbleached linen. His garments are always travel-stained, but seldom dirty. His movements appear slow and methodical, but he's actually very spry. He will greet fellow travelers politely, and is always glad to converse, but not at any great length.

Fharlanghn can speak all the languages of Oerth and can communicate with any intelligent creature through telepathy. He can also read languages and magic, and can detect charm, evil, good, illusion, magic, snares, and pits at will. He can *curse* an enemy so that any journey of more than one league will take twice as long as normal, no save. The curse lasts one month, and can only be removed by a priest of Fharlanghn of 10th level or higher or by a deity capable of casting *remove curse*.

When he has initiative, he can attack and leap clear of an opponent, just as though he were wearing *boots of striding and springing*—except he never falls after making a leap. He is never surprised on the Prime Material Plane, and is immune to any spell involving earth.

His most common avatar is hit only by weapons of +2 or better enchantment, regenerates 1 hit point per melee round, and has the abilities of a 9th level thief. No matter what his form, he can cast the following spells, one at a time, once per round, at 18th level ability:

Dig, polymorph self, dimension door, pass without a trace, dispel magic, plant door, earthquake, rock to mud, find the path, stone tell, improved invisibility, transport via plants, move earth, wall of thorns, pass plant, wind walk, pass wall.

Fharlanghn casts these spells in addition to any others he has memorized. Each casting takes one segment.

Fharlanghn always carries the *Oerth Disc*, an ornate version of his symbol. This artifact, six inches in diameter, is made of many kinds of wood inlaid with jade and turquoise, with a bright amber gem set into it. By concentrating on the *Disc*, Fharlanghn can produce a tiny reproduction of

any locale on the Prime Material Plane. After viewing this image for a single round, Fharlanghn can teleport to the locale pictured without error. Other viewers studying the image for one round can teleport to the locale as though it had been studied carefully.

The *Disc* can also shoot forth a burning golden ray of varying intensity, once every ten rounds:

Pale yellow—This ray has the intensity of a *continual light* spell and can light an area six feet in diameter and up to 600 feet long.

Brilliant gold—This ray is bright enough to cause any creature to be permanently blinded (save vs. spell negates). The ray is eight inches in diameter and can be up to 60 feet long. Creatures that save when struck in the eyes, and all creatures within three feet of the ray, are dazzled by its brilliance and blinded for one round.

Fiery red—This ray can slice through virtually anything. The beam is pencil-thin and can be up to 16 feet long. The ray can cut through 1/2 inch of stone or 1/4 inch of steel in a single blast. Creatures struck by the ray suffer 10-60 (10d6) points of damage (save vs. spell negates). The beam's heat instantly sets fire to any combustibles it touches.

Fharlanghn's Clerics

AL Neutral; RA see below; AEx none; WPN Standard; SPH Astral, Elemental, Healing, Weather, Summoning (minor), Combat (minor); SPL none; ADD *footsore, endure cold/heat, locate animal, resist cold, locate plant, resist fire, create food and water, locate object, plant door, tongues, quest, pass plant, transport via plants, find the path*

Fharlanghn's priesthood is most active in the Central and Southwestern Flanaess. There are two sorts of priests: urban and pastoral. Urban priests wear brown robes and maintain small chapels in towns and cities. Pastoral priests wear green robes. Although they maintain small wayside shrines, pastoral priests are wanderers, seldom remaining in one place long and preaching as they go from shrine to shrine. All clerics of Fharlanghn have an acute sense of direction when wandering the outdoors. At first level, all Fharlanghn clerics have a 35% chance to avoid getting lost when traveling outdoors (see *DMG*), and this increases 1% for each level gained.

Additional Spell

Footsore (Enchantment/Charm)

Level: 4

Range: 20 yards

Duration: 1 day/level

Area of Effect: 1 creature/level

Components: V, S, M

Casting Time: 7 segs.

Saving Throw: NA

This specialized curse causes any journey of more than one league (three miles) to become twice as long as normal. The victim will drag his feet, walk in circles or in an irregular line, insist on long rests, and take other actions (or inactions) to increase the distance traveled or slow travel time (or both). Any mount the victim rides will be similarly affected.

The only way to counteract this spell is with a *remove curse* spell cast by a cleric of higher level than the original caster, or by waiting for its duration run out. The material component is Fharlanghn's disc and curved line holy symbol and a pinch of road dust or damp mud.

Incabulos (Major Deity)

AL Neutral evil; WAL Any evil; SoC Evil, Plagues, Nightmares; SY Eye of possession; CR Black, orange; PN Hades

Incabulos is the deity of evil sendings: sickness, famine, drought, and disaster. Being a baneful deity, he does not have a large following. Nevertheless, common folk throughout the Flanaess give him offerings, usually foul-smelling, guttering black candles, trying to appease him and avoid his wrath. Despicable persons of all sorts venerate Incabulos, respecting his power and malignancy. Temples to Incabulos are hidden underground or in isolated, desolate wildernesses. Services are held in secret, with the scene dimly lit by fat, smoky, black candles. The faithful celebrate multiple iniquities, while the priests hum and chant monotonously or join the debauchery.

Incabulos' Avatar

HD 18; THAC0 12; SpA CL/MU 13/13; MV 15"; AC -4; hp 83; #AT 1; Dmg 1d6 + 1 + special; MR 45%; SZ M; Str 16, Int 18, Wis 15, Dex 17, Con 19, Cha 13

Incabulos appears as a horrid-looking man of indeterminate age with skin tinged a diseased blue. He has a twisted, nightmarish visage, deformed body, and skeletal appendages. He wears a filthy robe colored dead black, lined with sickly orange and trimmed in moss green. He visits the Prime Material Plane only during darkness, and he rides a nightmare with maximum hit points when it pleases him to do so.

Once per day, Incabulos can gate in four night hags or eight hordlings (but not both or any combination of the two). The gate always opens, and one creature arrives each round until the full number is attained. These creatures serve willingly.

His most common avatar is hit only by weapons of +3 or better enchantment, regenerates 2 hit points per round, and has the abilities of a 13th level thief.

Once per day, Incabulos can cast a double strength *sleep* spell, each casting takes two segments. Once per day, he can also cast a permanent *sleep* spell that can affect any creature he touches. Only an exorcism spell can awaken the victim (saving throw vs spells negates the effect).

Incabulos' favorite weapon his *staff of wounding*, which combines the powers of a *staff of withering* with a reversed *staff of curing*. The item has 60 charges, and only Incabulos can recharge it.

Incabulos' Clerics

AL Any Evil; RA see below; AEx +5%; WPN club, flail, mace, staff*, lasso, sling; SPH Astral, Combat, Divination (minor), Healing, Necromantic, Summoning, Sun (reversed); SPL see below; ADD *plague*, *dispel magic*, *bestow curse*, *spike growth*, *giant insect*, *spike stones*, *quest*, *transmute water to dust*, *wall of thorns*, *weather summoning*, *creeping doom*, *insect plague*, *earthquake*

Incabulos' priests are most secretive, fearing the wrath of those who detest what Incabulos represents. Priests dress in black during services and are masters of disguise.

At first level, clerics of Incabulos have a 20% immunity to all diseases and slimes, including those caused by *cause disease* or *plague* spells, mummy rot, or green slime, violet fungi, and similar creatures. This resistance increases by 2% for each level gained.

When they reach 5th level, clerics gain the ability to cast a *hypnotism* spell, once per day, at 3rd level ability. Thereafter, the level of casting ability increases by one every time the cleric gains a level.

When they reach 8th level, clerics gain the ability to cast a permanent *sleep* spell once per day. Casting time is one segment, and the spell affects one touched creature in a round (save vs. spells at -3 negatives).

Additional Spells

Plague (Alteration)

Level: 4	Components: S, M
Range: 10 yards	Casting time: 7 segs.
Duration: 6 turns	Saving Throw: Special
Area of Effect: special	

This spell allows the cleric to inflict a virulent, infectious disease on a single target. If the target makes a save vs. spells, there is no effect. If the save fails, the target immediately suffers an attack of plague, becoming feverish and disoriented with illness for six turns. During this time, the victim loses 10% of his original hit points, loses one point of Strength and Constitution, and suffers a -2 to saving throws and "to hit" rolls, and is +2 to be hit.

All creatures (and characters) within 10 feet of the victim must pass a constitution check or contract the plague themselves. Creatures currently suffering from the plague cannot contract multiple cases, and creatures within range of more than one victim need check only once.

When the plague attack ends, the penalties end, but lost hit points and ability scores take 1d6 days to return. Before the plague's effects wear off there is one final attack, and the victim must make a constitution check against his lowered score. If this fails, the victim dies; if the victim survives, lost hit points and ability scores return.



Istus (Major Deity)

AL Neutral; WAL Any (neutral preferred); SoC Fate, Destiny; SY Golden spindle with three strands; CR Gray, black; PN Unrevealed

Istus, the Colorless and All-colored, Lady of Our Fate, is also the deity of the future, destiny, and predestination. She has few true followers, but many people throughout the Flanaess call upon her in times of want or need. Some prognosticators and seers venerate Istus. Her cult is strongest in Divers, the City of Greyhawk, Rauxes, Rel Mord, and Stoink, places where people tend to count on good fortune to sustain them. Services to Istus include gauze hangings, clouds of incense, woodwind music, chanting, and group meditation.

Istus' Avatar

HD 16; THAC0 10; SpA Cl/MU 16/16; MV 12"; AC -2; hp 75; #AT 1; Dmg typically 1d6; MR 50%; SZ M; Str 14, Int 19, Wis 19, Dex 18, Con 16, Cha 19

Istus appears in many guises. Sometimes she is an old crone, at other times a noble dame, shepherd girl, or gentlewoman. She always appears to be unarmed, but can use any object as an effective weapon for 1d6 points of damage. No one knows where Istus makes her abode. Most probably it is located in some pocket universe or Deep Ethereal demi-plane which only she and her strands of fate can enter.

Istus can never be surprised. When attacking with an item, she always hits her target, as she can influence fate. Damage is variable—her control is not that fine. She can move into the future and back instantly, once per day. These jaunts into the future restore 3d10 x 10 lost hit points.

Istus is immune to the effects of all time-related spells (such as *augury*, *divination*, *time stop*, and *tempus fugit*), however applied. A noble time elemental with maximum hit points always attends Istus, but it accompanies her avatar only 20% of the time. Her most common avatar is hit only by weapons of +3 or better enchantment.

Istus always carries the *Spindle of Fate*, a golden rod wound with silver-gray threads. This device responds only to Istus. She can move freely among all times and places while she has the *Spindle*. If it is lost, she returns immediately to her abode, where she makes a new spindle—the lost artifact crumbles to dust. Remaking the *Spindle* takes 3d10 x 10 days; Istus cannot control fate during this time.

Istus also uses the *Spindle* to cast various strands and webs:

Strand of Binding—The creature struck must save vs. spells or be held immobile, as though bound by heavy iron chains, for 100 rounds minus its hit dice, strength notwithstanding. This strand can be cast three times per day.

Strand of Cancellation—Any non-living object struck is treated as if it never existed! Only non-living things are affected. Magical items are entitled to save at 5% per "plus" or equivalent. Artifacts save at 50% and relics at 75% plus 5% per plus (e.g., an artifact *sword* +4 would save at 70%). This strand can be cast twice per day.

Strand of Death—Any creature (even a deity) struck is

turned to dust; if magic resistance or save vs. spells fails, the creature is forever gone. This strand can be cast once per day.

Strand of Hostility—The creature struck becomes hostile to anyone or anything which opposes Istus (save vs. spell negates). The creature will do whatever is necessary to defend Istus, including turning on former associates or friends (fate decrees that it should be so). The effect is permanent, and only Istus can remove it. This strand can be cast twice per day.

Strand of Passage—This instantly connects the plane Istus is on with any other plane Istus wishes. Any creature touching it is immediately transported to the other plane. The strand remains for three rounds, but allows travel in only one direction. This strand can be cast twice per day.

Strand of Sending—The creature struck is sent to the place and future time (up to 200 days) where the DM feels its freedom or existence is most in jeopardy (save vs. spells negates, willing creatures need not save). Istus can also use the strand to send a creature to the time and location in the near future of greatest opportunity. This strand can be cast at will.

Web of Enmeshment—All creatures caught within this 30-cubic foot web become lost in a misty labyrinth of unlimited size. Vision within the labyrinth is limited to ten feet. Also, the prisoners are filled with a nameless dread, and are 50% likely to attack any creature they meet, friend or foe. The web lasts one turn, but creatures lost in the labyrinth may escape before them. Prisoners who are not in combat may attempt a save vs. spell on the second round of confinement, and each round thereafter until they escape. Creatures with magic resistance may roll when struck: If the roll is successful the creature is not confined; if the roll fails, the creature is trapped until it saves. Creatures killed or struck unconscious within the labyrinth remain there until removed by another creature. This web can be cast once per day.

Web of Entropy—This invisible, 30-cubic-foot web affects all magical energy within it. The web lasts one turn. Magical items must save as though struck by a *strand of cancellation* each round they remain in the web. Spells cast from, into, or through the web are negated. This web can be cast once a day.

Web of Stars—This web transports Istus and every creature within a 15-foot radius to an unbounded time/space in an unknown location which *might* be her abode. The web is an ultra-dimensional pathway to anywhere or anywhen, if the way is known. Istus, naturally, knows the way. Other creatures caught within the web see an infinite, starry space filled with silken strands. Distances are distorted, and a single step can move a creature a vast distance. Creatures more than two "steps" away appear as glowing stars of red, orange, yellow, green, blue, violet, or white. The web lasts one hour or 600 "steps" of time.

Creatures of supra-genius intelligence can find their way back to their point of origin. Those with greater than supra-genius intelligence can determine the locations of other points along the web (10% chance per point of Intelligence over 20) and can use the web to travel to other planes and times. Creatures with genius intelligence can also discover the nature of the time/space (1% chance per point of Intelligence) and locate points along it, but each portal must be studied for one turn (100 "steps") before it can be

used. Creatures may try to comprehend the time/space only once per visit. Points along the web are spaced 3d8 steps apart. Creatures within the web when it fades are instantly teleported to a random location on their home planes. This web can be cast once per day.

Strands have a range of 60 feet, webs 30 feet (except the *web of stars* which is always centered on Istus). Istus casts her strands and webs at 24th level. She has often granted strand casting to her high clerics, but these clerics are never granted more than two strands a day.



Istus' Clerics

AL Neutral; RA see below; AEx 5%; WPN club, flail*, hammer, mace, staff, lasso; SPH Astral, Charm (minor), Divination, Healing, Necromantic. Protection (minor); SPL none; ADD *enmeshment, bless, predict weather, chant, prayer, quest, stone tell, reincarnate*

Most clerics of Istus are female (80%). Generally, only unfeeling or cynical persons serve her (fate often being too cruel or unreliable to inspire strong devotion) although some worship Istus because fate has been uncommonly generous to them. Clerics of Istus wear gray or black robes. Formal vestments for high-level clerics have web patterns. All clerics are expected to wear the golden spindle openly, and to let their hair grow at least six inches long. Since clerics of Istus tend to be resigned to (or confident about) their fates, they tend to make unimportant decisions randomly—by coin toss or die roll. Even when faced with an important decision, a cleric will often consider two or more courses of action of apparently equal merit and choose one randomly.

Clerics of Istus who are 3rd level or higher can cast one *augury* spell per day. This does not count against the cleric's normal spell total. Clerics of 7th level or higher can cast a *strand of binding*, once per day. The strand has a range of ten feet, and the binding lasts one round per level of the cleric. Victims who fail their saves can make one attempt to bend bars/lift gates and break the strand.

Additional Spell

Enmeshment (Conjuration/Summoning)

Level: 6
Range: 10 yards
Duration: Special
Area of Effect: 30 foot cube

Components: S
Casting Time: 6 segs.
Saving Throw: Negates

This spell creates a mass of weak, sticky threads which lasts one turn. The threads block vision but do not impede movement. They are non-flammable and can only be removed by a successful *dispel magic* spell. Creatures touching the threads must save vs. spell at -3 or be instantly teleported to a misty labyrinth of unlimited size. Prisoners within the labyrinth are filled with a nameless dread, and vision is limited to 10 feet. Prisoners are 50% likely to attack any creature they meet, friend or foe. Prisoners not engaged in combat may attempt a save vs. spell on the second round of confinement, and each round thereafter until they escape or the spell duration ends.

Creatures with magic resistance may roll when touching the threads; if the roll is successful the creature is not confined; if the roll fails the creature is trapped until it saves or the spell duration ends. Prisoners in the labyrinth when the spell duration ends are returned to their point of origin.

Iuz (Demi-god)

AL Chaotic evil; WAL Any evil; SoC Oppression, Deceit, Pain; SY Grinning human skull; CR Rusty black; PN Prime Material

Iuz, The Old, is the patron of wickedness. He rules a portion of the Flanaess named after him, holding court in his capital city of Molag where he plots the conquest and dominion of the entire Oerth. Iuz's wickedness and treachery are infamous throughout the Flanaess, and few creatures living outside his domain even speak his name, let alone venerate him. There is great personal enmity between Iuz and St. Cuthbert. Ceremonies venerating Iuz include foul-smelling incense or burning dung, the banging of great drums, gongs, or bells. Blood sacrifices are often part of rituals. Altars are usually of bone, and include many skulls. Services to Iuz are held in ancient, filthy, and dark places.

True Form (No Avatar)

HD 36; THAC0 10; SpA CL 16; MV 18"; AC -4 (-8 with cape); hp 165; #AT 1 or 2; Dmg 1d10 +12 or 1d4 +10/1d4 +10 MR 45% (65% with cape); SZ M or L; Str 21, Int 18, Wis 20, Dex 18, Con 18, Cha 18

Whether Iuz is a human who has become demonic through the centuries, or whether he is a cambion (Orcus' offspring, some suggest), no mortal knows. He has been known to appear as an ogre-sized fat man with demonic features, reddish skin, pointed ears, and long steely fingers, and as a wrinkled old man scarcely five feet tall.

Iuz has no avatar. If he is slain, he is banished to the Abyss—just as if he were a demon prince. His soul object is reputedly hidden on the Abyssal Plane. Iuz is struck only by weapons of +1 or better enchantment.



In his demonic form, Iuz usually wields a great *two-handed sword* +3. In his old man form, Iuz can generate a disgusting *spittle*. Once per round, he can project this spittle at targets within 10 feet. Iuz must make a successful to hit roll, and all targets are considered at short range. Creatures struck age 1d6 years, no saving throw. Furthermore, the area struck becomes withered and numb, and is useless for 1d4 + 1 rounds.

In either form Iuz is struck only by weapons of +1 or better enchantment. He usually wears an old, short cape. This acts as a *cloak of protection* +4 and increases his magic resistance by 20%. Iuz has the abilities of a 20th level thief.

Iuz also has the following powers, common to all demigods.

At will: *finger of death*, *invisibility*, *phantasmal force*, *protection from good* 10' radius, *remove fear*, *summon followers* (1-2 creatures of the same type and alignment, up to 20 hit dice total, per day), *wall of force*.

Twice per day: *dispel good*, *dispel illusion*, *dispel magic*, *true seeing*.

Once per day: *anti-magic shell*, *command* (2 round duration), *gate*, *heal*, *unholy word*, *limited wish*, *symbol*.

Iuz' Clerics

AL Chaotic Evil; RA see below; AEx none; WPN club, flail, mace*, staff, sling, garroe; SPH: Combat, Guardian, Divination (minor), Healing, Necromantic (minor), Summoning, Sun (reversed); SPL change self; ADD *spittle*, *cause fear*, *heat metal*, *dispel magic*, *true seeing*, *feeblemind*, *forbiddance*, *confusion*

Clerics of Iuz are as cold-blooded and malevolent as their deity. They dress in black (their master's favorite color), or in bloodstained white. Beginning at 3rd level, they can cast *change self* once per day. The spell is cast at the cleric's level. All clerics of Iuz are dedicated trophy hunters, taking souvenirs from defeated foes. A cleric's status is partially determined by the number of trophies in his collection—particularly skulls.

Additional Spell

Spittle (Alteration)

Level: 1	Components: S
Range: 10 yards	Casting Time: 1 seg.
Duration: 1 attack	Saving Throw: Negates
Area of Effect: One creature	

This spell allows the cleric to generate a disgusting spittle that can paralyze any creature it touches. The cleric must make a to hit roll, and all targets are considered to be at short range. Any creature struck must save vs. spell or lose the use of the area struck:

d8 roll	Area Struck	Effect
1	Head	Unconscious
2-4	Body	Paralyzed
5	Weapon Arm	No attacks
6	Non-weapon Arm	No shield bonus
7-8	Leg	Lose defensive dexterity bonuses; movement reduced 50%

All effects last 1d4 + 1 rounds. The DM might choose to alter the hit location chart to account for target facing or non-humanoid body type.

Nerull (Major Deity)

AL Neutral evil; WAL Any evil; SoC Death, Darkness, Underworld; SY Skull and scythe; CR Rust-red; PN Tarterus

Nerull, the patron of covert activity, is known as the Reaper, Foe of all Good, Hater of Life, Bringer of Darkness, King of all Gloom, and Reaper of Flesh. He is the deity of all who embrace evil for enjoyment or gain. Many evil humans and some humanoids pay homage to Nerull. In wicked lands, such as the Great Kingdom, temples of Nerull operate openly. Elsewhere his temples operate secretly in subterranean vaults. Services to Nerull are conducted in darkness, with a litany glorifying death and suffering. Blood sacrifices are common. Altars are made of rust-colored stone; service pieces are copper and malachite.

Nerull's Avatar

HD 20; THAC0 12; SpA CL/MU 14/14; MV 15"/45"; AC -4; hp 90; #AT 1; Dmg 5-30; MR 50%; SZ M; Str 15, Int 16, Wis 19, Dex 18, Con 18, Cha 14

Nerull appears as a skeletal figure with dull rust-red skin. His skull-like head has locks of dark green, ropey hair. His eyes are a green, suggesting verdigris; his talons and teeth are the same hue. He wears a black cowl and carries the Life Cutter, a red-veined sablewood staff. He appears on the Prime Material Plane only during darkness.

Nerull can fly. All his senses—including infravision and ultravision—are twice as effective as the human norm. Furthermore, his vision cannot be obscured by darkness or clouds, magical or otherwise. This makes him, for all practical purposes, immune to surprise, except through some extraordinary means. Once per day, Nerull can summon three demodands of the same type. The summoning takes three segments, and the creatures appear 1d8 segments later. The creatures serve willingly.

His most common avatar is struck only by weapons of +2 or better weapons, and has the abilities of a 17th level thief.

Nerull generally carries one or more cursed magical items. Among his favorites are a *necklace of strangulation*, a *bag of devouring*, a *rug of smothering*, and a *poisonous cloak*. Sometimes, he simply leaves these items lying about where they can hurt the greedy or unwary, but usually he uses these items offensively, preferably from behind.

The Life Cutter is actually a scythe. At Nerull's command a huge blade of red force extends from its tip. The blade is equal to a +5 weapon. With it, Nerull can sweep a 180-degree arc 10 feet long and 2 feet deep. Each creature within the arc is subject to attack (normal to hit roll required). Even creatures in Astral, Ethereal, or gaseous form are affected. Victims struck must save vs. death or expire instantly; those saving suffer 5d6 points of damage. Creatures from, or drawing energy from, the Positive



Material Plane suffer double damage. Undead struck by the blade crumble to dust unless they, too, save vs. death. The double-damage and death effects are negated by a successful magic resistance roll, but the base damage is not.

Nerull's Clerics

AL Any evil; RA Rust-red or black garments; AEx 5%; WPN staff*, plus specials; SPH Astral, Combat, Divination (minor), Healing, Guardian, Necromantic, Sun (reversed); SPL none; ADD *ebony tendrils, command, pass without trace, sanctuary, hold person, obscurement, withdraw, dispel magic, meld into stone, quest, part water, aerial servant, word of recall, succor*

Clerics of Nerull dress in rust-red or black garments. All carry the skull and scythe either openly or cleverly hidden somewhere on their persons. All of Nerull's clerics are trained to be alert, and are surprised only on a roll of 1. At 1st level, clerics are trained to use small sickles (equal to daggers). At 5th level they learn to use scythe-like pole arms (treat as hook-fauchards). These weapon proficiencies are in addition to the cleric's normal weapons. Nerull's clerics never share secrets or confide in anyone.

Additional Spell

Ebony Tendrils (Conjuration/Summoning)

Level: 5	Components: V, S, M
Range: 10 yards	Casting Time: 5 segs.
Duration: 5 rounds	Saving Throw: Negates
Area of Effect: Special	

This spell summons a lump of blackness five feet in diameter with four 10-foot arms radiating from it, 90 degrees apart. Touching the central lump causes death unless a save vs. death is made. The arms attack with the same chance to hit as the cleric casting the spell, inflicting d10+2 hit points of corrosive and constriction damage. Creatures struck have one chance to break free, which is the same as the chance to open a door. (If the chance to open doors is unknown, assume that smaller than man-sized creatures escape on the roll of a 1 on 1d6, man-sized creatures on a roll of 1 or 2 on 1d6, and larger than man-sized creatures on a 1, 2, or 3 on 1d6).

The round after scoring a hit, an arm retracts into the central lump, where the victim in its grasp must save vs. death. Thereafter, the victim is held fast, and continues to suffer corrosion and constriction damage, but continued contact with the lump does not cause additional saves vs. death. Broken arms retract into the central lump without making further attacks. Arms holding dead creatures continue to hold them until the spell duration expires.

The material components for this spell are Nerull's unholy symbol (the skull and scythe) and a small, rusty iron ball.

Pholtus (Lesser Deity)

AL Lawful good (neutral); WAL Any lawful; SoC Light, Resolution, Law; SY Silvery sun; CR White, silver, and gold; PN Arcadia

Pholtus, of the Blinding Light, is the deity of order, inflexibility, the sun, and the moon. Some followers of the Blinding Light claim that Pholtus set the sun and moon in the sky and maintains them in their rigid procession to show all creatures the One True Way, a strict path which allows no deviation but absolutely assures rightness. Such claims are not regarded as doctrine.

Buildings consecrated to Pholtus are white. Services include many brightly burning candles, long sermons, and choruses of the worshipper's anthem, "O Blinding Light."

Pholtus' Avatar

HD 20; THAC0 14; SpA CL/MU 12/12; MV 21"; AC -4; hp 90; #AT 1; Dmg 1d10+3; MR 40%; SZ M; Str 17, Int 16, Wis 18, Dex 17, Con 18, Cha 18

Pholtus appears as a tall, slender man with a pale complexion, flowing white hair, and bright blue eyes lit with the fire of devotion. He always wears a silky white gown and a cassock trimmed with gold and silver and embroidered with suns and moons. His most common avatar is hit only by weapons of +2 or better enchantment.

Pholtus can summon 1d4 monadic devas per day. Summoning requires one segment. Thereafter, the devas arrive once per two segments.

He carries the *Staff of the Silvery Sun*, an ivory staff covered with silver and topped with an electrum disc. The staff acts as a *helm of brilliance* and a *rod of rulership*. It inflicts 1d10+2 points of damage, plus the wielder's strength bonus, if any. It strikes as a +6 weapon and has all the powers of a *wand of illumination*. It also has the following abilities:

Cure Blindness—By touch, as spell.

Spectrum Beam—This beam is eight feet wide and 80 feet long. Creatures struck must save vs. spell or fix their gaze on the Staff and obey every command uttered by the wielder for 1d6 turns. The *beam* can be used four times per day.

Brilliant Globe—The globe has a 60-foot radius. All within it, except Pholtus, must save vs. spell or become permanently blind. The blindness is curable only by the Staff of Silvery Suns, a wish, or a deity able to cure blindness or grant a wish. The *globe* can be used once per day.

In addition to his Staff, Pholtus has the following powers, usable four times per day. Casting time is one segment, and the powers are cast at 20th level:

Dispel Darkness—Pholtus can dissipate any area of magical darkness by touching it. The darkness can reform after eight turns if its duration allows. As a cleric spell, the caster must have Pholtus' holy symbol and utter a four-segment incantation to Pholtus while touching the darkness.

Glow—By pointing his finger, Pholtus can cause any creature within 80 feet to glow with a radiance equal to a *continual light* spell, but with a 100-foot radius, for eight rounds. There is no saving throw, but magic-resistance applies. The light can also issue from Pholtus' face (+2 charisma) or eyes (twin beams of light 400 feet long and 40 feet wide). As a cleric spell, the caster must have a holy symbol. Casting time is five segments; duration is one round per caster level.



Reflect—With a mystic pass and incantation, Pholtus can cause his body to reflect all forms of radiation. Creatures using infravision or ultravision will be struck blind for 1d8 rounds after looking at him (save vs. spells negates). If the lighting is very bright, even creatures with normal vision can be struck blind for 2d8 rounds (save vs. spells negates). As a cleric spell, the caster must have a holy symbol and a set of crystal prayer beads. Casting time is six segments; duration is one round.

Pholtus' Clerics

AL Lawful Neutral; RA see below; AEx +5%; WPN Standard; SPH Astral, Charm (minor), Combat, Divination (minor), Protection (minor), Healing, Sun; SPL see below; ADD *sunburst*, *produce flame*, *pyrotechnics*, *dispel magic*, *rainbow*

Pholtus' priests are most active in cities, where they continually seek to reveal the light to unbelievers. Being as inflexible as their deity, they brook no argument, and resisters are quickly shown the way of the Blinding Light (usually with a *continual light* spell squarely between the eyes). Clerics of Pholtus are divided into three ranks, based on steps of four levels: Glimmering (levels 1-4), Gleam (5-8), and Shining (9+).

Glimmerings wear white robes and can cast *dispel darkness* once per day. Gleamings wear white and silver robes and can cast *glow* once per day. Shinings wear white and gold robes and can cast *reflect* once per day.

All special spells are cumulative so that a Shining cleric can cast three special spells. The spells are cast at the cleric's level and do not count against the cleric's spell maximum. Clerics of Pholtus are never completely without light if they can help it. Magical light is preferred but a candle or piece of luminous fungus will do in a pinch.

Additional Spell

Sunburst (Evocation)

Level: 4	Components: V, M
Range: 30 yards	Casting Time: 7 segs.
Duration: 1 segment	Saving Throw: Special
Area of Effect: 40' radius globe	

This spell creates a brilliant flash of golden light. Undead within the area of effect take 6d6 points of damage (no save). All other creatures within or facing the burst must save vs. spells or be blinded for 2-12 segments. Creatures without eyes, and those not sensitive to visible light, are not effected. A sunburst negates *darkness* spells within its area, provided the darkness was cast by someone of equal or lower level than the cleric. The material component for this spell is Pholtus' silvery sun holy symbol and a bead of any clear crystalline substance.



Ralishaz (Lesser Deity)

AL Chaotic Neutral (Evil); WAL Any, but usually chaotic; SoC Chance, Ill Luck, Misfortune; SY Three bone sticks; CR none; PN Limbo

Ralishaz, the Unlooked For, is the deity of randomness and madness. Most people in the Flanaess see him as the entity responsible for unforeseen events which bring woe more often than weal. He is the patron of gamblers and those who take unusual risks—his intercession is never looked for. He has few worshippers, although a handful of small shrines and modest temples can be found in large cities and out-of-the-way places. Services to Ralishaz include random notes played on various musical instruments, babbling paeans, frequent castings of various augury devices, and wildly varying conditions of light and darkness, noise and quiet, heat and chill.

Ralishaz' Avatar

HD 15; THAC0 10; SpA CL/MU 16/7; MV see below; AC see below; hp 70; #AT 1; Dmg 1d20 +2; MR see below; SZ M; Str 18 (28), Int 17, Wis 18, Dex 17, Con 16, Cha 8

Ralishaz usually appears as an ancient and oddly dressed mendicant, sometimes male, sometimes female. He begs or gambles in this guise. At other times, he appears as a jester or idiot. At still other times he appears in a semblance of his (or her) true form, which is awful to behold. At one moment the deity's face and body are handsome, the next wrinkled and hideous. During all these shifts, whether the countenance is that of a scabby beggar or beautiful maid, an aura of unease pervades, for Ralishaz' randomness is palpable and disturbing. His weapon is always wooden—a staff or club. His avatar is hit only by magical weapons. In keeping with his random nature, the enchantment varies form day-to-day. Roll 1d4—the result is the required “plus.”

Ralishaz can sometimes reverse the effects of attacks:

d20 roll Result

1	Attack affects both Ralishaz and the attacker
2-19	Attack affects Ralishaz
20	Attack affects attacker

The avatar has the following powers, usable once per day, cast at 18th level. Casting time is instantaneous. Saving throws do not apply, but magic resistance does.

Gaze—Causes sleep (as spell) for 1d20 rounds, one creature per round. Any creature can be affected. Range 10 feet.

Curse—As spell, with one of the following effects:

- 1: Always loses games of chance
- 2: Miss next luck (save or similar) chance
- 3: Two abilities of unequal rating switch places
- 4: Always surprised during the next 1d20 encounters

Ralishaz always carries the same weapon, but its appearance varies. It inflicts 1-20 points of damage, plus the wielder's strength bonus, if any, and is equal to a +3 weapon.

Ralishaz' Clerics

AL Chaotic Neutral; RA Varicolored robe; AEx none; WPN sling*, mace; SPH Combat, Healing, Guardian (minor), Divination (minor), Creation, Protection; SPL see below; ADD *vicissitude, commune, reincarnate, confusion*

Clerics of Ralishaz wear multicolored robes of varying cuts and materials. They seldom suffer misfortune or ill-luck, but when they do, it tends to be very, very bad. They avoid taking chances whenever possible. "Tempt not Chance" is their byword. When clerics reach 3rd, 4th, 5th, or 6th level (roll 1d4 for each cleric) they gain the ability to put a victim to *sleep* (as the spell) by gazing into the eyes of their victims, once per day (save vs. spells negates).

Additional Spell

Vicissitude (Conjuration/Summoning)

Level: 2	Components: S, M
Range: Special	Casting Time: 1 seg.
Duration: Special	Saving Throw: None
Area of Effect: Special	

This spell allows the cleric to bend fate, but not without risk. When faced with any situation involving chance the cleric need only make the mystic passes of this spell to receive a +10% bonus to the die roll, (cf., *stone of good luck*). However, each time this spell is used there is a non-cumulative 5% chance that it will backfire and produce the worst possible result for the caster.

When applied to saving throws, this spell grants the caster a +2 bonus to the die roll (a roll of "1" always fails), but if a natural "20" is rolled, disaster strikes and the cleric suffers maximum damage from the attack.

The cleric must be alive to use this spell and must have Ralishaz' three bone holy symbol openly displayed.



Ulaa (Major Deity)

AL Lawful good; WAL Any good, neutral; SoC Hills, Mountains, Gems; SY Mountain with ruby heart; CR Green, brown, gray; PN Seven Heavens, Concordant Opposition

Ulaa is the patroness of miners, hillmen, mountaineers, and quarrymen. She also has a large following among demi-humans, particularly dwarves, gnomes, and halflings. Shrines, temples, and chapels dedicated to Ulaa are scattered throughout the Flanaess. They are always located in stony areas, if not underground. Services to Ulaa include displays of earth and gemstones, rhythmic hammerings on stone, and hymns featuring chants with deep notes.

Ulaa's Avatar

HD 22; THAC0 8; SpA CL/MU 13/13; MV 9" (18"); AC -5; hp 100; #AT 2 (1 with hammer); Dmg 1d6 + 13/1d6 + 13 or see below; MR 45%; SZ M; Str 19, Int 18, Wis 18, Dex 17, Con 18, Cha 16 (18 in dwarves and gnomes)

Ulaa can appear as male or female, dwarf, gnome, human, or any other creatures she chooses. All of her guises, however, tend to have dwarf-like proportions and a gnomish visage. She generally accoutres herself with adamantite chain mail with a gem-studded harness. She always carries an enchanted military pick and a *hammer of thunderbolts*.

Ulaa is immune to all earth-based spells. She can pass through earth or rock at a rate of 18" per turn. Creatures of the Elemental Plane of Earth respect her, serving faithfully at her request (if good or neutral), or fleeing when sighting her (if evil). Her hearing is double the human norm, and she has infravision to 240 feet and ultravision.

Her most common avatar is hit only by weapons of +3 or better enchantment and regenerates one hit point per round when in contact with earth or stone. No matter what her form, she can cast the following spells one at a time, once per round, at 12th level:

Once per day: *earthquake, statue, move earth, glassteel, wall of stone, conjure earth elemental (24HD)*

Twice per day: *transmute rock to mud, stone to flesh, flesh to stone, wall of stone*

Three times per day: *passwall, dimension door, stone shape, glasse, wall of force*

Ulaa's military pick is +5. She can hurl her *hammer of thunderbolts* every other round to a 140-foot range, with no rest required. Her most common avatar inflicts 2d4 + 12 damage on large opponents (assuming it doesn't kill them outright, see *DMG*). When attacking small opponents (less than 1 hit die) Ulaa can slay 2d4 + 12 hit dice of creatures per attack with the hammer.



Ulaa's Clerics

AL Lawful good, neutral; RA see below; AEx +5%; WPN club, flail, hammer*, mace, staff, military pick*, sling; SPH Combat, Elemental, Protection, Healing, Guardian, Divination (minor) SPL see below; ADD *command earth*, *light*, *continual light*, *quest*, *animate object*, *heroes' feast*; PN Elemental Plane of Earth

Clerics of Ulaa wear robes of brown, green, or a combination of these colors, depending on level. They are servants and protectors of the community. At 1st level they must select a foe, usually some type of monster that is a local menace. When attacking this foe in melee, the cleric gets a +1 bonus to damage. This bonus increases by an additional +1 for every three levels the cleric gains, to a maximum of +4. The foe must be one particular kind of creature, i.e., hill giants, orcs, trolls, etc. At lower levels, Ulaa's clerics are granted the following spells:

1st-3rd	detect invisible objects
4th-6th	dig
7th-9th	passwall
10+	stone to flesh

Demi-humans with infravision have this capability doubled when using the detect invisible objects spell. Casting times are normal, and the spells are cast at the cleric's level.

Additional Spell

Command Earth (Alteration)

Level: 6
 Range: Special
 Duration: 6 turns +1/level
 Area of Effect: Special
 Components: V, M
 Casting Time: 9 segs.
 Saving Throw: Negates

This spell gives the cleric limited power over creatures the element of earth. While this spell is in effect, earth elementals and other creatures from the Elemental Plane of Earth cannot approach within five feet of or attack the caster. The caster can forego this protection and attempt to charm the creature. Saves against the charm are at a -2 penalty. If the charm fails the creature is free to attack the caster. While the spell is in effect, the caster is able to converse with earth elemental creatures, and earth elemental creatures of the cleric's alignment will tend to be friendly toward the cleric (unless a charm is attempted). If an earth elemental is successfully charmed, the caster may use it to *move earth*, as the sixth level magic-user spell. The material component for this spell is Ulaa's holy symbol (the mountain with a ruby heart) and an opaque gemstone.

Monsters of Greyhawk

This chapter describes the many and varied monsters found near (and sometimes *in*) the city of Greyhawk. The astounding variety of monsters found in and around Greyhawk is a direct result of an unusual fad which gripped the city several hundred years ago—it seemed as if everyone wanted mated pairs of unusual creatures. At that time, a huge market existed for expensive mated pairs of rare (and often dangerous) creatures. The mated pair business was *big* business.

All too often, however, the new owners of these rare (and often dangerous) creatures didn't know how to take care of them. Many monsters were set free, and others escaped into the wilds around the city. There they grew and raised their young. And that is why creatures normally found only in the Crystallist Mountains or the Plains of the Paynims can be found near the city of Greyhawk.

Needless to say, there is now a law against bringing mated pairs of any creature into the Greyhawk area. Strangers are always amazed when their male and female donkeys are slain before their very eyes, right in front of the gates of the city. Such precautions are a little like locking the barn door after the horse escapes, however—countless unusual creatures thrive in the Greyhawk area. These creatures are described below.

Three of the headings in the monster listings below may be unfamiliar to experienced AD&D® game players:

Reaction Modifier is a guide for DMs in determining a creature's initial reaction. Roll 2d10 and add (or, in some cases, subtract) the Reaction Modifier. The higher the number, the less aggressive the creature will be. A low roll means the creature acts *more* aggressively.

Size is how big (or small) the creature is. First edition players can treat "Tiny" creatures like "Small" creatures; "Huge" and "Gargantuan" creatures can be treated like "Large" ones.

Morale is a measure of how likely a creature is to stand its ground in the face of danger, adversity, or overwhelmingly bad odds in combat. Roll 2d10. If the total of the two dice is less than or equal to the creature's listed Morale value (the number in parentheses), the creature stands its ground. If the number rolled is higher than the Morale value, the creature might surrender, run away, or whatever else the DM feels is appropriate.

Each of these concepts is treated in greater detail in the second edition AD&D® game rules.

Beastman

Climate/Terrain: Tropical and sub-tropical forest

Frequency: Very rare

Organization: Tribal

Active Times: Day

Diet: Omnivore

Intelligence: Average (8-10)

Treasure: K, Q

Alignment: Neutral (good tendencies)

Reaction Modifier: +2

Number Appearing: 4-24 (40-60)

Armor Class: 8

Movement: 12"

Hit Dice: 2

THAC0: 16

Number of Attacks: 1 weapon

Damage per Attack: 1-8

Special Attacks: Nil

Special Defenses: Camouflage

Magic Resistance: 80%

Size: Medium (5 feet tall)

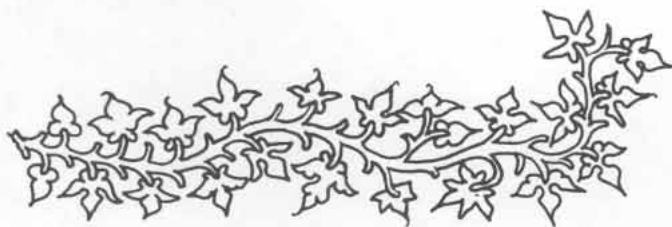
Morale: Steady (13)

Experience Value: 30 + 2/hp

Beastmen are primitive jungle-dwelling humanoids, living through hunting and gathering.

Physical Appearance: Beastmen are humanoid, slightly shorter (about 5 feet) and slimmer than average humans. They're covered from head to toe with a soft green pelt. Beneath the green fur is a shorter black undercoat. By consciously contracting and relaxing muscles under the skin, beastmen can cause the green fur to ripple, showing the black beneath. Thus, when they choose (for example, when they're hunting), they can camouflage themselves with rippling patterns of green and black, like the shadows of moving leaves. This natural camouflage ability makes them almost invisible in the forests. They surprise opponents on a roll of 1-4, and are effectively 90% concealed at ranges in excess of 30 feet in wooded areas. They're well adapted to arboreal life. Their toes are long, to aid with climbing, but not sufficiently so to allow the beastmen to hang from their feet. Their faces are very human-looking (apart from the covering of green fur). Beastmen rarely wear clothing or ornamentation of any kind.

Combat: Beastmen aren't aggressive creatures; they only attack when threatened. If they're forced into combat, however, their natural camouflage and magic resistance makes them daunting adversaries. They're typically armed with primitive spears, stone-head axes, blowguns, and bolas, which they use to great effect from concealment. Blowgun darts are usually tipped with weak poison (save at +4). They also use large weighted nets, woven from creepers, which they drop from above to capture enemies alive. If the tribe judges that it's safe to do so, prisoners are disarmed and set free (albeit some distance from the tribe's village, and sometimes in hazardous terrain). Prisoners judged to be a threat even if disarmed, are killed painlessly.





Most encounters with beastmen are with hunting parties collecting food for the tribe. If the beastmen gain surprise, they typically shadow the intruders, only attacking if they deem it necessary.

Habitat/Society: Although they may be judged as primitive by many measures (and their common name reinforces this widely-held opinion), Amedio Jungle beastmen are by no means unintelligent, and their social organization might profitably be copied by many races. Beastmen are tribal, with a single tribe comprised of up to 60 individuals. The central figure of the tribe is the "chief," although this term might be misleading. The chief doesn't seek the position, and isn't elected or otherwise chosen by the tribe. When decisions have to be made, or when the tribe has to be led, some individual leads. This individual is always the best for the job at hand, and always has the support of the tribe, but just who acts as chief can vary from day to day, depending on the current circumstances.

The selection process isn't random—if an individual tries to lead but isn't supported by of the tribe, the self-chosen leader is ignored. This vague "non-structured structure" works for the beastmen because every member of the tribe is involved in every decision. For outsiders, however, its fluidity often makes discussion and diplomacy with the tribe difficult (the response to the request "take me to your leader" will depend on the context).

Beastmen are totally egalitarian with regard to sex. The only time females don't participate in all facets of tribal life is when they're pregnant and very close to term. Beastmen offspring are raised by the tribe as a whole; in any particular tribe, typically 10% are immature (10-80% grown). Young aren't involved in hunting and gathering—although they show camouflage ability from birth—until they reach maturity at the age of 10 years. Beastmen live to be about 50 years old. Elderly members of the tribe are cared for in the same way as children, and typically make up 5% of any tribe.

Beastman tribes dwell in the trees, in shelters cunningly woven from growing branches. Each dwelling houses one family (3-4 adults of both sexes in a loose group marriage, plus children).

Unlike most other "primitives," beastmen have no religion whatsoever. They don't believe in gods, spirits, ghosts, magic or anything supernatural: If they can't touch and measure it, it doesn't exist. Thus they have no tribal shamans or witch doctors. It's not known whether this philosophy arose because of the creatures' resistance to magic, or whether it's somehow a cause of this resistance.

Beastman tribes tend to keep to themselves, communicating only with other beastman tribes. They use and produce few artifacts, and hence have little interest in trade. They speak their own language, but a few individuals can converse haltingly in the common tongue. The bulk of their population seems to be in the Amedio Jungle, although there are reputed to be beastmen tribes in the jungles of Hepmonaland as well.

Niche: Beastmen are at the top of the food chain. They hunt smaller forest-dwelling animals, and gather edible vegetation. They have no interest in any form of agriculture or animal husbandry. They are hunted—often with limited success, thanks to their intelligence—by large jungle carnivores. They manufacture very little—usually just weapons and rudimentary tools—and have almost no inter-

est in luxury items. Their civilization, such as it is, is self-sustaining, and they have no dependence on trade with anyone else (this doesn't mean that they won't consider trade in special circumstances, however).

Cactus, Vampire

Climate/Terrain: All desert
Frequency: Very rare
Organization: Solitary
Active Times: Any
Diet: Special
Intelligence: Non-intelligent (0)
Treasure: Incidental
Alignment: Neutral
Reaction Modifier: -3

Number Appearing: 1-3
Armor Class: 7 (leaves), 6 (core), 8 (threads)
Movement: 0
Hit Dice: 3 (core), 1 + 1 (leaf), 4 hp (thread)
THACO: 16
Number of Attacks: 12
Damage per Attack: 1-2 x 12
Special Attacks: Blood drain
Special Defenses: Nil
Magic Resistance: Nil
Size: Medium (5-6 feet high)
Morale: Fanatical (20)
Experience Value: 65 + 3/hp

Vampire cacti are plants of the deep desert that supplement their water supply by draining liquids from animals that come within range.

Physical Appearance: Vampire cacti resemble century plants, with 12 fleshy leaves each tipped with a sharp needle about 1 inch long. Sprouting from the plant's central core is a single spike rising to a height of 5-6 feet. The leaves are about 5 feet long, but droop towards the ground so the main body of the plant stands about 3 feet high. The leaves are dusty green with a narrow band of yellow around their margins. The needles on their tips are white. The central spike is golden yellow. Once every midsummer a single small flower blooms at the top of the central spike. This flower is blood-red in color. After this flower has been pollinated, a small blood-red fruit forms. This fruit is moist and sweet-tasting, and almost irresistible to most birds.

The plant itself is rooted to one spot, but it can move its leaves rapidly. Vampire cacti are usually surrounded by the skeletons and drained corpses of warm-blooded denizens of the desert (kangaroo rats, etc.).

Combat: The vampire cactus attacks by shooting the needles at the tips of its leaves into its victim. These needles have a range of 3 yards, and remain attached to the leaves by a thick rubbery thread that unreels from within the leaf. This thread is the vessel through which the plant drains its victim's bodily fluids.

The needles do 1-2 points of damage each when they strike. Each subsequent round, the plant drains 1-3 points of liquid (i.e., blood) through each needle that remains in its victim's flesh. The victim can tear free or pull the needles loose, but they are viciously barbed and pulling them

out of flesh causes 1-3 points of damage each. The plant can fire all twelve needles simultaneously, but no more than six can be directed at a single target. The plant can engage as many targets as it has needles. Any needle that fails to penetrate its target is reeled in, and is ready to be fired again in 30 seconds. Once a target is dead, the plant reels in the needles from that target and readies them to fire at any other victim that presents itself. The plant becomes satiated after draining 50 points worth of damage. When it reaches satiation, it reels in all its needles, and does not attack anything again for 48 hours.

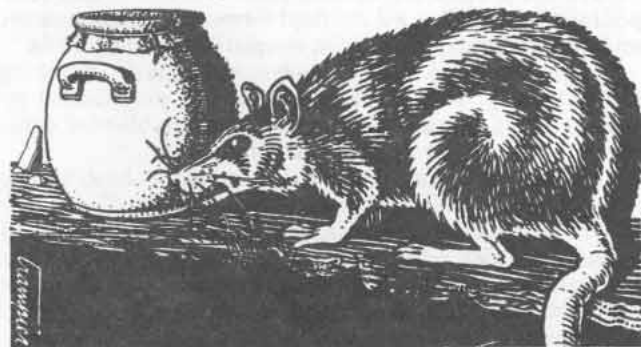
The threads connecting the needles to the leaves are very resilient: AC 8, taking 4 hp to sever. The leaves are AC 7, and each takes 1 + 1 hit dice of damage. Damage to threads or leaves does no permanent harm to the plant, since it can regrow a damaged leaf in 5-8 days (although destroying a leaf or severing a thread decreases the plant's number of attacks, of course). The only way to kill the plant is to destroy its core. This core is AC 6, and takes 3 hit dice of damage. Damage done to the leaves doesn't count against this total. Because the core is surrounded by leaves which can move, any attack directed at the core has a 75% chance of hitting a leaf instead.

Vampire cacti are immune to lightning and electrical attacks (they ground the electricity into the desert through their roots). They're very vulnerable to fire, however: Fire-based attacks do double damage. Since they have no mind, *sleep*, *charm*, *illusion* and other mind-affecting magics have no effect.

Habitat/Society: Creatures of the Bright Desert, vampire cacti evolved their blood-draining abilities to help meet their water needs. Other adaptations to life in the deep desert include the dusty-looking surface of their leaves (to help slow down evaporation), the single small bloom (to minimize water loss) and a conductive root system (vampire cacti are often the tallest objects around, and hence frequently struck by desert lightning). Migrating birds seem to have carried the seeds of vampire cacti to the margins of the Dry Steppes, and even to the forbidding Sea of Dust, because some of the deadly plants are found there.

The only treasures to be found near a vampire cactus are the personal possessions of any unlucky victim.

Niche: Nothing eats the vampire cactus: Its tissue is too tough and bitter (in contrast to its fruit). Anything warm-blooded is a potential victim for the cactus.



Camprat

Climate/Terrain: Temperate barrens and hills

Frequency: Common

Organization: Pack

Active Times: Night

Diet: Omnivore

Intelligence: Animal (1)

Treasure: Nil

Alignment: Neutral

Reaction Modifier: +1

Number Appearing: 11-30

Armor Class: 6

Movement: 15"

Hit Dice: 1-2 hp

THAC0: 17

Number of Attacks: 1 bite

Damage per Attack: 1

Special Attacks: Leaping, Gnau at +3

Special Defenses: Nil

Magic Resistance: Nil

Size: Tiny (8" long)

Morale: Shaky (6)

Experience Value: 5 + 1/hp

Camprats are rodents with voracious appetites that belie their small size. They're generally harmless, but their ability to get their teeth into anything edible is aggravating in the extreme to travelers. Camprats have many other names across the continent, most of them unprintable.

Physical Appearance: Camprats are similar in appearance to prairie dogs or small gophers. Their fur is light, sandy brown, shading to dark brown or even black in a streak down their spine. They have a tiny stub of a tail. Their eyes are small and beady, and their front teeth are long and exceedingly sharp. The creatures move very quickly, and can climb just about anything.

Combat: Camprats are timid creatures, and fight only if cornered. If they must fight, however, their razor-sharp front teeth can pierce leather as easily as thin cloth. The creatures would much rather flee than fight—climbing, jumping over, or gnawing through any obstacles. Unlike normal rats, camprats are clean, and so carry no significant risk of disease. Because they can move so swiftly, they're difficult to hit (thus their relatively high armor class).

Habitat/Society: Like rats, camprats live in loosely-bonded packs, with males and females in roughly equal numbers. There is no pack leader and no organization to speak of.

Females mate once every nine months; litters contain 6-8 young, of which two-thirds usually survive. While the female is bearing and raising her young (a period of about 3 months), she stays within her lair (usually a small cave or gap between some rocks, or a hole she's dug for herself). During this time, the male brings food for her and the offspring. When the offspring are mature and leave the lair, the male and female part company.





Camprats are fast-moving, and can make astounding leaps: up to eight feet horizontally and three feet vertically. They can climb any surface that offers the slightest purchase to their tiny claws. Their front teeth grow constantly, and the creatures must gnaw on things to prevent them from growing too long. This gnawing also keeps the teeth sharp. Camprats can chew through thick cloth (for example, a sack) in five seconds, thin leather in 15 seconds, and thick leather in 30 seconds. Even wood presents little problem: they can gnaw through one inch of wood in 60 seconds (soft wood) to 90 seconds (hard wood).

The camprats diet is simple: If it isn't on fire, they'll eat it. They're continuously scavenging, and will go to great lengths to steal food. Typical precautions taken by travelers—storing food overnight in thick leather sacks or hanging it from tree-branches—won't deter camprats, making them a major irritant for people traveling through barrens and hills.

Knowledgeable travelers are often warned of the presence of camprats by dead trees in the area: The creatures gnaw on the bark, frequently to the extent of "banding" and killing the trees. Camprats are irritatingly common in most hills and barrens, including the Hestmark Highlands, the Abbor-Alz and the Kron Hills. In fact, there are tales that a gnomish king of centuries ago dedicated a decade to trying to rid the Kron Hills of camprats (with no success, of course).

Niche: Camprats are pure scavengers, and will eat anything they can find, but they don't hunt. They have reason to be timid: Many large carnivores consider camprats to be delicacies. Ogres love live camprats, and red dragons will often breathe fire into camprat holes, then dig out the cooked appetizers within.

Changecat

Climate/Terrain: Temperate forest, grassland and forested hills

Frequency: Rare

Organization: Solitary

Active Times: Any

Diet: Carnivore

Intelligence: Animal (1)

Treasure: Incidental

Alignment: Neutral, good tendencies

Reaction Modifier: +1

Number Appearing: 1

Armor Class: 8 (7)

Movement: 9" (15", 45" for 2-round "sprint")

Hit Dice: 4

THAC0: 15

Number of Attacks: 1 claw, 1 bite (2 claws, 1 bite)

Damage per Attack: 1-2 (claw), 1 (bite) (1-3 (claw) x 2, 2-12 (bite))

Special Attacks: Rear claws for 1-2 (Rear claws for 1-4) x 2

Special Defenses: Surprised only on a 1

Magic Resistance: Nil

Size: Tiny (10" high at shoulder) (medium (3 feet high at shoulder))

Morale: Elite (17)

Experience Value: 85 + 4/hp

Changecats are feline creatures with two forms: One is identical to a normal house cat; the other is similar to a large plains cat like a cheetah. The changecat can change between these forms at will. (In the listing above, statistics outside the parentheses refer to the house cat form; statistics within parentheses refer to the plains cat form.)

Physical Appearance: In its smaller form, the changecat is indistinguishable from a domestic cat. Coloration varies from pure black through tabby to pure white (the same range as a house cat). The only difference is in the creature's eyes: They're even steadier than a normal cat's, and hold more confidence.

In its larger form, the changecat is similar in size and body line to a cheetah: sleek, powerful, and very fast. Its coat is tawny like a lion's, and lacks the spots that mark a cheetah. Like a cheetah, its claws are non-retractable, designed for traction as well as for combat.



Combat: In house cat form, the changecat has only one effective attack with its front claws. If this front claw attack succeeds, it can also rake with its rear claws (treat as one attack). In plains cat form, the creature has two front claw attacks. If both are successful, it can rake with both rear claws (treat as independent attacks). In both forms, the changecat moves so silently that it surprises prey on a 3 in 6. Because of its highly-attuned senses and instincts, it is surprised only on a 1 in 6. Its balance and dexterity are such that a changecat—in either form—always lands on its feet.



The changecat can change between its two forms at will, but the transformation takes one round. It can make up to five changes per day. There is no limit to the amount of time it can remain in one form. Normally, it spends most of its time in house cat form. If threatened, however, it immediately changes into plains cat form, becoming a dangerous adversary.

In house cat form, the creature rarely attacks anything larger than itself, preferring prey such as mice, small rats, and birds. In plains cat form, it hunts larger prey such as deer or antelope. Its hunting style is to stalk its prey until it gets within 100 yards or so, and then burst from concealment, using its amazing sprint speed to run the creature down. The changecat can maintain this sprint speed for two rounds, and then must rest for two rounds before sprinting again.

Habitat/Society: The changecat resulted from a Rel Astran wizard's experimentation many decades ago. While attempting to engineer a perfect animal companion and guardian, he magically manipulated a normal house cat's DNA, producing the first changecat. To the wizard's surprise, the trait bred true: Changelcats can breed with any feline, and the offspring all retain the full abilities of a changecat.

Though they arose to the east of the Grandwood Forest, changecats have been spread steadily westward and throughout the world. By nature, they're solitary (at least with regard to other felines), and breed only once each year, producing small litters of one to three offspring. (This is fortunate; otherwise they might overrun the planet.)

A changecat must eat enough to support its body mass in the form it currently holds. Thus, it's in the creature's best interest to remain in house cat form as much as possible (a small cat can easily find enough food to sustain itself where a cheetah might have difficulty).

The changecat has an affinity for humans, elves and half-elves. It treats smaller demihumans (halflings, gnomes and dwarves) with suspicion, and has a strong antipathy towards half-orcs. If a human or demihuman treats it kindly, it's likely to adopt that person and travel with him or her (75% chance). Once it has adopted a buddy, it will normally maintain house cat form, not giving its companion any clue that it's more than the domestic cat it appears to be. If its companion is threatened, however, it is 50% likely to change form and fight to defend him or her. It will never hunt humans or demihumans, or attack them without provocation.

Niche: The changecat is at the top of the food chain. It rarely hunts intelligent creatures, preferring herd animals as easier prey. In plains cat form, it has no natural enemies (except, perhaps, for man). In house cat form, it may be hunted by larger creatures that might normally eat cats... but the hunters are in for a nasty—and potentially terminal—surprise.

Crystallmist

Climate/Terrain: Temperate and sub-tropical mountains

Frequency: Uncommon

Organization: Swarm

Active Times: Night

Diet: Nil

Intelligence: Non-intelligent (0) / animal (1)

Treasure: Nil

Alignment: Neutral

Reaction Modifier: -5

Number Appearing: 1 swarm of 200 + 1d100

Armor Class: 10 (7)

Movement: /18"/(6")

Hit Dice: 1 hp (50 hp)

THACO: Nil (13)

Number of Attacks: Nil (1)

Damage per Attack: Nil (1-6)

Special Attacks: Light beams

Special Defenses: Nil

Magic Resistance: Nil

Size: Tiny (1/2" diameter) (small (12" diameter))

Morale: See below

Experience Value: 3 (75)

The crystallmist is a swarm of living crystals that dwells in high mountainous regions. When threatened, the individuals in the swarm can combine to form a community with enhanced intelligence and powers. (In the listing above, statistics before parentheses refer to the individual creature; statistics within parentheses refer to the community.)

Physical Appearance: An individual crystallmist creature appears as a tiny drifting crystal, like a large snowflake with its own internal light. This light can be any color. The individuals congregate in large multicolored swarms that drift aimlessly through the air. If the swarm is threatened, the individuals coalesce, forming larger crystal communities approximately a foot in diameter. Each community is composed of 50 individuals, and takes one round to form. Communities can hover and move slowly. They glow with a pure white light.

Combat: The individuals have no combat abilities and no measurable intelligence. The communities, on the other hand, have animal awareness. They are also able to generate brilliant beams of white light with a range of 20 feet. These beams are intense enough to cause damage, and can ignite flammable materials if they fail their saving throw against magical fire. Armor can absorb or reflect these beams (although sometimes at the cost of igniting the armor's material), so attacks are handled with a regular hit roll, rather than as a spell attack/saving throw situation. If a community's hit roll is unsuccessful but still exceeds 3 (the roll necessary for the creature to hit AC 10), the beam has struck the target's shield or a piece of armor. If the equipment struck is flammable (e.g., padded armor, wooden shield, etc.), it must save against magical fire or burst into flame.

A community consists of 50 individuals, and so has 50 hp; however, if it receives 10 or more points of damage, it breaks apart into its component individuals. Each point of damage done to the community destroys one individual (thus a community sustaining 12 points of damage will immediately decompose into 38 individuals). Individuals from a scattered community won't form another community for 5 rounds after the dissolution of their last community.

Crystallists—whether individuals or communities—are immune to *sleep*, *charm*, *illusion*, or other mind-affecting magics.

Crystallists have limited and temporary awareness, and hence have no morale in the normal sense. As dictated by the constraints above, crystallists will continue to form communities and attack until the threat to the swarm has gone, or until they have all been destroyed.

Habitat/Society: Individual crystallists have less self-awareness and intelligence than insects. Over the millennia, however, they've evolved the ability to coalesce into larger communities in time of need. In these communities, the insignificant minds of individuals merge together to produce animal-level intelligence.

Crystallist communities form if any creature tries to pass through a swarm. Most denizens of the mountains know this, and avoid the drifting points of light.

During the day, crystallists are inert, lying like salt crystals sprinkled on the ground. Their glow is gone, and they cannot move. They spend the daylight hours absorbing what little sustenance they need from the air and from the rocks: oxygen, hydrogen, silicon, some carbon, and other trace elements. They also absorb the energy of sunlight, storing it somehow within their crystal lattices for later use.

Crystallist individuals reproduce rarely, and then by binary fission like unicellular creatures.

Although they can be found in any temperate or subtropical mountain range, they're most common in the Crystallist Mountains (whether the range was named for the creatures or they for the range is still a point of contention among sages).

Niche: Since they consume nothing but energy and inanimate matter, crystallists are at the bottom of the food chain. They are a source of necessary minerals for some nocturnal predators—mostly birds and bats, who can snatch a few individuals from the air before communities can form to drive them off. Slow-moving and earthbound creatures tend to avoid crystallists.



Dragon, Greyhawk

Climate/Terrain: Temperate cities; rarely, temperate hills, barrens or forested hills

Frequency: Very rare

Organization: Solitary

Active Times: Any

Diet: Omnivore

Intelligence: Supra-genius (19-20)

Treasure: U

Alignment: Lawful neutral (good tendencies)

Reaction Modifier: +2

Number Appearing: 1

Armor Class: 0

Movement: 12"/24" (MC:E)

Hit Dice: 11

THACO: 10

Number of Attacks: 2 claws, 1 bite

Damage per Attack: 1-10 (claw) x 2, 3-30 (bite)

Special Attacks: Breath weapon, magic use

Special Defenses: Spell immunity

Magic Resistance: 75%

Size: Huge (25 feet long)

Morale: Fanatical (20)

Experience Value: 6200 + 20/hp

Greyhawk dragons love the companionship of humankind, and prefer to live in cities. They are highly magical and intellectual.

Physical Appearance: Although considerably smaller than many of its kin, the Greyhawk dragon shares the strength and robustness typical of other dragons. Its scales are a rich metallic grey reminiscent of brushed steel, ranging to a darker hue—almost like blued gunmetal—on the creature's underside and towards its tail. The membranes of its wings have the sheen of fine silk.

Combat: At heart a peaceful creature, the Greyhawk dragon avoids combat where it can. If conflict is inevitable, however, it fights with great intelligence and lethality. In addition to its claw/claw/bite attack routine, three times per day it can exhale a highly toxic gas (save vs. poison at -4 or die). The maximum amount it can exhale would fill a cube 30 feet on a side; however, the dragon can carefully meter the amount. The gas is quickly absorbed through the skin, and is just as lethal as if breathed. Partial protection can be gained through coating all exposed skin with lard or other grease, as this attenuates the effect of the poison (the save is now made at -2). The toxicity is very short-lived—within two minutes of exposure to oxygen, the gas becomes inert.

In preference to any physical attack, the dragon is likely to use magic. At the very young age, it has four 1st level spells. Thereafter, it gains four spells of progressively higher level at each new age bracket (thus at old age, it has four spells of each level 1st through 6th). From birth, it can also *polymorph self* five times per day. Unlike the regular magic-user spell, this ability has an unlimited duration.

The Greyhawk dragon is immune to magic user spells of 1st through 4th level. Against all other magical effects, it has a magic resistance of 75%. It can use all magical items permitted to the magic-user class.



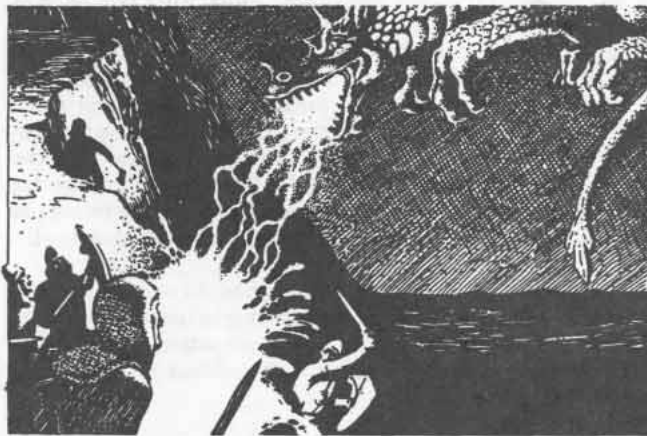
Habitat/Society: Because of its love for and fascination with humanity, the Greyhawk dragon usually lives *polymorphed* into human form. Its favored habitat is a large city, where it typically owns a large house, and where it's often the center of artistic and intellectual gatherings—poetry readings, discussion groups, etc. In their human identities, Greyhawk dragons are often well-known among the intelligentsia and patrons of the arts. They keep their true nature inviolably secret.

Food is usually the creature's biggest problem: Although it might take the form of a man or woman, it must eat enough to maintain its true bulk. Every two weeks or so, it drops out of sight and travels to nearby wilderness areas (where it might claim to own a hunting lodge). Here it hunts, making up for its enforced fast (at least, by dragon terms) in the city. Like other dragons, the Greyhawk variety is omnivorous, but prefers fresh meat. It never eats domesticated herds, preying instead on wild animals—particularly those baneful to man.

Greyhawk dragons are very rare creatures: even the largest city might have only one or two living (secretly) in its midst. Although they take stringent precautions to prevent their true nature from being discovered, one Greyhawk dragon can recognize another on sight. Dragons in the same city are usually cordial to each other, though they don't usually seek each other's company. Every twelve years, however, the dragon seeks a mate, often from another city. When it has found one, the couple retires to the wilderness, where they raise a single offspring. Once the youngster is old enough to fend for itself—about 24 months—the parents separate and return to their individual lives. The creatures very rarely select the same mate twice.

Greyhawk dragons speak their own language and the languages of most humans, demihumans and humanoids. They can be found—if they wish to be found—in any large town or city. There are reputed to be no fewer than five Greyhawk dragons in the city whose name they bear! . . . although nobody—least of all the dragons themselves—seems willing or able to substantiate this.

Niche: Greyhawk dragons are at the top of the food chain, with no natural enemies. In cities, they rarely work as artisans, preferring to act as collectors and disseminators of information (like sages).



Grung

Climate/Terrain: Tropical and sub-tropical swamp

Frequency: Uncommon

Organization: Tribal

Active Times: Day

Diet: Carnivore

Intelligence: Average (8-10)

Treasure: C

Alignment: Lawful evil

Reaction Modifier: +1

Number Appearing: 4-48 (50-100)

Armor Class: 7

Movement: 9"/12"

Hit Dice: 1 + 2

THACO: 18

Number of Attacks: 1 bite, 1 weapon

Damage per Attack: 1-3 (bite), 1-6 (weapon)

Special Attacks: Poison

Special Defenses: Nil

Magic Resistance: Nil

Size: Small (3 feet tall)

Morale: Steady (13)

Experience Value: 35 + 2/hp

Grung are highly territorial, toadlike humanoids that dwell in swamps and marshes. They bear a strong resemblance to frogs and other amphibians, and might in fact have evolved from them.

Physical Appearance: Standing about 3 feet tall, Grung have a lower body that strongly resembles a giant frog or toad, with powerful legs and large webbed feet. Their upper body, however, is more developed, with muscular forelimbs, opposable thumbs, and smaller, more humanoid-looking heads. They stand upright, and move with rapid, short hops. They are incapable of the prodigious leaps and jumps shown by frogs, toads or bullywugs, however. While evolution has given them intelligence and tool-using forelimbs, it's taken away the prehensile tongue that frogs have. In its place, the Grung's wide mouth is full of sharp carnivore's teeth.

Grung have the slick skin of other amphibians. Since they breath through their skin, they must keep it moist. Their coloration is like that of bullfrogs: dappled green and brown on their backs, shading to white or yellow on their bellies. Their eyes—smaller than their evolutionary forebears', and protected by bony ridges—are red with black pupils.

Males are slightly smaller than females, but both sexes are equally aggressive and dangerous.

Combat: Because they're small, Grung prefer ambush to frontal assaults. Their favorite tactic is to lie concealed until their enemies—whether travelers, or a group of Grung from another tribe—have wandered into the killing zone, then open fire with short bows and spears. These attacks are particularly deadly against non-Grung, because the creatures invariably poison their arrowheads and spear tips. This poison is secreted by the Grung's skin: before using a weapon, the Grung wipes it on its own skin to pick up the poison. The poison is highly toxic to non-



Grung (save vs. poison or die unpleasantly in 1-4 minutes); Grung are immune. The poison breaks down quickly on contact with air, becoming inert in 10 minutes. The skin of a Grung also becomes non-poisonous 10 minutes after the creature is dead.

Although they prefer to use their bows and spears, Grung can deliver a nasty bite. Their saliva also contains poison, but at a much lower concentration than their skin: The saving throw is made at +2.

Grung die if their skin dries out. They must immerse themselves in water every three hours or suffocate, since their skin will not pass sufficient oxygen if it is dry. Such immersion must last at least one minute to be effective. The water around Grung settlements is tainted by their poisonous secretions. Any non-Grung drinking the water must save vs. poison at +3 or become nauseated for 2-8 rounds (attack and defend at -1).

Habitat/Society: Grung are warlike creatures, and extremely territorial. They typically claim all territory within a mile of their tribal settlement as theirs. Anyone unwise enough to enter this territory is a target for immediate attack. Grung from other tribes are also fair game; nasty little border wars between neighboring tribes are the rule. Most encounters with Grung are with wandering war bands.

Grung settlements are untidy collections of crude shelters, sometimes concealed inside large dead trees. Tribes number up to 100 individuals, with 25% of that number juveniles. Like the frogs from which they descended, Grung lay eggs, and their offspring go through a tadpole stage (AC 10; MV //12"; HD 1/2; #AT 1; Dmg 1; AL LE). Over a period of 3 months, the tadpoles absorb their tails and develop limbs, then climb out of the water and join the tribe as immature Grung. These immature Grung have 1-1 HD, and are able to move and fight from the moment they leave the water. They reach full maturity in another 6 months.

Grung tribes are matriarchal. War chiefs are all female, and the tribal chieftain is the strongest fighter among the war chiefs. Subordinate females may challenge the chieftain at any time to take her position; these challenges are always to the death. Each tribe also has a single female shaman of up to third level. War chiefs, shamans, and the chieftain herself are identified by ornaments made from the bones of enemies. Within the tribe, males are dominated and have no say in any decisions.

Grung occasionally take live prisoners—particularly other Grung. These prisoners and the bodies of their enemies form the main course at tribal feasts.

Grung speak their own language, and can communicate in a rudimentary way with frogs, toads, and other swamp-dwelling amphibians. They have no interest in learning the common tongue, or other demihuman and humanoid languages: Other creatures are for eating, not for talking to.

Niche: When they're not eating unwary travelers (or each other), Grung hunt rats and other swamp-dwelling mammals. They have few natural predators—the poison in their skin makes them a deadly meal. Certain giant snakes are immune to this poison, however, and these pose the greatest danger to the Grung. Grung are among the creatures most deadly to travelers in the Vast Swamp.

Ingundi

Climate/Terrain: Temperate wilderness forest

Frequency: Very rare

Organization: Solitary

Active Times: Night

Diet: Carnivore

Intelligence: Low (5-7)

Treasure: D

Alignment: Chaotic evil

Reaction Modifier: -2

Number Appearing: 1

Armor Class: 6

Movement: 6"

Hit Dice: 3 + 2

THACO: 16

Number of Attacks: 2 claws, 1 bite

Damage per Attack: 1-6 (claw) x 2, 1-12 (bite)

Special Attacks: Spell use (see below)

Special Defenses: Nil

Magic Resistance: Nil

Size: Medium (5-6 feet tall)

Morale: Regular (10)

Experience Value: 100 + 4/hp

The ingundi is an intelligent humanoid reptile.

Physical Appearance: In its true form, the ingundi is similar in appearance to a small lizard man—a lightly-built, bipedal reptile standing five to six feet tall, with a tail which balances its upper body. Its mouth is wider than a lizard man's, however, and filled with sharp, rending teeth. Its forelimbs, though slimmer and weaker, bear long and hideously sharp claws. Color ranges from a light green on the back to a pale yellow-white on the creature's belly. Its small eyes are yellow with large black pupils. The ingundi wears no clothes or ornaments of any kind.

The ingundi rarely appears in its true form, however. It has a well-developed *change self* power and typically appears as some other, more innocuous, creature. When hunting humans or demihumans, it appears as an attractive individual of the same race (but opposite sex) as its prospective victim.

Combat: The ingundi uses its innate powers to pick out a victim and lure that individual away from the herd or group, where it can kill and eat its chosen prey at leisure. The creature has evolved a powerful form of ESP. With this, it picks out of its chosen victim's mind the image of the individual the victim most wants to meet romantically. Then, using its power of *change self*, it takes on the appearance of the desired individual. The ingundi can take the form of any creature ranging in size from that of a large dog to that of a bear. The incubus can use the ability twice per day, and the effect lasts for 1d10+10 rounds, unless dispelled before that time.

In this form, the ingundi approaches its selected victim and tries to engage him or her in conversation (or courtship ritual, for non-speaking prey). Conversation or courtship allows the creature more intimate contact with the vic-



tim's innermost desires. Playing on these desires, the creature casts a strong *charm person* spell (or *charm monster*, whichever is applicable) on its victim. Because the creature has access to the depths of its target's mind, the victim receives a -2 penalty on its saving throw.

If the spell is successful, the ingundi attempts to lead the victim away from his or her companions, to a place where it can slay and eat the victim in private. It also entices the victim to remove any armor he or she may be wearing. The creature's first attack is at +4 to hit, and the victim receives no attack on that first round. Thereafter the *charm* is broken, and the victim can defend and attack normally.

The ingundi's *ESP* power can be blocked by magical spells affecting the mind (e.g., *mind blank*). The ingundi can't *charm* a potential victim whose mind is so shielded. Obviously, an ingundi won't approach an individual whose thoughts it's unable to read. If, however, the shield is erected after the ingundi has started its approach, it will withdraw as quickly as it can without giving away its true nature.

If somebody other than the victim witnesses the ingundi's discussion with the victim, they hear a one-sided conversation—the victim is carrying on his or her side of the dialogue, but the other figure (the ingundi) is silent. This is because the ingundi isn't actually speaking—it's generating the conversation within the victim's mind. Witnesses to this exchange are immune to the creature's *charm*; only the initially selected target can fall victim to it.

If the *charm* fails, or if someone else intervenes, the ingundi will try to flee. It will only fight if cornered.

Habitat/Society: The ingundi is a solitary creature. It typically makes its lair inside a dead tree or among the roots of a live one. Individuals willingly approach each other only to mate, and then only once per year in the depths of winter. The female lays a single egg in a concealed and sheltered area, then totally ignores it. The egg hatches after 12 weeks. The young ingundi is barely two feet long from nose to tail, but from birth it can fend for itself, having full *ESP*, *change self*, and *charm* abilities. (It can only use these abilities on small animals, however). It grows quickly, reaching full size in six months.

Although the ingundi's powers work well on humans and demihumans, such beings aren't the ingundi's usual prey. Normally, the ingundi reads the minds of other forest creatures—deer, for example—and uses its *change self* ability to appear as a harmless member of its victim's species (for example, if it's after a stag, it might appear as a doe; if it's after a doe, it might appear as a fawn). In this form, it draws close to its victim and touches it. With this touch, the ingundi casts its *charm*. Normal (i.e., non-monstrous) animals receive no saving throw against this *charm*. The ingundi then leads its victim away, to slay and eat at its leisure.

The ingundi has few natural enemies. There are creatures that would eat it if they recognized it for what it was, but the ingundi's *ESP* and *change self* abilities can be used defensively as well. Unless it's surprised, the ingundi will detect the thoughts of a creature hunting it, and will take on the form of a creature the hunter would not eat.

The ingundi has no language; individuals communicate by reading each other's thoughts.

Niche: The ingundi is at or near the top of the food chain. It's an efficient predator, preying on creatures from deer to traveling humans and demihumans. It produces nothing. Some sages believe that incubus populations are partially responsible for the dire reputations of Fellreev Forest and Hornwood.

Nimbus

Climate/Terrain: All mountains

Frequency: Very rare

Organization: Solitary

Active Times: Any

Diet: Nil

Intelligence: Animal (1)

Treasure: Incidental

Alignment: Neutral

Reaction Modifier: +5

Number Appearing: 1

Armor Class: 2

Movement: /48" (MC:A)

Hit Dice: 8

THAC0: 12

Number of Attacks: 1

Damage per Attack: 5-30

Special Attacks: Lightning bolt

Special Defenses: Spell immunity, +1 weapons to hit.

Magic Resistance: Nil

Size: Small

Morale: Steady (14)

Experience Value: 1500 + 10/hp

The nimbus is a creature from the Quasi-elemental Plane of Lightning. An occasional visitor to the Prime Material Plane, it's seen only in high mountain ranges, and then only during the storm season (typically the months of Sunsebb through Coldeven).

Physical Appearance: The nimbus is a creature composed entirely of electrical energy, and thus has no fixed form. It usually appears in one of four shapes: as ball lightning (a slowly drifting ball of light easily mistaken for a will-o-wisp); sheet lightning (a veil of light similar to a small aurora); bolt lightning (bolts of light arcing from object to object); or St. Elmo's fire (a diffuse, flickering glow that surrounds an object). The creature can change from one form to another at will. The creature can reach its maximum movement of 48" only in bolt form; in other forms, it's limited to a movement of 18". In all its forms, the nimbus gives off a brilliant white or blue-white light.

Combat: On the Material Plane, the nimbus isn't an aggressive creature, playing among the mountain peaks for the sheer joy of it. If attacked, however, it's well able to defend itself. Its preferred means of attack is to surround its victim in its St. Elmo's fire form, and electrocute the creature. A successful to hit roll indicates that the nimbus has managed to engulf its target and has discharged its shocking current. If the target is wearing armor made of ferrous metal (iron or steel, but not mithril or adamantine), or is carrying more than 250 gp weight of ferrous metal equipment, the nimbus receives a +2 bonus to its hit roll. Although this is the creature's preferred manner of attack,



it can only use this attack four times per day, since further attacks prohibitively drain the creature's energy.

It can also cast small lightning bolts, one per round, to a maximum range of 60 feet. These bolts deal 2-12 points of damage each (save for half damage).

The nimbus can be harmed only by +1 or better magic weapons. If the weapon used against the creature is made of ferrous metal, its wielder suffers 1-4 points of electrical damage for each successful hit on the nimbus, and has a 25% chance of dropping the weapon. Lightning and electrical attacks do no damage to the nimbus; in fact, for each such attack that strikes the nimbus, it regenerates 3-12 points of damage. Poison and acids are also ineffective. Fire and cold-based attacks do normal damage, while magical attacks that include water (e.g., *ice storm*) do double damage (non-magical water does the creature no harm, however). The nimbus is immune to *sleep*, *charm*, *illusion* and other mind-altering magics.

When a nimbus is aroused, it generates a static charge powerful enough to give creatures within 30 feet an uncomfortable feeling of "their hair standing on end." Within 10 feet of the nimbus, this static charge is enough to cause any ferrous metal objects to glow with their own St. Elmo's fire. This induced charge does no damage, although it may look dangerous.

Habitat/Society: Although frequently misnamed as a "lightning elemental," the nimbus isn't a true elemental, merely a denizen of that quasi-elemental plane (such as the xorn is of the Elemental Plane of Earth). It gains access to the Prime Material Plane through gates that sometimes open at the core of mighty thunderstorms. Possibly because the thin air is more conducive to the creatures, only storms in high mountains usher the nimbus to the Prime Material Plane. For some reason, they're particularly partial to the Sulhaut Mountains (possibly because the winds from the Sea of Dust carry their own static charge, leading to horrendous lightning storms among these peaks).

On this plane they are solitary creatures. On their own plane, however, they are common, congregating in groups.

The nimbus has no conception that "bags of mostly water" (like animals) are alive. If they think about it at all, the creatures are more likely to assume that energy phenomena like fires and lightning bolts are alive.

The means of communication used by the nimbus is unknown. *Telepathy*, *tongues* and other magics are totally ineffective in communicating with the nimbus.

Niche: On the Prime Material Plane, the nimbus consumes nothing and produces nothing, and it has no predators. Its energy requirements are drawn from the Quasi-elemental Plane of Lightning.



Sprite, Sea

Climate/Terrain: Tropical oceans

Frequency: Rare

Organization: Family

Active Times: Any

Diet: Omnivore

Intelligence: Very (11-12)

Treasure: D

Alignment: Chaotic neutral (good tendencies)

Reaction Modifier: +4

Number Appearing: 5-40

Armor Class: 6

Movement: 6"/24"

Hit Dice: 1

THAC0: 17

Number of Attacks: 1 weapon

Damage per Attack: 1-4

Special Attacks: Spell use

Special Defenses: Nil

Magic Resistance: 5%

Size: Tiny (2" tall)

Morale: Steady (14)

Experience Value: 20 + 1/hp

Sea sprites are reclusive creatures, similar in many ways to their land-dwelling cousins. They're implacable enemies of creatures who would destroy the delicate ecology of their coral reef environment.

Physical Appearance: Sea sprites look like tiny human figures no more than two feet tall. They have no wings, but show delicate webbing between their fingers and toes. Their skin is delicate and pale, sometimes with a slight bluish tinge. Their hair—which they usually wear long—is bright green. The creatures usually wear jerkins made from eel-skin or other soft and supple materials. They commonly seek skins in bright marine colors: blues, greens and aquamarines. They often wear ornaments finely crafted from precious metals. Females are slightly smaller and more delicately built than males.

Sea sprites are armed with tiny but wickedly sharp swords, and there's a 50% chance one will be carrying a light crossbow that operates with full effectiveness under water as well as above. (These weapons are much too tiny for humans or demihumans—even halflings—to use.)

Sprites are able to become *invisible* at will (opponents strike at -4). They *detect good/evil* at up to 50 yards.

Combat: Sea sprites are reclusive, and engage in face-to-face combat only if there's no other option. They prefer to attack from ambush, using their light crossbows. The bolts are tipped with a potion which causes any creature struck to save versus poison or sleep for 1-6 hours in a comatose state—this can have lethal consequences for creatures that must surface to breathe air. Sea sprites generally slay evil creatures, removing neutral or good ones to a locale well away from where they encountered the sprites. Usually, air-breathing creatures are left above the surface, on a nearby deserted shore, for example. The sprites don't usually concern themselves with what happens to the sleeping creatures afterwards.



Sea sprites often use other marine creatures as pack animals and guards. A group of sea sprites is 45% likely to be accompanied by 1-6 carnivorous fish such as barracuda or quippers.

A sea sprite can endow 2-5 turns of *water breathing* by touch. A sprite can also cast *airy water* once per day at the 10th level of ability, and *slow* (by touch) three times per day at the 5th level of ability.

Habitat/Society: Sea sprites live among the coral reefs and warm shallows of the Densac Gulf, the Tilva Strait, and waters south. They can breathe equally well above or below water, although they much prefer a submarine existence, and rarely venture onto land. They're joyful creatures, loving to frolic among the brilliant fish that inhabit their home waters. They can flash through the water so quickly that they can catch and pet the fastest of the reef fishes.

They hunt fish with their crossbows, but kill only to eat, and are very selective in their hunting. Fish husbandry is practiced so they never deplete the fish population. They respect—and are respected by—fishermen who take only enough to feed their people: That's the way of the sea. Sea sprites dislike people who kill too many fish, or those who fish for sport. They feel strong enmity towards those who despoil the coral oceans, and are likely to take action against them.

Sea sprites live in family groups, and dwell in natural coral caves, or in the hulks of ships that foundered on the reefs. The family is led by the oldest male, but the senior female acts as his advisor, and is often the "power behind the throne." They believe that any wealth that the sea takes (in the form of sunken treasure) should remain with the sea, and thus oppose treasure hunters and those who would salvage wrecked vessels.

Sea sprites speak their own language, and 50% of them are conversant in the common tongue. They can also communicate on a rudimentary level with the more intelligent denizens of the deep. They're great believers in a balanced ecology, and so have no antipathy towards sharks and other predators. They have hatred only towards the more evil and cruel ocean dwellers, particularly sahuagin and their ilk (who they attack on sight).

Niche: Sea sprites are at the top of the coral reef food chain. Their only natural enemies are sahuagin, but their speed and the accuracy of their crossbows make them difficult prey. They're on friendly terms with aquatic elves, and sometimes trade with them, although the two races never live together.



"Swordwraith" (Stark Mounds Undead Spirit)

Climate/Terrain: Any land environment (old battle-grounds)

Frequency: Rare

Organization: Military unit

Active Times: Night

Diet: Nil

Intelligence: Average (8-10)

Treasure: Incidental

Alignment: Lawful evil

Reaction Modifier: +3

Number Appearing: 2-8

Armor Class: 3

Movement: 9"

Hit Dice: 7

THAC0: 10

Number of Attacks: 3/2 (as F7)

Damage per Attack: 1-10

Special Attacks: Strength drain

Special Defenses: +2 or better weapons to hit

Magic Resistance: Nil

Size: Medium (6 feet tall)

Morale: Fanatical (20)

Experience Value: 1000 + 5/hp

Swordwraiths are the spirits of warriors cut down at the height of battle, and kept from the dissolution of death by their own indomitable will.

Physical Appearance: Only seen at night, or underground where the sun never shines, swordwraiths appear as warriors, garbed in armor and armed with assorted weapons of war. Although the armor and weapons are unremarkable, the flesh within appears insubstantial. Under certain lighting conditions, all that can be seen are two glowing eyes within the shadow of the helmet. Swordwraiths reek of mold and decay, but this scent is carried by their armor and weapons, not by the creatures themselves. They are surrounded by an aura of intense cold—uncomfortable, but not enough to cause damage.

Combat: Swordwraiths, when they were alive, were hardened warriors, and even as undead they retain their knowledge of strategy and tactics: They fight small-unit engagements with textbook precision, knowing exactly when to attack, give ground, and counterattack. They're intelligent, and speak the common tongue of humanity, and therefore they might accept parlay... but only if it's asked by someone they consider their military equal.

Swordwraiths attack as normal warriors would, with their varied weapons. No matter what weapon is used, the damage is the same: 1-10 hp. Each hit also drains 1 point of strength from the victim. If a victim's strength reaches 0, death occurs. Strength lost to a swordwraith's attack can only be regained by complete rest (1 point per day of total inactivity), or through a *wish*, *limited wish* or equally potent magic.

Swordwraiths can only be harmed by +2 or better weapons. They are totally immune to *sleep*, *charm* and other mind-affecting magic. They are turned as vampires.

Habitat/Society: Swordwraiths were once professional soldiers: officers and mercenaries, or others for whom fighting was all there was in life. Though slain on the field of battle, their will was such that they were unable to leave behind the trade of violent death. In many cases, their stubbornness is such that they won't admit—even to themselves—that they are in fact dead. Swordwraiths are totally free-willed, and feel no kinship towards other undead (in fact, they hate the "mindless lack of discipline" that characterizes most other undead).

The creatures are active only at night, or underground where the sunlight cannot reach. Their bodies were typically interred in barrows or burial mounds. During daylight hours, intruders into such barrows may meet swordwraiths preparing for their nocturnal activities.

Swordwraiths congregate in small units and councils of war, planning and executing midnight raids on settlements near their battleground resting places. They are also likely to attack any traveling party unwise enough to spend the night within their territory (the "lawful" part of their alignment refers to loyalty within their group—to other swordwraiths and to no one else). Swordwraiths gather no loot and occupy no captured territory as a result of these raids. They fight because fighting is all they know.

If swordwraiths have a credo that they "live" by, it would have to be "Mercenaries don't die; they just go to Hades to regroup." They speak the common tongue of humankind.



Swordwraiths are common in the Stark Mounds region—probably as a result of ancient territorial wars between Geoff and Sterich, or their forebears—but they can be found in any other parts of the world that boast old battlefields and war graves.

Niche: Swordwraiths consume and produce nothing. Their only victims are travelers who wander into their territory, and the occupants of nearby settlements.

Wolf, Mist

Climate/Terrain: Any non-desert land environment

Frequency: Very rare

Organization: Pack

Active Times: Night

Diet: Carnivore

Intelligence: Average (8-10)

Treasure: Nil

Alignment: Lawful good

Reaction Modifier: 0

Number Appearing: 2-20

Armor Class: 6

Movement: 18"

Hit Dice: 3 + 3

THAC0: 16

Number of Attacks: 1 bite

Damage per Attack: 2-6

Special Attacks: Nil

Special Defenses: Breath weapon

Magic Resistance: 10%

Size: Medium (4 feet high at the shoulder)

Morale: Elite (16)

Experience Value: 60 + 5/hp

Mist wolves are cousins of normal wolves, but they are larger and have some magical abilities. Although they're lawful good in alignment, mankind's innate fear and hatred of wolves ensure that these creatures will always be misunderstood.

Physical Appearance: Mist wolves are almost identical to their non-magical cousins, except they're higher at the shoulder and their fur is smokey grey with white tips on the hackles. They're slim and muscular, with fearsome-looking teeth. Their eyes are black, without the red tinge oftenseen in wild wolves.

Combat: Mist wolves attack in packs like common wolves, often using sheer weight of numbers to drag down opponents. They're more intelligent than their cousins, so they are less likely to continue an obviously losing battle.

Mist wolves have a magical ability that makes it easier for them to disengage from stronger opponents: A single wolf can exhale clouds of thick mist (similar to a *wall of fog* spell) blocking all vision, filling a volume 10 feet on a side and lasting five rounds unless blown away. The mist is purely defensive, since it's as opaque to the wolves as it is to their opponents. This ability can be used twice per day.

Habitat/Society: Because of their alignment, mist wolves only attack humans or demihumans who are behaving in a flagrantly evil manner. Normally, mist wolves will protect travelers from evil creatures that may wish them harm. Unfortunately, fear and hatred of wolves is taught from the cradle, and is embodied in everything from children's tales to common expressions ("a wolf in the fold," "the wolf at the door," etc.). The fact that mist wolves are frequently seen when evil is abroad doesn't help; people never realize—or refuse to believe—that the wolves only appear when evil is near in order to fight it. Therefore, mist wolves are often slain by the people they're trying to protect.



Mist wolves have an innate ability to detect evil. This power operates continuously, and without conscious volition. They're implacable enemies of evil, and defenders of goodness and law. They'll often go to great lengths—even giving their lives—to protect humans and demihumans.

Mist wolf society is based around the pack, as with common wolves. Packs comprise up to 20 wolves, with an equal number of males and females. The leader of the pack is the strongest individual (usually male, but not necessarily so), who gains and defends the position by challenge and (non-lethal) combat. If the pack is encountered in its own territory (usually wilderness forests), there are half as many cubs present as there are females. Mist wolves are monogamous and mate for life, and both parents share the responsibility of caring for the cubs. Cubs grow rapidly, reaching full maturity at the age of 12 months. They gain their breath weapon ability at half that age.

Mist wolves have their own rich language consisting of yips, barks, and growls. They understand the common tongue, but are unable to speak it for anatomical reasons.

These creatures are most common in forests with evil reputations, because that's where they can do the most good. (Of course, this doesn't help the wolves' reputations at all . . .) There are large populations of mist wolves in Dreadwood and in the Burneal Forest, although they aren't limited to these areas.

Niche: Mist wolves are highly efficient predators with few natural enemies. They're intelligent enough to select their victims and control their hunting with care, making sure never to over-predate an area or prey population.

Zombie, Sea (“Drowned Ones”)

Climate/Terrain: Shallow coastal waters, salt and fresh

Frequency: Rare

Organization: Pack

Active Times: Night

Diet: Carnivore

Intelligence: Low (5-7)

Treasure: M

Alignment: Chaotic evil

Reaction Modifier: -3

Number Appearing: 2-24

Armor Class: 7

Movement: 6”//12”

Hit Dice: 5

THAC0: 15

Number of Attacks: 1

Damage per Attack: 1-10

Special Attacks: Stench, disease, spell use

Special Defenses: Spell immunity

Magic Resistance: Nil

Size: Medium (6 feet tall)

Morale: Fanatical (20)

Experience Value: 130 + 5/hp

Drowned ones (also known as sea zombies) are the animated corpses of humans who died at sea. Although similar to land-dwelling zombies, they are free-willed, and are rumored to be animated by the will of the god Nerull the Reaper.

Physical Appearance: The appearance of drowned ones matches their name: They look like human corpses that have been underwater for some time—bloated and discolored flesh dripping with foul water, empty eye-sockets, tongue frequently protruding from between blackened lips. Their visage and their stench of decay are so disgusting that anyone seeing a drowned one or coming within 20 feet must save vs. poison. A failed saving throw indicates that the character is nauseated, and attacks and defends at -1 for 2-8 rounds. On land, drowned ones move slowly, with a clumsy shambling gait. In water, however, they can swim with frightening speed.

Combat: Like most undead, drowned ones have an abiding hatred for the living, and attack them at any opportunity. These attacks often show surprising cunning (for example, luring ships onto the rocks, then attacking the sailors as they try to save themselves from the wreck). Drowned ones take advantage of their swimming speed by attacking ships as they lie at anchor—climbing aboard the vessel and trying to drive the sailors overboard, where they can deal with them more easily.

Drowned ones attack with the weapons typical of sailors: short swords, daggers, hooks, clubs, etc. Because of the unnatural strength of the creatures, these weapons all do 1-10 points of damage. The putrid water that drips from the drowned ones contains many pathogenic bacteria, so any successful hit has a 10% chance of causing a severe blood disease in the victim.





The water-logged condition of the creature's flesh means that fire and fire-based magic do only half damage. Lightning, electrical and cold-based attacks do double damage. Drowned ones are immune to *sleep*, *charm*, *illusion* and other mind-altering magics. Because they are created by the direct will of a deity, they cannot be turned like other undead.

Many of the humans who become drowned ones were clerics while alive, and they retain their clerical powers as undead. There is a 50% chance that each drowned one encountered is a cleric of level 1 to 4 (random determination). These creatures are granted their spells directly by Nerull, and only receive baneful spells.

Habitat/Society: Drowned ones congregate in loose packs. Their only motivation is hatred for the living. Being undead, they have no need to eat, although they sometimes rend and chew the flesh of their prey (this is probably just to strike terror into others).

Underwater, drowned ones are active around the clock, and are often found in the sunken wrecks of the ships in which they drowned. They are only active above the surface during the hours of night. Drowned ones normally stray no more than 100 yards from the water. If the wind

drives a sea fog onto the coast, however, they can roam inland as far as the fog reaches. When the fog retreats, or when the sun is about to rise, they must return to the water. Dwellers on foggy coastlines usually fear the fog, although they might not know why; in some areas (for example, the Amedio coastline), human sacrifices are often cast into the fogs when they roll inland, in the hopes that the drowned ones will take the offerings and leave everyone else alone.

Drowned ones communicate among themselves by a form of telepathy, and have no need of a spoken language (other than for spell-casting). The verbal components of spells are spoken in hideous, sibilant whispers.

Perhaps because the Azure Sea provides a steady supply of raw materials (in the form of Amedio pirates, and freebooters in general), drowned ones are most common in the shallows of this body of water. The waters around Flotsom and Jetsom Islands, Fairwind Isle, and the Olman Islands are prime "breeding grounds" for these hideous creatures.

Niche: Drowned ones consume and produce nothing. They interact among themselves only to make their killing more efficient.



Hall of Heroes

The world of Greyhawk is populated by great heroes, great villains, and just plain folks. What follows is a description of some of Oerth's best-known, most feared, best-loved, most hated inhabitants. Player characters should run into these larger-than-life NPCs only rarely, and when they do, the occasion should be a memorable one.

The characters described here came to prominence some years after events described in previously published GREYHAWK® books and game material. They can be introduced into campaigns a few at a time or all at once, as you wish.

We begin in the city of Greyhawk itself . . .

The Free City of Greyhawk

Nerof Gasgal

Lord Mayor—Free City of Greyhawk

AC 5 (leather armor and dexterity bonus); MV 12"; T 10; hp 45; #AT 1; Dmg by weapon type (proficient with sling, long-sword, or dagger); Str 10, Int 11, Wis 8, Dex 17, Con 12, Cha 16; THAC0 8; AL LN; SA quadruple damage from backstab; SD high dexterity, thievery skills

Nerof Gasgal was born to desperately poor but proud parents in one of the most squalid districts of the city of Greyhawk. Despite his parents' best efforts to dissuade him, Nerof idolized the Guild thieves. He admired their courage, their skills, and, most of all, their wealth. When his parents tragically starved to death in his tenth year, he decided to change his fate, and sponsored by a family friend who was a Guild official, he apprenticed himself to the Thieves Guild.

Once he was a full-fledged thief, Nerof advanced rapidly, becoming known for his meticulous planning of every last detail of operations. He believed in leaving absolutely nothing to chance, and would pore over plans and models of a targeted building until he could draw the entire floor plan from memory. His thoroughness and attention to detail endeared him to his superiors and peers, although he became the terror of apprentices and lower level thieves who were assigned to work under him. He did not tolerate slip-ups or errors.

Then, a traumatic experience caused Gasgal to change careers—and the direction of his life. While looting a mage's long-abandoned castle, he tripped a magical trap and found himself falling down an airshaft. Luckily, the trap was an illusion, but his fellow thieves found him in a catatonic state and returned him to Greyhawk. Clerical help saved him, but he began to suffer severe bouts of vertigo and developed a fear of falling. That incident convinced Gasgal to give up the thieving life and enter politics.

Nerof was never known publicly as a thief; to the public, he was the proprietor of a gambling house catering to Greyhawk's wealthy youngsters. Despite the fact that the odds on the games blatantly favored the house, Nerof was a popular figure among the newly wealthy. He had long been urged to follow a political career, assured of support by his customers, and when his disability forced him to quit thieving, he took up their offers of political support and was delighted by the opportunities he discovered.

As mayor, Nerof is popular and well-respected. His atten-

tion to detail makes it difficult for anyone not in his favor to cheat or oppress citizens. He is demanding of his staff, but does not spare himself, routinely working twelve-hour days. He takes bribes freely, but his theory is to "let both sides pay bribes, then judge the case on its merits."

His goals as Mayor of Greyhawk are to make the city run as smoothly as possible and to be remembered as the best Mayor in the city's history. His private goals are different: He wants to be a member of the aristocracy. However, the old rich don't hold him in the same regard as the new rich, and he is snubbed as much as the upper classes dare due to his lower-class accent and the "vulgar" origins of his wealth (the gaming house).

The nobility secretly sneer at him, but no one forgets what happened to one wealthy family so unwise as to shun him publicly: Thieves descended repeatedly upon their house; several family members died mysteriously; and their business competitors exhibited uncanny knowledge of their business plans. This did not stop until the whole family was reduced to beggary.



Nerof Gasgal is an attractive, charming man, 5'9" tall, with graying hair. He dresses in conservatively cut, but extremely expensive, clothing. He appears to be a trustworthy, able businessman who is in politics only for the good of his beloved city.

Nerof's office is equipped with many luxuries: heavy draperies (which conceal the fact that his office is several stories above ground), several attractive secretaries, and a large, elaborate safe in which he keeps all the city files and a wealth of information useful for blackmailing troublemakers against whom he doesn't wish to use force.

His leather armor is of the finest quality. It was custom made for him by the head of the Leatherworkers Guild after he excused the leatherworkers from paying taxes during a severe shortage of leather. His weapons are also of the best possible quality, stolen especially for him by the Thieves Guild Master as a gift upon his election to office. He also owns a set of thieves' tools, and still regularly practices all the thieves' skills that do not involve climbing. He has access to many magical items, but does not keep many on hand unless he actually needs them. He feels that becoming dependent on a magical tool or weapon would make him too vulnerable. When Nerof does use magical items, he prefers those that facilitate theft without involving flying or climbing. There is a 20% chance of finding such items in his office or safe.

Outside of politics, Nerof's interests are limited to his gaming house (which he still owns) and the honing of his thieving skills; he has no other real interests. Although he is a social climber, he doesn't find social gatherings very interesting—he attends them for information. He cultivates good relations with the Guildmasters of the city, as all mayors must, but the only one he socializes with is the Thieves Guild Master. They often spend evenings together, drinking wine and yarning about the "good old days" before they achieved their present ranks. Nerof is still a power in the Thieves Guild, and holds the title of Assistant Guildmaster.

Player characters might encounter Nerof Gasgal in several ways. They might be ambassadors from a neighboring land on business with the Lord Mayor of Greyhawk, or they could be lower level thieves seeking his expert advice. If any PC has information regarding an outside threat to Greyhawk, Nerof will pay very well for it. He is also interested in buying anything magical, especially items of use to thieves, like *gauntlets of dexterity* or *chimes of opening*.

If the PCs are enemies of Greyhawk, they will find Nerof to be a deadly enemy. He cultivates close relations with the Assassins Guild Master. There are several assassins on his private payroll, and he has been known to use them to quietly eliminate threats.

Derider Fanshen

Constable—Free City of Greyhawk

AC 3 (full plate + shield, dexterity penalty); MV 6" in armor; C 12; hp 58; #AT 1; Dmg by weapon type (flail, mace, *staff of striking*, staff sling, lasso); Str 13, Int 10, Wis 17, Dex 4, Con 16, Cha 16; THAC0 13; AL NG; SA Spells: 8-1st, 7-2nd, 6-3rd, 3-4th, 2-5th, 2-6th

Derider Fanshen was born to middle-class parents in the Free City of Greyhawk. From an early age, she was fascinated with healing sick creatures, and innocently annoyed her parents by filling the house with every sick or hurt animal she encountered. Her talent and love for healing caught the attention of the priests of Pelor. They offered to train the young girl in the ways of their deity, the patron of sun, strength, light, and healing. Her parents were overjoyed, not only for the honor shown their daughter, but because they could finally have a normal household.

As a postulant of Pelor, Derider was quick to learn, rising rapidly to the status of a full (first level) cleric. Upon her investiture, she accepted an offer to join a party of adventurers. Her superiors were sorry to see her go because they loved her, but also were relieved that she was gone—she had won notice not only for her talent, but for her clumsiness. She was always sincerely sorry about her accidents, and she was not capable of malice, but even her most sincere apologies did not repair the mirrors, jars, and other fragile things she constantly dropped. While she was at the temple of Pelor, her superiors seriously considered hiring a low level mage just to minimize breakage.

Derider's career as an adventurer lasted for several years, during which she travelled the length and breadth of Oerth with her friends. She advanced rapidly, gaining confidence in herself and faith in her deity as she saw the results of her prayers. At the same time, her clumsiness haunted her, causing her grief over the trouble she caused when she was near breakable items. She began to feel that fragile items just waited for her, so that she could drop them to shatter on the floor. Her companions loved her and were very patient with her, but when she managed to drop and smash a *beaker of plentiful potions*, the day after she had tripped while carrying a *decanter of endless water*, they suggested gently that perhaps the adventuring life was not for her.

Back in Greyhawk, Derider learned that the temple of Pelor needed a cleric who specialized in healing. She was taken on immediately, but on the condition that she swear solemnly not to touch anything breakable (the high priest was a former classmate, and he knew of her weakness).

Settled in at the temple, Derider was quite happy to have a position as a healer. Her adventuring background proved valuable when the temple district was plagued by a band of undead creatures. Her work among the poor of Greyhawk brought her to the attention of the Directing Oligarchy, and when a constable died after being nursed devotedly by Derider, she was offered the post.

As Constable of the City, she is an influence for mercy and moderation on the part of the city government. She is trusted by the entire Directing Oligarchy to care for them when they are sick or injured. Her clumsiness has not deserted her, but the Directing Oligarchy can afford to be more tolerant of the breakage than the priests of Pelor or her former adventuring companions. When she tripped over her own robe and knocked over a table of very expensive glassware, the Directing Oligarchs simply chuckled quietly and sent for a mage to repair the damage.

Derider Fanshen is a tall, attractive woman in her early forties, with tan skin, honey-blonde hair, and bright grey eyes. She is in excellent physical condition, and looks considerably younger than her true age. She has never married, preferring to form friendly relationships with the various men important in her life.

Although she has retired from adventuring, Derider Fanshen keeps her armor in good repair, and exercises daily in armor with her weapons. Her weapons are souvenirs of her adventuring days, and she will happily tell stories about how she obtained them. Her favorite weapon is a *staff of striking* that also functions as a *staff sling* +1.



Derider Fanshen's goal as Constable of Greyhawk is simple: Keep the city safe and secure. Her relatives live in Greyhawk, as well as friends from her adventuring days, and she is quite conscious of her obligation to them. She keeps in touch with old friends and family, and is a popular guest at parties, once the breakables are securely stored away.

The poor people of Greyhawk often leave petitions at her residence, asking her to intervene for their friends and relatives when they face Greyhawk's justice. She does what she can, and Sental Nurev, Captain-General of the Watch, often has to remind her that his decision alone does not decide a criminal's fate.

At the same time, she is not a fool. Real evil-doers know better than to ask her to intervene in their cases, since she hates cruelty and wanton malice (having seen too much of both). The only time she shows anger is when flagrant examples of unprovoked evil-doing come to her attention. When she gets angry, the people, as well as the Directing Oligarchy, pay attention. Although she doesn't often use spells for purposes other than healing, she still has the capability, and the anger of a twelfth level cleric is nothing to invite.

PCs might encounter Derider Fanshen in several ways. They may have business with the Directing Oligarchy of Greyhawk, and she would be present at the deliberations of that body. She has a soft spot in her heart for adventurers, and a party of adventurers with a genuine need for aid from the Directing Oligarchy might find her willing to help them plead their case.

PCs might also meet her by letting her know that a party member is sick or injured, but cannot pay for clerical assistance. Her adventuring days paid well, and she is now financially secure, which allows her to indulge the same impulses that made her poor parents' life difficult so long ago—healing every stray that crosses her path. She is known to disappear into the slums of Greyhawk for days at a time, healing every sick or injured person she finds.

Sental Nurev

Captain-General of the Watch—Free City of Greyhawk

AC 3 (splint mail and shield); MV 9"; F 13; hp 85; #AT 2/1; Dmg by weapon type (lasso, halberd, man catcher, longsword, bo stick, jo stick, crossbow, club); Str 16, Int 12, Wis 15, Dex 13, Con 13, Cha 14; THAC0 8; AL NG

Sental Nurev was born near Greyhawk, the child of impoverished, country gentlefolk. At an early age, he decided that the only way out of his poverty was his skill with weapons. A neighbor who had retired from the adventuring life offered Sental and his brother tutelage, and when they became orphaned, they headed for Greyhawk. Sental joined the watch, learning about city life while serving as a policeman/militiaman. His dedication to duty and his natural talents soon earned him promotion, and his utter fearlessness helped him gain skill rapidly. While still in his early thirties, he became Captain of the Watch, and was known to all as a solid, respected citizen.

Soon after he achieved this success, news came that nearly shattered him. His beloved brother had not joined the watch, preferring to hire out as a caravan guard. The brothers had tried to keep in touch, but Sental had not heard from him in a long time. Then, word reached Sental through trustworthy channels that his brother was a prisoner in one of the Bandit Kingdoms. Shortly after this news arrived, Sental received word that his brother's captors were demanding sensitive information about Greyhawk. If Sental refused to give it to them, his brother would suffer.

This dilemma caused Sental many sleepless nights. He did not want to endanger Greyhawk and he knew that the information he was asked for could, in enemy hands, jeopardize Greyhawk seriously. On the other hand, he knew that his brother's captors did not make idle threats, and refusal to comply could doom his brother. Faced with this problem, he decided to stall. He sent information, but made absolutely certain that it was always either obsolete, or as harmless as possible.

This worked until his brother's captors decided to sink their hooks deeper. They informed Sental that if he didn't cooperate more fully, they would tell the authorities of Greyhawk that their trusted Captain was a traitor—and they had hard evidence to back their claim. Sental was forced to give in. As Captain of the Watch, he had authority over who was recruited into the watch, and what duties each watchman was assigned. He was forced to recruit watchmen whose loyalties were with the Bandit Kingdoms, and to juggle work schedules so that these men could spy at will. In the event of an attack, his orders were to place these men in control of a section of wall, to facilitate the besieger's attempts to take that particular section.



With these false watchmen reporting his actions, Sental could no longer bluff his brother's captors with useless, out-of-date information. He was forced to send the very best information available as quickly as he could get it. He threatened to quit his post once, and received his brother's thumb in a package at his home a few days later. He was painfully aware that if his treachery were discovered, he would at the very least be imprisoned for a long time in Greyhawk's dungeons.

Sental Nurev is currently a haggard-looking man. He is tall but stooped, with thinning blond hair and a ragged beard and moustache. He chews his moustache when he is worried, and since he has had much to worry about recently, his moustache is well-chewed. Sental is married and has three children, ages 14, 11, and 9. His wife worries a great deal about him; she can see the burden upon him, but can not learn what it is.

In all matters except those controlled by his unseen masters, Sental Nurev is an excellent Captain-General of the Watch. He is nearly incorruptible (his brother's kidnappers knew this; that is the reason for the kidnapping), fearless, and always under perfect control. His preference for non-lethal weapons such as the lasso or man-catcher is a remnant of his days as an ordinary watchman. He learned that criminals were easier to take in if they came under their own power, rather than needing stretcher-bearers, and then a cleric to heal them before trial. He is not a man who kills needlessly. When possible, he will capture his subject alive and take him to jail. This preference sometimes causes misconceptions; some very foolish people think that, because Sental Nurev prefers not to kill, he will not kill. They are wrong.

Sental owns a *man catcher* +3, *halberd* +1, *bo stick of striking* (as staff), and a shield with a *symbol of hopelessness* cast on the front, behind a hinged cover that he can manipulate while using the shield. These items are very useful should a riot occur.

Sental Nurev is popular, even with thieves and assassins—unlike some of the watchmen, he doesn't feel that lawbreakers exist simply to be killed on a whim. Even the most notorious thief or assassin will be treated as fairly as any other person in Greyhawk, or Sental will demand an explanation. If Sental ever learned of any watchmen extorting bribes from citizens, those responsible would find themselves in a great deal of trouble.

Player characters could meet Sental Nurev in several ways. If they wish to join the watch of Greyhawk, they will need to prove themselves to Sental. He only accepts prospects who prove to his satisfaction that they are sufficiently skilled and loyal.

Any PCs who obtain information about the current whereabouts of Sental Nurev's brother will have made a friend for life. Sental has been unable to learn the exact location of his brother in the Bandit Kingdoms. If the PCs provide Sental with information while in Greyhawk, he will go directly to the Assassins Guild Master. Turin Deathstalker is indebted to Sental Nurev and likes him personally, and therefore would be quite willing to attempt to convince the kidnappers that releasing their captive would be in their best interests.

If the PCs are lawbreakers, they may find themselves dealing with Sental Nurev on a professional level. He will not be amenable to bribe attempts, but will not treat people who attempt to bribe him any worse than he would anyone else.

Org Nenshen

Thieves Guild Master—Free City of Greyhawk

AC 1 (elfin chain and dexterity bonus); MV 12"; T 14; hp 50; #AT 1; Dmg by weapon type (sling, short bow, falchion, dagger, sap); Str 13, Int 15, Wis 11, Dex 18, Con 11, Cha 16; THACO 14; AL LN; SA quintuple damage from backstab; SD high dexterity

Org Nenshen was a young thief rising within the Thieves Guild at the same time as Nerof Gasgal. The two often worked together. Org was present on that disastrous foray when Nerof fell victim to a mage's magical trap; in fact, it was Org who found Nerof lying motionless with a look of horror on his face. Org helped to pay for the clerical help that restored his friend, and worked tirelessly and secretly to advance Nerof's political career.

As Org advanced within the Thieves Guild, his name became a byword for reckless confidence and skill. When the reigning Guildmaster died, Org was proclaimed Guildmaster almost unanimously, and the Guild has prospered under his leadership.

Org is uncertain of his birthplace. His parents died not long after his birth, and the infant Org was adopted by a cousin, Ramin of Greyhawk City. The greedy Ramin soon showed that his intentions in adopting young Org were to live in luxury by forcing the child to steal for him.

As Ramin should have expected, this activity was noticed by the Thieves Guild. An extremely displeased Guildmaster dispatched several burly thieves to bring Ramin and his young protegee to the Guild to answer for their thefts.

When Ramin finally confessed to the sordid practice, the Guildmaster had to be physically restrained from attacking the would-be master thief. The terrified Ramin was grateful to be turned over to the authorities alive. The thieves then turned their attention to young Org.

Easily winning the child's confidence, the thieves had no trouble putting little Org through a series of tests that proved to their satisfaction that the child had a natural talent as a thief.

Thus began the best part of Org's life. As an apprentice of the Thieves Guild, he learned everything he was taught with a zeal that pleased his teachers. He soon proved his usefulness at squeezing into gaps that were too small to admit an adult. Before he was sixteen, Org Nenshen was a first level thief, well-respected by his superiors within the guild and rising quickly through the ranks.

During this time, Org was forging a friendship with Nerof Gasgal. The two youths were inveterate competitors, but fast friends. They often worked together, with Nerof's calm, methodical methods tempering Org's more flamboyant, exuberant style. As the "Gruesome Twosome," they raked in loot hand over fist from any victim allowed by Guild rules: Those who had not paid for immunity from theft and those of whom the Guild disapproved, were fair game.

The advancement of Nerof and Org was so steady that some of the Guild members were secretly relieved when Nerof's fear of heights forced him into politics. They had foreseen a bitter quarrel between the friends over the eventual Guildmastership. The Thieves Guild instead became fortunate to have two loyal members in the government of Greyhawk.



As Guildmaster, Org's goals are to cooperate with the Directing Oligarchy to keep Greyhawk safe. Greyhawk is the only home he has ever known, and he realizes that if the city were to fall, his livelihood would be jeopardized.

Org Nenshen is a compact, graceful man with blond hair, violet eyes, and tan skin. He always dresses well, and is very proud of his elven chainmail, which was a gift from some gray elves whom he assisted in the recovery of a stolen treasure. He practices daily at the Guild, and is an instructor in all the skills necessary for the most promising young apprentices.

Org owns a *sling +1*, a *flame tongue falchion*, *dagger of throwing*, a *cloak of the bat*, a *ring of jumping*, *boots of elvenkind*, and his favorite, a *chime of opening*. These items are the rewards of a lifetime of theft, and, with these treasures, Org is all but unstoppable. He has commissioned a new magic item, *thieves' tools of opening*, but these have not yet been created.

Despite his success, Org is secretly very insecure. He can't quite believe that he has risen to such heights and he feels like a fraud. He has always felt this, which is the real reason for his flamboyance. He believes that if people think he is invincible, they will make it so, regardless of his talent (or lack of it). His secret fear of failure drives him on to ever more daring stunts, long after most Guildmasters would be content to rest on their laurels and make a living on the spoils of their underlings.

In addition to his chronic fear of failure, and his secret feeling of fraudulence, he now has a new worry: old age. Org Nenshen is reaching middle age, and this concerns him. An aging thief often finds his skill and agility declining, and the thought fills Org with terror. Without his thief skills, he truly feels that he would be nothing but a middle-aged fraud. The thought of his time running out haunts him, and he is determined to preserve his skills for as long as he can.

Org's friends are worried. They know that he is taking ever greater risks, and they also know that he won't always be able to beat the odds. His victims are getting tired of being repeatedly robbed, and are constantly improving their security, with more and more traps, better and newer locks, and various magical defenses. Org has even had to defeat a few lesser guardian daemons, summoned by certain unscrupulous mages to protect their property.

Chief among those who worry about Org is Mayor Nerof Gasgal, who often bitterly regrets that his vertigo and fear of heights forced him into a political career. He believes that if he were Org's partner again, his cautious nature would sufficiently offset Org's flamboyance, and perhaps prolong his friend's life. Nerof has resigned himself to the fact that he will one day hear that Org finally challenged the odds once too often.



Turin Deathstalker

Assassins Guild Master—Free City of Greyhawk

AC 5 (elfin chain mail); MV 12"; F 15; hp 79; #AT 1; Dmg by weapon type (bastard sword, long bow, short bow, short sword, dagger, sling); Str 15, Int 14, Wis 10, Dex 13, Con 14, Cha 16; THAC0 6; AL LE (strong LN tendencies)

Turin Deathstalker, Master of the Guild of Assassins, is a man feared and respected far beyond the city of Greyhawk. He is possibly the highest-ranking assassin in all Oerth, and exercises informal control over assassins nearly everywhere. Due to other political influences, this control is nominal at best, but no assassin willingly defies Turin Deathstalker's known wishes.

Turin was born in the Shield Lands, on the border of the Horned Society lands. His father, a low-ranking soldier in the armies of the local ruler, hoped that his son would get an education, but fate intervened. When Turin Birdstalker (his given name) was ten years old, a great force from the Horned Society struck the Shield Lands. Turin was but one of many prisoners who were marched into the lands of the Horned Society. To his knowledge, the rest of his family was killed.

When the prisoners were divided, Turin found himself the slave of a half-orcish fighter, the chief of an important orc tribe. For the next several years, he was forced to do all manner of foul tasks for the tribe, until his master decided that the youth showed promise, and began tutoring him in the arts of assassination.

Turin was very bright, and learned quickly. His mentor was pleased and amazed that the young human bore him no grudge for his years of servitude, and he passed along every bit of knowledge he possessed. Turin's first assignment as a full-fledged assassin was the elimination of a hobgoblin, the chief of a rival tribe. He performed the job with relish, since he had heard that hobgoblin soldiers of the Horned Society were responsible for the death of his family.

Turin seemed to have adapted well to life among the orcs, but he never let his true feelings show—in fact, he hated the orcs. They came to take him for granted, however, and he spent several years with his mentor, absorbing everything the scarred old half-orc could teach him. When he reached the orcish rank of Waghalter, he decided that the time was ripe for his revenge. One fine, sunny day, he systematically assassinated every orc in the tribe, saving his mentor for last. With this pleasant task completed, Turin Deathstalker (as his mentor had renamed him) walked off, with the tribe's wealth over his shoulder, to accept an offer he had received from a high-ranking member of the Horned Society at Molag. Turin Deathstalker never forgets a grudge.

At Molag, Turin Deathstalker proved to be an excellent weapon for his new patron. He soon learned of intrigue among the leaders of the Horned Society, a society of incredible complexity, laced with betrayal and doublecross. Young Turin gained greatly in skill, eliminating anyone his patron saw as an enemy. He learned the finer points of disguise, poison, and espionage, and when his patron was assassinated, young Turin had already reached the status of Senior Assassin, known to many Guilds as a worthy recruit. Of the Guilds that bid for his service, Turin chose Greyhawk's, and he has resided in the city ever since.



Turin Deathstalker was a valuable recruit to Greyhawk's Assassins Guild, and he rose swiftly within the Guild. As all members are required, he submitted to an oath against killing another Assassins Guild Member or any person under Guild protection.

He was soon commissioned by the Directing Oligarchy to undertake several extremely dangerous and delicate missions. When the upper ranks of the Guild were decimated by a mezzodaemon conjured by a mad mage, Turin Deathstalker became Guildmaster.

As Guildmaster, his goals are to keep the Guild active, attract promising young recruits, provide the best training possible, and to distance the Guild from quarrels with other guilds or powerful groups in Greyhawk. As a member of the Directing Oligarchy, he is the head of Greyhawk's intelligence network, and his knowledge of events in places such as Iuz, the Great Kingdom, and even the Scarlet Brotherhood is unequalled.

Turin Deathstalker has the appearance of a typical Shield Lander, with olive skin, red-brown hair, and pale grey eyes. He practices his skills regularly. He can disguise himself in a hundred ways, from an orcish soldier to a wise old sage. He has been known to collect magical items to sustain these deceptions. He commonly uses three disguises in Greyhawk, and using them, keeps up three businesses: a locksmith shop, a servant agency, and a pawnshop. These fronts provide numerous services to his Guildsmen, and also provide him with income. He has three mistresses, one for each of his disguises, and none of them suspect his true identity.

Turin owns a *cloak of invisibility*, a *dagger of venom*, a *short sword +2 (+5 against humanoids)*, *boots of striding and springing*, a *ring of regeneration*, and a quiver of *arrows of humanoid slaying* that he commissioned from a mage.

If Turin Deathstalker has a fault, it is his bitterness. He did not choose to become an assassin, and although assassination has brought him wealth and power, he often wishes that the hobgoblins had killed him with the rest of his family. He sometimes disappears from Greyhawk for days at a time, and returns tired and filthy, but undeniably satisfied. On these expeditions, he takes a one-man *carpet of flying* to the Pomarj or other humanoid-infested area, and goes on a killing spree. He has slaughtered whole tribes of hobgoblins, goblins, and orcs, and he intends to continue. His guild is unique in Greyhawk, in that half-orcs are excluded from membership.

Except for his obsession with killing humanoids (a special form of homicidal mania), Turin Deathstalker is not a bad man. He is fond of relaxing with the higher level assassins and talking shop over a mug of mead until the wee hours, or attending to city business with the rest of the Directing Oligarchy. Despite his alignment (which is leaning toward lawful neutral), and his profession, Turin Deathstalker is quite fond of children, and remembers his own days as a helpless slave of the orcs vividly. When cruel treatment of children comes to his attention, he has been known to unleash the Assassins Guild against those responsible. At first, these persons will be warned, but if they do not change their behavior, the assassins will put an end to their cruelty permanently.

Ren o' the Star

Master of the Traders Union—Free City of Greyhawk
AC 3 (antique bronze plate mail + shield); MV 6"; F/MU 7/7; hp 58; #AT 3/2; Dmg by weapon or spell type (bastard sword, long bow, dagger, mace); Str 17, Int 17, Wis 10, D 17, Con 18, Cha 16; THAC0 14; AL CN; SA Spells: 4-1st, 3-2nd, 2-3rd, 1-4th; SD as half-elf

Ren o' the Star was the product of the dalliance between a human merchant's daughter and an elven noble in the Kingdom of Celene. His mother loved him and raised him by herself, with help from her father. When Ren was two years old, his mother married a merchant whom she had known since childhood. The combination of his stepfather's careful training, his father's influence (for he visited his father regularly), and his maternal grandfather's advice, he decided to study the arts of dweomercraft and swordsmanship.

As Ren o' the Star grew up, he displayed the stigma of his father's noble House: a reddish, star-shaped birthmark on his shoulder (hence, his nickname). His proper name in the human languages is Ren Shan Fitsparaleen, which indicates his illegitimate relationship to the noble elven House of Paraleen. The combined wealth of his father, stepfather, and mother could pay for the best tutors, and young Ren was, like most half-elves, an excellent pupil, combining the best features of his mixed ancestry.

When he reached maturity, he received an inheritance from his maternal grandfather, which he used to begin a business. He traded furs, ivory, and precious metals—anything that combined high value and low bulk. If offered something bulky at an irresistible price, he would buy it, but the bother of transportation and security in getting bulky goods to a profitable market made him hesitant to accept such items.

He soon realized that the hub of mercantile activity on Oerth was the city of Greyhawk. After accumulating a respectable amount of wealth, he moved there and joined the Traders Union. His knowledge of various parts of Greyhawk and his connections in human and elven communities made him a valuable recruit for the Union. Soon he was a wealthy, respected trader, investing his wealth in more and more trading ventures across Oerth.

His success was not without problems, however. There were various envious people who resented the "half-breed's" success. Their actions against Ren varied, from magical scrying methods to learn his business plans, to actual assassination attempts. There were even attempts to bribe bandits and humanoids to attack his caravans. Whenever Ren found out who was behind these attempts, he retaliated. After a while, surviving enemies began spreading the word that he was not an easy mark. Eventually, Ren was chosen as a Master of the Traders Union, fulfilling one of his life's ambitions.

Ren o' the Star is a half-elf, and takes strongly after his elven father. He is 5'9" tall, with black hair, upswept eyebrows, pointed ears, and a thick moustache.

He has a set of antique bronze plate mail of which he is very proud. This armor was given to him by a tribe of barbarians who found it while looting an ancient ruin. It was a great day for him when he persuaded them that, in



exchange for the armor, he would present them with a wonderful horse. The horse was a magnificent beast. He had made certain of that, when he polymorphed it from a monkey a few hours earlier. When the barbarians found the horse missing, they naturally checked Ren's camp, but no one made the connection between the little monkey sitting so innocently on Ren's shoulder and the missing steed.

In addition to his armor, Ren owns a *wand of lightning* which he won in a dice game, *gauntlets of swimming and climbing*, a *necklace of adaptation*, and a *folding boat*. His collection of magical weapons includes a *longbow of speed*, *bastard sword of sharpness*, and a *cursed sword +1* that he sometimes sells to raise cash, knowing that it will return. The *bastard sword of sharpness* has an intelligence of 14, an alignment of chaotic neutral, *detects* precious metals and gems, and argues constantly with Ren. "Some people are hen-pecked," Ren will moan, "but I'm sword-pecked!" His old trading associates are used to seeing him walking along, arguing with his sword.

Ren's main weakness is gambling. In the old days, when he was a trader crossing half of Oerth, he was able to satisfy his taste for risk easily, and make a profit. He gambled then, but it was mostly minor dice games with his trading associates. He kept his losses well within what he could afford.

With little to entertain him in Greyhawk except counting his gold, he has let his taste for gambling overpower him. He spends endless time in Nerof Gasgal's gambling house, as well as others. He bets on horse races, on elections, and his friends have been amazed to see him seriously trying to make wagers on which of a pair of flies will take off first.

Possibly Ren o' the Star feels that he is too wealthy to be hurt by his losses. This is not exactly true. He is rich, but he is not infinitely wealthy, and already he has run through an incredible amount of money. His friends have tried warning him, but he brushes off their warnings. Nerof Gasgal and other proprietors of gambling houses love him, since his wealth is funneling rapidly into their pockets.



The Valley of the Mage

Jaran Krimeeah

The Mage of the Vale, the Exalted Mage, the Black One—Valley of the Mage

AC 2 (*bracers of defense*, AC 2); MV 12"; MU 19; hp 55; #AT 1; Dmg by weapon or spell type; Str 8, Int 19, Wis 9, Dex 17, Con 15, Cha 13; THAC0 13; AL NE; SA spells; SD spells, high Intelligence; 5-1st, 5-2nd, 5-3rd, 5-4th, 5-5th, 3-6th, 3-7th, 3-8th, 1-9th

The Laird of the Valley of the Mage is a mysterious figure to the outside world. Few have spoken with him, and of those, fewer still have lived to tell of it. The tales of alleged eyewitnesses do not even agree about such things as the Mage's appearance or manner of speaking, so it is obvious that either people are lying or the Mage uses spells to disguise his appearance at least some of the time.

The Laird of the Valley of the Mage was born far from the Valley he has made his own, in the capital of the Great Kingdom. Jaran Krimeeah, as he was known then, was a relative of the Great King, and was given the best magical training the Kingdom could afford.

As he rapidly gained magical skill, and felt his powers increase, he became dissatisfied with his life. He asked himself why his cousin, who could not even cast one first level spell, should be King of the Great Kingdom. Jaran viewed mages as the elite of humanity, with wonderful powers, which should predestine them to rule everywhere.

Accordingly, the young mage gathered his forces and attempted a coup d'etat. Unfortunately for Jaran Krimeeah, his skill with magic far exceeded his skill at palace politics. The commanders he suborned had, it turned out, little real authority, and when they tried ordering the troops they supposedly commanded, the soldiers queried the orders to higher authority, and were told not to obey them. The whole misbegotten enterprise died almost as soon as it began.

The royal family did not execute Jaran Krimeeah. Instead, they exiled Jaran, forcing him to submit to an oath never to reveal his relationship with the royal family, and never to return or involve himself in the Great Kingdom again.

Forced out into a hard world, Jaran Krimeeah (or the Black One, as he then called himself) easily found employment in the Bandit Kingdoms, casting spells for the uncouth rulers of that region. He began to believe that agents of the Great Kingdom pursued him, became obsessed with magical defenses against unseen enemies, and left his position to devote himself exclusively to magical research.

He traveled through the Shield Lands, the lands of the Horned Society, Furyondy, Veluna, Keoland, the Yeomanry, and Sterich, always searching for more spells and magical knowledge. Finally, in the Grand Duchy of Geoff, he found the hidden valley that he now rules. "Here," he said to himself, "is what I've been looking for. A safe, secure, hidden base, easily defended and not claimed by anybody who cares about it. If I take this place over, I'll finally be able to pursue my research in peace!"



He quickly ingratiated himself with the valley elves and with the local gnomes. When he finally suggested, as delicately as he could, that perhaps he would be a better overlord than the distant, uncaring Grand Duke of Geoff, they proclaimed him their Laird unanimously.

With the enthusiastic help of the elves and gnomes, the Mage of the Valley fortified the entrance to the valley heavily, both physically and magically. Secure at last, he devoted himself almost completely to his magical research, letting the elves and gnomes run their own affairs. He only handled problems that they could not.

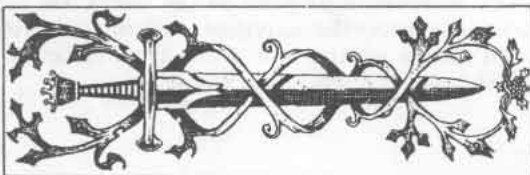
The Mage of the Valley is a tall, thin man with kinky brown hair, pale olive skin, and slate-colored eyes. He is only interested in his magical research and in new spells, and tends to treat non-spellcasters as mentally deficient. He is so convinced of the superiority of spellcasters (particularly mages, of course) that he will not even use a weapon. He scorns daggers, darts, and non-magical staves as unworthy of mages.

His obsession with magic has led him into some very dangerous situations. Whenever he hears of a spellbook with a spell he does not yet know, he will go to almost any length for it, even if it means teleporting into a ruined city to fight a lich.

He is so completely consumed with desire to use magic that he is even preparing to foil death, though not as a lich. He considers any sort of undead status as unworthy of a mage. Instead, he plans to work until he feels his physical body begin to seriously deteriorate, and then become a shade by infusing his body with shadowstuff from the Plane of Shadow. As a shade, he knows that he would never rise in level, but the ability to stay alive for centuries and do more magical research makes that a small price to pay, particularly since he intends to be 24th level by that time.

The Mage owns dozens of spellbooks, and a great load of magical items. Among others, he has *rings of feather falling*, *spell turning*, *spell storing*, and *wizardry*. He has a *staff of the magi*, a *wand of fire*, a *wand of frost*, a *book of infinite spells*, a *cloak of displacement*, a *special deck of many things* with no good cards at all ("Pick a card—any card!"), a *gem of seeing*, a *mirror of life trapping*, and a *hat of disguise*. These are only the items he is known to have, and there are probably many more he hasn't revealed.

The Mage of the Valley is obsessed with agents of the Great Kingdom. In fact, he considers any outsiders in his Valley to be potential agents of the Great Kingdom, on a mission to harm him. Hence, his fixation on defenses and his desire to be a shade. He maintains a large network of assassins, mostly valley elves passing as humans, in the countries outside his valley. They carry out various tasks, such as searching for old enemies, but their main task is the endless search for agents of the Great Kingdom. If the Mage were convinced that no such agents existed, he would be devastated.



Tysiln San

First Protector—Valley of the Mage

AC 4 (*bracers of defense*, AC 4); MV 12"; MU 8; hp 35; #AT 1; Dmg by weapon type (*staff of striking*, dagger); Str 12, Int 20, Wis 9, Dex 13, Con 17, Cha 13; THAC0 19; AL CN; SA as female dark elf, Spells: 4-1st, 3-2nd, 3-3rd, 2-4th, 1-5th, and special; SD as female dark elf.

Tysiln San was born in the Vault of the Drow, to a family of merchants. She was trained in magic use by her family, and expected to spend her life with them. She was unflinchingly loyal to her kinfolk, and when they began planning to overthrow the priestesses of Lolth, she gave them her full cooperation.

Unfortunately, her family's plan failed, and the attempted rebellion was crushed almost before it started. Fleeing for her life, Tysiln San met a human mage who had come to the Vault of the Drow on magical business. She threw herself on his mercy, and he agreed to take her back to the surface with him.

Once she was on the surface, Tysiln San found herself in a world for which her training had not prepared her. For several weeks, she had agoraphobia (fear of large open spaces), and refused to go out-of-doors. The mage managed to overcome her fears, and gave her a pair of magical lenses. The lenses were fashioned by a master mirror maker so that the wearer could see through them, but the lenses resembled mirrors from the outside. Before he gave them to her, he cast *glassteel* on them to make them almost unbreakable.

With the new lenses, Tysiln San could function in bright sunlight as well as she could in darkness. For several years she assisted the mage in his magical experiments, until one of the experiments went seriously wrong. The mage tried to create a variation of the *gate* spell, and thought he had succeeded. His first experiment was an attempt to gate in a heirarch modron. He got a frog-like death slaad instead, who promptly killed him and tried to kill Tysiln San. Only her dark-elf ability to *levitate* saved her.

Alone on the surface for the first time, Tysiln San wandered for several years. She settled into a halfling community, casting spells such as *mend* in return for her food and shelter. When she left there, she wandered through many lands until she was caught wandering through the Dim Forest by a patrol of Valley Elves.

Taken before the Mage of the Valley by his faithful guardians, the female dark elf found herself falling insanely in love. At this time, the Mage was still consolidating his power in the valley, and the sudden appearance of a skilled mage who idolized him was like a gift from the gods. After determining that Tysiln San was indeed loyal to him, the Mage gave her freedom, on condition she pass a series of tests. These tests placed her in greater and greater danger, but she passed them all, and became the mistress of the Mage at the same time that she became his most trusted servant.

Tysiln San is an exquisitely beautiful dark elven female, with long, straight, white hair, white upswept eyebrows, huge yellow eyes, delicate features, and black skin. She is quite aware of her beauty, and is perfectly willing to exploit it, or anything else she has, in the service of the Mage of the Valley. To her, the Mage decides right and

wrong. She is completely loyal to him and madly in love with him. She realizes that the Mage is perfectly capable of sacrificing her in order to fulfill his own ends, but this does not bother her. She looks forward to the day he becomes a shade, since she feels that his only flaws are his pale skin and his short human lifespan.

Tysiln San owns, besides her mirrored lenses, a pair of *elven boots*, a *cloak of arachnidia* (a souvenir of her family's attempt to overthrow Lolth's priestesses), a *bag of holding*, a *wand of lightning*, a *ring of elemental command*, and a *staff of striking*.

She has complete access to her lover's spellbooks, as well as her former master's collection of spellbooks. Having learned from her former master's demise, she has a set of *scrolls of protection*, including those against demons, devils, lycanthropes, snakes, and undead.

At the present time, Tysiln San is the First Protector of the Valley of the Mage. She begged her lover for a responsible post, and he gave her the task of supervising the guards of his Valley, thereby ensuring the area's safety. She took the post with joy, and set to work to try to make the Valley impregnable to all enemies.

Taking command of the gnomes and valley elves who normally guarded the entrance, Tysiln San went to work with an intensity that astonished the Mage. She created inviting-looking paths, studding them with many subtle but dangerous traps. She created paths that seemed impassable, but which led right into the Valley, and secret hiding-places where gnomish and valley elf assassins could watch the paths, and ambush any intruders. When she was done, she had hardly altered the entrance to the Valley, but she had ensured that any enemy would be warned away (by *magic mouth* spells placed in unexpected and creative spots), scared off by illusions placed by gnomish spellcasters, or killed if they persisted.

Her own post is at the narrowest part of the entrance to the Valley, and is heavily fortified. If anyone gets that far, a huge statue standing nearby will announce (by *magic mouth*): "Stop at the station and state your business!" This statue is designed to look like a stone golem, and gnomish spellcasters will make it appear to move to further the impression that it is a golem.

When meeting Tysiln San in the Valley, intruders will be quizzed by her, to determine if they have valid reasons to be there. The more dissatisfied she is with their answers, the more flirtatious she will be, to distract them. Meanwhile, a real and invisible stone golem awaits her signal to squash the intruders. Tysiln San will use her female drow abilities of *clairvoyance*, *detect lie*, *know alignment*, and *suggestion* to determine intruders' business. If she is satisfied that the intruders are on legitimate business, she will guide them through the entrance, past the traps.



The Scarlet Brotherhood

Korenth Zan

The Father of Obedience—The Scarlet Brotherhood
AC -2; MV 30"; MK 16; hp 60; #AT 4/1; Dmg 5-30 or by weapon type + 8; Str 17, Int 11, Wis 16, Dex 17, Con 18, Cha 13; THAC0 10; AL LE; SA as 16th level monk; SD as 16th level monk.

Korenth Zan was born among the Scarlet Brotherhood, the product of a program of selective breeding initiated by the first Father of Obedience. His father was an evil fighter in the service of the Brotherhood, and his mother was an assassin. He knew his parents, but since he was raised by the Brotherhood, and his parents were both killed in action against the enemies of the Brotherhood, he regards the Brotherhood as his true family.

At an early age, he was tested repeatedly, to find his true strengths. He was eventually determined to have the qualities needed to become a monk, and was accordingly selected for monkish training. For the next fifteen years he trained intensively, learning the beliefs of the Scarlet Brotherhood as well as the monkish skills. In his youth, he was known to be the leader in all sorts of childish mischief, such as midnight raids on the pantries, as well as vandalism against the residences of unpopular teachers. This pleased the trainers, and they decided that the boy showed marked leadership qualities of the sort that the Brotherhood needed.

When he had completed his training, Korenth Zan was sent into the world with a party of assorted Brotherhood Servants, to gather treasure for their leaders and foil the enemies of their order. For several years, the evil adventurers traveled, slaying good creatures for their treasures, aiding allies of the Brotherhood, and gaining much experience of the world outside the Brotherhood's stronghold. Korenth Zan soon became the leader of his group, and his cunning saved his party many times. He rose rapidly through the ranks of monks, and used his martial arts to defeat a host of foes.

When the surviving adventurers had reached about tenth level, they came back to the Brotherhood, laden with gifts and information. With their knowledge of the outside world, their advice was in demand, and all of Korenth Zan's former companions were soon high in the councils of the Brotherhood.

Korenth Zan himself returned to the monastery, and concentrated on rising higher than the rest. He fought and defeated challengers as necessary to gain rank, or defend it, until he became a Master of Spring. He also found himself elevated through the ranks of the Scarlet Brotherhood to become the Father of Obedience.

Korenth Zan is an average-sized man, with a shaved head (required by his order of monks), pale skin, and black eyes. He is completely loyal to the Brotherhood, and works ceaselessly to advance its goals in the world. He spends much time overseeing the activities of the Scarlet Brotherhood, and almost all the rest of his time training new monks and keeping himself in training.



At lower levels Korenth Zan used various weapons, and became proficient with the hand axe, bo stick, club, crossbow, dagger, javelin, jo stick, spear, and falchion. He still practices daily with each of these weapons to set a good example to his trainees, but in actual combat he scorns weapons. He owns a *club +5*, a *crossbow of accuracy +3*, a *ring of invisibility*, and a *ring of marid summoning*.

As Father of Obedience of the Scarlet Brotherhood, Korenth Zan is suspicious of his subordinates. He tends to suspect them of ambition, and of plotting to replace him. Some secretly believe that his mental state is deteriorating, and that he will slip into paranoid insanity. His subordinates are still loyal to him, but his accusations of treason, usually followed by swift execution of the "traitors," are shaking their loyalty. Eventually, the imaginary traitors will actually exist, and he will have sealed his own fate.

Korenth Zan is an excellent administrator, when he isn't traitor-hunting. He checks his subordinates' work so often that they dare not dawdle or make avoidable mistakes. In fact, many of the "traitors" Korenth Zan thinks he has caught were only ordinary subordinates who had erred in some way.

Korenth Zan's list of actual and potential enemies includes all those not of the Scarlet Brotherhood. In his years outside the Brotherhood's stronghold, he heard enough bad opinions of the Brotherhood to thoroughly confirm to him that those outside of the Brotherhood were plotting against it. In many cases, he is right. There are plots enough against the Brotherhood, but mostly because the Brotherhood is seen as a major danger to all of Oerth.

Korenth Zan is unmarried, but has fathered several children through a selective breeding program. Since no member of the Brotherhood is permitted to have children in any other way, he accepts this as normal, and would be very surprised if anybody told him that this was wrong. He has been known to sneer at outsiders who dared to criticize it, "You of the outside take more care breeding dogs than you do in breeding your own descendants! And then you wonder why we of the Brotherhood are so powerful!" His children include an evil 3rd level fighter, an assassin, and two monks. He is enormously proud of his progeny, but does not show it in public; this is contrary to Scarlet Brotherhood principle, and he is always a stickler for principle.

Currently, he has a mistress who is an evil mage in the service of the Brotherhood. She knows that using her spells on any high-ranking official, much less the Father of Obedience himself, would result in her unpleasant demise, so she uses only high comeliness and charisma to keep her lover's affections. Since Korenth Zan, along with all other monks, is of Lawful alignment, he does not believe in random promiscuity.

As long as Korenth Zan manages to avoid falling into paranoia, he will continue to lead the Scarlet Brotherhood.



Alesh Marin

Member, First Order—The Scarlet Brotherhood

AC 6; MV 20"; MK 6; hp 32; #AT 1 or 3/2; Dmg 2-8 or by weapon type + 3; Str 15, Int 10, Wis 17, Dex 18, Con 18, Cha 9; THAC0 18; AL LE; SA as 6th level monk; SD as 6th level monk.

Alesh Marin is a product of the Scarlet Brotherhood's breeding program, the child of two high level monks. Her testing, like Korenth Zan's, indicated that she had the abilities to be a monk, so she was accepted for monk training in the Scarlet Brotherhood's training center.

At the center, Alesh's record was competent, but undistinguished. Her training period ended recently, and she was sent out, as is the custom, with a group of assorted young people from the Brotherhood, to prove herself. The Brotherhood feels that knowledge of the outside world and the chance of bringing back treasure is well worth the high risk that many of these young people will not return.

At this time, Alesh is in Stoink, in the Bandit Kingdoms, where she is an inn-keeper's mistress. She is the sole survivor of her original adventuring group, and has several powerful magical items. Her preferred method of operations is to entice a wealthy-looking adventurer into allowing her to accompany his party, then wait for a chance to filch any treasure she can carry.

She is determined to rise in power, and has dreams of someday being the first female "Father" of Obedience of the Scarlet Brotherhood. When she is not adventuring, she practices and trains in her inn room, or works as a barmaid/bouncer in the inn's common room. She will remain in the inn, as the inn-keeper's mistress as long as she thinks he has the big chest of gold he's always bragging about, or as long as he can continue to convince her that the mythical chest really exists.

Alesh Marin is a slender woman with short, blonde hair, blue eyes, and white skin. Her success as a bouncer is partly because the bullies who drink in Stoink do not want to be seen being thrown through the window or door by a woman. She rose to the coveted position of head barmaid by framing the previous head barmaid. When "evidence" came to light that the previous head barmaid was skimming money from the till, she was fired and Alesh got the job. Unfortunately, Alesh was not aware that the former head barmaid was a sister of the Guild Master of Assassins of the city of Stoink. When the Guildmaster learned of his sister's dismissal, and found out the reasons for it, he became rather irate. He has figured out that Alesh is a monk and a member of the Scarlet Brotherhood, but will not seek his revenge until he can think of a suitably hideous method.

Alesh's main weakness is that she is an incurable schemer and intriguer. If given a choice between a simple solution and a complicated, sneaky plan that involves stabbing some of her "friends" in the back, she'll take the second way every time. Alesh does this because she enjoys it and she studies ways to improve her technique. Once, she was the mistress of an assassin, until she learned all that he could teach her of poison, whereupon she promptly poisoned him and absconded with his belongings. She regards other people as objects, fulfillers of her desires, or obstacles that must be removed so that she can continue to advance.

Elsewhere on Oerth

Karll of Urnst

Duke—Duchy of Urnst

AC -5 (full plate armor +4 and shield +1); MV 6"; R 12; hp 71; #AT 3/2; Dmg by weapon type (specialized with longbow; proficient with two-handed sword, halberd, long sword, dagger, battle axe); Str 16, Int 14, Wis 14, Dex 14, Con 17, Cha 17; THAC0 10; AL CG; SA spells, as 12th level ranger

Karll of Urnst was the youngest of six children of the last Duke and Duchess of Urnst. Even in his early years, he showed a liking for the outdoor life. Since he was not expected to succeed to the chair of the duchy, his parents were thrilled and pleased when a family friend offered to have their youngest son trained in the ways of the rangers. Karll himself was so eager to go that he was packed almost before his parents finished giving him the news.

The Duchy boasts of the only ranger training school in the world, and young Karll became its best pupil. Here, Karll shone. He learned everything about tracking and fighting giant-class creatures very quickly, and was made a Runner at 21, the earliest possible age.

For the next couple of decades young Lord Karll (a courtesy title derived from his father) lived in a world of utter bliss. He easily absorbed his mentors' teachings about the need to crusade endlessly against evil in all its forms, particularly if the evil involved giants and humanoids. His chaotic good nature made him an individualist, and he would often plunge off into the wilderness by himself for months at a time, emerging tired, dusty, and travel-stained, with a string of fresh trophies to show his peers and a few words of news for his superiors.

Meanwhile, in the Duchy, things were not going well for his family. Karll's oldest brothers were killed in a border war with desert nomad raiders, and his two sisters were assassinated by unknown enemies (a neighboring lord who had been turned down for both of their hands in marriage was suspected). When Karll's last surviving brother ascended the chair to become Duke at the death of their father, he was suffering from the effects of wounds and did not have long to live. Accordingly, much to his surprise and displeasure, Karll was recalled from his work with the rangers and groomed for the Ducal chair, since he was the only heir.

When his brother died, Karll became heir to the duchy, but he was unhappy about the whole thing. He had never expected to become Duke, had no training for the job, and was not thrilled about giving up the carefree life of the forests. He almost had to be dragged home, and only a direct command from his ranger superiors prevented him from resigning his title and returning to the woods.

Karll decided to make the best of his new position. He introduced many improvements in the army, including better armament, armor, and training. He imported many rangers to train the army, and did a great deal of training himself, passing along his knowledge of woodcraft and tracking.

He is concerned about his duchy, mainly because it serves him in his never-ending war against evil. He is impatient with the daily necessities of government, and has become a magnet for unscrupulous persons. He naively thinks that other people mean as well as he does, and since he has received no training in the arts of rulership, he has managed to surround himself with the greatest crowd of thieves outside of the Bandit Kingdoms.

She isn't always able to keep this attitude out of her speech and behavior, hence her relatively low charisma score. Most people who are not blinded by her beauty distrust her, and treat her as they would a poisonous snake. She is suspected, correctly, of being responsible for the deaths of her companions. Rumor of this has reached the Scarlet Brotherhood, and her superiors plan to harness her desire to succeed for their own uses.

Her ambitions are fueled by the magic items she owns: a ring of three wishes, a stone of good luck, and a clear spindle ioun stone (which can sustain her without food or water). Her collection of weapons includes a dagger of venom and a bardiche +2. She has expanded the knowledge of poisons that her late lover, the assassin, gave her, until she is as adept with poison as an alchemist or high level assassin.

She is in contact with the Scarlet Brotherhood through a low level fighter in the Stoink area who is in command of the Brotherhood's intelligence network for that region. She sends in regular reports to the headquarters of the Brotherhood, making sure that she always sounds like a willing tool in the hands of her leaders. However, the only kind of leader that would please her is herself. She does not know that the fighter who transmits her reports sends reports on her from other sources, and adds his own information. Thus, she is unaware that the leaders of the Brotherhood know of her deviance.

Alesh Marin's ultimate ambitions range far beyond becoming the first female "Father" of Obedience. She is convinced that she would make a far better leader of Oerth than the current ruling body, and plans to use her hoped-for position as leader of the Scarlet Brotherhood to extend her rule over more lands. Eventually, she thinks that she could extend the Scarlet Brotherhood breeding program to produce a perfect race, combining alleged Suelese superiority with the undeniable numbers of the other races.

Alesh Marin is a grim, driven woman who seldom smiles unless she's committed some treachery that particularly amuses her. The last time she smiled, she had just enticed a man who was carrying money into embracing her, so that she could draw her dagger of venom and stab him in the back.

She is utterly despicable, and will never voluntarily change. She likes being evil, and prefers it to being good because she feels that only evil provides suitable scope for a person of her particular talents to shine. She will pretend to be good if she can get something out of the deception, but as soon as she has what she wants, she will show her true colors. She hates all of her superiors, even if they've done her good turns, simply because they have what she wants.





As a result of all this, the Duchy is not well-ruled. The verdicts in the courts go to those who offer the biggest bribes to the judges, the peasants are taxed and cheated, and their daughters are dragged off at the whim of anybody in authority. The peasants blame the Duke's corrupt advisers, not the Duke himself.

Petitioners who try to advise the Duke about actual living conditions in his land find themselves menaced by mysterious bandits, and the duchy has seen the assassination of persistent protesters. If the Duke were not so obsessed with his crusade against evil and giant-class creatures, he would probably notice this and do something drastic about it, but he is deliberately kept in ignorance by the corrupt advisors around him.

Duke Karll is a tall, strong, handsome man tanned from a lifetime outdoors. His hair is brown, his eyes an icy green. He specialized in the bow early in his ranger career, and owns a *long bow* +4 and a quiver of *arrows of slaying evil beings*. He is immensely proud of two family heirlooms: a suit of *full plate armor* +4 and *shield* +1. He also owns a *flame tongue two-handed sword*, a *cloak of displacement* that he took from an evil mage's corpse, a *ring of regeneration*, and *gauntlets of ogre power*.

Duke Karll values magic items in direct proportion to their value in combatting evil, and would cheerfully trade the crown, orb, or sceptre of his office if he could obtain a magic item designed specifically to kill evil humanoids and giants. He also owns a fairly complete set of spellbooks, but does not have much need for them, except for relearning the spells he knows.



Duke Karll's ultimate goal is to launch a grand crusade against evil, particularly that associated with the evil giants and humanoids. He is a reasonable man on most subjects, but if told that this is impossible or undesirable, he will fly into a wild rage. Even though many functions of government require his presence, he still disappears into the forests for days at a time, hunting evil humanoids and giants.

Duke Karll does not understand that behavior desirable in a ranger is not necessarily good in a ruler. He sees the Duchy as a base for his crusade against evil, and cannot be convinced that his duties as Duke supersede his duties as a ranger. His subjects like him, but they know he would sacrifice them if it were necessary to protect some greater number from evil. Not surprisingly, they resent this attitude. Unless conditions change, Duke Karll is doomed. At his ministers' insistence, he is seeking a wife, but cannot understand why neighboring potentates seem reluctant to entrust their daughters to him.

Tang the Horrific

Prince of the Clan—Dry Steppes

AC 6 (padded armor, shield, and dexterity bonus); MV 12"; F 12; hp 80; #AT 3/2; Dmg by weapon type; Str 16, Int 12, Wis 8, Dex 15, Con 16, Cha 13; THAC0 10; AL CN

Tang the Horrific, Tarkhan of the Purple Eagle Tribe, was born in a yurt on the Dry Steppes. He had a normal Dry Steppes boyhood, learning to ride at a very early age, shooting the bow, hunting, and raiding neighboring tribes. Unlike other nomad boys, young Tang was restless. He wanted to see the wonders of the rest of Oerth, if only to inspire his people to descend on the sedentary peoples and conquer them. His father, the Khakhan of their tribe, gave his son his blessing, allowing him to spend time traveling among the nations of settled folk. He gave his son a one-man yurt and a bactrian camel, as well as a string of strong nomad ponies.

Since then, Tang the Horrific (a nickname given him by the first civilized folk he met) has roamed over Oerth, making a living as a mercenary. He still refuses to live indoors, pitching his yurt where he can. He has served many masters, both good and evil. For a while, the young nomad was in charge of training the cavalry of several of the local lords of the Shield Lands, as well as serving masters in places as varied as Iuz, the Great Kingdom, Greyhawk, Furyondy, and Tenh. When he was "between jobs," he would accompany bands of bold adventurers on raids.

Currently, Tang is between jobs, and is living on his savings. His yurt is pitched in the Shield Lands, and he soon expects some local lord, dissatisfied with the state of his light cavalry, to contact him to arrange for training. Meanwhile, he relaxes in the way he loves best, riding his pony, practicing his archery and scimitar work, and learning new woodlore.

Tang is skilled in the use of the knife, spear, hand axe, scimitar, short bow, horseman's flail, spiked buckler, light lance, dagger, and javelin. He has the barbaric skills of his people: cliff climbing, hiding in natural surroundings, surprise, back protection, leaping and springing, illusion and

magic detection, leadership, survival, first aid, outdoor craft, tracking, animal handling, horsemanship, long distance signalling, and yurt construction. He does not like magic, and uses no magic weapons, considering them unworthy of a true Tarkhan.

Tang is still, for all his residence among civilized folk, a barbarian, and he holds fast to the tenets of his people, particularly their tradition of the vendetta. Despite his alignment, if he has sworn enmity toward someone, he will do anything in his power to bring them woe.

Tang is a short, bandy-legged man with a round, flat face, snub nose, black hair streaked with gray, and black slanted eyes. He is almost always smiling, and is very friendly with anybody who he knows is not evil, or connected with Iuz or his evil allies. He owns many maps of Oerth, and pores over them frequently, trying to figure out how a barbarian horde of Dry Steppes nomads could travel to Iuz without having to traverse so much hostile territory in-between. He can read, and speaks several languages fluently.

He has a few barbarian quirks and taboos: He does not willingly sleep anywhere but in a yurt, tent, or the open; and if he is forced to spend the night indoors, he feels trapped, and will often have terrifying nightmares. He also is forbidden by a personal taboo to ride anything but a horse or a camel. Donkeys, elephants, vehicles, and other modes of travel are forbidden to him.



Tang left Iuz under a great cloud, and he is consumed with insane hatred for Iuz. He has sworn a vendetta against Iuz, and will attack any evil humanoid he sees, believing it to be an agent of Iuz. If any one asks him what he most wants to do, he launches into hours of talk about how he would like to bring in a huge horde of his people, along with the Rovers of the Barrens and the Tiger and Wolf Nomads as allies, to lay Iuz's entire kingdom to waste and kill every creature in it. He pores over his maps, and if he can find a way, he will go back to his homeland to summon a barbarian horde of his own folk, to lay Iuz in ruins.

Tang's obsessive hatred of Iuz is unusual for him, since he is usually friendly and easy going. His hatred of Iuz started while Tang was serving as a mercenary commander of Iuz's cavalry. With his contempt for "civilized" folk, Tang didn't much mind riding with Iuz's horsemen against the settled folk. When Iuz wanted to send him and his command against the Rovers of the Barrens, though, Tang rebelled. There was too much resemblance between the Rovers and his own people, and he couldn't bring himself to slaughter people so like his own. Iuz sent orders to arrest the young nomad, but Tang managed to persuade his command of cavalry to slaughter the messengers, and he defected with his cavalry to the Wolf Nomads.

The young nomad's impertinence in refusing to be arrested sent Iuz into a raving fury. He has not stopped searching for Tang, and if he were to be brought before Iuz, the nomad could expect no mercy. Iuz had planned to use the cavalry Tang was training against the nomadic peoples on his northern borders, and seeing the nomads strengthened by his own men enraged him.

Tang the Horrific is unmarried, since he does not consider "civilized" girls to be proper company for a Tarkhan of the Purple Eagle Clan. He has become very good at repairing his yurt, and makes excellent kumiss (fermented milk). He is always glad to see fellow nomads, and will cheerfully sit up till the wee hours talking shop with them, arguing about what kind of bow is best, or discussing horseflesh, or comparing methods of hunting.

Tang is an excellent general, in the nomad style, and is accustomed to commanding all types of troops. Iuz is correct in feeling that he poses a threat, for if he manages to bring a horde of his people to Iuz, along with the northern nomads, there would be little that could stand against him except the cities, which would starve without supplies.

Timitrios Spartakos

Magic-User—Great Kingdom

AC 3 (*bracers of defense, AC 3*); MV 12"; MU 6; hp 19; #AT 1; Dmg by weapon or spell type (staff, dart, dagger); Str 4, Int 17, Wis 13, Dex 12, Con 9, Cha 8; THAC0 19; AL CN; SA spells: 4-1st, 2-2nd, 2-3rd; SD magic items

Timitrios Spartakos was born in the capital city of the Great Kingdom, Rauxes, to shabby but genteel parents. His father had been a minor nobleman until a relative's conviction for treason was the family's undoing. Timitrios Spartakos grew up on the streets until a family friend used influence to get him accepted for training with the great



Jaran Krimeeah. This was a great honor, for Jaran Krimeeah was a relative of the Imperial family, and could be very choosy about his pupils. With the cynicism of a street-smart child, young Timitrios waited to find out just what price would be exacted for his good fortune.

On the first night with his new master, Timitrios found out. An agent of the Imperial Secret Police, posing as Jaran Krimeeah's butler, interviewed him in his room at the mage's house. His position as apprentice-mage brought him deep into his master's confidence. The "butler" forced the youth to agree to report any suspicious conversations. Jaran Krimeeah was politically suspect because he was a relative of the Imperial family. The secret police's web around him was fairly tight, but unobtrusive enough that the arrogant mage did not seem to be aware of it. There was evidence that the mage was plotting a coup d'etat, and he would be most likely to confide in his apprentice. Timitrios was to report everything he heard to the Secret Police.

The boy took to his new double life with glee. He felt a malicious sort of power to be able to mislead the foremost mage of the Empire. He also liked being a secret agent for the Imperial Secret Police, sending secret messages that were read by high Imperial officials.

As the Secret Police expected, Jaran Krimeeah began plotting a coup. He confided in his apprentice at every step, being unable to resist bragging. Timitrios swiftly learned how to draw his master out, and his reports to the Secret Police were full of exact details on the planned coup.

When Jaran Krimeeah was arrested, Timitrios Spartakos was a primary witness against him. The mage, confined in locked plate armor (as was the custom in the Great Kingdom when trying a mage), listened helplessly as his traitorous apprentice dissected his attempted coup d'etat in fine detail. At his conviction, he shrieked threats to avenge himself against all whom he felt had a part in his downfall, and Timitrios Spartakos was his main target.

After Jaran Krimeeah was exiled, the Imperial Secret Police gave their favored spy an *amulet of proof against location* in recognition of the fact that an angry mage could easily carry out his revenge. They also gave young Timitrios an opportunity to study with a famous mage.

Timitrios was happy to continue his studies, but he quickly found that his teacher was quite unworldly, and did not pay much attention to his young pupils when they were outside of class, so the students were left to their own devices. Unsupervised, Timitrios took to drinking—just for the fun, he said.

When he learned that some of his fellow pupils were using their arts in unlawful ways, Timitrios Spartakos decided to turn this knowledge to his own advantage. By an artful combination of tattling to the Secret Police and backstabbing, he soon had all the other pupils in fear of him. He made certain to remain on good terms with his master, and by delicately smoothing over a minor scandal involving his teacher and a comely serving wench, earned his master's gratitude and good opinions. His magical talents were all that remained to make him his master's prize pupil.

When his master died, Timitrios was left a box of maps, purporting to show the locations of treasures. Timitrios moved to the city of Greyhawk, since the treasures were located near there, and to get away from people who remembered his betraying and backstabbing. In Greyhawk, his unsavory reputation had not preceded him, and he had no difficulty gaining employment.

In Greyhawk, Timitrios began to drink heavily. He often spent weeks in a stupor, and would only stagger out when his supply of drink was running low. He finally noticed that his savings were running out, and managed to sober himself.

Now, at age 27, Timitrios Spartakos has black hair, olive skin, and black eyes. He is of average height, and usually wears ordinary street clothes instead of wizard's robes. His familiar, a calico cat, is never far from his side.

In addition to his *amulet of proof against detection*, Timitrios owns a *ring of spell storing*, once the property of his last teacher. This contains only defensive spells (*feather fall*, *invisibility*, *protection from normal missiles*, and *teleport*). He also has the following: two potions of *treasure finding*, a *ring of protection +2*, a *wand of negation*, *boots of speed*, an *efreeti bottle*, and two *ioun stones*, one *pale lavender* and one *lavender & green* (which absorb spells up to 4th and 8th level, respectively); all taken from his two powerful former masters.

The Mage of the Valley has not forgotten the young pupil who betrayed him. His valley elf assassins are watching for Timitrios, to report his exact location to the Mage. Once he learns precisely where his erring pupil is, the Mage of the Valley intends to pay him a visit so they can, in his words, "talk over old times together."

Unsavoury rumors have also started in Greyhawk about the young mage from the Great Kingdom. He has slipped back into drunkenness several times, and has fumbled several jobs while drunk. He refuses clerical help, claiming to be fine, but people who want a reliable spell caster are increasingly reluctant to hire the dark young man from Rauxes.

If Timitrios Spartakos were asked, he would probably be willing to accompany a party of adventurers to the places on his treasure maps. However, he would be likely (90%) to take "his share" at night, and leave.

Guiliana Mortidus

Cleric—The Horned Society

AC 3 (banded mail + shield); MV 9"; C 8; hp 50; #AT 1; Dmg by weapon or spell type (mace, staff, staff sling, club); Str 10, Int 11, Wis 16, D 18, Con 14, Cha 18; THAC0 16; AL LE; SA Spells: 5-1st, 5-2nd, 3-3rd, 2-4th; SD spells

Guiliana Mortidus was born to members of the Horned Society. Her mother was an evil fighter and her father was an evil priest. They dedicated their child to the service of the Society before her birth. When she was old enough, she was tested exhaustively, and the tests indicated that she had the potential to be a cleric. Accordingly, she began clerical training at the earliest possible age.

Guiliana Mortidus was not a popular pupil—her sneering contempt for those who were less talented, combined with her ability to hold a grudge ensured that she would have few friends.

She advanced through the school precisely on schedule, but did not show any unusual talent. She performed the menial tasks that were assigned to the pupils without complaint, although without enthusiasm. When she had completed her training, she was invested with the rank of cleric.

She had carefully concealed her burning hatreds from her superiors and teachers, estimating that they would betray her to her enemies. Secretly, she raged that she was not in a position to crush everyone who had ever dared offend her. When she was assigned to a low-ranking task in the temples of the Horned Society, she smiled politely and accepted, biding her time.

After several years, her patience was rewarded. She was given a position as a clerical "adviser" to the armies of the Horned Society, which were preparing for a war. She happily went off with the armies with her eyes open for possible means of promoting herself.

She gained experience rapidly with the armies, and gained a few magic items, but none of any great value. The valuables always went to the high command, and seeing them flaunting objects she craved for herself made her blood boil.

Finally, after a battle against the Shield Landers, her patience was rewarded. Searching among the dead and wounded Horned Society members for those who needed healing, the young cleric found a *ring of human influence* on a dead leader of Shield Lands troops, and a *talisman of pure evil* on a wounded and unconscious Horned Society cleric, whom she promptly killed so that she could take his talisman.

She has used these items ever since, but always carefully: She doesn't want anyone to know she possesses them. She has seen many of her colleagues stabbed or smothered in their sleep for their magical items, and does not wish to share that fate. Using the ring, she has suggested to her peers that they shouldn't oppose her in her climb to the top, and she has been experimenting with suggesting to her superiors that she is worthy of promotion.

Owning these two items makes Guiliana even more vain and unpopular than before. Previously, she was merely unbearable, with her disagreeable behavior and her well-founded defensiveness about her unattractive appearance. Now, with her special magic items, she has alienated nearly every one of equal or lower rank in the Society. She is carefully watched by her superiors, who correctly suspect her of ambition.

Guiliana Mortidus is a thin, slatternly woman with stringy brown hair, weak features, bad teeth, and faded blue eyes. She wears a battered suit of banded mail and carries a shield in battle. She does exactly what her superiors in the Horned Society tell her to do, and nothing more.

She has started a small network of spies who work directly for her, consisting mostly of hobgoblins who think that this activity is authorized by the Horned Society. With their information, she plans to try to incriminate her enemies, so that she can avenge herself. She is not aware that a lowly potboy she recruited is really an assassin using his disguise to spy on her.

Her superiors do not currently have reasons to be concerned about her schemes, but they want to be sure that her schemes do not endanger them. If her plans are consistently inept, she will be brought up on charges, condemned, and executed. If her plans show promise, she will be subtly encouraged to adapt them to the overall plans of her superiors.

Guiliana is currently a cleric of medium rank at the main temple of the Horned Society, in the city of Molag. She has been on several minor missions to allies of the Society, such as Iuz. She has a few underlings, whom she rules by threats and abuse. Everyone unfortunate enough to be beneath her in rank hates and fears her.

In addition to her other items, Guiliana owns a *staff of withering* which also functions as a *staff sling +2*, and a *mace +1*. She is currently negotiating for a set of *chain mail +2* with the hobgoblins who captured it in a recent fight. Unfortunately, the hobgoblin shaman who owns the armor is quite aware of its value and is asking a high price.

Except for her ambition for revenge, Guiliana is completely loyal to the ideals and goals of the Horned Society. Her relative lack of experience with the outside world has left her with almost no comprehension that any other view of life is even possible, much less reasonable.

Secretly, she thinks that anyone who fails to convert to the tenets of the Horned Society is at least guilty of willful self-deception, if not insanity. She has seldom conversed with prisoners, and the few times she did, she was unable to comprehend that the prisoners could hold views so diametrically opposed to her own. She will gladly argue points of philosophy and alignment, but will not be convinced that the Horned Society is anything but a paradise on earth for those wise souls who work hard and obey the Society's laws.

Magical Spells

It is common knowledge in all the interplanar dimensions that the spell casters of Oerth are the most powerful in all the multi-verses. Each and every one of the most powerful have, at one time, made their home in the city of Greyhawk.

The following is a list of little known but highly useful spells from these powerful mages. A great effort has been made to present the most useful of these spells, but also not to give away the entire store. There are no 8th and 9th level spells because these were too well protected for even this powerful scribe to acquire. Spells like Drawmij's Instant Stripping and Otto's Gelatinous Cube Transformation to Edible Gel have been left off as too esoteric for even the most curious spell crafter.

Because of their stay in the city of Greyhawk and the highly magical nature of that town, all of these spells can be seen in use in and out of the city. Scrolls of these spells can be found in all the best treasure hoards. Strange wands and rings of magic will often have these spells planted in them for instant use.

Bigby's Spells

Bigby's Bookworm Bane (Evocation)

Level: 1
Range: 20 yds
Duration: 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell is used to seek out and destroy one of the most feared enemies of the mage: the bookworm. When cast, the spell creates a disembodied hand that will search through a library and crush all bookworms it finds. The hand can search through 100 books or scrolls per round, seeking out bookworms with a 95% chance of detection. Once a worm is found, the hand will pursue the bookworm relentlessly, attacking with the skill of a fighter equal in level to the caster. A successful hit by the hand means the bookworm is instantly crushed to death. The hand possesses a strength of 8, so it can move aside books and scrolls in pursuit of a fleeing bookworm. The hand cannot be harmed by physical attacks, but it can be destroyed by four or more points of magical damage. The hand is incapable of performing any other function or combatting any other foe. Bigby uses the spell periodically to safeguard his valuable library. The material component is a child-sized glove made of tough leather.

Bigby's Feeling Fingers (Evocation)

Level: 1
Range: 60 yds
Duration: 1 hour +
1 turn per level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell calls into existence a disembodied hand under the caster's command. The hand cannot hold, grasp, or carry, but it does have an amazingly sensitive sense of touch. The hand's sense of touch is so fine that it can note miniscule cracks, separations, or openings

in a surface, and thus detect the presence of a secret or concealed door with a 50% chance of success. The hand can search a 10 foot by 10 foot area each turn. The hand cannot be destroyed by physical attacks, but it is dispelled if dealt four or more points of magical damage. The hand can trip a nonmagical trap if the location of the trap is known. The material components for the spell are a child-sized silk glove and a swan's feather.

Bigby's Dextrous Digits (Evocation)

Level: 2
Range: 90 yds
Duration: 3 turns/level
Area of Effect: Special

Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: This spell summons into existence a pair of disembodied hands that will follow the mage's every order. The hands can perform all the functions of an *unseen servant*, but can also accomplish deeds requiring fine coordination, such as tinkering with tools, working with laboratory equipment, sculpting, painting, or playing a musical instrument. The hands can perform any task the caster can accomplish, including non-weapon proficiencies known by the mage. The hands will perform with a dexterity equal to that of the caster. Each hand can hold and carry up to 200 g.p. weight individually, or 500 g.p. weight together. The hands can move no farther apart than the caster's own hands. The hands can move 120 feet per round, regardless of weight carried, but can move no farther than 90 feet away from the caster or they vanish. The hands cannot act out the somatic component of a spell. The hands cannot wield a weapon in melee or punch or grapple. Although the hands are immune to physical attacks, they can be destroyed by six more points of magical damage. The material component is a pair of gloves embroidered with the mage's initials.





Bigby's Silencing Hand (Evocation-Enchantment)

Level: 2 Components: V, S, M
 Range: 40 yds Casting Time: 2 segments
 Duration: 2 rounds/level Saving Throw: None
 Area of Effect: One creature

Explanation/Description: This spell creates an appropriately sized hand that will fly toward the chosen creature and clamp tightly over the creature's mouth unless the creature makes its saving throw. A creature affected by the spell will be unable to talk clearly, cannot cast any spell requiring a verbal component, or use a magical item triggered by an audible command word. The *hand* cannot be pulled away from a creature's mouth or be harmed by a physical attack, but can be destroyed by six or more points of magical damage, although most magical attacks carry the risk of harming the affected creature. A successful *dispel magic* spell destroys the hand without injury to the creature. The material component is a cloth glove smeared with sticky syrup or honey.

Bigby's Pugnacious Pugilist (Evocation)

Level: 3 Components: V, S, M
 Range: 60 yds Casting Time: 3 segments
 Duration: 2 rounds/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell creates a pair of man-sized hands, appearing as clenched and padded fists. The hands pummel with the effectiveness of an 18/50 strength fighter of one-half the caster's experience level. The hands together fight as a character with AC 4 and 3 hit points per level of the mage. The hands are dispelled when they run out of hit points. The hands can pummel only, and cannot hold a weapon or grapple. The hands cannot be grappled or overborne, since they can easily flit away. The material components are a mitten stuffed with cotton and a brass bell.

Bigby's Battering Gauntlet (Evocation)

Level: 4 Components: V, S, M
 Range: 60 yds Casting Time: 4 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell brings into existence a shimmering violet force shaped like a battering ram with a clenched fist as the ram's head. The force assumes a cylindrical shape 12 feet long by 2 feet in diameter, but the caster can shorten its length to 3 feet in order to fit in a cramped space.

The spell acts as a battering ram of great power, destroying a normal door with one hit, destroying a reinforced door with three hits, destroying a stone door with five hits, and having a 50% chance to destroy a metal door (the spell is destroyed if the *gauntlet* fails). Only one attack can be made per round, as with any ordinary battering ram. Used against a smaller physical obstruction, such as a dungeon door or metal grate reinforced with magic, a saving throw is made for the door at the level of the mage who cast the reinforcing spell on the door. If the save is successful, the *gauntlet* spell is destroyed. If the save fails, the *gauntlet* spell begins working on the door.

Against a living target, the ram has no effect. The caster must always remain within 60 feet of the ram or it will dissipate. The ram cannot be damaged by physical attacks, but it can be destroyed by magical damage if it suffers one-half the number of hit points of the caster. *Dispel magic* or *disintegrate* spells can also destroy the *gauntlet*. The spell cannot be used to open chests or batter anything but a door. It only functions against portals that are designed to open at some time. The material component is a metal rod with a chain mail gauntlet slipped over one end.

Bigby's Construction Crew (Evocation)

Level: 4 Components: V, S, M
 Range: 120 yds Casting Time: 1 turn
 Duration: 12 hours Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell creates as many pairs of hands as the caster's experience level. All of the hands come equipped with carpentry tools. The hands do the work of a construction team equal in ability to any crew of professional carpenters, masons, miners, or sappers. The hands never need to rest or eat. Each pair performs as one worker. They are unable to fight or inflict physical damage on anything. They cannot be destroyed by non-magical means and each pair has as many hit points as the caster has levels. The material components include an assortment of miniature tools, worth at least 500 g.p.

Bigby's Force Sculpture (Evocation)

Level: 4 Components: V, S, M
 Range: 30 yds Casting Time: 1 round
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This very flexible spell enables the mage to create a visible plane of force that can be shaped into any form the caster wishes. The caster could create a table, ladder, club, bucket, stilts, or cane, for example. Once an object is formed, it retains its form for the duration of the spell. The object imitated must be fairly rigid, can have no moving parts, cannot have a sharp point or edge, and cannot possess finely detailed features. A rope, long bow, sword, chariot, or accurate statue cannot be created with the spell. All objects formed out of force cannot be harmed by physical attacks, but can be dispelled by magical attacks that inflict more points of damage to the object than the creator's hit points. Up to one cubic foot of matter per level of the caster can be simulated. The material component for the spell is a lump of soft clay with diamond dust mixed into it.

Bigby's Fantastic Fencers (Evocation)

Level: 5 Components: V, S, M
 Range: 60 yds Casting Time: 5 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell creates one hand for every three levels of the caster, each of which holds a long sword. Each hand fights with the skill of a fighter of one-half the experience level of the caster. Each hand is AC 2 because of its small size and speed, and each can sustain 15 points of damage before being dispelled. Each fencer is



capable of disarming an opponent and does so on a roll four greater than the roll needed to hit. A fencer likewise disarmed of its sword is dispelled automatically. The caster need not concentrate on the fencers to keep them functioning, but only has to give them orders as if they were henchmen. The material component is a small, silver amulet shaped like a mailed gauntlet holding a gem-encrusted sword, worth at least 1,000 g.p. (this vanishes when the spell is cast).

Bigby's Superior Force Sculpture (Evocation)

Level: 5 Components: V, S, M
 Range: 30 yds Casting Time: 1 round
 Duration: 3 turns + 1 Saving Throw: None
 turn/level
 Area of Effect: Special

Explanation/Description: This spell is a more advanced form of the 4th level *force sculpture* spell. The object or objects formed from force can be more complex, composed of large, moving parts, or have an edge or point, but still must be fairly rigid. A wagon, quiver of quarrels, shovel, sword, or water wheel could all be simulated, but not a mechanical timepiece, crossbow, or spring. Fine details can be worked into an object, provided the caster has sufficient skill as an artisan or sculptor. Fine details take 2d4 rounds to place on an object, but remain for the duration of the spell. Up to 8 cubic feet of matter per level of the caster can be simulated. The duration of the spell is also longer than *force sculpture*. *Superior force sculpture* is otherwise identical to the 4th level spell. The material component is a lump of clay with diamond dust mixed into it.

Bigby's Strangling Grip (Evocation)

Level: 5 Components: V, S, M
 Range: 10 yds/level Casting Time: 5 segments
 Duration: 2 rounds Saving Throw: None
 Area of Effect: One creature

Explanation/Description: This spell creates a pair of disembodied hands that will seek out a creature's throat and strangle the creature with the same effect as an attack with a garrote. The hands must make a successful attack roll to grab the creature's throat, attacking with +4 to hit on the mage's usual attack roll, because of the speed and ferocity of the attack. The *strangling grip* will strangle its victim to death by the end of the next round unless the creature is freed of the hands. The victim can break the grip if he makes a successful roll to *bend bars*. The grip can also be released if the mage's concentration is broken. The limits on which creatures can be affected by the spell are the same as the restrictions on the use of a normal garrote. The material components are a pair of gloves sewn into a clutching grip around the neck of a bottle.

Bigby's Besieging Bolt (Evocation)

Level: 6 Components: V, S, M
 Range: Special Casting Time: 1 round
 Duration: 1 round per 2 Saving Throw: None
 levels of the spellcaster
 Area of Effect: Special

Explanation/Description: This spell is similar to *magic missile*. When the spell is cast, the mage is able to fire one

magic siege bolt for every two levels of the caster. The bolt will behave as a given siege engine missile in range and effect. The type of siege missile the bolt mimics depends on the caster's level.

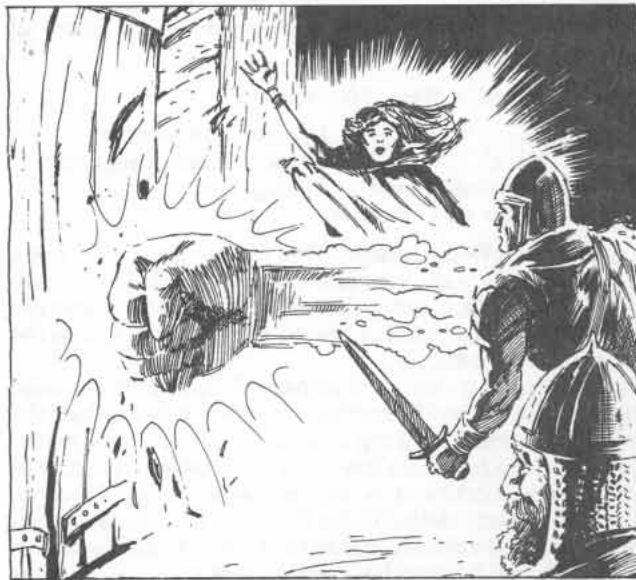
Magic-user's Level

12th
14th
16th

Siege Engine Missile Mimicked

catapult, light
catapult, heavy
trebuchet

The bolts must be launched at the rate of one every two rounds in succeeding rounds. During this time the caster can do nothing else. If the spell is interrupted, no additional bolts can be launched. The bolts strike their target unerringly. The material component is a small stone sprinkled with diamond dust.



Bigby's Most Excellent Force Sculpture (Evocation)

Level: 8 Components: V, S, M
 Range: 30 yds Casting Time: 1 turn
 Duration: 6 turns + 1 turn/ Saving Throw: None
 level
 Area of Effects: Special

Explanation/Description: This spell is the most advanced form of the *force sculpture* spells. The object formed can be highly complex, containing many moving parts, such as a siege machine or sailing ship. Parts of an object simulated could be as flexible as a rope or the wood of a bow, so a large net, ballista, rope bridge, or collection of crossbows could be formed. As with lesser *force sculptures*, fine or accurate details require an additional 2d4 rounds to form, along with sufficient skill as an artist or artisan. Up to one cubic yard of matter per level of the caster can be simulated. With the exceptions noted above, the spell is otherwise identical to the 4th level spell of the same type. The material component is a lump of clay mixed with 1,000 g.p. worth of diamond dust, which vanishes when the spell is used.

Drawmij's Spells

Drawmij's Beast of Burden (Alteration)

Level: 1 Components: V, S, M
 Range: 30 yds Casting Time: 1 round
 Duration: 2 hours/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell partially lightens goods placed upon a single mount. The effective encumbrance of all objects on the mount, including riders, is reduced by one-half, in effect doubling the amount of weight the mount can carry.

A mount that suddenly finds itself carrying one-and-one-half its maximum load without the spell's protection cannot walk, slowly sinks to the ground, and stands a 50% chance of going lame. A mount suddenly burdened by twice its maximum load collapses to the ground, suffering 1d6 points of damage and automatically going lame.

The material components are a lodestone and pinch of metal filings.

Drawmij's Light Step (Alteration)

Level: 1 Components: V, S, M
 Range: Touch Casting Time: 1 segment
 Duration: 5 rounds/level Saving Throw: None
 Area of Effect: One creature

Explanation/Description: This spell gives a creature a very limited form of *levitation*. The creature walks normally over any surface, but walks so lightly that no tracks are left behind. If the creature breaks into a charge or run the spell ends immediately.

The creature can also move across a fluid as well as a solid surface, but the movement rate is reduced to one-half the creature's normal walking rate, as the creature must step carefully. The *light step* spell will not enable a creature to walk across turbulent water or ocean waves, however, since the chaotic motion of the fluid disturbs the levitation field. The spell actually makes the creature unable to activate pit traps. It doesn't allow the creature to leap higher or jump safely from a cliff, only to walk with a lighter step. This spell will also increase the movement rate of the creature by 50 percent for the duration of the spell. The material components are a bit of fur taken from a cat's paw and a duck's feather.

Drawmij's Adventurer's Luck (Alteration)

Level: 2 Components: V, S, M
 Range: Touch Casting Time: 1 round
 Duration: 3 turns Saving Throw: None
 Area of Effect: Creature touched

Explanation/Description: This spell bestows upon the touched creature a special form of luck. For the duration of the spell, the recipient of this magic can act as though he or she were holding a luckstone and using its magical effects. The material component is 5,000 gold pieces worth of ruby dust sprinkled over the creature's head; this vanishes after the spell expires.

Drawmij's Breath of Life (Alteration)

Level: 2 Components: V
 Range: 100 yds Casting Time: 1/6 segment
 Duration: 5 turns Saving Throw: None
 Area of Effect: 1 creature/level

Explanation/Description: With the power of this spell, the mage can endow one or more creatures with sufficient endurance to hold their breath for five full turns. Affected creatures cannot drown or be subject to the effects of inhaled gases while holding their breath. The caster can bestow the spell upon one creature for every level of experience. The spell is only one word long, and has no somatic or material components, so the mage can cast the spell quickly in an emergency.

Drawmij's Scent Mask (Illusion/Phantasm)

Level: 2 Components: V, S, M
 Range: Touch Casting Time: 2 segments
 Duration: 1 turn/level Saving Throw: Special
 Area of Effect: 1 creature/level

Explanation/Description: This spell will conceal all odors emanating from a creature for the duration of the spell. If cast upon the mage or another person, that person cannot be detected by scent.

The recipient of this spell cannot be tracked by an animal or being that uses its sense of smell to track, such as a bloodhound. If cast upon a creature that uses its odor as a weapon or form of defense, the spell negates the odor if the creature fails a save versus spells. The musky odor of a skunk or wolverine or the stench of a troglodyte could be suppressed by the spell. The material component is a scentless flower.

Drawmij's Swift Mount (Alteration)

Level: 2 Components: V, S, M
 Range: Touch Casting Time: 1 round
 Duration: 2 hours +
 1/2 hour per level
 Saving Throw: None
 Area of Effect: One mount per two levels

Explanation/Description: This spell will double the movement rate of any mount that runs, swims, or flies for the duration of the spell. After the spell expires, the mount is completely exhausted and refuses to move any farther for 24 hours. The spell will in no way increase the amount of weight a mount can carry. The maximum encumbrance limit for the mount is unaffected. Overloading the mount beyond its limit automatically negates the spell. *Drawmij's beast of burden* cannot be combined with *swift mount* to increase the load a racing mount can carry. The material component for the spell is a hare's foot or a bit of fur from a cheetah.

Drawmij's Marvelous Shield (Evocation)

Level: 3 Components: V, S
 Range: 0 Casting Time: 3 segments
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: The mage

Explanation/Description: This spell is an improved version of the 1st level *shield* spell. The improved *shield* will protect the caster against attacks from all sides, including



the rear and above, provided the mage is aware of the attack. A surprise attack will completely dispel the protection of the improved *shield*. The protection afforded by the spell is -2 against all attacks, so the improved shield acts as AC 0 against hand-hurled missiles, AC 1 against device-propelled missiles, and a -2 bonus on the mage's armor class against all other attack forms.

Drawmij's Iron Sack (Alteration)

Level: 3 Components: V, S, M
 Range: Touch Casting Time: 1 round
 Duration: 6 hrs + Saving Throw: None
 2 hrs/level
 Area of Effect: One sack

Explanation/Description: This spell will provide greater protection for the contents of one normal sack or backpack. An affected sack is protected as if the interior were completely lined with inch-thick solid steel, although the sack becomes no heavier or less flexible. The sack makes its saving throws against physical or magical damage as if made of hard metal, with an additional +2 bonus applied to the saving throw. Items within the sack must check only if the sack fails its check. The material component is a strip of leather with mail sewn on one side.

Drawmij's Handy Timepiece (Conjuration/Summoning)

Level: 4 Components: V, S, M
 Range: 0 Casting Time: 1 hour
 Duration: Length of Saving Throw: None
 other spell
 Area of Effect: Special

Explanation/Description: After this spell is cast, the next spell cast by the same caster is timed. A small golden gong appears in front of the caster and softly chimes a warning one minute before the spell ends. This magic only works with spells with a duration less than 48 hours. To cast the spell, the mage must collect a feather from a migratory bird, a fruit fly, a few grains of sand, a solid silver pendulum worth 100 g.p., and a solid gold orb of exquisite craftsmanship worth 5,000 g.p.; all of these vanish with the end of the spell.

Drawmij's Instant Exit (Alteration-Conjuration)

Level: 4 Components: V, S, M
 Range: 30 yds Casting Time: 1 segment
 Duration: 1 round Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell enables the mage and others to use a limited and risky form of *teleportation*. When the spell is cast, a door suddenly appears on a wall or other flat surface within 3 yards of the caster. The caster and as many others who can pass through the door in one round (usually at the rate of one creature or person per segment) can enter into a zone of nil-space by passing through the doorway. When the door is closed behind by the mage, the mage and all those with him in the nil-space zone are teleported to a random location within 250 yards of the door. If the door is not closed before the end of the spell's duration, then the door slams shut automatically at the end of the round. The door disappears when closed by the mage or after it shuts itself.

The party has no control over where they will be teleported, and there is always a 5% chance the spell will malfunction and dump the party into the ethereal plane. To determine where the mage and his friends are sent, consult the DM map, track back along the path of the party, and place them in a random area where they have been before. This spell cannot send the party into unknown territory. The material component is a miniature silver door decorated with ruby chips worth 5,000 g.p. that vanishes after the spell is cast.

Drawmij's Protection from Non-Magical Gas (Abjuration)

Level: 4 Components: V, S, M
 Range: 0 Casting Time: 2 segments
 Duration: 5 rounds/level Saving Throw: None
 Area of Effect: 20' radius sphere about the caster

Explanation/Description: This spell creates a volume of space 20 feet in radius about the caster, within which all creatures are protected from the effects of all non-magical gases, fumes, and smoke. All natural gases that touch the edge of the sphere of protection are dispersed. The air within the sphere always remains clean, fresh, and replenished with oxygen, so those within the sphere will not suffer from lack of oxygen if the air outside is contaminated or its oxygen consumed by fire. The spell will not work underwater or in a vacuum. The sphere moves with the caster. It is dispelled if touched by magical gases or if the caster moves using magical means. The material components are a fan and a small vial containing perfume worth at least 100 g.p. Both vanish after the spell is cast.

Drawmij's Tool Box (Conjuration/Summoning)

Level: 4 Components: V, S, M
 Range: 0 Casting Time: 1 round
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This useful spell permits the mage to temporarily acquire one to ten tools when needed. The object or objects conjured can be as large as 200 g.p. encumbrance value of goods. The caster can continue exchanging items for new items throughout the duration of the spell. The caster can conjure a hammer and chisel in the first round, exchange them for a saw in round five, trade the saw for a pry bar in round eight, and so on. Only non-living matter can be conjured. The tools cannot be taken more than 100 yards away from the box. The box is immovable and only the caster can take tools from it. The only tools that can be taken from the box are things that a carpenter or builder might have. Things that shouldn't be taken from the box include: thief tools, wax key blanks, ball bearings, magical weapons, and gem cutter blades. Things that might be in a skillful carpenter's box include: rope, skeleton key, huge hammers and metal stakes, large canvas sheets, nets, and sand. The material component is a miniature wooden tool box.



Drawmij's Flying Feat (Alteration/Enchantment)

Level: 5
 Range: 10 yds
 Duration: 3 turns/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: None

Explanation/Description: This special flying spell is not cast upon a creature but an object. The enchanted object gains the power to fly up to 180 feet per round under the caster's direction. A broom, chair, table, carpet, wagon, or hut could all be made capable of flight. The mage can affect up to 500 g.p. weight per level of the caster, and the object can carry twice that amount of weight in passengers or freight if the object is large enough and sufficiently strong to support the weight under normal circumstances. An 18th level mage could lift a 9,000 g.p.-weight boat and up to 18,000 g.p. weight of cargo, for example. The caster must concentrate upon the flying object to direct its motion and maintain its flight. If the caster is knocked unconscious, stunned, or slain while directing the flying object, the object will immediately begin to plummet earthward as a falling object. The material component is a wing feather taken from a roc.

Drawmij's Beneficent Polymorph (Alteration)

Level: 6
 Range: Touch
 Duration: 1 turn/level
 Area of Effect: Creature touched

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: None

Explanation/Description: This spell endows the touched and willing creature with all the benefits of a *polymorph self* spell. The creature affected does not need to make a system shock roll to survive. While the first form taken by the creature is chosen by the caster, the creature is totally in control of its form changes for the remainder of the spell's duration, and can change form as often as it wishes, abiding by all the limitations of *polymorph self*. The spell does not bestow any special abilities of a polymorphed form. The spell does not affect the creature's mental state in any way. When the creature returns to its original form, 1d12 hit points are restored. The material component of the spell is a soft, silk caterpillar cocoon.

Drawmij's Merciful Metamorphosis (Alteration)

Level: 6
 Range: 10 yds/level
 Duration: Permanent
 Area of Effect: One creature

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: Negates

Explanation/Description: Drawmij developed this spell as a merciful way to get rid of an adversary. The spell *polymorphs* an opponent into another creature as does *polymorph other*, but the target's save is made at -2. The target can only be *polymorphed* into a natural animal no larger than a typical herd beast. The *polymorphed* creature does not need to make a system shock roll to survive the spell. The *polymorphed* creature automatically assumes the mental state of the animal, forgetting all knowledge of its previous self. The animal does not radiate magic or the creature's original alignment aura, so there is little evidence the animal was anything other than what it appears to be now. If returned to its original form by *dispel magic* or

a *wish*, the creature will be quite bewildered, suffering the effect of a *confusion* spell for 2d4 rounds. After the confusion passes, the creature gradually recovers its previous knowledge and memories over a period of 1d4 days. The material component is a cocoon soaked in a balm of honey, powdered yellow-white moss agate worth 500 g.p., and powdered emerald worth 700 g.p., all of which vanish with the casting of the spell.

Mordenkainen's Spells

Mordenkainen's Protection From Avians (Abjuration)

Level: 1
 Range: Touch
 Duration: 5 rounds/level
 Area of Effect: Creature touched

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: A creature protected by this spell receives a special benefit when in combat with avians totalling no more than 15 hit dice. If more hit dice attack, the spell is negated. Affected avians have a -2 penalty on rolls to hit the protected creature for the duration of the spell. The material component for the spell is a feather from any bird wrapped with a strip of tough leather.

Mordenkainen's Encompassing Vision (Alteration)

Level: 2
 Range: Touch
 Duration: 1 hr/level
 Area of Effect: Creature touched

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: None

Explanation/Description: This spell grants a creature a full 360 degrees of vision, so the creature can see sides and rear as well as it sees to the front. The creature cannot be surprised from the rear by any attacker the creature can see normally. The spell will work in combination with any sort of enhanced or magical vision, including infravision, ultravision, or x-ray vision. A creature with both *detect invisibility* and *encompassing vision* can see invisible, ethereal, or astral beings from the flank or rear as well. The person affected by this spell also has a -2 penalty on all saving throws vs. gas attacks. The material component is a crystal disc with eight eyes inscribed upon it, spaced at 45 degree intervals around the edge of the disc.

Mordenkainen's Defense Against Lycanthropes (Abjuration)

Level: 3
 Range: Touch
 Duration: 2 rounds/level
 Area of Effect: Creature touched

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: This spell will aid a creature in surviving attacks made by lycanthropes. Any attack made upon the creature by a lycanthrope has a -2 penalty to hit. No matter how much damage is inflicted by a lycanthrope, the creature will not contract lycanthropy as long as the spell is in effect. The spell will not protect the creature from contracting lycanthropy if injuries occurred before the spell was cast or after it expired. The material component is crushed moonstone.



Mordenkainen's Defense Against Nonmagical Reptiles and Amphibians (Abjuration)

Level: 3 Components: V, S, M
 Range: Touch Casting Time: 3 segments
 Duration: 5 rounds/level Saving Throw: None
 Area of Effect: Creature touched

Explanation/Description: A creature protected by this spell gains an advantage in combat with nonmagical reptiles or amphibians, including snakes, dinosaurs, frogs, and giant-sized species of such animals. Dragons are excluded from the spell's effect as well as other creatures with unnatural abilities. All such animals have a -2 penalty to hit the protected creature, and the creature gains a +4 bonus to saving throws versus reptile or amphibian venom. The material components are a bit of snake skin and a dried frog's leg placed in a pouch of hardened leather.

Mordenkainen's Protection From Insects and Arachnids (Abjuration)

Level: 3 Components: V, S, M
 Range: Touch Casting Time: 3 segments
 Duration: 5 rounds/level Saving Throw: None
 Area of Effect: Creature touched

Explanation/Description: This spell provides a measure of protection from insects, spiders, and scorpions, including giant-sized and unnatural species of such animals. All such animals attack the protected creature with a -2 penalty to hit and all of the protected creature's saving throws against insect or arachnid venom have a +4 bonus. The spell works on no more than 20 hit dice of bugs of all types. If more than 20 hit dice of insects attack, the spell dissipates. The material component is an insect trapped in amber.

Mordenkainen's Electric Arc (Evocation)

Level: 4 Components: V, S, M
 Range: 5 yds/level Casting Time: 4 segments
 Duration: Instantaneous Saving Throw: half damage
 Area of Effect: Special

Explanation/Description: This spell causes one or more small flashes of lightning to erupt from the caster's fingertips and strike one or more opponents. One arc of lightning will be evoked for every three levels of the caster. Each electric arc will inflict 1d6 damage plus one point per level of the caster. A save versus spell reduces damage by one-half. The spell is most effective when each electric arc is directed at a separate opponent. Only one arc may strike a target per combat round; others striking the same target have no effect. The material components for the spell are a bit of fur and a glass rod.

Mordenkainen's Faithful Phantom Shield-Maidens (Summoning)

Level: 4 Components: V, S, M
 Range: 50 yds Casting Time: 4 segments
 Duration: 3 rounds/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell summons a pair of shimmering violet phantom beings that will stay on either side of the mage and protect him from all attackers. The *shield-maidens* are AC 4 (phantom chain mail and large shield); Move 12"; HD 3; hp 20; Dmg 1d6 (phantom spear); THAC0 16; AL N. The *shield-maidens* stay close enough to the caster for their shields to help cover the mage. The shield of one maiden will provide the caster with a -1 armor class bonus. If both *shield-maidens* protect the same side of the caster with their shields, the armor class bonus is -2. While the *shield-maidens* can protect the caster from attacks from different directions, they will move no farther than 50 feet away from the caster, even if the mage orders them to move away. They follow magically wherever the caster goes. The material components are a pair of small crystal shields tied with string to a miniature wooden figure of the caster.

Mordenkainen's Protection From Slime (Abjuration)

Level: 4 Components: V, S, M
 Range: Touch Casting Time: 4 segments
 Duration: 2 rounds/level Saving Throw: None
 Area of Effect: Creature touched

Explanation/Description: This spell helps protect a creature against attacks by all molds, slimes, puddings, oozes, and other formless, primordial beings. All attacks against the protected creature are made with a -2 penalty and the protected creature's saving throw has a +2 bonus. In addition, the creature's flesh is highly resistant to any corrosive attack by such monsters, and is treated as being solid stone for the purpose of withstanding a slime monster's corrosive attack. The spell negates up to 10d4 points of damage from slime before it collapses. The material components are a bit of food mold pressed between two flat stones, and a pinch of diamond dust.

Mordenkainen's Faithful Phantom Defenders (Summoning)

Level: 5 Components: V, S, M
 Range: 60 yds Casting Time: 5 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell summons a set of phantom beings seen as shimmering outlines of violet light. The *defenders* do their best to keep between the mage and his adversaries, providing the caster with enough time and space to defend himself with spells. To most creatures, the *phantom defenders* are solid, seemingly real entities. To the mage, the *defenders* are completely transparent and noncorporeal, so any attack spell cast by the mage has no effect on the *defenders*. The mage's spells can be cast through the *defenders* to strike enemy creatures. If the *defenders* are caught within the area of effect of a caster's spell, the *defenders* suffer no harm. One of four different sets of *phantom defenders* can be summoned by the mage, but the caster must decide which set will be called forth when the spell is memorized. Each set is best suited for a particular environment. The four sets of defenders are described on the following page.



Magical Spells

Three faithful phantom soldiers: AC 4 (phantom chain mail and shield); Move 9"; HD 4; hp 24; #AT 1; Dmg 1d8 (phantom long sword); THACO 15; AL N; SA able to hit creatures which are hit only by +1 magical weapons.

Two faithful phantom centaurs: AC 5; Move 18"; HD 4; hp 28; #AT 1; Dmg 1d6 (phantom light lance); THACO 15; AL N; SA able to hit creatures which are hit only by +2 weapons.

Eight faithful phantom giant bats: AC 8; Move 3"/18"; HD 2+2; hp 12; #AT 1; Dmg 1d4; THACO 16; AL N; SA able to hit creatures which are hit only by +3 weapons.

Five faithful phantom sharks: AC 6; Move 24"; HD 3; hp 15; #AT 1; Dmg 1d4+1; THACO 16; AL N; SA able to hit creatures which are hit only by +1 weapons.

The material component is a small lead crystal figure depicting the type of *defender* to be summoned and a 1,000 g.p. emerald for each creature summoned. The emeralds vanish when the spell is cast.

Mordenkainen's Private Sanctum (Alteration-Abjuration)

Level: 5
Range: 0
Duration: 1 hour/level
Area of Effect: One room
Components: V, S, M
Casting Time: 2 turns
Saving Throw: None

Explanation/Description: This spell is used to insure privacy in a room of up to 1,600 square feet in area, or 40 feet by 40 feet in dimension. All windows in the room become dark and misty as seen from the outside, preventing creatures with normal vision, infravision, or other special vision from looking into the room. Those inside can still look out normally. X-ray vision will not be able to penetrate into the room, as if the room were completely enclosed in a lead shield. No sounds, no matter how loud, can escape the room, so a thief cannot eavesdrop from outside. Scrying attempts, such as *ESP*, *clairaudience*, *clairvoyance*, or *crystal balls*, cannot penetrate the protected room, and a *wizard eye* cannot get inside. The mage can freely leave the room without the protection being dispelled. The material components are a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

Mordenkainen's Faithful Phantom Guardian (Summoning)

Level: 6
Range: Special
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 3 turns
Saving Throw: None

Explanation/Description: This spell summons a *faithful phantom* being to watch over and protect the mage for one day. The *guardian* will remain an undetectable observer, watching the caster from the ethereal plane. The *guardian* can see what is happening within 60 feet of the caster, and can spot invisible, out-of-phase, duo-dimensional, ethereal, or astral creatures within the area around the mage. If the *guardian* spies any creature about to launch a surprise attack on the caster, the *guardian* will instantly materialize to intercept the attacker and defend the mage. The *faithful phantom guardian*: AC 2; Move 15"; HD 6; hp 36; #AT 1; Dmg 1d10 (two-handed sword); THACO 13; AL N; SA able to hit creatures which are hit only by +2 magi-

cal weapons. The *guardian* will fight for up to one round per level of the caster or until it is destroyed. The mage also has the option of summoning the *guardian* to his side at any time. The *guardian* will appear in one round and fight under the same time limit. Once the *guardian* has spent its time on the prime material plane, it has completed its mission and will no longer watch over the caster.

The *guardian* appears as a shimmering outline of violet light. The *phantom guardian* cannot speak, so it cannot shout a warning to the mage if he or she is attacked. The material component is a 1,000 g.p. diamond, which is sent to the *guardian* when the spell is cast as a payment for its service.

Mordenkainen's Penultimate Cogitation (Alteration)

Level: 7
Range: 0
Duration: Instantaneous
Area of Effect: Spellcaster
Components: V, S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This permits the mage to call to mind one spell from one of the caster's personal spell books, provided the appropriate spell book is within one mile of the mage. The spell must be one that the caster knows, as explained in the *Players Handbook*. The spell cannot be called from a scroll or another mage's spell book. The called spell can be any of the 1st to 6th level. Only one spell can be called per casting of the *penultimate cogitation*. The called spell can be cast on any succeeding round. There is always a 10% chance that the called spell will be magically erased from the mage's spell book.



Nystul's Spells

Nystul's Dancing Werelight (Alteration)

Level: 1
Range: 60 yds + 20 yds/level
Duration: 2 hours + 1/2 hour/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell creates a mote of light completely under the caster's control. The light shed by the mote can be increased or decreased at the caster's will, ranging from the brightness of a *light* spell to the dim glow of a candle. The *werelight* can flit about from place to place as the caster directs, as long as it stays within the range of the spell. The *werelight* could be called upon to hang over the caster's head as a convenient reading light. The *werelight* spell cannot be attached to an object or creature. It can only exist as a mote hanging in the air. The material component is a live firefly.

**Nystul's Flash** (Evocation)

Level: 1 Components: V, S
 Range: 30 yds + 5 yds/level Casting Time: 1 segment
 Duration: Instantaneous Saving Throw: Special
 Area of Effect: 10' radius globe

Explanation/Description: This spell creates a sudden flash of bright light in a 10' radius globe. All creatures within the area of effect who fail a save versus spells are blinded for 1d4 rounds. Those who make their saving throw are merely dazed for 1d4 rounds, suffering a -2 penalty on all hit rolls. They are also off-balance in melee, so any attack made against a dazed creature has a +2 hit modifier. Creatures outside the globe facing the *flash* do not suffer any ill effects. Creatures without eyes are not affected by the spell.

Nystul's Blackmote (Evocation)

Level: 2 Components: V, S, M
 Range: 30 yds + 5 yds/level Casting Time: 1 round
 Duration: Special Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell summons a microscopic mote of energy from the Negative Material Plane to the caster's hand. The caster must immediately roll a saving throw versus death magic at +2 to be able to control the *blackmote*. If the caster saves, the *blackmote* will lie dormant in the mage's hand for one round, building up power. The caster can do nothing else during this period, as he or she must concentrate fully on the *blackmote*. If the caster's concentration is broken during this time, the *blackmote* is dispelled. At the end of the round, the spell is at full power, and the *blackmote* can be hurled at a creature within the range of the spell. The *blackmote* automatically strikes, exploding in a burst of darkness and cold, inflicting 2d6 damage plus one point of damage per level of the caster. Undead and creatures from the Negative Material Plane or lower outer planes are unaffected by a *blackmote*. If the caster fails the initial save versus death magic, the mage loses control of the mote. It immediately explodes in the caster's hand, inflicting one point of damage and paralyzing the mage for 1d4 rounds. The material component is a sliver of bone taken from an undead skeleton.

Nystul's Blazing Beam (Evocation)

Level: 2 Components: V, S
 Range: 30 yds + 10 yds/level Casting Time: 2 segments
 Duration: Instantaneous Saving Throw: Special
 Area of Effect: One creature

Explanation/Description: This spell draws a parcel of energy from the positive material plane to the caster's hand, which can be fired in a ray 1' wide and up to 30' + 10'/level of the caster in range. Except for undead, a creature struck by the *beam* is entitled to a saving throw. A creature that successfully saves is struck by a glancing shot and is only dazed for 1d4 rounds, suffering a -2 penalty on hit rolls and a +2 penalty to armor class. A creature that fails is struck full in the face by the beam and is blinded for 2d4 rounds, suffering a -4 penalty on hit rolls and a +4 penalty to AC. An undead creature struck by the beam is not entitled to a save, and is not dazed or blinded, but suffers 4d6 points of damage.

Nystul's Crystal Dagger (Evocation-Conjuration)

Level: 2 Components: V, S, M
 Range: 0 Casting Time: 2 segments
 Duration: 2 rounds plus 1 Saving Throw: None
 round/level
 Area of Effect: Special

Explanation/Description: This spell summons into the caster's hand a dagger composed of material from the quasi-elemental plane of mineral, strongly infused with the energy drawn from the Positive Material Plane. The *crystal dagger* has no hit bonus and inflicts 1d4 + 2 points of damage to opponents struck in melee. Against undead and creatures from the lower outer planes, the *dagger* inflicts 1d4 + 3 points of damage. If the *crystal dagger* does maximum damage to an undead or a lower plane creature, that monster is paralyzed for the next melee round and the dagger vanishes. The material component is a tiny dagger made from fine lead crystal, worth 250 g.p.

Nystul's Crystal Dirk (Evocation-Conjuration)

Level: 3 Components: V, S, M
 Range: 0 Casting Time: 3 segments
 Duration: 3 rounds + 1 Saving Throw: None
 round/level
 Area of Effect: Special

Explanation/Description: This spell creates a weapon similar to that described in the 2d-level *crystal dagger* spell. The *dirk* is faintly magical, granting a +1 bonus on attack rolls. The *dirk* does 1d4 + 2 points of damage when it hits. Against undead and monsters from the lower outer planes, the *dirk* does 1d4 + 3 points of damage on a successful hit. If the *crystal dirk* scores maximum damage, the monster will be paralyzed until the end of the next round following the hit. The material component is a tiny dagger made from lead crystal worth 350 g.p.

Nystul's Expeditious Fire Extinguisher (Evocation)

Level: 3 Components: V, S, M
 Range: 20 yds/level Casting Time: 1 segment
 Duration: 1 segment Saving Throw: Special
 Area of Effect: Special

Explanation/Description: This more powerful version of the *affect normal fires* spell enables the caster to quickly extinguish a large fire. When the spell is cast, anti-energy from the quasi-plane of ash is momentarily drawn down upon the fire. An area of non-magical fire up to 10 feet by 10 feet per level of the caster can be put out in just one segment, so the spell is ideal for combatting forest and brush fires. The spell is less effective against magical fire. The chance of extinguishing a magical fire is only 60%, and a maximum area of 10 yards by 10 yards, regardless of the level of the spellcaster, can be snuffed. The spell has no effect on a fire-based creature or flames emanating from a creature's body, such as fire elementals, fire grue, or the type VI demon. The material components for the spell are a pinch of cold ash mixed with salt.



Nystul's Golden Revelation (Alteration)

Level: 3 Components: V, S, M
 Range: 0 Casting Time: 3 segments
 Duration: 5 rounds/level Saving Throw: None
 Area of Effect: 30' wide cone 60' long

Explanation/Description: With this spell, the mage can reveal hidden, concealed, or invisible creatures within the conical area. The concealed creature will be surrounded with an aura of golden light, shining out in a 1-foot diameter about the creature, making it easily seen. The mage can make a full 360 degree sweep-search of the area in one round. The spell might reveal a thief hiding in shadows, a barbarian concealed in natural terrain, or a creature hiding behind an obstacle. The spell creates a glow around an invisible, out-of-phase, ethereal, duo-dimensional, or astral being in the area of effect, as well as a creature using a *cloak of elvenkind*, *robe of blending*, or *ring of chameleon power*. A saving throw against being affected by the *golden revelation* is not permitted, although successful magic resistance protects a creature from being outlined by the spell. The material component is a box wrapped with waxed parchment, containing a glowworm.

Nystul's Radiant Baton (Evocation)

Level: 3 Components: V, S, M
 Range: 0 Casting Time: 3 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: When the mage casts this spell, it summons into the caster's hand a slender baton formed from energy drawn from the quasi-elemental plane of radiance. The *baton* can be one of the seven colors of the rainbow as the caster chooses. The attack form of the *baton* will correspond to the color chosen, being similar to the attack of a *radiance quasi-elemental creature*, as follows:

- Red baton:* cold energy (+1 damage to fire-based creatures, no damage if cold-based)
- Orange baton:* heat energy (+1 damage to cold-based creatures, no damage if fire-based)
- Yellow baton:* acid damage (save vs spells to take no damage)
- Green baton:* neutralize poison (per cleric spell)
- Blue baton:* electrical energy (+10 damage to metal armored enemy)
- Indigo baton:* undead specific (Only undead harmed)
- Violet baton:* vegetation specific (only plants harmed)

The *baton* will do a base 2d4 points of damage plus one point of damage per level of the caster when a hit is scored. The type of damage corresponds to the color of the *baton*. The color of the *baton* is chosen during casting, and cannot be changed thereafter. Creatures are allowed no saving throw versus the effects of the *radiant baton*. The baton automatically hits any creature that successfully strikes the caster in that melee round, otherwise the caster must use his own THAC0 to determine a successful strike on an enemy.

The material components are a crystal prism (which shatters after the spell) and a set of seven small, silver rods.

Nystul's Blacklight Burst (Evocation)

Level: 4 Components: V, S, M
 Range: 10 yds/level Casting Time: 4 segments
 Duration: Instantaneous Saving Throw: Special
 Area of Effect: 20' radius sphere

Explanation/Description: This risky spell brings forth a blast of energy from the Negative Material Plane for an instant. Those within the area of effect suffer 1d4 points of damage per level of the caster, or only half damage if a save vs. death magic is successful. Affected creatures who fail their save will also be *slowed* (as the spell) for 1d4 rounds. Creatures from the Positive Material Plane or upper outer planes take an additional point of damage per level of the caster, and the saving throw is made at -2. Such creatures who fail their save will also be stunned for 1d4 rounds, rather than slowed. There is always a 10% chance that the mage will lose control of the spell and be affected by its attack, as a ray from the area of effect bounces back to strike the caster. Undead are never affected by the spell. The material component is a bit of earth taken from the grave of a ghou or ghast.

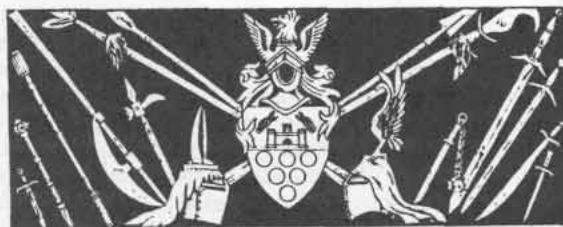
Nystul's Grue Conjunction (Conjuration/Summoning)

Level: 4 Components: V, S, M
 Range: 60 yds Casting Time: 1 turn
 Duration: 3 rounds/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell, which is actually a group of four risky spells, will summon one grue—harginn, ildriss, chaggrin, or varrdig—from one of the four elemental planes:

- Air—Incense
- Earth—Soft Clay
- Fire—Sulfur
- Water—Sea Water

These material components must be used when summoning the grue desired. The type of grue to be summoned must be decided before the caster memorizes the spell. Grue are notoriously untrustworthy and difficult to control, so the caster must rely on more than just concentration to keep the grue under his command. As soon as the grue is summoned, it will demand a payment from the caster for its service. The payment offered must be at least 500 g.p. worth of goods of interest to the grue, or the grue will be angered and immediately attack the caster. If the grue is satisfied with the offer, it will grudgingly perform one service for the caster for the duration of the spell. The grue will try to subvert or openly disobey the caster's orders if the grue finds them unpleasant.





Nystul's Lightburst (Evocation)

Level: 4 Components: V, S, M
 Range: 10 yds/level Casting Time: 4 segments
 Duration: Instantaneous Saving Throw: Special
 Area of Effect: 20' radius sphere

Explanation/Description: This spell summons a burst of energy from the Positive Material Plane. All creatures within or facing the sudden blaze of energy are blinded for one round, with no saving throw. Creatures without eyes cannot be blinded. In addition, all undead, creatures from the Negative Material Plane, or beings from the lower outer planes within the area of effect take 1d6 points of damage per level of the caster. Such creatures suffer only half damage if they make their saving throw, but undead make their save at -2.

The material component is a small, solid gold orb worth 500 g.p. It is destroyed after the spell dissipates.

Nystul's Enveloping Darkness (Evocation-Alteration)

Level: 5 Components: V, S, M
 Range: 0 Casting Time: 5 segments
 Duration: 5 rounds + 2 Saving Throw: None
 round/level

Area of Effect: 20' radius globe about the caster

Explanation/Description: This spell creates a zone of impenetrable darkness around the mage 20 feet in radius. Although the caster can see in and through the zone of darkness without trouble, all others cannot see through the *envelope*, not even with *infravision* or *ultravision*. In addition, a distortion exists within the globe, appearing as if the caster has the power of displacement as a *displacer beast*. The caster is attacked at -2, in addition to the darkness penalty.

Nystul's Instant Daylight will negate the spell. The material components are a drop of pitch, a whisker from a black cat, and a bit of fur from the coat of a displacer beast.

Nystul's Radiant Arch (Alteration)

Level: 5 Components: V, S, M
 Range: 10 yds/level Casting Time: 1 round
 Duration: Special Saving Throw: Half damage
 Area of Effect: One creature

Explanation/Description: This spell creates a glimmering rainbow of light that arches between the caster's open hands. Once the rainbow takes form, the caster can choose to fire a ray 1 foot wide from the rainbow, aimed at one creature up to 10 feet away per level of the mage. The ray can take the form of one of the seven colors of energy drawn from the quasi-plane of radiance.

Red: cold energy (+1 damage to fire-based creatures, no damage if cold-based)

Orange: heat energy (+1 damage to cold-based creatures, no damage if fire-based)

Yellow: acid damage (save vs spells to take no damage)

Green: neutralize poison (per cleric spell)

Blue baton: electrical energy (+10 damage points to metal armored enemy)

Indigo: undead specific (only undead harmed)

Violet: vegetation specific (only plants harmed)

The ray will inflict 1d6 points of damage per level of the caster, of a type corresponding to the color of the ray. If the creature makes its save, only half damage is suffered.

The mage must concentrate to keep the *radiant arch* active, so any attack that breaks the caster's concentration will dispel the rainbow and prevent the caster from launching a ray. The material components are a crystal prism (which breaks after the spell) and a small black board with a pinhole through the center.



Otiluke's Spells

Otiluke's Bubbling Buoyancy (Alteration)

Level: 1 Components: V, S, M
 Range: 20 yds/level Casting Time: 1 segment
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: 100 pounds/level

Explanation/Description: By the use of this spell, the mage can allow normally non-buoyant objects to float upon a layer of small crystal bubbles filled with air. Up to 100 pounds of matter per level of the caster can be made to float, including gold, lead, stone, or a living creature. An object that has sunk can be raised to the surface if the object is within the spell's range. The material components are a small cork and a pinch of bromine salt.

Otiluke's Smoky Sphere (Evocation)

Level: 1 Components: V, S, M
 Range: 60 yds Casting Time: 1 segment
 Duration: 1 round Saving Throw: Negative
 Area of Effect: 10' radius globe

Explanation/Description: This spell summons into the caster's hand a small crystalline sphere filled with a gray, hazy mass. The smoke sphere can be thrown as far as 60 feet away from the caster as a grenade-like missile. The sphere shatters when it hits, filling an area 10 feet in radius with harsh, irritating smoke. Unless a save versus poison is made, all creatures within the area of effect will suffer a fit of coughing, gasping, and choking for 1d4 + 1 rounds. The affected creatures attack and make saving throws with a -2 penalty until the fit passes, and any spell with a verbal component has a 30% chance of failure when cast by a coughing spellcaster. The smoke cloud disperses and becomes harmless after one round. The sphere must be used within three rounds of casting or the substance becomes inert and useless, and the crystal sphere disintegrates. If the smoke sphere is shattered before it is thrown, the smoke cloud will affect the caster. The material component is a charred stick or piece of charcoal and a small, hollow glass ball.



Otiluke's Boiling Oil Bath (Evocation-Conjuration)

Level: 2
Range: 60 yds
Duration: 1 segment
Area of Effect: One creature

Components: V, S, M
Casting Time: 2 segments
Saving Throw: Negative

Explanation/Description: This spell creates a cauldron-shaped container of force filled with boiling oil, which appears over the target's head. The cauldron will dump its contents onto the creature unless a save versus spells is made. Success with the saving throw means the creature is aware of the cauldron's sudden appearance and leaps clear before the oil is poured. A creature who fails the save takes the full dose of boiling oil, suffering 3d4 heat damage. The material components are a few drops of oil and a pinch of sulfur.

Otiluke's Acid Cloud (Evocation)

Level: 3
Range: 60 yds
Duration: 1 round/2 levels
Area of Effect: 30' diameter globe

Components: V, S, M
Casting Time: 3 segments
Saving Throw: Special

Explanation/Description: This spell creates a small crystalline sphere filled with a yellowish-brown mist. The crystal can be held for as long as the caster likes, but the contents become useless after three rounds. The sphere can be thrown up to 20 yards as a grenade-like missile. When the sphere shatters, the mist is released, filling the air in a 30-foot radius with yellowish acid fumes. Everything within the area of effect is affected as if placed in an acid bath. All creatures within the fumes will take 4d4 points of acid damage immediately, with no save allowed, and will suffer 1d4 points of damage for every additional round of exposure to the fumes. All objects touched by the acid fumes must make a saving throw versus acid or be eaten away. For every additional round of exposure to the fumes, an item must save again. The atmospheric acid bath will remain in existence for one round for every two levels of the caster, but any winds or rains or turbulent atmospheric conditions will negate the spell. The material component is a small vial of diluted aqua regia ("royal water").

Otiluke's Force Umbrella (Evocation)

Level: 3
Range: 50 yds
Duration: 1 turn/level
Area of Effect: Special

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: This spell creates a broad, bowl-shaped dome of force over the caster's head, 10 feet in radius, shimmering violet in appearance. The dome will follow the caster wherever he or she travels. The dome will not only shield the caster from rain, sleet, or snow, but also against physical or magical attacks from above, such as siege missiles, giant-hurled boulders, or a breath weapon from a flying dragon. The *force umbrella* provides a +4 saving throw bonus against magical attacks from above, and a -6 armor class bonus against physical attacks from above. The umbrella will also deflect 75% of arrow or bolt attacks from above or a high angle of indirect fire, such as a volley of arrows. It will conform to restricted spaces and allow the caster to move through narrow openings. The

material components are a miniature umbrella made of wood and leather and a pinch of diamond dust.

Otiluke's Steaming Sphere (Evocation)

Level: 4
Range: 60 yds
Duration: 1 round/2 levels
Area of Effect: 30' radius globe

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Special

Explanation/Description: This spell creates a small crystalline *sphere* filled with hot steam in the caster's hand. The mist within the *sphere* will remain active for three rounds. The *sphere* can be hurled up to 60 yards away from the caster. When the *sphere* hits a solid surface, it instantly shatters, freeing the contents and filling an area 30 feet in radius with thick steam. It does 4d4 points of heat damage per round of exposure to the steam, with no save permitted.

The steam totally obscures vision, reducing visibility to only 30 feet in front of an affected creature. Creatures within the area of effect of the steam bath will also be disoriented, making it difficult for creatures to find their way out of the steam bath. Each round a creature is within the steam cloud, the creature must make a save versus spells to escape from the cloud. A creature who saves will emerge from the steam bath in a random direction; Imagine a clock face and *roll 1d12 to find the direction in which the creature escapes*. If the saving throw is failed, the creature stumbles around in the steam bath for another round. The material components are a few drops of pure water, a pinch of dust, and a bit of sulfur.

Otiluke's Dispelling Screen (Evocation-Abjuration)

Level: 5
Range: 5 yds/level
Duration: 1 round/level
Area of Effect: 20' square

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell creates a shimmering screen of violet energy. As with other such screens, the *dispelling screen* can be shaped as the caster wishes. Any creature passing through the screen is affected by *dispel magic* with the same level of effectiveness as that spell cast by the mage, and is affected by *dispel illusion* as if cast by a mage two levels of experience lower than the caster. Thus, creatures possessing some form of enchantment who pass through the *dispelling screen* often come out weaker than when they started. The material components are a sheet of fine lead crystal and a chrysolite gemstone worth 1,000 g.p., which vanish after the spell is cast.

Otiluke's Electrical Screen (Evocation)

Level: 5
Range: 5 yds/level
Duration: 5 rounds/level
Area of Effect: 20' square/level

Components: V, S, M
Casting Time: 5 segments
Saving Throw: Special

Explanation/Description: This spell creates a shimmering screen of electrical energy that can be shaped into a wall, hemisphere, or sphere, with a 20-foot diameter, as the caster wishes. It is always immovable. Any creature passing through the *electrical screen* will suffer a strong shock. Unless the creature makes its save, it will suffer 1d4 points of damage, lose any dexterity bonuses for 1d4 + 1 rounds



due to numbness, and suffer a -2 penalty on attack rolls for an equal amount of time. Creatures who make their saving throw take no damage and suffer no penalty on their dexterity, but are mildly numbed and hit at -1 for 1d4 + 1 rounds. Creatures wearing metal armor save at -4 when passing through the screen. The material components are a bit of fur, a glass rod, and a thin sheet of fine crystal, all of which vanish after the spell is cast.

Otiluke's Polar Screen (Evocation)

Level: 5 Components: V, S, M
 Range: 5 yds/level Casting Time: 5 segments
 Duration: 5 rounds/level Saving Throw: Special
 Area of Effect: 20' square/level

Explanation/Description: This spell creates a misty, bluish-white screen of energy that can be shaped to form a wall, hemisphere, or sphere dimension. Any creature passing through the *polar screen* will be affected as if the creature suddenly passed through a freezing blizzard. Any creature who fails a saving throw versus spells will be coated with ice crystals for 1d4 + 1 rounds until the crystals melt away, during which time the creature suffers one point of cold damage per level of the caster. The creature is also severely chilled, suffering a -4 attack penalty until the ice melts. A creature who makes the saving throw is only affected by the ice crystals for one round, but is affected in the same way as those who fail the save. A *melt* spell will dispel the ice crystals from a creature's body, while a *fireball*, but no other flame, will destroy the polar screen. The material components are a thin sheet of fine lead crystal and a few bluish-white quartz crystals, all of which vanish after the spell is cast.

Otiluke's Radiant Screen (Evocation)

Level: 5 Components: V, S, M
 Range: 5 yds/level Casting Time: 5 segments
 Duration: 2 rounds/level Saving Throw: None
 Area of Effect: 20' square

Explanation/Description: This spell creates a screen of energy drawn from the quasi-elemental plane of radiance. The *screen* can be up to 20' square, and can be shaped into a wall, hemisphere, or sphere as the caster orders. The *radiant screen* can be one of the seven colors of the rainbow, each color exhibiting a different form of energy identical to the colors of *Nystul's radiant baton*.

Red energy: cold energy (+1 damage to fire-based, none if cold)

Orange energy: heat energy (+1 damage to cold based, none if fire)

Yellow energy: acid damage (save vs spells or take +2 splash)

Green energy: neutralize poison

Blue energy: electrical energy (+10 damage to metal armored)

Indigo energy: undead specific (only undead harmed)

Violet energy: vegetation specific (only plants harmed)



The *screen* will affect anything passing through it as if the creature were being attacked by energy or matter of the type determined by the *screen's* color. The caster can change the color of the *screen* from round to round at will, but only one color per round can exist. The *radiant screen* will inflict two points of damage per level of the caster. Cold-based creatures will take three points of damage per level of the caster when passing through the orange *screen*, while fire-based creatures will suffer three points of damage per level from the red *screen*. The material components are a crystal prism, a beryl gemstone worth at least 500 g.p., and a thin sheet of fine crystal colored the seven colors of the rainbow, all of which vanish after the spell is cast.

Otiluke's Diamond Screen (Evocation)

Level: 6 Components: V, S, M
 Range: 5 yds/level Casting Time: 6 segments
 Duration: 2 rounds/level Saving Throw: None
 Area of Effect: 20' square

Explanation/Description: This spell creates a glittering screen of energy of any color chosen by the caster. All creatures passing through the *screen* will be attacked by a multitude of razor-sharp blades made of substance drawn from the quasi-plane of mineral. Each creature suffers 3d20 points of damage no matter what its armor class. The spell can be shaped into anything the caster wishes. The material component is a collection of sharp diamond chips worth at least 5,000 g.p., and these vanish after the spell is cast.

Otiluke's Excruciating Screen (Evocation)

Level: 6 Components: V, S, M
 Range: 5 yds/level Casting Time: 6 segments
 Duration: 3 rounds/level Saving Throw: Special
 Area of Effect: 20' square/level

Explanation/Description: This spell creates a misty grey screen which can be shaped into a wall, hemisphere, or sphere, within the designated dimension, as the caster directs. Any creature passing through this screen is affected as if the creature were momentarily transported to one of the four negative quasi-elemental planes. The plane which will affect creatures touching the screen must be chosen when the spell is memorized. Any creature passing through the *excruciating screen* must make a save versus death magic. Those who fail will be stunned for 1d4 rounds and suffer 4d4 points of damage due to the shock and pain. Creatures who make the save suffer a -1 on all saves for 1d4 rounds. The four planes that can be simulated by the screen and the screen's particular effect are described below.

Vacuum: The shock caused is due to asphyxiation. Creatures who do not need to breathe are unaffected by the screen.

Salt: The shock is the result of body moisture drawn from the creature. Creatures without body fluids will not be affected, such as golems, undead, or beings from the elemental planes of earth, fire, or air.

Ash: The shock is caused by a loss of the creature's body heat. Undead and cold-based creatures are unharmed by the screen.

Dust: The shock is produced by having part of a creature's solid body mass dispersed. Creatures of a gaseous or liquid form will not be harmed by this screen.



The material components are a crystal sheet and a hollow sphere, lump of salt, pinch of ash, or bit of dust, depending on the type of screen.

Otiluke's Orb of Containment (Evocation)

Level: 6
Range: 30 yds
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is used to create a useful container for very dangerous substances. When the caster has an object or substance to be contained, the spell can be cast to create a crystal sphere 6 inches in diameter, up to 30 yards away from the caster. The crystal orb will surround the object or part of a semi-liquid substance and hold it securely. The interior of the orb has the hardness of adamantine steel, so even the most volatile or corrosive of substances will be held safely. Time within the orb is frozen, so the substance held will not age. The orb cannot be shattered by physical force or most magical attacks, although a *dispel magic* or *disintegrate* spell can destroy the orb and free its contents.

The orb of containment will exist for one day, after which it fades out, freeing the contents. If the spell is cast again before the orb fades, the spell will be renewed and the orb will continue for an additional day without disturbing the contents. The material components are a diamond worth 1,000 g.p. encased in glass, both of which shatter when the spell is cast.

Otiluke's Death Screen (Evocation-Alteration)

Level: 7
Range: 5 yds/level
Duration: 1 round/level
Area of Effect: 20 feet square

Components: V, S, M
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: This spell calls into existence a grey, misty screen shaped as the caster wills. Any creature passing through the screen will suddenly find itself trapped in a mysterious zone of nil-space where the creature is subject to anti-energy drawn from one of the four negative quasi-planes. For every round the creature is trapped, it will lose 25% of its current hit point total, dropping to 0 hit points at the end of the 4th round if the creature fails to escape. The creature will be dead with -10 hit points at the end of the 5th round. For every round a creature is trapped, it is entitled to a saving throw versus death magic. Success indicates the creature escapes back into the prime material plane, emerging from the side of the screen opposite the side entered. The saving throw to escape is made at -1 in the 1st round, -2 in the 2d, -3 in the 3d, and -4 in the 4th round.

If the spell ends before a creature escapes or dies, the creature is released onto the material plane as the screen disappears, as if the creature had escaped on its own. A creature re-emerging onto the prime material plane, injured but alive, is stunned for 1d4 rounds as it recovers from the effect of the life-draining zone. Those imprisoned in the zone may heal themselves and use any other magics, but can't escape unless they make saving throws for the zone. The material components are a sheet of lead crystal, earth from a vampire's coffin, and a hollow sphere (for vacuum).

Otiluke's Fire and Ice (Evocation)

Level: 7
Range: 50 yds
Duration: Instantaneous
Area of Effect: 30' radius globe

Components: V, S, M
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: When the spell is cast, a red crystal sphere immediately appears before the caster, then flies away at great speed toward an area targeted. A split-second later, a blue crystal sphere appears and quickly follows behind the red sphere. When the red sphere reaches the area chosen by the caster, it explodes in a fireball 30 feet in radius, inflicting 4d4 points of fire damage to all within the area of effect. A successful saving throw will reduce the damage by one-half. A split-second later, the blue sphere explodes in the same area of effect, causing 4d4 points of cold damage to all within a 30 foot radius. Those who made the save versus fire will also take only one-half damage from the cold blast, but those who failed the save take full damage from the cold. The greatest effect of the one-two attack combination is the tremendous shock inflicted on inanimate objects by the radical change in temperature. All items in the area of effect must save as non-magical items. Failing this save will probably cause the materials to crack or shatter. The material components are a pinch of phosphorus and a small quartz crystal.

Otiluke's Siege Sphere (Evocation)

Level: 7
Range: Touch
Duration: 1 turn
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell creates a large, boulder-sized sphere of force that can be fired by a catapult. The *siege sphere* will last for one complete turn before it fades out of existence, so it must be fired within one turn of the spell's casting. The *siege sphere* can take several different forms, and the type of sphere to be created must be decided when the spell is memorized. The *siege sphere* is as hard as adamantine steel before it is launched, and can only be destroyed by a *wish*, *dispel magic*, or *disintegrate*. After the sphere is fired, it will take on a different form that depends on the attack type of the sphere. Regardless of the form that the attack takes, the *siege sphere* is dispelled after it performs its attack. Different types of *siege spheres* are described below.

Liquid Fire: When the sphere strikes its target, it instantly shatters, spraying a mass of liquid fire over an area 30 feet in radius. All combustibles in the area of effect will be ignited. Any creature struck by the liquid fire will take 2d4 points of damage per round for 2d6 rounds unless the fire is doused or the burning fluid is washed off. The material components for this form are a drop of pitch, a bit of phosphorus, and a pinch of diamond dust.

Crystal Shards: This *siege sphere* splinters apart 30 feet above the ground, raining down crystal shards in a 20-foot-radius circle. Each creature in the area affected will take 5d6 points of damage regardless of its armor class. The material component is a sample of sharp diamond flakes.

Wrecking Ball: Upon nearing its target, the *sphere's* density dramatically increases so it strikes with three times the impact (and damage) of a heavy catapult. The material components are a lodestone and a pinch of diamond dust.



Otto's Spells

Otto's Chime of Release (Alteration)

Level: 1 Components: V, S, M
 Range: 60 yds Casting Time: 1 segment
 Duration: 1 segment Saving Throw: None
 Area of Effect: One creature

Explanation/Description: When this spell is cast, a delicate chime rings out, the vibrations of which will release any form of nonmagical bonds holding a single creature or person. Ropes will be untied, chains and shackles loosened, leather straps unbound, a gag undone, or a wooden stock will be opened by the chime. The spell can even be used to release a bit and bridle on a horse, freeing the mount from a rider's direct control. The material component is a small brass tubular chime, which disappears when the spell is cast.

Otto's Soothing Vibrations (Enchantment/Charm)

Level: 2 Components: V
 Range: 60 yds Casting Time: 2 rounds
 Duration: 1 round/level Saving Throw: Special
 Area of Effect: 20'-radius sphere

Explanation/Description: As the mage casts the spell, all creatures in the area of effect begin to hear soothing vibrations that cause them to pause and listen. As the music continues, the creatures feel the mage broadcasting peaceful, kindly thoughts to them. The creatures will do nothing for one round until the mage is finished casting the spell. Thereafter, all animals in the area of effect of semi-intelligence or lower will feel kindly to the mage, and show no aggression or fear unless attacked first. All other creatures are entitled to a saving throw at +2 to avoid the spell's lulling effect. All animals and those creatures who fail the save are more susceptible to charm spells cast before the spell's duration ends, and suffer a -2 penalty against any charm spell cast upon them, such as *animal friendship*, *charm person or mammal*, or *charm monster*. There is no somatic or material component to the spell, just the soothing, vibrating voice of the caster.

Otto's Tones of Forgetfulness (Enchantment/Charm)

Level: 2 Components: V, S, M
 Range: 10 yds/level Casting Time: 2 segments
 Duration: 1 turn/level Saving Throw: Special
 Area of Effect: One creature

Explanation/Description: When the mage casts this spell, the ears of the target creature are filled with exotic tones no one else can hear. Unless the creature makes its saving throw, the creature will lose all memory of non-weapon proficiencies known by the creature, and any attempt to use such a proficiency will meet with automatic failure. If the creature's save is successful, the creature merely suffers a +2 penalty to the chance of success with a non-weapon proficiency for the duration of the spell. The material components are a string from a sitar and a wooden mallet.

Otto's Crystal Rhythms (Enchantment/Charm)

Level: 3 Components: V, S, M
 Range: 10 yds/level Casting Time: 3 segments
 Duration: 2 rounds/level Saving Throw: Negates
 Area of Effect: One creature

Explanation/Description: Unless the victim of this spell makes its saving throw, the creature's ears will be filled with the sound of energetic crystal chimes that no one else can hear. The creature will immediately drop anything in its hands and begin clapping, so the creature cannot use its hands for anything else. Spells requiring a somatic component cannot be cast, thieving skills cannot be performed, tools cannot be used, and weapons cannot be wielded by the clapper. Obviously, only creatures that have hands will be affected, and any creature with more than one pair of hands will clap along with as many hands as the creature has. The material components for the spell are a pair of crystals worth 500 g.p. that vanish after the spell is cast.

Otto's Sure-Footed Shuffle (Alteration-Enchantment/Charm)

Level: 3 Components: V, S, M
 Range: 30 yards Casting Time: 3 rounds
 Duration: 1 turn Saving Throw: None
 + 1-6 turns/level

Area of Effect: All creatures within range

Explanation/Description: When this spell is cast, the listeners hear fiddle music for one round. Thereafter, the creatures are given the walking agility and sure-footedness of a mountain goat. The creature can climb an incline of up to 50 degrees with no trouble. In any situation where the creature might trip, slip, stumble, or lose his footing or balance, the creature is allowed a +4 bonus to a saving throw or -4 modifier to the creature's dexterity check to avoid falling, using whichever roll is applicable. The material components are a fiddle string and a sliver from the hoof of a mountain goat.

Otto's Drums of Despair (Enchantment/Charm) reversible

Level: 4 Components: V, S, M
 Range: 20 yds/level Casting Time: 4 segments
 Duration: 2 rounds/level Saving Throw: Special
 Area of Effect: 400 square feet/level

Explanation/Description: This spell will create the sound of oppressively loud war drums in a large area, filling all creatures in the area of effect with feelings of dread and despair. The spell will cover an area in the direction of the caster, so a 10th level mage could affect an area 200 feet by 20 feet, 100 feet by 40 feet, or 50 feet by 80 feet. All affected creatures will be -2 on all attack, damage, and saving throws, and will suffer a -2 morale penalty. Creatures of 2 hit dice or less are not entitled to a saving throw to avoid the enchantment. Creatures of 2+1 to 4 hit dice make their save at -2, and creatures of 4+1 hit dice and higher roll an unmodified save. The material components are a pair of miniature bronze drums with onyx decorations, worth 1,000 g.p. in materials and workmanship, that vanish after the spell is cast.



The reverse of the spell, *Otto's rousing anthem*, produces a loud trumpet call that raises the spirits of all allied creatures in the same-sized area of effect. All affected creatures will be +1 on attack and saving throws, and NPCs will receive a two-point bonus on morale checks. The material component for the anthem is a set of four miniature silver trumpets trimmed with lapis lazuli, worth a total of 5,000 g.p., which vanish after the spell is cast.

Otto's Silver Tongue (Enchantment/Charm)

Level: 4 Components: V, S
Range: 0 Casting Time: 4 segments
Duration: 2 rounds/level Saving Throw: None
Area of Effect: The mage

Explanation/Description: When this spell is cast, the mage's voice takes on an enthralling sing-song tone that instantly catches the ear of any listener. Anything said by the caster will sound very convincing, as if the mage had a 19 charisma (+40% reaction adjustment). Any half-truth spoken by the caster has a 75% chance of sneaking past the notice of a listener using a *detect lie* spell and an outright lie has a 50% chance of not being discovered by *detect lie*.

Otto's Tin Soldiers (Alteration)

Level: 4 Components: V, S, M
Range: 10 yds Casting Time: 1 round
Duration: 5 rounds + Saving Throw: None
1 round/level
Area of Effect: Special

Explanation/Description: To use this spell, the caster must have a pair of small, tin soldiers appropriate for one of the four versions of the spell. When the spell is cast, rousing martial music fills the air as the tin soldiers grow to human size and come to life. The tin soldiers will obey all orders faithfully, even to the death. The type of soldiers that can be conjured into existence depends on the level of the caster, as follows.

7th level caster—two heavy infantryman: AC 4 (chain mail and large shield); Move 9"; HD 1+2; hp 8; #AT 1; Dmg 1d6 (spear or short sword); THACO 18; AL N.

9th level caster—two heavy foot archers: AC 5 (chain mail); Move 9"; HD 2+2; hp 15; #AT 2 or 1 (long bow or short sword); Dmg 1d6 (arrow or short sword); THACO 16; AL N.

12th level caster—two light cavalymen (if there is room for the horses): AC 6 (ring mail); Move 12"; HD 3+2; hp 23; #AT 2 or 1 (composite short bow or broad sword); Dmg 1d6 or 2d4 (arrow or broad sword); THACO 16; AL N. They are riding light warhorses: AC 6 (leather barding); Move 21"; HD 2; hp 14; #AT 2; Dmg 1d4/1d4; THACO 16; AL N.

14th level caster—two foot knights: AC 2 (plate mail and large shield); Move 6"; HD 4+2; hp 30; #AT 1; Dmg 1d10 +3; THACO 15; AL N.

The material components are the pair of soldiers worth 100 g.p. in workmanship and a miniature brass bugle worth 50 g.p., which vanish after the spell is cast.

Otto's Tonal Attack (Enchantment/Charm)

Level: 4 Components: V, S, M
Range: 20 yds/level Casting Time: 4 segments
Duration: 1 turn/level Saving Throw: Special
Area of Effect: One creature

Explanation/Description: This spell will cause a spell-using creature to temporarily lose the knowledge of how to cast all spells unless a saving throw is made. Clerics and druids make their saves at +2. If the save is successful, then any spell cast by the affected creature is reduced in effectiveness, as if the spell were cast by a character two experience levels lower for figuring spell range, area of effect, duration, or damage. The material components are a sitar string and a crystal mallet (1,000 g.p.), which vanish after the spell is cast.

Otto's Warding Tones (Enchantment/Charm)

Level: 4 Components: V, S, M
Range: 120 yds Casting Time: 4 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: 50' by 50' square

Explanation/Description: All creatures affected by this spell will have their ears filled with loud tones only they can hear. The notes will drown out all other sounds, effectively making the creatures deaf, but also rendering the creatures immune to all sonic attacks, such as sirens' song, a banshee's wail, *drums of panic*, *drums of deafening*, or the first use of a *horn of blasting*. The material components are two lumps of bee's wax and a string from any orchestral string instrument.

Otto's Gong of Isolation (Enchantment/Alteration)

Level: 5 Components: V, S, M
Range: 10 yds/level Casting Time: 5 segments
Duration: 1 turn/level Saving Throw: Negates
Area of Effect: One creature

Explanation/Description: When this spell is cast upon a creature, the mind-numbing sound of an extremely loud gong fills its mind. If the creature makes a saving throw at -2, the creature is only stunned for one round. But if the save fails, the creature loses all normal sensory input into the mind. The creature cannot see, hear, feel, taste, or smell, effectively making the creature helpless. If the creature engages in melee, all attacks are made at -6 to hit, but the creature has no idea of what it is attacking or even if the attack succeeds. Telepathic communication with the creature is still possible, and the creature might receive information about the world through such a link. A *wish*, *heal*, or *restoration* spell will completely cure the condition. The material components are a miniature gold gong and tiny gold striker with a jade stone as its head, together worth 7,000 g.p. in materials and workmanship, which vanish after the spell is cast.





Rary's Spells

Rary's Empathic Perception (Divination)

Level: 1 Components: V, S, M
 Range: 5 yds/level Casting Time: 1 segment
 Duration: 3 rounds/level Saving Throw: None
 Area of Effect: One creature per probe

Explanation/Description: This spell enables the caster to sense the basic emotions of a creature, person, or animal, such as fear, hunger, thirst, anger, pain, joy, or love. The spell will work on all creatures possessing a mind, but not automatons, golems, undead, or inhuman beings from other planes. Only one creature can be probed every five rounds, and the creature must be within the caster's line of sight, not behind a door or wall. A shielded mind cannot be probed empathically. The material component for empathic perception is a copper piece.

Rary's Aptitude Appropriater (Divination-Alteration)

Level: 2 Components: V, S
 Range: Touch Casting Time: 1 round
 Duration: 1 turn/level Saving Throw: Special
 Area of Effect: Special

Explanation/Description: By using this spell, the mage can temporarily acquire the ability to use a nonweapon proficiency known to another creature. The caster must touch the creature already possessing the desired skill. If the creature is willing to transfer his knowledge of the proficiency, the transfer takes place without difficulty. If the creature is unwilling to transfer the proficiency, the creature is entitled to a saving throw versus spells to prevent the transfer from occurring. The creature touched does not lose his knowledge of the proficiency, but merely allows the caster to know the proficiency as well. Only nonweapon proficiencies can be transferred by the spell. Other skills, abilities, powers, or types of knowledge will not transfer. The mage's level of ability with the proficiency is exactly that of the original owner, even if the appropriate ability for the proficiency differs between the caster and creature.

Rary's Memory Alteration (Enchantment/Charm)

Level: 4 Components: V, S
 Range: 60 yds Casting Time: 1 round
 Duration: Special Saving Throw: Negates
 Area of Effect: One creature

Explanation/Description: This more powerful version of the *forget* spell allows the mage to actively alter a part of a creature's memory. The portion of memory the caster can affect is limited to one specific event in the creature's life. The memory of a real event can be altered as the caster wishes. The mage could replace real facts about the event with false ones, or even place a completely new memory into the creature's mind, causing the creature to remember an event that never happened. The caster, however, is unable to remove a memory of an event in its entirety. There is no time limit on how far into the past an event can be altered. The creature is entitled to a save versus spells to avoid having his memory changed. A *heal*, *restoration*, or *wish* will correct any alterations made to a creature's memory.

Rary's Mind Scan (Divination)

Level: 4 Components: V, S
 Range: 10 yds/level Casting Time: 4 segments
 Duration: 5 rounds/level Saving Throw: Special
 Area of Effect: One creature per probe

Explanation/Description: This spell allows for deeper study of an unshielded mind than *ESP* can accomplish. The caster can pick up the surface thoughts or emotions of a creature on the first round of the probe, read deeper thoughts or memories on the second through fourth rounds of study (allow save vs. spells), and all beginning with the fifth round. The caster may learn of a creature's dreams, suppressed memories, or primal desires. One major fact or subject can be learned or studied per round of deep probing. The limits on which topics can be probed are the same as for the *ESP* spell.

Rary's Spell Enhancer (Alteration)

Level: 4 Components: V
 Range: Special Casting Time: Special
 Duration: Special Saving Throw: None
 Area of Effect: Special

Explanation/Description: This one-word spell will focus and increase the effectiveness of a spell cast by the mage. The *spell enhancer* is cast first, followed immediately by the spell to be enhanced, during the same round. The enhanced spell will strike with greater power, resulting in a -2 penalty to all saving throws made against the spell.

Rary's Mind Shield (Alteration)

Level: 5 Components: V, S
 Range: Touch Casting Time: 1 round
 Duration: 1 hour +
 ½ hour/level Saving Throw: None
 Area of Effect: Creature touched

Explanation/Description: This spell is used to protect a creature from intrusions into the mind. Spells or mental powers that can probe a mind have no effect on the creature. The creature makes its saving throw at +2 against all enchantment/charm magic that can affect thoughts, memories, or behavior—*charm*, *suggestion*, *quiet*, *emotion*, *fascination*, or others. The *mind shield* allows a saving throw at -2 to avoid a *geas* spell.

Rary's Replay of the Past (Divination)

Level: 5 Components: V, S
 Range: 0 Casting Time: 1 turn
 Duration: Special Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell enables the caster to read the residual psychic impressions in a room or area, replaying a past event as an illusion that everyone in the area can see clearly. When an especially unusual or violent event occurs, it leaves behind psychic vibrations that remain for years. The more important the event, the stronger the psychic residue and the longer the impressions last. When the mage casts the spell, the strongest impressions currently in the area enter the caster's mind. The event that produced the psychic impressions is replayed in the caster's mind in real time, so the replay



Tenser's Spells

Tenser's Eye of the Tiger (Alteration)

Level: 1 Components: V, S, M
 Range: Touch Casting Time: 1 round
 Duration: 1 round/level Saving Throw: None
 Area of Effect: Creature touched

Explanation/Description: By casting this spell, the mage can endow a creature with superior night vision equal to that of a great cat. The creature will be able to see in dim light up to a range of 30 feet and notice moving objects 60 feet away. Under conditions of total darkness, the creature can note moving objects slightly better. A creature who does not possess the blind-fighting proficiency is granted the proficiency while the spell is in effect, and a creature who already knows the art of blind-fighting will fight in the dark at only -1 to hit. The material components are a tiger's whisker and ground carrot.

Tenser's Steady Aim (Alteration)

Level: 1 Components: V, S, M
 Range: Special Casting Time: 1 segment
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: One person (fighters only)

Explanation/Description: This spell will aid a moving archer or crossbowman with a steady shooting hand. No matter how fast the archer is moving or how unsteady his motion, the fighter will suffer no attack penalty on shots made with device-propelled missiles. The spell provides no archery bonuses. The material component is a small coiled spring.

Tenser's Brawl (Alteration)

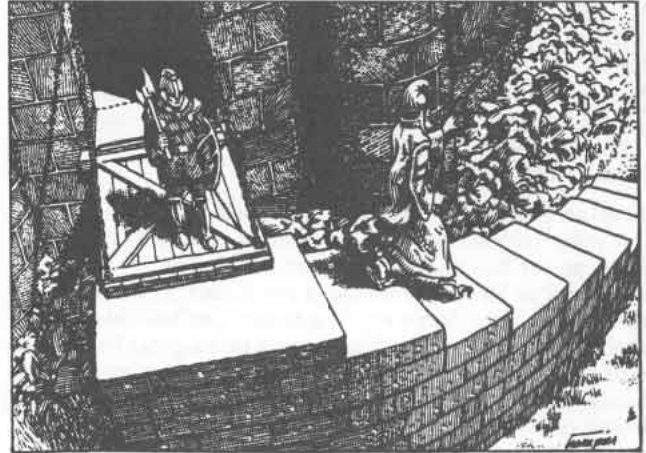
Level: 2 Components: V, S, M
 Range: Touch Casting Time: 2 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: Spellcaster

Explanation/Description: This spell grants the recipient greater prowess in weaponless combat. The fighter gains a +2 bonus to hit with all pummeling, grappling, or overbearing attacks. The fighter receives a +2 initiative bonus for pummeling attacks and a 10% bonus to stun an opponent. The fighter suffers no initiative penalty when performing a grappling attack, and any grappling hold achieved by the fighter is more secure, so the held creature attacks at -4. The material component for the spell is a bit of chest fur from a bear or gorilla.

Tenser's Hunting Hawk (Alteration)

Level: 2 Components: V, S, M
 Range: Touch Casting Time: 2 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: One arrow

Explanation/Description: When this spell is cast upon an arrow, the missile gains a special *dweomer* that changes the arrow into a *hunting hawk* as the arrow leaves the bow. The *hunting hawk*: AC 6; Move 33"; HD 1; hp 6; #AT 3; Dmg 1-2/1-2/1; THAC0 19; AL N.



The *hawk's* first strike is a swooping attack, striking at +2 bonus to hit with its claw attacks doing double damage, but no beak attack is allowed. Thereafter, the hawk will continue to attack opponents as the caster orders, for one round per level of experience of the caster, or until the *hawk* is destroyed. If a magic arrow has *hunting hawk* cast upon it, then the *hawk* retains whatever magical bonuses the arrow had, including attack or damage bonuses, so a *hawk* formed from an *arrow* +2 will also be +2 on all attack and damage rolls. An *arrow of slaying* cannot be affected by the spell. When the spell's duration ends, the affected arrow disappears permanently. The material component is a wing feather.

Tenser's Deadly Strike (Alteration)

Level: 3 Components: V, S, M
 Range: Touch Casting Time: 3 segments
 Duration: 3 rounds + 1d6 Saving Throw: None
 Area of Effect: Spellcaster

Explanation/Description: This spell improves the martial prowess of the caster. All melee attacks made by the caster are at the usual chance to hit, but every successful attack does maximum damage to the opponent for the duration of the spell. The spell will work in combination with any other magic that enhances fighting ability. The spell only affects hand-held melee weapons or hurled weapons, but not device-propelled missile weapons. The material component is a full set of tiger claws.

Tenser's Eye of the Eagle (Alteration)

Level: 3 Components: V, S, M
 Range: Touch Casting Time: 1 round
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: Person touched (fighters only)

Explanation/Description: This spell endows a fighter with superior eyesight that also grants expert weapon use. The range of the person's vision is effectively doubled, even in combination with *infravision* or normal vision. This advantage dramatically improves accuracy at great distances. In addition, the fighter gains a +2 bonus to hit at the weapon's normal ranges. The material components are a few feathers from the head of an eagle and ground carrot.

Tenser's Flaming Blade (Alteration)

Level: 4 Components: V, S, M
 Range: 2" Casting Time: 4 segments
 Duration: 3 rounds + 1 Saving Throw: None
 round/level
 Area of Effect: One dagger

Explanation/Description: This spell will endow a dagger with the power of flame or frost, as chosen by the caster. Each power has an effect as described below.

Flame: The blade ignites like a torch, casting light in a 30-foot radius. The flame will ignite any combustibles which the blade contacts. The blade gains no magical bonus, but will inflict an additional point of damage in melee. The blade does three additional points of damage against cold-based creatures, so a *flaming dagger* will inflict 1d4 + 3 damage to a yeti.

Frost: The blade glows with a cold blue aura that sheds light in a 10-foot radius. The blade has no magical bonus, but will do one extra point of damage when it hits. The frost blade will do three extra points of damage against a fire-based creature, such as a salamander or fire grue. The blade can also freeze up to one cubic foot of water per round when the blade is in contact with water.

The spell will have no effect on a weapon that already has a flame or frost capability. The material component for the spell is phosphorous to produce a *flame blade* or quartz crystal to create a *frost blade*.

Tenser's Giant Strength (Alteration)

Level: 4 Components: V, S, M
 Range: Touch Casting Time: 1 turn
 Duration: 3 turns/level Saving Throw: None
 Area of Effect: Person touched

Explanation/Description: This improvement of the *strength* spell empowers the recipient with superhuman physical strength. The strength gained depends on the experience level of the caster, as shown below.

Mage's Level	Increase Strength To:
7th	16
9th	17
12th	18/01
13th	18/75
14th	18/90
15th	18/00
16th +	19

Those with strength already greater than the spell's effect get one more point of strength. Neither *permanency* nor a *wish* can make the strength permanent. The material component is a bit of hair from a giant or a titan.

Tenser's Master of Arms (Alteration)

Level: 4 Components: V, S, M
 Range: Touch Casting Time: 4 segments
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: Fighter touched (fighters only)

Explanation/Description: This spell, when bestowed upon a fighter, improves the fighter's skill with one melee weapon. A weapon with which the fighter is not proficient becomes a weapon of proficiency in the character's hands. A weapon of proficiency is treated as a weapon of speciali-

zation. There is no double weapon specialization allowed with the spell effect. The spell will only affect fighters and fighter sub-class characters. The material component for *master of arms* is a feather from a crane.

Tenser's Running Warrior (Alteration)

Level: 4 Components: V, S, M
 Range: 60 yds Casting Time: 4 segments
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: One person

Explanation/Description: This spell will improve a person's ability in a running battle. First, the person is granted a movement rate of 150 yards, regardless of the encumbrance of armor or goods carried by the character. Second, no matter how far the person moves during a melee round, the person is still entitled to the same number of melee attacks as he or she normally receives. If the character was entitled to 2/1 attacks per round, the fighter could now move 60 yards, attack one foe, move another 90 yards and attack a second creature. The material component is a bit of fur from a live wolf.

Tenser's Staff of Smiting (Alteration)

Level: 4 Components: V, S, M
 Range: 0 Casting Time: 4 segments
 Duration: 2 rounds/level Saving Throw: None
 Area of Effect: The mage's staff

Explanation/Description: This spell increases the effectiveness of the caster's staff when used in melee. The spell will work only on non-magical staves. The spell adds a +1 bonus to hit and a +4 on damage rolls. The material component is a small iron bar.



**Tenser's Primal Fury** (Enchantment/Alteration)

Level: 5 Components: V, S, M
Range: 20 yds Casting Time: 5 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: One person (fighters only)

Explanation/Description: This spell temporarily endows a fighter with a surge of rage and energy rivaling that of a berserker. Magical *fear* will not affect an enraged fighter. The fighter also receives a +2 bonus on attack and damage rolls, and gains an extra attack every other melee round, so an attack routine of 3/2 attacks becomes 2/1. The fighter also gains a temporary endowment of an extra 4d4 hit points, from which any damage is subtracted before the character's permanent hit point total is reduced. The spell does carry a risk, however, because the berserker rage is maintained throughout the duration of the spell. If all of a fighter's opponents are defeated before the spell expires, then the berserk fighter will turn on the nearest living creature, and continue attacking without regard for friend or foe until the spell expires. A *dispel magic* spell will immediately return a berserk fighter to his normal state. The material component is a bit of fur from a wolverine or a grizzly bear.

Tenser's Fortunes of War (Abjuration)

Level: 6 Components: V, S, M
Range: Touch Casting Time: 1 turn
Duration: Special Saving Throw: None
Area of Effect: Person touched (fighters only)

Explanation/Description: This spell grants one fighter a bonus of special luck in battle. The fighter is given one chance to avoid any one attack that would reduce the fighter to zero or fewer hit points, or against magic that would remove the fighter from battle by *turning to stone*, *paralysis*, *petrification*, *sleep*, *charm*, *fear*, *disintegration*, *death*, *power word*, or any other magical effect. The fighter is entitled to a saving throw to avoid defeat, even if a prior save failed. The fighter must make a saving throw versus death magic at -2. If this save succeeds, then the fighter miraculously avoids defeat. A damage attack that would normally reduce the fighter to zero hit points or less instead reduces the fighter's hit point total to one-half its current level; that is, a fighter with 17 hit points who takes 17 points of damage is reduced to 9 hit points. Any other attack which would cause instant defeat takes no effect if the death magic save is made. Regardless of the result of the save, the *fortunes of war* spell is immediately dispelled after the attack. The material component is a valuable sacrifice made to the fighter's patron war god, worth at least 5,000 g.p. in goods desirable to the deity.



Magical Items of Greyhawk

All of these magical items from the Flanaess are named for the geographical area of their origin. This reflects the fact that these magical items weren't created for general use by mercenaries and adventurers (i.e., player characters). Though some of these items were designed by magic-users who sold them for profit, most items were created for a specific use. Only by chance, diplomacy, and/or combat does such an item pass from its creator to an unintended (and sometimes unwanted) owner. Only the fairly recent and best-guarded magical items are still controlled by their creators.

Player characters will usually find a magical item in the place of its origin, though well-traveled items are not uncommon and can provide their own surprises. No magical item given here is limited to the area that carries its name. However, often the item will not work elsewhere, or have limited usefulness; examples of each include the *cloak of the Hellfurnaces* and the *Medegina bracelet of lost ships*.

The information listed after each item includes experience point values awarded to characters who keep the items and gold piece sale values. Class restrictions are listed in abbreviated form: C (clerics), F (fighters), M (magic-users), and T (thieves). Any sub-class can use items restricted to its major class.

Rings

Admundfort Ring of Leadership (F): This silver ring was created by a wizard in the service of the Knights of the Shield. The ring is traditionally given between rangers and paladins of at least 9th level, in return for loyal friendship or unexpected favor.

The ring allows a fighter to attract twice as many men-at-arms as normal as followers. The ring also gives a +25% bonus to the loyalty of such followers. If a fighter loses the ring, he or she retains the followers, but no longer receives the loyalty bonus.

X.P. value: 1,500 x.p.

G.P. value: 8,500 g.p.

Lucky Ring of the Wild Coast: This magical ring was created by a wizard who liked to gamble, though his greatest gamble was to use it under the suspicious eyes of the Thieves Guild. The ring increases a gambler's chances of winning, and is prized among the rogues of the Wild Coast. The user can choose to add or subtract one from each die rolled in a game of chance. The direction of the change must be stated before any roll is made. Thus, a 3d6 roll of 2, 4, and 6 can be decreased to 1, 3, and 5, or increased to 3, 5, and 6. The ring is useful only to a character who is actually gambling, and has no effect on "to hit" or damage rolls, saving throws, etc.

X.P. value: 500 x.p.

G.P. value: 3,500 g.p.

Cursed Ring of the Great Kingdom: This cursed magical item was created by a wizard who was loyal to the Great Kingdom. Though the ring has only limited power, its use to plague the diplomats of the Iron League was well known.

Once it has been placed on a character's finger, the ring causes problems when the wearer attempts to use his charisma reaction bonus. As the character tries to make a good impression, he will commit an embarrassing *faux pas* instead. The effect depends upon the occasion: If the encounter requires manners, the character might *belch*; if it is a solemn event, he might *giggle*; if it requires silence, he might *sneeze*; if it requires the character's full attention, he might *yawn*; and so on.

A character making a successful saving throw versus spell is unaffected and receives his normal charisma bonus. If the saving throw is failed, the character receives a -50% penalty to the reaction check. The ring itself can be removed from the unfortunate character's finger, but the curse remains until negated by a *remove curse* spell. Note that the ring can be passed to many owners, and the ring can affect them all equally.

X.P. value: —

G.P. value: 2,000 g.p.

Ring of the Pomarj: This black ring was created by a wizard from the Wild Coast. Hating all inhabitants of the Pomarj, he used it to gather troops of goblins, ogres, or orcs. He then led these troops into battle against the humanoids of the Pomarj. The ring is considered a threat by many other lands other as well.

The ring allows a character of evil alignment to gather a horde of goblins, ogres, or orcs (in much the same fashion as a barbarian horde is summoned). The wearer of the ring decides which race he wishes to gather, and can gather a number of creatures determined by his experience point total:

Race	Horde Size
Goblin	X.P. divided by 750
Ogre	X.P. divided by 4000
Orc	X.P. divided by 1000

The horde can be raised only on the Wild Coast, and must be raised for a specific, short-term purpose. For example, the horde might be gathered to attack a rival tribe, to raid the County of Ulek, or to destroy elves in Celene. It takes the horde at least a week to assemble and, whatever its purpose, the horde will remain together for a maximum number of weeks equal to half of the ring wielder's level. Deviation from the stated purpose may cause the horde to disband sooner, at the DM's option. Disbanded humanoids will return to the Wild Coast by the quickest and safest route. Note that the ring does not *charm*, *beguile*, or otherwise compel obedience, and that a ring wielder whose humanoids disband will not receive a warm welcome the next time he returns to them. The ring can be used but thrice in one year.

X.P. value: 4,000 x.p.

G.P. value: 20,000 g.p.



Rods, Staves, and Wands

Diplomacy Rod of Furyondy: This rod was created for use by the Prince of Furyondy, though his disappearance left it in the hands of less noble officials. The rod gives the holder a +15% reaction bonus when negotiating or debating with other intelligent creatures.

Once per day the rod allows the holder to cast a *suggestion* spell by expending a charge from the rod. The *suggestion* must involve matters of peace or cooperation, or the subjects of the spell will receive a +1 saving throw bonus. The rod holds up to 25 charges and is rechargeable.

X.P. value: 4,000 x.p. G.P. value: 15,000 g.p.

Rod of the Aerdi Sea (M): This defensive weapon was fashioned for use by merchants who sail the pirate-infested waters between Hepmonaland and the Great Kingdom. It allows the wielder to cast the following effects by expending a certain number of charges from the rod:

<i>fog cloud</i>	1
<i>spectral forces</i>	2
<i>programmed illusion</i>	3

The rod takes 5 segments to activate, and the user can move normally (not melee) and concentrate to maintain the effect. The rod has a range of 240 yards and affects an area 180' on a side. Illusions not closely related to the sea or sailing are saved against at +1.

X.P. value: 5,000 x.p. G.P. value: 25,000 g.p.

Rod of Onnwal (M): This magical rod was originally created to help protect the inhabitants of Onnwal against the fierce storms that regularly lash the Sea of Gearnat. It is also known to have been used effectively against dust storms in the Bright Desert, blizzards in the northern countries, and on the windy peaks of various mountain ranges.

Upon command, the rod causes air in a 50' radius to become calm, with a wind velocity of 0. It can be used to negate damage to structures as long as the side against which the wind is blowing can be included in the rod's radius of effect. However, the rod does not influence rain, snow, or any solid objects carried upon the wind and hurled into its area of effect. The rod also will not protect a flight of missiles that is fired or hurled out of its area of effect.

The rod has will prevent damage from creatures employing high winds as a special form of attack. For example, an air elemental would be able to attack normally, but would not be able to attack in *whirlwind* form.

Each use of the rod drains one charge. Each charge lasts one hour, and the rod can be recharged.

X.P. value: 4,000 x.p. G.P. value: 15,000 g.p.



Rod of Welkwood (C): Fashioned from an oaken branch, this item was created by druids serving the woodsmen who inhabit this majestic forest. As they enchanted the branch, they instilled in it their awe and respect for the great trees and vegetation that set this woodland apart.

The rod can be used as a *shillelagh* (magical weapon, +1 "to hit," damage 2-8 versus S and M or 2-5 vs L). If charges are expended, the following effects can be created as if by an 8th level druid:

<i>entangle</i>	1
<i>plant growth</i>	2
<i>wall of thorns</i>	3

This rod has up to 25 charges and can be recharged.

X.P. value: 5,000 x.p. G.P. value: 25,000 g.p.

Skull-Staff of Hepmonaland (C, M): This is a 7' long pole that is topped with a skull with a wild mane of white hair and sharp, demonic features. The shaman who uses the staff claims that it is the skull of an ancient demon, though many suspect that it belonged to an evil wizard who died in the hands of head-hunters in Hepmonaland. The skull can magically *cause fear* in any creature gazing upon the skull when this power is invoked.

Its secondary powers, which require no charges, are a personal *protection from evil* effect that surrounds the wielder, and *displacement*, as a *cloak of displacement* (a +2 bonus to armor class and saving throws, and the first attack misses) against creatures from the lower planes. The rod has up to 25 charges and cannot be recharged.

X.P. value: 5,000 x.p. G.P. value: 20,000 g.p.

Staff of Gnatmarsh (C, M): Enchanted by a shaman of the tribesmen in Gnatmarsh, this staff has the following spell-like functions:

1. *Death ray* against a single insect or insectoid monster, fatal unless a saving throw versus death ray is successful (1 charge).
2. *Animate dead* insect or fallen insect life in a 10' area (2 charges).
3. *Summon* 1d4 + 2 friendly thri-kreen (or insects decided by the DM) to fight for the summoner for 8 hours or until slain (at which time they disappear, 3 charges).

The staff can be recharged.

X.P. value: 4,000 x.p. G.P. value: 20,000 g.p.

Staff of Hornwood (M): This wooden staff was enchanted by a wizard who wanted to make his travels in the wilderness less dangerous. When the command word is spoken, the staff creates an area of *antipathy* in a 20' radius that will be avoided by normal animals (including giant variations) unless attacked by the staff holder or his party. Animals with higher than animal intelligence can enter the warded area if a successful saving throw versus rod, staff or wand is made.

Enchanted creatures of the forest will be irritated by the operation of the staff; 75% of the time these will leave the area in disgust, and the other 25% of the time they will take steps to drive away the staff holder.



The staff can also be used as a melee weapon, in which case the *antipathy* effect will cause any animal struck to flee the encounter, subject to any applicable saving throw. Each such hit drains a charge from the staff.

Note that with sufficient time and effort, animals can be trained to withstand the effects of this staff. The staff can be recharged.

X.P. value: 4,000 x.p.

G.P. value: 15,000 g.p.

War Staff of Nyronnd (M): Just after Nyronndal troops willingly withdrew from the Theocracy of the Pale and the County of Urnst, a Nyronndal wizard created this staff because he feared that other lands might see this as a sign of weakness and attack the Kingdom of Nyronnd. Though such attacks never occurred, the staff was useful to certain powerful magic-users guarding the borders of Nyronnd.

Possession of this wooden staff allows a magic-user of at least 11th level to attract personal followers as a fighter of name level. A magic-user can use the staff only once per year, and it must remain in the spellcaster's possession for a full month after the followers have gathered, or the troops will disband and desert. Once the month has passed, the troops will be personally loyal to the spellcaster for one year, barring exceptional conditions or poor treatment. Note that this in no way affects the hiring of men-at-arms in the normal fashion.

X.P. value: 5,000 x.p.

G.P. value: 30,000 g.p.

Bisselite Wand of Peace (C): This item has served the clerics and border guards of the March of Bissel. Once per day it can cause all mortal beings in a 50' radius to save versus wands or become calm and unwilling to fight. Calmed beings will defend themselves against attack, but will not attack or otherwise take hostile action. However, those affected do not necessarily become friendly. The duration of the effect is 3 turns.

X.P. value: 3,000 x.p.

G.P. value: 15,000 g.p.

Scant Wand of Storms (M): This wand was created in the capital city of Onnwal, and has been used against raiding warships from the South Province. Its creator was undoubtedly influenced by observing the furious weather in the Sea of Gearnat.

The wand is usable only outdoors and creates various weather effects with the expenditure of charges:

<i>wall of fog</i>	1
<i>precipitation</i>	1
<i>gust of wind</i>	2
<i>cloudburst</i>	2
<i>chain lightning</i>	3
<i>influence weather</i>	3

Chain lightning is similar to the magic-user's spell, but with a range of 70 yards. The bolt strikes the first object targeted for 6d6 of damage (half damage if a saving throw versus wands is successful), arcs randomly to another object within range for 5d6 of damage, then to another for 4d6, etc. The bolt continues arcing to from each object struck, ending when a sixth object has been struck for 1 die of damage.

Influence weather is similar to the spell *control weather*, but can be used only to increase cloudiness, rain/snowfall, and/or wind velocity.

Each time the wand is used, the general weather conditions over a broad area can become unexpectedly severe. The chance for and type of severe weather depends on the original effect that the caster has attempted to summon:

Effect Attempted	Chance for		Charges Drained
	Severe Weather	Type of Weather	
<i>wall of fog</i>	10%	Thick, persistent fog	3
<i>precipitation</i>	10%	Rain or snow squall	3
<i>gust of wind</i>	20%	Gale or tornado	4
<i>cloudburst</i>	20%	Hailstorm or severe snow	4
<i>chain lightning</i>	30%	Lightning storm	5
<i>influence weather</i>	30%	Heavy rain or blizzard	5

The charges drained for severe weather are immediately lost from the wand if the severe weather occurs. The wand can be recharged.

X.P. value: 6,000 x.p.

G.P. value: 40,000 g.p.

Dark Wand of the Sulhaut Mountains: This ebony wand was enchanted by an elven magic-user who traveled from Loftwick to the Sulhaut Mountains to hunt down the ancient enemies of his race. The wand is a specialized version of the *wand of enemy detection*.

The wand has two functions. First, it can be used to discover the direction of the nearest drow or drider. The user simply so commands and pivots until the wand reacts.

Second, the wand can be used to observe a drow or drider. When pointed in the proper direction and commanded, the wand will create an illusory image of the nearest drow elf or drider in that direction and his or her immediate surroundings. The wand user receives a vague impression of distance (e.g., within a mile, within 5 miles, far away). The image lasts one turn and reveals whatever that drow or drider is doing in some detail, but not enough for the user to be able to, for example, read a scroll being read by the subject.

The range of the wand is 10 miles per charge expended.

X.P. value: 1,500 x.p.

G.P. value: 8,000 g.p.

Fire Wand of Suloise (M): This wand may have been the device that caused the destruction of the Suel Empire, or it may have been created to reproduce the event. No scholar doubts that its creator was a wizard of great power and violent tendencies. The wand is rarely bought or sold, since few magic-users dare to use it. Often it merely falls into the hands of an unsuspecting spellcaster who never realizes its full powers and dangers until too late.

The wand can summon a deadly "fire" to rain down in a 60' cube from a range of up to 80 yards. The "fire" inflicts 5 points of damage per round to all creatures, regardless of protections, resistances, or immunities to normal or magical flame. Such damage cannot be cured by any spell less powerful than a *heal* spell. Furthermore, the fire will destroy buildings of less than stone construction, and will evaporate free-standing liquid to a depth of 1 foot per round. Objects exposed to the "fire" must save versus *disintegration* or be destroyed. Note, however, that matter is burned to dust and ashes, not vaporized. Though the wand

itself is never affected by the fire, the wand has a 5% chance of malfunction, in which case the effect is centered upon the wand user.

The fire requires 3 charges to operate and has a minimum duration of 6 rounds. After this the caster can end the rain by concentrating for a round and making a saving throw versus spells. Each round the wand continues to operate will drain 1 more charge. If the wand is emptied, then the fiery rain vanishes and the wand explodes, engulfing the magic-user and everything within 10' in a blast that inflicts 3d10 points of damage.

The wand can be recharged, but only in the Quasi-Elemental Plane of Ash, which lies between the the Elemental Plane of Fire and the Negative Material Plane.

X.P. value: 4,000 x.p.

G.P. value: 35,000 g.p.

Wand of Highfolk (C, M): A favorite weapon of high elves in the northwest, this wand causes dissension between humans, demi-humans, or humanoids of evil alignment in a 30' X 30' area. Any of these creatures that fail a saving throw versus wands will become unusually factious and quarrelsome, convinced that their allies are in fact dangerous enemies. This may lead to open fighting: those affected by the wand must make a saving throw versus spell at each significant provocation to avoid coming to blows.

If the DM desires, attacks by common enemies or strong leadership may improve the saving throws, while malicious insults or actual blows may worsen them. The effect of the wand lasts a maximum of 1d6 turns, less if one faction has been slain.

X.P. value: 4,000 x.p.

G.P. value: 18,000 g.p.

Yatil Wand of Zooming: This item was created by mountaineers of the Yatils to ease their travels among the jagged slopes and ledges. However, the wand has since become a device of mischief, and the cause of many deaths.

The wand can affect one object or creature at a time, "zooming" up to 2000 g.p. weight (200 pounds) per charge expended, to a maximum weight of 600 pounds. Zooming movement is in a straight line, and any creature moved in this fashion is responsible for its own landing. The maximum distance is 100', though a shorter distance can be specified by the wand's user. An unwilling creature can save versus wand to avoid the effect.

An object or creature can be hurled horizontally through the air and accelerated as if falling vertically if *twice* the normal number of charges are expended. A creature that hits an obstacle takes 1d6 points of damage for every 10' traveled; items save versus fall. A 30-foot "zoom", for example, inflicts a total of 3d6 points of damage upon a character striking a solid surface. Note that a creature hurled over the edge of a cliff takes no damage from the "zoom", but does suffer normal falling damage.

If insufficient charges are expended, the results will be correspondingly slight.

X.P. value: 3,500 x.p.

G.P. value: 17,500 g.p.

Amulets

Amulet of the Cairn Hills: Originally created to protect the common folk from the spirits that haunt these hills, this amulet has become a favorite among graverobbers. It allows a saving throw versus spell to avoid any special attacks from undead (aging, energy drain, fear, disease, strength drain, etc.). Physical attacks and spells cast by undead are unaffected by the amulet. A successful saving throw against an undead attack uses 1 charge, except the following: a two-level energy drain uses two charges, and aging uses 1 charge per 10 years of aging. The amulet has 2-20 charges and cannot be recharged.

X.P. value: 2,000 x.p.

G.P. value: 18,000 g.p.

Amulet of Furyondy: The first of these amulets were enchanted to protect the good natives of Furyondy, though they have since been used by characters of many lands and alignments. Hung around the neck from a silver chain, the amulet bestows a *remove curse* upon any wearer who is cursed. The amulet glows, expending one charge, and any curse subject to the spell *remove curse* is broken. For example, it will immediately allow a character to be rid of a cursed item, such as a *helm of alignment change*, although it will not cure *lycanthropy*. The amulet has 2-7 charges and cannot be recharged.

X.P. value: 1,400 x.p.

G.P. value: 7,000 g.p.

Amulet of Spinecastle: The wizards of the Kingdom of Aerdy created this amulet to aid in the war against the northern barbarians. After the fall of Spinecastle, the amulet disappeared. Scholars assumed it didn't survive the wrath of the barbarians, but stories of the amulet's use still surface in the Bone March.

Once per hour this golden amulet can be commanded to radiate a magical aura in a 30' radius for one turn. The aura has negative effects on all northern barbarians, raising their superstitious fears and generating a hatred toward magic. Those of 1st to 4th level must save versus spell or immediately retreat out of the area of effect for 1d8 turns. Those of 5th to 7th level must save versus spell or be stunned for one round. Those of higher level suffer a -1 on their "to hit" rolls.

X.P. value: 900 x.p.

G.P. value: 4,500 g.p.





Miscellaneous Magic Items

Anvil of the Lortmil Mountains: This blacksmith's tool was enchanted in a shrine of Moradin, king of the dwarven gods. It allows a dwarven weaponsmith to create extremely strong and sharp blades. Each weapon takes twice as long to create, but when finished is either a normal weapon (on an unsuccessful proficiency check) or a weapon of fine quality (on a successful proficiency check). All weapons of fine quality created by this anvil are worth 100 times the cost of a normal weapon of the same type. It is rumored that this anvil was used to forge legendary magical weapons for the dwarves.

X.P. value: 3,000 x.p.

G.P. value: 30,000 g.p.

Bear Cloak of the Sulhaut Mountains (C, F): Many years ago, tribal shamans called upon their gods to enchant the hide of a cave bear slain in combat. The cloak became a powerful aid in their struggle to survive against the hostile creatures and the forces of nature that forever threaten their tribes. The fur cloak included a bear-head cap, pelt, and claws. The cloak allowed the wearer to *speak with animals* twice per day and *hold animal* once per day. It also increased the wearer's strength to 18(50) and gave 50% immunity to fear. Once a week, the wearer could turn into a cave bear for 1d4+2 hours. The current location of the cloak is unknown.

X.P. value: 1,500 x.p.

G.P. value: 17,500 g.p.

Black Crown of Aerdy: This evil headgear was worn by one of the original Overkings of the House of Naelex in the ancient Great Kingdom. Whether the crown was enchanted by an evil wizard, or whether it merely became a receptacle for the Overking's cruel spirit is not known. The powers of the crown exist only to recreate the greatness and wickedness of the fallen empire.

Once donned, the crown will not be voluntarily given up. It will raise intelligence by +2 and wisdom by +3 (to racial maximums) and confer one level of magical or clerical ability. Characters who aren't magic-users or clerics can select one level of clerical or magic-user ability—player's choice.

When the crown is put on, and each month thereafter, character must save once versus spell or become lawful evil, and then must save again versus spell or be overcome with megalomania. Once both of these are in effect, the character must make a saving throw versus spells each month or lose a point of constitution. Any character totally drained by the crown becomes a spectre guarding it.

The crown can be removed only by use of a *wish* or equivalent. While this removes the benefits of the item, only then can the alignment change be reversed by a *remove curse* and an *atonement* spell, while the character's personality can be restored only with a *heal* spell.

X.P. value: — x.p.

G.P. value: 2,000 g.p.

Black Sails of Schnai: Enchanted in the land of Snow Barbarians and blessed by shamans of their barbaric gods, these square sails are hoisted only on the funeral ships of great barbarian heroes and lords. The deceased warrior's body is burned along with the ship and all but a small piece of the sail. Afterwards, the character's spirit can be called on by the tribal chiefs in time of battle by burning the remainder of the sail. The spirit appears as a spectral

einheriar (spirit warrior) and fights on the side of the tribe until destroyed. These *einheriar* will usually have 4 to 12 hit dice and will require +1 weapons to hit. They will bear the equipment they used in life. Such creatures can be turned as special undead. It is reported that several villages have up to 10 of these spirit warriors on call.

X.P. value: 1,000 x.p.

G.P. value: 5,000 g.p.

Casket of Furyondy: Clerics of Furyondy first enchanted this finely-engraved wooden coffin to preserve the bodies of the honorable deceased. Any lawful good cleric can activate its powers by placing into the casket the body of a human or demi-human who not more than nine days dead, then casting a *bless* spell upon the body. The casket preserves the body from decay indefinitely. The deceased character can be returned to life by a *resurrection* spell after any length of time. For purposes of resurrection system shock, the subject's constitution is considered to be 3 points above the current ability score (no maximum). He or she also receives the benefits of *heal* once the resurrection is complete.

X.P. value: 2,500 x.p.

G.P. value: 27,500 g.p.

Chalice of the Shield Lands: This golden chalice was enchanted in response to the growing menace of the Horned Society. It allows a lawful good fighter to temporarily become a paladin of the same level for a single quest, with all appropriate powers and abilities of a paladin. The chalice can be activated only by a lawful good cleric who performs a ceremony that includes special vows and the *quest* spell. The fighter takes vows to the cause of lawful good, then drinks holy water from the chalice. Thereafter he or she can act as a paladin, with alignment changed to lawful good for the duration of the assigned quest. Deviation from the vows may cause the loss of some or all acquired powers, at the discretion of the DM. The failure of the *quest* will cause the chalice to shatter.

X.P. value: 3,000 x.p.

G.P. value: 25,000 g.p.



Cheetah Cloak of Amedio: This yellow, black-spotted cheetah hide was enchanted by the original tribesmen of the Amedio jungle. It gives the wearer a +3 dexterity bonus (to racial maximum). Once every 3 turns the wearer can sprint for 3 rounds at a movement rate of 45". At night under a moonless sky, the wearer can turn into a cheetah for up to 6 hours in any 24 hour period.

X.P. value: 1,500 x.p.

G.P. value: 15,000 g.p.

Cloak of the Hellfurnaces: Created by a wizard who sought treasure in the volcanic mountains, this magical red garment provides protection against many of the volcanic dangers, and gives protection against similar dangers from other sources. The wearer takes only half damage from natural heat sources. The cloak also protects the wearer from sparks and hot ash ejected during a volcanic eruption, but not chunks of rock (called "bombs" or "blocks"). The cloak's hood has a strip of cloth that can be wrapped around a character's mouth and nose to keep dust and ash from entering the character's lungs; this also provides a +3 saving throw bonus against inhaled poison.

The cloak provides a +2 bonus to all saving throws against magical fire or fiery dragon breath, and reduces damage by 1 point per die (each die will inflict a minimum of 1 point of damage).

X.P. value: 2,000 x.p.

G.P. value: 8,000 g.p.

Coin of Almor: This cursed item was created not to harm its owner, but to benefit those in need. It is a normal-looking platinum coin that affects any character who intends to keep it for himself, and not share it with others. That character must save versus spell or be overcome with great feelings of philanthropy. No matter what the character's alignment, he will want to give wealth to the poor and needy. The character will not keep more than 50 g.p. at any one time, and instead will hold extra money only until a suitable NPC (preferably a beggar, peasant, etc.) accepts the money as a gift. Such generosity does not extend to the character's magical items, which are generally useless to laborers and farmers. The character's uncontrollable generosity can be ended only by a *remove curse* spell.

X.P. value: — x.p.

G.P. value: 500 g.p.

Collar of Tusmit: This adamantite neck-shield was enchanted by a wizard who bore an unnatural fear of decapitation. He wore it until his death, though the collar gave no protection against the magical spells that killed him. The collar offers no armor class bonus, but provides immunity from decapitation, especially from vorpal weapons. Full hit point damage is still received, but the wearer will still have his head attached.

X.P. value: 1,000 x.p.

G.P. value: 5,000 g.p.

Coruskian Stone: Set in a golden necklace, this green stone was enchanted by a Nyronese spellcaster who sought to control the griffons of the Coruskian Mountains. Though the magical item worked well, the wizard overlooked his inability to ride airborne creatures, and he met his doom at the bottom of a deep and jagged chasm. Since then, the stone has been used by the nomads and tribesmen who happen to find it.

The stone gives its owner the ability to *charm* griffons (saving throw applicable) once per day. Charmed griffons will

allow the charmer and his or her allies to ride them. Airborne riding maneuvers that do not require a proficiency check can be accomplished using land-based riding techniques, but airborne maneuvers that require a check automatically fail if the rider has no proficiency in airborne riding. If the wearer rides a griffon into combat, the chances of breaking the spell are doubled (check before the battle).

X.P. value: 1,500 x.p.

G.P. value: 8,000 g.p.

Holy Symbol of Greyhawk: Hung from a gold chain, this golden symbol was enchanted to symbolize the power of its home city. The symbol gives a wearer the combined effects of the *bless* and *protection from evil* spells, which can be called on once per day.

X.P. value: 300 x.p.

G.P. value: 3,000 g.p.

Crown of Blackmoor: This black, iron headpiece bears a large fire opal at the front. It was created by a powerful lich who used it to spread evil and destruction through the world, and now only the most wicked (or foolish) characters seek its powers.

When the crown is placed on the head of a deceased evil character who had reached at least 18th level as magic-user, it animates the character as a lich. A system shock survival check is necessary, modified by -1% per 5 years after the wizard's death, or the wizard's body disintegrates to dust can never be brought back to life again. The lich's intelligence score starts at 0, but increases by one per day until supra-genius intelligence is reached. At that time the lich gains the full powers and abilities of its kind.

The character placing the crown has no control over the lich, so a reaction check is necessary, with the following cumulative modifiers:

Summoner	Modifier
Good-aligned	-30%
Evil-aligned	+10%
Paladin, fighter, or thief	-20%
Cleric	+10%
Magic-user	+20%
0-level character	-50%
1st to 5th level	-30%
6th to 11th level	-20%
12th to 18th level	-10%
Over 21st level	+10%
Offers treasure (per 500 g.p. value)	+1%

A deceased PC who is brought back as a lich becomes an NPC under the Dungeon Master's control. The lich may have been a friend and companion to the player characters, but will tend to leave their company to pursue its own path.

X.P. value: — x.p.

G.P. value: 80,000 g.p.

Disk of the Azure Sea: This item, popular among sea traders, was originally sold to a rich merchant on the coast of Keoland. As wide as a man's hand, the wooden disk bears a small circle of gold in the center. When it is set on the bow of a ship and a prayer is spoken to Fharlanghan, god of travel, the ship is protected for the next 24 hours. During that time, if buccaneers, pirates, or raiders from beneath the waves try to attack, there is a 75% chance a misty fog will come up, allowing the ship to escape with no damage. Failing that, the attack occurs as normal.

X.P. value: 1,000 x.p.

G.P. value: 10,000 g.p.



Dream Cap of Veluna: This cap was enchanted by a wizard who sought to unlock the mysteries of the inner mind. The result of his work is a small leather cap that can affect the future of a sleeping wearer.

For each full night spent asleep, the wearer of the cap experiences dreams of warning. The sleeper dreams of the next creature or force that will threaten or attack him. If the character will be attacked by an NPC, monster, spell, or natural hazard, the cap will reveal it in a dream. However, the threatening creature/force is usually symbolized rather than revealed in actual form. For example, a minotaur may appear as a bull or a large, hairy man; a *fireball* may appear as a landscape of flames (such as the Elemental Plane of Fire).

The dreamer must save versus paralyzation to face the danger courageously. If the saving throw is passed, he gains a +2 bonus to saving throws, ability checks, and "to hit" rolls while encountering the real danger when it actually arrives. If the saving throw is failed, the character has not faced his fears, and receives a -2 penalty to saving throws, ability checks, and "to hit" rolls in the actual encounter.

The character will always remember a dream caused by this cap, though the DM need not mention the memory unless the player asks. After the actual encounter with the danger, a character can make an intelligence check to make the connection between the dream and reality. Thus, the cap's owner may not realize the cap's powers until after many nights of premonitions.

X.P. value: 1,500 x.p.

G.P. value: 7,500 g.p.

Eyepatch of Tenh: This black patch is often found in the possession of clerics and judges because of its power to discover truth. When it is worn over an undamaged eye, the wearer can see all invisible, astral, and ethereal creatures within normal visual range. Also, illusions and *polymorphed* creatures/objects can be seen for what they really are. The eyepatch gives a -5 modifier to rolls for disbelieving a *phantasmal killer* spell. The patch cannot be used more than 1 turn at a time, or more than thrice per day without causing permanent damage to the eye, headaches, and other complaints.

X.P. value: 2,000 x.p.

G.P. value: 15,000 g.p.

Flaming Mirror of Tenh (M): This mirror is a silver oval, 6' tall and 3' wide, set in an oak stand. It was enchanted by a plane-traveling wizard who sought easy access to her favorite plane, that of Elemental Fire. Few other magic-users have shared her enthusiasm for that dangerous place, though some have found use for the mirror.

The command word causes the mirror to open a gate to the Elemental Plane of Fire. The plane can be observed, entered, or exited through the mirror. Each round the gate remains open, there is a 10% chance that a *fire elemental* will leap through the mirror into the Prime Material Plane, and will seek to kill and burn everything in sight. The mirror has a maximum of 30 charges, though it can be recharged. One charge is spent for each round that the gate is open. When all charges are drained, the mirror shatters.

X.P. value: 2,000 x.p.

G.P. value: 8,000 g.p.

Gemcutter's Tools of Sunndi: This magical set of vises, hammers, blades, and chisels was enchanted by the mountain dwarves who work the gemstone mines in the County of Sunndi. It helps any character with gem cutting proficiency to increase the value of his work. For individual stones, the cutter can make a proficiency check to gain a modifier to the Gem Base Value Table in the *DMG*. The DM rolls 1d8 to determine the modifier:

Roll	Modifier
1-5	-1
6-7	-2
8	-3

The tools are also useful for finishing stones in a mine; the cutter can add 20-50% to the final average value listed on Table 34: Gemstone Quality in the *Dungeoneer's Survival Guide*. A gem cutter with these tools can demand up to four times the normal fees for his services.

X.P. value: 3,000 x.p.

G.P. value: 25,000 g.p.

Goblet of the Great Kingdom: Created for use by the tyrants of Aerdy (who had good reason to fear assassination), this magical goblet appears to be a normal drinking vessel made of polished oak. However, the goblet automatically neutralizes all venoms and poisonous liquids that are stored in it for at least one round.

X.P. value: 1,200 x.p.

G.P. value: 8,000 g.p.

Golden Girdle of Urnst: Created to protect a powerful magic-user against malevolent warriors, this magical garment is made of red silk strewn with golden flakes. It is enchanted to give a +3 armor class bonus against swords of any type, though other weapons are unaffected.

X.P. value: 500 x.p.

G.P. value: 3,000 g.p.

Golden Circlet of Greyhawk (M, T): This golden circlet was fashioned for use by the Lord Mayor of Greyhawk, and is rumored to be in his treasure vaults. When worn on the head, the circlet allows a character to summon a band of thieves in much the same way as a *horn of valhalla* summons fighters:

User is 4th level or less—summons 1d4 4th level thieves

User is 5th-8th level—summons 1d4 8th level thieves

User is 9th-12th level—summons 1d4 12th level thieves

User is 13th level or more—summons one 18th level thief with maximum ability scores

The user can employ the circlet at less than its full powers if desired. The summoned thieves are friendly to the user, but refuse foolhardy tasks: "Go fight that demon," would get a good laugh from them. The thieves remain for eight hours or until they are killed. The 12th level and lesser thieves all have average stats, wear leather armor, use short swords, and have normal thief equipment. The 18th level thief has an armor class of 2 (still wearing leather armor), uses a *short sword* +3, and is 30% likely to steal the best magical item he can use from any treasure hoard found during his stay there; it vanishes when he does.

X.P. value: 2,000 x.p.

G.P. value: 30,000 g.p.

Hasty Barge of Nyr Dyv: This magical boat was created by a wizard who had been adopted by the people of Nyr Dyv. The magic-user gave it as a gift to a Rhennee noble, and the wizard was in turn made a noble by the grateful lake people.

The barge looks like a common vessel of the Rhennee. It is 14' wide and 35' long. Upon command it can move at twice normal speed or 60 miles per day, for unlimited time and under its own magical power. Four heavy crossbows are mounted along each side, and more can be added. The barge has a lugsail that can be raised in windy weather to hide the magical nature of its movement.

The *hasty barge* magically repels water creatures with less than low intelligence. These will not attack the barge, and get no saving throw against the effect.

X.P. value: 2,500 x.p.

G.P. value: 30,000 g.p.

Headband of the Corusk Mountains: Carved from the skull of an ancient white dragon, this headband was enchanted by a powerful wizard who sought to drive the mountain dwarves from their homes and rich mines. Though the magic-user died in a cloud of throwing axes from the dwarven army, the item was never recovered, and so remains lost (or possibly in someone's possession) in the Corusk Mountains. The headband allows the wearer to affect white dragons as a potion of *white dragon control*, and also gives airborne riding proficiency with white dragons a -2 die roll modifier.

The wearer is totally resistant to white dragon breath and all effects of cold attacks (spells, weather, or any other type of cold).

X.P. value: 1,800 x.p.

G.P. value: 18,000 g.p.

Healing Cap of Veluna ©: This small cloth cap was enchanted to help clerics of Veluna heal the dying and wounded. When worn by a cleric, it restores double the number of hit points restored by any of the various *cure wound* spells.

X.P. value: 4,000 x.p.

G.P. value: 22,500 g.p.

Headband of the Jotens (C, M): This strip of elk fur was enchanted to insure the safety of travelers in the Jotens. When worn around a character's head, the item allows its wearer to understand the psychology of hill giants. If the wearer can communicate with hill giants, he receives any reaction modifier he or she wishes, down to -60% or up to +25%. Once per day the character can inspire one of the following emotions in a group of hill giants:

Courage	-20% morale bonus (see <i>DMG</i>)
Fear	+20% morale penalty
Anger	-40% reaction modifier, +2 "to hit," and +2 damage against the object of anger

These emotions can be inspired in any group of 12 or less hill giants, including friendly ones. The emotions last 2d8 turns and must affect a single group within the eyesight of the wearer.

X.P. value: 800 x.p.

G.P. value: 4,500 g.p.

Holy Star of the Bright Desert: This is a copper star marked with the silver axe and energy bolts of Heironeous the Invincible. It was fashioned by dervishes to aid them in their holy battles against infidels. The star gives a good wearer 30% immunity to fear, and a +20% bonus to reactions with dervishes in the Bright Desert. An evil-aligned wearer has a -4 penalty all saving throws involving fear (magical or otherwise), and has a +20% morale penalty.

The device glows brightly within 30 feet of any extremely evil creature (cf. *detect evil* spell).

X.P. value: 1,000 x.p.

G.P. value: 6,000 g.p.

Holy Medallion of Almor (C): This golden medallion was created while Almor was under the Great Kingdom's rule. The clerics of Almor foresaw great evil coming to Fla-naess, so they enchanted this item to help keep peace.

Once per day the medallion's powers can be used on one human, demi-human, or humanoid within a 30 yard range. The affected creature must save versus spell or become extremely nauseated by violence. The mere sight of violence causes the affected creature to save versus poison or become helpless and unable to take action for 2-5 rounds. If the creature attempts to physically harm another living creature, it must save versus poison at -5 or suffer the same effect as above. Also, the creature suffers the penalties of -3 "to hit" and damage, and an affected PC or NPC has strength, wisdom, and dexterity scores halved while he or she continues to act violently. Certain spells (such as *strength*) can help the victim, but only *remove curse* will completely free a creature. The medallion's effects last for 24 hours.

X.P. value: 1,200 x.p.

G.P. value: 9,000 g.p.

Horn of the Azure Sea: This magical horn was created by an evil high priest who sought a source of undead to befriend and control. The mention of this item causes all sailors and ocean-faring merchants great distress, and they refuse to sail with a character whom they suspect of owning the horn.

Once per week, only at night on the open sea, the horn can summon a ghost ship. The ship appears in 2-5 rounds, materializing from the Ethereal plane into the Border Ethereal, where it can be seen from the Prime Material plane. The vessel is usually large and multi-decked, with two or three masts and tattered sails. It is white and transparent, and it makes no sound. For ten turns, it floats beside the ship upon which the summoner stands, then vanishes back into the Deep Ethereal.

Any character who sees the ghost ship must save versus spell or be struck with *fear* for one turn. The summoner himself is immune from this effect.

The ghost ship appears to be deserted, but is actually haunted by the following types of undead:

1d10 Roll	Undead
1-2	1-4 apparitions
3-4	1 ghost
5-7	3-12 shadows
8-0	1-4 spectres



These undead do not normally make themselves known, but there is a 75% chance that one of them will transfer to the summoner's ship. Thereafter it will reluctantly obey the orders of the summoner for the rest of the summoner's life or until it is destroyed.

X.P. value: 750 x.p.

G.P. value: 5,000 g.p.

Horn of the Barrier Peaks: This iron instrument was enchanted by a dwarven smith to cement the friendship between demi-humans and giant eagles. It is not used often out of respect to the great birds, but has found occasional use in desperate times.

The horn is usable only once per week. In areas where giant eagles dwell, it can summon 7-12 giant eagles, and they arrive in 4-7 rounds. If dwarves, elves, or halflings are in danger, the eagles will attack whatever is threatening them and/or carry the demi-humans (and their companions) to safety. The eagles will not fight to the death or risk their lives uselessly, but will call reinforcements if more humans or demi-humans need to be saved from danger.

To ensure that the eagles continue to answer to the horn's call, a those rescued must accept a *geas* to perform some service for the eagles. Failure for all those rescued to do so breaks the ancient pact and causes the horn to shatter.

X.P. value: 3,000 x.p.

G.P. value: 18,000 g.p.

Horn of the Vast Swamp (C, M): This conch shell was enchanted by a renegade magic-user who was banished by the Count of Sunndi for criminal behavior. The wizard sought to gain power over the inhabitants of his new home, though he paid a heavy price for it (see explanation below).

The horn summons 7-12 giant toads. Any summoner can command these toads for a number of rounds equal to twice his level. A non-evil summoner must make a saving throw versus spells or lose control of the toads and be attacked by them. Each use of the *horn* causes the summoner to save versus spells or permanently lose 3 wisdom points. The summoner will not notice the change until his wisdom score drops to 0, when he becomes a giant toad. The cumulative changes are:

Total Wisdom Points Lost	Effect
3	glassy eyes, warts
6	light green hair
9	frog-like facial features, croaking voice
12	dark green skin
15	bloated body, hunched back

X.P. value: 1000 x.p.

G.P. value: 2,500 g.p.

Iron Crown of the Bandit Kingdoms: Fashioned in the land of warriors, this metal headgear completely removes the chance for the following spell-like powers to work on the wearer: *fear*, *charm person*, *magic jar*, *suggestion*, and *hold person*. A fighter gains one level and a cleric or magic-user loses one level while wearing the device.

X.P. value: 3,000 x.p.

G.P. value: 35,000 g.p.

Iron Pin of the Icy Sea: Set in a circular container of transparent crystal, this pin was originally used by the barbarian hunters/raiders who sail the Icy Sea in the foggy summer. One command will make the pin point always eastward. A second command can make it point to the desired destination. Furthermore, if outside magical or supernatural forces affecting navigation are active, the crystal will glow.

Like a lodestone, however, the item is subject to strong magnetic forces, and offers no protection against natural navigational hazards, such as the gigantic icebergs that loom in the northern fog.

X.P. value: 500 x.p.

G.P. value: 4,500 g.p.

Lantern of Greyhawk (800 X.P.; 7,000 g.p.): This hooded lantern was found by looters in the abandoned castle of Zagig Yragerne, the Mad Archmage. Exactly why he used it remains a mystery, though many people suspect that it served as a guard against the supernatural creatures with which he dealt. Once per day, the lantern can shine a magical light for one turn. This light renders visible all invisible, out-of-phase, and ethereal creatures in a 50' radius. The ethereal creatures will then be visible as transparent, ghost-like entities.

This light also automatically turns any undead as a 15th level cleric.

X.P. value: 3,000 x.p.

G.P. value: 25,000 g.p.

Locket of the Great Kingdom (M): This item was created by a wizard who greatly feared death. It has since been used by two or three other spellcasters, though usually at the expense of another living creature. Under stress the locket makes saving throws as a hard metal.

When the command word is spoken, the locket draws in the magic-user's psyche (soul) and holds it safe. If the character later dies, his or her life force travels to the locket (cf. *magic jar* spell). If the owner is on a different plane than the locket, his life force has 7 days to return to locket or the psyche departs to the outer plane of the character's alignment. Once the life force is in the locket, it is aware of events that occur in a 50' radius, though it cannot communicate with creatures that are not telepathic or have appropriate spell abilities. If the locket is destroyed while containing a psyche but no life force, the psyche is utterly and irrevocably annihilated; but if it is destroyed while containing the life force, the psyche travels to the outer plane of the character's alignment, allowing *resurrection*.

The locket allows the life force three spell-like abilities, each usable once per day: *animate dead* (a single skeleton or body only), *magic jar* (as the magic-user's spell), and *feeblemind*, at the user's own level. Note that an animated body (zombie) or skeleton has all the characteristics of the monster, but has the user's intelligence. Also, a zombie that is animated for more than 60 days must save versus death each additional day or turn into a skeleton.

X.P. value: 3,500 x.p.

G.P. value: 25,000 g.p.

Medallion of Malog (M): Hung on a golden necklace, this medallion was created in the evil temples of the capital of the Horned Society. It allows any magic-user with a minimum of 12 intelligence and 10 wisdom to perform a *monster summoning V* spell once per week.

X.P. value: 1,500 x.p.

G.P. value: 7,500 g.p.



Medegian Bracelet of Lost Ships: This silver disk contains a zircon stone that was enchanted by a greedy wizard who used it to attain great wealth before he was captured and hung by pirates.

The stone in the bracelet glows red on the side that faces the nearest sunken ship within 1 mile. When the gem enters within 50' of horizontal (not vertical) distance from a sunken ship, the stone glows blue. When the command word is spoken, the bracelet causes the sunken ship to rise to the surface for 2 turns.

The bracelet has up to 25 charges and cannot be recharged. The detection ability drains no charges, but raising a sunken ship drains a number of charges depending on the size of the ship:

Small boat or barge	1
Small galley	3
Large galley	4
Small merchant ship	4
Warship	5
Large merchant ship	6

For each sunken vessel found, there is a 25% chance that 1-6 other lost ships lie in the same area. Only one ship can be raised at a time. Each vessel has a 75% chance of being inhabited by a random monster. Lost ships tend to consist mostly of rotting wood covered with seaweed. Each character who boards a raised ship has a 20% chance per turn of taking 1-6 damage from falling through unstable floorboards (optional dexterity check to avoid damage). Note also that a ship broken into several fragments may require several separate charges, and that a badly shattered ship may not be recoverable by this means.

X.P. value: 1,500 x.p. G.P. value: 15,000 g.p.

Necklace of Almor: Appearing as a rusted, worthless piece of jewelry, this item was enchanted by a spiteful wizard who wore the it all of his life. Ironically, his peaceful death did not activate its vengeful powers. Other wearers have since used it.

The item is cursed, it cannot be removed once it is put on except with the aid of a *remove curse* spell. Its magic takes effect only if an intelligent creature causes the wearer's violent death. Nine days after death, the wearer rises as a walking corpse, whose single goal is to destroy those responsible for its death. It will ignore any except those who interfere with it, and then only until the interference ends.

The power of the item animates the body, allowing it to regenerate damage as a troll (3 hp per round), or to animate a fresh body nearby if the original body was destroyed. The animated corpse is immune to clerical turns, holy water, or other clerical items; the only sure way to destroy the body is to burn it to ashes.

For purposes of combat, the animated corpse will have 8 hit dice, and will attack by strangling for 2d8 points of damage, which is continuous once the initial attack succeeds. It single mindedly attacks the creature responsible for its death.

Although all damage will be eventually regenerated (or another body taken), the corpse will show an irreversible process of decay. After 15 days, during which the wearer will try to take his revenge, the character's psyche can no longer remain and will depart forever from the Prime Material Plane; neither *reincarnation* nor *resurrection* is possible once this occurs.

There is a 50% chance that the wearer will transfer his vengeance to others than the creature responsible for its death, under the following conditions: 1) the others were with the primary subject when the wearer was killed, 2) the others aided the primary subject and were present when the primary subject was slain, and 3) the others slew the primary subject, frustrating the wearer's desire for revenge. Otherwise, the wearer departs when his vengeance is completed or his time runs out.

X.P. value: — x.p.

G.P. value: 2,000 g.p.

Oracles of Greyhawk (M): Appearing to be crystal balls with slight tinges of color, these were created many years ago for the then-Lord Mayor. However, no one is sure how many oracles are still in the government's possession, and how many have been lost or stolen.

The oracles can be asked one question per day, as if the magic-user was consulting a sage (see *DMG*.) There are seven known oracles:

Color	Area of Knowledge
red	Horned Society
orange	Wild Coast
yellow	Kingdom of Furyondy
green	Gnarley Forest
blue	Shield Lands
violet	City of Greyhawk
brown	Cairn Hills

Possible questions might include populations of humans and demi-humans, numbers and types of troops, types of monsters, and special knowledge categories (see *DMG*) listed under Humankind, Demi-humankind, Fauna, and Flora. Each question may be considered to be in the oracle's major field unless the question pertains to a different geographical area or to a field of study not listed above. Due to the alignment of the items' creator, the chance of knowing an answer is also affected by the questioner's alignment:

lawful	+10%
chaotic	-10%
good	+10%
evil	-15%
neutral	+25%

These modifiers are cumulative.

X.P. value: 2,000 x.p.

G.P. value: 12,000 g.p.

Paints of Blackmoor: This set of multi-colored paints was enchanted when the city of Blackmoor was in full power. After the city and castle fell into ruin, the magic-user used the paints to insure his own survival in the hostile land.

Each set has five applications of each color. Each color comes in a tiny jar held in a box of holding (as the smallest bag of holding). The paint is applied all over the body of the user and lasts for 24 hours. During this time its effects can only be taken away by a *remove curse*.

Red: transforms the user into a 7th level fighter with an AC of 2, a *two-handed sword* +1, and 70 hit points.

Blue: transforms the user into a 7th level cleric with an AC of 3, a *footman's mace* +2, and 60 hit points. Spells should be selected immediately: 3-1st, 3-2nd, 2-3rd, 1-4th.



Green: transforms the user into a 7th level ranger with an AC of 4, a *longbow* +3, and 55 hit points.

Black: transforms the user into a 7th level thief with an AC of 5, a *dagger* +2, and 32 hit points.

White: transforms the user into a 7th level paladin with an AC of 1, a *long sword* +3, and 67 hit points.

Brown: Transforms the user into a 7th level druid with an AC of 6, a *quarter staff* +2, and 44 hit points.

Using the paints twice in a 24 hour period results in instant death for the user. Upon return to normal the user regains 1d12 lost hit points. For purposes of operating in the assumed class, all ability scores are treated as at least the minimum starting scores required for the class for the duration of the effect. A transformed character has all the memories of the original character but the have the powers of the new class. Failure to adhere strictly to the limits of the assumed class will break the magic and restore the original form. A transformed character is proficient in the new weapon magically acquired (which vanishes with the effect) and in any weapons they might have known before the transformation. (Note: X.P. value and g.p. value are per pot of color.)

X.P. value: 300*** x.p. G.P. value: 2,500*** g.p.

Prism of Greyhawk (M): This crystal sorcerer's tool was enchanted to enhance the prism's ability to create dazzling colors. The prism can cast two spells, each once per day: *color spray* (as a 6th-level spell caster) and *hypnotic pattern*. Note that the prism must be used in the presence of direct sunlight. It cannot be used under moonlight, normal torchlight, or daylight on an overcast day.

X.P. value: 1,000 x.p. G.P. value: 4,500 g.p.

Purple Gem of the Vesve Forest (F): Set in a silver bracelet, this magical gemstone has occasionally been used by the elven wizards who created it. However, the King of Furyondy refuses to admit the gem's existence because he prefers that elven warriors join his own infantry, not form troops outside his command.

The gem allows a sylvan or high elf to summon an elven army for a single declared purpose. The user can raise a number of elves equal to his or her age. This army takes a week to gather and can be kept together only as long as the stated goal is still in effect. In addition to the lesser members of the army, the summoner will gain seven aides: two magic-users, two clerics, and three rangers 1-3 levels lower than the user's level.

X.P. value: 3,000 x.p. G.P. value: 35,000 g.p.

Robe of Veluna: Enchanted by a wizard who enjoyed the luxuries of wealth, this purple garment gives its wearer the physical appearance of nobility: well-groomed hair, clean skin, and rich, colorful clothes of silk and fine wool. The character's charisma rises by 2 points (to racial maximum), and he or she will tend to be treated with respect by members of a civilized society (i.e. a +15% reaction by NPCs below Upper Middle Class). However, etiquette and social graces are left to the character's intelligence, charisma, and training.

In trading with others the robe gives its wearer a 20% chance to make a more favorable deal.

X.P. value: 2,000 x.p. G.P. value: 10,000 g.p.

Scarf of the Dry Steppes (M): This brown garment was enchanted by an evil wizard who used it against the dervishes of the Dry Steppes. Though the dervishes eventually caught and imprisoned the magic-user, they never found the item, and so it disappeared into the wasteland, possibly into the hands of the nomads or tribesmen who frequent the land.

Once per week the scarf allows a magic-user to summon 1d4 invisible stalkers. The summoner must save versus spell to control the creatures, at -5 if good-aligned and +2 if evil-aligned. If the saving throw fails, then the stalkers will attack if the summoner is good; otherwise they will depart. If the saving throw is successful, the magic-user can command a service that can be carried out within 200 miles.

X.P. value: 2,000 x.p. G.P. value: 12,500 g.p.

Sceptre of the Forgotten City: A relic of a lost civilization, this wand-like sceptre is a 2' long shaft of silver with a large red gem at the tip. It was used by some of the original lords of the Suel Imperium, and when that kingdom was burned into the Sea of Dust, the wand was lost. A recent expedition from Yeomanry rediscovered the wand, and those explorers claimed that it came from the Forgotten City itself. Whether or not that claim is true, the sceptre certainly contains some of the greatness that built the lost empire, and much of the madness that destroyed it.

When the command word is spoken, the holder of the sceptre receives a bonus of two wisdom points and four charisma points (to racial maximums) for 4 + 1d6 days. He must then make a successful saving throw versus spell or become *confused* until a *remove curse* is received; this will also remove the beneficial effects of the sceptre.

The sceptre has 5-11 charges (2d4 +3). Each use costs one charge, and the sceptre cannot be recharged. A character who attempts to use the sceptre more than once per week must save versus spell or lose four intelligence points permanently, and then must make a successful system shock survival check or die.

X.P. value: 1,000 x.p. G.P. value: 5,500 g.p.

Silver Crown of Veluna: Encrusted with small green gems, this item recently appeared among the ruling clerics of Veluna. The Canon himself has often worn it, though he may sometimes loan it to trusted agents of Veluna when they embark on important, holy missions.

The crown radiates *protection from evil* when worn by a lawful character. A lawful good or neutral good character receives +4 wisdom (to racial maximum) while the crown is worn. A lawful evil character who wears the crown temporarily has a -4 wisdom penalty, while a neutral evil character has a -2 penalty. A chaotic evil character cannot use the crown at all.

X.P. value: 2,000 x.p. G.P. value: 22,500 g.p.

Star of Celene: Set on a silver necklace, this golden medallion was given as a gift to a halfling thief who performed great services for high elves in Celene. The item was intended for use by the halfling and his family and friends, though no one knows who has it now.

The star gives a good-aligned wearer a +20% reaction bonus from NPC elves. This bonus is halved for elves above 4th level, and negated for elves above 8th level. The star causes an evil-aligned wearer 1 point of electrical damage per touch and will not function.

X.P. value: 500 x.p.

G.P. value: 2,000 g.p.

Storm Rider of the Gearnat Sea: This large merchant ship is enchanted to withstand the violent storms and huge waves of the Sea of Gearnat in spring and autumn. Many merchants gathered their wealth to pay the wizard who enchanted it. A bloody fight erupted afterwards when the deed of ownership mysteriously disappeared. Now the *Storm Rider* is an item for anyone strong enough to take it and crafty enough to keep it. The vessel ignores the effects of storms sailing as if in a brisk breeze at all times. Waves flatten out when the keel touches them and the effects of rain or snow do not touch any part of the ship.

X.P. value: 5,000 x.p.

G.P. value: 50,000 g.p.

Tapestry of Ekbir: This 10' X 15' woven tapestry displays a scene of a dark river in a bleak, rocky landscape. The tapestry was intended to be a gate from Ekbir to the lower planes for disposal of its worst criminals. It is rumored, however, that the tapestry actually opens into a previously undiscovered plane and not one of the lower planes, although the landscape is bleak enough.

The command word causes a branch of the river to enter the Prime Material Plane. The water rushes out from the tapestry and forms a 10' wide, 5' deep river. It flows for 50' before vanishing back into the plane that it normally occupies. The river exists in the Prime Material Plane for 3 turns, and can only be summoned once per month. The water is brackish and evil-smelling, and the current is swift and strong.

A character who enters the river must make a strength check or be swept along with the water. This check must be made every five rounds, or once per 10' of the river traveled by swimming, whichever comes first. A character who fails the check in the last 10' of the river is carried through the gate into the land beyond and cannot return back through the gate.

X.P. value: 1,250 x.p.

G.P. value: 12,500 g.p.

Tiger Cloak of Chakyik (C, F, T): Fashioned from the complete hide of an adult tiger, this cloak includes a tiger-head cap, skin, and claws dangling at the sides. It was the favorite magical item of the Tiger Lord and the lesser khans, until it disappeared.

The cloak gives the wearer a +20% reaction from Tiger Nomads, but a -50% reaction from Wolf Nomads and tribes of the Burneal Forest. In melee, the wearer of the cloak enters a berserk rage and gains a +3 strength (+50% for fighters with 18 strength) to racial maximums, but loses any dexterity bonus to his armor class. If he or she wishes to cease fighting while live enemies are in sight, the character must save versus spell or continue to attack.

X.P. value: 1,500 x.p.

G.P. value: 12,500 g.p.

Timeglass of the Mage (M): Appearing to be a 1' tall hour glass, this magical item made its sudden appearance in the hands of an adventurer who had forced his way into the Valley of the Mage. He returned with only the *timeglass* and the scars of many dangerous encounters. Since then, the *timeglass* has been sought by many spellcasters because of its reputed powers, which are rumored to be as follows:

1. *Vanish time.* Time itself will bypass a 30' cubic area for 1 hour per 1 charge expended. Subjective time does not pass for those within the area, and they simply appear to vanish for the intervening time. They reappear at the end of the duration set by the number of charges expended.
2. *Ageless casting.* If the *timeglass* is held while casting a spell that would normally age the caster (such as *gate* or *wish*), the spell will instead drain 1 charge from the *timeglass* for each year the caster would have aged.
3. *Restore youth.* Youth can be restored to the wielder or any creature of his choice upon command. The process drains 1 charge from the *timeglass* and one level from the wielder, and will restore 2 years of youth to the subject creature. The level given up cannot be *restored*, (doing so will cancel the time reversal); the level must be earned anew.
4. *Secondary power.* Once per 24 hour period, the owner can invert the *timeglass* and command one of the following spell effects to occur: *time stop*, *haste*, *slow*, or *part water*. Each use ages the wielder 1 year, except *timestop*, which ages the wielder 2 years.

The *timeglass* has up 25 charges and is not rechargeable. When the last charge is expended, it shatters into useless fragments. Note: It is rumored that this device is of extraplanar origin and cannot be constructed on the Prime Material Plane.

X.P. value: 5,000 x.p.

G.P. value: 50,000 g.p.

Turbans of Tusmit (C, M): These colorful garments have been used for many purposes in Tusmit. Some of these turbans have led their owners to great wealth and fame, while others have caused their owners horrible suffering.

Each turban can summon one of the geniekind each week. The genie's reaction and the course of the action is decided in play. There are five turbans, each of a different color:

Brown Turban of Jann Summoning (500 X.P.; 2,000 g.p.)
Grey Turban of Djinni Summoning (1,000 X.P.; 3,000 g.p.)
Black Turban of Dao Summoning (1,000 X.P.; 2,000 g.p.)
Red Turban of Efreeti Summoning (1,000 X.P.; 2,500 x.p.)
White Turban of Marid Summoning (1,500 X.P.; 3,000 g.p.)

The summoned genie must obey the first order of the turban wearer. From then on there is a 5% cumulative chance per additional order (over the life of the turban) that the summoned genie may ignore the order and instead attack the summoner. There is no way to tell how many times each turban has been used. If the genie associated with the turban is killed, the turban is useless.



Tusmit's Battle Crescent: Set in a golden necklace studded with gems, this medallion is a prized possession among the rulers of the northwest. A warlord will gladly pay the full price for it, though a treacherous lord might send his thieves and assassins to retrieve the payment.

Once in every 24 hour period, the character can receive a +2 (or 10%) bonus on any single combat-related die roll. The decision to take the bonus must be made before the die is rolled.

The crescent also protects the wearer from all normal missiles, and all weapons striking the wearer are at -1 to hit and damage.

X.P. value: 1,000 x.p.

G.P. value: 18,000 g.p.

Whistle of Axewood: This silver instrument was created by elven wizards for use by young human and elven maidens. Anyone who successfully uses the whistle gains the respect of the demi-humans of Axewood, while any rumor of its misuse will draw the wrath of many angry elves, gnomes, and halflings.

Once per month the whistle can summon 2-5 unicorns. The unicorns make a reaction check with the following cumulative modifiers:

The summoner is good-aligned	+10%
The summoner is human or elven	+10%
The summoner is a sprite, dryad, etc.	+30%

If summoner or companions are evil or if the reaction is poor, the unicorns immediately leave. If they stay, a good-aligned human or elven maiden of pure heart can attempt to tame one of them for use as a steed. To the base 25% chance, add 2% for each point of the character's intelligence, wisdom, and charisma over 15. Also add the following cumulative modifiers:

The maiden is a ranger or cleric	+10%
She is not alone	-5% per companion
She was once evil-aligned	-20%

Thus, a maiden ranger with an 18 charisma and one companion would have a 36% chance to tame a unicorn (25 + 6 + 10 - 5 = 36).

X.P. value: 3,500 x.p.

G.P. value: 32,000 g.p.

Wings of the Rakers: This white cloak was enchanted by a wizard who found a welcome home among the Griff Mountains and the Rakers. He especially enjoyed his time among the aarakocra bird people, and so he created this item to enhance his encounters with them. When he neared his natural death and returned to his home in Theocracy of the Pale, he passed the cloak on to a trusted friend, and it has gone from character to character since.

The cloak acts as *wings of flying*, except that *wings of the rakers* take the appearance of white seagull wings. The cloak also gives its wearer the ability to speak and understand the language of the aarakocra, and to mimic their diving attack maneuver. A good-aligned wearer receives a +20% reaction bonus from the aarakocra, but an evil-aligned wearer receives a -20% penalty.

X.P. value: 1,000 x.p.

G.P. value: 9,500 g.p.

Wolf Cloak of Wegwiur (C, F, T): This magical cloak was made from the hide of a winter wolf, and includes a wolf-head cap, pelt, claws, and tail. It was enchanted by a cleric of the Wolf Nomads, and since then has served as a tool for those who seek the swift, sleek power of wolves.

The cloak gives the wearer a +20% reaction from the Wolves of the Prairies, but a -50% reaction from Tiger Nomads. In melee, the wearer gains 3 wisdom and 4 dexterity points (to racial maximums). If a character wears this cloak at night in the light of the moon, he or she can turn into a winter wolf (with average statistics) 1d4 + 3 hours.

X.P. value: 2,000 x.p.

G.P. value: 15,000 g.p.

Woodworker's Tools of Dyvers: This set of magical hammers, spikes, axes, chisels, files, and other tools was created for a carpenter in the City of Dyvers, and though he payed much gold for it, the set eventually brought him great wealth. It allows a character with carpentry proficiency to build very sturdy wooden constructions with 150% of normal defensive point values. Consequently, the carpenter receives double to triple the usual fees, or a weekly average of 50 to 75 g.p.

X.P. value: 2,000 x.p.

G.P. value: 24,000 g.p.

Armor and Shields

Blue Armor of the Crystallist Mountains +3 (F): Cut from the hide of an adult blue dragon, this set of *chain mail* +3 was fashioned for use by the mountain dwarves of the area. The armor can be loosely hung on a human-sized character, though the character loses all dexterity bonuses to his or her armor class, and fights at -2 "to hit." Aside from the armor class bonus, the wearer saves against electrical attacks for half damage or none.

X.P. value: 3,000 x.p.

G.P. value: 17,500 g.p.





Goblin Shield of the Pomarj +2: This metal shield bears the coat of arms of goblins in the Pomarj: the red face of a medusa. Its creator is unknown, though rumors indicate a weak and treacherous wizard who sought his own safety during the invasion of humanoids from the Lortmil Mountains. Now the shield is found only in the hands of a goblin chief. While giving a +2 bonus to its wielder's armor class, the shield can cast *flesh to stone* (reverse of *stone to flesh*) once per day.

X.P. value: 1,250 x.p. G.P. value: 7,500 g.p.

Keolish Plate Mail of the Seas +1 (C, F): This mail armor was given by the King of Keoland to an admiral who had fought successfully against the Sea Princes. It is *plate mail +1*, and also stays afloat in water, negating the chance for its wearer to sink in mild or slightly choppy water. The wearer can tread water indefinitely, but cannot dive underwater more than two feet. Swimming speed is not affected by this armor.

X.P. value: 1,500 x.p. G.P. value: 7,500 g.p.

Red Armor of the Hellfurnaces +4 (C, F): This blood-red armor was cut from the back plates of an adult red dragon. Many warriors from the Yeomanry died in the battle to kill the creature, and the best dwarven armorers were hired to rework the plates into a wearable suit. The final product is a set of *plate mail +4* that allows its wearer to save against fire-based attacks for half or no damage.

Red dragons seeing this armor will make unusual efforts to kill the wearer.

X.P. value: 6,000 x.p. G.P. value: 35,000 g.p.

Shield of Greyhawk +3 (F): This metal shield bears Greyhawk's coat of arms, and was created by the Society of the Magi. It now hangs in the audience hall of the Lord Mayor's mansion, and is well guarded. As well as giving its user a +3 armor class bonus, the shield can cast *dispel evil* as a 9th-level cleric, once per day.

X.P. value: 1,050 x.p. G.P. value: 10,500 g.p.

Thillonrian Shield of Berserking +2: A prized magical item to fighters in the Thillonrian Peninsula (home of Frost, Ice, and Snow Barbarians), this shield gives a +2 bonus to the wielder's armor class. Its greatest benefit, however, appears during mass combat. When held by a commander, at least half of whose troops are barbarians, the command word can cause the shield to cast a spell of berserking on up to 200 warriors in the commander's troops. Those warriors gain a +2 bonus to their attack rating and never need to check morale. They also have a discipline rating of 0 and will not enter a closed formation.

X.P. value: 1,200 x.p. G.P. value: 12,000 g.p.

White Armor of the Griff Mountains +3 (C, F): After tribesmen of the Griff Mountains slew an adult white dragon, they sold the hide to the dwarven armorers who created this suit of *scale mail +3*. The dwarves created it for a human-sized wearer, though a dwarf or halfling can wear it at a penalty of -1 to his or her armor class; thus the total AC modifier is +2. The white armor also gives the wearer to save versus cold-based attacks for half damage or none.

X.P. value: 2,250 x.p. G.P. value: 13,500 g.p.

Swords

Equalizer of Gran March: Also known as the *Sword of Neutrality*, this silver long sword is a tool for the balancing powers of the universe. Its creator desired that it be used to equalize (or, more accurately, to terminate) the extremes of nature, shifting the universe closer to the true neutral alignment. Only a character of true neutral alignment can fully use this sword. In the hands of such a character, the weapon is treated as a +3 weapon when determining what can be hit by it, even though its "to hit" and damage bonuses are but +1. In the hand of a true neutral character, the sword receives special combat modifiers according to the opponent's alignment:

Opponent's Alignment	"To Hit"	Damage
lawful neutral, chaotic neutral	+1	+2
neutral good, neutral evil	+2	+4
lawful good, chaotic good, lawful evil, chaotic evil	+3	+6

Each time an opponent of an extreme alignment is struck, the creature must make a saving throw versus spells or be *disintegrated*. Against true neutral opponents the sword receives only the bonuses of a *long sword +1*.

X.P. value: 10,000 x.p. G.P. value: 50,000 g.p.

Flying Scimitar of Tusmit +3: Forged in preparation for a possible war against Ekbir, this enchanted weapon is used only by the Pasha's most trusted war-ministers. When used in combat it gains +3 "to hit" and damage. It can also be thrown (minimum range: 10', maximum range: 30'). When thrown, the scimitar spins like a razor-edged propeller and strikes as a *sword of sharpness*. It returns to the thrower's hand the next round. Anyone else who attempts to catch the flying sword must make a saving throw versus death ray or lose the member. There will be no effect on the weapon's flight.

X.P. value: 8,000 x.p. G.P. value: 40,000 g.p.

Rel Astran Sword of Enmity +1, +3 vs. Racial Enemies: This long sword was enchanted for a paladin from the City of Rel Astra. The weapon has a normal bonus of +1 "to hit" and damage in melee. However, it also raises the wielder's attack and damage rolls by an additional +2 when used against racially hated opponents. Examples of those gaining the bonus include: paladins against chaotic evil creatures, rangers against giant-class creatures, barbarians against magic-users, elves against drow and drow elves, and so on.

X.P. value: 750 x.p. G.P. value: 3,750 g.p.

Stonefist Sword of Rage +2: This two-handed sword was enchanted during the reign of Vlek Col Vlekzed. No one is sure if Vlek wielded it himself, though the warriors of the Hold of Stonefist stubbornly (and violently) claim so. No one doubts that the weapon contains the strength and ferocity upon which Vlek built his domain.

Aside from its normal +2 bonus to attack and damage rolls, the sword allows the wielder to voluntarily enter a state of mindless rage. While enraged, the character gains an additional +1 "to hit," +3 damage, and an additional

+2 hit points per level. (Note: These bonus hit points are lost to damage before the character's own hit points, cf. potion of *heroism*.) However, the character also loses any dexterity bonuses to his or her armor class, and cannot control the rage until he or she makes a save versus spell (one attempt per round).

X.P. value: 1,000 x.p. G.P. value: 5,000 g.p.

Sword of the Wild Coast +3: This cursed two-handed sword was enchanted by a bitter magic-user to expose the "true inner personalities that all warriors possess".

This weapon causes its owner to save versus spell or become neutral evil and a lover of battle. Modifiers to the saving throw depend on the victim's class:

paladin	+6
ranger	+3
fighter or thief	-3

If the saving throw is failed, the wielder will always be looking for a fight and always fighting to the death. If he sees a fight or a drawn weapon, he seldom resists the urge to enter battle. Even the threat of combat causes him to make a wisdom check or immediately attack. The character can be released only by a *remove curse* spell. If a character dies while under this curse, his psyche travels to the outer plane of Acheron, never to return.

Any character can attempt to wield this weapon, but one who is not neutral evil does not receive its magical bonuses. Also, a good-aligned character takes 1-4 points of electrical damage per use of it.

X.P. value: — x.p. G.P. value: 1,000 g.p.

Warlord Blade of the Shield Lands (F): This magical *broadsword* +2 increases its possessor's leadership ability in combat. Thus, a Commander's charisma is considered to be 18, giving a +2 morale modifier to troops under his command. The sword also doubles his or her command radius and gives his or her troops a +2 discipline modifier.

X.P. value: 1,600 x.p. G.P. value: 8,000 g.p.

Miscellaneous Weapons

Axe of Sulward +2: Magically sharpened to aid woodsmen in cutting the rare woods to be exported from the Lordship of the Isles, this axe can also serve as a valuable weapon. Though it causes damage as a *battle axe* +1, its +2 bonus is gained only against wooden objects and plants.

On a roll 4 higher than the required "to hit" roll, the axe destroys an opponent's wooden shield.

X.P. value: 400 x.p. G.P. value: 2,250 g.p.

Black Arrow of Iuz +3: Carved from the bone of a black dragon, this enchanted arrow strikes at +3 "to hit" and damage. The arrow reappears in the owner's quiver each dawn after it is used, i.e. this item is permanent unless lost to a special attack form, deliberately destroyed, etc. Once per day, an archer can call upon its deadly powers, causing the target to save versus death magic or die immediately.

Good-aligned characters save at -2. This power must be summoned before the arrow is shot, and a miss wastes its killing magic for that day.

X.P. value: 750 x.p. G.P. value: 7,500 g.p.

Cord of Ekbir +1: Since strangulation is the favorite attack method of assassins and thieves in the civilized northwest, a magical garrote was destined to appear in the hands of Ekbiran murderers. This black cord strikes at +1 "to hit," and forces the victim to save versus spell or be stunned and unable to resist the attack.

X.P. value: 450 x.p. G.P. value: 4,500 g.p.

Iron Gauntlet of Urnst: This item was created by an iron-fisted wizard who wanted a magical item to symbolize his philosophy of life. It is a leather gauntlet covered with flat iron plates on the upper surface. When used in melee combat, the wearer has one attack per round at +2 "to hit." Damage inflicted is determined as per the following table:

Die Roll	Result
1-12	glancing blow—1d6 points
13-16	solid punch—2d6 points
17-19	hard punch—3d6 points and opponent is stunned next round
20	crushing blow—4d6 points and opponent is stunned for next 3 rounds

Add +4 to the next "to hit" and result rolls against a stunned opponent instead of +2.

X.P. value: 2,000 x.p. G.P. value: 12,000 g.p.

Razor Claws of Chakyik +2 (F, T): These were created by a magic-user loyal to the Tiger Lord of the northwest. Always appearing in pairs, each *razor claw* of the set consists of four curved daggers attached to a leather gauntlet. The weapon gives +2 "to hit" and 1d6+2 damage, and requires no special proficiency for use. When both claws are used at once, the character has two attacks per round if his or her class level does not already allow it.

X.P. value: 1,500 x.p. G.P. value: 7,500 g.p.

Trident of the Oljatt Sea +2: Rumored to be a weapon of sahuagin fighters, this weapon gives a bonus of +2 "to hit" and damage. Once per turn, it can fire a jet of steam in an area 60' long, 20' high, and 20' wide. The steam inflicts 6-36 points of damage (6d6), half if a successful saving throw versus spell is made. When fired under water, the steam travels only half the distance, and causes half damage (a saving throw for one-quarter damage is applicable).

X.P. value: 1,500 x.p. G.P. value: 12,000 g.p.

Whip of Zeif +3: When wielded by a character proficient with the whip, this weapon strikes at +3 "to hit" and damage. It can also be cracked in the air to produce a deafening sound, causing all creatures under eight hit die (except the wielder) in a 20' radius to save versus spell or be deafened for 2-5 turns. The sound can be heard up to 1000' away.

X.P. value: 800 x.p. G.P. value: 5,000 g.p.

Geography of Oerth

Oerth's geography is little known because travel is so dangerous to one's health. Only the rich and powerful can afford the armed guards, wizards, and clerics who make long-distance travel possible. Because of this, tales of far away lands are always sought after by those unable to move freely.

The unusual places described here are some of the most infamous and best-known bits of topography in the lands men travel. In addition to being interesting in their own right, these areas were selected for inclusion in this chapter because they illustrate an important point: An area doesn't have to be filled with monsters, tricks, and traps to be interesting to players and DMs alike.

The Pinnacles of Azor'alq

The Pinnacles of Azor'alq which have haunted Bakluni legend for upwards of three thousand years. They have been variously described as the ancient dwellings of the gods, the protruding spires of a titanic drowned city, the monumental tombs of the near-mythical First Dynasty of the Bakluni, and the nesting place of phoenixes, rocs, or the Dramidj Ocean's numerous dragons. The epic hero for whom they are named is said to sleep there with his paladins. The last royal house of the Bakluni Empire is said to have fled here from the Invoked Devastation. The Cup and Talisman of Al'Akbar is rumored to reside there. Such a wealth of speculation betokens the fact that few have seen the Pinnacles even at a distance, and (perhaps significantly) fewer yet report any close approach or landing. Mariners regard a sighting of the Pinnacles as an ill omen, and will rarely so much as speak of them, and then only when ashore.

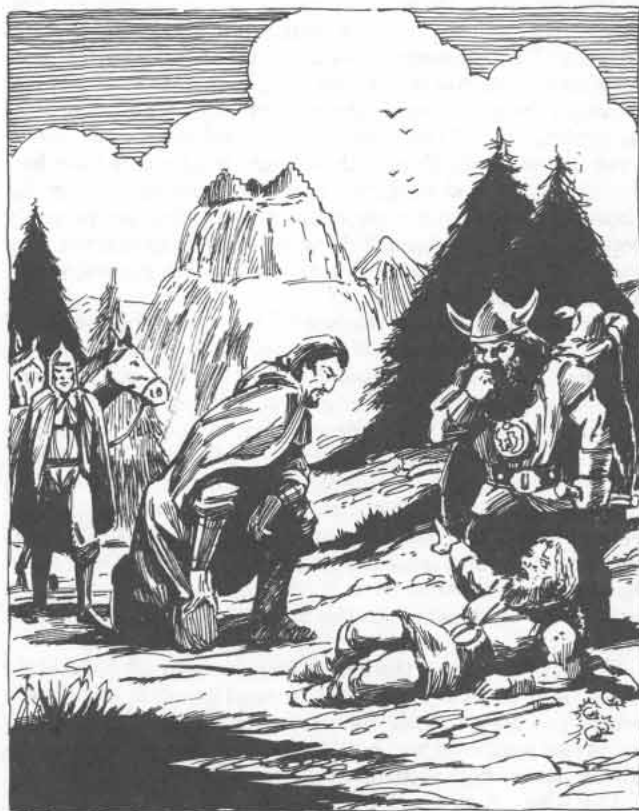
It would appear from accounts that the Pinnacles are no more than 50 leagues from the mainland, somewhere in the angle of the Dramidj between Ekbir and Zeif. They are less frequently found than one would think, but this is perhaps accounted for by their being away from the regular shipping lanes, and by the dense fogs peculiar to the Dramidj. Indeed, the Pinnacles are often concealed by banks of fog even when those waters are otherwise clear. Perhaps this is because of the unusual warmth of the waters in their immediate vicinity, and the peculiar calm that seems to envelop the region. Certainly that is what the merchant captains believe; they stay well away from fog banks even on the open ocean, and most vessels carry oars for the express purpose of rapidly removing themselves from regions in which they might be becalmed.

The Pinnacles themselves are massive spires no less than 40 in number (some say 100), in an irregular cluster, none more than two miles from its nearest neighbor. They are perhaps a quarter mile in diameter at the base, circular in cross-section, and rise steeply upward in a regular series of cliffs. How far they extend downward into the ocean is unknown, but their height above the water is in excess of 1,000 feet. The lower portions are clothed in forest, including massive coniferous trees which are themselves sometimes more than 200 feet tall. These are mixed with lesser

trees, some of which cling to the cliffs, and a wealth of lesser ferns, mosses, and flowers. Above these is a cloud-forest of odd fleshy-leaved plants and rare orchids. This fragrant and silent realm contrasts with the highest levels, which are raucous and white-stained with innumerable sea birds; puffins, eider, albatrosses, and others less recognizable. On rare clear days the Pinnacles may be marked at some distance by the plume of feathered life above them.

The Pinnacles seldom offer an easy landing. Broad though they may be, the shelves between cliffs are seldom conveniently near sea level. In most cases a landing party must climb tens or hundreds of feet upwards from the sea. The difficulty of the terrain, and the mists, numerous waterfalls, and thick vegetation at first conceal the fact that the Pinnacles are not natural formations, or even shaped ones, but are composed of titanic blocks. On rare occasions one encounters openings leading to the interior of these constructions. There is no report of what may be found if one ascends or descends the broad stairways leading away from these bat-haunted cave mouths, or rather doorways.

Whatever else dwells among the pinnacles, it is certain that dragons of all sorts and sizes make their home there, from tiny varieties that sport among the beautiful and unique birds of the forests to huge coiled reptiles.





Notes for the Dungeon Master

Golden, faerie, pseudo-, silver, and mist dragons are all appropriate residents. Rocs, giant eagles, and a phoenix or two may also be included. These live in relative harmony, foraging outward for fish, whales, or even for food on the mainland. All are concerned that no rumor of the Pinnacles reach the outside world, and will either strand or kill intruders (depending on alignment and circumstances) if they possibly can. Treasures to be found include not only the precious things gathered by the intelligent inhabitants but also certain orchids and birds-of-paradise. Some of the latter have been bred by the longer-lived dragons, and are regarded as personal property. The guardians and treasures of the interior should be powerful (possibly undead), and the exterior inhabitants do not wish them to be disturbed. The isle may have human inhabitants.

The Sea of Dust

No one has accurately described the entirety of the wasteland created by the Bakluni mages. Reports are sometimes contradictory and always incomplete, since few have the hardihood to penetrate the region and fewer still the will to make a study of it. Nevertheless, certain broad regions may be identified.

The Sea of Dust was first named for its appearance just west of the Hellfurnaces, where volcanic ash is spread in gray waves over a land surface now deeply buried. Each year the Hellfurnaces add new weight to the column of fine gray dust. What little water makes its way westward percolates through the bedrock, which is of limestone in those regions. Unwholesome creatures from the Hellfurnaces inhabit this sterile wasteland, and have gateways upward through the ash. These entrances are sometimes disguised as protrusions of the country's original limestone. Whatever treasures the Suel of these parts might once have had are deeply buried here. No ruins are reported except for those of a few former mountain towns in what are properly considered the western Hellfurnaces, and these must long ago have been looted by fire newts and fire giants, which are numerous in those parts.

The northern parts of the Sea of Dust are less ash-clogged and therefore show clearer evidence of the former Suel civilization. Here may be found the forts that guarded the passes over the Sulhaut range into Bakluni lands, and farther into the desert are the remains of walled cities. The most accessible of these, nearest the Sulhauts, have apparently been stripped of valuables by various bold scavengers over the past millennium, but the sites farther into the desert are less disturbed, in part because they are inhabited by harpies. It is notable that the architecture of this region shows the characteristic high angular buildings still affected by such people as the Sea Princes and the Lendorians.

The central part of the Sea of Dust is the most forbidding of all, and certainly the most alien. There are dunes of a white, powdery, caustic material, and the air's dryness will empty an unglazed jug in a day or two and cause those who do not cover their mouths with damp cloth to cough blood.

The white dunes and glassy exposed bedrock also cause sunblindness in those who fail to protect their eyes with slitted masks or visors. It is little wonder that the so-called

Forgotten City remains, if not forgotten, at least unfound in so harsh and discouraging a region. Some would also say it is unfounded. There are peculiar glassy depressions which dot the central Sea of Dust and which some claim correspond to former Suel cities.

Paradoxically it is the most distant part of the Sea of Dust, the southwest, which is best known. In part this is because some small amount of rain reaches the Sea of Dust at this point, and the lands are inhabited by nomads. Some of the natives show Suelish origins, but the majority are from farther south: a tall, slender, curly-haired folk with blue-black skin and slanted eyes. Though not otherwise hostile, the nomads guard their wells against any outsider and do not permit so much as a drop to be stolen or sold. The water is not only difficult to reach, but it has a tendency to dry up or grow salty as the wells are used more frequently. The nomads therefore move from one site to the next, searching for new supplies. When they find a well they must apply either brute animal force or (in the case of some tribes) windmills to pull their prize to the surface.

When water does reach the surface of the southwestern Sea of Dust, either by artificial means such as wells or during the rare spates of rain in the "wet" season, the result is most gratifying. The dust of these parts is not alkaline material or sterile volcanic ash but true dirt, heaped into great hills: perhaps the once-fertile soils of the former Suel Empire. It is in any case extraordinarily productive, both in wild and cultivated plants.

Unfortunately the rich southwestern dust also supports a number of monsters which burrow through it. Most notable of these are a nameless wormlike beast which may exceed 50 feet in length, and an insectlike creature which rather resembles a cross between a mantis and a centipede and may be as much as 20 feet long. These are attracted by soil moisture and by vibrations of humans and livestock, and present a great hazard. Fortunately they are rare, and avoid the nomad arrows and spears.

Poor as they may be in other things, the southwest nomads are rich in gems and gold, the accumulated fortune of the Suel empire. They regard these as minor ornamentation, and place much higher value on cattle and vegetables. The way in which they obtain their baubles is most interesting, however; the young men dive for them as part of the rites by which they pass to adulthood.

Dotted about the region are "Ktosor-hep", or "dustlakes." These are expanses anywhere from half a mile to six miles across in which the dust is charged with a magic that causes it to take on the characteristics of water. The grains form a sort of fluid which permits the passage of air between them but retains them in a single body which supports waves and boats and swimmers as if it were a true lake. Unlike water, however, it may be made somewhat breathable if a fine cloth mask is placed over the mouth (although strenuous action is not possible under such conditions). It is therefore possible to descend to the surface beneath the dust, and there to examine in the dim and dust-laden atmosphere the ruins of towns and cities, for each dust-lake seems to have been just such a site before the Rain of Colorless Fire.

Were a descent into the dim and choking lower reaches of a dustlake the sole barrier to manhood among the nomads, there would not be so many "boys" of 30 and 40 years. Unfortunately for divers a number of other creatures also



live in the soup of particles. Among these are the aforementioned burrowing worms, which seem to prefer these spots as lairs. Water pools there in small amounts, and certain peculiar fungoid life forms are also attracted. Last but not least there are the abhorrent "osid-mrin," a man-like race which according to local legend first built the cities beneath the dustlakes, and which (again according to hearsay) have a desire to bring recruits into their new race through a gruesome operation or transformation. Nevertheless the rewards are as great as the perils: not only full manhood in the tribe but also gems and jewelry for decoration as well as other more civilized treasures which are the more prized tokens of a dive, such as artworks or books, or even magical items.

The architecture of the southwestern ruins is notable for its large domes and tall onion-topped minarets, which occasionally protrude above the dust and provide a channel downwards.

Notes to the Dungeon Master

The nomads in the southwest each have type Q treasure. The "osid-mrin" are meenlocks. Also present in the fertile dust are purple worms and ankhegs. Movement in the water-dust is the same as that in water. The bottom of the dust-lakes will support a wide variety of fungoid creatures, including myconids in those not infested with meenlocks.

The dust of the central regions forms a strong lye when mixed with water.

The Pits of Azak-Zil

In mid-locktime of CY 198, the Great Kingdom was astounded by a ball of fire which appeared over the Oljatt Sea, passed over Sunndi, Idee, Ahlissa, and Onnwall, and vanished somewhere beyond the Sea of Gearnat. It was visible as far south as the Olman Isles and as far north as Eastfair and Rel Mord, and was cause for wonder and concern even in those prosperous and confident times. Selvor the Younger, after careful extrapolation to its origin in the constellations, declared the shooting star to signify "wealth, strife, and a living death." The pronouncement caused a panic in certain of the larger cities, particularly Rauxes, where a number of prominent nobles took the pronouncement to be a signal for the end of the world, or at least of an era, and created several disturbances. Accordingly, when after several years the predicted events failed to make themselves evident, Selvor was banished from his post and from the court, and held by his colleagues as a laughingstock. There matters were to lie for more than 300 years, while chaos enveloped the greater part of the Flanaess and few had the time or patience to study the work of a discredited astrologer.

It was in 514 that Jemrek Longsight, a dwarvish sage who as a child had been greatly impressed by the phenomenon undertook a study entirely opposite to Selvor's: using records of the falling star's flight she traced it not back to its origin but downward to the Oerth. Longsight's calculations showed a landing along the easter wing of the Abbor Alz, between the Bright Desert and the Nesser River. On the basis of previous instances of shooting stars and their tangible results, Longsight predicted a great deposit of

pure metals at the site: certainly iron, and possibly gold and mithral as well. The direction of Jemrek Longsight's study has often been cited as evidence that dwarvish habits of mind persist even in those who choose the most undwarvish occupations.

Longsight's announcements resulted in a flurry of activity on the part of all the political interests in the region. All over the Iron League there was a ferment of alliance, misalliance, and reliance between the dwarvish clans and other groups preparing expeditions. The Herzog of South Province sent forth a large group of warriors and prospectors, reportedly with orders to return with news of the deposit or not at all. The Principality of Ulek took an interest, as did Almor, Nyronnd, and the Duchy of Urnst, and trading houses from the Wild Coast and even Greyhawk and Dyvers. Even the rulers of the Pomarj, then new to their power, sent an ill-prepared company of orcs, goblins, and ogres. As these varied forces converged on the area delineated by Longsight, chilling tales of murder, treachery, and bloody massacre began to make their way back to the outside world. Soon the weaker forces turned back for lack of supplies or manpower. The Pomarjis were slaughtered by a temporary alliance of dwarvish interests. Nyronnd and Urnst were unexpectedly impeded by the inhabitants of Celadon Forest, who did not desire such activity near their lands. The Herzog's troops disappeared into the Bright Desert and were never seen again. All parties were harassed by the natives of the Abbor-Alz, who as always resented intrusion, and by the Sea Princes, who were attracted to the supply ships.

After half a decade of struggle, the house of Highforge, one of the more prominent dwarvish clans in Irongate, emerged as discoverer and holder of the starstone's wealth. A port was established on the waterless coasts where the Abbor Alz touches the Bright Desert, and a secret trail was established leading inland. Highforge and its allies maintained thorough secrecy, and for good reason: iron, platinum, gold, mithral, and adamantite began to pour out into the world at large through the carefully guarded harbor. Few have reported concerning the mine inland, but from peripheral comments it appears that the dwarves discovered a broad depression of fused and shocked rock marking the landing point of their prize and established themselves in a nearby mesa from which they coordinated a well-planned mining operation. They dug deep artesian wells and established cisterns. The mine and settlement they called Azak-Zil, or Pureheart.

For five years Highforge swelled with wealth; there were disruptions in metal markets as far away as Rauxes. Then, abruptly, the flow was cut off. The port city of Zarak remained, but communications with the mines ceased and probes into the interior found the roads to be erased and the dust storms to be intolerable. Members of a powerful expeditionary force disappeared suddenly and silently at night, even from guarded tents. Clan Highforge, after expending much of its considerable fortune in an attempt to refind and retake the mines, took heed of unfavorable auguries and abandoned the effort. Zarak was abandoned.



Since the failure of Azak-Zil most southern dwarvish clans have declared the folly of meddling with "things from the sky." Not a few suppose that the mine was visited by a curse, either by something imported from the heavens or by something awakened by the shooting star or the activities of the miners. Many have cited Nomad legends that an ancient nonhuman people dwelt in the mesas of the southern Abbor Alz and still guard them.

Only one individual has claimed to have found the site of the mines since their abandonment: one Pont Sandmorg of Narwell. Sandmorg's account would place the mesa on the eastern slopes of the hills, facing the Bright Desert, about a hundred or more miles inland. There was a poisonous salt lake filling part of the nearby depression, and there were hills of tailings from extensive mining operations, and plain evidence of a dwarvish cliff-city could be seen on the south face of the mesa. However, Sandmorg and his men were content to raid a few ingots from a former roadside depot. Their number had been depleted by native tribes and by packs of unusually ferocious and cunning ghouls, and they turned back after "a most horrible howling, like a thousand jackals which emanated from the city that night, and a most foul apparition which appeared to the men on watch." Attempts to duplicate Sandmorg's route have either resulted in failure to find the mines or failure to return at all.

Notes to the Dungeon Master

The environs of the port-city will show only a few hardy and surly nomads. Inland the terrain is extremely treacherous, and dust storms are likely. There will be evidence of former expeditions as the mines grow nearer, though most of the treasures carried by these ill-fated groups will be in the lairs of various desert monsters. There will be unusual numbers of undead, especially ghouls and ghosts, many of dwarvish origin.

Should the player characters reach the cliff-city or the diggings they will discover that the work of mining still goes on, as does the fighting that always attended it. Each individual, now in undead form, seeks to amass for itself all of the treasure. Their number is large, mostly ghouls and ghosts. There are no noncorporeal undead in the city and mines themselves. The undead will attack on sight in search of food or treasure.

The cause of this horrible transformation is an ellipsoid of bluish metal about 2 feet long and one foot in diameter. All who die within 5 miles of it rise at the next full moon as undead creatures unless the corpse is first blessed. Undead within one mile are turned at -5, those within two at -4, and so on to the limit of the area of effect. The stone also causes consuming greed and transformation to a lichlike state in its possessor. It is presently held by a lich, a dwarvish cleric of 16th level. In addition to raising a primary attribute by +2, the stone should have various other effects as determined from the *Dungeon Masters Guide*; it is an artifact.



Skrellingshald

It is commonly held that the Flan peoples of eastern Oerik were simple tribesmen before the events that led to the Suel and Oeridian migrations. There remain to be explained certain ruins found in the Griff and Corusk Mountains. The massive stone foundations, straight level roads, and flattened or terraced areas of mountainside seem from the proportions of the rarely preserved doorways to be intended for creatures of human size, and it seems unlikely that elves or humanoids would have had the inclination to produce such works. What is more, the occasional jade carvings and green ceramic figurines found both at these sites and occasionally in rivers flowing out of the mountains show a people of Flannish features and dress, and there remain in the Duchy of Tenh and among the Coltens stories of a powerful mountain state of Flannish race. Perhaps the dwarves of the region know more, but if so they show the typical reticence of demi-human races concerning prehistoric events. One of the greatest works of this ancient people, whoever they were, is the mountain known in Flan as Tostenhca, but more commonly known by the name the Suel barbarians gave it, Skrellingshald. It is a place which has been discovered many times, and as often lost again from human knowledge.

Skrellingshald is among the Griff Mountains, but unlike the untamed crags surrounding it its peak is entirely leveled. Perched on this plateau is a city of heroic portions carved from the rock itself. It holds many noble houses, as well as large pyramids and ramps of unknown purpose. There are large water storage tanks, and evidently water was once piped through the entire city. The broad avenues are lined with tall statues of the same greenish-black rock as the mountain and city, all of them showing typical Flannish features (from which trait the name of the city is derived). Some of the dwellings may be three or more stories high, and the interiors contain among other things murals with pigments that are still fresh and scenes that depict the lives of the inhabitants. One block covered with such work was brought to the town of Calbut in the Duchy of Tenh, and exhibited as an example of ancient Flan excellence, but it is regarded by some as a clever forgery. Beneath the city and leading downward to various openings on the lower mountain is a series of tunnels. Most of these terminate in terraced regions that must once have been farmers' fields. The climate of the region must surely have been more pleasant in its heyday, for much of the year the city is wreathed in snow.

For all its enigmatic glory, Skrellingshald might remain relatively obscure were it not for the stories that great treasure might be found there. Indeed it bears some passing resemblance to a land placed by popular legend in the Griff Mountains, where the buildings are "roofed in gold." However, the citadel of Skrellingshald is most certainly not inhabited by any human race, and does not flaunt what treasure it may have so openly. Its inhabitants are reported to be particularly malevolent and cunning kobolds, and perhaps certain diabolic allies, who haunt the tunnels beneath the mountain. The skies of the region are the hunting ground of griffons and gigantic eagles. The city itself is supposedly guarded by its statues. If the city ever had gold roofing it has long since been looted. What remains is a wealth of jade jewelry and statuary scattered



throughout the region, and a great store of gold in most unusual form: it is in spheres about the size of a double fist. The troves of gold spheres are to be found somewhere within the pyramids, but it is supposedly unhealthy to meddle with them. Stories have it that those who carry away the spheres contract a horrible wasting and rotting disease.

The citadel is protected not only by its remote position and the ferocious inhabitants. It is surrounded on all sides by deep gorges or high mountains, and the high altitude saps the strength of lowlanders. The weather is chilly and windy in all seasons, and often so cloudy that vision is obscured over distances of more than a few hundred yards. The precise location of the place is not known. Few have sought it out, and those who have returned after finding it are generally reticent. Typical is the case of Hradji Bear-tooth, a chieftain of the Frost Barbarians, who took a band of men in search of the marvel in 520.

Hradji returned later that year with a diminished following and with a greatly increased wealth which consisted largely of the aforementioned golden spheres. He quite naturally refused to disclose the location of the mountain, as he planned to gather a stronger force for the next season and return with still greater booty. Unfortunately Hradji and the majority of his men died within the year, some of them as soon as they arrived home. What is more, all those who had any prolonged contact with the gold similarly sickened and died. Hradji's heir disposed of the hoard by trading it to merchant interests in the Great Kingdom, and reputedly the curse still circulates as the coin of that land, although this last may be a tale fabricated to weaken the Emperor's currency.

In confirmation of Hradji's story that he had reached Skrellingshald, it is noteworthy that he also brought with him two young griffons and a shield of a pebbly, fire-resistant hide which has since been identified as that of a diabolical creature.

It is rumored that certain of the dwarvish clans of the Griff Mountains know the location of the citadel. Certainly they make use of the roads supposedly produced by Skrellingshald's constructors, as well as their tunnels and roadside fountains. It would not be surprising to find that they had discovered something of Skrellingshald's whereabouts.

Notes to the Dungeon Master

The kobolds of Skrellingshald are well prepared to fight off invasions, and to do so with little use of kobold lives. They use missile weapons from a height, and roll down boulders to crush any opposition. Their average intelligence is higher than that of typical kobold tribes, and their shamans and witch doctors are numerous. The chieftain bears a medallion which allows the bearer to summon an ice devil once per year if one intelligent creature is sacrificed. Those who attempt the difficult ascent of the mountain from the outside, or who take an aerial approach, must deal with griffons and white dragons and the uncertain and windy weather (increase all windspeeds around Skrellingshald by 15 miles per hour). The constitution of lowlanders drops 2 points at this altitude.

The city is guarded by stone golems (a portion of the statuary) and, if tombs or altars are disturbed, by natural and

magical traps and by undead or extraplanar beings. Artwork taken from the city will be of high value if it can be removed, especially in the Duchy of Tenh.

The magical curse of the golden spheres is permanent, but its effects on an individual can be removed with *cure disease* and *remove curse*. The chance of success with each of these is equal to the chance of *dispel magic* against a 12th-level enchantment. The curse affects anyone who owns the golden spheres, or who remains near them for more than four hours. It takes effect as a chronic severe disease of the blood and skin, which strikes within 1d4 weeks and worsens to a terminal case once it has seen full effect as a severe malady.

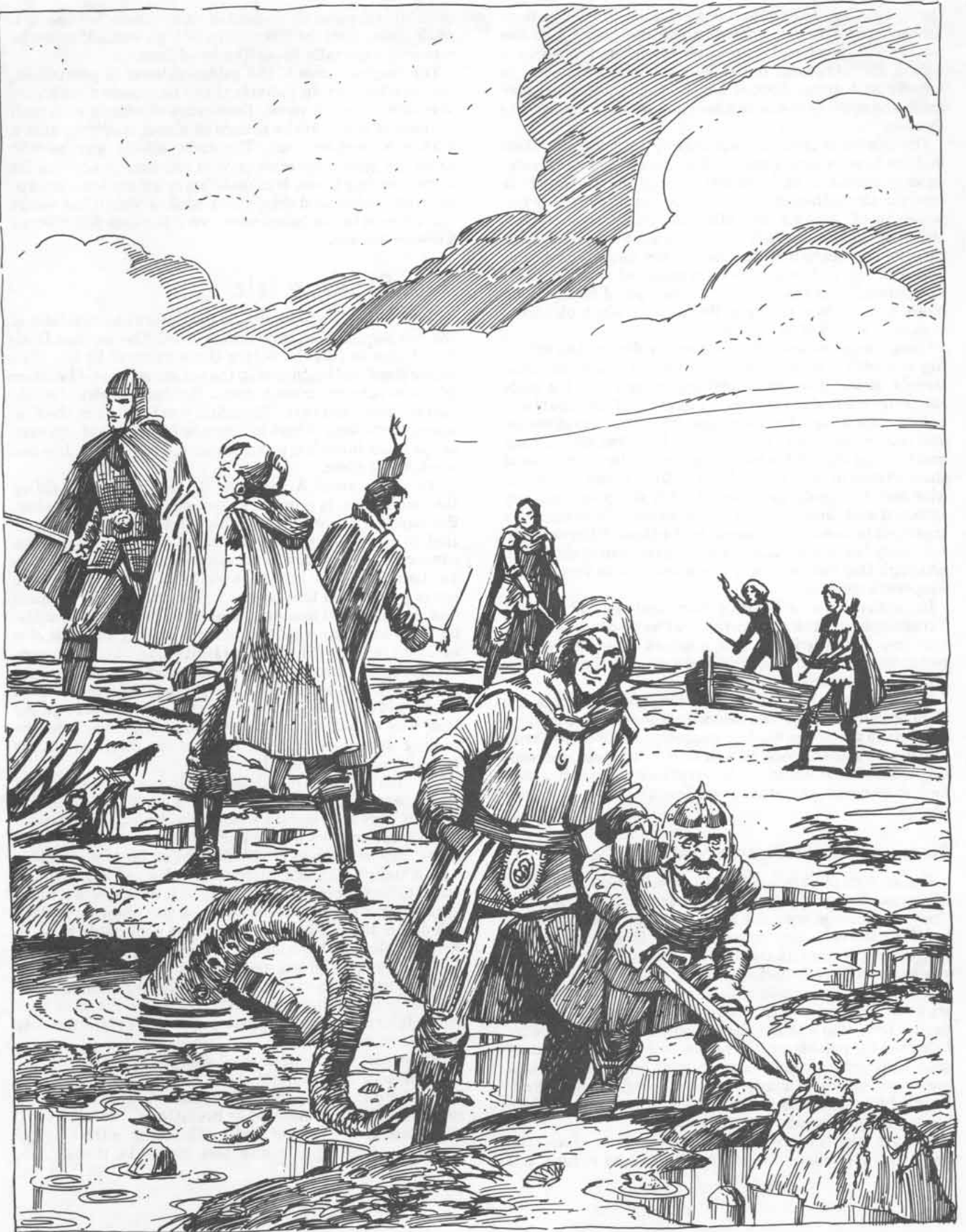
The Sinking Isle

The Sinking Isle has haunted the waters near the Isles of the Sea Barons from time immemorial. The earliest Oeridian tribes to fish the Solnor there knew of it; the Flan before them had legends of it; the seagoing elves of Lendore Isle have tales yet more ancient. Neither our own civilization nor even that of the Elvenfolk was the first in the Fla-naess; there were others in times so far past that the very shape of the lands has since changed. The Sinking Isle is a reminder of them.

The region about Asperd Isle, the northernmost held by the Sea Barons, is prone to infrequent if powerful quakes. Perhaps it was one of these which in the distant past carried an island city to the sea bottom, and perhaps it is the same restlessness that on occasion raises it again into the air. Local mariners hold that while these movements are never predictable they are at times presaged by tremors and a boiling and bubbling that stirs dark mud from the bottom and releases bubbles of foul smelling gas. It is also said that the rise of the Sinking Isle is most likely in storms or fog. At such times coastal traders and pirates, who normally seek the protected inner passage between Asperd Island and the Solnor's unpredictable waves, either go the long way round or stay afloat. Many northern captains raiding southward will not attempt the strait at all, for lack of friendly informants.

The Sinking Isle is not always so kind as to give warning of its reemergence. Neither does it always show itself entirely above the waters. Often only the highest extremities jut upwards, as if they were lying in wait for unwary ships. Indeed seamen credit the isle or its manipulators with a malign will, and attribute any disappearance in the strait to its action. More than one will tell tales of a near-grounding, a suspicious darkness in the water on a clear fair day, or the sight of breakers where none ought to be. A very few claim to have watched the island, or even landed on it. They do so in whispers, as it is said that foolhardy boasters are apt to vanish from their homes on some dark and rainy night thereafter. So it is that for the most part only a faint rumor reaches the outside world of the Sinking Isle and its twisted ruins.

In the past one notable man was far less circumspect than modern adventurers: Atirr Aedorich, a hero of the Great Kingdom in the days of its youth. In 155, as a young man, he was sent southward by his father to the university at Rel Astra, then a great center of learning in the magical arts. The Sinking Isle was less active in those days,





but as the fates would have it Atirr's ship was caught in a sudden squall, and driven onto the hidden claws of the Isle itself. Atirr was fascinated rather than terrified (such were the Great Kingdom's nobles in those days). For a full hour, while the crew sweated at the pumps and strained to place a patch over the hull's single rent, the young man gazed at the strange phosphorescent landscape, and prepared several sketches, until one of the Solnor's strange and unpredictable great waves came questing into the strait and lifted the wounded vessel clear. Atirr vowed to return and discover the island's secrets.

Atirr did return northward some years later, but as Herzog of North Province. Not until his middle years did he have the leisure to take up his study. Through the examination of certain ancient Suel tomes, and the exercise of the arts he learned at Rel Astra, he devised a way to either predict or command the vagaries of the Sinking Isle. This knowledge, like much else, was lost in the Turmoil between the Crowns, but several different descriptions survive of what he found when he drew alongside the risen city.

In the short time before the island sank once again beneath the waves, Atirr and his fellows were able to recover and record information about a great many artifacts from among the spiky and highly decorated ruins. Among these were many panes of fine stained glass, some still intact, and some in tints never yet achieved by modern artists. Besides these were a number of twisted ornaments of gold and lead, later discovered to be of sahuagin manufacture. Atirr also discovered a book sealed against the water in a lead casket. All of these were returned to the court at Rauxes in honor of the Overking. The patient Atirr hoped to study them further in his retirement. He declared the book in particular to be most interesting, being among other things a recording in a lost language of "an ancient history together with magical secrets."

Tragically, Atirr was never to attain his goal. Two years after his discoveries he and all hands went down in a storm off the coast of North Province in a storm which apparently even the Herzog's powers could not quell. The book has since disappeared, though it may yet be found somewhere in the catacombs at Rauxes; it is difficult to be sure, as so little word now reaches the outside world of the doings at that court. It is known that Atirr was convinced from a preliminary study that the city itself was not primarily of sahuagin construction but must have been built by a terrestrial race, though sahuagin-like creatures and other sea life are depicted frequently in the architecture.

Later observers have examined the coastlands and sea near the site of the Sinking Isle, and have on a dark evening seen what may have been its upper towers. The region is chill and forbidding for such a southern latitude. Fishermen say that the catch in those parts is extraordinarily good, but that nets are often fouled. Those attempting the water, find it dark and chill. Most are content to leave the Sinking Isle to the sahuagin, or whatever race of the deeps now holds it.



Notes to the Dungeon Master

The Sinking Isle is held jointly by sahuagin and krakens, according to the local currents at the time. The waters about the isle are alternately very clear and warm as the southern current reaches it, or chilly and dark as it is touched by the northern currents. Each sort of water has its characteristic fauna, the former typified by sahuagin and the latter by krakens. There is a 10% chance in any month that the currents will change over the course of the following month to the opposite direction.

The risings and fallings of the island are controlled by sacrifices of intelligent creatures at an altar in the middle of the largest ruin. The city is not of sahuagin manufacture, but it would not be amiss to suggest that the builders were the once-human ancestors of the sahuagin themselves. They were in any case an evil race toward the end. The ruins are reminiscent of Gothic architecture, with much decoration and many high pointed arches.

The isle is relatively uninhabited during changeovers from one current to another. It is 15% likely to rise on its own each month that characters are in the area, and will remain above water for 1d6 hours. It normally rests on the bottom. Local fishermen are 10% likely to know the precise location; local mermen 50% likely. Neither will be eager to reveal the information or serve as guides. The sahuagin and krakens have a few allies ashore to apprise them of events.

It might be suggested that the House of Rax holds the book discovered by Atirr. Aside from historical information it is both a *libram of ineffable damnation* and a *book of vile deeds*.

The Twisted Forest

The Drachensgrabs have always been a peculiar land, an anomaly among the more settled regions of the Flanaess. Legends persist that some powerful being sleeps there, and that some unclean air is about certain of the hills. The retaking of the Pomarj by humanoid forces is just such an event as might be expected of this region. Rumors aside, there is at least one sleeping and dangerous power in these superficially pleasant lands: the misnamed "Twisted Forest."

The Twisted Forest is no forest at all, but rather a collection of stony pillars; these pitted gray shapes have as much the aspect of humanoid shapes as of trees. They are scattered over the hillside meadows like so many leafless olives, but it would be difficult to mistake them for vegetation. They range in size from that of a very small goblin to that of a very large ogre, but their twisted upper extensions are as suggestive of upraised arms as of branches. They have overall an unwholesome and unnerving aspect. One has the feeling of being watched. The patterns on the trunks are suggestive of tormented faces, and it is notable that despite their great age they do not bear the abundant mosses, lichens, and birds' nests that the local outcroppings of native rock display in such abundance.

An examination of the ground between the "trees," which is rich in flowers, shows a surprising number of bones and many weathered remains of weapons and equipment. One might at first suppose these to be the relics of a battle, but they are of varying ages—some old enough to



have crumbled entirely and be evident only as strains in the soil, while others are much more recent. Where they have not been disarranged by scavengers the bones and equipment are still whole. The source of this carnage is not any danger in the hills round about, but the forest itself. Those who touch the stone shapes often die, or go mad.

The goblins of the Pomarj are now well aware of the dangers of the Twisted Forest. Early during their influx a large company of goblins scouting for new lands ascertained from the local herdsmen that the Forest might contain treasures somehow locked within the stone shapes. Precisely what occurred on the day they entered the Forest is not known, but it seems to have been something beyond even the traditional danger (of which the goblins and their allies might have been aware had they not in their eagerness to push onward hastily slaughtered their informants). Later observers have since examined this field of stone shapes, and it seems that there are rather more of them than implied in earlier accounts. There is moreover something which was surely not present in past centuries—a contorted river of stone among the pillars, more than thirty feet long, tapered at either end. Unfortunately, it is not possible to compare past and present eyewitness accounts directly, as former natives of the region are now dead or dispersed.

The Twisted Forest would be entirely mysterious were it not for records of the Keoish Court at Niole Dra. An ancient and much recopied manuscript there purports to be a history of the Suel peoples immediately after the last disaster of the Suelite empire, penned by one Uhas of Neheli. In this history is the tale of a particularly wicked band of Suloise who fled with all their treasures eastward along the northern coast of the Azure Sea, seeking a new land in which to build a powerful new nation. They were as learned and powerful as they were cruel, and met with success in all their evil ventures, until at last they slaughtered a band of innocent Flan tribesmen in a particularly vile manner in the Suenha Hills. By so doing they brought on themselves a most terrible curse from certain of the Flannish gods the tribe had worshiped: that neither they nor any of their kind should leave the valley in which the massacre occurred, and that they should be monuments to their own wicked behavior, “pillars of tortured stone for all the world to see.” This would seem to be a clear reference to the Twisted Forest, and it is commonly accepted among historians that the Suenha Hills were the Drachensgrab as known to early Suel colonists. The malevolent effect of the stone figures themselves remains to be explained, since it would surely not have been a part of the original curse, but perhaps the powerful Suel mages contrived somehow to see that their malice would continue to wound the world, at least within a limited area. As additional evidence that the stone figures are former Suelites, the flowers peculiar to the Twisted Forest are of types seen only in the far western parts of the Sea of Dust.

As for the treasures which some insist are buried in the stone figures, it is perhaps best not to seek them since the Twisted Forest has so dire an effect, but it is doubtless a great treasure indeed if these stone figures are in fact a host of transformed Suelites. What if anything could be gained from what may be the more recent additions to the collection of pillars is unknown, even in rumor.

Notes to the Dungeon Master

The pillars are largely the remains of evil creatures. Any being of evil alignment which enters the demesne of the Twisted Forest will be affected within 1d4 to 1d20 turns depending on the degree of evil involved. Thereafter such creatures must make a saving throw vs. spell each round or be converted with all their goods and equipment into twisted stony parodies of their original forms. They will thereafter be fully aware and able to hear and see and even feel their surroundings, but are immobile and practically indestructible. Fire, cold, and lightning, as well as acids and nonmagical weapons will cause no damage, but will cause excruciating pain. The rock is also immune to common spell effects such as *rock to mud*, *stone to flesh*, or *dispel magic*, though *know alignment* is effective. Only *polymorph any object* can release a trapped individual, and then the success is checked as if *dispel magic* were being used against a 20th-level spell. This restoration is permanent if the victim survives the system shock roll.

Trapped creatures typically have only one avenue of escape; they can attempt to take over the body of another creature that touches or strikes them, as if using a *magic jar* spell. One attempt to take over is allowed on each round in which there is contact. A takeover attempt may also be made against someone who attempts *speak with stones*. Once in its new body, the new tenant must survive a system shock check or die. *Resurrection* or *raise dead* on a body slain in this way will bring back the newer tenant, not the old. In any case the former owner of the body is trapped in the stone form of the aggressor. All creatures are susceptible to these effects, but natural animals are subject to an *antipathy* effect and will avoid the pillars.

Released creatures vary widely in origin. Some are the original Suel band, including some powerful spellcasters. Others (the smaller ones) are goblins or kobolds, while the larger ones are typically ogres. The large snakelike figure is a red dragon. Some will be other non-evil creatures trapped in new bodies. Reactions will vary according to alignment and length of imprisonment (some of the older ones are quite mad). Equipment will be likewise variable.

The Burning Cliffs

The stretch of land facing the Icy Sea between the Cold Marshes and the Forlorn Forest is one of the least trodden regions of the Flanaess. Not even the Rovers of the Barrens see much profit in it; they generally keep to the grasslands farther south, and even these hardy folk refer to these parts as “The Wastes.” Even the poorest parts of the Flanaess have their wonders, however; in this case, the famous Burning Cliffs.

The Burning Cliffs were named for their northern border with the Icy Sea. Ships traveling along that coast may see them for distances of a hundred miles or more on a clear day, where the smoking rocks drop sharply to meet the water. In fact the region of burning extends a good distance inland. It consists largely of oily shales and a black flammable rock which release smoke and steam from a process of burning which has been continuous since the earliest histories. It may even have spread in recent centuries.



It might be thought that a fire would make the local climate more bearable, but in fact the smoldering and steaming rubble gives rather more heat than is comfortable, and in places is actually in flames. In any event it would be necessary in most seasons to stand amidst the conflagration, since the fierce northern winds soon carry away the heat. It would in any case be a dubious comfort, being accompanied by sooty fumes and steam. Ships sailing downwind of the Cliffs are apt to leave with darker sails than those they set out with. Neither would the warmed traveler have anything to eat in those desolate regions, with the exception of a few scrawny northern deer which feed on the sparse lichens and willows upwind of the Burning Cliffs region. The Rovers seldom bother to visit the place, and regard it as simply another obstacle in their rare trips through the Wastes.

The character of the Burning Cliffs has apparently changed somewhat over the past century or so. Mariners remark that the clouds billowing upwards from them contain rather more soot than steam, and that by night a dull glow enfolds the entire region as if there were higher flames nearer the center. Both the Rovers and the seamen have noted that the area of burning has spread by up to several hundred yards a year (it is already nearly 30 miles across), though in cold winters it retreats somewhat. On occasion shapes are reported moving about behind the barrier of cloud and soot. Perhaps most significantly, the forests, marshes, and grasslands at the edge of the Wastes, hundreds of miles away, have begun to sicken and die, supporting the claims of some scholars that the Burning Cliffs are in fact responsible for the Wastes to begin with. This is of little concern to most northerners, however; the lands are wide there, and apparently inexhaustible.

None of these more recent reports has been sufficient to spur the practical northern peoples into any sort of action or investigation, and it was quite by accident that anything more was discovered. In 523 one Storrinch of the Hold of Stonefist failed in an attempt to advance himself by less than traditional methods. Poisoners are not highly regarded even in that grim country, and so Storrinch and his followers were obliged to flee. Since the season was summer and the Ice Barbarians would not be likely to let his ship pass unmolested, Storrinch and his pursuers turned westward. Unfortunately for Storrinch and his men, the pilot of the ship ran it aground offshore the Wastes, and Storrinch's company was obliged to take to the land, the pursuit still hot on their heels. As a last desperate measure Storrinch attempted entry into the Burning Cliffs region, risking a stone path that he and his men found leading into the smolder. Storrinch's pursuers turned back at this point well satisfied, and informed the Master of the Hold that they had driven Storrinch to his death, having waited some days for him to attempt a return and having seen nothing. It proved to be untrue.

Two years later Storrinch appeared in Dyvers, and being a rather loquacious individual he soon disclosed his story—several stories, in fact, some of them mutually contradictory, but it is possible to piece together a relatively plausible scenario from his boastings. The general outline of the story was that Storrinch's company happened on a city of fire-loving creatures, and managed to steal some valuable gold and jewelry. The subsequent conflict, and the flight southward through the flames and fumes claimed all of Stor-

rich's following, as only he was protected from the full effect of the Burning Cliffs (apparently by magical effects of certain of his possessions). The identity of the creatures which Storrinch robbed is uncertain; his claims gradually grew more diverse. At various times they were elementals, devils, demons, and harginn, and even efreeti. Unfortunately these discrepancies were never resolved. Within a month of his arrival Storrinch died of a choking fit at a banquet. There were no other survivors to corroborate Storrinch's story, but it is clear that he had somehow acquired a great wealth of jacinth and gold. He spent liberally in his last weeks of life, and still left behind a considerable trove.

Since Storrinch's death a number of individuals have attempted the Burning Cliffs. Some have entered by the paths which are now occasionally evident throughout the region, while others have attempted aerial surveillance or have relied on magical protections against the heat and set out cross country. None who penetrated deeply into the land of the Burning Cliffs have returned. A number of reports indicate that Iuz and the Horned Society have taken an interest, and have sent large companies northward. What the purpose of this may be is unknown save to the rulers of Dorakaa and Molag. Some unknown persons have erected an altar to Pyremius along the northern coast of the Burning Cliffs; whether for purposes of propitiation or worship remains unknown. Members of that cult have on occasion been linked to the region, but they fiercely deny it.

Notes to the Dungeon Master

Depending on the local intensity, the heat and fumes of the fires will inflict 1d3 points of heat damage and 1d4 points of poison damage (save vs. poison to avoid the latter) anything from once per day to once per round. These effects are halved for someone standing on a pathway or otherwise outside of direct contact with the burning rocks.

The residents of the area are all from the plane of fire; Iuz and the Horned Society have been encouraging and recruiting evil fire creatures from among these. A large town has grown up near the center of the conflagration, where there is a gate to the plane of Fire. The wily Storrinch's boasts are true to the hilt; he passed through to the City of Brass itself, and made off with some minor treasures. As a result residents are now alert for intruding "vermin." Unless the connection to the plane of Fire is broken, the Burning Cliffs region will continue to grow, much to the delight of the cult of Pyremius.

Csipros Erd—The Geysers of Death

In 510 CY the last of the Euroz and Jebli tribes were driven forth from the Lortmil Mountains. One particularly large horde made the ill-advised attempt to reach the Yatil Mountains by crossing the gap from the Lorridges. Unfortunately for these creatures they had been preceded by lesser bands, and the combined cavalry of Bissel and Veluna stood ready to stem the tide. A large part of the force was destroyed, but the remainder survived by dint of a ferocious counterattack and entered the southern Yatils. There they were harassed by halfling, human, and elven



forces raised by the locals, who were not at all of a mind to allow such prolific and ferocious creatures a foothold. The horde finally turned southward in an attempt to reach the Barrier Peaks region by passing through the Bramblewood Forest. Here they met their final and fatal opponent, one Sandor the Headstrong, the young lord of Polvar province in eastern Ket.

Unlike the other harriers of the goblin/orc horde, the lord of Polvar was not particularly concerned that they would settle in his lands (clearly they did not desire to do so). He was motivated instead by rumors that had filtered into Ket after the earlier engagements: that the cartloads so fiercely protected by the horde's leader (the half-orc Urgush) represented a great store of gems and precious metals garnered during the horde's years in the Lortmils. Sandor was determined that such a prize should not escape, and he pursued the host in a series of forced marches which unfortunately exhausted his footsoldiers to the extent that many fell behind and the remainder could not bring about a decisive attack against Urgush's resistance. The chase led through the Bramblewood and into the hills, Sandor's force gradually regaining strength and Urgush's growing fewer. In desperation Urgush turned up an unknown valley, determined to make a final stand. Here disaster met both sides.

There are numerous hot springs in the northern Barrier Peaks and in the Yatils, and they are widely known and generally appreciated by the Kettites, so Sandor was not surprised or particularly worried when he began to pass through the outlying regions of a system of geysers, full of white frothy stone and colored pools and pits. He only slowed his cavalry over the difficult terrain. A supremely confident man, he was not much disturbed either when scouts reported a number of nearby lakes of a blood-red color said to be unlucky by Kettite peasants. The wains of the humanoid horde were in sight, and obviously bogged down. Sandor prepared his men for a hard pressing attack, hoping to disperse the horde and take their prize, when the ground began to tremble.

With terrible swiftness, a powerful wind swept down the valley, tumbling the orcs on their faces and oversetting the precious carts. A wealth of gems could be seen to spill from them. Sandor's force had barely begun to comprehend this when they too were bowled over. Only those on the upper slopes, where Sandor had been organizing the crossbowmen, were spared. None of the others rose again, even so far as their knees. Farther down the valley trees were snapped at the base by the strange wind. Geysers triggered by the earlier tremors spouted into the air.

Sandor sent a cautious group of scouts into the ruined valley, but they fainted well before they had descended to the floor. He himself attempted the descent, and had to be dragged back out of the area by the rope which he had the foresight to attach to himself beforehand. Sandor and some of the scouts recovered, as did some of those who had been on the valley's middle slopes. But all others were lost and the invisible poison barred further entry. After two fruitless days Sandor yielded to the demands of his much reduced force and made his way back to Polvar, swearing each of his men to secrecy concerning the location of the treasure and vowing to return.

No sooner had Sandor recovered at Polvar than he set out again, being careful to put under his command all those

who had first seen the valley. The sight of the wealth of the Euroz and Jebli tribes had inflamed his desires, and he was certain that with certain magical treasures he had acquired he and his force would return with wealth sufficient to make Polvar a nation in its own right. He never returned.

Many have since sought Csipros Erd, the Geysers of Death, but none have returned to report of them. The maze of hills and valleys about the northern Barrier Peak is large, and not a few have geysers and hot springs. Of the "blood red lakes" mentioned in Sandor's account there has been not a trace. To common knowledge Urgush's wealth, along with what must be a considerable quantity of human and humanoid bone, remains undiscovered.

Notes to the Dungeon Master

The geysers and hot springs of the Valley of Death are no more dangerous than those of other regions—which is to say that one must be quite careful. The blast of a geyser might inflict anything from 2d2 to 2d20 points of damage (a saving throw vs. breath weapon is appropriate). The intervals between activity and quiescence for most are essentially unpredictable. The various water and mud pools could inflict similar damage to those immersed over a time scale of anything from segments to hours (even comfortable temperatures sap vitality over time).

Poisonous gases are sometimes released from small clear sterile lakes in the region. There are two along the Csipros Erd approach, and there is a larger one at the head of the valley above the basin containing the geysers. The gas is odorless and colorless, and otherwise acts as a *cloudkill* spell. It fills a very large volume, and disperses reluctantly. Flowing downhill it can move swiftly, like a flood of water. The lakes generally release the gas only if there is a strong disturbance, like a minor earthquake, or a slide. For 3d8 weeks after discharging they are rust or blood red, and will not release any poisonous gas.

The gems, jewelry, precious metal, and magical items of Csipros Erd are now scattered over a broad region, having been scavenged at various times by locals who risked the geysers which are now extremely active about the site. Much still remains in the hot pools, guarded by steam and mud elementals that have moved into the region. The rest is owned by ogres, various giants, and giant ravens and eagles, as well as lesser creatures. Sandor's force ran afoul of a coalition of hill giant tribes which formed to loot the treasure and which fell apart in quarrels shortly afterward. A tribe still remains by Csipros Erd, and they have developed the tactic of heaving boulders into the lakes when enemies approach up the valley floor; this triggers a release of the gas. It is remarkable for the number of bones in it, many now encrusted with minerals from the hot springs.

Tovag Baragu—The Stone Circles

More than one scholar has remarked that whereas the destruction wrought by the Bakluni mages on the Suelites has been the longer lasting, having persisted to the present day as the Sea of Dust, the Invoked Devastation which the



Suloise first unleashed against the Bakluni must have been the more thorough. Even a thousand years later, ruins of Suel cities may be found in the desolate Sea of Dust, whereas the Dry Steppes, which are far more habitable, seem to contain no remnants of the Bakluni cities at all. A notable exception is Tovag Baragu, known in the East as the Stone Circles. This large feature still stands near the salt lake of Udrunkankar at the edge of the Fla-naess.

Tovag Baragu ("Navel of the Oerth" in Bakluni) is a set of five broad circles composed of huge, smooth pillars of an extremely hard white rock. The pillars are sometimes fluted but more often entirely featureless, and they are set in a broad pavement of blocks made from the same material. The entire structure is circular, and more than a mile across. It is perfectly level, though the land about it slopes westward towards Udrunkankar. On its western border one may descend from the platform in a series of broad shallow steps that ends rather abruptly some 20 or 30 feet above the salt flats. The eastern border of Tovag Baragu is of a height with the surrounding terrain, and dust and vegetation have invaded its margin.

It must have been a great work to transport the pillars, which are some 40 feet high each, to their present site. There is not rock of that sort within more than 200 miles, and indeed the origin of the stone is not known. Perhaps the blocks could have been transported on barges if the large rivers that once flowed across the steppe were present when Tovag Baragu was built. Also surprising, especially since so little else survived the Invoked Devastation, is the pristine condition of Tovag Baragu. There is no erosion, and not so much as a tilted pillar or canted paving stone. The local tribes make no claim that their ancestors ever constructed Tovag Baragu. This is most unusual given the nature of the locals and the undoubted accomplishments of their ancestors. For instance, nomads will solemnly aver that the rocky pinnacles north of Lake Udrunkankar were once a vast lighthouse constructed for the lakeside city which stood there a millennium ago! Perhaps they are correct. Tovag Baragu does bear some fleeting resemblance to the badly eroded ruins one may encounter in the Jotens and Crystalmists, which have been attributed to an ancient civilization of stone giants. In the absence of evidence, however, Tovag Baragu cannot be said to have any certain origin, though the most obvious one is that of Bakluni construction.

Local human and centaur nomads hold Tovag Baragu to be holy, and many of the Dry Steppe tribes make it the subject of a yearly pilgrimage and festival, where they trade, contract marriages, and meet in ceremonial commemoration of the Suelites' destruction while their priests call down further curses on that land. The entire event lasts two weeks, and those attending it or traveling to or from it must abstain from feuds or warfare and are themselves immune from the same. For much of the rest of the year the site is abandoned and it is considered ill fortune to see it even on the horizon. This is readily understandable; some of the phenomena that may be encountered there are disturbing even to the civilized mind.

One effect which is frequently observed by those who wander among the circles is that distant objects seen between them are sometimes magnified. Similar augmentations of the other senses may occur as well. In this man-

ner it is possible to learn some astounding things, as in the case of Celene—but that is a topic for another account than this one. With concentration it is sometimes possible to sharpen the focus, or choose one's target. However on occasion things may be seen through the pillars which are almost surely distant in time or planes rather than in space. One of the most frequent is a glimpse of a great lakeside city, usually at night. Another is of a verdant plain crowded with the peculiar mammalian life which may be found on occasion near the Sulhauts. More rarely one may see or hear regions which must surely be those of the Outer Planes.

These views would be entertaining rather than unnerving were it not that on occasion a connection is formed, and objects may pass between Tovag Baragu and the area depicted. Whether fortunately or unfortunately, these openings are rather fleeting. They may however account for some of the unusual creatures in the southern part of the Dry Steppe.

It remains to be mentioned that the locals believe Tovag Baragu has an effect on the weather. This is well substantiated, since those few outsiders allowed to observe the yearly ceremonies may see that the weather summoning powers of the nomads' priests are greatly augmented. Whether in fact Tovag Baragu operates unguided is an open question.

Notes to the Dungeon Master

Tovag Baragu should be treated as an artifact, as described in the *Dungeon Masters Guide*. Its powers, and the times at which it is activated, depend on astronomical phenomena of Oerth. Each circle is linked to a particular moon or planet and operates only when it is visible in the sky. The actions of those in the circle at such times can affect the outcome, but player characters should not be permitted to learn all that is required for proper control. The most frequent full connection is to a Pleistocene setting. Whether the city seen represents the past or an alternate world or the future is up to the DM. Player characters might be allowed to gather the impression that Tovag Baragu maintains the Sea of Dust's present condition, but they ought not to be able to do anything about it until they reach extremely high levels, if then.

If the campaign includes the *Cup and Talisman of Al'Akbar* which are described under Artifacts in the *Dungeon Masters Guide*, a number of interactions might be set up between it and Tovag Baragu.

The nearest settlement to Tovag Baragu is a very large community of dervishes sworn to protect it from foreign meddlers. The human and centaur tribes of the Dry Steppes will be generally of a similar if less radical outlook, and will do what they can to discourage adventurers from approaching the spot. They will certainly not serve as guides (except possibly in the cases of some individual members of the tribe who are unscrupulous).

Rigodruok—the Rainbow Vale

It is clear to any student of the natural world that the ebony fields of ice which cover the northernmost tip of the Oerik continent are no natural phenomenon, but are

almost certainly magically produced and sustained, much as is the Sea of Dust. Quite simply, the towering wall of blackened ice that greets the northbound traveler ought not to persist. Even ordinary snows and ices do not remain on land over summer at such latitudes, as may be clearly seen in the case of the Icy Sea, which breaks up each spring. What is more, dark ice is particularly vulnerable, since it gathers the heat. It is a common practice in northern cities for merchants to scatter ashes on their doorsteps to melt the ice, a tactic that works well even in the weak winter sun. Given such a magical nature, it is hardly surprising that strange tales abound from such a region. Of these one of the odder but more reliable is that of the Rainbow Vale, Rigodruok.

Some years ago a fragmentary document was recovered from Blackmoor Castle which gave substance to the widespread accounts of a land "beyond the black ice where the sun never sets." While a firm description of the land itself was lacking, the parchment gave explicit directions for finding it among the wastes of the Black Ice. This information fell into the hands of one Sormod, a merchant and adventurer from Perrenland who was visiting Eru-Tovar, where the parchment surfaced for sale at the bazaar. The romantic Sormod mounted an expedition as soon as he could gather the backing, and departed from Dantredun in Richfest of CY 453.

In CY 460 there surfaced in the city of Greyhawk a volume purporting to be the personal journal of one Henriki Ardand, the expedition's magician. Whether true or false, it is a most marvelous tale. Henriki tells of the difficult passage over the sooty ice, where the expedition was endangered by subterranean hot springs of the same sort that underlie Blackmoor. These apparently weaken the ice and make passage over it a risky business, apt to result in a

sudden downward drop as a cavern collapses under the weight of travelers. In places too, there are small volcanoes which blacken the snows newfallen on the ice. Between these dangers and the jumbled areas of collapsed ice, as well as certain "iceworms" (most probably remorhaz) and the hostile dark-furred bugbears of the region, the progress of the expedition was rather slow and several members were lost or refused to go on. At last, however, they reached a range of low peaks jutting just above the ice as their directions had described. What greeted them on the other side must first have appeared to the surviving members to be a paradise. Henriki calls it the Rainbow Vale.

After a region of mists the explorers saw before them a green and fertile bowl of land, warmed and lighted by a sunlike body floating half a mile above its center. Several large islands of land likewise drifted about it, some of them large enough to hold small rivers whose cascades of droplets caused Henriki to name the valley as he did. Below the miniature sun was a central lake, beside which the members of Sormod's group could see several clumps of broken reddish towers.

Sormod and his band descended the steep cliffs into the valley's forests, passing first through birch, fir, and sablewood, then through oak and beech woodlands where they stopped to gather uskfruit and yarpik nuts, then past magnolias and fig trees, and down to the shores of the lake where they found palm and deklo trees flourishing in the steamy heat. Curls of vapor could be seen rising from the area of the lake beneath the valley's illuminator. They camped beside one of the skyborn waterfalls near the ruins they had seen from the valley's rim, and discovered to their surprise that the buildings were of deeply rusted iron. Finally they pitched camp. Perhaps exhausted by the long journey, or drowsy in the unaccustomed heat, the watchmen slept.

Sormod's party was neither particularly weak nor poorly equipped, but they had little chance unwarned against the sudden onslaught that overtook them: goblins, bugbears, and giant spiders, some of the latter of astounding size and speed and fiendish intelligence. The camp was scattered, and Sormod, Henriki, and the other survivors watched in horror as their companions were bundled away and hauled up on ropes of spider-silk to the nearest of the floating islands.

Henriki and the others managed to regroup, and for some weeks they cautiously explored their surroundings. They discovered a group of human primitives who evidently worship the spiders and their humanoid henchmen, and they also found many inexplicable constructions of metal and glass in the ruins. Without their equipment they did not wish to risk an overland journey, but they discovered from conversations with one of the friendly cavemen that there was a tunnel leading southward which eventually would reach the surface. Assured of an escape route, they mounted a raid on the sky-island to which their companions had been taken, using Henriki's remaining powers. They discovered no sign of their comrades, but they did find some very large statues of spiders in a grove beside the spider-village, each decorated with large diamond eyes. They took these and fled.





The long passage southward through the tunnels claimed yet more members of the group, in some cases to heat exhaustion as they passed the warm springs. Eventually, however, they emerged south of the Black Ice at the headwaters of the Fler. From there they passed through the Burneal Forest, where Sormod was lost to a poisoned arrow in a dispute with forest tribesmen. The survivors (including Henriki, a priest of Pharlagh from Schwartzbruin, and two Wolf Nomads) divided the treasure between themselves and dispersed, none willing again to risk the terrors of the land beyond the Black Ice.

Notes to the Dungeon Master

The chief inhabitants of the valley are goblins, bugbears, giant spiders of various sorts, and the subject cavemen. DMs with access to *Oriental Adventures* rules may wish to add bakemono and goblin spiders. Creatures from almost any climate zone might be added to the list. The whole valley is rich in diamonds, and the spiders and their allies have a number of magical items salvaged from the ruins.

Sources of knowledge concerning how to get to the region could include the survivors of the expedition or their descendants. The origin of the valley needn't be explained, at least in the initial series of adventures. The passage at the headwaters of the Fler will be difficult to find without a long search and probably impossible without directions. It is in hex Y4-56. Rigodruok (the cavemen's name for it, and the name on any old sources giving directions to the place) is in W4-51.



Esmerin

The Lortmils have always been famous for their gems and precious metals, and stories abound of hidden settlements in which the dwarves, gnomes, or halflings are as rich as kings. Some of these have a firm basis, though in fact the wealth of the inhabitants is greatly exaggerated: gems and gold are worth a good deal less near their source of supply, and the expense of safe export is high, even since the Hateful Wars of CY 520. Nevertheless, one of the more extravagant tales may have been true after all.

In Growfest of 556 the simple riverfolk of a river that flows into the Jewel south of Courwood discovered a bronzewood casket of exquisite workmanship lying on a sandbar. When they opened it they found the body of a young halfling of tallfellow race, with unusually handsome and noble features, preserved in a sweet-smelling resinous liquid. He was clad in silks and gold brocade worked with emeralds, and wore armlets, rings, and necklaces of gold and emerald, together with much other treasure. Perhaps because of elvish influence the rivermen of that region are not as other men. They took each a single ornament, as it is their custom that pallbearers are entitled to an item from the gravegoods, and buried the casket in a secret place, each swearing never to reveal its location. Nevertheless the story spread up and down the river like wildfire, and soon listeners as far away as Gradsul and Highport were speculating as to the casket's origin.

These events reawakened a tale long dormant set down by Pontus Hardiggin, a halfling traveler who ranged widely about the world between the years 350 and 390 before retiring to write his memoirs. Among other stories, some obviously fabricated, Hardiggin described a visit to an idyllic land in which halflings and giants lived in peaceful cooperation, blessed with fertile soil, health, and a great deposit of gold, emeralds, and useful metals, and most of all with concealment from the outside world. Hardiggin placed this land in the Yatils, but this may have been intended as a joke, or simply to protect the inhabitants of that happy land. There are a number of surprising coincidences between his account and the story of the casket: the nature of the halflings (tallfellows, unusually handsome), the nature of the land's treasures (silk, gold, emeralds, resins), and even funeral customs (placement in a cave in a bronzewood casket). It seems unlikely that simple riverfolk could perpetrate so elaborate a hoax as to duplicate an old tale no longer widely known, or so expensive a hoax—two of the emerald ornaments have since surfaced in jewelers' shops on the Wild Coast, and they are flawless and of distinctive design.

Nevertheless it is difficult to see how the land and people Hardiggin described could go so long undetected. His descriptions make the entire valley at least ten miles across, and in any case a large settlement including giants is hardly inconspicuous. There may be, however, a number of contributing factors. The slopes of the nearby mountains as Hardiggin describes them are foggy and thickly clad in dense forest, and the only passes require one to scale sheer cliffs or seek out secret passages hollowed into the rock. In either case the high altitude is debilitating, and the entire way is guarded. The only other means of entry to the land of Esmerin is by means of a river which flows through underground caverns after disappearing near a whirlpool in Esmerin's eastern quarter. This is certainly a route even more difficult. As for views from the air, only the giant eagles and the arakocra are likely to gain such, and these were described by Hardiggin as allies. Last but not least the land of Esmerin is described as protected by the magical power of a huge emerald "as big as a giant's head," which stands in a pavilion at the center of the chief settlement. Hardiggin described this emerald as having the power to alter the appearance of a land as seen from the distance. He also attributes powers to control the weather and various other matters to this agency.

According to Hardiggin, those who somehow stray into Esmerin are compelled by the inhabitants to remain (or if they are evil, they are simply killed). This is done in cases of apparent recalcitrance by means of a *geas* placed on the intruder never to leave. The charming Hardiggin narrowly escaped the imposition, or at least delayed it long enough, to escape by a perilous route down the caverns running alongside the underground river that leaves Esmerin, past the burial chambers, and through several siphons (one wonders why so foolhardy an individual lived to write his memoirs). It is possible that somehow, with the exception of Hardiggin, all outsiders have been deterred or detained.

Whatever protections Esmerin may have, it most surely has need of them. Hundreds of fortune seekers have traversed the Lortmils in search of it over the past two decades, and many are of a dire and evil nature. Certain well-equipped expeditions from the Pomarj have made



incursions into the Lortmils via the Suss forests, for instance. So far none have returned with any report, but this may well be only a matter of time given the hard evidence of the emerald ornaments. One hopes, too, that the casket will not be discovered and its contents (and possibly the spirit of the corpse) examined.

Notes to the Dungeon Master

The inhabitants of Esmerin are 1,600 tallfellow halflings and 400 stone giants. All are well-fed, well-educated, healthy, peaceful, and handsome, and there are maximum numbers of exceptional individuals among them. They have two colonies of giant eagles as allies. In the center of the major settlement is an artifact as per the *DMG*. In addition to any other properties, it is intelligent, can use the senses of its bearer, and can cast spells as an 18th-level cleric/14th-level druid. It can also create *hallucinatory terrain* sufficient to conceal Esmerin from the air. Within a five-mile radius of the emerald, crop yields are doubled and minerals in the natural state regenerate themselves in 2d10 years. It is quite naturally very well guarded, and will if necessary defend itself.

The stone giant-halfling civilization has existed since before the Bakluni-Suel wars, and has been isolationist since its inception. The two races have somewhat influenced one another, to the point where many of the halflings have decidedly neutral tendencies and the stone giants lawful and good tendencies. They do not like to take lives, but will fight hard to maintain their peaceful isolation. In a freak accident the burial casket was dropped into the river that leaves Esmerin, and ever since they have been on guard (remember, halflings and stone giants live longer lives than humans, so the memory has not yet faded).

Player characters may, if they are of good alignment, feel compelled to help repel evil invaders, who will be closing in on the settlement at about the time the PCs first arrive. In any case it will be difficult to persuade the inhabitants of Esmerin to allow the adventurers to leave.

Turucambi

The Oljatt Sea is largely unexplored owing to the hazard of the predatory sea creatures that dwell there, but nonetheless the intrepid Sea Lords have trade routes along the shallower portions well down the Hepmonaland coast. One of the primary reasons for taking such a difficult journey is the lacework of islands, reefs, lagoons, and lakes known as Turucambi.

Turucambi is a maze of limestone jutting up from the sea bottom some 20 leagues from the mainland of Hepmonaland's easternmost extremes. Generally sea captains approach along the coastline rather than across the deeps, as native attacks are preferred to seabests the size of ships. What they seek there is a wealth of precious coral as well as the occasional odd relic traded by the locals.

The complex interpenetration of land and water that is Turucambi is rich in life, both above and below the surface—indeed rather too much so for the tastes of most merchants. The region is some 30 miles across, roughly oval, and has numerous small islands which consist almost entirely of steep ridges. The vegetation is dense,

and much of it is saw-edged or contains a poisonous sap that raises blisters wherever it touches skin. These branching islands are riddled with lakes and lagoons, many connected to the sea through subterranean passages which run through the entire region. All the rock is limestone, and riddled with large and small caves; the footing is extremely difficult, and the chief land fauna seems to consist of venomous and ill-tempered snakes, and a few crocodiles. Turucambi's wealth, however, is in the water.

The Turucambi reefs are among the most complex known, and present surprises at every turn. The tidal range is great, and there are shallows regularly exposed by the tides, deep unfathomed sinkholes, and complex and powerful tidal races which can toss a ship like a toy. There are white coral plains, expanses of seagrasses, mangrove swamps, and complex rockeries of bright coral, all swarming with life from microscopic to gigantic. The waters teem with mermen, sahuagin, water nagas, sea elves, koalint, saltwater trolls, ixitxachitl, and even a tribe of seagoing lizardmen. These fight constantly with one another to maintain their territories, and to exclude uninvited landsfolk. Nor are these the only hazard. Many of the corals and sea jellies carry poison stings that may raise painful or deadly welts, and a number of the molluscs and fishes are similarly armed. Plesiosaurs roam the shallows, sculling about in search of food both large and small.

The attraction of Turucambi to the aquatic races is twofold: first, it is one of the richest in sealife of the Oljatt's reefs, and second it attracts human trade. Precious corals can be harvested from the deeper parts of the reef: not only the familiar red and black corals, but the rarer golden coral. There are also certain ancient treasures such as small figurines of precious stone, or delicately colored bowls, apparently of terrestrial manufacture, in some of the darker and less well explored corners of Turucambi. These are highly prized. In return they gain goods not easily made in the water; glass, copper or bronze (they have little desire for iron, which rusts too readily), and silver or gold jewelry, as well as much more mundane items such as wood and stone (particularly obsidian). Most have treaties with merchants from civilized lands or with Hepmonaland natives allowing safe passage and free trade. Indeed it is possible that they trade yet more widely. A Duxchaner vessel blown out to sea and unsure of its bearings once approached from the east, and observed a huge hulk more than a hundred feet long, with many masts and a slender shallow body. She appeared to be really holed, and to have a cargo clearly visible in the six fathoms of water over her, but the practical and incurious Duxchaners turned away. It is hazardous to approach an unfamiliar part of Turucambi, not merely because of the natural hazards but because of the locals, who are more than willing to attempt piracy rather than trading, and who are resentful of possible coral poachers.

It has been suggested that Turucambi might be artificial in whole or in part. Such convoluted islands are found nowhere else in such numbers. Certainly this would explain the odd trade goods occasionally taken, but the size of the structures strains belief. The hardheaded traders who visit are not eager to spend time searching out the answer to the problem, and the residents, even the friendly ones, do not seem anxious to answer the questions of the idly curious.



Notes to the Dungeon Master

Because of the dangers of these waters, the numbers of exceptional individuals among the traders at Turucambi reef should be at a maximum. The same applies to the diverse aquatic races.

Some of the lakes will be very warm, above human body temperature (use the rules for heat exhaustion if these are explored). Other lakes are filled with poisonous dissolved gases below a certain level (treat this as a *cloudkill* spell). Such waters will have a pungent smell characters are not likely to mistake more than once.

The minor reef life might have any of the insinuating poisons, from types A to D (see the *DMG*). Others might have the same effect as a Portuguese man-o-war. Some of these may have been obtained by the locals.

Tidal currents and ranges will be strongest when Celene and Luna are both full or new, and weakest when one is in first or last quarter and the other is full or new (the range is zero at about the time of Growfest or Neefest). However it is unlikely that the currents' directions can be predicted without local help. Tidal changes will expose or drown underground chambers, and pull divers into or out of tunnels.

If the player characters explore on their own without local sponsorship they will very probably be treated as poachers. If they try to determine whether or not parts of Turucambi are artificial, they will most probably be confused by the coral dwellings of the present residents.

The wreck on the east side of Turucambi is of a clipper-ship (naturally the characters will never have heard of such a thing). Its cargo consisted of china and tea. Its origin is possibly extraplanar or from across the Oljatt or simply unexplained according to the needs of the campaign. If player characters somehow manage to copy the design and find a shipbuilder willing to build such a "monstrosity" and a crew able and willing to man it (these are not trivial tasks) they will find that though fast, it is flimsy, hard to control (in fact they will probably wreck it experimenting) and very expensive to maintain, and that there is little call for such a ship either in commerce or war.

It is likely that all the locals will regard player characters as pawns to be used in their various disputes.

Adventures in Greyhawk

In this final chapter you will find adventure. Actually, several adventures: Some showcase magical items, non-player characters, monsters, and places you read about earlier; others are designed to show off the talents of players of particular levels. Some offer several ways to get player characters involved; others offer only one way. Some tell a story with a beginning, middle, and end; others offer a series of encounters—making a story of them is up to the DM and the players.

Variety is the key in this chapter—the infinite variety of adventure in the world of Greyhawk.

Horse Sense

This zero-level adventure begins when a sage named Erollson agrees to accept the PCs as apprentices. On their first day at his country mansion, Erollson asks the party to stack hay for his prized horses while he goes to town. As fate would have it, the barn will catch fire, forcing the PCs to escape, rescuing as many horses as possible. This compels them to adapt the skills they possess to new uses.

Brutish fighters who prize their great strength might try to drag horses out forcibly, while others may pray for druidic spells or clerical powers of healing. How the PCs rescue the horses while saving themselves will determine what Erollson decides to teach the PCs. The party cannot get outside help until the fire is out because Erollson lives over five miles from town.

Erollson is a short man, with a red beard fading to white. If his horses are saved, the old sage will not punish PCs for the fire, although he may tease them about it after a new barn has been built and the matter is no longer so painful.

Erollson: AC 10; MV 12"; HD 8; hp 20; #AT 1; Dmg unarmed; Str 10, Int 18, Wis 17, Dex 9, Con 11, Cha 14; THACO 20; AL NG; SA two first-level druid spells per day; minor fields in Fauna and Supernatural & Unusual, major field in Humankind, special categories in Weapons & Strategy, Theology & Myth, Crime & Criminals, and Languages.

Barn Fire

Early one morning, Erollson takes the PCs to his barn, where he tells them to stack hay in the loft. The hay is in a pile, with pitchforks alongside. Erollson has locked the main barn doors, but PCs can go in and out through a man-sized hole which has been cut in one panel. A few silver harness pieces are on display, but nothing else of interest is visible.

Although the PCs do not know it, Erollson keeps a *decanter of endless water* for watering his animals beneath a secret panel in the horses' trough. The *decanter's* command words are: "clear" (for a clear stream), "blue" (for a water fountain, range 5'), "white" (for a foamy geyser, range 20'), and "black" to stop the water. A hint on the jug's stopper reads, "What color is the water?"

Seven horses live here, named Wind, Steel, Blaze, Arrow, Lightning, and River—six magnificent warhorses—and Whitey, a wise but stubborn mare. The barn is 100' long by

40' wide, and the stables begin 20' from the door.

Warhorses (6): AC 7; MV 15"; HD 3+3; hp 12, 15, 11, 16, 12, 13; # AT 2; Dmg 1-8/1-8; THACO 16; AL N.

Whitey: AC 7; MV 12"; HD 3; hp 12; #AT 2; Dmg 1-3/1-3; THACO 16; AL N.

The previous night when Erollson blew out the barn's lanterns, one of them continued to smoulder and has now returned to life. During the first two turns that PCs are in the barn, this lantern licks the pitch-soaked beams with flame. It is hidden in a feed stall, so the PCs receive no warning except from Whitey, who stamps her foot and whinnies constantly. Fire then sweeps the ceiling. It fans out along each beam as horses kick and bellow in their stalls. Each character and horse must check to see if burning debris strikes him or her. There is a 10% cumulative chance of being hit each round. PCs will be hit automatically after ten rounds. Anyone hit suffers 1-8 points damage from smoke and flaming cinders.

If a character uses a luck roll to cast a *precipitation* spell (silver buckles from the horses' tack could be used for the material component), this subdues the fire enough to halve the chances of being hit from falling debris while the spell lasts. *Cloudburst* would eliminate damage entirely during the spell's duration, but characters can only cast it with insight. The horses could easily be killed by this fire. Any PCs who reach zero hit points may survive by using AP and will be found in the ashes later, unconscious but alive.

The panicking horses refuse to be led to safety. It takes one round to open a stall, and then the horse must be removed. PCs can force the animals out by making a strength check with a +4 penalty (+2 for Whitey). Characters with a horsemanship proficiency, possibly obtained through luck rolls, can also try to coax horses out, by making wisdom checks at a +3 bonus. Any time a character attempts to command a horse and fails, the panicking steed attacks the PC with both hooves, using the normal combat procedure. One round later, the character may attempt another strength or wisdom check. Characters must make these checks twice to lead a horse to the barn door. PCs may attempt to blindfold a horse. This takes one round and requires the same strength or proficiency check as leading the animal, but after being blindfolded, the horse will follow its leader nervously.

At the barn door, PCs must spend one more round to lead a horse through the tight humans' entrance. Only one beast can pass at a time. In addition, any horse which is not blindfolded will be afraid to go through, forcing the PCs to make two more proficiency/strength checks. PCs could unlock the main doors by using a bend bars roll to break the hinges, or a luck roll to obtain a thief's ability to pick locks. There are plenty of loose bits of wire on the floor which could be used for lockpicks.

When these doors are open, the horses can easily be herded outside once they are out of their stalls. Most horses will stamp impatiently as they reach safety, breathing heavily. Whitey, as some fire-crazed animals do, will stubbornly attempt to go back. If the PCs let her, she will lead them to the trough and nuzzle the panel which conceals Erollson's



decanter of endless water. The PCs could use this against the fire, halving the chance that debris will fall, or to douse a particular victim, preventing one character or horse from suffering severe damage.

Aftermath

That evening, Erollson returns. When the sage learns of the fire, he will tear his beard and rush to his beloved horses. If they were all killed, he orders the PCs out of his sight forever and refuses to teach them. If the horses were saved, he calms himself and realizes that the PCs were not to blame. Recovering his *decanter of endless water* he muses that the PCs have had a far more realistic test of their adventuring talents than any teacher could devise. His horses watched it all, so the sage talks with them using a *speak with animals* spell. Together, Erollson, the horses, and the party discuss what omens can be found in the incident, and what sort of training it suggests for each PC. As DM, play the roles of Erollson and the horses, helping each PC decide what to study. Increase each PC's tendency to good alignment by one point for every hit point he or she lost while rescuing horses.

Errollson will train the PCs for the next several months or possibly longer. The DM is free to revise his personality and fields of knowledge to suit the campaign.

Beaming Up

In this zero-level adventure, the PCs have become apprentices to Tharkun, a bright young wizard who is eager to subject them to the ordeals he suffered as a novice. Their first test involves a wooden beam, weighing 100 pounds. The students must find a way to suspend this shaft above the ground, using only their own powers and their wits, but not using their hands. If they need material spell components, they must get them at the city marketplace, without taking money.

To prepare them for their trial, Tharkun agrees to teach the PCs any spells or cantrips from the following list: *Tenser's floating disc, message, detect magic, sleep, change, color, palm, and distract.*

It would be easy to raise the beam on a *Tenser's Floating disc*. However, the PCs will need mercury to cast this spell, and they will have to steal or earn it. Especially smart PCs may think of other ways to lift the beam. Tharkun accepts such solutions, although they elicit groans of surprise.

Tharkun: Str 10; Int 17; Wis 15; Dex 15; Con 12; Cha 11; AC 9; MV 12; HD 6; hp 14; #AT 1; THACO 19; SA Spells; AL CG; Dmg 1-4 (Dagger);

Tharkun's spellbook contains *burning hands, charm person, detect magic, identify, magic missile, read magic, write, knock, levitate, strength, web, wizard lock, fireball, hold person, lightning bolt, slow, suggestion.*

Tharkun is a cruel master, but strongly believes in paying for a good days work: If the PCs raise the beam on their first try, they don't have to pay Tharkun back for the learning of the spells. If they fail then they have to work double the time to earn their instruction points. Just to convince the characters that they shouldn't try to cheat the mage, Tharkun uses a *lightning bolt* to blast down a large tree,

telling them that the last person to cross him was turned into a tree like the one he just fried.

The Market

The PCs may find themselves here if they need supplies or spell components. The market is where people of all sorts buy and sell goods—peasants with pigs and chickens under their arms stand side by side with merchants hawking racks of pottery. PCs would immediately notice a sign that reads in pictographs "Linneus—Barber, Apothecary and Doctor of Physic." The other tables in the area are occupied by ten peasants who are selling animal furs. Each of these merchants has a purse of 50 sp. Two other pottery merchants have locked coinboxes each holding 100 g.p.

If the PCs rob anyone, subtract two points from the thieves' law/chaos and good/evil scores. Should a PC be detected trying to steal something, a hubub erupts and 1d8 passersby pursue the thief. They hold him until the Town Constable arrives. Captured thieves are imprisoned for 1d4 days.

People at the Market: AC 10; MV 12; HD 1/2; hp 2; #AT 1; Dmg unarmed combat rules; THACO 20; AL N.

Town Constable: Str 16; Int 14; Wis 11; Dex 15; Con 12; Cha 14; AC 4; MV 9; HD 5/F; hp 38; #AT 1; Dmg 1d8 +1; THACO 16; AL LG; Longsword and chain mail.

The PCs should realize that of all the people at the market, only the barber would have quicksilver. Linneus specializes in surgery, but he has an assortment of chemicals and will sell mercury for 25 s.p. per ounce. He is fat and serious, and balances his knowledge of medicine with sage advice and a little sorcery. If the PCs simply ask him for mercury, free, he refuses, saying that his business is fixing bodies, he isn't a charity. A *magic mouth* shouts, "Stop Thief!" if anyone but Linneus takes something from his shelf. This shouting always attracts a crowd.

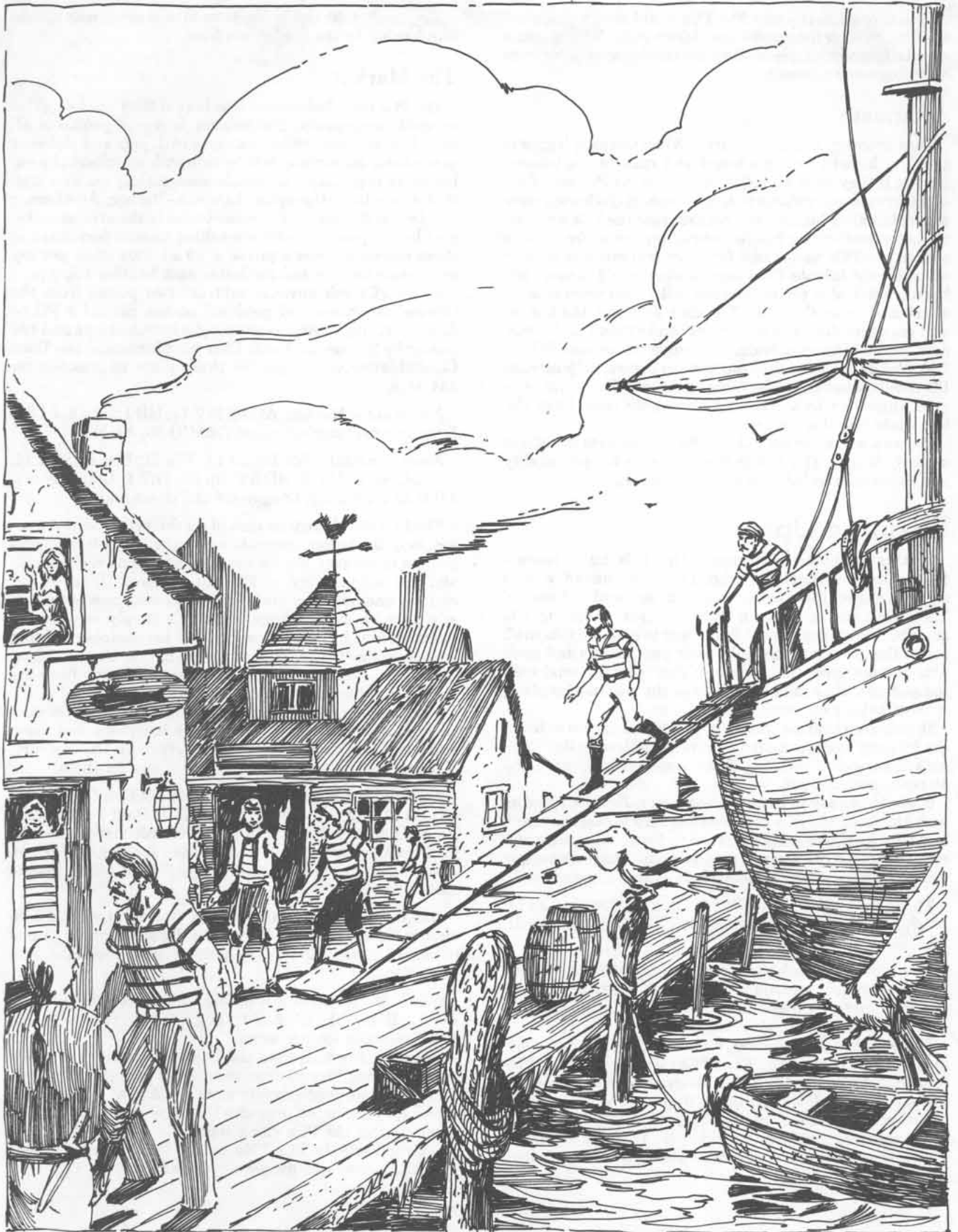
If the players try to trick Linneus into giving them mercury, subtract two points from their law/chaos and good/evil scores. If PCs offer services in return for the mercury, Linneus accepts gladly and has lots of jobs for them.

Linneus: Str 9; Int 16; Wis 11; Dex 15; Con 12; Cha 15; AC 10; MV 12; HD 3/MU; hp 6; #AT 1; Dmg 1-4 (dagger); THACO 20; SA Spells: SD Magic Mouth alarm; AL LN; Spellbook: *charm person, comprehend languages, friends, light, mending, read magic, write, forget, knock, magic mouth, shatter, strength.*

If the PCs use magic while at the market, there is a 35% chance that Ghen the barbarian fighter notices them. (Ghen will also show up as part of any crowd the PCs attract.)

Ghen: Str 17; Int 8; Wis 8; Dex 17; Con 14; Cha 9; AC 5; MV 12; HD 3/F; hp 21; #AT 1; Dmg 1-6 +1; THACO 18; AL CN; Spear and leather armor.

Ghen has traveled from the lands of the Tiger Nomads and is trading furs for iron weapons. Throughout his trip he has become progressively more shocked at how sorcery, which his tribe hates, prevades the whole civilized world. If Ghen notices the PCs using spells, he will decide to act. Ghen confronts the PCs, "No, no you fools. Sorcery is evil! You do not know the danger of your actions!"





The fighter is 7 feet tall, muscular, and fierce looking. The only way to avoid a fight is for all of the PCs to agree with everything Ghen says and then move away. The other people in the marketplace will move away from Ghen, not wanting anything to do with so fierce a warrior. If the PCs don't wish to play along with the ravings of Ghen he will wade into battle, fists swinging. When the constable comes to stop the fight he is knocked unconscious by one blow of Ghen's powerful fist. If the PCs run, Ghen won't follow; otherwise, there is a fight until Ghen or the PCs are out cold.

Diver Down

This adventure is for three to four player characters of 4th-5th level. If your party is significantly stronger or weaker, adjust the number and statistics of the opposition accordingly.

During an ocean voyage, the PCs put in at a small island for reprovisioning. The island is peopled by tribal fishermen, very simple in lifestyle and friendly to strangers. Casual conversation informs the PCs that a rich merchant ship went down in a storm several years ago in a nearby uninhabited atoll. Surprisingly, the fishermen have no interest in finding the wreck and retrieving anything of value from it.

Having learned this, the PCs are approached by a young woman who tries to enlist their aid. It was her father who captained the ship that was lost, and she and her three brothers want to retrieve some family heirlooms from the wreck—heirlooms of sentimental rather than monetary value. The island fishermen refuse to help them. Will the PCs come to their aid?

The Lair

The young woman, who calls herself Bella, is the spokesperson for the group, and introduces her male companions as her brothers: Stront, Tethus, and Torok. She explains to the PCs that, when they heard of their father's death, they made their way to the islands in the hope of finding where his ship went down. Although the locals were quick enough to tell them where the wreck is, they refused to help the family retrieve anything from it, believing that what the sea takes, the sea should keep.

If the PCs decide to help, Bella and her brothers board the PCs' vessel, each bearing a light pack of personal possessions. Once underway, Bella gives the captain a course to an archipelago made up of tiny coral atolls, surrounded by wicked reefs. Bella tells them, and any experienced sailor confirms, that it's suicide to try to approach her father's resting place in any vessel larger than a ship's 12' longboat.

Conspiracy

There's more to Bella and companions than meets the eye, and only a germ of truth in her story. In fact, Bella and the others are related only in occupation and goal. They are thieves who've heard rumors of a rich treasure vessel, wrecked on a coral atoll (needless to say, the captain was no relation to any one of the thieves). Unwilling to wander alone into danger, they've decided to find a gullible crew to

take them to the ship's resting place, and, if possible, clear the wreck area of anything harmful to life and limb.

If the PCs are killed in this pursuit, no great loss: The thieves will take what they can and make their escape in the longboat, threading through the reefs where a larger boat can't follow. If the PCs survive the exploration and actually bring up anything of value, Bella and her friends intend to slay them at the first convenient opportunity, steal the longboat or—if they're sure they can get away with it—the PCs' ship, and make their getaway.

Bella: Str 12, Int 13, Wis 10, Con 15, Dex 17, Cha 15; AC 10; MV 12"; T7; hp 33; #AT 1; Dmg by weapon type; SA backstab; AL CE. Thief abilities: PP 60%, OL 52%, FT 50%, MS 55%, HS 43%, HN 25%, CW 94%, RL 35%.

Stront: Str 18, Int 10, Wis 8, Con 15, Dex 13, Cha 9; AC 10; MV 12"; T5; hp 25; #AT 1; Dmg by weapon type; SA backstab; AL CN. Thief abilities: PP 50%, OL 42%, FT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%.

Tethus: Str 9, Int 11, Wis 10, Con 10, Dex 13, Cha 13; AC 10; MV 12"; T5; hp 20; #AT 1; Dmg by weapon type; SA backstab; AL CN. Thief abilities: PP 50%, OL 42%, FT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%.

Torok: Str 10, Int 9, Wis 8, Con 10, Dex 12, Cha 10; AC 10; Move 12"; T4; hp 18; #AT 1; Dmg by weapon type; SA backstab; AL CN. Thief abilities: PP 45%, OL 37%, FT 35%, MS 33%, HS 25%, HN 15%, CW 88%, RL 20%.

None of the four openly carries weapons: Their equipment is concealed in their packs. Bella's pack hides a short sword, hand axe, 6 darts, and a *potion of water breathing* that she bought before undertaking this voyage. Bella won't mention this potion to anyone, even her colleagues; it's her "ace in the hole" if she must do any salvage herself. Torok's pack conceals a light crossbow, two daggers, and six darts. Each of the others has a short sword, two daggers, and a dozen darts hidden in his pack. All have lockpicks and other tools of their trade concealed in their packs and about their persons.

The four thieves play their roles well. Although Bella is obviously the spokesperson, the others can believably answer questions about their background and about their father. When they're with the PCs, all four do their best to appear harmless and even slightly incompetent. They move almost clumsily, disguising the fluid grace they'd show on the job, and Stront does nothing to demonstrate his above-average strength.

The Atoll

Formed entirely of coral, the island is small, just 50 yards in diameter with a shallow central lagoon. At its highest point, it's no more than 10 feet above the high tide mark. Surrounding the island is a coral reef whose jagged top is only inches below the breaking waves. The only way to pass the reef is through one of several channels no more than 10 feet wide. Even here, passage is made treacherous by the waves, which threaten to throw a small boat onto the knife-sharp coral. The reef acts as a breakwater, and the inshore waters are calm and clear, with many brilliantly-colored fishes darting here and there.

Part of the shipwreck is visible from outside the reef. The

forward quarter of a fairly large galleon shows above water, splintered against the sharp coral of the atoll itself. Further out from shore, the tip of a shattered mast breaks the surface. It's obvious what happened: A storm blew the ship right over the reef, tearing the vessel's bottom out. It swiftly sank in the inshore waters. Bella can add even more to this: From what she's heard, the ship broke in two. The forward section is partially aground on the atoll; the remainder of the vessel is in deeper water, but still inshore of the reef.

Bella points out that the only way to reach the wreck is by small ship's boat, which can hold no more than eight people and still make it across the reef. Bella and her brothers demand the right to go—it's their father's ship, after all—so that leaves room for four PCs.

(Note: One person plus light equipment is equivalent to about 2,000 g.p. of weight. Thus, if Bella and friends kill the four PCs accompanying them, they can anticipate making off with 8,000 g.p. weight of treasure.)

Passage through the reef is treacherous. The passage takes two rounds, and there's a 10% chance per round of the boat going aground on the coral (the DM should make the danger seem much greater, however). If the boat is skippered by a PC with a secondary skill of "fisher" or "sailor," this chance drops to 5% per round (but the passage should still appear highly dangerous).

The coral of the island itself also poses a threat to the unwary. It's hideously sharp, causing 1-3 points of damage to anyone careless enough to walk on it with bare feet or improper footwear (anything with soles less resilient than leather). If anybody falls on the coral (during a fight, for example), they have a 50% chance of taking 1-4 points of damage from puncture wounds and abrasions. Coral wounds are very painful, and have a 50% chance of becoming infected if not treated promptly.

The Bow

The bow of the wrecked ship is partially aground, and so can be entered and explored from shore without swimming. The condition of the hull shows the violence of the storm that wrecked it, and also indicates that the wreck has been here for several years.

The decks are at strange angles, since the ship is bow-high and lying partially on its port side. The air inside is heavy and thick with the stench of decay. Within the forward compartments, or what's left of them, all is chaos and destruction. There are several human skeletons, most with broken bones indicating that they were killed by the ferocity of the storm and the wreck, not by drowning. Charts and ship's papers have long since weathered away, but a plaque, broken loose from a bulkhead, identifies the vessel as "The Outward Bound—Free Trader."

The aftermost area of the bow section is under water. The water is clear enough, however, so the PCs can see that the bulkhead separating the forward compartments from the hold has been smashed in. From the damage, it looks as though the load in the hold must have shifted forward, staving in the forward bulkhead. In fact, since the ship must have broken apart right at the hold, it's possible that it was a shifting cargo that finally broke the ship's back.

In about 3 feet of water, in an aft corner, is something that shines dully in the light: an ingot of platinum, weighing

200 g.p. and worth 1,000 g.p. The mark stamped into the ingot identifies it as coming from the coffers of the Prelacy of Almor.

(Note: When it went down, "The Outward Bound" was carrying the proceeds of a daring robbery, a raid on the treasure rooms of Almor. Bella and her companions are aware of this hence their interest in the ship, but deny any knowledge of it if questioned.)

Jaws Among the Coral

The aft two-thirds of the ship lies under 40 feet of water, about 50 feet offshore. The coral slopes between the bow section and the remainder of the ship are littered with nine platinum ingots identical to the one already found (200 g.p. weight, 1,000 g.p. value). To retrieve these ingots, somebody must dive for them. Bella's companions immediately volunteer for the task, but are so enthusiastic that they'll probably make the PCs suspicious enough to take on the task themselves. This is exactly what the thieves want.

A character of average constitution can hold his or her breath for two rounds while working under water; if the character's constitution is 15 or more, this extends to three rounds. It takes about three segments to swim down to the depth at which the ingots lie (assuming the character can swim), and an equal time to return to the surface unladen. A character of strength 12 or more can swim to the surface carrying one (and only one) ingot, but it takes six segments to do so. A character of strength 11 or less can't swim to the surface carrying an ingot. Of course, without magical assistance, characters working underwater can wear no metallic armor, and can carry only the lightest of weapons.

Living in fissures in the coral are two giant (moray) eels. Each time a character swims down to examine or retrieve ingots, there's a 25% chance an eel will attack. These eels typically bite once and hold on, trying to keep their prey under water until it drowns. A character who stays down longer than he can hold his breath drowns in 1d6+2 rounds. A trapped character can pull the eel loose from its purchase on the rock by rolling under the character's strength on 5d6. Such an attempt takes an entire round during which the character can do nothing else. If an eel is pulled loose, it will usually release its prey and retreat to its lair to await another less difficult victim. A dead eel can easily be pulled from the coral, but even in death its jaws remain locked in the victim's flesh and must be pried loose.

Eels (2): AC 6; MV //9"; HD 5; hp 20; #AT 1; Dmg 3d6; THAC0 15; SA hold victim under water until it drowns; AL N.

Sea Sprites

The remainder of the wrecked ship is the home of a family of eight sea sprites. As is their way, they believe that what the sea has taken should stay with the sea, and therefore will try to stop salvage attempts. The sea sprites won't willingly leave the wreck, preferring to wait within to ambush anyone trying to enter. Before the sea sprites enter the picture, however, two barracudas, under the orders of the sprites, will attack anyone approaching the wrecked stern.



Barracuda (2): AC 6; MV //30"; HD 3; hp 15; #AT 1; Dmg 2d4; THACO 16; AL N.

Sea sprites (8): AC 6; MV 6"//24"; HD 1; hp 5; #AT 1; Dmg 1-4; THACO 17; SA weapons tipped with *sleep potion*, can cast *slow* spell three times per day at 5th level of ability; AL CN.

If the PCs attempt to communicate, the sprites will explain that they are merely "protecting the sea's property." If the intruders leave things as they are, the sprites have no quarrel with them and will let them leave unharmed.

The shattered cargo hold of the wreck contains another 20 platinum ingots. A chest in the captain's cabin at the stern contains a *broadsword* +1 and a *mace* +2. Both weapons are badly rusted, concealing their true nature, but can be made usable through the ministrations of a weaponsmith. The chest also holds the ship's log, wrapped in oiled leather and thus partially protected from the sea. The log confirms that "The Outward Bound" was a sometime pirate ship, and that its cargo was stolen from the Prelacy of Almor.

Conclusion—The Danger Above

The thieves will choose the best opportunity to slay the PCs—possibly when they surface, exhausted from fighting the dangers below—and make off with as much treasure as they can. Bella and her friends are sly, however, and won't tip their hand too early. (For example, if a PC returns to the boat badly wounded, they might "help him along," making his death look like a result of his wounds.) If the thieves successfully steal the ship's boat, they'll make their escape by sailing through small openings in the reefs around the islands. If the PCs are stupid enough to follow in their larger vessel, there's a 50% chance per turn of pursuit that they'll run aground on the coral.

Note: The amount of treasure to be collected from the wreck may seem excessive. Remember, however, that it's underwater, and it's unlikely that the PCs will make off with more than a fraction of it. If they decide to return to the wreck later, better equipped, they might find that another storm has obliterated any signs of the wreck.

The Entrance to the Valley of the Mage

This adventure is designed for three to four characters of 5th to 6th level. If you want the PCs to encounter the Mage of the Vale himself, however, you'll probably need more (or more powerful) player characters.

Those who seek the Valley of the Mage will find themselves clambering down into a bleak, barren valley. A permanent fog hangs over the area, and the wind sounds like the voices of the restless dead. Scrubby grass and mosses are the only signs that life even exists here.

Just why the player characters are here is up to you: They could be on a mission to slay the Black One—the Mage of the Vale; they could be on a thieving mission, to retrieve valuable magical items known to be here; they could stumble into the deadly valley by accident. It's up to you. Once they're in the valley, here's what happens:

The Gallows

Five turns after entering the valley, the PCs will see a gallows with six skeletons hanging from it. The skeletons' hands are tied, and they dangle limply. If a PC gets close, the skeletons will seem to come to life. *Magic mouth* spells will say: "Go back! There is nothing for you here! We displeased the Mage of the Valley, and you can see the result! Go back, and keep your necks!" The skeletons are not undead, and except for the *magic mouths*, have no enchantments.

If the PCs try to cut down the skeletons, an invisible juju zombie guarding the gallows will attack. Unless the juju zombie was detected earlier, it will attack with surprise.

Invisible Juju Zombie: AC 6; MV 9"; HD 3+12; hp 35; #AT 1; Dmg 3-12; SA Nil; SD hit only by +1 or better weapons, piercing or blunt weapon attacks do ½ damage, it is unaffected by mind-affecting magic or poison, electricity, *magic missiles*, death or cold-based spells, it takes ½ damage from fire, is turned as spectre; THACO 13; AL NE.

The juju zombie was once an adventurer who angered the Mage of the Valley, and was killed by an *energy drain* spell. His punishment after death was to guard this gallows, and he will not willingly leave it. If the PCs retreat, he will chase them until they are 100 feet from the gallows.

As the PCs proceed deeper into the valley, they will notice broken bones and skulls underfoot, as well as broken, rusted weapons, rotted backpacks, and other items that indicate that a battle was fought here. These things were scattered on the orders of the Mage of the Valley, to ensure that nobody without a valid reason would enter the Valley.

The Frog

Three turns after leaving the gallows, the PCs will encounter an ordinary frog. It will hop out from behind a rock and say: "Stop! Go back! I was once a noble paladin, until the Mage of the Valley became angered with me, and changed my form to this! Go back, and consider yourselves lucky that you can still leave!"

The frog radiates magic if checked, but the PCs will not be able to turn it back into a paladin. The Mage of the Valley put a *magic mouth* on an ordinary frog to fool people. In all other respects, the frog is ordinary. It has no effective attacks and will behave exactly like an ordinary frog.

While the PCs are busy with the frog, several gnomish spell casters will be alerted to their presence. These illusionists are the outer guardians of the Valley, and will combine their spells to create truly frightening illusions with visual and audible components. They have worked together for years, and coordinate their illusions expertly.

Carl Sneakystuff: AC 8—dexterity bonus; MV 12"; I 7; HD 7; hp 22; #AT 1; Dmg by weapon type (staff sling, dart, dagger); Str 11, Int 17, Wis 10, Dex 16, Con 8, Cha 11; THACO 19; AL CN; SA Spells: 4-1st, 3-2nd, 2-3rd, 1-4th.

Piotr Prestochango: AC 7—dexterity bonus; MV 12"; I 5; HD 5; hp 16; #AT 1; Dmg by weapon type (staff, dagger, dart); Str 10, Int 18, Wis 9, Dex 17, Con 12, Cha 8; THACO 20; AL N; SA Spells: 4-1st, 2-2nd, 1-3rd.



Tatanya Stickyfingers: AC 7—leather and dexterity bonus; MV 12"; I 4/T 7; HD 4/7; hp 28; #AT 1; Dmg by weapon type (short bow, short sword, dagger); Str 12, Int 16, Wis 12, Dex 17, Con 13, Cha 14; THACO 19; AL N; SA Spells: 3-1st, 2-2nd, triple damage from back stab; SD spells.

They work together to cast a very believable illusion. One will cast a *phantasmal force*, while another will provide an *audible glamor*. The DM should make the PCs save vs. spells twice to disbelieve both forms of the illusion.

One of the gnomes' favorite tricks is to conjure the image of a robed, hooded man, and use *ventriloquism* to make it talk to intruders. It will imitate the Mage of the Valley, asking intruders what they want, scaring them with dire threats, making it clear that intruders are unwelcome.

If the illusionary "Mage" or other illusions are attacked, Tatanya Stickyfingers will slip behind the PCs and pick a pocket or two. She loves to pick up magical items, and will try to steal any things that are not in use. If she feels it is necessary, she will back stab at every opportunity. She is almost impossible to detect, since she is wearing *elven cloak and boots* and has *improved invisibility* cast upon her.

The Valley Elves

Once the PCs get past the gnomes, the next guardians of the valley will make their appearance 1d8 turns later. From hidden vantage points, arrows will shower down upon the party. An elf or a ranger has a chance of detecting a hidden guardian—multiply the detector's level by 5% to determine the chance.

Valley-elven fighters (7): AC 5; MV 9"; HD 5; hp 49, 45, 41, 38, 37, 34, 33; #AT 1; Dmg by weapon type (long bow, long sword, dagger); THACO 16; AL CN; SA +1 to hit with bow and sword; SD 90% resistance to sleep and charm.

These elves are part of the Valley Militia, and their orders are to make sure that only persons authorized by the Mage of the Valley are allowed inside. They wear *elven chain mail* and *elven cloaks*, making them very hard to see in the ever-present fog.

If the PCs manage to kill four or more elves, the rest will scatter and return to their base in the Valley. Their leader, Lemin Kainin, wears a golden circlet on his head, and if PCs pursue him, he will call forth a skeleton in rusty plate mail and command it to attack, hoping that the PCs will think it is a skeletal warrior.

Skeleton: AC 4—rusty plate mail; MV 7"; HD 1; hp 8; #AT 1; Dmg 1-6; THACO 19; AL N; SA nil; SD sharp weapons do 1/2 damage, *amulet of proof against turning* (turns as a Spectre)

Captured elves won't willingly give out any information. If they are coerced (magically or otherwise), they don't know a great deal about the Mage of the Valley. They do know that he is a magical man with the power to keep their valley safe. Despite their alignment, they are fanatically loyal to the Mage of the Valley, and do whatever he orders.

Anyone who gets past these first encounters is channeled by the shape of the valley to the Office of the First Protector.

The Office of the First Protector

From outside, this building looks like a small temple, with a large statue of a man standing outside. Any PCs looking at the statue and failing to save vs. spells will think this is a stone golem. The statue is non-magical, and harmless. A hidden gnome spell caster is casting a spell to make it seem to be a golem. Any PCs attacking the statue will only end up wasting their spells or breaking their weapons. Weapons striking the statue must save vs. crushing blow or they will break.

First room: This room is airy and clean. Behind a counter, three pretty Valley-elven girls smile and ask: "What can we do for you, please?"

These girls are not what they appear to be. Two of them, Sharlene and Elspeth, are 8th-level thieves; the other, Marinian, is a 6th-level magic-user/6th-level thief. They will not wantonly attack PCs, but will defend themselves if attacked. If they can tell that the PCs are not authorized to enter the Valley, Marinian will cast a *suggestion* to wait there, and a *hold person* on anyone making their save against the *suggestion*. PCs failing their saves against either or both spells will be turned over to the Mage of the Valley immediately, to account for their presence in his valley.

Sharlene and Elspeth: AC 5 (elven chain); MV 12"; T 8; HD 8; hp 41, 40; #AT 1; Dmg by weapon type (short bow, long sword, dagger); Str 15, Int 13, Wis 11, Dex 14, Con 16, Cha 17; THACO 19; AL LE, NE; SA triple damage from back stab, +1 to hit with bow and sword; SD 90% immunity to charm and sleep, normal thief abilities

These elves are sisters, and resemble each other strongly. They will cheerfully flirt with male PCs, if necessary, to distract them. Neither is carrying treasure.

Marinian: AC 5—elven chain; MV 12"; MU 6/T 6; HD 6/6; hp 44; #AT 1; Dmg by weapon type (long sword, long bow, dagger); Str 16, Int 16, Wis 10, Dex 15, Con 12, Cha 13; THACO 19; AL LE; SA triple damage from back stab, +1 with sword or bow, Spells: 4-1st, 2-2nd, 2-3rd; SD 90% resistance to sleep and charm, normal thief abilities.

Marinian is the ranking person in this room, and will give the others any orders necessary. She is ruthless in her work, and will do anything in her power to keep intruders out of the Valley of the Mage. She owns a *flame tongue longsword* and a *necklace of magic missiles*.

Room 2: This room is filled with papers. In the middle of the papers sits a skeleton, and what appears to be a beholder is floating right above the skeleton. The papers are detailed descriptions of the valley, all fake and showing paths leading to death traps of one type or another.

The "beholder" is really a gas spore. The regular inhabitants of the building know what it is and are careful not to touch it. It is there so that snoops and thieves, two of the Mage's pet peeves, will either be scared out or killed. The papers are mostly files about various enemies of the Mage or of the valley-folk, and might, at the DM's option, contain very complete dossiers on the PCs.

Gas spore: AC 9; MV nil; HD 1; hp 1; #AT 1; Dmg special; THACO 19; AL N; SA touch-infestation; SD explosion for 6-36 points damage when hit.



Room 3: This is where Sharlene, Elspeth, and Marinian sleep. Various items of clothing and cosmetics can be found, and pictures of handsome, scantily-clad elven and human men are pinned up on the walls. Searching this room will yield a total of 3,800 g.p., one *dagger of venom*, a manual written in elvish about assassination, and Marinian's spell book. The spell book contains *feather fall*, *charm person*, *magic missile*, *read magic*, *forget*, *invisibility*, *suggestion* and *hold person*. Along with the spell book are enough material components to cast each spell ten times.

Room 4: There is a variety of gym equipment here, along with several books in elvish, gnomish, and common about increasing one's strength or dexterity. There are also dummies representing various races, with the vulnerable points marked in red. One of the dummies is animated to provide actual combat experience for the three women. At the approach of a PC or anyone who is not a regular user of the facility, it will rise and attack.

Training dummy: AC 5; MV 12"; HD 3; hp 24; #AT 1; Dmg special; THACO 16; AL N; SA nil; SD nil.

Any hits this dummy scores will feel real, but when the dummy takes its maximum of 24 hp damage, it will deanimate and the wounds will stop hurting. The dummy is worth 15,000 g.p. to any thieves' or assassins' guild, or any teacher of fighting skills.

Room 5: This is Tysiln San's room. She will not be home, but her possessions are scattered about. She owns quite a few diaphanous dresses, worth 500 g.p. each to any elven or human woman, and jewelry worth a total of 8,089 g.p. If anything is stolen from here while Tysiln San is still alive, a *magic mouth* will appear on the wall and begin shouting: "Thieves! Thieves! Thieves!" until Tysiln San appears, help comes, or the items are returned to their places.

Courtyard: This area looks out over the Valley of the Mage. In the distance, farms and fields can be seen, and the air will be clear of fog for the first time since the PCs entered.

Tysiln San is waiting in the courtyard (see page 43 for details on Tysiln San). If she has been alerted by fighting noises, she will be ready for the PCs. Otherwise, she will be snoozing in the sun, wearing her *glassteel* mirrored sunglasses. Tysiln San is wearing jewelry worth 2,000 g.p.

If the PCs surprise her, she will be smiling and friendly. This is not necessarily an act, since she feels rather alone in the Valley. Except for the Mage and his rare visitors, she is generally not very welcome by others in the valley.

Beside her on the courtyard is a stone golem. It is *invisible* cast upon it, and unless the PCs save vs. spell or attack Tysiln San, they will not know it is there. Its orders are to protect Tysiln San, and any attack against her will activate it.

Stone golem: AC 5; MV 9"; hp 60; #AT 1; Dmg 3-24; THACO 9; AL N; SA slow spell; SD hit only by +2 magic weapons, immunity to most spells.



The Rescue of Ren

Here is an adventure for three to six player characters of 3rd to 6th levels. A small party better be toward the high end of the level-suggestions; a larger party may survive with less power.

The party of adventurers is in the Free City of Greyhawk, looking for employment. One day, a messenger comes to the inn where the party is staying. He asks for the leader of the group, presses a piece of paper into the leader's hands, and asks for a tip.

The paper reads: "Bold ones! Your reputation for bravery and skill has preceded you! Come to the headquarters of the Traders' Union, if you wish to learn something of advantage." It is not signed, but the seal of the Traders' Union at the bottom authenticates it. If the messenger boy is still waiting for his tip, he will be willing to guide the group to the Traders' Union.

The Traders' Union

This building is in a respectable section of the city, and is guarded by five 6th-level fighters.

Fighters (5): AC 4; MV 9"; HD 6; hp 45, 42, 40, 39, 36, 33; #AT 1; Dmg 1-8 (Longsword); THACO 16; AL N

The fighters will be courteous, but will not allow anybody into the Traders' Union building without proper authorization. If the boy is with the group, the fighters will accept his word as to the PCs' status. If the boy is not with the group, the letter with the seal will persuade the fighters to admit them.

On the inside, the Traders' Union is a bustling, busy place. Members of all the races in Greyhawk can be found there, dickering over bales of goods. The guards escorting the PCs are unfailingly polite, but will not tolerate idle sightseeing or theft. Any PC who tries to steal anything in the Traders' Union building will be detected by *magic mouth* spells placed in every room, and forced to make compensation.

The PCs are led through the entire Traders' Union, to an upper story, where a respectable-looking dwarf and incredibly old elf await them, along with several prosperous-looking humans.

When the PCs are ushered into the room, the oldest human present will stand and welcome them, asking them to be seated. When everyone is comfortable, he will begin:

"My good sirs (and/or ladies), welcome to the humble headquarters of the Traders' Union of the City of Greyhawk. My name is Strimtin Cannasay, and these good merchants with me help to keep the Union free, respected, and honest. We called you in for your, well, let us say, expertise in certain matters with which we are not able to deal.

"The Master of the Traders' Union, Ren o' the Star, has disappeared. We have determined that he was captured by certain unsavory people with whom he was wont to play at games of chance. We believe that his kidnappers wish to extort money from him. We know where he is being held, and we want you to get him back to us."

If the PCs ask how the Traders' Union knows where their leader is being held, Strimtin Cannasay just grins and says: "Professional secret." The traders will supply a guide to the area, and even the exact house, where Ren is being held.

The traders know a great deal more than they are telling the PCs. Ren o' the Star's kidnapping was approved by the Union, as a way to scare Ren into giving up or cutting back his gambling. They dislike the way his gambling losses force him to deal with his customers, and know that his behavior reflects badly on all of them. None of the traders will admit that they were involved with Ren's kidnapping. Since the whole affair was arranged through intermediaries, the kidnapers don't even know who their true employers are.

Ren was kidnapped neatly from the street, but things quickly started to go wrong: The kidnapers, intoxicated by the sense of power at having a wealthy, powerful merchant like Ren at their mercy, began making ridiculous demands. Instead of simply going through with their assigned charade to scare Ren away from the gaming tables, they asked a ransom of 100,000 g.p. and safe passage out of Greyhawk!

The justifiably upset traders just want to get their colleague back (and if the kidnapers are silenced—forever—so much the better). The Traders' Union will pay the PCs' expenses, and add a reasonable reward, plus whatever they plunder from the kidnapers.

The Wrong Side of the Tracks

The PCs' guide leads them through a maze of streets and alleys. The neighborhoods become worse and worse. The houses get more ruinous, the people shabbier, and the streets themselves more filthy. Finally, the guide and the PCs are stopped by a gang of youths, dressed in rags.



"Ten coppers apiece to pass, strangers. Nobody goes through Owlbear's turf without paying Owlbear's toll!" sneers the leader, while the rest swing knives, daggers, and clubs threateningly.

Owlbear—street-gang leader: AC 9—Very poor-quality, ill-fitting leather armor; MV 12"; HD 4; hp 26; #AT 1; Dmg 1-6 (club); Str 13, Int 7, Wis 8, Dex 12, Con 11, Cha 13; THAC0 20; AL CE; SA nil; SD nil.

Street gang members (11): AC 10; MV 12"; HD 0; hp 1 (x11); #AT 1; Dmg 1-4 (dagger); THAC0 20; AL various, but always evil; SA nil; SD nil.

Gangs like this survive by bullying and robbing weaker slum residents, but if the PCs are able to kill Owlbear, or kill two or three gang members, the rest will retreat. They know they'll find easier pickings elsewhere. Owlbear leads the gang by virtue of his superior level and strength. Other gang members have no stats greater than 11.

If the PCs pay, the gang lets them pass, sneering and spitting to show their contempt. Secretly, even Owlbear was terrified, but he knew that avoiding this encounter would brand him a coward. They have been paid by the kidnaping gang to divert attention from their headquarters.

The Kidnapers' Headquarters

Two turns after meeting Owlbear's gang, the PCs will be in view of the house where Ren o' the Star is being held. It is a two-story house, indistinguishable from the other houses around it. Once the PCs are certain of the house, their guide will disappear. He was not hired to fight, and will not fight under any circumstances.

The door of the house is locked, but any thief can easily pick the lock: It was put there only to discourage the slum-dwellers from trying to enter. The walls of the house are soundproofed; it is impossible to hear noises through them. The doors between rooms are not locked, and the hinges are oiled to open quietly. In any room, there is a base 10% chance of a PC party being caught by surprise when a door opens from another room, unless that room is empty or has been cleared by the PCs.

Room 1: This was once the front parlor, when the house and neighborhood were not in such bad condition. Here, two men in chain mail with shields and weapons are playing dice.

Fourth-level fighters (2): AC 4—chain mail + shield; MV 9"; HD 3; hp 25; #AT 1; Dmg 1-8 (battle axe and spiked buckler); Str 13, Int 8, Wis 9, Dex 11, Con 12, Cha 10; THAC0 18; AL CN.

These fighters were hired by the kidnapers, and know nothing of the activities of their employers. They fight well, but will surrender if they see that their odds of winning are slim.

Room 2: This room is nearly bare. There are heavy mats on the floor, and carpets have been hung from the walls to pad them. A man and a woman in leather armor, with a family resemblance to each other, are exercising here.

Moriton Tallinn—male 4th level thief: AC 8—leather armor; Move 12"; HD 4; hp 18; #AT 1; Dmg 1-6 (short sword); Str 13, Int 10, Wis 9, Dex 14, Con 12, Ch 14; THAC0 20; AL NE; SA double damage from back stab; SD normal thief abilities.



Jerilyn Tallinn—female 4th level thief: AC 8—leather armor; Move 12"; HD 4; hp 14; #AT 1; Dmg 1-6 (short bow or dagger); Str 11, Int 14, Wis 10, Dex 14, Con 13, Cha 12; THAC0 20; AL LE; SA double damage from back stab; SD normal thief abilities.

Moriton and Jerilyn Tallinn are members of the kidnaper gang. They know where Ren o' the Star is, but will not tell. If they see that they are losing the fight, they will try to escape through Room 1 into the street. They feel little loyalty to the rest of the gang. Each of them has 1d20 g.p. and 180 sp; they supplement their salaries with a little theft.

Room 3: This is a dining room, with a rough, improvised table. At the table, a woman in rusty mail and a man wearing studded leather armor are eating.

Alia Halaby—female 3rd-level fighter: AC 5—chain mail; Move 9"; HD 3; hp 29; Dmg 1-6 +1 (*short sword* +1, hammer or dagger); Str 13, Int 16, Wis 8, Dex 11, Con 12, Cha 14; THAC0 18; AL LN; SA nil; SD nil.

Alia Halaby, one of the people at the table, is a member of the gang, and if she is allowed to surrender, she will tell where Ren o' the Star is being held.

Trinian Poolgazer—male 3rd-level cleric/5th-level thief: AC 7—studded leather; MV 11"; HD 3/5; hp 37; #AT 1; Dmg 1-6 (quarter staff, sling, and club); Str 10, Int 12, Wis 16, Dex 14, Con 9, Cha 13; THAC0 19; AL LN; SA Spells: 4-1st, 3-2nd, triple damage from back stab; SD as half-elf, normal thief abilities.

Trinian Poolgazer, the other person at the table, is a half-elf, and a member of the gang. Under no circumstances will he reveal where Ren o' the Star is. If he enters combat, he will delay using his spells (*spiritual hammer*, *command* and *cause fear*), to try to make the attackers think that he's just a thief.

Under the table is a bucket with an *executioner's hood* inside. If the fighting is going badly for the gang members, Trinian Poolgazer will uncover the bucket and throw the hood at the highest-level PC he can see.

Executioner's hood: AC 6; MV 6"; HD 6 + 6; hp 35; #AT 1; Dmg 1d4; THAC0 13; AL N; SA surprise on 1-3; SD immune to sleep spells.

Conclusion—Ren Returned

Room 4: This room is neat and clean. A half-orcish woman in splint mail is sitting in a chair, reading a book. Against the wall, stairs lead up, presumably to a second floor.

Grugrunk Abedluthic—female 7th-level cleric: AC 4—splint mail; MV 9"; HD 7; hp 49; #AT 1; Dmg 2-7 +3 (*mace* +3); Str 14, Int 13, Wis 17, Dex 7, Con 14, Cha 11; THAC0 16; AL LE; SA spells: 5-1st, 5-2nd, 3-3rd, 1-4th; SD Nil.

Grugrunk Abedluthic, a half-orc, is the leader of the gang. She knows exactly where Ren o' the Star is, but she will only confess his whereabouts if she is forced to surrender and then convinced that her captors will kill her if she doesn't talk. She knows the following spells: *spell immunity*, *animate dead*, *feign death*, *hold person*, *silence 15' radius*, *spiritual hammer*, *command*, *cause fear*, *sanctuary*.

The stairway to the upper level is trapped. The second step from the top is hinged so that the riser will drop away under a person's feet. Anybody triggering this trap must save vs. dexterity or suffer 1d6 points of damage. Persons failing their save vs. dexterity must then save vs. constitution or their 1d6 points of damage will be a broken leg, reducing their effective movement rate to 3".

When the PCs climb the stairs, they must save vs. spell, or they will believe they see an attic that has been heavily damaged by fire. This room is the headquarters of a spell caster. He has cast *invisibility* on himself, then cast *improved phantasmal force* on the room to make it look ruined.

Kee Arkguard—male 7th-level magic-user: AC 7—dexterity bonus; Move 12"; HD 7; hp 21; #AT 1; Dmg 1-6 or 1-4 (staff, dagger); Str 6, Int 18, Wis 10, Dex 17, Con 8, Cha 9; THAC0 19; AL NE; SA Spells: 4-1st, 3-2nd, 2-3rd, 1-4th; SD spells, high dexterity.

Kee Arkguard, the last gang-member, is interested only in his own safety. He will betray anybody if he can get something out of it. He owns a *wand of illusion*, as well as a *staff of swarming insects*. He has 6,000 g.p. hidden in the room, and will bargain for his life if he thinks he is likely to lose a fight.

He knows the spells *hallucinatory terrain*, *non-detection*, *improved phantasmal force* (already expended), *invisibility* (already expended), *misdirection*, *change self*, *hypnotism*, *phantasmal force*. He has his spell book nearby.

Guarding the spell caster are several undead, animated by Grugrunk Abedluthic.

Monster Zombies (2): (AC 6; MV 9"; HD 6; hp 39 each; #AT 1; Dmg 4-16; THAC0 13; AL N; SA nil; SD immune to charm, cold, death magic, hold, sleep, turned as ghosts.

Animal Skeletons (12): (AC 8; MV 6"; HD 1-1; hp 7 each; #AT 1; Dmg 1-4; THAC0 20; AL N; SA nil; SD immunity to charm, cold, death magic, hold, sleep, edged weapons inflict 1/2 normal damage) guard the illusionist's safety.

The wall underneath the stairs has a secret door. Behind this door, Ren o' the Star is tied up and gagged, suffering from lack of water and food, but otherwise unharmed.

The House of Cards

This setting can be used in any campaign, by any number of PCs of any level: The DM decides how tough the situations described below are to survive. If you want to play out the optional encounters, you should have four to six players of 3rd to 7th levels.

Always in search of fame and fortune, the player characters have entered the city of Elredd of the Wild Coast because of its reputation for adventure and fast money. The House of Cards is a gambling den with a bar, but no rooms for rent. It is well-known for its tough customers—and the large sums gamblers claim to have won there. Anyone with a brave heart and a little luck can hope to gather a small fortune in one night. Rumors say that the House of Cards has relations with the local Thieves Guild, but the nature of those relations is unknown to outsiders. The Thieves Guild is powerful in Elredd and no one dares to ask too many questions.

The Salesman

Before the PCs enter the gambling den, they are approached in the street by a shifty-looking salesman (actually, a thief).

3rd level "salesman" thief: AC 8 with leather armor; MV 12"; hp 9; #AT 1; Dmg 1-6 with short sword; THACO 20; AL CN.

The thief offers the PCs the *Luck Ring of the Wild Coast* and claims that it is enchanted to influence dice rolled in the hand which wears the ring. He offers to sell the magic item for 5,000 g.p., but can be talked down to a lower price, within reason, (3,000 g.p. bottom price). As the encounter ends and the salesman departs, there is an 80% chance that he will attempt to pick the pockets of one of the PCs (randomly). His chance to pick pockets is 40%, -5% per class level of the PC above 3rd.

The Gambling Den

Once a restaurant for wealthy nobles, this establishment was recently converted into a haven for gamblers and ruffians. The present owner is a human named Garon.

Garon: AC 1; MV 12"; T 10; HD 10; hp 48; #AT 1; Dmg by weapon type; Str 17, Int 15, Wis 9, Dex 16, Con 10, Cha 9; THACO 16; AL LE; SA *short sword* +3; SD *bracers of defense* AC 2.

Garon is a moody character who has set up his gambling house in total disregard of the Thieves Guild. Naturally, the Guildmaster resents the intrusion, so serious trouble is brewing in Elredd. However, Garon is not alone—he maintains a small group of followers plus one fighter-henchman; all of these have average statistics:

Rogues (4): AC 8—with leather armor; MV 12"; T 1; HD 1; hp 5, 4, 3, 3; #AT 1; Dmg 1-8 with longswords; THACO 20; AL LE.

Footpads (3): AC 8 with leather armor; MV 12"; T 2; HD 2; hp 9, 8, 8; #AT 1; Dmg 1-8 with longswords; THACO 20; AL LE.

Cutpurses (2): AC 7 with studded leather armor; MV 9"; T 3; HD 3; hp 17, 15; #AT 1; Dmg 1-8 with longswords; THACO 20; AL LE.

Robber (1): AC 7 with studded leather armor; MV 9"; T 4; HD 4; hp 18; #AT 1; Dmg 1-8 with longsword; THACO 20; AL LE.

Champion (1): AC 4 with splint mail; MV 6"; F 7; HD 7; hp 55; #AT 3/2; Dmg 5-6 or by weapon type; THACO 14; AL NE; SA +3 to hit in pummeling attacks.

The thieves serve as secret guards, mixing inconspicuously with the customers and striking only when there is trouble. They never harass or rob customers without Garon's permission, which is only rarely given.

The fighter-henchman is a half-orc who serves as a bouncer in the house. He is doubly proficient in boxing and wears chain mail gauntlets, but carries a longsword for serious combat. Any customer who starts trouble is likely to be expelled. The half-orc is rather dull and totally loyal to Garon, so will fight to the death for him.

The main floor of the House of Cards is occupied by the spacious common room. On one side of this room is the bar, where customers can purchase ale (1 s.p. per pint) or rum (2 s.p. per shot). Behind the bar is a door leading to a rear storeroom and a stairway to the second floor. Next to the bar is an iron-barred window, behind which sits the clerk who pays winning gamblers. A loaded crossbow always lies next to the clerk, with extra bolts close at hand. The center of the common room contains four gambling tables and six customer tables. Non-player 0-level characters employed at the House of Cards include the clerk, the bartender, three serving maids, and one dealer (whether dice or cards) at each gambling table.

The House of Cards opens in the early evening. By nightfall, the common room is crowded with 3d10 + 30 gamblers, drinkers, rogues, and mercenaries. At the first dawn of morning light, when most of the customers are either home or passed out, the half-orc removes all remaining customers and locks the doors.

The Second Floor: This consists of quarters for the henchman and followers of Garon. The door of each room is doubly-locked and trapped (usually arrow trap). A concealed compartment in each room contains 50-500 g.p. and 0-3 jewelry pieces. The twelfth and last room is also trapped, and holds the stairway to the third floor.

The Third Floor: This consists of a small maze of intertwining corridors. Somewhere inside is a secret door which opens into Garon's room. The door has two arrow traps, plus two gas traps which cause nausea (treat as *stinking clouds*) and sleep (treat as *sleep*). Only Garon can automatically activate and deactivate all four traps. In this room is a secret compartment with 3,500 g.p. and four pieces of jewelry. There is a 20% chance that Garon is here in the morning or daytime, and a 50% chance during the evening and night. Otherwise, he is in town (75%) or disguised in the common room (25%).

Gambling at the Tables

Each dealer's table in the common room features a different game. Where appropriate, a dealer has three levels in gambling proficiency. (Note: One level in gambling proficiency costs one proficiency slot). In each game, the minimum bet is 10 g.p. and the maximum bet is 50 g.p. All bets are made before any dice are rolled or cards are dealt. Game winners are given signed notes to be taken to the clerk for payment. However, no amount more than 2,000 g.p. will be given to any one character in one night, so a lucky gambler might have to wait until the next evening to collect all of his or her winnings.

Table 1: Dragon Cards. This card game involves a battle between an army of knights (the player's hand) and a red dragon (the dealer's hand). It is simulated by both sides rolling 1d20. A character with gambling proficiency may use a +1 bonus to the roll per level of proficiency. The higher score indicates the winner. The player has a choice of three age categories to challenge: a young dragon game gives +6 (total) to the dealer roll and pays 2:1, an adult dragon game gives +10 to the dealer roll and pays 5:1, and an ancient dragon game gives +14 to the dealer roll and pays 10:1.



Table 2: In Between. This is a simple game using percentile dice. The bettor rolls the dice twice, getting two numbers. Then they try a third time to get in-between the two rolls with a third number.

Table 3: Two and Three. In this game, the dealer rolls 1d20 and the player rolls 5d4. Each side's roll is added together and the higher score wins with ties going to the dealer. This game pays 2:1.

Table 4: Dice Racing. Each participant rolls one six-sided die at a time and attempts to reach 25 before the others. The highest score of each 1d6 roll receives a +1 modifier on that roll. The dealer receives +1 to each roll, plus the +1 bonus if he rolls the highest roll on that round.

Tables 5-10: Card Games. Of the five other tables, one table is occupied by card players per ten total customers in the common room. There will be 2-5 customers playing cards, usually a poker variant. A character may enter an existing game with NPCs by making a positive reaction check, or may start a new game with other characters. Each random poker-playing NPC has a 3d4+6 wisdom score and 0-3 levels of gambling proficiency.

To resolve a poker game, each player rolls 1d6, adding his or her wisdom, and +1 per proficiency level in gambling. All bets are made and raised until a final amount is reached. Then the scores are revealed and the highest score wins.

Random Encounters

As the common room gets crowded, there are many opportunities for the PCs to have encounters. Some suggestions are listed below. There is no order of occurrence or percentage chance that any will happen. That decision is left to the DM.

The Arm Wrestler: The PC with the highest combined strength and constitution score is challenged to an arm-wrestling contest by a hulking brute.

Hulking Brute: 3rd-level fighter; AC 5 with chain mail; MV 12"; F 3; HD 3; hp 30; #AT 1; Dmg by weapon type +5; S 18/95, Int 8, Wis 12, Dex 9, Con 15, Cha 9; THAC0 18; AL CN; SA +2 "to hit" strength bonus.

If the PC refuses the challenge, the brute pours ale over his head while nearby customers burst into laughter. What happens next is up to the players.

If the PC agrees, then a small crowd of onlookers gathers around the table to make bets and cheer for the opponents. To resolve the contest, both characters roll 1d4, adding their strength damage bonuses and constitution hit point bonuses. Also add the difference between their strength scores to the character with higher strength (drop all percentile scores, such as 95% in 18/95). The higher final score indicates the winner.

The Clumsy Dwarf: A dwarf (6th-level fighter) steps on a PC's foot, causing 1 point of damage and a bad limp for 2-5 turns (¾ movement rate). Roll 1d10: On 1-5, the dwarf apologizes and offers to buy the PC a drink; on 6-8, the dwarf walks away without noticing the event; on 9-10, the dwarf curses the PC for getting in his way.

The Potential Henchman: One of the PCs, preferably a fighter or ranger, is approached by a mercenary named Conrad.

Conrad: AC 5 with chain mail; MV 12"; F 1; HD 1; hp 8; #AT 1; Dmg 2-8 with broadsword; Str 17, Int 11, Wis 10, Dex 14, Con 16, Cha 12; THAC0 20; AL LN.

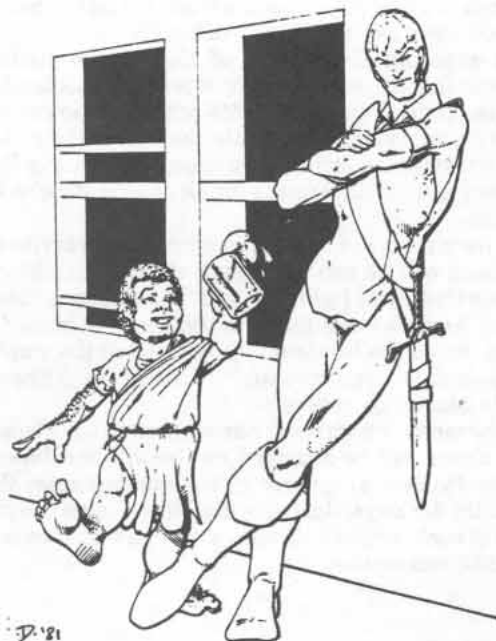
The mercenary offers to become the PC's henchman for 75 g.p., plus all considerations listed in the *DMG*. Note that Conrad already possesses chain mail armor, broadsword, and a dagger.

The Hammer: A random male PC is the victim of an attack by a drunken warrior.

Drunken Warrior—6th-level fighter: AC 7 with studded leather; MV 9"; F 6; HD 6; hp 60; #AT 1; Dmg by weapon type; Str 18/75, Dex 17, Con 16; THAC0 16; AL CE; SA +3 "to hit" in overbearing attacks.

The warrior surprises the PC and makes an overbearing attack at a total of +7 "to hit," and continues overbearing attacks until successful. Thereafter, he uses his fists to pummel the PC, striking at +6 "to hit" and 4-5 points damage. The prone PC fights at -2 "to hit" until he is back on his feet, which requires a strength check because of the warrior on top of him. If the PC regains his footing, the drunk NPC makes overbearing attacks and then pummeling attacks as before.

The attacking NPC will concentrate his full attention on his unfortunate victim until the PC's companions interfere, or until the half-orc bouncer arrives, 4-7 rounds after the initial attack. Garon's henchman will attempt grappling attacks against the wild NPC to drag him out the door, but if unsuccessful, he will try to pummel the drunk warrior into unconsciousness.



The Map-seller: An elf (4th-level ranger) tells tales of adventure in the Suss Forest. He claims that he owns a map which shows the location of a lost city full of treasure. He offers to sell the map for 1,000 g.p., but no NPC is brave enough to accept the adventure.

If the PCs get their hands on the map (either through sale or theft), they find it to be strictly geographical, showing the coast, the bay, the forest, and the surrounding hills. A star is marked in the forest 120 miles southwest of Elredd. If the PCs travel to that spot, they find a ruined city full of treasure and undead.

The Hunter: A halfling (7th-level thief) approaches the player characters and shows them a small painting of a beautiful young halfling woman dressed in blue robes. He asks if the PCs have seen or heard of this woman. He offers 50 g.p. for information, though he will not accept offers of assistance in his search. If the PCs trade the gold for false information, there is a 75% chance that the halfling will return in 2-5 days to seek revenge.

The Pickpocket: A half-elf (5th-level thief) tries to lift a money bag or item from a PC. The thief's base chance of success is 60%. On a roll of 81 or above, the PC notices the attempt. Reduce these numbers by 5% for each of the PC's levels above 3rd.

Whether the theft is successful or not, there is a 50% chance that the act is seen by one of Garon's thief-followers. Four rounds later the half-orc bouncer seizes the pickpocket, returns all stolen goods to the PC, and then drags the half-elf outside for a quick beating.

Optional Encounter 1: Raiders of the Law

A murder in a nearby street prompts a raid by 23 city watchmen. Led by a lieutenant (4th-level fighter), the watchmen are 2nd-level mercenaries. All have chain mail and wield short swords at +1 "to hit."

Upon entering the House of Cards, the lieutenant announces that all customers must leave immediately. The employees remain calm, but 25% of the customers start a brawl with the watchmen, while the rest of them flee. At first, the watchmen strike to subdue, but if one of them is slain, they inflict full damage on all opponents who do not surrender.

If the watchmen are beaten, reinforcements arrive in one turn. There will be one lieutenant (5th-level fighter), two sergeants (3rd-level fighters), and 20 watchmen (1st-level fighters). Any customer found in the House is immediately arrested, while the lieutenant proclaims to the employees that Garon must appear in court in four days. Anyone who resists is dealt with severely.

Any character who tries to damage or rob the House during the chaos will be attacked by Garon's henchman and followers. Prisoners captured by the watchmen are thrown into jail for 2-5 days, during which there is an 8% chance per day of contracting a disease and a 10% chance per day of parasitic infestation.

Optional Encounter 2: Wrath of the Guildmaster

Elredd's other master thief decides to take action against Garon. A group of guild-hired mercenaries enters the House of Cards one by one and mingles with the customers. The complete group consists of one leader and 5 swordsmen.

Leader—8th-level fighter: AC 5 with chain mail; MV 12"; F 8; HD 8; hp 62; #AT 3/2; Dmg 1-8 with longsword; AL NE; SA +3 "to hit" and +3 damage with longsword.

Swordsmen (5): AC 7 with ring mail; MV 9"; F 3; hp 18, 16, 15, 14, 14; #AT 1; Dmg 1-8 with long swords; AL N.

At midnight, the leader gives a signal to his men. Simultaneously they charge into the rear of the bar toward the stairs. Garon's followers run after them for a running battle to the third floor. Garon will be in his room when the ruckus starts.

Chaos immediately erupts in the common room. Most of the customers run for the door, grabbing what they can take, while a few bold ones attack the clerk. The half-orc bouncer attacks anyone who seeks to damage or rob the place.

After one turn, a group of city watchmen arrive to arrest everyone in the building. This group is identical to the first group in the previous optional encounter. If they are destroyed, the second group of lawmen arrives one turn later.

If the PCs become involved in the combat upstairs, then the mercenaries will fight against Garon and his thieves in a round-by-round battle. If the upstairs fight occurs "off-stage," then roll 1d8 for the result:

die roll	result
1-2.	Garon, his followers, and the mercenaries are slain.
3.	Garon and his followers are slain, the mercenaries escape.
4.	Garon and his followers are slain, the mercenaries are captured and jailed.
5.	Garon survives and escapes, but his followers and the mercenaries are slain.
6.	Garon survives and escapes, but his followers and the mercenaries are captured and jailed.
7.	Garon is captured and jailed, while all the rest are slain.
8.	Garon and the rest of them are all captured and jailed.

Subtract 1 from the roll if the second group of watchmen is needed to take control of the House of Cards.

If Garon survives and escapes, and was not on bad relations with the PCs, then he may hire them for an attack on the Thieves Guild. Either way, he will not let himself be seen in Elredd until the Guildmaster is eliminated and Garon can take control.

Appendix 1: Zero-Level Characters

Although player characters most often start at first level, they do not have to appear from nowhere. By the time characters reach first level, they may already have studied for years and made the choices which mold their lives. Instead of skipping this constructive period, players may color their characters by beginning at zero level without the skills of any character class. This allows players to design exactly the characters they want, even if these are sword-wielding wizards or thieves who can turn undead. Few adventures could be more exciting than these first ones, where the PCs, as ordinary, inexperienced people, must discover power within themselves, survive, and become strong.

The Fledgling Character

When characters are created, their abilities are feeble, their strengths are undefined, and their only advantage is tremendous curiosity and enthusiasm. When first creating a zero-level character, rolls are not made for any characteristics except those which are completely predetermined, that is: height, weight, social status (if this is used). The standard attributes (strength, dexterity, constitution, intelligence, wisdom, and charisma) are recorded, but at preliminary values of three. The character also starts with three hit points.

Zero-level characters do not have experience points and cannot gain them at this level. The only real resources zero-level characters have are aptitude points (AP), which are spent to create other abilities. Each character begins the game with $90 + 1d20$ aptitude points.

Raising Attributes Scores

Characters will very soon need higher attribute scores. Once per game week, a player can assign one to eight AP to a single attribute score or hit points. The points are instantly subtracted from the total AP and added to the attribute. That attribute is never decreased while at zero level. (In theory, the character always had a latent talent and suddenly developed it.) Attributes still require a long time to mature to their full potential. Therefore, characters can never spend more than eight AP per week in this manner.

Demi-humans must raise all their attributes to their racial minimums before entering the game. They spend the AP before play begins, to reflect the experiences of their long childhoods. A zero-level demi-human has all the natural features of his or her race, including bonuses to attribute scores. Attribute penalties, however, such as a halfling's -1 on strength, never cause a score to fall below three. They become effective only once these statistics are raised above three. A newly-created dwarf, for example, has a charisma score of three (the -1 penalty cannot be applied yet) and a constitution score of four (one bonus point). The character must immediately spend eight AP on constitution to reach the racial minimum of twelve. When this dwarf decides to improve his charisma, it will cost one

AP to overcome the racial penalty before the score can be raised above three.

No amount of aptitude can give a zero-level character more than 18 hit points, or an attribute score above the racial maximum. Gray elves can have intelligence scores of 19, but all other characters are limited to attributes of 18 or less. The exceptional strength of fighters can only be achieved with special training. Characters should be careful not to spend too many AP on any one attribute, since they will need aptitude to learn other skills.

Attribute scores have all their usual effects at zero level. Characters who neglect their strength suffer penalties in combat; those with low dexterity cannot use thief skills. Since characters can instantaneously raise any attribute, they will seldom be forced to suffer penalties. However, wise players may neglect some attributes in order to concentrate on others.

Hit points are very special to a zero-level character. These points have nothing to do with skill, luck, or innate hardiness. Each of these points represents sheer youthful exuberance and vitality. The initial total of three hit points represents body mass. Characters who raise their constitution are entitled to the usual hit point bonus, as if they were first level. The ability to gain three hit points for constitutions of 17, or four at 18 is a special ability of fighters, just like exceptional strength, so zero-level characters aren't eligible for the special bonus. A zero-level character can never have more than 18 hit points at one time. When the character finally becomes a first level character, the player must reroll for hit points in the normal fashion.

Alignment

Zero-level player characters begin with no real alignment. Spells and magical items affect zero-level PCs as if they were true neutral. Instead of fixed beliefs, zero-level characters have an alignment tendency, which the DM assigns to reflect each PC's behavior and attitude. DMs may keep track of alignment tendencies by giving each character two alignment scores: one for law/chaos and the other for good/evil. On a scale of one to 20, higher numbers indicate greater commitment to law or good, with 10 in the middle. A character's alignment remains true neutral until the score drifts more than five points in either direction. The charts below show what alignment tendency the different scores represent. Negative numbers are possible.

Morality Chart

Alignment Tendency	Evil	Neutral	Good
Score	5 or less	6-14	15 and above

Ethics Chart

Alignment Tendency	Chaotic	Neutral	Lawful
Score	5 or less	6-14	15 and above

The DM adds or subtracts points from a character's alignment score whenever the PC does something typical of a certain alignment. These acts are easy to recognize. Love,

forgiveness, and heroic bravery are good, while cruelty, greed, and treachery are evil. Chaotic characters dislike and disobey rules, preferring to make decisions as the moment inspires them. They might also exhibit different behavior in similar situations. Lawful characters work toward organization and consistency. Neutrality might be manifested as the absence of opinion, or it might represent a conscious attempt to balance extremes. Isolated acts of necessity, such as making friends or self-defense, do not alter alignment scores. Actions of choice, such as forming close friendships or giving to charity, might affect alignment. Willful actions such as senseless slaughter on the part of a good or lawful character certainly require an alteration of one's alignment.

When a zero-level character is first created, the player can choose for the character any score between zero and 20 in both law/chaos and good/evil, if they don't wish to begin the game as a true neutral. This represents the teachings of that character's friends and family. The score can change rapidly if the character does not follow old habits. A PC might take part in fascinating adventures which cause alignment changes. In this way the player characters can move themselves off the true neutral mark if they wish to start the game with an alignment.

The DM should tell players what their characters' alignment tendencies are at the end of each adventure, but not the exact scores. PCs rarely know precisely how lawful, chaotic, good, or evil they are. Every decision is a moral dilemma for zero-level characters which could shape their entire lives. When characters reach first level, they automatically become whatever alignment they tend toward at that time.

Specialized Abilities

Once a character has raw attributes, he or she must learn ways to use them. A zero-level character experiments constantly, perhaps trying to weave spells one day and cross swords the next. This flexibility makes learning new abilities the most exciting, but also the most dangerous, part of a zero-level character's life. Whenever a zero-level character wishes, he or she may study—or simply attempt—a specialty normally used by some character class. Characters might try to learn abilities of up to 12th level in difficulty, but they will almost never succeed at anything more than that which a first-level character could do.

Abilities are defined as the many different tasks of an adventurer. Warriors fight at a given ability level; clerics turn undead with a given ability level; mages cast spells with a given ability level; and thieves pick locks with a given ability level. All of the things that player characters try to do are at an ability level. A zero-level character has two options when trying to perform tasks that are class-related. He can try to do the task by blind luck or can take some time and study the tasks he wants to attempt.

To learn a class ability, the character must be taught by an NPC who possesses that ability. Any thief can teach pocket picking and wall climbing to the character. The zero-level character can be taught by more than one NPC at a time if he wants to pick up several different abilities. When he tries to use these abilities, the zero-level character must roll on the Learning Table on page 119 to see how successful he is. In other words characters don't perform at the level of their teacher or at the first level of experience. Remember that these zero-level characters are filled with youthful zest and the confidence of those who haven't had time to realize the full danger of what they are attempting. For example, a first level cleric carefully presents his holy symbol and carefully pronounces the words that can turn undead; a zero-level character wanting to do the same thing might just rush up and thrust his holy symbol in the face of the vampire and scream, "BOO!" at it. The first level cleric couldn't turn the vampire, but the zero-level cleric might turn the vampire as a 12th level cleric just because the vampire was so surprised!

In learning a class ability the zero-level character picks up one Instruction Point per week of study. He must study at least one hour a day with the instructor. If he doesn't study every day he won't earn the point for that week. The player must keep track of the number of points his character has earned and what they apply to. Zero-level characters also use up one aptitude point per every six instruction points they pick up.

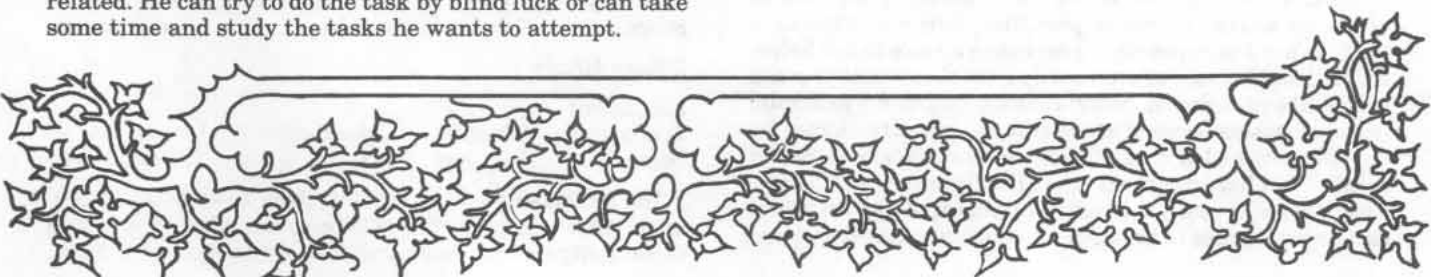
It is possible and often advisable to gain more points in an area of study than is needed for the character class. It only takes two instruction points to learn a fighter ability, for example, but more points in the fighter section help the zero-level character when he tries the many abilities of that character class.

Luck

When resorting to luck to attempt a task, the zero-level character just hasn't had time to study what he is trying to do, but says to himself, "this can't be too hard, other people do it." He tries to get the job done by bulling his way through the task. The Learning Table is used to note the effects.

In "trusting to luck," a character can attempt a specific task only once per day. A character experimenting with thief skills can try his luck once when picking a pocket, again when climbing a wall, and again when trying to hide in shadows, but he can't try to pick more than one pocket, using luck, in a 24 hour period.

On successful luck attempts, zero-level characters gain instruction points because they are learning by deduction and intuition. The DM determines how many points PCs get.





Locating Instructors

Finding an instructor should be one of the first adventures that a zero-level character has. Finding clerics and fighters to teach a player character shouldn't be too hard. Finding mages is a little more difficult, and finding thieves and the rarer character classes is very difficult.

In exchange for their services, instructors will expect the character to work. There are always odd jobs that NPC instructors need done. These tasks should provide many of the beginning adventures the zero-level character has: fighters always need their equipment fixed, mages need spell components gathered, thieves need lookouts, and clerics need their temples cleaned.

Earning one instruction point takes one week.

When a PC is studying, he must finish his studies in one area and not break up that study time. This means a PC studying to be a fighter must study for two consecutive weeks (to earn two instruction points) or lose all the information he has gained. As long as he keeps studying, a character remembers everything he has learned. If the character drops his studies in an area, however, he retains the instruction points he earned for three times as many months as the number of points. When a zero-level character earns six points toward magic use, for example, and then stops studying magic, he remembers his lessons for 18 months. When the time expires, the character must begin studying again from scratch. The character always retains instruction points earned through luck, however.

Study Time Table

Type of Skill	Study Points for Success
Fighter	2 points
Mage	6 points
Cleric	4 points
Druid	6 points
Paladin	8 points
Ranger	7 points
Bard	10 points
Thief	3 points
Monk	10 points

Learning Table

Percentile Roll	Luck Roll	Instruction Points	Result
01-10	01-10	None	Terrible Failure
11-49	11-55	None	
50-75	56-80	3	Partial Success
76-85	81-87	6	Learning
86-97	88-95	9	Insight
98-100	96-100	12	Great Insight

When trusting to luck, the player rolls percentile dice and takes whatever result he gets. The DM works the result into the adventure. When the PC is relying on instruction points, the player rolls percentile dice also. If the PC has earned enough points for the result, it happens. If he doesn't have enough points, the DM must work in the Failure result.

Terrible Failure: The character fails and breaks or loses any equipment involved. The DM should also create a spe-

cial penalty, unique to the situation. For example, a beginning archer might shoot one of his friends, or an amateur sorcerer could flood his mentor's laboratory.

Failure: The character learns nothing from the attempt but suffers no penalty.

Partial Success: The character may perform this one ability as a first level character. If a character achieves this result by blind luck and later studies the same ability, he automatically earns two instruction points during his first week of study.

Learning: The character may be regarded as a first level character with respect to this one ability. Characters who achieve this result through luck and then go on to study the ability further earn three instruction points during their first week of study.

Insight: The novice not only succeeds with the skill, but uses it as a 12th-level character. If the skill in question is a weapon proficiency, the character attacks as a 12th-level fighter with a weapon specialty. Non-weapon proficiencies can be performed with a bonus of -4 to the die roll. After one hour per point of intelligence, the character forgets this special insight. Characters who achieve this result through luck and later study it automatically earn four instruction points after one week of study.

Great Insight: The character gains all the advantages of insight, above, and retains them for one week per intelligence point. Then he forgets this special ability. Furthermore, the DM is encouraged to invent some special bit of good luck. For example, as a result of a single shot, an archer might rout an entire bandit gang. Similarly, an artisan could produce a beautiful item which is also magical.

If a character got this result using luck, he loses the associated abilities after two weeks (four weeks for magic-user spells). If a character studies a skill in which he had great insight, he gains six instruction points after one week of study.

The character can perform the task he was trying when he achieved great insight at the 12th level for two weeks even if he has never studied that skill. For example, if a cleric was trying to turn undead and achieved great insight, he could turn undead as a 12th level cleric (but could not necessarily perform any other clerical functions at 12th level).

Note that this table never allows the impossible. A character cannot cast spells without a spellbook or pick locks without tools, no matter how much luck or training is applied. Also note that results on this Learning Table apply to one specific skill only. A character who learns the thief ability of picking pockets still cannot hide in shadows.

Sages make the best possible mentor because they can teach any of the many skills they have studied. The typical sage's fields of knowledge are shown in the *Dungeon Master's Guide*. Two other branches of knowledge exist which sages might know and teach to zero-level characters. These are "Weapons & Warfare" and "Crime & Criminals," both of which are special categories studied as fields of humankind, demi-humankind, and humanoids/giantkind. To determine if a sage can teach a given skill, use the table in the *DMG* which shows the percentage chance that a sage might be able to answer a question. Sages have the same chance to teach a skill as they have to provide exact information about it. Many of these fields overlap. For example, a sage with the major field of humankind has a 57%-60%

chance of understanding a clerical spell well enough to teach it (using the special category Theology & Myth) and an equal chance to teach pickpocketing (using the new category, Crime & Criminals). His students could pursue either ability without needing to find both a cleric and a thief to teach them.

Class Skills and Proficiencies

Every field of study has its pitfalls and customs that students must observe. Advanced sciences, like magic, require extra expenditures of AP and study. The DM should be aware of the attitudes of certain mentors and role play them to reflect these sentiments.

Novice characters may serve some patron as an apprentice, or study at the university of a great clerical order or magical cabal. A college might charge as much as 500 gp per year in tuition, but nobles might grant scholarships to promising students. Most donors expect these scholarships to be repaid in some way, perhaps with a quest or adventure. Some clerical colleges may be free of charge, but only open to worshipers of that particular deity. Wealthy PCs who cannot find a college but scoff at apprenticeship might hire tutors, who will cost at least 100 gp per month. PCs may also need to travel in order to find the instructors they need. In isolated areas, PCs will be limited to studying from the few skilled people who live nearby, and they may quickly outgrow these teachers. However, while city-dwellers might have greater learning resources, they tend to forget the ways of nature, and might need to travel into the wilds to learn from rangers or druids.

Clerical Skills

Different deities have different customs for their new followers. Many churches eagerly seek new worshipers, while others are secretive. In a fantasy world, zero-level characters are quite free to mix religion with their other pursuits. Still, no sect knowingly welcomes its enemies. Although zero-level characters have no fixed alignment, they cannot use clerical powers unless their current alignment tendency matches the alignment of the god they serve. Even luck rolls cannot provide clerical powers unless the character appeals to a deity of friendly alignment. The use of clerical powers increases a character's commitment to that particular alignment. When PCs use clerical skills, the DM should modify their alignment tendencies by one point in the direction of the deity's alignment.

Zero-level characters can cast one first-level clerical spell per day, or two spells if they have wisdom scores of 14 or higher. Results of "great insight" on the Learning Table allow characters to cast any one spell as if a 12th level cleric. Although this one spell may be as high as sixth level in power, the insight does not confer a high-level cleric's full repertoire of spells. Also, each new spell must be studied separately. A character who can cast *command* still knows nothing about *cure light wounds*. Novice clerics can also learn to turn the undead.

Learning a spell and casting it once is free, but if the spell is cast more than once it costs the character one AP.

Deities resent being trifled with, and the trivial requests of novices sometimes irritate them. Each time a spell is

cast, zero-level characters must roll 1d20. If the result is above the character's wisdom score, the spell fails and a small boil appears on the caster's forehead, reducing charisma by one point for the rest of the day. Characters automatically fail this check if they have broken clerical codes within the past 24 hours. The most universal code forbids edged weapons; certain gods will have additional customs. Zero-level characters with wisdom scores of 12 or less must also check for spell failure normally (see the *Player's Handbook*). Characters with wisdom scores less than nine cannot learn clerical spells.

If a character decides to abandon study of the priesthood, the exact penalties once again depend on the religion. Usually, zero-level characters can switch fields and keep clerical skills. The most they would suffer is an impassioned speech from a ranking priest. However, characters who switch to an opposing religion or alignment tendency are viewed as traitors who accepted the blessings of the church and then betrayed it. A traitor will be stricken with a random disease from the *DMG*. Specific religions may have special punishments or enemies for such heretics.





Druidic Skills

The woodland cult of druids is extremely demanding of its followers. Druidic rituals are never described openly, and practiced only at the will of nature itself. Druids will be extremely reluctant to teach new students unless these pupils have already demonstrated great community with the powers of nature. DMs should create quests and ordeals for neophyte druids, but the best way to gain a druid's favor is to perform a great druidic feat through luck. Becoming a professor for novice druids is not a druid's primary goal.

Zero-level characters use druidical powers like other clerical talents. They may cast one first-level druid spell per day, and they must make a wisdom check to use it correctly. This check automatically fails if the character wore metal armor or used forbidden weapons within the past 24 hours. With "great insight," a zero-level character might use high-level druid abilities, such as shapechanging or knowledge of plants and animals.

Learning a spell and casting it more than once costs one AP.

Students of druidism are not required to tend toward true neutral alignment, although all must have close ties to nature and the nature deities. Rangers and bards both learn druidical spells despite their varied alignments, and zero-level characters might be allowed this variance as well. The use of druidic powers does not affect a character's alignment tendency.

Druids never punish their former students for their alignment choice. The actions they despise are crimes against nature. For example, if a zero-level character desecrates some unspoiled place, he or she will contract a disease as do fallen clerics and will lose all magical druidic powers. Worse, all the world's druids will seek revenge on that character, after the deed is discovered.

Fighting Skills

Of all skills, those of a fighter are easiest to master. A budding warrior needs only to study weapon proficiencies and weapon specialties. A fighter might also desire physical training to gain an extra constitution bonus or exceptional strength. A character cannot attain exceptional strength until he or she has a strength score of 18. When the character successfully learns the methods of increasing one's muscles, a result of "great insight" on the Learning Table automatically confers a score of 00 to strength. Otherwise, the player rolls percentile dice to obtain a score in the usual manner.

Zero-level characters may attempt any of the abilities of a ranger or paladin. This includes the fighting techniques that cause extra damage to giant-type humanoids and arts of dodging (dexterity bonus), endurance (hit-point bonus), and avoiding damage (saving-throw bonuses). However, only a few solitary rangers and holy fighters know these skills. Zero-level characters must brave the wilderness to find them, and then they must demonstrate their worthiness to learn. Few woodsmen like to reveal their secrets, and all paladins scorn, impure characters, so mentors skilled in these abilities must be carefully sought. Characters will also find that the study of the wilderness limits their learning of other arts, since they must stay with their mentors far from civilization.

Whenever a zero-level character uses paladin abilities, add one point to both law and good. The DM should record each instance in which a zero-level character attempts the abilities of a paladin. The gods themselves bestow a paladin's benefits, so if a character accepts this help and later abandons the lawful good alignment, he or she loses all of the paladin's powers. The next time that character enters battle, a *curse* affects him or her. (This is the reverse of the first-level clerical spell, *bles*.) Certain gods have special punishments for such traitors.

A paladin would be willing to train any zero-level character acceptable to his (or her) deity, and most gods care nothing about mortal social divisions. Of course, few mentors demand such strict obedience as a paladin. Most paladin mentors will only accept pupils who want to become paladins themselves, and they would be outraged to catch their students exploring less honorable arts.



Magical Skills

Magic is hard to master, and characters who delve deeply into it will find little time for other pursuits. Neophyte mages must learn each new spell separately. Even after a character knows a spell, he cannot automatically cast it. The novice must still memorize formulas from a spellbook each day, like any other mage. Zero-level characters can memorize no more than one first-level spell or four cantrips for one day. "Insight" lets characters cast one spell as if they were 12th level, but the character will not receive a 12th level mage's full selection of spells. However, insight does allow a character to cast spells of up to sixth level in power.

It costs one AP point per spell learned and used more than once.

Few beginners own their own spellbooks, so apprentices borrow their master's tome each day. This means that zero-level characters must justify each spell they want to their teacher, but it also gives them a great variety of spells from which to choose. The DM may decide exactly which spells a wizard owns, and which ones students are allowed to use. Zero-level characters are subject to normal intelligence limits to learning spells, which are described in the *Players Handbook*. As those tables indicate, no one can learn magic without an intelligence of at least nine.

Novices never completely understand any spells but cantrips. When zero-level characters try to use higher-level magic, the player must roll 1d20. If the result is higher than the character's intelligence, the spell either backfires





or fails to work. Harmful spells might injure the caster, and all others produce nothing but clouds of blue smoke. DMs should also feel free to improvise amusing or horrifying results for spell failure.

The armor and weapons of war distract a magician's psychic powers, so even neophyte mages usually shun them. Characters cannot cast spells in armor. If a character uses weapons forbidden to mages within 24 hours of casting a spell, the intelligence check for spell failure is penalized by +3. Most teachers of magic forbid weapons and armor completely, and if they catch their students using such items, they may withhold teaching or impose punishments, all while warning the culprit about famous magical disasters.

Certain spells are absolutely required for a zero-level mage to progress beyond borrowing bits of magic from a patron. *Read magic* is essential to all magic-user work, and a mage's trade is far easier if he or she knows *identify*, *detect magic* and *erase*. Most teachers of magic require their students to learn these spells and urge pupils to record them in their first spellbooks.

Many zero-level characters, especially those who hope to become true magic-users, will eventually want their own spellbooks, but even if the PC can find enough money, spellbooks cannot be purchased easily. They must be crafted by bookbinders skilled in the art and stocked with spells by a magician. In a world without printing presses, only a few scribes understand bookbinding, and they cluster near universities or at the courts of particularly learned kings. Even after a PC owns a book, most teachers of magic refuse to give their spell formulas permanently to anyone but a fellow mage, so zero-level characters will probably need to adventure to obtain copies of spells. Then, the character must find a sympathetic mage to help inscribe the book.

A zero-level mage rolls on the Learning Table to discover if he has properly memorized any given spell. When he wants to use this spell he rolls 1d20 and compares the result to his intelligence score to determine if it works. If it doesn't work he doesn't lose the spell—he can try again in the next round. He can keep this memorized spell until he has finally used it up.

Thieving Skills

Almost all zero-level characters learn a few thieving skills. Stealth can often save one's life where force cannot, and thieving skills can supplement the arts of any class. Bulky armor will penalize or prevent thievery. Those who depend on thievery will desire instruction. Despite the vast number of thieves in every community, few robbers will admit their craft, much less teach it. Apprentice thieves will usually be trained in cities, where victims are plentiful and criminals are often brazen enough to run semi-formal burglary schools. These courses allow characters one extra learning point per month.

Monk Skills

Few zero-level characters care to follow the lonely lifestyle of a monk. Teachers of the martial arts can be found at any monastery, but monastic isolation absolutely prevents any other form of study, and few characters care to follow a monk's rigid discipline. Characters who study monkish skills but find the life too hard may leave freely, but once

they abandon their training, no master will ever consent to teach them again.

A character can't retain the monkish powers of open hand attack, running ability, and thieving skills after breaking monkish codes. Further, zero-level characters will be barred from studying a monk's skills if they hoard excess treasure or use forbidden weapons. Armor prevents any use of monkish martial arts, just as it hampers thieves' abilities. If the character learned any of a monk's mental powers with insight, these powers disappear once the character defies a monk's laws. Only characters with a lawful alignment tendency can learn monk skills, and each use of a monkish power adds one point to the character's law/chaos score.



Proficiencies

Many of the skills that characters perform are not restricted to any particular class. Zero-level PCs may study any proficiency for which they can find a mentor, and again, tutors are far easier to locate in cities. In any location where a guild controls some craft, PCs must obey its regulations. Guilds usually limit the number of new artisans which may be trained, to prevent a surplus of goods or services. They also regulate the quality of their members' work and charge dues.

The cost of learning one proficiency is one AP per proficiency and it takes two weeks of instruction to pick up.

Zero-level characters will find themselves needing weapon proficiencies, and their penalty for using a non-proficiency weapon is -3 to hit. Weapon specialization is a class skill of fighters and can only be learned from another specialist. No character may ever specialize in more than two weapons.

Languages

Every character begins the game knowing one language, that being the local common tongue. Whenever the character's intelligence score becomes high enough to permit knowing more languages, the character may study these as if they were one-slot proficiencies. All study times are halved if the student is surrounded by speakers of the new language and doubled if no native speakers are present. Characters cannot rely on luck to use a language until they have heard it spoken for at least one hour. To interpret results from the Learning Table, use the following guidelines.

Partial Success means that the character can converse generally and request basic needs.

Learning means that the character is fluent but has a strong accent which identifies him as foreign.

Insight lets a character pretend to be native by making a successful intelligence check on 1d20.

Great Insight makes the new language sound completely natural.



Characters may travel to learn languages, or they may try to find teachers who come from distant lands. Most teachers of foreign languages will be sailors, pilgrims, scholars, merchants, or foreign exiles taking refuge in a noble's court. Teachers of non-human languages will be particularly difficult to find. Elves might teach their tongue, but dwarves keep their words secret, and most humanoids are too barbaric to formally exchange knowledge. Characters can only study orc or goblin by living with the foul creatures or by finding some veteran of wars against them who knows their tongue. The DM is always free to decide that a teacher's knowledge is incomplete, leading to hilarious (or deadly) misunderstandings.

Combat and Wounds

Most of the fighting rules needed for zero-level characters are covered under ability scores, class skills, and proficiencies. Zero-level characters always attack and make saving throws as zero-level fighters. The only exception for attacks is when a character has a flash of "insight" while attempting to use a weapon proficiency and attacks as a 12th level fighter. Fortunately, most enemies underestimate zero-level characters, giving them extra chances at heroism.

Zero-level characters often survive frightful wounds through sheer exuberance. When zero-level characters are reduced to zero or fewer hit points, they may stop losing hit points by spending an AP and then heal themselves at the rate of one hit point per hour. Each hit point healed costs one AP. Characters can only reach a maximum of one hp in this manner, and then normal healing occurs at the usual rate. Characters are maimed when reduced below -6 hp and die if they pass -10. During the period that a character has negative hit points, he or she is comatose and should be treated as if under a clerical *feign death* spell. Most enemies will assume that they struck a mortal blow and abandon their victim. Particularly determined foes might check for signs of life, or imprison (or dismember) their victims just to be absolutely certain of the kill.

Equipment and Money

Zero-level characters are often, but not always, poor. They often begin play with more money than a first-level character, since they have not yet spent their funds on teachers and equipment. As a general rule, zero-level characters begin the game with normal clothing and 20-200 gp (2d10x10).

The DM may choose to substitute these starting funds with other, more appropriate forms of wealth. For example, if the PCs are children of herdsman nomads, they may own weapons, food, and horses, but have no cash. Or, some wealthy adventurer may have died recently, and a PC has inherited his equipment and his spoils from adventures. DMs might start whole campaigns by giving a PC an enchanted item or one with a dreadful curse. Even weak magic can give characters enough self-confidence to adventure and an incentive to live up to the item's legacy.

Using Magical Equipment

Zero-level characters may employ any magical item. The use of magical items that are limited to one class is a class skill, so zero-level characters must study or make luck rolls to learn the secrets of these devices. Each item must be studied separately. Zero-level characters can even use scroll spells, although they have high chances of failure, as shown in the *DMG*. It costs one AP per magical item learned.



Joining a Character Class

Joining a character class is the turning point of a zero-level character's life. Every apprentice dreams of graduation, of becoming a real first-level adventurer. To become first level, characters must first fulfill the minimum requirements of a class and then prove to the world that they are worthy of their new titles. PCs may attempt this whenever they wish. Nothing ever forces characters to enter a character class, but once PCs have no more AP, their only other alternative is to stagnate, with no way to improve skills or rise in level. Wise PCs will choose a class early and start preparing for it while they have plenty of AP to concentrate on the skills they need. The more powers that a class offers, the more the PCs must study to qualify for it.

To actually become first level, characters must learn the last secrets of their class from some patron. This final teacher always tests the novice with a special initiation. Rangers undergo nature rites, clerics must be ordained, knights must be dubbed, and other characters have similar graduation rituals. Some graduation procedures may be less formal. Apprentice thieves might be exploited and humiliated for several months to see if they will become audacious enough to rob their own masters. Fighters would be likely to meet their final test on the battlefield.

Once zero-level characters receive their final counsel, they receive first-level modifications to their abilities:

- Alignment tendency solidifies into a fixed alignment.
- Hit points are rolled for in the normal fashion.
- Ability scores become frozen at their current level.
- Proficiencies and languages do not change. Characters who have fewer proficiencies or languages than they are entitled to may learn new ones normally.
- Any remaining AP are converted into experience points, at the rate of 10 experience points per AP.
- The character begins receiving experience points normally.
- The character gains all the abilities due a first-level member of his or her class. Professional spellcasters no longer must make ability checks for spell failure.
- When characters advance in level, they lose all skills which are not used by their main character class unless they make a special effort to study them, as described below.



Skills From Other Character Classes

Zero-level characters experiment with many professions. Naturally, they hope to remember their old skills and thus obtain the benefits of several classes at once, even after joining one class. They can do so, but unfortunately, different character classes have little in common, and the more one studies one field, the less time one has for others. Characters must practice auxiliary skills, and pay experience points for them. The XP prices are shown on the table below.

Experience Price For Auxiliary Abilities

Character's Class	Type Of Skill				
	Cl	F	MU	T	Mk
Cleric	5% *	10%	25%	25%	10%
Fighter	25%	5% *	50%	10%	25%
Magic-User	25%	50%	5% *	10%	25%
Thief	25%	10%	25%	5% *	25%
Monk	25%	50%	50%	50%	5% *

*Subclasses are included with their main class (a ranger would be found under fighter), and paladins can be treated as fighters. Characters pay only a five percent penalty for using skills restricted to a different subclass of their own general character type, as opposed to greater penalties for out-of-class skills.

Characters must also practice their skills at least once per level, or lose them when they rise to the next level. The abilities must be used in crucial situations during actual adventures. The DM should keep a list of the times when characters use old skills from classes other than their own. If players advance in level without practicing a skill, the DM does not remind them. If the player cannot remember to use a skill, then the character certainly does not. When the PC finally does attempt the skill, he discovers that it has been lost forever.

Each time PCs advance in level, they lose all neglected extraneous skills. This includes 12th-level skills which the character gained through "great insight." Naturally, forgotten skills no longer impose experience penalties on the character. Maintaining certain skill combinations involve other restrictions, which are described below.

Cleric and Druid Skills: All characters who use divine abilities must obey the gods. The DM should deny clerical magic to characters who violate their alignments or fail to behave piously. Clerics and druids themselves may never use forbidden weapons or other items, even by retaining a proficiency from some other class. Members of other classes cannot use clerical abilities on the same day that they wield edged weapons or, in the case of druid spells, wear metal armor. Characters who are not clerics may never cast more than one clerical spell per day (or two with a high wisdom score), and non-clergy must always make a wisdom check to avoid spell failure.

Fighter Skills: Few other pursuits interfere with fighting, so only rangers and paladins must avoid other class skills. No ranger or paladin would ever use the abilities of a thief. These inhibitions do not apply in reverse. Members of any other character class may use ranger and paladin abilities. The magical powers of paladins should be treated as clerical spells, both for experience prices and limitations. No character can use a paladin's powers without following the paladin's restrictions.

Magic-Users: No one can cast spells in armor, or without a spellbook. Furthermore, all characters except mages must make intelligence checks or fail their spells, as described in the section on learning skills. Even true mages must make this check if they have used a forbidden weapon within the past 24 hours. Therefore, low-level mages often resort to forbidden weapons, but more powerful magic-users prefer daggers, because failure with their powerful magic can ruin kingdoms. Members of other classes can never cast more than one mage spell per day.

Thieves: The only restriction to thief skills is that they cannot be used in most forms of armor. At the DM's option, leather or padded armor can be worn, but causes penalties. Characters of lawful and good alignments must be careful not to violate their principles with thieving skills.

Monks: A monk's skills cannot be performed in armor. Any character may remember how to run like a monk, use monkish thief abilities, gain bonuses on weapon damage, or strike with the open hand. However, only a real monk can remember mental or magical skills. Monks never use the skills of other character classes. These are remnants of more worldly times, which monks have chosen to abandon.



NPCs

These rules are intended to show how beginning PCs become experienced adventurers, not to alter the zero-level NPCs who populate every fantasy world.

Ordinary peasants and citizens usually exhaust their AP at an early age, competing with peers, surviving childhood hazards and learning to work. Furthermore, many people are not adventurous and do not begin with a full 90 AP. The DM may always choose to give NPCs AP. Adventuring parties will treat ordinary people with far more respect after attacking a helpless beggar who makes a luck roll and strikes back like a 12th-level fighter. Many zero-level NPCs use aptitude points to excel in their trades. For example, a blacksmith might do research until he has enough study points to qualify for "great insight" in casting the spell *enchant an item*. This is one way dwarves, who are not mages, might enchant *hammers +3* and *dwarven throwers*.

Oriental Characters

Characters living in the Far East face more social pressures than their Western counterparts, but beneath these cultural differences they are quite similar. They also develop themselves with AP. A zero-level PC who begins the game with ability bonuses, won with the honor of the player's previous character, receives these points as extra AP. Starting funds can simply be converted from gold pieces to equally valuable sums in tael.

The DM may determine the basic requirements for entering an Oriental character class by listing the skills that class members can use at first level. Since each Oriental class has so many special abilities, such as ki powers, Eastern characters must be much more careful in spending their AP. This accurately represents the stratified Oriental society, where young people are expected to ceaselessly immerse themselves in study.

Most Oriental class skills can be treated like analogous Western pursuits. Noble warriors learn similar skills everywhere, whether they are called rangers or samurai. Study times, effects on alignment tendency, chances to use spells, and other information are the same for both Orientals and Westerners. The following table shows what category to use when zero-level characters attempt the skills of Oriental classes.

Oriental/Western Class Analogies

Oriental	Western
Barbarian	Fighter
Bushi	Fighter (or thief for pickpocket skills)
Kensai	Fighter (Kensai trainers demand unswerving dedication, like monkish masters)
Monk	Monk
Ninja	Thief
Samurai	Fighter or Paladin
Shukenja	Cleric
Sohei	Paladin (fighter) or Cleric
Wu Jen	Mage
Yakuza	Thief

The Orient bases its educational system on respect for elders and devotion to study. Learned masters teach every art, and any character may win over a teacher. Sohei, shukenja, and some orders of monks recruit avidly. Ninja and yakuza limit their training to a few trusted accomplices. Characters who seek the skills of a wu jen will have to spend long periods isolated in the wilderness, since Oriental wizards dislike civilization. All Oriental teachers rely on inventive tests and ordeals, which may become adventures.

When generating an Oriental zero-level character, roll for family and birthrights normally. The DM should carefully role-play a zero-level Oriental character's relatives, since they always exercise great influence on a zero-level character's life. They may drag the PCs into their own political plots, or they might be indigent and need help. Also, characters will be expected to study their father's profession. Each time characters attempt skills from other classes and fail, they lose one honor point. This penalty only applies to zero-level characters.

Zero-level characters begin with an honor score equal to their family honor, but they immediately begin developing a reputation of their own. All the standard honor awards and penalties apply, as do several special ones unique to zero-level characters. These modifiers are shown on the table below.

Honor Awards For Zero-Level Characters

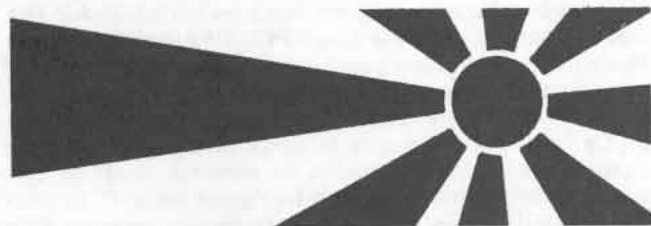
	Points Awarded
Unquestioning obedience to master	+3
Disobedience to any superior	-2
Studying a skill from father's character class	+1
Extreme devotion to parents	+3
Dishonoring a superior	-2
Gaining a peaceful proficiency	+1
Pleasing someone of higher rank	+1
Quarrel with other apprentices	-1

Characters cannot mix Oriental skills with gajin ones without actually studying in both the West and the Orient.

Acting as DM for Zero-Level Characters

DMs have far more control when PCs start at zero-level. Zero-level PCs are completely dependent on mentors, and these tutors can become alter egos for the DM, assigning quests or giving hints. By limiting the type of tutors available, DMs can control what classes their PCs become. If the DM wants to run a wilderness campaign, he or she does not have to arbitrarily rule against a courtly assassin. The DM simply does not provide an NPC to teach assassination.

Just as PCs must conform, the DM must also tailor adventures for them. Zero-level characters cannot win fierce battles, and they need training more than gold. Simple activities such as learning to hunt, fight, or sail a ship can become exciting adventures. A zero-level PC's main goal is to develop a character, so the storyline can be quite simple as long as it enhances the PC's personality. These might be moral dilemmas and problems which they must solve with the skills of either one character class or another. The PCs will be eager to discover the campaign world. This learning period is an opportunity to introduce important NPCs and give the PCs opinions about the world's great issues. These discoveries can keep the PCs adventuring for many years.



Appendix 2: Greyhawk Spell List

Bigby

Level One

Bigby's Bookworm Bane
Bigby's Feeling Fingers

Level Two

Bigby's Dextrous Digits
Bigby's Silencing Hand

Level Three

Bigby's Pugnacious Pugilist

Level Four

Bigby's Battering Gauntlet
Bigby's Construction Crew
Bigby's Force Sculpture

Level Five

Bigby's Fantastic Fencers
Bigby's Superior Force Sculpture
Bigby's Strangling Grip

Level Six

Bigby's Besieging Bolt

Level Seven

None

Level Eight

Bigby's Most Excellent Force Sculpture

Drawmij

Level One

Drawmij's Beast of Burden
Drawmij's Light Step

Level Two

Drawmij's Adventurer's Luck
Drawmij's Breath of Life
Drawmij's Scent Mask
Drawmij's Swift Mount

Level Three

Drawmij's Marvelous Shield
Drawmij's Iron Sack

Level Four

Drawmij's Handy Timepiece
Drawmij's Instant Exit
Drawmij's Protection from Non-magical Gas
Drawmij's Tool Box

Level Five

Drawmij's Flying Feat

Level Six

Drawmij's Beneficent Polymorph
Drawmij's Merciful Metamorphosis

Mordenkainen

Level One

Mordenkainen's Protection From Avians

Level Two

Mordenkainen's Encompassing Vision

Level Three

Mordenkainen's Defense Against Lycanthropes
Mordenkainen's Defense Against Nonmagical Reptiles and Amphibians
Mordenkainen's Protection From Insects and Arachnids

Level Four

Mordenkainen's Electric Arc
Mordenkainen's Faithful Phantom Shield-Maidens
Mordenkainen's Protection From Slime

Level Five

Mordenkainen's Faithful Phantom Defenders
Mordenkainen's Private Sanctum

Level Six

Mordenkainen's Faithful Phantom Guardian

Level Seven

Mordenkainen's Penultimate Cogitation

Nystul

Level One

Nystul's Dancing Werelight
Nystul's Flash

Level Two

Nystul's Blackmote
Nystul's Blazing Beam
Nystul's Crystal Dagger

Level Three

Nystul's Crystal Dirk
Nystul's Expeditious Fire Extinguisher
Nystul's Golden Revelation
Nystul's Radiant Baton

Level Four

Nystul's Blacklight Burst
Nystul's Grue Conjunction
Nystul's Lightburst

Level Five

Nystul's Enveloping Darkness
Nystul's Radiant Arch



Otiluke

Level One

Otiluke's Bubbling Buoyancy
Otiluke's Smoky Sphere

Level Two

Otiluke's Boiling Oil Bath

Level Three

Otiluke's Acid Cloud
Otiluke's Force Umbrella

Level Four

Otiluke's Steaming Sphere

Level Five

Otiluke's Dispelling Screen
Otiluke's Electrical Screen
Otiluke's Polar Screen
Otiluke's Radiant Screen

Level Six

Otiluke's Diamond Screen
Otiluke's Excruciating Screen
Otiluke's Orb of Containment

Level Seven

Otiluke's Death Screen
Otiluke's Fire and Ice
Otiluke's Siege Sphere

Otto

Level One

Otto's Chime of release

Level Two

Otto's Soothing Vibrations
Otto's Tones of Forgetfulness

Level Three

Otto's Crystal Rhythms
Otto's Sure-Footed Shuffle

Level Four

Otto's Drums of Despair
Otto's Silver Tongue
Otto's Tonal Attack
Otto's Tin Soldiers
Otto's Warding Tones

Level Five

Otto's Gong of Isolation

Rary

Level One

Rary's Empathic Perception

Level Two

Rary's Aptitude Appropriater

Level Three

None

Level Four

Rary's Memory Alteration
Rary's Mind Scan
Rary's Spell Enhancer

Level Five

Rary's Mind Shield
Rary's Replay of the Past
Rary's Superior Spell Enhancer
Rary's Telepathic Bond

Level Six

Rary's Protection From Scrying
Rary's Urgent Utterance

Level Seven

Rary's Plane Truth

Tenser

Level One

Tenser's Eye of the Tiger
Tenser's Steady Aim

Level Two

Tenser's Brawl
Tenser's Hunting Hawk

Level Three

Tenser's Deadly Strike
Tenser's Eye of the Eagle

Level Four

Tenser's Flaming Blade
Tenser's Giant Strength
Tenser's Master of Arms
Tenser's Running Warrior
Tenser's Staff of Smiting

Level Five

Tenser's Primal Fury

Level Six

Tenser's Fortunes of War

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\$15.00