101 EVIL SCHEMES
20 CAMPAIGN STARTERS
5 HIDEOUS NEW MONSTERS

BONUS:
Dungeon Adventure
Gorgoldand's Gauntlet

PLUS:
The Royal Heralds • Feyr Redux • Tavern and Shop Name Generator
Pool of Radiance Rogues • Mapmaking Tips • New Ray Spells and Artifacts
Imagine your worst day.
Not even close to what he's going through.

DOWNFALL
The Dhamon Saga Volume One
JEAN RABE

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More Leaves from the Inn of the Last Home  
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Adventure so vivid, we suggest you keep a sword nearby.
It's not every day that one gets to see a half-dragon in full armor stop for an artist. Illustrator Glenn Harrington claims that his subject refused to sit for the portrait, but grudgingly agreed to stand.

Though the armor was inspired by Italian Renaissance style, the peaceful face is drawn from an ancient Ethiopian king's mask, for which he was expelled from a Dallas museum after snapping a photo.

—Peter Whitley, Art Director
In With the New

It doesn't matter whether you thought the millennium began last January or starts next year. If you're a D&D player, the new era began in August with the new edition of the rules. Even if you prefer other games, this year marks a huge turning point in an industry that had shrunk dangerously since its boom years. We're moving from a time when most paper game magazines couldn't survive, much less thrive, into a period in which we expect—and welcome—some vital and exciting competition. We'll even join in with some new magazines of our own.

One of the great things about playing D&D is its sheer popularity. Move to a new town, and chances are you'll find a D&D player before someone who plays other roleplaying games. That makes a big difference, since learning any new game takes time and effort you'd rather spend playing. Even though the new version of D&D is easier to learn and teach, many people would rather use the mechanics they already know.

The d20 system, the rules that form the basis of the D&D game, also drives the new STAR WARS roleplaying game (in stores soon). Since that game's bound to be hugely popular, it already has its own magazine: STAR WARS Gamer Magazine. The STAR WARS game and magazine are only the beginning—several new games based on the d20 rules are already underway here at Wizards of the Coast, and by this time next year, you'll be able to play any number of games and settings using the same rules you learned with D&D. That's not to say the rules for all the games are identical, but they're close enough that learning STAR WARS is a breeze if you've already learned D&D.

Even other companies and individuals can jump on the d20 bandwagon, as the Open Gaming License lets anyone publish d20 system games and supplements. In fact, the first d20 system supplements were available at the Gen Con Game Fair, and it looks like plenty more are on the way. Thus, for anyone who knows how to play D&D, learning another d20 game is a snap. For more information on the OGL, set your browser to www.opengamingfoundation.org.

For those who demand that DRAGON remain devoted exclusively to DUNGEONS & DRAGONS, have no fear. For d20 games other than D&D and STAR WARS, we'll bring you a completely new periodical named, surprisingly enough, d2o Magazine. Watch for it bundled with an issue of DRAGON Magazine next summer.

How I Spent My Summer Vacation

In his farewell editorial, Art Director Larry Smith left us with some advice that sunk in only recently, when several of our staff—myself included—traveled to Great Britain for a trade show and Gen Con U.K. Afterward, I went on to a whirlwind tour of bookstores on U.S. military bases throughout southern Germany. That's when I experienced first-hand the wisdom of Larry's words: "Don't let your sense of adventure end at the gaming table."

Like most gamers, I'd have a hard time deciding between a week of nonstop gaming with my pals and a trip to Europe. As much fun as gaming is, imagining yourself on the streets of Waterdeep doesn't compare to standing inside the Tower of London, Shakespeare's Globe, or Heidelberg Castle. Even the gaming is more "authentic" when everyone at the table—well, except the DM—is getting the English accent right.

You've got to wonder why more gamers aren't world travelers. I think the time is right for fantasy vacations for those of us who grew up only imagining such adventures. When will travel companies combine German castles with LARP? Or how about...
YOU DEFEND YOUR FAMILY.
YOU DEFEND YOUR HOMELAND.
YOU DEFEND ALL THAT IS GOOD.

BUT FIRST, YOU MUST DEFEND YOURSELF.

DRAGON VALOR

You are the very first dragon slayer, a fearless hero who must combat the most horrific of enemies. You will vanquish evil, marry the heroine, and continue your heroic legacy with each new generation. You will fight as 9 brave characters in 3 action-packed storylines, and battle to prove your worth, your might, your Dragon Valor.
a Mediterranean cruise with gaming instead of showtunes? Hmm...

The other lesson brought home during the trip is that the universal constants of gamer life hold true overseas. Two playtesters in Ramstein lost patience and attacked their parties just to try out the new combat rules, and I had to beat down a rules lawyer in Wiesbaden. It was almost like being at Gen Con.

**Dragon and You**

Watching our circulation go up is great in itself, but what we like even more is seeing the stream of your letters and emails turn into a veritable flood. The average number of article queries has at least doubled in the two months since the new Player’s Handbook arrived, and we expect it’ll double again by the time this issue sees print. The new edition has inspired a lot of new campaigns, which means more new contributors. We can’t wait to see who the new “regulars” are a year from now.

Even if you don’t have an article to contribute, share your thoughts on the new game, the state of the magazine, or recent developments in your own campaign by sending a letter to “Scale Mail” or “Forum.” If you have a supertlative player or DM, don’t forget that you can nominate him or her as Player or DM of the Month, with all the glory and humiliation that comes with it.

If that’s not enough, now there are two new ways you can become a part of Dragon Magazine in the coming year. While they aren’t contests in the traditional sense, you might enjoy the “prizes” they offer.

**Campaign Worlds**

Practically every week, someone sends us a proposal for a series of articles detailing his or her campaign world, which the writer assures us is the Next Big Thing. Forget about the GREYHAWK, FORGOTTEN REALMS, or DRAGONLANCE settings: this world is the one everyone will be playing five years from now—if only the witty and handsome editors will devote a few hundred pages of Dragon to the author’s personal vision.

Well, we’re sick of these letters, and even more sick of turning them all down. So at long last we’re giving in ... under a few conditions.

Send us a very short description of your campaign world’s unique features. When we say “short,” we mean tiny—like 200 words or fewer. You can also include a map of the world, but it should be a photocopy no larger than four letter-sized sheets. In return, we’ll show your brainchild to a celebrity critic, someone with plenty of experience in creating great fantasy worlds. Each month, we’ll pick four or five of the most interesting descriptions and print them, along with the critic’s comments and his or her favorite entry. At the end of the year, we’ll pick one lucky finalist for a full-blown article (not a series!) presenting the campaign world for all to explore.

It could be your world.

If you don’t include a map, you can send entries to scalemail@wizards.com with the subject line “Campaign Clinic.” If you include a map, send it and the description together via regular post to:

Campaign Clinic:

D. DRAGON Magazine
1801 Lind Avenue S.W.
Renton, WA 98055

All Right, Go Ahead and Tell Us About Your Character

If designing worlds isn’t your thing, maybe you’d like to see how your character design skills stack up. We’ve tapped a few of the RPG R&D gnomes to examine your D&D characters and show you how to get the most out of the new skills, feats, and multiclassing rules.

Each month, we’ll print the criteria for another round of reviews. (If you want a head start, check out the Dragon message board at www.wizards.com.) Until then, send us any 1st-level character along with a short paragraph describing your ideal of that character. “Shade is the ultimate bounty hunter” is a good start. “I want a character who can trick criminals and capture them alive” is even better, because it’s more specific.

Each submission should be fewer than 200 words, including ability scores, feats, skills, and a brief description of what you’d like to accomplish with your character. Each month, we’ll choose a few of the most interesting and let our resident gnome show you how to make it even better.

Send your characters to the same address, but with “Character Clinic” in the subject line or on the envelope.

While you’re at it, drop us a line to tell us how you spent your summer. I hope it had some gaming in it!

Dave Gross • Editor-in-Chief
**SERVANT OF THE SHARD**
R.A. SALVATORE

The dark elf Jarlaxle is bent on becoming all-powerful. He gets his greedy hands on the Crystal Shard, but soon the evil artifact's demonic force overcomes him. His assassin compatriot, Artemis Entreri, tries to help him break free, but the dark power of the Shard is too mighty. With time running out, they must seek help elsewhere.

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**THE NETHER SCROLL**
Lynn Abbey
*Lost Empires Series*
A young magic-user sets out to avenge the murder of his teacher and save her son from a similar fate. Facing evil and treachery, he must brave the ruins of Dekanter to find a missing artifact that might be a clue to the source of all magic in the Forgotten Realms.

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**SHADOW'S WITNESS**
Paul Kemp
*Sembra Series*
Cale, the loyal butler of the Uskeven family, holds a terrible secret—he knows the city of Seigaunt's dark corners. When a ruthless evil is unleashed, Cale's ties to the underworld put the entire Uskeven family in jeopardy. He has only one chance to prove his loyalty.

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**THE CITY OF RAVENS**
Richard Baker
*The Cities Series*
Jack Ravenwild's ambitions plunge him into a plot to destroy the city, a noble quest to find a lost hoard, and a conspiracy to seize the reins of power. Worse yet, Jack must choose between a life of freedom and saving the city he doesn't even know he loves.

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**FORGOTTEN REALMS**
UNFORGETTABLE ADVENTURES
By Any Other Name (Part One):
Sages, Shops & Smithies

by Owen K.C. Stephens

Both sections of this article can be used to generate the name of a location, such as a shop or tavern. The first part, Sages, Shops, and Smithies, uses a method that generates the type of place first, followed by the name. The second section, Taverns, generates the name before the type of establishment.

Both methods can be used to generate an interesting name. Using the Taverns section first might inspire you to create a place you hadn't thought of before, just because it has an interesting name. Using Sages, Shops, and Smithies allows you to come up with a random establishment on the spot.

Sages, Shops, and Smithies

Almost every group of adventurers eventually comes back to town. Whether the PCs seek to learn from the local alchemist, repair their armor after a long dungeon-crawl, or merely need a place to buy additional supplies, adventurers need a selection of shops, craftsmen, and sages. Whenever a DM tells the players their characters have found such a place of business, the players respond all too often with the question, "What's it called?"

Naming every business the PCs come across might seem like a needless chore, but it can add to the sense of reality that some players crave. Rather than simply going to an unnamed wayside farmer's market, players who find their characters standing outside the Rat's Apple might well ask themselves if they'd rather hunt in the woods for their provisions. Similarly, a fighter who needs some weapons repaired might prefer the Crossed Arms Smithy to the Iron House. It's probably too much to ask a DM to come up with names for dozens of shops from scratch every time a party of adventurers enters a new town. With the help of these name generators, that won't be a problem.

The following six tables (A-F) cover different types of businesses, such as markets, shops, and stores for wizards and sorcerers. Whenever a DM needs a name, she can roll on the appropriate table to generate it. Each of these tables includes directions to roll on one or more of the numbered tables (1-8). If a DM doesn't like a particular name, she can either make some changes or re-roll.

There are three methods for rolling on each of the numbered tables. The first is designed to generate names that are more gnomish and dwarven in sound. The second method creates elven or fey sounding names. The third is the general method and should be used when no particular flavor of name is desired. If the DM has name generators for other races (such as "By Any Other Name: Elves" in DRAGON #251), he might even wish to translate such names partially or wholly into another language.

For example, a DM finds she needs the name of a smithy the PCs have found by the edge of the road. She decides to roll on Table C, getting a 6. This leads her to roll once on Table 4 and once on Table 7. Doing so, the DM determines the smithy is named Broken Beggar's Forge. If the DM doesn't like that name, she can re-roll on just Table 4 or just Table 7 (perhaps producing Beggar's Forge or Broken Knight's Forge), or she could start back at Table A.

Some shops, smithies, and farms are named after a local or mythic figure, or a creature or object associated with the figure (such as a magic shop named Mordenkainen's Hound). Since these figures vary from campaign to campaign, no such entries are provided on any of the following charts. However, the DM should always feel free to insert such a figure into an establishment's name. Generally no more than one in ten establishments is named after a legendary person or object.
How it Works
First roll on Table A and follow the instructions given. For example, rolling a “1” on a d10 leads you to roll once on Table S1 to generate the first word of the name, then once on Table S2 to generate the second word, then add the word “Farms” to the end, yielding a result such as “Drunken Goat Farms.”

Table A: FARMs AND MARKETS
Roll d10
1  Table S1  Table S2  Farms
2  The Table S7  's Market
3  The Table S7  's Table S8
4  Of Table S8
5  The Table S8  Table S5
6  The Table S1  Table S7  's Table S6
7  Et Table S8
8  Table S8  Table S5
9  Table S7  's Table S8  Table S5
10 The Table S4  Table S6  Orchards

Table B: LIBRARIES, SCHOLARS, AND MAGE SUPPLY STORES
Roll d10
1  The Table S10  Et Table S6
2  The Table S4  Quill
3  Table S5  Of Table S10 (s)
4  Table S10  Et Table S2
5  The Table S7  's Library
6  The Table S1  Wizard
7  The Table S2  Table S9
8  The Table S9  Et Table S10

Table C: SMITHIES AND ARMORIES
Roll d10
1  Table S1  Table S5
2  Table S6  Et Table S8  Smithy
3  The Table S2  's Table S9
4  The Table S1  Blacksmiths
5  Table S4  Table S6  Table S11  monger
6  Table S4  Table S7  's Forge
7  Table S9  (s) Et Table S9  (s)
8  The Table S4  Table S9
9  The Table S1  Table S9
10 The Table S9  Table S5

Table D: MERCHANT SHOPS
Roll d10
1  The Table S9a  Table S6
2  From Table S6 (s) to Table S8 (s)
3  Trader's Table S5
4  Table S3  Of Merchants
5  Table S4  Table S6  Dry Goods
6  The Table S1  Table S7  Shop
7  Table S8  Table S6  Et Table S8
8  The Table S2  's Bazaar

Table E: ALCHEMISTS, SAGES, AND SPELLCASTERS
Roll d10
1  The Table S4  Sage
2  Sorcerer's Table S2
3  The Table S7  's Table S2
4  Table S6  Et Table S5
5  The Table S6  Table S3
6  The Table S2  Table S3
7  The Table S3  Of Table S10  s
8  The Table S2  Table S5

Table F: GENERIC BUSINESS NAMES
Roll d10
1  Table S1  Table S2  's 3 Table S3
2  The Table S4  Table S5
3  The Table S1  Table S7
4  The Table S7  's Table S4
5  The Table S8  Table S9
6  The Table S9  Table S3
7  The Table S1  Table S7
8  The Table S2  Table S6
9  The Table S4  Table S2
10 The Table S6  Table S5
<table>
<thead>
<tr>
<th>Table G: TAVERNS</th>
<th>Table T2: ADJECTIVES</th>
<th>Table T3: PEOPLE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Roll 1d10</strong></td>
<td><strong>Roll 1d10</strong></td>
<td><strong>Roll 1d10</strong></td>
</tr>
<tr>
<td>1-2. The Table T3</td>
<td>1. Arcane 51 Lusty</td>
<td>1. Acrobat 51 Journeymen</td>
</tr>
<tr>
<td>2-3. The Table T4</td>
<td>3. Bearded 53 Magical</td>
<td>3. Alchemist 53 Lady</td>
</tr>
<tr>
<td>4-5. The Table T5</td>
<td>5. Boonish 55 Mighty</td>
<td>5. Archer 55 Mage</td>
</tr>
<tr>
<td>6-7. Table T6</td>
<td>7. Bumbling 57 Modest</td>
<td>7. Bandit 57 Maiden</td>
</tr>
<tr>
<td>8. The Table T7</td>
<td>9. Chuckling 59 Mystic</td>
<td>9. Bard 59 Mercenary</td>
</tr>
<tr>
<td>11. The Table T10</td>
<td>15. Curious 65 Revealing</td>
<td>15. Blacksmith 65 Peasant</td>
</tr>
<tr>
<td>(Combine the two words in any order.)</td>
<td>16. Dancing 67 Roaring</td>
<td>16. Bouncer 66 Pilgrim</td>
</tr>
<tr>
<td>12. The Table T11</td>
<td>18. Dazzling 69 Rumbling</td>
<td>18. Brigand 68 Prankster</td>
</tr>
<tr>
<td>(Combine the two words in any order.)</td>
<td>19. Dreaming 70 Sagely</td>
<td>19. Carpenter 69 Priest</td>
</tr>
<tr>
<td>(Combine the two words in any order.)</td>
<td>22. Drunken 73 Silly</td>
<td>22. Curpurse 72 Rascal</td>
</tr>
<tr>
<td>14-15. The Table T13</td>
<td>24. Fearsome 75 Sleeping</td>
<td>24. Druid 74 Sage</td>
</tr>
<tr>
<td>Example: “The Spinning Saber”</td>
<td>25. Flying 76 Sleepy</td>
<td>25. Drunkard 75 Sailor</td>
</tr>
<tr>
<td>16-17. The Table T14</td>
<td>26. Flying 77 Slumbering</td>
<td>26. Enchanter 76 Savage</td>
</tr>
<tr>
<td>Example: “The Golden Chalice”</td>
<td>27. Foppish 78 Sneezing</td>
<td>27. Enchantress 77 Scoundrel</td>
</tr>
<tr>
<td>18. The Table T15</td>
<td>28. Frolicking 79 Snoring</td>
<td>28. Falconer 78 Scribe</td>
</tr>
<tr>
<td>19. The Table T16</td>
<td>30. Gentle 81 Sorcerous</td>
<td>30. Fisherman 80 Shipwright</td>
</tr>
<tr>
<td>20. The Table T17</td>
<td>32. Gleeful 83 Stalwart</td>
<td>32. Forester 82 Soldier</td>
</tr>
<tr>
<td></td>
<td>34. Harmless 85 Stuffed</td>
<td>34. Gambler 84 Squire</td>
</tr>
<tr>
<td></td>
<td>35. Hazless 86 Stumbling</td>
<td>35. God 85 Stranger</td>
</tr>
<tr>
<td></td>
<td>36. Hapless 87 Sturdy</td>
<td>36. Goddess 86 Thief</td>
</tr>
<tr>
<td></td>
<td>37. Happy 88 Tattooed</td>
<td>37. Guard 87 Thug</td>
</tr>
<tr>
<td></td>
<td>38. Honest 89 Thirsty</td>
<td>38. Trader 88 Trader</td>
</tr>
<tr>
<td></td>
<td>39. Honorable 90 Thoughtless</td>
<td>39. Traveler 89 Traveler</td>
</tr>
<tr>
<td></td>
<td>40. Humble 91 Tickled</td>
<td>40. Urchin 90 Urchin</td>
</tr>
<tr>
<td></td>
<td>41. Hungry 92 Timid</td>
<td>41. Virgn 91 Virgin</td>
</tr>
<tr>
<td></td>
<td>42. Impish 93 Tipsy</td>
<td>42. Vixen 92 Vixen</td>
</tr>
<tr>
<td></td>
<td>43. Innocent 94 Tired</td>
<td>43. Waif 93 Waif</td>
</tr>
<tr>
<td></td>
<td>44. Jolly 95 Traveling</td>
<td>44. Wandering 94 Wandering</td>
</tr>
<tr>
<td></td>
<td>45. Joyful 96 Trumbling</td>
<td>45. Warrior 95 Warrior</td>
</tr>
<tr>
<td></td>
<td>46. Juggling 97 Virtuous</td>
<td>46. Weaver 96 Weaver</td>
</tr>
<tr>
<td></td>
<td>47. Lazy 98 Wandering</td>
<td>47. Wench 97 Wench</td>
</tr>
<tr>
<td></td>
<td>49. Lucky 100 Witty</td>
<td>49. Witch 99 Witch</td>
</tr>
<tr>
<td></td>
<td>50. Lumbering 100 Woozy</td>
<td>50. Wizard 100 Wizard</td>
</tr>
</tbody>
</table>
### Table S1: Descriptives
Roll 3d10 for dwarves, 3d10+70 for elves, otherwise 1d100.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-04</td>
<td>Grumpy</td>
</tr>
<tr>
<td>05-08</td>
<td>Old</td>
</tr>
<tr>
<td>09-12</td>
<td>Stout</td>
</tr>
<tr>
<td>13-16</td>
<td>Crafty</td>
</tr>
<tr>
<td>17-20</td>
<td>Bold</td>
</tr>
<tr>
<td>21-24</td>
<td>Drunken</td>
</tr>
<tr>
<td>25-28</td>
<td>Sleeping</td>
</tr>
<tr>
<td>29-32</td>
<td>Heartly</td>
</tr>
<tr>
<td>33-36</td>
<td>Buxom</td>
</tr>
<tr>
<td>37-40</td>
<td>Blind</td>
</tr>
<tr>
<td>41-44</td>
<td>Crazy</td>
</tr>
<tr>
<td>45-48</td>
<td>Honest</td>
</tr>
<tr>
<td>49-52</td>
<td>Frowning</td>
</tr>
<tr>
<td>53-56</td>
<td>Blinking</td>
</tr>
<tr>
<td>57-60</td>
<td>Wandering</td>
</tr>
<tr>
<td>61-64</td>
<td>Welcoming</td>
</tr>
<tr>
<td>65-68</td>
<td>Merry</td>
</tr>
<tr>
<td>69-72</td>
<td>Good</td>
</tr>
<tr>
<td>73-76</td>
<td>Lucky</td>
</tr>
<tr>
<td>77-80</td>
<td>Laughing</td>
</tr>
<tr>
<td>81-84</td>
<td>Beautiful</td>
</tr>
<tr>
<td>85-88</td>
<td>Blue-eyed</td>
</tr>
<tr>
<td>89-92</td>
<td>Flying</td>
</tr>
<tr>
<td>93-96</td>
<td>Gallant</td>
</tr>
<tr>
<td>97-100</td>
<td>Fair</td>
</tr>
</tbody>
</table>

### Table S2: Beasts
Roll 3d10 for dwarves, 3d10+70 for elves, otherwise 1d100.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Beast</th>
<th>51-53</th>
<th>Rooster</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-03</td>
<td>Serpent</td>
<td>54-55</td>
<td>Tiger</td>
</tr>
<tr>
<td>04-05</td>
<td>Badger</td>
<td>56-58</td>
<td>Hare</td>
</tr>
<tr>
<td>06-08</td>
<td>Frog</td>
<td>59-60</td>
<td>Wolf</td>
</tr>
<tr>
<td>09-10</td>
<td>Dragon</td>
<td>61-63</td>
<td>Horse</td>
</tr>
<tr>
<td>11-13</td>
<td>Rat</td>
<td>64-65</td>
<td>Wasp</td>
</tr>
<tr>
<td>14-15</td>
<td>Boar</td>
<td>66-68</td>
<td>Raven</td>
</tr>
<tr>
<td>16-18</td>
<td>Mole</td>
<td>69-70</td>
<td>Eagle</td>
</tr>
<tr>
<td>19-20</td>
<td>Bat</td>
<td>71-73</td>
<td>Cat</td>
</tr>
<tr>
<td>21-23</td>
<td>Hound</td>
<td>74-75</td>
<td>Phoenix</td>
</tr>
<tr>
<td>24-25</td>
<td>Ram</td>
<td>76-78</td>
<td>Owl</td>
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<td>26-28</td>
<td>Hog</td>
<td>79-80</td>
<td>Fox</td>
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<tr>
<td>29-30</td>
<td>Bear</td>
<td>81-83</td>
<td>Hawk</td>
</tr>
<tr>
<td>31-33</td>
<td>Monster</td>
<td>84-85</td>
<td>Pegasus</td>
</tr>
<tr>
<td>34-35</td>
<td>Eel</td>
<td>86-88</td>
<td>Drake</td>
</tr>
<tr>
<td>36-38</td>
<td>Pullet</td>
<td>89-90</td>
<td>Swan</td>
</tr>
<tr>
<td>39-40</td>
<td>Beholder</td>
<td>91-92</td>
<td>Stag</td>
</tr>
<tr>
<td>41-43</td>
<td>Goat</td>
<td>93-94</td>
<td>Falcon</td>
</tr>
<tr>
<td>44-45</td>
<td>Bull</td>
<td>95-96</td>
<td>Unicorn</td>
</tr>
<tr>
<td>46-48</td>
<td>Lion</td>
<td>97-100</td>
<td>Gryphon</td>
</tr>
</tbody>
</table>

### Table S3: Animal Dwellings
Roll 1d4 for dwarves, 1d4+6 for elves, otherwise 1d100.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Dwellings</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Den</td>
</tr>
<tr>
<td>2</td>
<td>Burrow</td>
</tr>
<tr>
<td>3</td>
<td>Lair</td>
</tr>
<tr>
<td>4</td>
<td>Hole</td>
</tr>
<tr>
<td>5</td>
<td>Patch</td>
</tr>
<tr>
<td>6</td>
<td>Web</td>
</tr>
<tr>
<td>7</td>
<td>Lodge</td>
</tr>
<tr>
<td>8</td>
<td>Briar</td>
</tr>
<tr>
<td>9</td>
<td>Nest</td>
</tr>
<tr>
<td>10</td>
<td>Eyrie</td>
</tr>
</tbody>
</table>

### Table S4: Adjectives
Roll 4d10 for dwarves, 4d10+60 for elves, otherwise 1d100.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Adjective</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Wet</td>
</tr>
<tr>
<td>3-5</td>
<td>Half</td>
</tr>
<tr>
<td>6-7</td>
<td>Red</td>
</tr>
<tr>
<td>8-10</td>
<td>Secret</td>
</tr>
<tr>
<td>11-13</td>
<td>Black</td>
</tr>
<tr>
<td>14-19</td>
<td>Roll on H8</td>
</tr>
<tr>
<td>20-21</td>
<td>Short</td>
</tr>
<tr>
<td>22-24</td>
<td>Buried</td>
</tr>
<tr>
<td>25-27</td>
<td>Gray</td>
</tr>
<tr>
<td>28-30</td>
<td>Crossed</td>
</tr>
<tr>
<td>31-33</td>
<td>Honored</td>
</tr>
<tr>
<td>34-36</td>
<td>Broken</td>
</tr>
<tr>
<td>37-39</td>
<td>Fireside</td>
</tr>
<tr>
<td>40-42</td>
<td>Yellow</td>
</tr>
<tr>
<td>43-45</td>
<td>Two</td>
</tr>
<tr>
<td>46-48</td>
<td>Three</td>
</tr>
<tr>
<td>49-52</td>
<td>Four</td>
</tr>
<tr>
<td>53-54</td>
<td>Five</td>
</tr>
<tr>
<td>55-57</td>
<td>Burning</td>
</tr>
<tr>
<td>58-60</td>
<td>Frozen</td>
</tr>
<tr>
<td>61-63</td>
<td>Ashen</td>
</tr>
<tr>
<td>64-66</td>
<td>Sweet</td>
</tr>
<tr>
<td>67-69</td>
<td>Hidden</td>
</tr>
<tr>
<td>70-72</td>
<td>Shining</td>
</tr>
</tbody>
</table>

### Table S5: Places
Roll 1d8+2 for dwarves, 1d10+20 for elves, otherwise 3d10.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Place</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Clan</td>
</tr>
<tr>
<td>2</td>
<td>Guild</td>
</tr>
<tr>
<td>3</td>
<td>Keep</td>
</tr>
<tr>
<td>4</td>
<td>Camp</td>
</tr>
<tr>
<td>5</td>
<td>Bailey</td>
</tr>
<tr>
<td>6</td>
<td>Bridge</td>
</tr>
<tr>
<td>7</td>
<td>Gate</td>
</tr>
<tr>
<td>8</td>
<td>Castle</td>
</tr>
<tr>
<td>9</td>
<td>Denjor</td>
</tr>
<tr>
<td>10</td>
<td>Ford</td>
</tr>
<tr>
<td>11</td>
<td>Balcony</td>
</tr>
<tr>
<td>12</td>
<td>Abby</td>
</tr>
<tr>
<td>13</td>
<td>Home</td>
</tr>
<tr>
<td>14</td>
<td>Room</td>
</tr>
<tr>
<td>15</td>
<td>Dale</td>
</tr>
<tr>
<td>16</td>
<td>Barn</td>
</tr>
<tr>
<td>17</td>
<td>Gallion</td>
</tr>
</tbody>
</table>

### Table S6: Items
Roll 3d10 for dwarves, 3d10+70 for elves, otherwise 1d100.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Lamp</td>
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<tr>
<td>3-4</td>
<td>Barrel</td>
</tr>
<tr>
<td>5</td>
<td>Ale</td>
</tr>
<tr>
<td>6-7</td>
<td>Horn</td>
</tr>
<tr>
<td>8-9</td>
<td>Earth</td>
</tr>
<tr>
<td>10</td>
<td>Nail</td>
</tr>
<tr>
<td>11-12</td>
<td>Arms</td>
</tr>
<tr>
<td>13-14</td>
<td>Cleaver</td>
</tr>
<tr>
<td>15</td>
<td>Anvil</td>
</tr>
<tr>
<td>16-17</td>
<td>Mug</td>
</tr>
<tr>
<td>18-24</td>
<td>Roll on Sg</td>
</tr>
<tr>
<td>25</td>
<td>Rock</td>
</tr>
<tr>
<td>26-27</td>
<td>Boot</td>
</tr>
<tr>
<td>28-29</td>
<td>Stone</td>
</tr>
<tr>
<td>30</td>
<td>Cork</td>
</tr>
<tr>
<td>31-32</td>
<td>Miner</td>
</tr>
<tr>
<td>33-34</td>
<td>Anchor</td>
</tr>
<tr>
<td>35</td>
<td>Fire</td>
</tr>
<tr>
<td>36-37</td>
<td>Basket</td>
</tr>
<tr>
<td>38-39</td>
<td>Book</td>
</tr>
<tr>
<td>40</td>
<td>Coal</td>
</tr>
<tr>
<td>41-42</td>
<td>Bell</td>
</tr>
<tr>
<td>43-44</td>
<td>Bottle</td>
</tr>
<tr>
<td>45</td>
<td>Candle</td>
</tr>
<tr>
<td>46-47</td>
<td>Ash</td>
</tr>
<tr>
<td>48-49</td>
<td>Cup</td>
</tr>
<tr>
<td>50</td>
<td>Water</td>
</tr>
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### PEOPLE
Roll 1d8+3 for dwarves, 1d10+30 for elves, otherwise 1d10

<table>
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<td>Brewer</td>
</tr>
<tr>
<td>3</td>
<td>Baker</td>
</tr>
<tr>
<td>4</td>
<td>Priest</td>
</tr>
<tr>
<td>5</td>
<td>Merchant</td>
</tr>
<tr>
<td>6</td>
<td>Lad</td>
</tr>
<tr>
<td>7</td>
<td>Lass</td>
</tr>
<tr>
<td>8</td>
<td>Smith</td>
</tr>
<tr>
<td>9</td>
<td>Hero</td>
</tr>
<tr>
<td>10</td>
<td>Witch</td>
</tr>
<tr>
<td>11</td>
<td>Corsair</td>
</tr>
<tr>
<td>12</td>
<td>Paladin</td>
</tr>
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<td>13</td>
<td>Beggar</td>
</tr>
<tr>
<td>14</td>
<td>Hag</td>
</tr>
<tr>
<td>15</td>
<td>Brigand</td>
</tr>
<tr>
<td>16</td>
<td>Sister</td>
</tr>
<tr>
<td>17</td>
<td>Brother</td>
</tr>
<tr>
<td>18</td>
<td>Mother</td>
</tr>
<tr>
<td>19</td>
<td>Father</td>
</tr>
<tr>
<td>20</td>
<td>Jester</td>
</tr>
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<td>21</td>
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</tr>
<tr>
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### FOOD
Roll 1d10 for dwarves, 1d8+12 for elves, otherwise 1d20

<table>
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<tbody>
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</tr>
<tr>
<td>3</td>
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<tr>
<td>4</td>
<td>Mead</td>
</tr>
<tr>
<td>5</td>
<td>Cabbage</td>
</tr>
<tr>
<td>6</td>
<td>Mushroom</td>
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<td>7</td>
<td>Soup</td>
</tr>
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<td>8</td>
<td>Pepper</td>
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<td>9</td>
<td>Cheese</td>
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<td>Bread</td>
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<tr>
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<td>Rye</td>
</tr>
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<td>Barley</td>
</tr>
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<td>Fowl</td>
</tr>
<tr>
<td>14</td>
<td>Cream</td>
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<td>Pastry</td>
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<td>16</td>
<td>Berry</td>
</tr>
<tr>
<td>17</td>
<td>Apple</td>
</tr>
<tr>
<td>18</td>
<td>Wine</td>
</tr>
<tr>
<td>19</td>
<td>Milk</td>
</tr>
<tr>
<td>20</td>
<td>Cake</td>
</tr>
</tbody>
</table>

### ARMS AND ARMOR
Roll 1d10 for dwarves, 1d10+10 for elves, otherwise 1d20

<table>
<thead>
<tr>
<th>Roll</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Gauntlet</td>
</tr>
<tr>
<td>2</td>
<td>Axe</td>
</tr>
<tr>
<td>3</td>
<td>Pick</td>
</tr>
<tr>
<td>4</td>
<td>Helm</td>
</tr>
<tr>
<td>5</td>
<td>Hammer</td>
</tr>
<tr>
<td>6</td>
<td>Pike</td>
</tr>
<tr>
<td>7</td>
<td>Mace</td>
</tr>
<tr>
<td>8</td>
<td>Flail</td>
</tr>
<tr>
<td>9</td>
<td>Bolt</td>
</tr>
<tr>
<td>10</td>
<td>Hatchet</td>
</tr>
<tr>
<td>11</td>
<td>Greave</td>
</tr>
<tr>
<td>12</td>
<td>Blade</td>
</tr>
<tr>
<td>13</td>
<td>Spur</td>
</tr>
<tr>
<td>14</td>
<td>Mail</td>
</tr>
<tr>
<td>15</td>
<td>Spear</td>
</tr>
<tr>
<td>16</td>
<td>Dagger</td>
</tr>
<tr>
<td>17</td>
<td>Arrow</td>
</tr>
<tr>
<td>18</td>
<td>Shield</td>
</tr>
<tr>
<td>19</td>
<td>Lance</td>
</tr>
<tr>
<td>20</td>
<td>Sword</td>
</tr>
</tbody>
</table>

### WRITINGS
Roll 1d4 for dwarves, 1d6+4 for elves, otherwise 1d10

<table>
<thead>
<tr>
<th>Roll</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Rune</td>
</tr>
<tr>
<td>2</td>
<td>Book</td>
</tr>
<tr>
<td>3</td>
<td>Tome</td>
</tr>
<tr>
<td>4</td>
<td>Manual</td>
</tr>
<tr>
<td>5</td>
<td>Text</td>
</tr>
<tr>
<td>6</td>
<td>Parchment</td>
</tr>
<tr>
<td>7</td>
<td>Scroll</td>
</tr>
<tr>
<td>8</td>
<td>Folio</td>
</tr>
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<td>9</td>
<td>Script</td>
</tr>
<tr>
<td>10</td>
<td>Page</td>
</tr>
</tbody>
</table>

### METALS
Roll 1d4 for dwarves, 1d4+6 for elves, otherwise 1d10

<table>
<thead>
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<th>Roll</th>
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</tr>
</thead>
<tbody>
<tr>
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</tr>
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<td>2</td>
<td>Steel</td>
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<tr>
<td>3</td>
<td>Mithril</td>
</tr>
<tr>
<td>4</td>
<td>Brass</td>
</tr>
<tr>
<td>5</td>
<td>Copper</td>
</tr>
<tr>
<td>6</td>
<td>Bronze</td>
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<tr>
<td>7</td>
<td>Silver</td>
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<td>8</td>
<td>Gold</td>
</tr>
<tr>
<td>9</td>
<td>Platinum</td>
</tr>
<tr>
<td>10</td>
<td>Adamantine</td>
</tr>
</tbody>
</table>

### MAGIC
Roll 1d4 for dwarves, 1d4+4 for elves, otherwise 1d8

<table>
<thead>
<tr>
<th>Roll</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Runic</td>
</tr>
<tr>
<td>2</td>
<td>Cryptic</td>
</tr>
<tr>
<td>3</td>
<td>Magical</td>
</tr>
<tr>
<td>4</td>
<td>Divine</td>
</tr>
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<td>5</td>
<td>Arcane</td>
</tr>
<tr>
<td>6</td>
<td>Mystic</td>
</tr>
<tr>
<td>7</td>
<td>Secret</td>
</tr>
<tr>
<td>8</td>
<td>Sorcerous</td>
</tr>
</tbody>
</table>
By Any Other Name (Part Two):
Taverns

by Christopher West

The local tavern is a common feature of nearly every town or city an adventuring party is likely to enter during the course of a D&D campaign. It might be cliché, but a vast number of campaigns begin and end within the walls of a popular drinking establishment.

Considering how much time adventurers often spend in such places, it seems fitting that each one should have its own unique name and personality.

All too often, though, inns and taverns begin to sound alike. Knowing how many of them a typical character visits during his adventuring career, this shouldn’t come as a big surprise. After all, DMs have whole worlds to populate, and it’s easy to gloss over each inn with a generic treatment while worrying about the layout and devious traps of a nearby dungeon. Ultimately, however, inns and taverns are some of the most important locations an adventuring party ever visits. Within the walls of an inn or tavern fights break out, allies are met, rumors are exchanged, and heroes and villains alike find shelter.

These tables will help you come up with fresh, original, and often amusing names for every tavern your characters enter. Usually the name will then suggest a theme or atmosphere for the place; a clever DM can turn a simple tavern name into a distinct and memorable identity. The players probably won’t remember the unremarkable inn their characters last visited, but they’re sure to recall the “Happy Halfing Alehouse” and the amusing antics of its bumbling yet cheerful proprietor.

How It Works

The tables below provide a wide variety of rolling options to create different tavern names. Begin by rolling 1d20 and comparing your result to Table T1. This suggests a roll or a series of rolls that you can make to produce a name. If you like one particular name type listed on Table T1, feel free to disregard the rest of them and roll the specific generation option that interests you.

You might find that many of the names created with this system seem absurd or just don’t sound quite right. In the case of words with two or more parts, try discarding one of the words and picking a replacement word that begins with the same letter as the word you kept. For example, “The Dancing Dagger” might have a better ring to it than “The Dancing Talon.” Also, don’t forget that a weird-sounding name might be valuable in suggesting an amusing theme or background for the place: The “Roaring Pixie Inn” might be named after a diminutive guest who snored so loud that she woke the whole neighborhood.

If nothing else seems to work for you, it’s fine to ignore the dice altogether and simply pick words from the various tables to build a name for your tavern.

Remember: While the tables below allow for the creation of a vast number of tavern names, they should not be considered complete. If you think of a word that would be great for a name but isn’t included on these tables, by all means use it! This article is intended to spawn ideas, not limit them. Have fun with it!

After the name is generated, you might wish to randomly select a type of establishment by rolling on Table T9. Some buildings are commonly referred to with their full designation; other’s aren’t. For example, “The Weary Wanderer Inn” might be called “The Weary Wanderer” (or even “The Wanderer”) by many local residents. Feel free to disregard Table T9 if you don’t plan on using such designations.
### Table T4: Creatures

<table>
<thead>
<tr>
<th>Roll</th>
<th>Creature</th>
</tr>
</thead>
<tbody>
<tr>
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<td>3</td>
<td>Beast</td>
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<tr>
<td>4</td>
<td>Brownie</td>
</tr>
<tr>
<td>5</td>
<td>Bug</td>
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<tr>
<td>6</td>
<td>Bugbear</td>
</tr>
<tr>
<td>7</td>
<td>Cat</td>
</tr>
<tr>
<td>8</td>
<td>Centaur</td>
</tr>
<tr>
<td>9</td>
<td>Chicken</td>
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<td>10</td>
<td>Chimera</td>
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<td>11</td>
<td>Choker</td>
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<td>Cockatrice</td>
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<td>Drow</td>
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<td>Elf</td>
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<td>16</td>
<td>Rockery</td>
</tr>
<tr>
<td>17</td>
<td>Temple</td>
</tr>
<tr>
<td>18</td>
<td>Tomb</td>
</tr>
<tr>
<td>19</td>
<td>Tower</td>
</tr>
<tr>
<td>20</td>
<td>Vault</td>
</tr>
</tbody>
</table>

### Table T9: ESTABLISHMENTS

<table>
<thead>
<tr>
<th>Roll</th>
<th>Establishment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Alehouse</td>
</tr>
<tr>
<td>3</td>
<td>Cookhouse</td>
</tr>
<tr>
<td>4-7</td>
<td>Inn</td>
</tr>
<tr>
<td>8-10</td>
<td>Tavern</td>
</tr>
</tbody>
</table>
You are all seated at the corner table in the local tavern, just about to raise your mugs to toast your new company of adventurers, when a stranger's shadow falls across the table. In the sudden silence, his sibilant voice is clear: "I would like to hire you for a job ..."

How many times have you seen campaigns begin with the tired cliche of a job offer? Yet the first session often sets the tone for an entire campaign. Wouldn't you rather have your next campaign explode with unexpected danger? When the plot suddenly twists, your players will be counting the days until your next session. Try something different, and your players will remember the start of that campaign long after their characters are dust or demigods.

To help kick-start your next campaign, here are twenty unusual hooks especially appropriate for the first adventure. They are grouped into four general categories. "Poof!" hooks suddenly drop the characters into an unexpected world. "Imprisoned" hooks place the characters into a position of instant danger, while in the "Castaways" hooks, the characters must overcome great adversity to get back home. Finally, the "Mystery" hooks place the characters in familiar surroundings with mysterious happenings.
POOF!

1. WE'RE NOT IN KANSAS ANYMORE

Market day takes an exceptional turn when a hindering war between wizards erupts into a magical duel. While everyone is scrambling for cover, a spell engulfs the characters and a push-cart or two. Stranded in an unknown land, ignorant of the local language, and perhaps missing some equipment, the group faces a rocky road. The PCs will hope there is something good in those pushcarts.

2. THE TWILIGHT TOWER

The PCs awake in a large tower that stands alone amid a dreary marsh. They have amnesia yet retain skills, feats, spells, and abilities—but no personal knowledge, not even of each other. Suitable equipment for each PC is present, as are provisions for several months. If they leave the tower, they feel nauseous, and the farther they go the worse it gets. In the floor of the tower’s lowest basement is a large and heavily barred trap door.

3. THE OTHER SIDE

The characters are siblings or cousins who have received a bequest from their deceased grandmother to be shared between them. Part of the bequest is a marvelously detailed tapestry of an exotic castle. The tapestry is a magical doorway through which they can come and go at will into the unknown kingdom it depicts.

4. DAWN OF THE LIVING DEAD

Oops, the PCs die! This works best if you stage a climactic battle or sink their ship in a hurricane. No matter how, they shuffle off this mortal coil. Then, suddenly, still shivering from the icy touch of their deaths, they’re alive again. Wearing shrouds, they awake lying on marble slabs in a ruined temple. Nearby, a bejeweled gold medallion glitters in the still-smoking charred remains of a dead being.

5. GARDEN VARIETY HEROES

The PCs run afoul of a sorceress who turns her problems into decorative garden statuary. Centuries later, their old enemy is long gone, and the manse now belongs to another mage. His taste in statuary is different, and he reverses the spells because he has a mission for them: “Your services will pay for the spells I used to bring you back,” he says. “Now get cracking, and mind you don’t leave any pigeon droppings on the rugs!”

6. A SURPRISE PARTY

It’s a quiet night at the tavern. The PCs are almost alone in the common room. Just as they lift tankards for a toast to auspicious beginnings, a bright purple light floods the common room. A hole in the air above their table loudly tears open, and howling kobolds in dark cowled robes wielding blackened silver knives begin jumping through. They leap in three and four at a time until at least a score are present, all screaming and attacking everyone in sight. Regardless of the outcome of the melee, the jagged hole in the air does not go away. It continues to emit a glaring purple light, a strange spicy-smelling mist, and whatever else tickles the DM’s fancy.

IMPRISONED

7. THE GREAT ESCAPE

The PCs are prisoners chained together in a cell and marching to a prison camp. A surprise attack by an enraged grizzly bear distracts the guards and kills enough of them before it dies that the PCs can overpower the rest. From overheard conversations, the group knows that the camp lies a few miles ahead. There, many other prisoners are under light guard. Do they dare to free the rest of the prisoners, or do they just run for the hills?

8. JAIL BREAK

For reasons best left to the players to invent, their PCs are residents of the city jail awaiting the dispensation of justice when fate intervenes. A severe earthquake shakes the building and collapses the walls of their cell and the jail. Not only are they free, but the city has far more to worry about than a few escapes. Fires have started, and looters are drifting through the shattered city.

9. NIGHTMARES

The PCs’ beauty sleep is rudely interrupted when the roadside inn they’re staying at comes under sudden attack. Raiders have set the inn afire and are slaughtering confused patrons as they stumble out. Awakened by the shouts, the PCs are surrounded by chaos and smoke, with sudden death awaiting without.

10. ROOMMATES

Each PC, new to the city and unacquainted with the other PCs, jumps at a great deal on a fantastic magic item. The problem is they’ve been conned by a slick operator and have all bought the same house. The con man and their money are gone when, on moving day, they all arrive with legal copies of the deed to the house. They must come to some agreement before the constabulary arrives, “tipped off” that the PCs were robbing the house.
CASTAWAYS

11. SWISS FAMILY CHARACTERS
A rough ocean voyage turns into a fight for life as the PCs’ ship founders during a storm. The crew takes to the boats and disappears, abandoning the group. The sinking ship is driven upon rocks and starts to break up at the height of the storm’s fury. The PCs are the only survivors, and they awake the next morning on the sands of a seemingly unpopulated island amid the flotsam and jetsam of their sunken ship.

12. INTERESTING TIMES
The characters are home, but home is in terrible trouble. An unstoppable coalition of evil humanoids smashes the local army and overruns the entire country before breaking up into clans fighting for the spoils. The PCs come back from a sojourn, only to find black smoke billowing from the local towns and internecine warfare rampant in the land.

13. THERE’S NO LIFE LIKE IT
As hired mercenaries, the PCs and their unit march through the night to join the main army. Out of nowhere they are ambushed by a vastly superior force. As the battle degenerates into screaming chaos, the PCs find themselves near its edge, right beside the wagon containing the paymaster’s war chest! Of course, even if they do escape with it, their unit is destroyed; they are tired, lost, cut off from friendly forces, and deep inside a war zone.

14. EXILE
Sentenced to exile in the wastes of the Endless Sands for unknowingly transgressing the laws of the land, the PCs are forced out of the city. Behind them on the ramparts, a priest of the city’s temple proclaims their crimes to the crowd inside the city, while soldiers close the great bronze gates. The sun beats upon the trackless dunes of the vast desert.

15. YES, MASTER
With a sudden mental snap, the PCs are aware that their surroundings have drastically changed. They find themselves scattered throughout an otherwise deserted mansion wearing strange outfits. They are dressed as cooks, maids, butlers, harem girls, or guards. Sprawled on the floor of the dining room, beside a spilled goblet of poisoned wine, is the body of a tall dark man. The last thing any of them remembers is that man saying, “I would like to hire you for a job.”

MYSTERY

16. THE FUGITIVES
Lured to an isolated ruin a day’s journey from town by an anonymous note promising a lucrative job, the PCs find no one. On the way back they spot a wanted poster for themselves! While away, they were framed for a crime they didn’t commit, and now they have a price on their heads.

17. THE FORBIDDEN ZONE
During a trip by stagecoach, the PCs and their fellow travelers are suddenly paralyzed. Large apes appear and begin carrying off victims one by one. When only the PCs remain, bright flashes and the sound of combat come from outside the coach. The paralysis wears off, but there is no sign of the other travelers, the abductors, or their foes.

18. THE ENEMY OF MY FRIEND
Invited to a friend’s estate to celebrate her engagement, the PCs instead discover mayhem underway. Their friend is dead, and her fiancé is being pulled, kicking and screaming, through a magic portal by hulking humanoids. Delayed by a rearguard, the group has just enough time to follow before the portal closes. If they do, they exit at a lake over a league away, only to see the abductors aboard a boat already underway. Then the portal—the only way home—winks out of existence.

19. MURDER MOST FOUL
The PCs are all investors in the Blue Yonder mine. One by one, all the other investors have died in suspicious accidents. The group should rejoice, for they are now the sole owners. Of course, the rumors say the mine has a death curse on it, the Captain of the Civic Guard considers the PCs to be the prime suspects in the deaths of the other investors, and the real murderer considers them the next victims.

20. I KNOW WHAT YOU DID
Each PC receives a token of proof that someone knows about a very embarrassing or deadly secret in their pasts. Let the players each decide their PC’s secret. Arriving singly at a clandestine pay-off meeting with the blackmailor (or possibly an ambush), the PCs discover a body with a stiletto in its back.
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Raised by Prophecy
Chosen as a Savior
Destined to Destroy...

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THQ®
Meldar the Great, as he called himself, was one of the most powerful and evil ray-slinging sorcerers in history. He developed ray spells that were particularly suited to defeating those who tried to destroy him.

For the mighty warriors and paladins that came knocking on his tower door, Meldar created rays to drain their strength and resolve; ray of weakness and ray of entropy. Rival wizards sent their own creations, but their golems fell to his ray of deanimation before they crossed his drawbridge, and their hordes of undead were cut down by his greater disrupt undead rays. When the wizards deemed to show themselves, rays of stupidity would rain down to rob them of their best spells.

Meldar’s power over the ray allowed him to refocus the energy of his spells. He could cause a ray to affect more than one target or appear as a cone of magical energy that affected everyone in its path. Even more alarming were the rumors of Meldar casting a ray spell that struck everyone around him.

Even if Meldar’s rivals had defeated him, they would not have found his secrets. Meldar was a sorcerer, so he kept no spellbooks or research notes. His knowledge was his alone—until he crossed paths with Helvarian.

Helvarian Sihdenueven was a peaceful elven wizard. But when Meldar invaded and destroyed much of his homeland just to obtain some rare spell components, Helvarian vowed to see Meldar pay. The good elf mage knew he was no match for Meldar’s power, so he became determined to find a weakness and exploit it. He dusted off his crystal ball and began to watch and learn.

Helvarian studied Meldar’s habits and behaviors, but more importantly he studied Meldar’s spells and casting methods. In addition to the above-mentioned spells, Helvarian witnessed the rust ray, the targeting ray, and the utilitarian ray of light. He saw Meldar affect the abilities of his foes with ray of clumsiness and ray of sickness.

He took detailed notes on every spell, and in time his understanding of the theories and applications of ray spells surpassed even that of Meldar. Helvarian then designed ray spells of his own, including the stun ray, sting ray, distracting ray, and the ray of dizziness. Once he understood the ray’s mechanics, it was a relatively simple matter to create the perfect defense: reflection. He was able to implement different rays of reflection specifically designed to combat ray effects.

Of course, during the years that Meldar was being studied he continued to grow in power. Helvarian knew that he could not face Meldar directly and hope to win, nor was that ever his goal. Helvarian instead compiled his notes and carefully made three copies. He bound each copy into a book and sent them to three of Meldar’s strongest foes.

Only Helvarian’s spellbook contains all of the spells that were documented and researched. These spells and his notes were bound into one large tome, fully one hand thick when closed. The cover and spine were carved from a fallen oak tree, and then protected by black gorgon leather. Embossed in gold on the spine is the title, in Elven, Rays of Light. The pages have varying looks to them, ranging from fine parchment covered in Helvarian’s notes to the rare pages holding the final spells. The book has no lock or clasp.

The three copies made for Meldar’s enemies detail the workings of the ray, but each of them contains less than half of the full body of work (some spells appear in more than one copy). The covers are made of 1/8-inch thick elven steel, polished to a mirrorlike finish. The tomes are enchanted to protect against rust and the elements. Inscribed on the cover in flowing Elven is the same title as the original work: Rays of Light. The spine is elven steel as well, with golden hinges riveted to the spine and covers. The pages are finely pressed and treated bark from an ancient stand of aspen trees. They are filled with words in the flowing hand of Helvarian; every-
thing is written in Elven except where the arcane language is used. The books each have exactly 81 pages, with 80 pages of spells and 1 page of notes detailing ray spells and how to enhance them. Holding each book closed is an intricately designed lock made of gold and elven steel. The lock, however, is a ruse and has no mechanical means of opening. Instead, the expectant reader must intone, “Meldar the Great?” phrased as a question—a bit of a joke on the part of Helvarian. Once the words are spoken, the lock opens with a click.

It is believed that one of the copies was destroyed during a failed attempt to defeat Meldar. A second copy never made it to its destination, as a red dragon allegedly waylaid the tome’s courier. The third copy, whose contents are presented here, was passed from its wizard owner to his apprentice, then to his apprentice, and so on. It is well worn from two hundred years of use.

<table>
<thead>
<tr>
<th>1ST-LEVEL SPELLS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ray of Clumsiness</strong></td>
</tr>
<tr>
<td>Transmutation</td>
</tr>
<tr>
<td>Level: Sor/Wiz 1</td>
</tr>
<tr>
<td>Components: V, S</td>
</tr>
<tr>
<td>Casting Time: One action</td>
</tr>
<tr>
<td>Range: Close (25 ft. + 5 ft./2 levels)</td>
</tr>
<tr>
<td>Effect: Ray</td>
</tr>
<tr>
<td>Duration: 1 minute/level</td>
</tr>
<tr>
<td>Saving Throw: Fortitude negates</td>
</tr>
<tr>
<td>Spell Resistance: Yes</td>
</tr>
</tbody>
</table>

A crackling ray leaps from the caster’s outstretched hand, requiring a successful ranged touch attack to hit. The energy of the ray stiffens the target’s muscles and joints, making it more difficult for the target to move. The subject suffers a -1d6 enhancement penalty to Dexterity, with an additional -1 per two caster levels (maximum additional penalty of -5). This subject’s Dexterity score cannot drop below 1.

<table>
<thead>
<tr>
<th><strong>Ray of Flame</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Evocation [Flame]</td>
</tr>
<tr>
<td>Level: Sor/Wiz 1</td>
</tr>
<tr>
<td>Components: V, S, F</td>
</tr>
<tr>
<td>Casting Time: One action</td>
</tr>
<tr>
<td>Range: Close (25 ft. + 5 ft./2 levels)</td>
</tr>
<tr>
<td>Effect: Ray</td>
</tr>
<tr>
<td>Duration: Instantaneous</td>
</tr>
<tr>
<td>Saving Throw: None (see text)</td>
</tr>
<tr>
<td>Spell Resistance: Yes</td>
</tr>
</tbody>
</table>

A burning ray shoots out at the target; with a successful ranged touch attack, it deals 1d6 points of fire damage, plus 1 point per caster level (up to +5). If the target’s or its equipment is flammable, the target must also make a Reflex save or catch fire, taking 1d6 points of fire damage the following round.

**Focus:** a small, polished glass lens.

<table>
<thead>
<tr>
<th>Effect: Cone of light or ray</th>
</tr>
</thead>
<tbody>
<tr>
<td>Duration: 10 minutes/level (D) or instantaneous</td>
</tr>
<tr>
<td>Saving Throw: See text</td>
</tr>
<tr>
<td>Spell Resistance: See text</td>
</tr>
</tbody>
</table>

A narrow cone of light is emitted from the caster’s palm. This light provides illumination equivalent to intensity of a torch.

Instead of the sustained light, the spell can be focused into a short ray and directed at the eyes of a target. If the caster succeeds at a ranged touch attack, the subject is blinded for 1d4 rounds (Fortitude save negates and spell resistance applies). A blind character, in addition to the obvious effects, suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers’ attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

**Stun Ray**

<table>
<thead>
<tr>
<th>Conjunction (Creation) [Electricity]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level: Sor/Wiz 1</td>
</tr>
<tr>
<td>Components: V, S, M</td>
</tr>
<tr>
<td>Casting Time: One action</td>
</tr>
<tr>
<td>Range: Close (25 ft. + 5 ft./2 levels)</td>
</tr>
<tr>
<td>Effect: Ray</td>
</tr>
<tr>
<td>Duration: 1 round plus 1d4 rounds</td>
</tr>
<tr>
<td>Saving Throw: Fortitude partial</td>
</tr>
<tr>
<td>Spell Resistance: Yes</td>
</tr>
</tbody>
</table>

A quick jolt of electricity darts from the caster to the target. This ray of electricity requires a successful ranged touch attack to hit. The target is stunned by the ensuing shock for one round and an additional 1d4 rounds unless a successful Fortitude save is made.

**Material component:** a coiled copper wire.

<table>
<thead>
<tr>
<th>Effect: Ray</th>
</tr>
</thead>
<tbody>
<tr>
<td>Duration: 1 round/level</td>
</tr>
<tr>
<td>Saving Throw: None</td>
</tr>
<tr>
<td>Spell Resistance: No</td>
</tr>
</tbody>
</table>

This ray attempts to undo magic as it is being cast. Used in the same manner as a counterspell (as a readied action), the ray interferes with the manipulation of divine or arcane magic by dazzling the target with bizarre swirling and flashing lights. If the ray successfully strikes a spellcaster (ranged touch attack roll required), and that spellcaster is in the process of casting a spell, then the target spellcaster must make a Concentration check to avoid losing his spell. The DC of the Concentration check is equal to the save DC of the distracting ray (12 + caster’s relevant ability modifier) + spell level of the spell the target is casting + 1/level of the spell.

<table>
<thead>
<tr>
<th>2ND-LEVEL SPELLS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Distracting Ray</strong></td>
</tr>
<tr>
<td>Abjuration</td>
</tr>
<tr>
<td>Level: Brd 2, Sor/Wiz 2</td>
</tr>
<tr>
<td>Components: V, S</td>
</tr>
<tr>
<td>Casting Time: One action</td>
</tr>
<tr>
<td>Range: Close (25 ft. + 5 ft./2 levels)</td>
</tr>
<tr>
<td>Effect: Ray</td>
</tr>
<tr>
<td>Duration: Instantaneous</td>
</tr>
<tr>
<td>Saving Throw: None</td>
</tr>
<tr>
<td>Spell Resistance: No</td>
</tr>
</tbody>
</table>

This ray attempts to undo magic as it is being cast. Used in the same manner as a counterspell (as a readied action), the ray interferes with the manipulation of divine or arcane magic by dazzling the target with bizarre swirling and flashing lights. If the ray successfully strikes a spellcaster (ranged touch attack roll required), and that spellcaster is in the process of casting a spell, then the target spellcaster must make a Concentration check to avoid losing his spell. The DC of the Concentration check is equal to the save DC of the distracting ray (12 + caster’s relevant ability modifier) + spell level of the spell the target is casting + 1/level of the spell.
caster. Thus, if a 3rd-level wizard with an Intelligence of 16 attempts to cast a distracting ray on a sorcerer casting a fireball spell, the sorcerer would need to make a Concentration check with a DC of 21 (fireball’s spell level + 3 [wizard’s level]).

### Ray of Dizziness

**Enchantment (Compulsion)**

[Mind-Affecting]

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S, F

** Casting Time:** One action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Ray

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The ray from this spell shoots toward the target in a spiraling corkscrew. If the ranged touch attack is successful and the saving throw is failed, the target experiences disorientation and is considered to be staggered. Staggered characters can only take partial actions when they could normally take standard actions. In addition, affected characters suffer a -2 penalty to AC, melee attack rolls, melee damage rolls, and Reflex saves.

**Focus:** a small top.

### Ray of Sickness

**Necromancy**

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** One action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Ray

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

With a successful ranged touch attack, a sickly green ray strikes the target. The ray makes the target temporarily nauseated. Nauseated characters are unable to attack, cast or concentrate on spells, or do anything else requiring attention. The only action an affected character can take is a single move (or a move-equivalent action) per round.

### Ray of Ice

**Evocation [Cold]**

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** One action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Ray

**Duration:** Instantaneous

### Saving Throw: See text

### Spell Resistance: Yes

A cyan ray beams from the caster’s fingertips and, with a successful ranged touch attack, hits the target. If used as a simple attack, the ray inflicts 1d6 points of cold damage for every 2 levels of the caster, to a maximum of 5d6 at 10th level. A Fortitude save halves the damage.

Alternatively, the ray can be used to encase objects or targets in ice. A sword could be frozen in its scabbard, feet frozen to the floor, and so on. Freezing an item or a creature still requires a successful ranged touch attack, and creatures are allowed a Reflex saving throw to avoid being trapped. Freezing encased items (including feet) is a standard action and requires a Strength check with a DC equal to the spell’s save DC. A creature whose feet are frozen to the floor receives no Dexterity bonus to AC and incurs a -2 penalty to attack rolls.

If used on a body of water, the spell freezes a circular area with a diameter in feet equal to the casters level (maximum of 10 feet diameter), to a thickness of the caster’s level in inches (maximum 10 inches).

**Material Component:** snow, ice, or melted snow or ice.

### Ray of Stdupidity

**Enchantment (Compulsion)**

[Mind-Affecting]

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** One action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Ray

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

With a successful ranged touch attack, a bright yellow beam strikes the target. The ray temporarily reduces the subject’s Intelligence with an enhancement penalty of -1d4, with an additional -1 per two caster levels, to a maximum additional penalty of -5. The spell cannot reduce Intelligence below 1. If the target is a wizard, it might temporarily lose the ability to cast some or all of her spells if her Intelligence score drops too low. The ability to cast those (prepared) spells returns at the expiration of the spell.

**Material Component:** a miniature cone-shaped hat.

### 3rd-Level Spells

#### Minor Reflection

**Abjuration**

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, F

**Casting Time:** One action

**Range:** Personal

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

As the spell is cast, a brief shimmering appears around the caster. For the duration of the spell, the caster is protected against ranged touch attacks, including ray spells and creature ray attacks. Any ranged touch attack directed at the caster automatically reflected back at the original caster.

**Focus:** a glass prism.

#### Rust Ray

**Transmutation**

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** One action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Ray

**Target:** One non-magical ferrous object or one ferrous creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

With a successful ranged touch attack, this rust ray corrodes metal that it touches. It can effectively destroy any nonmagical iron or iron alloy object.

Such objects struck by the rust ray take 2d6 points of damage +1 per two caster levels (maximum +10), ignoring hardness. The caster can also target a weapon being wielded or metal armor being worn. Metal armor affected by this ray takes normal damage from the spell and loses 1d4 points of Armor Class through corrosion. If a weapon is reduced to 0 hit points, it is destroyed. Ferrous creatures struck by the ray take the same damage as objects.

Magic items can negate the effect with a successful Fortitude saving throw. (See page 136 in the PHB for details.)

**Material Component:** rust dust or a piece of a rust monster.

#### Sting Ray

**Enchantment (Compulsion)**

[Mind-Affecting]

**Level:** Brd 3, Sor/Wiz 3

**Components:** V, S, M
Possession is Everything

Everyone wants the Crystal Shard. But not everyone can handle its dark power.
A treacherous elf and a cold assassin form an unholy alliance to share the artifact’s sinister force. But when these two depraved figures inevitably battle to control the Shard... the Shard instead starts to control them.

Servant of the Shard
R.A. Salvatore

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The New York Times best-selling author
R.A. Salvatore

Look for Servant of the Shard at better book and hobby stores everywhere.
Casting Time: One action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

When this ray successfully strikes, it creates a sensation of many tiny insects biting and crawling on the victim's body. The target can attempt a Will save each round to shake off the effects. Until the spell is shrugged off, the victim is hampered by the unsettling feeling of all the stinging and biting and is staggered, able only to perform a partial action each round. The victim also suffers a -2 penalty to AC. If the victim attempts to cast a spell, he must succeed at a Concentration check with a DC equal to the sting ray's DC + the level of the spell the target is attempting to cast. So, if a 6th-level sorcerer with a 16 Charisma casts sting ray on a wizard casting a fireball, the concentration check DC is 19 (16 [sting ray DC] + 3 [fireball spell level]).

Material Component: Four dried stinging insects (bees, spiders, and so on).

Greater Disrupt Undead
Necromancy
Level: Sor/Wiz 3
Components: V, S
Casting Time: One action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell works as the cantrip disrupt undead, except that this ray causes 1d6 points of damage per caster level to any undead, to a maximum of 1d6. If part of the damage is sufficient to destroy the first undead, then the ray continues through that target to strike at any undead behind. This process continues until all damage is dealt. The caster must succeed at a separate ranged touch attack for each target. For example, a 5th-level wizard casting greater disrupt undead at a group of zombies succeeds at his ranged touch attack and deals 1d6 points of damage. The first zombie has only 16 hit points, so the zombie behind it takes the last 2 points of damage if the caster succeeds at another ranged touch attack.

Ray of Weakness
Necromancy
Level: Sor/Wiz 4
Components: V, S
Casting Time: One action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: See text
Saving Throw: Fortitude half
Spell Resistance: Yes

A dark ray drains the strength of its target, if a successful ranged touch attack is made. The target suffers 2d6 points of Strength damage +1 per two caster levels, to a maximum of 2d6 + 10 at 20th level. If the target succeeds at a Fortitude saving throw, she takes only half damage.

Ray of Deanimation
Abjuration
Level: Sor/Wiz 4
Components: V, S
Casting Time: One action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Target: One construct
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

This ray interferes with magical animation, degenerating the magic bond within constructs and effectively causing damage. With a successful ranged touch attack, the ray causes 1d6 points of damage per caster level to constructs, to a maximum of 1d6.

NEW FEATS

<table>
<thead>
<tr>
<th>Feat</th>
<th>Type</th>
<th>Prerequisite</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ray Burst</td>
<td>Metamagic</td>
<td>—</td>
</tr>
<tr>
<td>Ray Coning</td>
<td>Metamagic</td>
<td>—</td>
</tr>
<tr>
<td>Ray Extension</td>
<td>Metamagic</td>
<td>—</td>
</tr>
<tr>
<td>Ray Focus</td>
<td>General</td>
<td>—</td>
</tr>
<tr>
<td>Ray Splitting</td>
<td>Metamagic</td>
<td>—</td>
</tr>
</tbody>
</table>

Ray Burst [Metamagic]
You change the effect of a ray spell to a 30-foot radius burst centered on yourself.

Benefit: A ray burst hits all targets (friend or foe) within 10 feet. Targets within 30 feet are allowed a Reflex save to avoid the burst. Any targets that do not avoid the effect are treated as if they were hit by the ray spell. Any target within 100 feet with respect to the caster is not affected. A ray burst spell uses up a spell slot three levels higher than the spell's actual level.

Ray Coning [Metamagic]
You expand a ray spell to a 30-foot cone.

Benefit: All targets in the area of effect receive a Reflex save to avoid the effect, but are otherwise affected as if they were hit by the ray spell. A cone ray uses up a spell slot two levels higher than the spell's actual level.

Ray Extension [Metamagic]
You maintain a ray spell for an additional round.

Benefit: When the extended ray spell is cast, you can use your next action to attack with the same ray. You can designate either a different target or the same target. A successful ranged touch attack is required for the second target. If any other actions are taken, or the spell is disrupted before your next action, then you lose the extended spell (though any previous effects remain). An extended ray uses up a spell slot one level higher than the spell's actual level.

Ray Focus [General]
Your ray spells are more effective than normal.

Benefit: Add +2 to the DC for all saving throws against all ray spells that you cast.
Special: The effects of this feat stack with the effects of the Spell Focus feat.

Ray Splitting [Metamagic]
You can attack three adjacent targets with a ray spell.

Benefit: A split ray can hit three targets. A successful ranged touch attack is needed for each target. If each roll misses, the spell fails. A split ray uses up a spell slot two levels higher than the spell's actual level.

5TH-LEVEL SPELLS

<table>
<thead>
<tr>
<th>Spell</th>
<th>Level</th>
<th>Components</th>
<th>Casting Time</th>
<th>Effect</th>
<th>Duration</th>
<th>Saving Throw</th>
<th>Spell Resistance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ray of Entropy</td>
<td>Necromancy</td>
<td>V, S</td>
<td>One action</td>
<td>Ray</td>
<td>1 minute/level</td>
<td>Fortitude half (see text)</td>
<td>Yes</td>
</tr>
</tbody>
</table>

With a successful ranged touch attack, a ray of negative energy consumes the life energy of the target, making the target weaker, slower, and less healthy. The target must make a Fortitude saving throw if the caster succeeds at a ranged touch attack. If the saving throw fails, the target suffers a -4 effective decrease to Strength, Constitution, and Dexterity for the duration of the spell.
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SECRETs of the
MASTER SMITHS

by Christian Paul McLeod • illustrated by Arnie Swekel

If magic remains a mysterious and rarely-mastered force, then enchanted weapons are undoubtedly few and far-between. A +1 longsword becomes a major find, and special weapons like keen or flaming short swords or a +2 longsword bene vs. giants become once-in-a-lifetime acquisitions—the D&D campaign equivalent of Excalibur.

Of course, player characters always search for any advantage in combat. The scarcity of magic weapons inspires weaponsmiths to hone their skills in creating weapons of exceptional quality, or to experiment with alloys or technologies to create more powerful weapons. Adamantine and meteoric iron are well known for their use in weapons and armor, and other materials such as silver are known to be particularly effective against certain creatures.

NEW METALS AND MATERIALS

Campaign worlds are vast, and the secrets of new metals that can be used to forge unique weapons are just waiting to be found. These secrets might be held closely by dwarven forgers deep underground, or they might be discovered by an alchemist on accident.

Other characters might call upon their nonhuman allies to share the secrets of elven steel or the dwarven "orcslayer" metal suggested in the City of Ravens Bluff accessory. Conversely, they might take on the research for new "supermetals" themselves.

TABLE 1: WEAPON MODIFICATION COSTS

<table>
<thead>
<tr>
<th>Modification</th>
<th>Bonus/notes</th>
<th>Market Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lenear wood</td>
<td>-25% weight, +10 ft. to range increment for ranged weapons</td>
<td>+10 gp per pound of item's normal weight</td>
</tr>
<tr>
<td>Mindsteel</td>
<td>+4 to Will saving throws vs. mind-influencing effects; weight increased by 25% less-effective AC bonus (normal bonus +2), armor check penalty increased by one</td>
<td>+9000 gp</td>
</tr>
<tr>
<td>Vakar</td>
<td>+1d8 damage to elves</td>
<td>+8000 gp</td>
</tr>
<tr>
<td>&quot;Breakaway&quot; weapons</td>
<td>reduced carrying size; threat on natural 20 only</td>
<td>+1000 gp</td>
</tr>
<tr>
<td>Copper-adamantine alloy</td>
<td>weapon damage x1.5, or double +1 damage</td>
<td>+4500 gp</td>
</tr>
<tr>
<td>Slug crystal</td>
<td>-25% weight</td>
<td>+500 gp</td>
</tr>
<tr>
<td>Quicksilver/iron-filled</td>
<td>+2 to damage</td>
<td>+5000 gp</td>
</tr>
</tbody>
</table>

1 Ranged weapons crafted of this material are ruined after one use. Maces are somewhat more durable, but each successful hit in melee combat incurs a significant defect, dent, or similar imperfection and reduces the damage modifier by 1 to -6, -10, and so on. Any hit that inflicts no damage as a result of these modifiers indicates that the weapon has shattered and is beyond repair.

2 Maces, mauls, hammers, and other items with larger striking areas remain the easiest to construct, and receive the full +1 damage bonus. Items such as swords or battleaxes require much greater skill, incurs a -1 penalty to a weapon skills roll to create such an item. Furthermore, the limited volume of material that can be used to fill such a weapon limits the damage bonus to +1. Small items like daggers and arrowheads cannot be created using this process.

LENAER WOOD

Elven smiths turn to their forest homes to make use of unique woods in their weapons. Lenear trees (easily identified by their swirling gray bark, sweet sap, and thick-veined leaves shaped like seven-pointed stars) are the only source of this special wood. Lenear wood is pale and extremely light (akin to balsa wood), and it is often used by elves for simple artistic carving. When properly cured, however, Lenear wood is extremely durable while remaining lightweight. Weapons of lenear wood—typically staves and bows—weight 25% less than ordinary weapons. Ranged weapons such as spears and arrows constructed of Lenear enjoy a 10-foot bonus to their range increment. For example, the range increment of a shortbow shooting linear arrows would be 70 feet instead of 60 feet.

Lenear wood adds 10 gp per pound to the cost of items made with it, using the item’s normal (non-Lenear) weight as a guide. A quiver of Lenear arrows costs 31 gp, for example.

MINDSTEEL

Miners might run across the extremely rare mokklor or "mindsteel" metal. It is a soft, dull-gray metal sometimes used in the construction of armor. Mokklor resembles lead and shares many of that metal’s physical properties (including a low melting point and extreme malleability). Armor formed of mindsteel weights 25% more than normal. (Increase the armor check penalty by one.) It offers less of an AC bonus (by two)
slower compared to steel armors of the same type. For example, makklor full plate offers a +6 armor bonus instead of the normal +8, weighs 62 pounds instead of 50 pounds, and has an armor check penalty of -7 instead of -6. The benefit of mindsteel armor is that it naturally dampens mind-influencing effects targeting the wearer. Mindsteel provides the wearer with a +4 circumstance bonus to Will saving throws vs. such effects.

**VAKAR**

Enterprising adventurers who probe the depths of the dwarves’ mountain homes might come across a vein of vakar. This durable bluish-black metal can withstand extreme heat during the tempering process and exudes a strange oil. Weapons made with vakar metal receive a +1 bonus to damage. Furthermore, the oil exuded by vakar is caustic to those of pure elven blood, raising painful welts and dealing +2d6 points of damage to elves.

**MASTERWORK WEAPONS**

The following items have been created using materials like these, combined with advanced techniques in weapon construction. Although each provides bonuses in combat, these bonuses are due solely to exceptional material or workmanship rather than enchantment.

**DURAND’S ARMOR**

Roman Durand was a human armor-smith of unsurpassed skill; the dwarves of the nearby mountains considered him an honorary dwarf in appreciation of his talents. When Roman’s daughter Isabel expressed a desire to seek adventure, Roman resolved to create a suit of armor that would protect her even away from home. He persuaded Isabel to postpone her departure for a year, asking the dwarves to train her with the battleaxe and crossbow while he worked on a masterpiece.

Roman’s dwarven friends provided the smith with several bars of dull gray metal that they had unearthed in an ancient dwarven temple. They suspected the metal had special properties and invited Roman to use it when constructing his daughter’s armor. He alloyed the dwarven metal with steel and a small amount of gold (for color), and lovingly crafted a suit of intricate full plate.

Durand’s Armor is sized for a human female and is engraved with intertwining vines laden with lilies. When Isabel returned from her exploits years later, she was the sole survivor of an attack by mind flayers and credited her “lucky armor” for her safe return.

The gray metal the dwarves provided was actually mindsteel, and that metal’s properties enabled Isabel to survive the illithid attack that claimed her companions. The alloy developed by Roman was unique and as durable as regular steel—eliminating the penalty to Armor Class normally associated with mindsteel armor—but the impurity of the mindsteel affected the psionic properties of the metal. Thus, Durand’s Armor has an armor bonus of +8 but provides only a +2 circumstance bonus to Will saving throws vs. mind-influencing effects.  

*Market price: 11,800 gp*

**LEAFCUTTER**

Leafcutter is a battleaxe forged of an unusual bluish-silver metal with a perpetually oily sheen. The haft is carved from the thighbone of a fire giant, and the grip has been wrapped with a fine steel chain. Minute engravings along one of the axe’s double edges appear to be runes, though closer inspection reveals they are merely a series of hash marks. There are forty-seven in all.

The weapon was forged centuries ago during a heated war between the elves and the dwarves. It was presented as a gift to the human general Xenos, who led his mercenary army against the elven forces and single-handedly defeated dozens of the finest elven warlords (one for each hash mark on the blade). When the elves and the dwarves finally united against the common threat of a goblinoid invasion, Xenos’ army turned on both races to side with the goblins. The forces of evil were ultimately turned back, and the traitorous general was killed and his weapon lost during the pitched battle.

The metallic part of the axe constantly seeps a clear, odorless oil that is corrosive to elven skin. Merely touching the oil causes painful burns and blisters, while wounds inflicted with the weapon burn fiercely. Leafcutter provides a +1 bonus to hit as a result of its exceptional balance and edge. It is forged of vakar alloyed with silver, and retains the effectiveness of both metals. Because of the vakar metal, Leafcutter also receives a +1 bonus to damage. When attacking elves (not half-elves), Leafcutter inflicts an additional 2d6 points of damage. The vakar-silver alloy is called “verzel” by the dwarves, and it is as effective as pure silver against creatures with an intolerance for that metal.

*Market price: 11,315 gp*

**EWARD’S SWORD**

The warrior Eward (a 7-foot beast of a man from the wicker berserker tribes of distant badlands) was the failed project of several ambitious priests of the god of justice. The priests lured Eward to their city with promises of rigorous warrior training and glorious battles to come. They had intended to educate
Eward, augment his considerable combat skills with the finest fencing instructors available, and present their "converted" paladin to their superiors.

Ultimately, their project failed. Eward learned as much as he could from the priests and the half-dozen swordsmen hired to train him. When he felt they had nothing more to offer, Eward turned on the priests, sacking their temple and leaving the city to become one of the most feared mercenaries in the land.

Like his clanmen, Eward was highly suspicious of magic, but he wanted a superior, even unique, weapon. When he had amassed a small fortune as a hired sword, he commissioned a special non-magic weapon from an aging dark elf who lived as a hermit in the mountains of the north. The drow weapon-smith created an immense greatsword for Eward, a blade of sickly green metal with a hilt of blackened steel. The pommel consisted of a large bloodstone, and the crossguards resembled muscular arms culminating in grasping claws. The weapon could be disassembled and carried in a special case that appeared to house a simple lure. The sword is designed to be broken down into four pieces. The blade separates halfway along its length into two interlocking sections, and the bloodstone pommel unscrews to permit the grip and crossguards to detach and slide away from the tang of the blade. The sword is expertly designed and precisely counter-balanced to protect the delicate mechanisms that hold it together—but the sword still suffers in combat.

Eward's sword only threatens a critical hit on a natural 20, though it is still subject to a feat (such as Improved Critical) and spells (such as keen edge) that affect critical ranges.

The exceptional quality of Eward's Sword provides a +1 bonus to attack rolls. The green metal used to create the blade is an alloy of adamantine and copper; its exceptional temper provides a +1 bonus to damage. It takes a full-round action to assemble or disassemble the sword.

**Market price:** 4,850 gp.

**LOWRI'S ARROWS**

In the annals of elven history, there might be no greater archer than the warrior-maiden Lowri. Though she is remembered for her considerable skill, she is also known for the unique arrows she created.

Lowri's arrow shafts are crafted from pale wood that is lightweight and sturdy, while the arrowheads appear to be crafted from honey-colored amber. The arrowheads are thicker at the base than most but taper to razor-sharp serrated edges and a lethal point. The fletching of the arrows is nearly twice as long as one would expect and crafted from thin, nearly transparent segments of the same material used in the arrowheads.

The material Lowri used to create the fletching and arrowheads was harvested from a nest of blind cave slugs. These creatures are 6 inches long and unintelligent, but reasonably friendly (as slugs go). Thick trails of crystallized golden slime coat the floor, walls, and ceilings of the slugs' nest, and this material can be scraped away, heated to a low melting point, and used as a lightweight substitute for some metals. The items produced are a rich golden color and capable of holding an edge, though they are somewhat brittle.

Lowri used lighter wood to craft the shafts of the arrows, so these missiles increase the ranges at which they can be accurately fired as described above. Such arrows also receive a +1 bonus to attack rolls, as the length and aerodynamic nature of the fletching and arrowheads increases the arrows' accuracy.

**Market price:** 63 gp per 20 arrows.

**REJAVIK**

Created by the legendary dwarven smith Athdar Steelbreaker, Rejavik is a warhammer, surprisingly light for its larger-than-normal size. The haft is carved of black wood, half again as long and thick as a standard warhammer. The head itself is twice normal size and constructed of iron. Thick leather wraps the lower half of the haft, and beneath these wrappings runic carvings identify the weapon's name and creator. It weighs no more than an ordinary warhammer (8 pounds).

The head of the hammer is actually crafted of two separate pieces, expertly joined so that the seam can only be detected with a successful Search skill check (DC 25). The head is hollow and the cavity is half-filled with a mixture of iron filings and quicksilver. The hammer's unique design enables the wielder to deliver blows of incredible might.

When Rejavik is swung, the quicksilver and iron filings fill the upper portion of the hammerhead, increasing the speed at which the hammer is swung through the air. When the hammer strikes, this mixture is flung forward, filling the front half of the head and increasing the impact of the blow, granting a +2 bonus to damage.

**Market price:** 1,600 gp.

**NEW CREATIONS**

Many of the modifications described above can be incorporated into other weapons. The costs appear on Table 1: Weapon Modification Costs. All cost modifiers are cumulative, so a masterwork longsword created from slug crystal and filled with quicksilver and iron filings has a total cost modifier of +5,800.
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UNTOLD CENTURIES AGO, THERE EXISTED A TERRIBLE CULT OF DEPRAVITY WHOSE ONLY GOALS WERE TO SPREAD FEAR, DESPAIR, AND INSANITY TO THE REST OF THE WORLD. THIS CULT COMPRISED HUNDREDS OF CHAPTERS SCATTERED ACROSS THE FLANAESES, YET THEY WERE UNIFIED IN THEIR DEVOTION TO THEIR DARK GOD: THARIZDUN. EVENTUALLY THE EVILS OF THE CULT OF THARIZDUN GREW TOO MUCH FOR ITS ENEMIES TO BEAR, AND THE DARK GOD WAS IMPRISONED IN A DIFFERENT DIMENSION. YET THE DARK GOD'S LEGACY REMAINS. MERE MENTION OF HIS NAME CAN SEND CHILLS DOWN THE SPINE OF EVEN THE BRAVEST ADVENTURER.


THE LEAST OF THESE CREATURES IS THE KURGE, A VILE UNDEAD BEING ORIGINALLY CREATED TO SERVE AS A TEMPLE GUARDIAN. THE CAPTURED BODIES OF POWERFUL ENEMIES WHO OPPOSED THE CULT WERE OFTEN TRANSFORMED INTO KURGE AND RETURNED TO THEIR HOMELANDS TO SPREAD FEAR AND DISEASE. ANOTHER UNDEAD CREATION OF THE CULT WAS THE DESTRUCTIVE ROTTIPPER. AN ANIMATED OGRE CORPSE, THIS CREATURE COULD ACTUALLY ABSORB AND UTILIZE THE ARMS OF ITS VICTIMS AS ITS OWN.

PERHAPS THE MOST INFAMOUS OF THE BEASTS IS THE JULJAMUS. THESE MONSTERS WERE TOO DANGEROUS FOR THE CULT TO KEEP NEARBY, SO THEY WERE OFTEN MAGICALLY TRANSPORTED INTO THE WILDERNESS NEAR SMALL VILLAGES OR TOWNS WHERE THEY COULD WREAK INCREDIBLE DEVASTATION IN A SHORT PERIOD OF TIME.

FINALLY, THERE ARE THE ROGUE EIDOLONS. THESE CONSTRUCTS WERE THE PRIDE AND JOY OF THE CULT. WHEN A CHAPTER HAD ESPECIALLY PLEASED THARIZDUN, THE DARK GOD WOULD INVEST ONE OF THE TEMPLE STATUES WITH A PORTION OF DIVINE POWER, CAUSING THE THING TO TRANSFORM INTO A POTENT GUARDIAN AND ADVISOR. THESE EIDOLONS POSSESSED INCREDIBLE INTELLIGENCE AND WISDOM, BUT THE IMPRISONMENT OF THEIR GOD DREW THEM INSANE WITH RAGE AND HATRED. MANY OF THESE ROGUE EIDOLONS DESTROYED THEIR CULT CELLS BEFORE WANDERING OFF INTO THE SURROUNDING WILDERNESS.

THIS IS BUT A SAMPLE OF THE VARIOUS BEASTS ASSOCIATED WITH THARIZDUN. WHO KNOWS WHAT TERRIBLE FIENDS STILL LURK IN UNDISCOVERED CULT TEMPLES FROM THE TIME OF THE DARK GOD?
Julajimus

A julajimus stands about 18 feet tall and looks vaguely like a massive baboon. Its arms are long and muscular, with four fully articulated joints each. The body is covered with dark blue or black fur, and it has a large blue reptilian tail. The mouth of a julajimus is disproportionately large for the head and is filled with razor-sharp teeth the size of scimitar blades.

Villagers often tell stories of the julajimus to their children. At some point in the story, the main character, a child, takes on a cute animal as a pet despite repeated warnings from their parents that there isn’t enough food or room to house the creature. The story ends with the rebellious child hiding the critter in his room, only to have it turn into a julajimus one night and eat him alive. In fact, the name “julajimus” is derived from an ancient phrase “julajimus,” or “eater of children.”

The julajimus is territorial, gathering in pairs only once a decade to mate. The presence of a julajimus has a strange effect on nearby wildlife, causing animals to become more aggressive than normal. Increased attacks on domestic animals by wildlife can indicate the arrival of a julajimus. The monster is not afraid of civilization, and the lights of a village at night can attract a curious julajimus to investigate.

Ancient texts hint that, in times long past, the cult of Tharizdun created the first julajimuses from human prisoners. While these texts don’t indicate what the purpose of the julajimuses is, it seems clear that they were created for one purpose: to spread fear in the hearts of the non-believers.

Combat
The julajimus enjoys the sensation of gnawing living creatures and always attacks with its bite first. It follows with slashes from its two claws. Despite its size, the julajimus is terrifyingly fast and can easily outrun most prey.

Cause Panic (Su): A julajimus radiates a supernatural aura that can chill the blood of the bravest warrior. Any living creature within 20 feet of a julajimus must make a Will save (DC 20) or succumb to panic. Those who save successfully are immune to this ability for 24 hours. Panicked victims are frozen motionless in fear; each round a new saving throw can be attempted to throw off this effect.

Stunning Attack (Su): If a julajimus successfully scores a critical hit with its claws, the victim must make a Fortitude save (DC 19) or be stunned by the force of the blow. Stunned victims cannot act and lose any positive Dexterity bonus to AC, while attackers get a +2 bonus on attack rolls against a stunned opponent. The victim of a stunning attack remains stunned for 1d4 rounds.

Roar (Su): Three times a day, a julajimus can roar out Tharizdun’s name; this roar can be heard for miles. All creatures within 60 feet must make a Fortitude save (DC 19) or become deafened for 3d6 hours. Those who fail this saving throw also suffer 6d6 points of subdual damage.

Immunities (Ex): A julajimus is immune to all spells of the Enchantment school.

Resistance (Ex): A julajimus has fire resistance 20.

Polymorph Self (Su): The most notorious ability of the julajimus is its power to polymorph itself at will into a small, cuddly creature (such as a rabbit,
A kurge is a disgusting undead creature that appears as an animated humanoid in an advanced state of decay. Various body parts and limbs are often hanging together only by a few rancid strips of flesh. The unholy symbol of Thanizdun is burned into its forehead, torso, and both arms and legs. Faint white flame that radiates intense cold washes over the thing’s body, but perhaps the strangest aspect of a kurge is the fact that it floats about a foot off the ground when moving.

Kurge were created by the Cult of Thanizdun as temple guardians. While their creator lives (either alive or undead) the kurge are bound to strictly and literally follow orders. Once their creator dies, however, the kurge become uncontrolled. Such kurge actively search for living mortals to destroy out of hatred for life.

Although all but forgotten, the process by which a kurge is created is relatively simple and can be undertaken by any wizard with access to the school of Necromancy—once the appropriate spells are known and available to be cast. The wizard must first slay a living person (human or nonhuman) by injecting the victim with a rare and lethal poison known as haramere. Haramere is difficult to find and brew, and often costs in excess of 1,500 gp per dose. It is an injected DC 18 poison that does 2d6 initial Constitution damage and 2d6 secondary Constitution damage. Those slain by haramere begin to putrefy very rapidly, and within 6 hours are nothing but a skeleton in a pool of liquefied filth. This decay can be stalled by soaking the body in brine; this must be done for an entire night if a wizard wishes to create a kurge from the remains. Once these requirements are met, the wizard must cast the following spells on the body while it is still submerged in brine: animate dead, levitate, geas, telekinesis, vampiric touch, and gentle repose. With the last spell, the body rises from the brine as a kurge, ready to obey its creator’s every whim.

**Combat**

Kurge generally lie motionless on the ground, waiting for victims to come near. When someone does, they spring up and attack, surprising the victim. A successful Spot check versus a kurge’s Hide check defeats such an ambush. Kurge attack with two claws until they are struck for damage. (See below.)

**Constitution Damage (Su):** Kurge seethe with an unholy cold fire that damages the life force of those they touch. Anyone struck by a kurge must make a Fortitude save (DC 15) or take 1d4 points of temporary Constitution damage.

**Disease (Ex):** Kurge are filthy creatures that swarm with parasites and filth. Anyone who is damaged by a kurge in melee combat must make a Fortitude save (DC 15) or catch a particularly virulent disease known as skinrripples from the creature. If the Fortitude save is not successful, the damaged character takes 1d4 points of permanent Constitution damage after an incubation time of 1d4 days. Once per day afterward, the infected character must make a successful Fortitude saving throw to avoid repeated damage. Two successful saves in a row indicate that the character has fought off the infection.

Initial symptoms include numbness, chills, dizziness, and shortness of breath. As the disease progresses, large watery blisters form on the victim’s body and the skin becomes loose and baggy.

**Anatomic Separation (Su):** Whenever a kurge is struck for damage, the monster’s body splits apart into six components—a head, two arms, two legs, and the torso. Each body part remains animated and can continue to attack by slamming into targets with great force. These attacks cause temporary Constitution damage as detailed in the kurge sidebar. A kurge’s face and reach remain the same once it is anatomically separated; the body parts must remain fairly close together. Each body part can attack different targets in melee range, or they can all concentrate on a single target. The body parts continue to fight until the kurge’s hit points are...
**KURGE**

Medium Undead

- **Hit Dice**: 6d12 (39 hp)
- **Initiative**: +4 (Dex)
- **Speed**: 30 ft.
- **AC**: 17 (+4 Dex, +3 natural)
- **Attacks**: 2 claws +7 melee or 6 slams +5 melee
- **Damage**: Claw 1d6+3; slam 1d4
- **Face/Reach**: 5 ft. by 5 ft./5 ft.
- **Special Qualities**: Constitution damage, disease, anatomic separation
- **Special Attacks**: Particle cloud, feather fall, fast healing 1, undead immunities
- **Saves**: Fort +2, Ref +6, Will +6
- **Abilities**: Str 16, Dex 18, Con +7, Int 10, Wis 18, Cha 14
- **Skills**: Climb +9, Escape Artist +4, Hide +10, Move Silently +10, Search +6
- **Feats**: Multiattack, Combat Reflexes

* When anatomically separated, the kurge receives a +10 bonus to Escape Artist checks.

**Climate/Terrain**: Any

**Organization**: Solitary or gang (2–5)

**Challenge Rating**: 6

**Treasure**: Half standard goods or items

**Alignment**: Always chaotic evil

**Advancement Range**: 7–12 HD

(articles—size)

Reduced to 0, at which time the body parts drop to the ground and rapidly rot away. Magical forces prevent the body parts from being disassociated and taken from the square the kurge occupies. Grapple attempts against separated kurge parts are treated as though made against a huge creature.

**Particle Cloud (Su)**: When a kurge’s anatomic separation power activates, hundreds of tiny bits of bone and leathery flesh explode off of the kurge’s body, surrounding each body part with a stinging swarm of whirring decay. Anyone in melee combat with a separated kurge automatically takes 1d3 points of damage per round from this cloud.

**Feather Fall (Sp)**: Although their means of locomotion might resemble flight, it is actually a form of levitation that allows horizontal motion. A kurge always remains no more than a foot off the ground. A falling kurge is protected by a continual feather fall effect.

**Fast Healing (Ex)**: A kurge heals damage very quickly at the rate of 1 hit point per round. If this returns the kurge to full hit points, its body parts instantly re-attach. This healing ceases once the kurge is brought to 0 hit points.

**Undead**: The kurge is immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Skills**: A kurge gains a +10 bonus to Escape Artist checks when its anatomic separation power is active.
Typically 12 to 14 feet tall, the exact appearance of one rogue eidolon differs wildly from the next. They are always constructed of purple stone (often magically treated to achieve such a distinct color). As a general rule, they are humanoid in shape, badly weathered, and possess monstrous deformities. The only other constants from one rogue eidolon to the next is the fact that their hands are always pitch black, and their faces are completely blank save for a crude symbol of Tharizdun carved violently into the otherwise featureless visage. This symbol leaks a thick fluid that looks like blood and evaporates within minutes of dripping to the ground.

Many centuries ago, when the Dark God was still free, the most powerful cults created large statues in the images of their leaders. The faces of these statues were left blank save for the symbol of Tharizdun to indicate the Dark God's mastery over his followers. These statues were always placed at honored locations in the Dark God's temples where they stood over countless sacrifices. Those cult cells who particularly pleased the Dark God were sometimes rewarded; Tharizdun himself would send the tiniest shred of his power across the dimensions to infuse the cult's statue, granting it sentience and the ability to serve as a sort of avatar for the Dark God. These "awakened" eidolons were fully aware, wielding a devastating array of divine spells, and usually took the roles of advisors to the cell. In certain cases where the members of a cult displeased Tharizdun, the eidolon would eradicate the cult cell before deactivating itself.

With the Dark God's imprisonment, the many eidolons operating throughout the world were instantly cut off from the source of their power. While they retained their intelligence and mobility, this sudden loss of divine power drove them completely insane. Most of these eidolons slew their cults before destroying themselves in a fit of suicidal rage, but a few wandered off into the wilderness. Since Tharizdun's imprisonment, no new constructs of this type have been created, and the rogue eidolons that still function have degenerated into complete psychosis and are little more than destructive forces of evil.

Combat
A rogue eidolon almost always attacks any living creature it encounters due to a burning need for revenge for the loss of its god. The nature of the insanity that afflicts a rogue eidolon is completely unpredictable, though, and it's possible that it simply ignores intruders. When a rogue eidolon attacks, it does so by smashing victims with its stone fists. Tactics mean little to a rogue eidolon. Its attacks are so single-minded that it often ignores easier targets once it has selected a victim.

Confusion (Su): A being struck by a rogue eidolon must make a Will save (DC 15) or be confused. Insane characters suffer from a continuous confusion effect; this effect can be removed only by greater restoration, limited wish, miracle, and wish.

Blood Spray (Su): On the first round of combat and every fourth round thereafter, the rogue eidolon can spew a gout of thick blood from the seeping symbol carved into its face at a target within 30 feet. This is a free action. A creature struck by the blood spray must make a Will save (DC 15) or be afflicted with a terrible madness that forces the victim to see all friends as hated enemies. A creature that succumbs to this rage will attack its closest ally immediately; this rage prevents spell casting but not the activation of magic items that require spell completion. This murderous frenzy lasts for 3d6 rounds.

Construct: Rogue eidolons are immune to mind-affecting effects, poison, diseases, and similar effects. They are not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.
A roripper (pronounced ro-tripper) appears as a decaying 10-foot-tall ogre corpse with more than two arms; some roippers possess more than twelve arms in all, each of different sizes and shapes. A roripper created from a humanoid or giant other than an ogre is exceedingly rare.

The roripper understands that lairing in heavily populated areas is dangerous and thus prefers to lurk in out-of-the-way locales such as mountain passes or roads through dense forests. Every roripper is incredibly patient and persistent, and only death stops it from tracking a victim once it decides it wants the victim's arms. This obsession with collecting arms was likely instilled long ago when the Cult of Tharizdun created the first roippers as a sort of "bloodhound" to track down victims who had escaped the cult's clutches.

Animals avoid roripper lairs; birds and insects won't even fly over them.

A roripper is impossible to control without powerful magic. The necromancers or priests who create these undead beings generally do not want them to serve as guardians or servants as a result. Generally, a roripper is created only to sow destruction and pain in the world.

Creating a roripper requires an armless ogre corpse. This corpse must have a pair of living ogre limbs grafted to its body by magical means. Next, the body must be anointed with the blood of a vampire and the spittle of any demon. The creator must then animate the body by means of either a limited wish spell or a specialized version of the raise dead spell. The newly created roripper might attack its creator in an attempt to steal her arms, so a means of restraining or controlling it is recommended.

**Combat**

The roripper is fairly intelligent, but its insatiable greed for new arms often forces it to throw tactics to the wind and simply wade into combat, arms flailing. The two original arms grafted onto its body during its creation are the roripper's primary attack; any additional arms comprise the monster's secondary attacks. A Large roripper can possess up to 2d8 arms, while a Huge one can possess up to 4d8 stolen limbs. Fortunately, a single target can be attacked by no more than four arms at once. The roripper can split its attacks among any targets in melee.

**Improved Grab (Ex):** The roripper is supernaturally strong and gains the appropriate bonuses to attack rolls and damage with its attacks, despite the musculature of the arm employed. Each time a roripper makes a successful attack, it can make a free grapple check without provoking an attack of opportunity. It gains a +4 bonus to this grappling check for each arm that is already grappling the victim.

**Rend (Ex):** If a roripper hits with at least two claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+7 points of damage. A roripper that hits a single target with four arms can rend a victim twice.

Unlike the rend attacks of other creatures, if a victim is slain (reduced to 0 hit points) by a rend attack, the roripper has ripped the victim's arms off. The following round, the roripper uses its absorb limb ability to fuse the victim's arms with its body.

**Absorb Limb (Su):** Once a roripper removes a limb, it attaches it to its own torso. It takes a move-equivalent action to absorb one arm; it takes a full-round action for the roripper to attach two arms. Once the arm is attached, the roripper heals 1d8 hit points and a set of talons rapidly grow from the arm's hand. The roripper can attach with a new arm the round after it is attached, though it can still only target a single opponent with a maximum of four arms.

**Undead:** Rotters are immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. They are not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.
Hey Igor, what's new?

Our fortune!

Really.

Condos available.

Pegasaurus games.

Yeah! Now that they've "open-sourced" D&D, anybody can write a module for it.

So you did. And how?

And the "our" part of this fortune?

Simple! I sell them to you for five dollars, and you sell them here for ten!

Hey! I said you should sell it for ten dollars!

I thought the first one should be more intellectual.

But it's worth fifty.

Why?

Hey Igor, if you become famous, it'll be cheap at fifty bucks, a hand-written manuscript one-of-a-kind pre-release and your first commercial sale all in one! Any real collector will know what this is worth!

And it's got half-naked elf babies!

Uh... but... I...

It must be mine!

Okay.

Just because someone has open-sourced their brain, doesn't mean you have to play with it.

Sez you. Want some muskrat stew?
Gorgoldand's Gauntlet
Adventurers Welcome!

by Johnathan M. Richards

cover by Stephen Walsh • illustrated by Dennis Cramer • cartography by Diesel

"Gorgoldand's Gauntlet" is a D̄d̄ adventure suitable for four 1st-level PCs. It takes place in a cave network inside a cliff overlooking a lake and can easily be inserted into any campaign. The adventure can be adapted for characters of up to 4th level, as described in the "Scaling the Adventure" sidebar.

Adventure Background
A gold dragon calling himself "Gorgoldand" (an anagram of "gold dragon") converted a cave network into a testing ground to surreptitiously test the abilities of local adventuring bands. He did this by posing (in human form) as a book collector and hiring each band to unearth a small cache of important tomes said to be stored in the deep recesses of a cave network known as the "Gauntlet." As the adventurers struggled through the various traps and obstacles Gorgoldand had put in their way, the dragon observed their progress with the help of his pseudodragon companion, Snooky. If the adventurers were ultimately successful, Gorgoldand retrieved the tomes and allowed the heroes to keep the other treasure he'd stocked in the Gauntlet from his hoard. Always included in the treasure was a magic sword of his own design, through which he could keep tabs on the band. Details on this magic sword are provided in the "Hoardmaster" sidebar. Once the adventurers were gone, Gorgoldand would restock the treasure room in preparation for the next adventuring band.

Recently, however, Gorgoldand vanished. Lacking further guidance in the months since his master's disappearance, Snooky has done his best to keep the testing facility running: feeding the rust monsters and distributing copies of the maps that lead adventurers to the Gauntlet. When a band of jermlaines moved into the cave network a few months ago, Snooky grudgingly approved of the modifications they made to the Gauntlet, his love of practical jokes winning out over his sense of fair play. All in all, Snooky sees the jermlaine as a self-sustaining "upgrade" to his absent master's Gauntlet.

Adventure Synopsis
"Gorgoldand's Gauntlet" is a site-based adventure with a predominance of puzzles and traps. The PCs discover a map leading to the Gauntlet and explore it looking for treasure. They test their strength and wits against various traps and puzzles created by the gold dragon, as well as some slightly more devious and dangerous ones added by the scheming jermlaine. If they make it all the way to the end of the Gauntlet, they'll have gained access to a magic item that can have a significant impact on their adventuring careers.

For the Players
The PCs are brought into the adventure by following a map that leads to the Gauntlet. They could have found the map in a treasure hoard during a previous adventure, or Snooky might have simply left a copy at the PCs' campsite as they slept. In either case, the map directs the PCs to the entrance of the Gauntlet but provides no information on the interior of the cave network (and thus it is not provided as a player handout). The map specifically mentions hidden treasure at the end of the Gauntlet but does not indicate what that treasure is.

The Gauntlet
Unless otherwise mentioned, the interior of the Gauntlet is dominated by rough floors and is unlit. PCs without darkvision need to provide their own light sources.

1. Cliff Ledge.
The PCs' map leads them to the top of a cliff overlooking a large lake.

A metal piton hammered into the stone near the edge of the cliff gives silent testimony that others have been this way before, although the rope that would normally be attached to the piton is missing. The narrow cave entrance to the Gauntlet is some 60 feet below the top of the cliff.

The jermlaine band removed the rope that the last adventuring band used to climb down to the cave entrance. The PCs can attach their own rope to climb down or do so without rope. Climbing checks (DC 20 without rope or DC 10 with rope)
are required from each character. Anyone falling from the cliff face plummets to the lake surface below. The cave entrance is 20 feet above the surface of the water. (The lake is 40 feet deep in that area.) PCs plunging from the top of the cliff fall a total of 80 feet before hitting water. Use the “Falling into Water” rules on page 110-113 of the Dungeon Master’s Guide to calculate falling damage, as appropriate.

2. Cave Opening.
The cave opening is a narrow, upright slit in the side of the cliff wall. There is no illumination within.

PCs must walk single file until reaching area 3. The DM should determine the party’s marching order to see who gets to experience the trap just ahead.

3. Spider Trap.
The jermlaine have added some refinements to the Gauntlet in the few short months since moving in. Along the 20-foot-high cavern ceiling they’ve anchored a “spider web” of crisscrossing rope lines. Two jermlaine stand on watch here, ready to drop the husk of a large spider onto the first PC who enters the cavern.

Read or paraphrase the following to the player of the lead character:

The narrow passageway widens into a cavern. A hairy, multiligded form drops down on you from the shadows above!

Along the north wall of the cavern is a secret door. The secret door opens to a passageway that leads to a set of four holding pits in area 16 and the jermlaine central lair in area 17. If the dust of sneezing and choking trap is triggered (see below), elves do not get their normal chance of detecting this secret door merely by passing within 5 feet of it. This restriction remains in effect until the magical dust cloud settles to the ground 54 rounds after being triggered. If the Trap is not triggered, or once the dust has settled, elves have their normal chances of noticing the secret door.

Trap (EL 2): You might want to allow PCs in the front half of the group a Spot check (DC 20) to see the ropes attached to the spider. If the characters fail this check, the PCs automatically strike first, as the spider is just a hollow husk shed by its previous owner and thus does not actually attack. However, the jermlaine have filled the husk with a packet of dust of sneezing and choking taken from a slain adventurer. Anyone inflicting damage on the dessicated spider husk with a piercing or slashing weapon rips it open and flings the magical dust in a 10-foot radius that fills the room.

Dust of Sneezing and Choking Trap: CR 2; Fortitude save negates (DC 15; initial 2d6 temporary Constitution, secondary 1d6 temporary Constitution); Search (DC 15); Disable Device (DC 15).

Creature (EL 1/2): After loosing the spider husk on the PCs, the two jermlaine hide in the crevices of the cavern ceiling. PCs trying to spot the jermlaine must make a successful Spot skill check opposed by the creatures’ Hide skill checks. If the
Scaling the Adventure
Although this adventure is designed for 1st-level PCs, the module can be run for
2nd- to 4th-level PCs by changing the strength and number of opponents and
traps. The “Encounter Level Table” at the end of the adventure lists the encounter
levels for all the encounters. Use this as a baseline for modifying the adventure in
the manner suggested below:
2nd-level PCs: The adventure, as
written, is a bit too easy for 2nd-level
PCs. Add one jermlaine to each of the
three jermlaine encounters, and deepen
the pit trap in area 4 to 20 feet. Give
the jermlaine a single level of fighter (instead
of a level of warrior), have the paralytic
effect in area 1 deal 1d4 points of
damage on a miss, and add another
animated skeleton to area 12. If you use the
optional encounter at the end of the
adventure, give Breaaer the dwarf another level of rogue.
3rd-level PCs: Run the adventure
with the changes discussed above, plus the fol-
lowing additional modifications: Give the
jermlaine a single level of fighter (instead
of a level of warrior), have the paralytic
effect in area 1 deal 1d6 points of
damage on a miss, and add another
animated skeleton to area 12 (four
statues total). Also, make the statues
more difficult to avoid. Additionally, coat
the fishhooks in area 6 with poison (DC 18; ini-
tial and secondary damage of 1d6
temporary Strength). Finally, make
Rolvil a 3rd-level barbarian if you use
the final encounter.
4th-level PCs: Run the adventure
with the changes discussed above, but make
the following additional modifications: Deepen the pit trap in area 4 to 30
feet deep, give the jermlaine two levels of
fighter, have the paralytic effect in area 1 deal 1d6 points of damage on a
miss, and add another stone statue to
area 12 (five statues total). Coat the fish-
hooks in area 6 with poison (DC 18; ini-
tial and secondary damage of 1d6
temporary Strength). Finally, make
Rolvil a 3rd-level barbarian if you use
the final encounter.

PCs' Listen skill checks are higher than the jermlaine’s Move
Silently skill checks, they hear ratlike chitterings reminiscent of
laughter. If discovered, these jermlaines skitter off into secret
passageways carved into the cavern walls. The tunnels are
much too small for the PCs to follow. These passageways are
near ceiling level and wind back and forth before spilling out
into area 16.

Jermlaine (a): CR 1/2; Diminutive Monstrous Humanoid (6
ft, tall); HD 1/d8; hp 2 each; Int +2 (Dex); Spd 40; AC 14 (+2
Dex, +2 size); Atk +0 melee (id3-2, tiny club) or +2 ranged
(id4-2, small halflspear); SQ darkvision 60 ft., +15 racial bonus
to Hide and Move Silently checks, +2 racial bonus to Listen
checks; AL N; SV Fort +0, Ref +4, Will +4; Str 6, Dex 15, Con
10, Int 10, Wis 17, Cha 9.

Skills: Animal Empathy +2, Handle Animal +2, Hide +22,
Listen +10, Move Silently +20, Open Lock +5, Spot +4. Feats:
Skill Focus (Hide).

Possessions: Tiny club, small halflspear.

4. Trapped Room.
Once again, the passageway narrows, forcing travel in single
file. Dangling from the cavern ceiling is a thin rope, ending in
a loose lasso made from hair along the ground. The words
“PUT FUT HER!” has been scrawled in chalk in the middle of
the open lasso—obviously, this is someone’s childish idea of
a snare.
The area immediately beyond the rope lasso snare is a pit
trap (see Trap below). The jermlaine added the simplistic and
blatantly obvious snare trap to draw attention away from the
real danger. The rope lasso is only weakly attached to the cavern
ceiling and can be pulled down easily. (A PC cannot use it
to prevent falling into the pit.)

Trap (EL 1): Gorgoland created a simple pit trap here to test
the adventurers. Two hinged trap doors open inward to a 10-
foot pit if more than 50 pounds is placed on them. The
jermlaine have since modified the pit, wedging the snapped-off
blades of a few daggers into cracks in the stone pit floor.
Furthermore, the devious little pests have lined the pit with
a rare underground moss with effects similar to poison ivy.

Jumping over the pit trap, whether it’s been activated or
not, requires a successful Jump check. (The pit is 10 feet
across.) A running jump is possible as long as the dust has
dleared in area 3; otherwise, entering the dust cloud again
forces another Fortitude check to avoid its hazards.

Pit Trap: CR 1/4; no attack roll necessary (id6); +1 melee
(id4 spikes for 1d4 points of damage per successful hit); Reflex
save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Moss Trap: CR 1/4; no attack roll necessary; id2 points of
temporary Dexterity damage; Fortitude save (DC 15) negates.

Creatures (EL 1): To add insult to injury, when the PCs crawl
back out of the pit (or while jumping over it) four jermlaine
approach from the east. Each throws a spear at the PCs and
then retreats, goggling all the way. PCs who make a successful
Spot skill check (DC 15) see that each jermlaine also carries
what appears to be a small shepherd’s crook.

Jermlaine (4): hp 3 each; see area 3 for full statistics.

5. Chasm Entrance.
As you pursue the tiny tormentors, you see a chasm ahead.
The little humanoids dive over the ledge feet-first, one at a
time, with their crooks held out above them. Suddenly, you
brush up against several slim strings and feel the tug of
sharp metal on your face and arms.
The boxed text below assumes the PCs are in hot pursuit of
the spear-throwing jermlaine. If this is not the case, modify
the text accordingly.

Trap (EL 1): Across this area of the Gauntlet the jermlaine
have hung hundreds of fishhooks on slim lines woven from
hair. The fishhooks are staggered at various heights ranging
from 2-6 feet from the cavern floor; the foot-tall jermlaine
rush by at full speed, confident that they’ll avoid entanglement.
DMs might want to allow the PCs a Spot check (DC 20) to see
the trap as they chase the jermlaine. (The DC is only 15 if the
PCs proceed with caution.)

A successful Dexterity check (DC 20) is needed to get free
of the fishhooks; each unsuccessful attempt deals another
point of damage. Optionally, any PC not entangled can cut
an entangled companion free with a slashing weapon.
successful Search check discovers the trap. It can be disabled with a successful Disable Device check.

* Fishhook Trap: CR 1; +8 melee (1d4+1) and entangle as the spell; Reflex save negates entangle effect (DC 20); Search (DC 14); Disable Device (DC 10).

6. Chasm.
A 20-foot wide chasm cuts across the dungeon corridor. The sound of splashing water emanates from the chasm bottom. On the stone floor across the expanse, a visored helmet sits upon the ground.

Closer examination of the chasm reveals some recent jermlaine modifications. A tiny piton hammered into the stone on the southwest side supports a thin thread woven from hair (most of it human); this thread acts as a zip-line for the jermlaine, who “ride” the line using their crooks down to a small hole in the ledge on the southeast side of the chasm. A similar setup exists for sliding down from the northeast surface to the northwest ledge. The threads do not support more than 25 pounds.

The jermlaine slide down the zip-lines to a hidey-hole in the southeast ledge; this connects to a set of jermlaine-sized stairs leading up to a small hole in the cavern floor covered by a visored helmet. From inside the helmet, a single jermlaine can use a tiny blowgun against the PCs under the benefit of 90% cover, providing a +10 bonus to AC. The blowgun darts deal 1 point of damage each; there are two dozen darts stored inside the helmet. Once the PCs make it across the chasm, they can simply lift the visored helmet up off the ground, exposing the narrow jermlaine tunnel and stairway below. At this point, the jermlaine retreat, using a tiny passageway that leads to their main lair in area 17. The PCs are unable to navigate the tiny jermlaine passageways.

A similar setup exists along the north side of the chasm. The jermlaine-sized stairs lead up to a hole in the floor at the northwest side of the chasm; this hole is covered by a small rock. At the bottom of the stairs is a side-shaft that leads back to the jermlaine den in area 17.

The chasm is 20 feet wide and angles down to the lake below. The chasm is only 15 feet wide at the level of the jermlaine ledges, some 10 feet below the dungeon floor and an equal distance above the surface of the water. PCs can elect to climb the north or south walls of the chasm; jump the chasm (a running jump is not possible unless the fishhooks in area 5 are cut down); or climb down the chasm, swim across, and climb back up the east side of the chasm. See the Player’s Handbook for rules governing Climb and Swim skill checks.

PCs falling into the water take no damage from the fall but might drown if they are wearing heavy armor; they might also find a nasty surprise waiting for them in the dark waters of the lake (see area 7).

7. Underwater Cave.
This large cavern is completely submerged and pitch black. The PCs need darkvision or some type of magical illumination to see the cavern’s contents: a 16-foot wooden plank (originally positioned by Gorgoldand at the west end of the chasm), later pitched into the water by the jermlaine) and a few scattered bones (human and jermlaine). Hidden under a large rock is a canvas sack filled with 750 sp and 250 gp. A successful Strength check (DC 18) is required to move the rock.

Creature (EL 2): Since Gorgoldand first set up his Gauntlet, a merrow, outcast from his own tribe, has moved into the underwater cavern. Depending on the relative strength of the party, the merrow might be present during the adventure or out hunting fish in the lake. If present, he hears anyone splashing into his cavern from above and approaches to investigate. He attacks immediately upon discovering intruders. The jermlaine are aware of the merrow’s lair and avoid the water at all costs.

Merrow (Aquatic Ogre): CR 2; Large Giant (9 ft. tall); HD 4d8+8; hp 26; Init +1 (Dex); Spd 30 ft., swim 40 ft.; AC 16 (-1 size, +1 Dex, +5 natural, +3 hide); Atk +8 melee (+d6+7, longspear); AL CE; SV Fort +6; Ref +0; Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

8. Underwater Entrance.
This passageway is about 10 feet wide and leads from area 7
to the lake. The entryway is 10 feet below the surface of the
water and cannot be seen from above the waterline. PCs
investigating the cliff wall from below the waterline can find
this passageway with a successful Spot check (DC 12).

Snoooky the pseudodragon lairs atop a high ledge along the
cavern overlooking the eastern side of the chasm. The lair is
engulfed in shadows and can't be seen by the PCs unless they
can levitate, fly, or otherwise gain access to the cavern ceiling.
A secret passage at the back of Snoooky's lair leads to a
shadowy overhang in area 11.

Creature (EL 1): Snoooky stays out of sight, not wishing to
reveal his presence. Once the PCs pass by area 6, he surren-
teriously follows them, keeping track of their progress without
aiding them or revealing himself.

Snoooky, Pseudodragon: CR 1; Tiny Dragon (3 ft. long); HD
2d12+2; hp 17; Init +10; Spd 15 ft., fly 60 ft. (good); AC 18 (+2
size, +6 natural); Atk +2 melee (1d3 and poison, sting) +1 melee
(1, bite); SA poison; SQ see invisibility, telepathy, immunities,
SR 19; AL NG; SV Fort +4; Ref +3; Will +4; Str 9, Dex 9, Con
13, Int 10, Wis 12, Cha 10.
Skills: Hide +8 (+6 in forests and overgrown areas), Intuit
Direction +3, Listen +5, Search +2, Spot +5. Feats: Alertness,
SA—Poison (Ex): PCs struck by the pseudodragon's sting
must make a successful Fortitude save (DC 12) or fall asleep for
1 minute. One minute later, another DC 12 Fortitude save is
required; failure causes 1d3 days of sleep.
SQ—See Invisibility (Ex): Pseudodragons continuously see
invisible as the spell, with a range of 60 feet.
SQ—Telepathy (Su): Pseudodragons can speak telepathically
with beings that speak Common or Sylvan, provided they are
within 60 feet.

THE DOOR’S DIALS

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THE RIDDLE
Spelled front to back, it’s a person’s name or a protective guard, for certain.
Spelled back to front, it’s what you do with a bow, a blank page, or a curtain.

10. Rust Monster Lair.
This chamber is blocked from side to side by a low wall of
mortared bricks. The wall stands 8 feet tall, while the ceiling of
the cavern is 15 feet high.

PCs should have little difficulty climbing over the wall; it’s
low enough that a boost up by a friend should get even the
shortest PC to the top. Once the PCs have reached the top of
the wall, read or paraphrase the following:
The door inscription is a riddle, which reads:

Spelled front to back, it’s a person’s name
or a protective guard, for certain.
Spelled back to front, it’s what you do
with a bow, a blank page, or a curtain.

Below the door are four wooden dials, each with four
different letters carved on its surface. The answer to the r
riddle is therefore a four-letter word, which must be spelled out with the four dials. The diagram above shows which letters appear on each dial. The answer to the riddle is "WARD."

Creatures (EL 5): Even if the players solve the riddle right-away, the PCs are attacked by the two rust monsters hiding under the brick shelf jutting out from the wall. The rust monsters attack before the PCs can turn the four dials into the correct configuration. The rust monsters are hungry, but they have been trained to wait until the PCs step on the floor of the cavern before attacking. If the PCs peek over the edge of the overhang and discover the rust monsters, the creatures attack immediately.

- Rust Monsters (2): CR 3; Medium-size Aberration (5 ft. long); HD 5d8+5; hp 25, 21; Init +3 (Dex); Spd 40 ft.; AC 18 (+3 Dex, +5 natural); Atk +3 melee (rust, 2 antennae), -2 melee (rdg, bite); SA rust; SQ scent; AL N; SV Fort +2, Ref +4, Will +5; Str 16, Dex 17, Con 13, Int 2, Wis 13, Cha 8.

SA—Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The size of the object is immaterial—a full suit of armor rusts away as quickly as a sword. Magic armor and weapons, and other enchanted items made of metal, must succeed at a Reflex save (DC 20) or be dissolved. A metal weapon that deals damage to a rust monster also corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

SQ—Scent (Ex): Rust monsters detect opponents within 30 feet by smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

The rust monsters head for the largest concentration of metal (such as a well-armored PC). Being somewhat ungiand, they cannot climb onto the shelf sticking out of the wall, although their antennae can reach PCs perched there. PCs not wishing to lose most of their metallic armor and equipment can climb back onto the wall, out of the rust monsters' reach, while they puzzle out the solution to the riddle.

Once the four dials are in the correct configuration, the door swings outward into the next room, supported on hinges at the top instead of at the side. The fact that the entire door is made of wood prevents the rust monsters from corroding it and gaining access to other parts of the Gauntlet.

If the players cannot figure out the riddle, the door must be opened through other means. It can easily be opened from the other side, where the locking mechanisms are visible.

- Locked Wooden Door: 1½ in. thick; Hardness 5; hp 15; Break (DC 18); Open Lock (DC 25).


The floor of the cavern is smooth, although the walls remain jagged stone. Twenty feet ahead, the floor is divided into 160 squares, each a 2-foot by 2-foot metal plate, forming an 8 square by 20 square grid.

By the time the PCs arrive in this part of the Gauntlet, Snooky the pseudodragon has crawled through the secret passageway in the back of his lair to perch on a shadowy
overhang looking into this room. Using his telepathic powers, he contacts the PCs:

**Trap (EL 2):** Each time a PC steps onto a square, Snooky

Suddenly, a voice speaks in your head. "Many of the squares ahead are trapped," it says. "I will not tell you where the traps are located, but as you stand upon a square, I will tell you how many trapped squares are adjacent to that one. The rest is up to you."

(true to his word) informs her of how many trapped squares are adjacent to that one. **Diagram 1** shows the locations of the traps and the number of traps adjacent to each square, so you can pass the information, square by square, to the players.

**Diagram 2** can be given to the players so they can track their characters’ progress, filling in the information on the squares as the PCs move down the corridor.

Anyone stepping on a trapped square takes 1 point of elec-

the PC steps back onto the trapped square at a later time, however, she must make another Fortitude save to avoid the damage and paralysis.

The easiest way for the PCs to get through the minefield is to write down how many traps each square is adjacent to. Any time the PCs stand on a square that is adjacent to no traps, they know that it is safe to stand on each of the (up to) eight squares touching that one. The way the traps have been positioned, it is possible for the PCs to make it through the gridwork without losing a member of the party to a trapped square.

Climbing along the natural stone walls requires a Climb check (DC 20). If the PCs take longer than 5 minutes to cross the room, the DM must determine which square she lands on, as the PC might need to make a Fortitude save to avoid paralysis.

Once the PCs have made it past the trap they come to a standard wooden door. The door is unlocked, and opens outward into the next room.

**3” Electrified, Paralyzing Floor:** CR 2; 1 point of damage and paralysis for 2d10+30 minutes per square contacted; Fortitude save negates paralysis (DC 20).

**Creatures (EL):** If the PCs take longer than 5 minutes to cross the room, four jermelaine come to investigate. The four jermelaine descend the stairs on the other side of the door (they have discovered the secret of the stairs through trial and error, though they can’t read the message written on them—see area 12 for details) and push it open enough for two of them at a time to hurl javelins at paralyzed PCs. (Treat the jermelaine as having three-quarters cover from the door.) The jermelaine howl and taunt the PCs as they struggle through the room, but they leave if any of the PCs get close enough to jump into the door-

way or if they run out of javelins, whichever happens first.

**Jermelaine (4):** hp 3 each; see area 3 for full statistics.

**EACH OF THE ASCENDING STAIRS HAS A WORD ENGRAVED ON ITS FRONT FACE; THE WORDS ALL GLOW SLIGHTLY.**

trical damage and must make a successful Fortitude saving throw (DC 20) or be paralyzed. Triggering a trapped square does not make that square “safe,” as anyone else subsequently stepping onto that square also runs the risk of paralysis. A paralyzed PC that remains standing on a trapped square is not automatically paralyzed or damaged again when the initial paralysis wears off; she can step freely from that square. If
12. Stairway.
Beyond the door is a narrow corridor. Unlike the rest of the natural cave network seen so far, this passageway is carved into the rock; the floor, ceiling, and walls are smooth.

Each of the ascending steps has a single word engraved on its front face; the words all glow slightly, making them easy to read even in the gloom of the corridor. Beginning at the bottom step and reading up, the words say:

*IT SEEMS EVERY SECOND OR THIRD TIME I STEP AWAY, FATE IS THERE, WITHOUT A DOUBT, TO TRAP MY COURSE.*

The solution to this stairway is found by reading every third word; doing so reveals the message “EVERY THIRD STEP IS A TRAP.” If the PCs avoid every third step, they can ascend to the upper level without incident.

- Trap (EL 2): Anyone stepping on one of the third steps triggers a magic trap. Instantly, an illusionary sheet of flames whooshes up from the step, obscuring anyone or anything on that step from view. At the same time, the person or object on the step is teleported to a holding pit in area 16. The next round the flames automatically extinguish, leaving nothing behind. Gorgoldand’s intention was to make it seem as if the person or object triggering the trap was instantly incinerated, taking him out of the picture without actually causing the individual any real harm.

- Each trapped step can be activated more than once, but only a total of four victims (or objects) can be claimed by this trap. See area 16 for details.
- Teleportation Trap; CR 2; teleport to area 16; Reflex save avoids (DC 27); Search (DC 25); Disable Device (DC 32).

At the top of the stairs is a small room with a metal door set into the far wall. Hanging on the walls are various weapons mounted on wooden plaques.

The weapons might be unfamiliar to some PCs, as they’re not weapons chosen by most adventurers. Mounted on a plaque of dark wood is a pair of siangham; the plaque is engraved: “PA’S HAND WEAPONS, GUTSTICKERS.”

On the second wooden plaque is a metal gauntlet (right hand) with spikes protruding from the knuckles. The legend “PA’S GAUNTLET, FIST OF PAIN” is carved into the plaque.

On the wall across from the other two plaques is a longer one, upon which is hung a falchion. The inscription below it reads: “PA’S SWORD, ISLET’S LAUGHTER.”

Anyone touching the doorknob of the metal door activates a permanent magic mouth that says: “Not without the password, you don’t. What’s the password?” This recurs any time the door is touched without first saying the password. The password, of course, is in plain sight of the PCs, written on the falchion’s plaque inscription. By rearranging the spaces between the letters to form new words, “PA’S SWORD, ISLET’S LAUGHTER” becomes “PASSWORD IS LET SLAUGHTER.”

- The door is locked. The PCs need only speak the words “let slaughter” in Common before opening the door. Optionally, they can try picking the lock or bashing their way through the door, but this is a difficult process.
- Iron Door: 2 in. thick; Hardness 10; hp 60; Break (DC 28); Open Lock (DC 24).

- Treasure: Any of the weapons can be taken from the plaques and used by the PCs. The two siangham, spiked metal gauntlet, and falchion are all +1 weapons. The sound of ocean waves breaking upon a beach emanates from the falchion whenever its hilt is grasped.

If the weapons are examined using a detect magic spell, each one emanates Transmutation magic. While the PCs are free to use any of these weapons while inside the Gauntlet, once the weapons are brought outside the cave complex they automatically teleport back to the plaques in this room. If the plaques are removed or destroyed, the weapons reappear on the floor of the chamber.

Read or paraphrase the following text to the players when the PCs enter this room:

When the PCs enter the room, they can make a Spot skill check (DC 20) to notice a set of narrow grooves rising vertically from the floor along each side of the doorway leading into the room. As they approach the center of the room, they can tell that the skeletons and their swords seem to be carved from white stone. (The statues are actually carved from wood and painted white, but their swords are made of stone.) Their skulls are smooth where the eye sockets should be. The letters carved above the mirror spell out the word “TIRIANISPORTITIUS.” Furthermore, anyone gazing into the mirror sees an exact reflection of the room, except that the room in the mirror shows a pile of loose coins, gems, and several weapons scattered upon the floor, with a set of six large tomes stacked in the corner.

The mirror is a magical transport device, activated by speaking the proper command word. The command word can be gleaned by noting the eyeless skeletal statues and applying that to the word carved above the mirror. Removing the “ls” from the word “Tirianisportitus” gives the true command word: “transportus.”
If the command word is spoken within 15 feet of the mirror, the mirror's image darkens to an inky black and acts as a dimension door that leads straight to the treasure room in area 15. A similar mirror graces the interior of the treasure room, which works in the same manner. The treasure room is otherwise shielded against teleportation magic.

Touching the mirror or statues without first uttering the proper command word (see below) triggers the Trap and activates the Creatures.

**Trap (EL 1):** Touching the mirror or statues without first uttering the command word causes a portcullis to crash down in the doorway (along the grooves), blocking escape from the room. Anyone standing directly under the portcullis when it falls must make a successful Reflex saving throw (DC 15) or be struck for 2d6 points of damage and pinned. A PC pinned under the portcullis must make a Strength check or an Escape Artist check (DC 20) to extricate himself. A maximum of three (pinned or unpinned) PCs can help lift the portcullis high enough to allow others to crawl underneath it. (Use the "Aid Another" rule in the Player's Handbook.)

- **Portcullis Trap:** CR 1; +10 melee (2d6 points of damage to PC underneath, blocks passage); Search (DC 16); Disable Device (DC 20).

**Creatures (EL 3):** As the portcullis falls, the skeletal statues animate and attack everyone in the room. The statues fight until they are destroyed, the intruders are slain, the intruders leave the room, or the correct command word is spoken aloud.

(In all but the former case, they immediately cease battle and resume their original positions flanking the mirror.) The statues do not leave this room of their own accord under any conditions. Despite having no eyes or eye sockets, the skeletal statues act as if they have 60-foot darkvision. However, despite their skeletal appearance, the statues are not undead (they're carved from wood) and thus cannot be turned.

- **Animated Skeleton:** CR 2; Medium-size construct; HD 2d10; hp 12 each; Init +0; Spd 20 ft.; AC 15 (+5 natural); Atk +2 melee (d6+1, stone shortsword); SQ construct, hardness; AL N; SV Fort +0, Ref +0, Will +0; Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1.

**SQ—Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**SQ—Hardness:** The wooden statues have a Hardness of 5.

**Treasure Room:**

The interior of this 30-foot by 40-foot room is lit with continual flame spells. The ceiling is 25 feet high and supported by four pillars, and the entire room has been carved from stone. Scattered about the floor are loose heaps of coins and gems, with the occasional weapon poking out of a pile. Six large tomes are stacked in the corner.

One round after the PCs enter the room, the scattered treasure starts to move, telekinetically dragging across the floor of the room counterclockwise, as if drawn by an invisible whirlpool. The objects move faster and faster around a central point in the middle of the room, forming an upward-thrusting pillar of treasure. Gradually, this pillar takes on a vaguely draconic shape with a head, a tail, four legs, and a pair of short wings.

**Creature (EL 4):** The “coin dragon” immediately attacks everyone in the room, slapping opponents with its tail or wings. In addition, the coin dragon can shoot a barrage of coins and gems from its mouth like a breath weapon. After firing a coin barrage, the coin dragon must telekinetically reabsorb the coins and gems back into its body the following round, so it is restricted to a tail- or wing-slap attack the round after using its breath weapon.

Most ordinary weapons do little or no damage to the coin dragon. Piercing and slashing weapons slide right through the loose objects in its “body,” doing no damage. A blunt weapon like a mace or club might dislodge a handful of coins, but these are easily returned to the coin dragon the following round. (They are sucked back into the creature’s body telekinetically.)

A dispel magic cast upon the creature causes the disparate objects forming the dragon’s body to crash to the floor, leaving the dragon “bodiless.” The creature reforms its “body” the following round, but this allows PCs time to escape. The creature is not permanently destroyed until it loses all of its hit points.

The coin dragon never leaves its treasure room and naturally heals 3 hit points per day. PCs in combat with a coin dragon might find it necessary to do some damage, leave the treasure room to heal up and prepare new spells, then continue the assault later (possibly over the course of several days, depending upon the strength of the party).

**Coin Dragon (4):** CR 4 Medium-Size Construct (7 ft. long); HD 3d10; hp 18; Init +0; Spd 40 ft.; AC 14 (+1 natural); Atk +4 melee (d6+2, tail slap or wing slap); SA breath weapon; SQ construct, damage reduction 10/+1, resistances; AL N; SV Fort +0, Ref +0, Will —; Str 14, Dex 10, Con —, Int —, Wis 10, Cha 1.

**SA—Breath Weapon (Su):** The coin dragon can breathe a 20-foot cone of coins and gems that deals d8+2 points of damage to anyone in the area of effect; a successful Reflex save (DC 14) halves the damage. The breath weapon is usable only once every other round.

**SQ—Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**SQ—Resistances (Ex):** The coin dragon has acid, cold, electricity, and fire resistance 5.

**Treasure:** Once the coin dragon is slain, the PCs are free to recover the treasure that made up its body, as well as the six tomes that Gorgoldand often used as an excuse to send heroes into the Gauntlet in the first place. The tomes are all completely blank. (Gorgoldand, in his role as a human sage, would claim...
that the writing was invisible, requiring a special set of magic spectacles to read.) The PCs are free to use the blank tomes as diaries, journals, for mapping, or as future spellbooks. Besides the tomes, the accumulated treasure breaks down to 2,000 cp; 550 sp; 300 gp; 16 gemstones worth 250 gp, 100 gp (×3), 50 gp (×7), and 10 gp (×5) respectively; two masterwork daggers; a light mace; a scimitar; and Hoardmaster, a longsword detailed in the sidebar.

16. Holding Pits.
These holding pits are accessed by a secret passage in area 3. Anyone or anything activating the trap in area 12 is teleported without error into one of the four pits (pits A, B, C, and D, in that order). Once each pit has a victim or object within, it no longer functions as a teleport destination until such time as the pit is no longer occupied. The pits are 10 feet on all sides, carved into the stone floor of the cavern, and topped with a 3-foot by 3-foot door of iron bars that opens out from the cage top.

Gorgoldand originally intended these pits as holding areas for adventurers who had fallen victim to his teleport trap in area 12. Gorgoldand would escort those victims back to the cavern entrance and cast a lesser geas spell on them, compelling the adventurers to refrain from telling anyone else about the secrets of the Gauntlet and Gorgoldand’s involvement.

Unfortunately, the jermlaine soon discovered the secret door in area 3 and made their lair in a series of twisting passages connected to the holding pits. The pits were put to good use as jermlaine middens, and the vicious little creatures see no reason to stop the practice just because an occasional adventurer pops into existence inside their latrine pits!

The jermlaine slew the first adventurer that teleported into their latrine pit, shaved him bald, used his hair to weave their ropes and nets, and feasted on him for a week. Snooky was outraged at this betrayal; up until then, he thought the jermlaine were just playing elaborate, if somewhat dangerous, practical jokes on those adventurers willing to try their hand at the Gauntlet. Eventually, they agreed to a compromise: Snooky would use his tail venom to put any victims who teleported into the holding pits to sleep; the jermlaine would strip the victim of all possessions (except for some metal bits Snooky keeps), shave him bald, and bind the victim’s ankles and wrists. Then Snooky and the jermlaine would drag the helpless and unconscious captive back to the cavern entrance at area 2 to be discovered by the rest of the adventuring band upon their return to the surface.

This agreement keeps everyone happy (with the possible exception of the victim). The jermlaine get to humiliate a member of “the giant races” and acquire more hair for their ropes, while Snooky gets to play a practical joke on an adventurer (who, in all fairness, would have been slain if the teleport trap was as lethal as Gorgoldand made it appear). The pseudodragon ensures that the jermlaine don’t kill their victims and uses metal objects from victims to feed the rust monsters.

THE JERMLAINE SLEW THE FIRST ADVENTURER THAT TELEPORTED INTO THEIR LATRINE PIT, SHAVED HIM BOLD ... AND FEASTED ON HIM FOR A WEEK.

The jermlaine have tiny passageways carved throughout this area, leading to their diminutive living alcoves and scattered treasure troves. Because of the size of their tunnels, only those as small as a jermlaine can traverse the passageways.

Creatures (EL varies): A combined total of 30 jermlaine live in the clan; 2 from area 3, 4 from area 4, 4 from area 11, and 23 others. Of these, twelve are noncombatant children. The other eleven have 3 hit points each; see area 3 for complete statistics.

Treasure: In the event the PCs somehow manage to force the jermlaine to hand over their treasure, it consists of 14 gp, 103 sp, seven gems valued at 10 gp each, two potions of cure light wounds, and a scroll of levitate. The jermlaine are illiterate and unaware of the scroll’s value. After the chieflain’s children fingerpainted crude images on the back of it in mud, he hung it in his den. The jermlaine band also has the equivalent of 150 feet of rope cut into various lengths, all woven from humanoid hair.
Hoardmaster
Gorgoldand stocks the treasure room of his Gauntlet with various treasures, but one thing he’s sure to include each time is a Hoardmaster sword. Each Hoardmaster is a +1 longsword with a hilt carved to resemble a dragon’s head. Two rubies take the place of the dragon’s eyes. These ruby “eyes” are actually scrying devices, allowing Gorgoldand to see through them as if they were his own. This allows the gold dragon to keep tabs on the adventuring bands while powerful enough to make it to the end of his Gauntlet, for they might prove useful to him someday.

Hoardmaster gets its name from its ability to create a coin dragon if placed within a loose pile of coins and gems. This allows a treasure hoard to more or less guard itself; details on the coin dragon are provided in the description of area 15. Whoever places the sword with some treasure can later retrieve it without activating the coin dragon. Others are not so lucky. Of course, this means the PCs must choose between bringing Hoardmaster with them as a weapon or leaving it behind to guard their other treasures. Gorgoldand doesn’t mind at when adventurers leave their Hoardmasters behind, as it allows him to scry their treasure for any interesting magical items. If he sees anything interesting, he’s not against using a teleport without error spell to show up and study the item of interest. Gorgoldand created the Hoardmasters so that he would not trigger any coin dragons attacks himself. Of course, the gold dragon would never steal anything from the adventurers’ hoard.

Hoardmaster can detect coins once/day, upon command. The sword points to the largest collection of coins within a 10-foot radius, regardless of intervening walls, hidden passages, or the like. The ability functions for 10 rounds each time it is used.

Caster Level: 12th; Prerequisites: Enchant Arms and Armor, scry, telekinesis, unseen servant; Market Price: 18,312 gp; Weight: 4 lbs.

Exiting the Gauntlet
The PCs should have no trouble exiting the Gauntlet, as they will have already encountered all of the traps on their way in, and the jermilaine won’t be looking for them anymore. PCs who were “incinerated” by the stair trap at area 12 are found naked, bound, and probably fast asleep (under the effects of psuedo-dragon venom) in area 2 when the PCs return. All of their gear is gone: Metalic items have been taken to Snooky’s lair in area 9; everything else has been claimed by the jermilaine.

Any of the magic weapons taken from area 13 (the two siangham, the spiked gauntlet, and the falchion) automatically teleport back to that room when taken outside the confines of the Gauntlet. Any weapons taken from the treasure room in area 15 remain with the PCs as they exit the Gauntlet.

As “Gorgoldand’s Gauntlet” is primarily a puzzle-based adventure, players who prefer “more action, less thinking” might feel short-changed. If your players are of that bent, the following scenario can be inserted at the very end of the adventure when the PCs climb back up to the cliff top after exiting the Gauntlet. Remember that by the time the PCs have finished the Gauntlet, they should be level 2. (They won’t gain a level until they have rested, however.) PCs weakened by their ordeal in the dungeon will find this encounter challenging. As the DM, you must take a careful measure of the party before throwing this encounter their way.

Creatures (EL 4): The PCs aren’t the only ones with a copy of the map leading to the Gauntlet. Several other adventuring bands have already experienced the Gauntlet for themselves and moved on in either triumph or disappointment. One particular band, Rotvil’s Rogues, entered the Gauntlet and were quickly rebuffed. Not willing to be driven away from possible treasure by a bunch of smell jermilaine, but also not particularly eager to return to the Gauntlet’s interior, the Rogues have been camping out in the area, licking their wounds and keeping an eye out for other adventuring bands. When the PCs approached and entered the cavern network, Rotvil and his gang saw their chance for some quick riches: All they had to do was hang around until the PCs returned from the Gauntlet and take their accumulated loot from them.

By the time the second PC climbs up to the top of the cliff, she finds a party of four humanoides racing on foot toward the cliff from 300 feet away, howling like banshees. (The Rogues had intended on getting here earlier and setting up an ambush, but as usual, poor planning and a sleepy sentry got in the way of their ambitions.) Rotvil, the leader, is a half-orc barbarian; despite their name, only one gang member is a rogue. The others are a dwarven ranger and a human monk. All four have weapons drawn as they race toward the PCs. Rotvil wields a greatsword, the monk has a javelin, and the other two wield loaded crossbows. Their plan was simple: take the first PC hostage if possible, disarm him, and repeat the process with each PC as he reached the top of the cliff. Unfortunately for them, their rashness means the PCs have a better chance of holding on to their well-earned treasure.

Tactics: Rotvil moves and races headlong into melee combat. Montejo the monk hurls his javelin and then closes for hand-
to-hand combat as well. The other two hold their distance and use their crossbows, switching to melee weapons only when they run out of bolts or the PCs close in on them.

**Rotvil, Male Half-orc Bnzz: CR 2; Medium-size Humanoid (6 ft. tall); HD 2d12+2; hp 20; Init +1 (Dex); Spd 40 ft.; AC 14 (+1 Dex, +3 armor; Atk +4 melee (2d6+2/crit 19-20, greatsword) or +4 melee (d4+2/crit 19-20, dagger); SA rage 1/day; SQ half-orc, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4; Ref +2; Will +1; Str 14, Dex 13, Con 12, Int 8, Wis 9, Cha 10.**

**Skills:** Climb +6, Jump +6, Listen +3, Wilderness Lore +2. **Feat:** Weapon Focus (greatsword).

**Possessions:** Studded leather armor, greatsword, dagger, waterskin, backpack.

**Breagar, Male Dwarf Rgrn: CR 1; Medium-size Humanoid (4 ft. 2 in. tall); HD 1d10+2; hp 12; Init +5 (+1 Dex, -4 Improved Initiative); Spd 20 ft.; AC 14 (+1 Dex, +3 armor); Atk +2 ranged (d8/crit 19-20, light crossbow) or +3 melee (d4/crit 19-20, dagger); SA favored enemy (goblinoids); SQ dwarf, track; AL LE; SV Fort +4, Ref +1, Will +1; Str 11, Dex 12, Con 15, Int 9, Wis 9, Cha 8.

**Skills:** Listen +2, Move Silently +3, Intuit Direction +2, Wilderness Lore +2. **Feat:** Improved Initiative.

**Possessions:** Studded leather armor, dagger, light crossbow with 20 bolts, water, skin, backpack, potion of cure light wounds.

**Montego, Male Human Mnk: CR 1; Medium-Size Humanoid (5 ft. 9 in. tall); HD 1d8; hp 8; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk +0 melee (d6, unarmed strike) or +2 ranged (d6, javelin); SA stunning attack; SD evasion; AL LE; SV Fort +2, Ref +2, Will +2; Str 10, Dex 14, Con 10, Int 9, Wis 10, Cha 10.

**Skills:** Climb +3, Jump +4, Listen +3, Move Silently +5, Swim +3. **Feats:** Dodge, Mobility.

**Possessions:** Javelin, waterskin, backpack, monk's outfit.

**Rashanda, Female Human Rgs: CR 1; Medium-size Humanoid (5 ft. 6 in. tall); HD 1d6+1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 armor); Atk -1 melee (d6-1/crit 19-20, short sword) or +0 ranged (d8/crit 19-20, light crossbow); SA sneak attack +1d6; AL CE; SV Fort +1, Ref +4, Will +0; Str 9, Dex 13, Con 9, Int 11, Wis 10, Cha 12.

**Skills:** Bluff +5, Climb +3, Disable Device +5, Hide +5, Jump +3, Listen +4, Move Silently +5, Open Locks +5, Search +4. **Feats:** Lightning Reflexes, Run.

**Possessions:** Leather armor, shortsword, light crossbow with 20 bolts, waterskin, backpack.

**Concluding the Adventure**

So where's Gorgoldand? That's a question that's been deliberately left for you to answer, as best fits your campaign. It's possible that the gold dragon is off visiting the outer planes or engaged in a tricky bit of spell research; he might even have been captured by a powerful enemy. Rescuing the gold dragon might be a task for the PCs once they reach higher levels and learn of his existence.

At the DM's option, Gorgoldand can keep a watchful eye over the PCs' actions through the scrying ability of their newly-acquired Hoardmaster sword. If the dragon deems them worthy, he might approach them in the future to hire them for a specific task, or possibly even help the PCs get out of a hard spot. (Don't make this a common occurrence, lest the players come to expect their powerful gold dragon buddy to show up every time they get into a jam.) Of course, Gorgoldand need not present himself in dragon form, but merely as a human sage, wizard, or sorcerer. In any case, if the PCs gain Hoardmaster, you have a possible link to future adventures. Any of the following ideas could be developed into a further adventure:

- A Hoardmaster sword is stolen from another adventuring band who survived a previous excursion into the Gauntlet. These NPCs learn of the PCs' Hoardmaster, jump to the erroneous conclusion that the PCs stole the sword from them, and make appropriate plans for payback.

- It turns out that Gorgoldand put a few extra abilities in his Hoardmaster swords. After succumbing to a magic trap leaving him petrified but still conscious, the dragon sends his will out to the nearest Hoardmaster (the one owned by the PCs, naturally) and uses the sword to point the way to his location. The PCs must follow the sword to Gorgoldand's location, braving whatever dangers face them on the way.

- A sorcerer holding Hoardmaster finds that, perhaps due to the legendary claim that dragon blood courses through a sorcerer's veins, she can actually see through Gorgoldand's eyes! This might be a good way for the PCs to learn of the sword's link to the gold dragon that created it and could easily lead to adventures based on knowledge obtained through Gorgoldand's vision.

Johnathan is the author of several *Dungeon* Magazine modules, including the popular "Challenge of Champions" series. He has also written several Ecology articles for *Dragon* Magazine, including "The Ecology of the Jermaine" and "The Ecology of the Pseudodragon."
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All Over the Map

Making D&D Maps the Wizards of the Coast Way

by Michael G. Ryan

Every DM has done it: bought a pad of graph paper and mapped out a dungeon lair, a coastal village, or an entire nation for the players to explore. In short order, that map gets scuffed up by pencil marks showing the characters’ travel route, Xs where pitfalls are hidden or where dungeons are located, and the wear-and-tear that inevitably comes from a group of people handling it constantly.

Now imagine making those maps for a living.

As the most anticipated roleplaying release in many years, the new D&D game required a consistent look across the board, from the charts that show how to attack to the sample maps of dungeons and villages. Given the incredible buzz about the product, those maps needed to be detailed, colorful, and striking. They needed to provide a new visual foundation for a game that’s undergoing a major reconstruction.

Enter Rob Lazzaretti and Todd Gamble. Along with Dennis Kauth, a longtime veteran of mapmaking for D&D, these cartographers set out to create the new look. Rob has worked for Wizards of the Coast (and TSR) for more than six years, designing maps for such well-known lines as PLANESCAPE and DARK MATTER (in addition to dozens of other projects both big and small). Todd Gamble did all of the mapwork for the POKEMON JR. ADVENTURE GAME, and his experience in building model railroads full-time prior to coming to Wizards of the Coast two years ago gave him an additional advantage when it came to mapmaking.

The new D&D maps aren’t necessarily the traditional “how to get from here to there” maps; combat diagrams and myriad other charts that explain the rules in a visual format also fall under the purview of the cartographers. A casual flip through the brand-new Player’s Handbook turns up various charts to illustrate the game. The process by which these maps come to be is simple yet challenging.

First, hand-drawn sketches come to the cartographers from the game designers, who provide an outline of how they’d like to see the final product turn out. Depending on the level of detail the designers are after, these sketches might be accompanied by descriptive text to give the cartographers a better sense of what the designer envisions. This text often includes a list of various details on the map and their dimensions. Some maps

The first round is drawn by a cartographer onto vellum based on the designer’s original concept.

The sketch is then carefully checked for inconsistencies or illogical arrangements before the cartographers start any mapping.

The map is drawn to scale on grid paper by the designer of the encounter.
are not as thoroughly outlined, of course, and this gives the cartographers some options as they close in on the final product. (In the D&D Adventure Game, for example, a poster-sized map of a dungeon and the counters that accompany it offered the cartographers a great deal of creative freedom.)

Some products require a "rougher feel," so instead of being produced on a computer from the earliest steps, their creation begins as ink drawings by the cartographers. These drawings are then scanned into a computer for more intricate manipulation, but they retain that hand-drawn look that makes them seem more "real." All colors and terrain keys are then added by the mapmakers; in fact, the specific guidelines for those keys have been around for years, dating back to the early days of D&D. Additional keys for new terrain types are generated by the cartographers. Birthright, for example, required more detailed keys than Greyhawk, so the mapmakers needed to create numerous new symbols to account for the additions. These new symbols were added to the catalog of existing keys for future use.

The level of detail—that is, how realistic it ultimately needs to look—in any given map dictates how difficult a map is to produce. In some cases, a mapmaker like Todd Gamble goes the extra mile to add those details that bring the map to life. "The original sketch for an inn might not call for a chimney," he says, "but you know there's got to be one there. And putting a woodpile out back adds a greater sense of realism to what you're seeing. I really enjoy working on 'big picture' maps, but the detail work is also fun and challenging."

The accuracy of such additions is a must, so both cartographers maintain a collection of photos and magazine clippings to use as reference materials. The Internet, of course, is yet another invaluable tool for verifying the logical placement of these extras.

In D&D game products, many of the maps are quite detailed, including Todd's most impressive work, a cross-section that shows the various levels of a dungeon. "Rob's always pushing me to excel," he says, "and with that motivation, I actually progress faster as a cartographer." Players might also recognize the sample dungeon from the Dungeon Master's Guide as one they've seen before—that particular map was updated from one that appeared in the original DMG. Todd and Rob agree. This map was the most difficult and detailed to produce of all the D&D maps so far.

**Today**

Rob Lazzaretti and Todd Gamble are now getting ready to begin work on the maps for the relaunch of the massive Forgotten Realms campaign setting, which calls for some incredibly detailed mapping to bring it all to life. They're also preparing an exceptional amount of work for the upcoming Return to the Temple of Elemental Evil, due out in mid-2000. "We've had a few meetings with the designer about it," Rob says, "and it looks like it's going to be huge!"

Compared to the fifteen or so maps in the Player's Handbook and Dungeon Master's Guide combined, Rob anticipates as many as thirty maps in Return to the Temple of Elemental Evil. Of course, there's still an astonishing amount of new D&D material to prepare.

What advice do the pros have for DMs who will soon be making maps of their own? For the amateur cartographer, thinking ahead will save you a great deal of grief when you begin to draft your own maps. "Plan your world from the ground up," Rob suggests. "If you're building a whole world, think about how the continents are going to fit on it, then narrow down to focus on the area of your adventure. If you branch out from the city where you want your adventure to begin, it can get really messy. Think on a God-like scale."

Not surprisingly, both Rob and Todd have art degrees, and both men agree that understanding programs like Photoshop and familiarity with Macintoshes are vital if you want to pursue cartography as a profession. The ability to draw is invaluable, of course. "You can always find shortcuts when making your maps," Rob says, "but you really have to understand basic design to make any of this happen."

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**Tricks of the Trade**

According to Rob Lazzaretti, senior cartographer at Wizards of the Coast, there's a simple way to develop your maps that saves you an amazing number of headaches in the long run. Use overlay vellum sheets to protect your original maps.

"It's not tracing paper," Rob cautions, "but vellum. It lasts longer. If you use this to add new locations to your maps, it'll keep you from ruining your originals by drawing all over them. Also, scan your originals; you can take them to any professional copier if you don't have your own scanner and have them put onto a disk for you. Then you can manipulate the originals on your computer without doing any irreversible damage to them, or you can make printouts to mark up or give to your players."

Finally, consider laminating your originals. "We helped [President of Wizards of the Coast] Peter Adkison with his campaign maps," Rob says. "He had several binders full of laminated maps, and he could take them out and lay them together like tiles whenever he needed them. It was amazing, and it worked very well."

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Drawing by hand is an essential skill to develop even though about 80% of a cartographer's time is spent working on the computer.
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After the Dragon

The Kingdom of Cormyr Today

by Ed Greenwood • illustrated by Rob Hinds

It would take three Annuals to examine the events recounted in the novel Death of the Dragon, and another to summarize the ranks, strength, and behind-the-scenes power struggles currently unfolding within the Purple Dragons of Cormyr, so here's an admittedly fragmentary overview of the situation at court in Cormyr right after the events of the novel.

The armies of Cormyr have been decimated, along with much of the fighting nobility. Orc and goblin bands hold Arabel and roam its vicinity, burning and blighting crops across the realm. Granaries in Suzail and the naval base in Marsember survived, so starvation doesn't quite threaten the realm. But shortages have already driven provender prices up sharply and made (in the words of Royal Sage Alphador) "a dent one can certainly notice in the royal treasury."

King Azoun IV and his heir, the Crown Princess Tanalasta, perished in the fighting, as did Gwynnath, Lady-Lord High Marshal of Cormyr, and many others of note.

Tanalasta's infant son, Azoun V, is king, but the realm is ruled by the Steel Regent, Princess Alusair Nacacia Obarskyr. Much of the real power is held by the Dowager Dragon Queen, Azoun's widow, Fifziel, and the Royal Magician Vangeladast.

The Obarskyr rule in Cormyr remains secure largely because the War Wizards are alertly and vigilantly prepared to back it. A strong rebel faction of War Wizards or a Royal Magician opposed to the Crown would mean disaster for the Forest Kingdom. Even nobles who grumble at every royal edict and change of clothing acknowledge: "Well, at least we have Vangeladast, gods strike him!"

THE ROYAL REMAINS

In keeping with ancient Cormyrian tradition (actually at the command of Vangeladast, who judged it good for Cormyr's morale), the spell-preserved remains of King Azoun and Crown Princess Tanalasta were paraded through Suzail. The tour took a wide circuit around the city that ended at the Palace.

War Wizard magic was ready to ward off anything hurled at the procession. Other spells levitated the open coffins so their weight could be easily borne by scarred veteran soldiers, the most beautiful ladies among the War Wizards, and the oldest, most loyal nobles who'd fought alongside the King. Vangeladast also shamelessly used magic to make the corpses smile, testily calling it "the last thanks they can give their people" when Alusair objected.

The Steel Regent and the Dowager Queen walked at the head of the procession; Alusair insisted on wearing her armor, still bloodstained, dirt-cached, and sword-scarred from the battlefield, and bearing her drawn sword.

A visiting Sembian merchant, Harondro of Yhaunn, who watched the procession discreetly from an upper window along the Promenade, said it was hard to tell who wept harder: the citizens or the royal women. There were no drums or horns; save for the crying and the sounds of people's boots on the cobbles, it all happened in eerie silence.

Harondro also said that for the first time in his life, he was terrified of the
commoners of Suzail; as the procession approached, without any coaching or command, they all knelt or saluted, according to their rank, and pressed forward to touch someone in the procession. They thereafter fell silent and followed the funeral train. By the time the funeral procession reached the Palace, it seemed that “almost the entire city” was walking behind old Bastable Galtaroth, eldest of the Purple Dragons to survive the Dragonfall Battle. He walked alone behind the coffins in his own battered armor, carrying the riven shield of his dead King in his gnarled hands.

When the royal remains vanished into the Palace, the citizens turned to talk, reminisce, and pray at impromptu altars set up by priests of every faith and stripe save the most evil. Thereafter, they roamed the city from tavern to tavern, raging in their grief and looking ready to tear apart any foe of Cormyr—or anyone they saw as such—with their bare hands.

Harondro saw a shipmaster from Westgate, who made the mistake of laughing at a jest, vanish under the furious fists and clawing hands of fat Cormyrian goodwives, who screamed the names of dead sons, husbands, and relatives as they struck. Above all rose constant keening of “For Azoun!” and “The Purple Dragon!”

Cloaked in protective magics, Azoun and Tanalasta were interred in the Royal Crypt, deep beneath the Palace of the Purple Dragon. His Majesty was laid to rest in his armor, claspimg his sword on his breast and wearing the recently-fashioned Lion Crown, a rugged circlet made to be worn over his battle-helm. The Crown Princess sleeps forever beside him in gray mage-robcs, claspimg the workbooks she kept as she learned magic. Both lie in separate closed coffins among magical defenses that Vangerdahast describes only as “offering more than one deadly surprise to anyone who venture too near without knowing just how to do so.” (Knowledge of the proper approach is said to be shared by the Royal Magician, Lady Laspeera of the War Wizards, Royal Sage Alaphondar, the Steel Regent, the Dowager Queen, and at least two others; one within the realm and one without.)

No memorial was raised at the site of either royal passing, for as Fiaeraul said, “I do not want to look at where my Azoun died and see a stone.”

Courtiers agree that the real reason no memorial stones were placed was to prevent them becoming rallying-places for foes of the Crown. However, in a Regency and the blessings of the Dowager Queen. The infant king was not shown to the people until the Royal Anointing and promenade three days later, wherein the nobles of the realm swore fealty to the Regent and then paraded their war strength before the surviving royals and the citizenry of Suzail.

Azoun Rhigaerd Palaghrd Dur Obarskyr, Dragon Prince of Cormyr, Right Royal Duke of Suzail, and King Ascendant of the Dragon Throne, Stagmaster of the Realm and Lord Admiral of the Western Fallen Star Waves, is a vocal, chubby-cheeked babe with dark hair, piercing, gold-heeled brown eyes; and an already strong looking forehead, nose, and jaw. In the words of one of his wetnurses, Alatha of Brokenturrets, “Aye, he’ll be charming the ladies at an even greener age than his sire.”

Not counting the War Wizards spying from afar, and equipped with teleport rings that battle-mages can use to be at the royal side in a breath or two, Azoun V is at all times surrounded by three wetnurses and two physics. There are in fact three shifts of such persons—all human Females rumored to be War Wizards, Harpers, or both.

These Attendants of the Royal Person are always augmented by a Royal Guard (known as “the Brat’s Bodyguard,” in the barracks), of the 4 War Wizards, 4 warriors, and 2 pages to run errands and deliver messages.
The Cormyte Regency

The Regent speaks and acts as a ruling monarch, with all rank, titles, and courtesies, but cannot exile, imprison, endanger, or end the life of any Obarskyr or throne heir, nor commit such regals to marriage or the judgements of foreign powers, nor accept their abdication or renunciation of crown or birth rights.

A Regent cannot bind Cormyr or its troops, monies, or territory in any disposition, arrangement, or pact with foreign powers intended or agreed-upon to outlast the Regency.

A Regent can execute any being only for treason or murder, and then only with the avowed public agreement of at least three senior peers of the realm not related by blood or marriage to the Regent or to each other. One of the peers must be a serving Purple Dragon officer or War Wizard not related by blood or marriage to the Regent or the other supporters.

Should the Regent predecease the King Ascendant, another regent shall be appointed by the Dowager Queen, or grimsfollow (fulfilling her survival) by the Royal Magician, or grimsfollow by the Royal Sage, or grimsfollow by the head of the War Wizards at that time, unless Azoun V has reached his fourteenth year and is judged both fit and ready to rule by all of the surviving members of the list of appointers just given. If Vangerdahast still lives, the head of the War Wizards is considered a separate office for this judgment only, and their second-in-command (currently, the sorceress Laspeera) receives a vote in this judgment.

The boy King's father is said to be, in the words of the relevant royal proclamation: "Rowen Cormaeril, nobly born, a young man and true, who came to the gods-blessed union fully pardoned by the King—and who gave himself in the strife so that Cormyr could rise again."

Nothing more is said or confirmed about Rowen's fate or standing, and those who ask questions about such matters too loudly have received unwelcome visits from bands of War Wizards guarded by grim Purple Dragons who've warned citizens openly that they're just waiting for an excuse to sink their swords to the hilts in any traitor to the realm.

It's somehow become an open secret around the Dragon Court that the Royal Magician has taken blood and tissue samples of Azoun V, Alusair, and Elfainel for use in cloning or other magics. He's said to have hidden sets of them in several places, none of which is the vault treasonously vandalized during "the Breth Affair." Visitors are warned that this is considered a Crown secret. The penalty for speculating or discussing it—if overheard by or reported to the authorities—is imprisonment and unpleasant magical interrogation by War Wizards, followed by execution if treason of intent or action is discovered.

The Dragon Court

Alusair Nacacia Obarskyr rules in Suzail, though the Dragon Throne itself sits pointedly empty; she uses a lower chair but more often strides around the dais in front of the royal seat.

In the words of Vangerdahast: "Daughter must obey mother, but so long as that's done, Princess Alusair can be king in all but name until Azoun comes of age—which he shall do upon the seventeenth anniversary of his birth. If he is deemed in any way unfit to rule, the regency will continue, this decision being made only after agreement by a majority public vote of six senior War Wizards nobles who are heads of houses that can trace their ennobled lineage back more than seven
hundred years), the Royal Sage, and any other surviving Obarskyrs."

The rules governing this Regency were crafted by Vangered hadast in light of the actions of Salembor the Rebel, who refused to surrender the realm to the rightful Obarskyr, Rhigaerd, and in brief are described to the left.

In truth, much of the day-to-day governance of Cormyrian affairs is, as always, in Vangered hadast's hands. However, recent events have so

Magician does not discuss. Nor should he ever be addressed as "Vangey" by persons desiring to comfortably abide in Cormyr thereafter.

When not at Fifaeli's side, Vangered hadast is often giving orders to the senior War Wizards. He's proud of the loyal brotherhood of mages he leads, considers them essential to the survival and good governance of Cormyr, and he is determined never to let them grow over-proud, corrupt, or treacherous toward the crown.

Recent rumors of his own hunger to rule and possible treason are just that: rumors. The most probing gossips and enemies looking for scandals to trumpet have been unable to learn anything of possible consorts or a private life outside of court, though court legend whispers of a hoot in the forest from which Vangered hadast came, and to which, some day—none too soon for the liking of many—he'll return.

Vangered hadast is paunchy and jolly and has a close-trimmed beard and well-kept hair of white, formerly reddish-brown hue. His eyes are dark brown and kindle almost to red when he's enraged. Otherwise, his manner is kindly but stern, and during court ceremonies he can be solemn, dignified, and impressive.

The people of Cormyr respect him as a good and loyal man, though his wizardry powers awe them; outside Suzail, his entrance into an inn or shop typically causes a hush.

Since the death of his longtime friend Azoun IV, Vangered hadast has aged visibly. His hands often tremble now, he walks more slowly, and he's seen in public less often. Interestingly, no less a personage than Lord Giogi Wyvernspur recently witnessed Vangered hadast watching a lone, cowled figure—a human woman, by her shape—cast spells in the depths of the King's Forest before both of them disappeared "within a shimmering."

THE DOWAGER DRAGON QUEEN

Queen Fifaeli Selazair Obarskyr
(female human, Fir3, NG)
(Mirtul 4, 131 DR—)
The Dragon Queen is a brilliant, insightful woman (and master chess player) who holds clearer foresight of future events and intrigues yet hatching than anyone in the Forest Kingdom save Vangered hadast. Her fragile, delicate beauty conceals stubborn bravery and a mind that notices everything. She has little interest in warfare and in doings outside Cormyr, and spends most of her time sizing up folk who come to court, learning of their doings and moods so as to be of help to the regent in her judgements. She's never really overcome the death of her first child, Foril (a son born Mirtul 1, 1332, who died on Uktar 11, 1334 at the hands of an assassin); those who wish to anger or wound her need only recall Foril to her.

Although Fifaeli's not physically strong, she's very quick and deft. Since Foril's death, she's taken private weapons-training with dagger, spear, and shortsword. Though she's rarely faced would-be assassins, she's surprised (and wounded) several unsuccessful kidnappers.

Since the deaths of Azoun and Tanalasta, the Queen has become colder and harder; it's clear she misses Azoun's embrace as well as his friendship. She's taken no lovers from among the many elder nobles who've discreetly offered her their embraces, though she's been much seen in the company of the Royal Sage of late, and gossips never tire of reminding Cormyrian society that the two of them went into hiding somewhere together during the Bleth Affair.

Fifaeli has ice-blue eyes, blonde hair, a slender figure, and alabaster-white skin; she retains a poise and dignity that makes up for the slow fade of her once-stunning beauty. She and Azoun were far more equal partners than most ruling couples of Faerun, and her influence helped make the court a civilized, cultural place. (In earlier times, it was all too apt to be a succession of drunken revels and duels between feuding nobles.)
THE KNIGHTS ROYAL

Outside the Palace, Filfaeril travels at all times with a loyal personal bodyguard of six tall, armed, and capable highknightseach a LG human male Ftr9/Highknight5) who bear the titles of Knights Royal of Cormyr. These men (formerly the Kings' Blades, the personal guards of Azoun IV) are Jostyn Huntsilver, Asbras Orthwood, Baeryn Dauntinhorn, Alburyn Emmarask, Ondyn Thundersword, and Ilbret True silver. They wear small, everbright-treated silver pendants at their throats, each shaped like an upright, right-handed gauntlet, with the Purple Dragon inset in its open palm. These are passkeys only slightly lesser in rank than the famed Purple Dragon rings. At all times.

New Prestige Class:
Purple Dragon Highknight

A highknight of Cormyr is a recently created rank of service to the Crown. Trained in Court etiquette and real law as well as in the use of weapons, highknightse are regularly mind-read by War Wizards to guarantee their continued loyalty, as well as to guard against magical influences or impostors posing as real knights. Highknightse usually draw difficult duties, such as investigating suspected traitors among the ranks of superior Purple Dragon officers or the nobility, or guarding royalty or unpopular visiting envoys.

In Cormyr, highknightse speak with royal authority, and they can always gain audience to any royal or Court personage (though they'll face penalties for frivolous use of this privilege).

Most highknightse are fighters, but Filfaeril and Vangerdasha (joint creators of this rank) desire the office to be open to bards, rangers, and other persons difficult to fill into the normal Court hierarchy. Rowen Cormaaril, for example, has been accorded the rank of highknight, as has his brother Berald, bladebrother to Alusair and bastard son of Azoun IV. Both would otherwise share exile with the rest of their family.

Highknightse can be encountered anywhere in the Dragonreach and Dragon Coast, but they are most likely to be found in Cormyr proper.

Requirements

To qualify to become a highknight, a character must fulfill all of the following criteria:

| Alignment: Any good  |
| Race: Any  |
| Base Attack Bonus: +8  |
| Feats: Dodge, Endurance, Great Fortitude |

Class Skills

The highknight's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Diplomacy (Cha), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), and Spot (Wis). Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: The highknight is proficient with all simple and martial weapons, all types of armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Dauntless Guard: Beginning at 1st level, when a highknight guards a known or familiar area in accordance with orders, such as a single room, doorway, or passage, he gains the following abilities while fighting in that area:

- +2 Strength
- +2 Constitution
- +2 resistance bonus on all saves
- +2 dodge bonus to AC

The increase in Constitution raises the highknight's hit points by 1 point per level, but these hit points go away the moment the highknight moves away from the area or ceases fighting or defending foes. This is an extraordinary ability.

Poison Resistance: At 5th level, a highknight gains a second chance on Fortitude saves vs. any poison once per day (gases included): if the result of the first save is unfavorable, a second roll can be attempted. At 10th level, immunity to secondary damage becomes automatic. This is a supernatural ability.

Magic Resistance: At 3rd level, by exposure to spells (working with a War Wizard), the highknight gains resistance to a single chosen magical attack form, such as cold, electricity, fire, or acid. During each round of damage from that sort of magic, subtract 1 point from each die of damage suffered by the highknight. This immunity improves to 2 points per die at 6th level and 3 points per die at 9th level. This is a supernatural ability.

Natural Armor: The highknight's natural armor rating improves by +1 at 4th level, and an additional +1 at 8th level. This is an extraordinary ability.

Uncanny Dodge: At 2nd level, the highknight gains a 5% chance to disengage from an opponent's attack without provoking an attack of opportunity when not flanked.

The Highknight

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack Bonus</th>
<th>Fort. Save</th>
<th>Ref. Save</th>
<th>Will Save</th>
<th>Special</th>
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<tr>
<td>1</td>
<td>+1</td>
<td>+2</td>
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<td>+0</td>
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<tr>
<td>2</td>
<td>+2</td>
<td>+3</td>
<td>+0</td>
<td>+0</td>
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<td>6</td>
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<td>+6</td>
<td>+2</td>
<td>+2</td>
<td>Uncanny dodge (can't be flanked)</td>
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<td>+3</td>
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Level: The level of the highknight.
Attack Bonus: The highknight's attack bonus, added to the character's normal attack bonus.
Fort. Save: The save bonus on Fortitude saving throws, added to the character's normal save bonus.
Ref. Save: The save bonus on Reflex saving throws, added to the character's normal save bonus.
Will Save: The save bonus on Will saving throws, added to the character's normal save bonus.
Special: Level-dependent class features.
they permit passage into any part of any royal fortress, as well as access to any member of the royal family or any court or military official, up to and including Vangerdahast himself. Unlike the Purple Dragon rings, they don’t compel enforced obedience from such officials, though such a person would be wise to treat the bearer of such a pendant as a superior officer.

Each Knight Royal has three full knights squre to him as understudies, and from the ranks of these “rising knights,” impromptu bodyguards can quickly be assembled for all Obarskyrs and court officers desiring or needing protection at any time.

THE STEEL REGENT

Princess Alusair Nacacia Obarskyr
(Female human, Firac, CG)
(Eleint 9, 1335 DR—)

A rebellious tomboy in youth, the hot-tempered, impulsive youngest child of Azoun and Filfaerl rose to prominence in the realm (and won a place in the hearts of the common folk) for her valiant fighting against the Tulgan hordes.

Her contrary nature when dealing with her father and resulting extended absences from the realm stem from the impatience she inherited from Azoun—save that she got thrice what he ever had.

Accomplished in battle, strategy, hard living, and the mastery of horses, Alusair has spent most of her life fighting and riding the Stonelands with noble sons and heirs of the realm who admiringly dubbed her “the Steel Princess” for her battle-prowess and spirit. Though few nobles want to admit it, Alusair is now the best battlemaster (general) in the realm—though better in raids and skirmishes than in matters of diplomacy and pomp.

As Alusair grew older, shattering a lot of her youthful ideals on the hard swordspoints of reality, she became much closer to her father. She still lacks patience for the endless revels, gossip, and meaningless Court ceremonies.

Alusair has ash-blond hair but black eyebrows. Although she stands as tall as any knight in her mithril plate armor, she strikes the eye as slimmer and more agile than most warriors wearing the Purple Dragon. The armor, a gift of the dwarves, earned her the nickname “the Mithril Princess,” a term largely ignored these days in the shadow of the more popular “Steel Princess” appellation.

Her eyes are oak-brown, and at their corners, her face is just beginning to acquire its first wrinkles.

Alusair was reconciled with Azoun when they fought the Tuigan horde, and she subsequently rode on patrol with Purple Dragons stationed throughout Cormyr, trying to learn all she could of the kingdom so she could serve it ably as a battlemaster.

Now that her Regency has come, Alusair has discovered she hates Court life and diplomacy every bit as much as she feared she would. Her anger at her role makes her precise, clear, and cold in her diplomatic dealings, but the wise advice of Vangey and Filfaerl, coupled with her own battlefield experience, means that she misses few nuances and usually does the right thing.
Her primary aim now is to rebuild the morale and military strength of the realm by reclaiming all Cormyrian territory and getting folk back onto their land. She must do this without letting investors from Sembia and Westgate get too firm a hold in Cormyr, and she awarded them the Cormaril lands, but they're useful in ferreting out conspiracies, shifting loyalties, and hidden schemes by means of Giogi's buffoonery at feasts and revels, and Cat's careful observations of the reactions to Giogi.

**OBARSKYR RULE CONTINUES BECAUSE THE WAR WIZARDS VIGILANTLY SUPPORT IT.**

rebuffs all attempts to control and influence Cormyrian affairs.

So long as she can pour her rage out in occasional sword-bouts or private wrestling sessions with "the Blades" (the young nobles she's ridden to war with and trusted implicitly), Alusair will be a good and increasingly contented Regent. Helming a kingdom is a task she's good at, and the death of her father—a fate he foresaw and embraced, as she sees it, because he would not flee his duty—has given her determination not to ruin the realm for the next Azoun. She is also determined to avoid being goaded by clever-tongued envoys into doing things that aren't in Cormyr's best interests.

_Glarasteer Rhauligan_
(human male, Frir, CG)
An irreverent and independent-minded Harper and sometime lover of Alusair, this traveling merchant often visits Sembian clients. He is trusted by the Steel Regent to truthfully and perceptively let her know what's being done in Cormyr and Sembia, as well as changing moods and conditions in the Dragonreach in general. He's possessed of iron calm when necessary, with hair that's starting to gray and wrists as strong as steel. He usually faces danger with merriment. *(See Cormyr: A Novel and "The Grimming Ghost of Taverton Hall" in Realms of Mystery.)*

_Emthrra Amberdown_
(human female, Frtr/Rog6, CG)
A tavern dancer and courtesan of Suzzil known intimately to many at Court, this spirited, quick-witted, and good-natured Harper agent often works with Rhauligan, has saved royal lives on diverse occasions, and is known for her skill with a thrown dagger.

_Alapondar Emmarask_
(human male, Arig, NG)
Sage Most Learned of the Royal Court Alapondar is an expert on the history, genealogy, and laws of Cormyr, Sembia, and the Dragon Coast. He is a diplomatic, farsighted, self-effacing man who's become Fizban's lover and confidant (though it's dangerous to speak of such matters publicly).

_Myrmeen Lhal_
(human female, Rgr13, CG)
Myrmeen is the righteous Lady of Arabel and a fearless battle-leader who's itching to reclaim that city. Gravely injured in the fighting, she's become a firm friend of Alusair, often serving as the Regent's sword in places Alusair can't spare the time to visit. *(See page 28 of Cloak & Dagger.)*

_Laspeera Naerinh_
(human female, Wig6, NG)
Laspeera was made Lady Eveningspire two summers ago by Azoun IV (who awarded her the Eveningspire estate from Crown lands near the eastern end of Hullock Forest). Second-in-command of the War Wizards and proprietress of the House of Grace school for young ladies in Suzail, Laspeera is a diplomatic, careful, beautiful woman of great wisdom and discretion, legendary for her patience, perceptiveness, and the iron will beneath her gentleness.

Privately, Laspeera welcomes the rule of women, but she sees her own task as "taming Alusair, with spells used like whips, if need be, to make her the leader Cormyr needs."

_Lord Dauneth Marliir_
(human male, Frfr, LG)
Thomondar's successor as Lord High Warden of the Eastern Marches, this honorable noble is known to have been the King's favorite intended husband for Tanalatha, though those close to the royal family say she liked but never loved him.

The youngest son of the Marliir family, he participated in the Redline Rising, later supported Salembor financially, and then tried to evade tax payments to King Rhiaenid II. Dauneth was treated somewhat coldly when he presented himself at Court because of his lineage, but he acquitted himself with loyalty and discretion.

Though many envy his swift elevation, his courteous manners and discretion have impressed. As one of the wealthiest nobles at court, he can't be snubbed—quite—and with his loyalty, unfailing politeness, and swift grasp of situations, he's of ever-growing importance to the Crown.

Dauneth stands a very slim 6 feet tall but seems awkward—all gawky, bony knees-and-elbows. He has level gray eyes and sandy brown hair. Accomplished with longsword and dagger, he's taken extensive weapons training since being named Warden—and he still likes to try wielding "trollswords" (huge 10-foot-long wavy-bladed swords) that he can barely lift.

**Loyal and True**

Though it's blunt truth that the Obarskyr rule continues because the War Wizards alertly and vigilantly support it, the fact that the bulk of the populace is highly loyal, and there are specific people the Crown can call upon and trust is also crucial to the stability of the Dragon Throne. Some key friends of the Crown to watch (all of whom, by the way, know of one or more secret ways into the Palace and/or the Court) include:

_Cat and Giogi Wyvernspur_
(human female, Ar16, CG; human male, Ar17, CG)
This noble couple prefers to avoid political prominence. They are unpopular in many circles because Azoun IV

**annual 2000**
The Fair Flower Of Nobility

It would take a book thicker than the city walls of Suzail to detail the lineages, holdings, doings, and aims of the living Cormyrian nobles. As they tend to be wealthy, strong-willed, and self-indulgent, noble families of Cormyr embrace a very wide range of hobbies, vocations, political views, and opinions on just about everything. Barring a few specific grievances, it’s almost impossible to truthfully say “The Orthwoods feel that...” because Auldo Orthwood, Danither Orthwood, and their mother Malassra Orthwood probably bitterly disagree on all sorts of things, from the color of bathchamber hangings in Orthwood Hall to obedience towards the current Regent.

So here’s a very brief summary of individual nobles the Crown is taking special notice of.

**DISCONTENTED EXILES**

Arphoind Bleth
(human male, Ftr3, LE)
The leader of the Bleths, Arphoind is known to be plotting against the Crown from Westgate. Grasping, scheming, and sneeringly sophisticated, he’s also aging and growing indolent. Increasingly interested in Westgate, once he gets coin enough to compensate for the seized Bleth lands, Arphoind might completely lose interest in Cormyr.

Kargerth Cormaeril
(human male, Rog7, N)
The head of the other recently exiled house, Kargerth is thought to be sponsoring a new rash of smuggling through Marsember. The Cormaerils might hold grudges, but they’re too sensible and too deeply loyal to openly strike against the Crown. Their hand is more likely to be raised in an attempt to cause “accidents” to befall individual Obarisks until the Dragon Throne passes into new, possibly more friendly hands.

**PROBABLE REBELS**

Tystarn Dauntinghorn
(human male, Fir5, CG)
Tystarn is a dashing, handsome young traveling-trader for Dauntinghorn interests whose jaunts have aroused War Wizard suspicions. (See page 57 of Cloak & Dagger.)

Ravos Calantar
(human male, Fir5, CN)
Ravos is a dedicated stag-hunter and chaser-of-brigands who is bored with life and looking to do great things. He’s now consumed with hatred for the Obarisks due to their execution of his aunt, the matriarch of his house (during Death of the Dragon).

Storn Tathcrown
(human male, Fir7, NE)
The dark and brazenly handsome youngest son of a recently ennobled family, Storn hungered for money and power. He is known for his agility and cleverness and is said to possess an iron self-control.

He fought alongside the Obarisks in the defense of Arabel but made sure to avoid dying in the Dragonfall Battle by posing as an envoy between Giorgi
Wyvernspur on Jester's Green and the main army under the King.

Storm sees taking the throne as his best way to wealth, and the cleanest path to achieve that is to marry Alusair and then dispose of the other Obarskys in an "accident." He's wary of the War Wizards' mind-reading—good reason, for they've already reported his treasonous thoughts to Lasepea and Vangerdahast. So far, he's done nothing, but arranging a trap for him is something on the War Wizards' "to do" list.

CLEAVING TOSEMBIA

Emil Goldsword
(human male, Ftr4/Rog4, CN)
Emil is a greedy mercenary who hates and fears the Obarskys (he came within an inch of being executed in Death of the Dragon). And he would prefer a Cormyr ruled by a merchant council. He was judged a possible sponsor of rebels by the Crown but is both too cowardly and too wise to actually rebel.

Belmer Huntcrown
(human male, Ftr3/Rog3, NE)
A no-necked, fat middling son of a many-branched family, this quietly ambitious collector-of-wines is shoulder-deep in Sembian intrigues and quiet investment cabals. He specializes in forging business alliances between timid merchants who recall from trading companies and costers, and using their pooled funds to speculate on goods shortages and buy properties.

Thus far Sembian city holdings (having by far the greatest value among available properties in the territory he's familiar with) have been Belmer's chief interest, but he's increasingly looking at Marsember and the coastal lands east of it, and thinking of how much coin could be made if he quietly founded his own port...

Talados Thundersword
(human male, Ftr7, CN)
A brawling, hunt-loving young giant with a love of swordplay, plentiful wine, and even more plentiful women, Talados was gifted some Sembian investments by a dying uncle some years ago and has become very rich. He sees Suzail as ripe for buying, warehouse by shop by house, so that he can make his mark and earn respect back in Saerloorn and Selgaunt. If the stiff-necked Obarskys would just allow themselves to be bought, they and their countryside could live in luxury in an ever-growing realm that would soon swallow the rest of the Dragon Coast.

UNSCRUPULOUS

Those nobles who care nothing for laws, allegiances, or appearances—save as such things affect their luxuries, profits, and lifestyles—this group has many members, but its most energetic proponents include:

Fraeyer Illance
(human male, Ftr6, NE)
Fraeyer is a tall, thin, darkly handsome and soft-spoken coldheart. He's one of the younger and better-traveled of this traditionally "difficult" family and is now the most energetic in promoting his family's interests, which follow the motto: "Freedom from all laws, and a spur to all profits, daggars for our foes, and a pox on all lawmakers and keepers."

Melot Silversword
(human male, Ftr4, CN)
The suave, aging, still-limousine head of the Silverswords is a self-serving, greedy man who deeply enjoys the pleasures of life despite the costs to those around him who might suffer from his appetites.

Lahadnol Longbrooke
(human male, Ftr8, LN)
Lahadnol is a bluff, burly, bearded man who cares only for appearances—he should always look heroic, the Obarskys should keep the kingdom strong and prosperous so it can serve him best as a playground, and so on. A coward at heart, Longbrooke always seeks to do and say the right thing—but when the goblins hordes come, he'll be one of the first to break and run, despite his splendid armor.

Dardreh Marliir
(human male, Ftr6/Rog6, CE)
A cold and calculating older son of the Marliirs; Dardreh regards his brother Dauneth as a servile idiot. Dardreh seeks to win true (if secret) rule of Arabel and endless riches thereby—just as soon as the Obarskys go to the trouble of winning the city back for him. Dardreh cares not who sits on the Dragon Throne or talks first at councils, so long as he can get both hands on the royal treasury whenever he desires.

DUNDERHEADS

The great bulk of nobles, like the commoners beneath them, are what Alphandor is wont to call the "loyal, muddling dunderheads."

Of these, those showing some energy and ambition of late include:

Esthelri Ebonhawk
(human male, Ftr5, NO)
Esthelri is the young, nervous Baron of newly-created Warmshores (the hilly coastal country west of Suzail where the western edge of Cormyr meets the Dragonmere). Warned often by royal agents to guard his crops well because the realm needs them (that need will make his fortune), Esthelri is eager to show well in royal eyes and become someone important.

Forliar Silverhorn
(human male, Ftr6, LG)
Forliar is the Earl of Starwater, a recently-founded territory consisting of the eastern bank of the Starwater across from Marsember. Forliar is an old veteran Purple Dragon known for his girth, stubbornness, and slow wits. He was made an earl both as a reward and to catch smugglers who, during the fighting made unchecked use of his lands.

Lord Brestin Talcontin
(human male, Ftr5, LG)
An aging "dapper dandy," Brestin returned rich from life in Ann to wrench his way through Suzail's "high society." There he's fast becoming known for amusingly thick-headed utterances and deeds—and a monacle that's constantly flying off.

UP-AND-COMERS

The ambitious or recently fortunate, these are the ones to watch. They are tackling life with some energy and will inevitably make things happen as they spectacularly succeed or fail, notably:
Brestar Orthwood
(human male, Ftr3, NG)
The most restless and competent son of this recently-ennobled house, Brestar is a man who gallops wildly into the thick of whatever is his latest enthusiasm. His fancies don't last long, but he managed to becoming enthused with fighting at just the right time for Cormyr and was noticed doing so; Crown agents are watching him to see if he'll make something of himself—or fall under the influence of evil folk or foes of the Crown.

Darvaer Huntinghorn
(human male, Ftr5, CG)
A master huntsman and sometime sponsor of adventuring bands to make forays into the Stonelands, this young noble is smart, self-effacing, courteous, and doing exactly what the Crown hopes all nobles will do. He's a bit too good to be true, and Crown agents are closely watching his forays against trolls, goblins, and orcs in the Stonelands—in case he turns out to be secretly meeting with Zhentarim or worse.

Elvravan Torchtower
(human male, Ftr6, CG)
One of the few nobles of this youngest generation to seem eager and happy doing sword-service with the Purple Dragons, this tall, quiet, competent man is being watched to see if he'll make a good battle-officer. He's already a lionar, and he might yet become one of the youngest ever battle-masters of Cormyr.

IN FAVOR

Barandos Hawklin
(human male, Ftr7, LN)
"The Hawk of Hawklin," remains as popular and prosperous as ever. This keen-witted, shrewd investor is as debonair with the ladies as ever, but he has held to his integrity through several covert War Wizard tests and earned much Crown respect thereby. Unshakably honest men are a rarity in any realm, and Barandos has the added talent of being a pleasant person, not the least sanctimonious or difficult. He's also one of the very few Cormyrians who places his coins where they'll do the most good for the realm first.

Barandos is no fool, however—and when others do him dirty, he likes to hire adventurers to get even for him rather than doing such dirty work himself.

Korvarr Rallyhorn
(human male, Ftr5, LG)
A valiant lionar of the Purple Dragons who resigned his rank due to the actions of his younger brother (as seen in Death of the Dragon), Korvarr marked himself for royal attention with his valor in aiding and defending Crown Princess Tanalasta. Shaken by what he saw of blood, death, and betrayal in the fighting, Korvarr has become the Crown's strongest ally among the nobles, quietly urging them to support this or that Crown suggestion or decree, pointing out both high and self-serving reasons to do so. War Wizards have suspiciously probed his thoughts on many occasions, looking for any sign of him building future treason but have found only guilt and a need to serve.

His rank was personally reinstated by Alusair (whom he's now hopefully in love with), and Korvarr might well soon rise in royal service.

STAOCHNTLY LOYAL

The Crown traditionally counts "the Crown families" of Crownsilver, Hunisilver, and Truesilver as loyal, though their actions during the Bleth Affair have made the Obarskyrs look hard at them. The Wyvernspurs and Rowmanantes have both traditionally and recently demonstrated personal loyalty to Azoun IV and are also deemed loyal.

There are nobles, however, whose loyalty was proven during Death of the Dragon. Many of them died demonstrating their loyalty; of those who did not, the most prominent are:

Hector Dauntinghorn
(human male, Ftr11, LN)
The head of his house and veteran naval officer in the service of Cormyr, this grey-haired patriarch was shocked by the revealed ruthlessness of Fillærael and Tanalasta in the Council of Iron (see Death of the Dragon), as well as the battle-skills of Alusair and he was shocked into awe and almost worship of the Obarskyr women. This is the greatest realm in all Toril, and these are royals he's proud to serve. He'll give his life for them without hesitation.

Roland Emmarask
(human male, Wiz6/Ftr6, LN)
Head of the Emmarask family, Roland is known to be a thoughtful student of Cormyrian history, especially disputes among merchants and nobles. He always takes "the long view," trying to see what's best for the realm, and telling either his cousin Alaphondar (the Royal Sage) or the Dowager Queen his opinions and his learning. His candor is valued, his loyalty confirmed many times over, and his collection of maps unsurpassed—even in the Palace.

Idamoar Hardcastle
(human male, Ftr2, LG)
Idamoar is the head of his house and a bumbling but still vigorous man. His sons Guldrin and Rathgar died bravely in the fighting. After returning to Suzail, with her own father and sister still unburied, Alusair personally took the news of his sons to Idamoar. The moment he saw her at his gates in her blood-drenched armor, tears streaming down her face, he knew why she'd come. Yet he felt so honored by the way she told him the fates of his sons, and the thanks she gave, that she somehow lit a lamp in the darkest day of his life. She's met with Idamoar several times since, taken him drinking with young nobles and made him laugh, and all but bullied him into fathering more children in his twilight years. He reckons he owes the Steel Regent his life back and will spend it for her if he must.
Purple Policies

In the fledgling days of the Regency, Cormyr has rebuffed envoys from Sembia and Westgate with stiff requests to "allow us time to order the realm once more without your pressing requests to spend coins among us that come with strings firmly attached to them." Increased trade is welcomed, but an increased Sembarian or Westhavian presence (warehouses, businesses, agents, and property purchases) is not. Alusair has signaled that this might change in the future, but such changes will be at her own pleasure—which never flourishes under duress.

In contrast, merchants from the Daleas have been openly welcomed and encouraged to settle, found new businesses or wayposts of their established concerns, and offers of Cormynian armed escorts for caravans have been made.

At least one Zhentarim agent has demanded the same treatment and been coldly refused, but representatives from Hillsfar and Eversmeet have been politely encouraged into negotiations on the same topics—dealing with business that attractive offers from Cormyr seem to have stalled in endless meetings.

When Sembia reacted angrily to being treated less favorably by Cormyr than these more distant places, the Steel Regent coolly requested the immediate payment of outstanding loans and debts in the matter of the roadworks near Daerlun. She also demanded the salvage of the Sembian caravels Jhalavanther's Luck and Lady Rubytresses, which Cormynian navy vessels towed to Marsember after they were abandoned in the Neck, sunk to the waterline and endangering other shipping.

Malanker Gadroun, Lord Factor of Westward (the western border of Sembia) has protested against these demands personally to the Steel Regent. She then promised to shear the own ceremonial sword up his backside if he ever spoke so haughtily to her or any other Cormynian again.

When his report brought a stiff warning from Ordulin as to "how greatly unfortunate further regrettable incidents would be to the financial future of Cormyr," the Steel Regent sent back this blunt message: "While Sembia concerns itself with coins, we of Cormyr worry about food, lives, and having our swords ready. With our larders bare, the orcs and goblins will look east to Sembia and see a land that hasn't yet enjoyed its share of regrettable incidents." The Crown of Cormyr fondly hopes that the good merchants of Sembia, when next counting their coins, find some wisdom lying on the table—and for once, pause long enough from their money-grubbing to pick it up.

Alusair is determined to retake Arabel before the next snows fly, and then scour both the King's Forest and the Hullack Forest of all orcs, goblins, brigands, and monsters. If holding Cormyr secure means building a line of fortresses along the edge of the Stonelands, that's what she'll do.

At the same time, although Cormyr officially welcomes neither the Harpers nor any other independent organizations, Alusair wants an unofficial agency of the Crown to spy on the doings of exiled Cormynian nobles and other known foes of the realm in Sembia and Westgate. She wants the agency independent of the War Wizards, though, and doesn't quite know how to do that—or if she can trust the agency to serve only her if she asks Glarasteer Rhauligan to establish it.

Alusair doesn't anticipate being left alone to pursue such ends, however; she expects Faerûn to soon send her too many crises to handle. Zhent and Dragon Cult ambitions, Westhavian plots and schemes, and rebel doings in Marsember are some of her primary concerns, for example. Then there's the matter of royal pretenders...

Pretenders

It's common knowledge in Cormyr that Azoun, and many of his ancestors before him, have had a way with the ladies, and that bastard offspring of royal blood dwell in many a noble house (and commoner's hut) all across Cormyr.

Any or all of the sons among these might well challenge for the crown if the realm is weak or imperiled at some later time; speculators would do well to remember such names as Beliard Cormaeril, the brothers Dauntryn and Delce Dauntinghorn, Brac Skatterhawk, and Ondryn Thundersword—among many, many others.

Should any such shadow-kin of the Obarskyr move to take the throne, others of similar standing are sure to hotly contest their right to rule—and Cormyr could well experience a bloody civil war. The stability and longevity of the Obarskyr rule have thus far made the strength and prosperity of their realm, and if that fails, Cormyr could rapidly become an array of tiny, warring "vestpocket" baronies like the Border Kingdoms on the Lake of Steam.

Azoun's philandering was so energetic that when he married Filfaeril on Eleint 2, 1329, he was compelled to officially renounce his favorite pastime. Though the proclamation was no more specific, it was openly identified by one indelicate noble as "wenching his way through the nobility of Cormyr." When Azoun came to the throne in 1336 DR, Vangerdahast ceremonially reaffirmed the King's commitment to be faithful to his Queen and the needs of the Throne.

Unfortunately for Cormyr, the dead King's many unofficial offspring have made no such commitment—and it's likely, in the years to come, that one or more of them might see their rightful place as on the Dragon Throne and actually do something about it.

As the long-ago Cormynian bard Londias of Immerean sang:

"No backwater realm of trees this be, Most favored Cormyr, dear I love thee, For as I sit under my favorite tree, Every peril of Faerûn comes to visit me."
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Mentors such as Merlin, Obi-wan Kenobi, and Gandalf have trained, rescued, and equipped the greatest heroes of myth. They are a staple of heroic fiction, and therefore roleplaying adventures. Often, they are the heroes of the previous generation counseling the new.

Using mentors in your campaign could provide new plot twists, add character interaction to skill-level training, or boost a lagging storyline by giving PCs a mission.

To effectively use a mentor, you must first understand his role. The mentor is a channel through which PCs gain access to the wisdom, encouragement, or tools necessary to complete their quests. Second, you must define the mentor according to the needs and personalities of the PCs.

Group and Personal Mentors
You'll need at least one major NPC mentor during a campaign, and he should be a group mentor capable of uniting and motivating all of the PCs toward a common goal.

You'll also need minor NPC mentors to add depth and complexity to your story. Some might apply to only one PC, others to the whole group, but when should you use each type?

Use a personal mentor if a PC requires specific, individual training unlike that needed by anyone else. A PC can receive individual missions from a personal mentor. This is often the case with clerics, paladins, and knights.
Also, players might want a personal mentor to add depth to their characters' backgrounds, especially if a character comes from an exotic culture. For example, a shaman mentor might give a tribal warrior PC warnings from the land of dreams.

Use a group mentor if the PCs have trouble staying together whether because of different motivations or enmity. Usually, the major NPC mentor fulfills this role. However, he might not always be available.

If the PCs hit a tough spot and need fresh encouragement or a new mission, a minor group mentor can step in and get things moving again. Finally, if all or a large portion of the PCs have similar training needs, you can save time by using one teacher for everyone.

**Caveat: Intrusive Mentors**

Sometimes, DMs use mentors who adventure alongside the PCs. If this NPC often saves the day and steals the spotlight, players grow bored. If you're doing this, you've abandoned your role as storyteller in favor of playing a powerful character, one in which you have a vested interest. Take a break from DMing and play in someone else's campaign.

Analyze the mentors you're using. Don't drop a Gandalf into your campaign when a typical scholar could do the job. Of course, powerful mentors can be used well if, like Gandalf, they're never around when the PCs think they need them. Besides, Gandalf-types have other responsibilities. Send them off on missions of their own, or give them other important story tasks.

In *Star Wars*, Obi-wan deactivates the Death Star's tractor beam and sacrifices himself to stall Darth Vader. Both actions are essential plot tasks. At the same time, Luke barely survives other meaningful and difficult challenges. This sort of structure maintains the mentor's importance to the campaign world by allowing him to use his full abilities without spoiling the players' fun.

**Adventure Hook: The Weapon Companion**

One of the PCs finds an ancient, sentient broadsword named Forrel, who reveals himself after he sees the PC perform a heroic deed. In addition to allowing the use of his powers, Forrel offers to train the PC in combat and military tactics. Sometimes he gives tactical advice during the battle (at those times when you want to warn them before they screw up big time).

**Adventure Hook: Rival Mentors**

Two of the PCs' mentors, Hogart the Brave and Magnus Tibbel, are rivals. Besides bickering as to which is stronger, magic or the warrior's skill, they place small bets on their students' quests, and sometimes they exert strong pressure on the PCs to outdo their rivals. Make sure their rivalry never grows so intense that it splinters the group. Friendly competition keeps things interesting and provide a few moments of humor.

Alternatively, the two mentors could sponsor different adventurer groups. In this case, the competition between the PCs and another group could grow fierce, perhaps deadly.

**Mentor Gifts and Tests**

In many stories, a mentor grants the hero magical gifts in addition to advice and training. These items should have a story-specific use, along with good limitations; Most such gifts are low-powered but useful, healing potions, minor scrolls, luck talismans, and so on.

The proper use of magical gifts is often part of a hero's ongoing testing. The noble hero uses a magic gift only for honorable purposes. A mentor-given item might stop functioning or disappear when used for the wrong reasons. Keep in mind that the value of an item is subjective. A knight might be ecstatic to receive a magic longsword, while a peasant hero would be happy to get a high quality spear. The peasant's test might be to answer a riddle, while the knight might have to fight a giant.

**Mentors in Your Campaign Could Provide New Plot Twists or Boost a Lagging Storyline by Giving PCs a Mission.**

A powerful gift should be granted only after a PC proves himself worthy through a difficult, lengthy, and often deadly test. For instance, a shaman leads the PCs on a long, dangerous vision quest through the dream-world to recover artifacts that will increase their abilities. However, to get those objects, each PC must face a powerful guardian who represents his or her worst nightmare.

**Seven Common Mentor Types**

This mentor list is not exhaustive, and the different types could be blended to construct new types. Each type will be altered by the distinct personality and character of the mentor you create.

1. Helper
2. Squad Leader
3. Teacher
4. Sponsor
5. Retired Hero
6. Shadow

**Adventure Hook: Don't Mind My Ambition**

Tagano, the local weapons-master, is always willing to take on students. Though Tagano has good intentions, he also has strong political ambitions that will one day conflict with the PCs' ideals or pit him or his other students against the PCs' allies. Tagano is willing to overlook these differences, but can the PCs?
adventurer might have more skill knowledge, but due to age he's starting to slow down and lose power.

In a military-style campaign, make the Squad Leader one or two levels better than the PCs, then progress him at a similar rate. This way he remains helpful and slightly superior, yet he's never capable of outshining them by any great means. At some point, the PCs should surpass or equal him in ability.

Even the Squad Leader's wisdom can be tricky to handle. The PCs need to solve their own problems and not become dependent on the mentor's opinions and ideas. One way to handle this is to make the mentor wise but not necessarily smart, perhaps even a bit dull. This way, he makes good but slow decisions and doesn't come up with all the ideas. But don't overdo it. PCs tend to get tired of people perceived as idiots, especially ones who are in charge.

**Teacher**
The Teacher is a standard advisor or instructor who hangs around the PCs' home base waiting to train them when their skill-level increases. This type is best used for individual PCs who need specialized training.

Some Teachers take an active interest in the PCs' actions and train them to accomplish a specific task—take over as sheriff, liberate the nation, become a Jedi and defeat the Empire, and so on. Others trust the PCs' integrity and have no vested interest or input as to what the PCs do. Unless the PC is apprenticed to his mentor, the Teacher has her own agendas and other students.

A Teacher who strictly advises could be a PC's mother, a wise priest, or an old bard who knows many legends. Such mentors work well because they possess a lot of wisdom about life but know little if anything about solving puzzles or fighting dragons.

**Adventure Hook: The "Honest" Bureaucrat**
Lord Crabot, the PCs' Sponsor Mentor, appears honest, but he's actually a corrupt bureaucrat. He manipulates the information he gives the PCs, making his enemies seem guilty of horrible crimes, though they've done nothing wrong. The PCs are paid to seize, harass, or kill these enemies. They think they're doing a good deed until they find out the truth.
**Sponsor**

The Sponsor is the best archetype to use early in a campaign because he can give missions to start the ball rolling as well as provide background information to set up future events and ease the players into the campaign world.

Common Sponsors are rich merchants, nobles, priests, and scholars—people who have the resources to equip the PCs and provide for their training. But don’t make the Sponsor too generous; otherwise the PCs will become over-equipped and complacent.

The best Sponsors have limitations to their giving. An exiled prince won’t be able to reward the PCs substantially until he retakes the throne. Remember, most people don’t have powerful artifacts and magic items. Those who do keep them to themselves.

The agenda of an important Sponsor, like an exiled prince seeking to retake his throne, can often become the central quest of the campaign.

**Retired Hero**

This old hero, whether a soldier, thief, or crime-fighter, has seen it all but can’t or doesn’t adventure anymore. Maybe she lost heart, grew too old, or was critically injured.

If physically possible, however, a Retired Hero might adventure again if she’s needed to save the world or country. Such old heroes often have a climactic death in which they ensure the survival and success of younger heroes, as with Obi-wan Kenobi sacrificing himself to allow Luke and the others to escape the Death Star.

Any Teacher, Sponsor, or Helper could be a retired hero, but as a recurring NPC, the Retired Hero type represents someone who wants little to do with the old adventuring life. He’s likely to be little more than a friend, giving advice and encouragement to the PCs.

**Shadow**

Not all mentors are conspicuously good guys. These mentors have secret, possibly sinister agendas. An NPC fulfilling the role of any other mentor type can also be a Shadow.

A sinister Shadow might send PCs on missions that seem innocent but actually further the causes of evil. Ultimately, the PCs’ loyalties are strained when they end up in conflict with the Shadow. After the truth is revealed, mentor gifts might become curses, and other adventurers might distrust the PCs.

Shadows can sometimes be redeemed by the heroism of their students. The PCs might grow close to their mentor, and when they discover his evil nature, they might want to turn him because they’re determined he’s good inside. Whether this works is up to you, but PCs should be rewarded for trying such valiant actions.

**Adventures Hook: Sliding Toward the Dark Side**

When the campaign began, the PCs’ Sponsor, Brogrel the High Priest of Tyr, was proud, honest, and noble. However, after Tyr refused to heal his dying sister, Brogrel became despondent then maniacal. He has turned to evil, systematically destroying the religion he helped build. The PCs must defeat him or find a way to get him back under control.

A popular Shadow, used as a Sponsor, is the mysterious benefactor. This mentor keeps his identity secret while financially supporting the PCs and providing them with missions.

Don’t use the Shadow too often as a major NPC, because players will begin to unfairly distrust every mentor you introduce.

**Mentor Tests**

**SEEK & RETRIEVE**

The mentor tells the PCs the location of Kabbar’s Grimoire, which contains spells they need to defeat an upcoming enemy. To recover it, the PCs have to defeat the book’s ancient and powerful guardians.

**OLYMPIC TRIAL**

The mentor requires the PCs to swim across the raging Gorg River, scale Mount Olympia, and return in three days with a marker from the summit. Such trials are designed to test knowledge and willpower as much as physical capability.

**RIDDLE ME THIS**

The PCs must answer a riddle to receive help. The best riddles not only test the PCs’ wisdom but also provide foreshadowing or personal advice. Some riddles don’t have set answers but can be solved multiple ways with any intelligent or compassionate response being the correct answer.

**DEMONSTRATE YOUR SKILL**

The PCs’ would-be mentor, the bronze dragon Tabbthoth, requires them to prove their worth in combat against him. This gives inexperienced PCs a chance to fight one of the big guys and see how they measure up without the risk of dying. Remember, they don’t have to know it’s a test at first.
101 Evil Schemes
101 (Mostly) Foolproof Plots for Villains
by E.W. Morton

The measure of a villain is his motive. With that in mind, here are
dozens of villainous schemes for your consideration. Use them as story
ideas or simply fantastic rumors. Use them as hooks and background.
Use them alone, or strung together. But however you would use them,
just remember that it's the scheme that makes the villain.

1. A killer stalks the streets. The twist? The killer is a paladin who has been con-
vinced by an imposter cleric that the murders will stop the results of a dire
prophecy. The imposter knows that this murder spree will fulfill the dark
prophecy, not prevent it.

2. A foreign agent hires an evil dragon to prey on local livestock. The agent hopes
that local heroes will slay the dragon and that its sire, a great wyrm of leg-
endary power, will descend in rage upon the land.

3. A madman hires the PCs to bring him a sphere of annihilation. He has been col-
lecting such items for years and plans on conjoining enough of them to rip
apart the fabric of the universe. The madman, an expert at controlling the
spheres, plans to destroy the heroes using the sphere they bring him.

4. A wizard seeks spell components that he plans to use to transport his city to the
Upper Planes, where it will forever exist in peace. A local warlord, whose armies
will no longer face opposition once the wizard's city is gone, secretly inspired
this idea.

5. A local wizard has established an acade-
my and is hiring adventurers to uncover lost tomes for its library.
Unknown to all, the academy is the pet project of a mind flayer clan that hopes
to attract learned (and tasty) minds.

6. A vampire, tired of undead, uses magic
to switch bodies with a living woman.
The victim of this scheme, now undead
and consumed with unimaginable
hunger, is on a ravenous murder spree,
regretting her actions but unable to help
herself. When confronted, she begs to
be returned to her own body.

7. A nemesis of the PCs has devised a
nasty strategy: He leads several carrion
crawlers into the PCs' camp. The para-
lyzing carrion crawlers soften up the
PCs for the main attack.

8. A frost wizard decides that all of
society's problems can be blamed on
emotions. He begins replacing people
in his homeland with simulacra, as per
the spell.

9. A tanar'ri ventures into a high technol-
ogy universe to acquire a nuclear
weapon. Such technological devices do
not work outside of their home plane,
but this is not yet known. The tanar'ri
must be stopped, either on its way back
to the Abyss or in the high-tech uni-
verse itself.

10. An advisor to the king uses illusions to
convince the sovereign that his lost love
is secretly being held captive by an ally.
The advisor hopes to take the throne
from the "mad king" after he starts a
war and alienates his supporters.

11. A woman seeks adventurers to confront
an ancient evil. What she doesn't say is
that the evil will be freed when tres-
passers enter its lair. The woman is a
foreign agent who wants this misfortune
to befall the land.

12. The tarrasque has been devastating the
countryside, but a planewalking "tar-
rasque hunter" has recently opened a
vast gate with which to whisk the crea-
ture away. All the traveler needs are a
few volunteers to lure the tarrasque into
the portal. The mad "tarrasque hunter" is
actually trying to destroy his home world,
as the tarrasque will be deposited there.

13. A conniving rogue has devised a means
by which to bring down the PCs. With
the help of a wizard, he crafts a set of
cursed items, each of which is a replica
of an object carried by one of the PCs. One by one, he replaces each of the PCs’ valuable items with its cursed replica.

Elves are long-lived but not immortal. One decides that she will become the latter. She founds a cult in her name and demands unwavering loyalty from her followers, even though she knows that this results in their execution for heresy. She hopes that this sacrifice in her name will further her quest for immortality.

A lich is weary of meddling in the affairs of the mortal world and wants to die. He doesn’t want anyone to take his accumulated treasures without effort, so he threatens a nearby city with destruction unless some adventurers hazard the dangers of his lair and destroy him.

A flock of cloakers has made an alliance with a sadistic merchant, who now “sells” the cloakers to unsuspecting buyers, as the monsters are almost indistinguishable from fine cloaks. Together, the merchant and the cloakers hope to seize control of the immediate area.

A madman, obsessed with studying the psychology behind fear, has created a golem to spread panic. The madman follows his evil creation, observing as it terrorizes the local peasantry.

A many clan of gnolls resides in the city sewers and works to cave in these underground pipelines. If they are not stopped soon, the damage to the city’s foundations will be too great, and the population above the surface will be forced to flee the resulting ruin.

Upstanding members of the community, all of whom claim to be innocent, appear to have committed all manner of petty crimes. The crime spree is actually the result of a manipulative kobold that has become an “imaginary friend” to several children, whom it is using as larcenous pawns.

A wizard collects monsters and keeps them in a menagerie. She hires powerful adventurers to collect them. Little do they know that she plans to use them to attack a college of magic that banned her for her evil experiments.

An orc general has found an interesting use for a clan of giants. He has the giants toss orcs with Feather Fall cast on them over the walls of each city his hordes encounters. These orcs make their way to the city gates and open them before the startled defenders can react.

A tyrant fears that the people will revolt if not taught that his harsh ways are necessary. He tricks two powerful guilds into a vicious conflict and uses it to justify his ruthless policies.

A clever band of gargoyles has chosen as its home a city in which ranged weapons are forbidden and statuary is commonplace. They can hide amid the inanimate gargoyles decorating the rooftops and can fly unchallenged. Attempts at driving them away have yet to succeed.

A mercenary captain looking for employment poses as a highwayman. His mercenary company is hired and intentionally fails to capture the highwayman. When others are asked to join in the hunt, the mercenaries decide to frame the newcomers for the robberies.

Of late, winters have been especially harsh. A conjurer tries to fix the problem by traveling to the Underdark and opening vortices to the Elemental Plane of Fire. His plan will flood many miles of inhabited caverns with magma, destroying several communities to warm his own.

A bored god of strife has provoked a heated argument between several goddesses, persuading them to pick a mortal arbiter. Regardless of this arbiter’s decisions, he is likely to upset at least one of the goddesses, who will bring misfortune upon him and his companions.

A necromancer has been digging tunnels between his manor and the city graveyard to steal corpses. When a grave digger discovers the tunnels, the mayor calls for help with catching the necromancer and his zombie minions.

An ancient lich has uncovered the hiding place of a hibernating vampire. To rid himself of this potential rival, the lich poses as the vampire and preys on the local populace. When confronted, the lich flees into the vampire’s crypt then teleports away, leaving the PCs to finish off his enemy.

Magic items are all but priceless. A fledgling wizard realized this and has created several items that look magical using Nystul’s magic aura. He has put these items up for sale, claiming that they’re actual magic items.

A priest of an evil sea god, posing as a navigator, leads a passenger vessel into kraken territory, where he plans to sacrifice the ship and its passengers to a minion of his wicked patron.

A messenger from the Upper Planes has become as evil as the fiends he fights. The celestial hires the PCs to battle a fiend he is hunting, but he intends on helping the fiend defeat them. He believes that he can better rally support for his cause if the PCs become martyrs.
The Leviathan is a creature of good, ever fighting the evils of the sea. Sahagin send agents to an island nation with fabricated stories about the evils of the Leviathan, stories supported by “Leviathan attacks” that are actually sahagin raids for which the Leviathan has been framed.

With the help of a cloud giant clan, a wizard has discovered a spell that can destroy magic cloud islands. The wizard has already tested his spell on the isle of the cloud giants, sending most of the clan plummeting to their deaths. He now plans on dispelling a cloud island inhabited by a silver dragon to steal the dragon’s treasure.

Rakshasas have conquered an entire city with one swift attack and then masked it with powerful magic to preserve an illusion of normality. Rumor of the attack is rampant but no one is sure which city the rakshasas now control.

An old man claims to have escaped the slave pits of a powerful warlord. He has the layout of the warlord’s fortress memorized and can lead interested parties straight to the throne room. In reality, the old man is the warlord himself, looking to fake his own death so he can work from the shadows.

The monstrous yuan-ti hope to smuggle their ruler out of their lair in a particular city. They infest the market with deadly serpents, creating a diversion. As the citizens panic, the serpentine ruler of the yuan-ti is on the move.

An aging warrior-king wishes to die in battle and so must start a war. He gives his crown to some of his men and hires a band of adventurers to reclaim the item, which the king tells them has been stolen. When the adventurers acquire the crown, the king accuses them of having been hired by a neighboring kingdom to steal it, thus justifying a declaration of war.

A vigilante has hounded the guildmaster of a local thieves’ guild for years. To stop this, the guildmaster assassinates several citizens of questionable but forgivable morals and frames the vigilante. People begin to fear that their protector has finished with thieves and moved on to those who commit the smallest of offenses. The citizens now seek someone to hunt down the vigilante.

In a city where the ownership of quality pets is a status symbol, an evil transmuter has polymorphed his many doppleganger minions into fine animals and sold them to the nobility. Once each noble owns one of these false pets, the dopplegangers, which can counteract polymorph spells on a whim, will replace the entire upper class.

To avoid being caught, a vampire develops a spell that gives people a strong aversion to garlic, sunlight, running water, and mirrors. Whenever a new hunt for the vampire begins, the creature casts the spell on someone else, leading hunters to believe that the spell’s victim is the vampire being hunted. Currently, the vampire plans on making a “troublesome” paladin or priest this unique spell’s next target.

A wizard has been dominating powerful individuals to use as pawns with a unique variant of the dominate person spell that not only controls the victim but also causes that person to believe that the source of the spell is someone of the wizard’s choosing. Using this special spell, the evil wizard frames a powerful, good-aligned rival.

A fiend has created a spell that allows recipients to become native to the Upper Planes, but it must sacrifice many celestial beings to cast it. The fiend has gathered a small army of its kind and wants to enchant them, allowing them to operate freely on the Upper Planes. All the fiend must do is lure some celestialis into a trap it has set using hired mortals as pawns.

A local human king, tired of elves harassing his nation’s loggers, hires a band of adventurers to deliver a message of peace to the elven court. Unknown to the messengers, the scroll carrying this message has been coated with a poison that afflicts only elves. The king hopes to provoke the elves into open warfare.

Everyone thinks about vampires, but no one ever remembers the insidious lamia. One particular lamia is feeding off the local population and throwing off investigators by spreading rumors suggesting the presence of a vampire.

A coven of hags share a friendly wager. They hope to humiliate an adventuring party by having one of the adventurers unintentionally kill another. The first among the hags to successfully pull off this scheme wins the bet.

A crafty rogue has been pursuing an uninterested maiden for some time. When a dragon attacks the countryside, the rogue sees his chance. He convinces the local villagers that they must sacrifice the object of his attention to the dragon. He plans to kidnap the girl when she is left for sacrifice. Unfortunately for all, the dragon hears that a maiden is being offered and plans to show up for dinner.

A band of lizardfolk has decided to divert a river and flood a city, which they will then claim as their own. Fortunately, a traveler has glimpsed their riverside excavations and asked adventurers to investigate.
A famous artist, recently snubbed by the nobility, takes dormant yellow mold and uses it to color the yellow portions of the paintings of his rival just before a gala exhibition at a noble's mansion. The people at the exhibition notice nothing amiss except for a strange odor, but a day later they all feel the mold's deadly effect.

Local hobgoblin bands have enlisted a human traitor as a spy. The spy has concocted special ink that is visible only to darkvision, and he has been writing messages to the hobgoblins on the sides of wagons leaving his home city.

An orc general is planning on attacking a certain city. In the sewers beneath this city, the orc has raised a large herd of rust monsters. Unless they are discovered and destroyed, they will be unleashed upon the city armory, crippling the city's militia even as the orcs move to attack.

In a land plagued by the walking dead, an undead hunting wizard offers training in return for assistance. Unknown to the wizard, the idea to train others in his profession was secretly suggested by a lich, who needs pawns with which to battle an undead rival.

One of the nobility discovers that the king is sending a peace offering to one-time enemies and convinces the people that their king has betrayed them. The citizens support the nobility in a political coup unless the truth is revealed.

A greedy water elemental has opened a vortex in the middle of the ocean and is intent upon draining the seas back into the elemental plane from which they came. To stop the elemental from turning the world into a desert, the creature must be offered something that it would value more than the contents of every ocean in the world.

A powerful werewolf has learned a magical rite that transforms infected lycanthropes into true lycanthropes. He is now offering true lycanthropy to any who will swear allegiance to him, and he is slowly turning local thugs and once-vanquished villains into formidable foes.

To monopolize a given trade route, a ruthless conglomerate of merchants enlists the aid of several goblinoid tribes to attack rival caravans.

A planar explorer bottles the waters from the River Styx and somehow preserves their mystical, amnesia-causing properties. He returns home to wreak vengeance upon his enemies by stealing their memories.

A con man is selling false treasure maps. To insura that his scheme remains uncovered, each of the man's maps leads explorers to the lair of a deadly beast, where they will presumably meet their doom.

The high priest of a destructive god is granted an earthquake spell and now heads toward a city at the foot of a dormant volcano. If not intercepted, the priest casts earthquake upon the mountain and triggers a violent eruption.

An efreeti has created a band of almost unstoppable minions by granting a clan of trolls their wish to have immunity to fire. The trolls now stalk the land with impunity, ruling in the name of their efreeti ally.

An army of goblins laying siege to a village has devised a wicked tactic. They begin catapulting stone jars into the city, where the jars shatter and unleash their lethal contents: green slime!

The king's remote summer estate has become infested with ghosts, much to the monarch's chagrin. In reality, the so-called ghosts are illusions, created by a spellcasting gnome squatter who wishes to keep the royal residence to himself.

An evil priest poses as a member of a good-aligned church to gain political power. In return for an annual human sacrifice, the evil priest's patron protects him from detection by members of the church. To fulfill this year's sacrifice, the priest secretly builds a dungeon to be used in an ambush and asks adventurers to investigate.

An aging sage has discovered the lair of a lich and agrees to lead the PCs there to confront the creature. The lich doesn't actually want the heroes to slay it for he hopes that the lich will somehow help him cheat death. If necessary the sage will turn on the PCs to save the zombie lich from destruction.

A bored god of sinfire decides to use a social outcast as entertainment. He grants the man divine power, no strings attached. Now, the mortal-turned-avatar capriciously torments the society that once cast him out. The only hope of ending his reign of terror is for someone to convince him to willingly give up the divine gift he has received.

The sultan of the efreeti decides to flex his muscles by brightening the flames of the sun and turning the world into an arid desert. To prevent this, someone must travel to the City of Brass and convince the sultan that his malicious display of power isn't necessary.

A seafaring merchant has hoarded grain. He wants to sell it at the highest
price he can. To this end, he has secretly infested his vessel with vermin from a distant continent. These vermin will cause terrible crop blights in his homeland unless someone keeps them from being brought ashore.

A drow learns that a surface elf has been collecting cursed items and storing them in an anti-magic vault. Looking to wreak havoc, the drow slays the elf and distributes the cursed items far and wide.

An island temple has been declared taboo; should any mortal set foot within it, terrible plagues will ravage the land. A man whose wife died of an illness wants everyone to share his misery. He seeks to find and enter the temple.

A treaty with the local elves prohibits human travelers from harming any vegetation in the surrounding woods. An evil clan of minotaurs is using this to their advantage and has been planting brambles for years, turning the wood into a giant hedge maze.

A manipulative temptress has decided that the PCs would make nice pawns. To make them hers, she has asked a sly rogue to slip potions of love into each of their drinks just before she encounters them.

A young cleric has been given the honor of conducting a special holiday ritual. Her lazy brother, long jealous of her success in life, has been interfering with the preparations for the ritual, trying to make her look incompetent. The clergy fears that evil spirits are behind the mishaps.

A glabrezu looks to interfere with the ritual that keeps it at bay, but it can't enter the town where the ritual is being held. It has enlisted the aid of a foolish mortal, whom it plans to have take the blame for any interference it's inspired.

A clockmaker building a clock tower for the city requests the PCs' help to rid his tower of gremlins. In truth there are no gremlins. The clockmaker was paid to assassinate the PCs and he equipped the clock tower with deadly traps.

A medusa has decided to build herself a sanctuary constructed of petrified humanoid. Towards this end, she has enlisted the services of notorious kidnappers.

The PCs learn that an ancientlich has tempted one of their spellcaster allies, convincing the man to become a lich. To save their friend's soul, the PCs must prevent the ritual that will transform him into one of the undead.

A vampire has gained control of one of the PCs' former allies. She hopes that the PCs will attempt to save him, for she secretly desires to transform one of their number into a vampire.

One of the heroes' cohort has developed an eye for a particular PC. She goes to any length to keep the PC out of danger, even going so far as to undermine the PC's every action in the hopes of persuading him to retire from adventuring.

To generate distrust among the PCs, one of their long-time foes has kidnapped and later returned one of the party members. The abductee has no memories of his abduction but radiates moderate Enchantment magic. The villain has no real control over the abductee, he merely wishes it to look as if he does.

A devious necromancer has captured one of the PCs' cohorts, swapped his spirit with that of a doppelganger, and then returned him in the doppelganger's body but in his own form. The abductee is unaware that he is now a doppelganger, but the PCs might learn this fact and think their henchman is an imposter. When they find the doppelganger in their friend's body, they might assume the worst and believe him to be a real shapeshifter.

A villain, using a magical portal, has traveled back in time. Fearing that the villain will try to change the past, the PCs must use the same portal to go back after him. The villain does not actually dare interfere with history. His real goal is to keep the PCs out of the present so that his allies' present-day schemes go unchallenged.

To discourage thieves, a mighty wizard once cut a deal with a powerful, evil entity, insuring that any unauthorized persons entering his keep would be transported to a replica of the keep on the Lower Planes. The wizard has long since passed away and no warning remains about his extradimensional trap.

To prevent two kingdoms from allying against them, a band of goblins has been making border raids upon both nations, framing each kingdom for attacks upon the other. Anyone wanting to protect the alliance must venture to the goblins' warrens and uncover evidence of the creatures' trickery.

An evil wizard has set out on a venture to the center of the world, from which he plans to retrieve a powerful artifact. He will be stopped only if someone else ventures through the Underdark and beats him to the prize.

An aboleth has decided to build an outpost in a murky, aboveground lagoon. It has trapped the inhabitants of a fishing village at the bottom of the lagoon for use as slave labor.
To remain the best in the land, a breeder of prize chickens steals his rivals' chicken eggs and replaces them with cockatrice eggs. These eggs hatch, and the cockatrices run amok across the countryside.

A dragon has concocted a plan to eliminate potential threats. Using a crystal ball, the dragon uncovers the identities of local adventuring professionals and has its minions ambush these individuals before they become too experienced.

An archeologist ventures into the deep desert, where a living idol trapped beneath the sands is using most of its remaining power to demand the archeologist's assistance. The evil idol hopes that the ensorcelled archeologist will unearth it.

An infamous bard wants to add to his legend. He helps the PCs defeat a particular beast but then turns upon them so that he can claim to be the sole survivor of the glorious quest. Even if the bard fails to murder the adventurers, stories of his deeds will be spread simply for making the attempt.

An evil treant has decided to wage a war against civilization using animated trees as soldiers. The treant has attacked several hamlets. The survivors of these strikes have fled, believing the forest to be cursed.

A baron hires adventurers to eliminate a band of goblins that has been destroying his crops and digging up his fields. What the baron doesn’t tell those in his employ is that the goblins are actually searching for their young, whom the baron has kidnapped to work as slaves in his mines. It is the location of these hidden mines that the goblins seek with their mysterious excavations.

Of late, the waters of the bay are becoming murkier, driving away wildlife and making life difficult for the fishermen. The source of the silt is a ruthless wizard, who is using his magic to pollute the bay. He hopes that this will force an elusive mermaid to surface for capture.

An elf seeks the heart of an ancient wood, where he claims he will study a small band of benign druid renegades. In truth, the man is a half-elf whose elven mother was slain by evil druid. He wants to test a poison on the renegade druid before risking his life to deliver the toxin into the water supply of their evil kin.

A conniving thief has stolen a religious icon and planted it in the house of a particular noble. He cares nothing about the icon but instead wants the noble to be executed so that no one remains to attest to the exact size of the noble's gem collection, from which the thief will pilfer a fair percentage.

A bitter dwarven weapon smith has made it his mission to spread misery throughout the world. To this end, he sabotages every weapon he makes. Though all of his wares appear to be of the highest quality, each fails dramatically after several weeks of use.

A particular rogue was raised to dislike wizards, and he has found a way to do away with them. The man breeds book worms, which he makes sure to unleash upon any tome or library he can reach using his rogue talents.

A villain’s follower has convinced both the villain and his heroic rivals to travel through a magical portal. The henchman plans to destroy the portal, stranding his boss and his enemies so he can take over his former master’s criminal empire.

One of the PCs’ enemies has reformed and hopes to earn redemption by fighting evil at their side. Unfortunately, one of this individual’s evil rivals sees an opportunity to destroy both the PCs and their newfound ally; this foe has recruited some of the reformed villain’s disappointed minions to attack their former master and the characters.

Grimlocks, who are born blind, have shrouded a human city in a cloud of smoke generated by an unusually potent eversmoking bottle. The smoke doesn’t reach indoors, but on the streets, where vision is completely obscured, the grimlocks reign supreme. The only way to free the city is to find and seal the eversmoking bottle.

A kraken with a taste for land-dwellers has developed a potent magical talent that allows it to open magical doorways connecting its lair to other watery locales. The sea monster has been using this magic to snatch victims through pools, wells, and even bathtubs.

The city has fended off severalumber hulk attacks, but the monsters are learning. They have started working as sappers, destroying city structures from below. If theumber hulks are not stopped, the city will be undermined and collapse.

With the birth of his daughter sixteen years ago, an evil game hunter apparently gave up his wicked ways. He retired from hunting and reared his daughter to be a perfectly virtuous young woman. In truth, the hunter is using his daughter in a sixteen-year-old scheme. Once adventurers make the surrounding woodlands a safe place in which his daughter can stroll, he hopes that she will befriend the wood’s elusive unicorn, bringing it into the open so that he can claim its horn as a trophy.
F orced to dwell among creatures larger and stronger than they, gnomes have often turned to their unique strengths to survive. The phrase "they might be big, but we're smart" is a common one among their kind, as is "if you can't beat them, trick them." The gnome trickster prestige class provides a model in which the "tricky little guy" archetype of the gnome is quantified with formidable game mechanics.

**Gnome Trickster**

The trickster is a gnome specializing in the use of deception and misdirection to get ahead. He can be playful and light-hearted, but he just as often uses his skills to fool his foes in deadly situations. A trickster employs the skills of both illusionists and rogues fused together in a uniquely gnomeish amalgam.

Tricksters are most often rogues or wizards, but just about any gnome character—short of perhaps a paladin—has taken up the role of the trickster.

NPC tricksters are usually loners looking for fun, adventure, riches, or all of the above.

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**THE GNOME TRICKSTER**

<table>
<thead>
<tr>
<th>Lvl</th>
<th>Attack Bonus</th>
<th>Fort. Save</th>
<th>Ref. Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
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<td>+0</td>
<td>+2</td>
<td>+0</td>
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</tr>
<tr>
<td>2</td>
<td>+2</td>
<td>+0</td>
<td>+3</td>
<td>+0</td>
<td>Slippery, illusion expertise</td>
</tr>
<tr>
<td>3</td>
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<td>+1</td>
<td>+3</td>
<td>+1</td>
<td>False charm</td>
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<td>+1</td>
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<tr>
<td>6</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>+2</td>
<td>Repeated strike</td>
</tr>
<tr>
<td>7</td>
<td>+6</td>
<td>+2</td>
<td>+5</td>
<td>+2</td>
<td>Enlarge illusion</td>
</tr>
<tr>
<td>8</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>+2</td>
<td>Bonus illusion</td>
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<tr>
<td>9</td>
<td>+7</td>
<td>+3</td>
<td>+6</td>
<td>+3</td>
<td>Quickened illusion</td>
</tr>
<tr>
<td>10</td>
<td>+8</td>
<td>+3</td>
<td>+7</td>
<td>+3</td>
<td>Fade away</td>
</tr>
</tbody>
</table>

**HIT DIE**

D6

---

**Lvl**: The level of the trickster.

**Attack Bonus**: The trickster's attack bonus, added to the character's normal attack bonus.

**Fort. Save**: The save bonus on Fortitude saving throws, added to the character's normal save bonus.

**Ref. Save**: The save bonus on Reflex saving throws, added to the character's normal save bonus.

**Will Save**: The save bonus on Will saving throws, added to the character's normal save bonus.

**Special**: Level-dependent class features.

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**REQUIREMENTS**

To qualify to become a trickster, a character must fulfill all the following criteria:

- Must be a gnome
- Must be able to cast at least 1st-level arcane spells of the illusion school
- Hide skill ranks: 3
- Pick Pocket ranks: 5
- Bluff ranks: 7
- Heroic feats: Expertise
CLASS SKILLS
Skill Points at Each Level: 4 + Int modifier

The trickster’s class skills (and the key ability for each skill) are:

- Balance (Dex)
- Bluff (Cha)
- Escape Artist (Dex)
- Hide (Dex)
- Innuendo (Wis)
- Listen (Wis)
- Move Silently (Dex)
- Perform (Dex)
- Pick Pockets (Dex)
- Sense Motive (Wis)
- Spot (Wis)
- Tumble (Dex)

CLASS FEATURES
- **Weapon and Armor Proficiency:** The trickster is proficient with all simple weapons, but no type of armor or shield.
- **Misdirection:** Once per day, for every three levels of the trickster, the trickster can, as a free action, force one foe of greater than 1 Int within 10 feet to make a Will save with a DC of 10 + the trickster’s class level. If the saving throw fails, that foe is treated as flat-footed until the foe’s next action. This ability involves some sort of communication between the trickster and the target—a few words, a gesture, and so on. This is an extraordinary ability.
- **Slippery:** At 2nd level, gnome tricksters gain a +2 bonus to Escape Artist and Tumble checks. This is an extraordinary ability.
- **Illusion Expertise:** The trickster can use his character level rather than his class level in regards to any level-based effects of illusion spells (duration, range, and so on).
- **False Charm:** At 3rd level, the trickster gains a +2 bonus to his Charisma. This is an extraordinary ability.
- **Size Combat:** At 4th level, the trickster gains a +1 competence bonus to attack all creatures larger than Small size. This is an extraordinary ability.
- **Extended Illusion:** At 5th level, one of the illusion spells the trickster can cast is forever treated as being extended, as per the feat Extend Spell, though with no modification in level. This is a supernatural ability.
- **Repeated Strike:** At 6th level, a trickster in combat can attack a foe he has already hit that round again, as a free action, once per round. The gnome uses the same attack bonus used in the attack that struck the foe. This is an extraordinary ability.
- **Enlarge Illusion:** At 7th level, one of the illusion spells the trickster can cast is forever treated as being enlarged, as per the feat Enlarge Spell, though with no modification in level. This is a supernatural ability.
- **Bonus Illusion:** At 8th level, the trickster gains a bonus illusion spell at each spell level known. This is a supernatural ability.
- **Quicken Illusion:** At 9th level, one of the illusion spells the trickster can cast is forever treated as being quickened, as per the feat Quicken Spell, though with no modification in level. This is a supernatural ability.
- **Fade Away:** At 10th level, the trickster can use a dimension door as a spell-like ability once per day as a free action as if he were a sorcerer of his trickster class level.
The Royal Heralds
Her Majesty's Secret Servants
by Andy Collins • illustrated by Mike Vilardi

Jack Dav slipped quietly through the shadowy halls of the Grand Vizier's palace. His fingers had been twitching throughout the length of the seemingly endless wedding reception, but patience had won out. Now, with the palace quiet, and the vizier's "elite guards" unconscious behind him, he was finally free to complete his mission.

The lock clicked open under Jack's expert fingers. After moving into the vizier's private study, he paused briefly to let his eyes adjust to the darkness. A quick glance about the room located the enormous portrait of the vizier—without the warts of course—that, according to his intelligence reports, concealed a secret compartment containing the empire's war plans.

His smile was cut short by a light appearing behind him and the chortle of the vizier's chief of security. "So, it would appear that we have found a spy. Guards ... hurt him."

As Jack's far-from-ceremonial rapier leaped into his hands he couldn't help thinking. Thank Pelor for Sergei's fencing lessons!

The Royal Heralds serve as the eyes and the ears of the Queen. Reporting directly to Lord Chamberlain Kell Fleming, the Heralds travel far and wide, gathering information as they go. Most people see the Royal Heralds as little more than a group of diplomats, messengers, and errand-runners, and that's exactly how the Heralds want it.

HISTORY OF THE ROYAL HERALDS
The first Royal Heralds were exactly that: messengers of the Crown. Over the years, however, the monarchs of the kingdom had occasional need for a particularly trusted errand-runner or information gatherer. When a wise lord chamberlain (whose name has been lost to history) grew tired of repeatedly recruiting such trustworthy individuals, he created a network of skilled agents that would report directly to him. Once identified and recruited, each new Herald was trained in spycraft and diplomacy—at first by the lord chamberlain himself, and later by the chamberlain's hand-picked officers and senior agents.

Within a generation, the group's founder had passed on and been replaced. But the network of Heralds lived on, thriving in the kingdom's
climate of political intrigue. As time passed, the organization continued to grow. While occasional lapses in security have threatened to pull away the Heralds' cover of secrecy, they have managed this in time and again to turn crises into opportunities.

Today, no one person knows all the Heralds' identities, but it is believed that the group numbers over two hundred. Lord Chamberlain Kel Fleming retains his leadership of the Heralds, though he secretly realizes that even he is no longer fully in control of his network of spies and agents.

**Herald Responsibilities**
The chamberlain assigns some Heralds for "internal duties," meaning that they restrict their activities to within the kingdom. These Heralds watch for potential insurgency, foreign spies, government corruption, and other problems facing the kingdom. They pose as minor officials, traveling merchants, itinerant performers, or even adventurers, depending on the task and area.

Heralds working within the kingdom can count on strong support. Most junior Heralds work "internal" until they prove their ability to work independently. They file frequent reports to their superior officers and are kept on a short leash.

The majority of Heralds are assigned to "foreign affairs." These Heralds travel to other kingdoms far and near, where they use their formidable skills to learn the kingdoms' secrets, deliver clandestine messages, rescue prisoners, kidnap nobles, or foment discord. Most carry a title like "emissary" or "ambassador" that helps get them into foreign courts. Those working incognito might pose as traders, wealthy travelers, or even minor royalty.

Heralds assigned to foreign kingdoms must rely almost completely on their own abilities. Only rarely can the Lord Chamberlain supply any assistance to these faraway servants. In some cases, Heralds must go without contact from home for months or years. Stories persist of one Herald who posed as a spice merchant in a distant empire for six years before he was able to complete his mission.

**Requirements for Membership**
The Royal Heralds accept characters of all classes, though some—particularly bards and rogues, with their appropriate array of class skills—tend to make better Heralds than others. Still, the Heralds employ plenty of fighters, monks, and rangers; a cleric, sorcerer, or wizard with the right mix of spells can also be an exceptional Herald. Druids, paladins, and barbarians tend to make poor Heralds, though rare exceptions exist. It's rumored that the Lord Chamberlain employs a few assassins for particularly deviant assignments. The most prized Heralds, of course, are those who actually advance in the herald prestige class. (See below.)

A Herald's most important ability scores are Charisma, Wisdom, and Dexterity. While Heralds tend to have a wide range of skills, aptitude in interaction, detection, and stealth are critical. Skills such as Bluff, Diplomacy, Disguise, Forgery, Hide, Listen, Move Silently, Search, Sense Motive, and Spot are all important to a good Herald. Gather Information is a must—if a Herald can't dig up rumors, he'll have trouble handling missions.

Above all else, a Herald must be absolutely loyal to the Queen. The Lord Chamberlain doesn't accept even the rumor of disloyalty, and he won't hesitate to use magical means to confirm or dispel such suspicions.

**PC Heralds**
Obviously, player characters who belong to the Royal Heralds have a dual allegiance: both to their fellow adventurers and to the Crown. This can create many interesting situations, but it shouldn't be allowed to interfere with the group's enjoyment. PC Heralds can have a longer leash than other Heralds—perhaps the PC is a special operative who works only occasional missions, or a "sleeping agent" who waits for a particular event for activation.

It also isn't critical that all characters belong to the Heralds, though any Heralds in the group should keep either the organization's motives and activities relatively quiet or be absolutely certain of the group's ability to keep secrets.

**Benefits of Membership**
The chief benefit derived from membership in the Royal Heralds is the authority vested by the Queen. Every Herald, from the rarest recruit to the most senior veteran, carries with him the authority to act in the Queen's best
Jherrith Mandrakesson, Former Herald

Male halfling, 5th-level cleric/3rd-level herald/2nd-level rogue

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**Strength**: 8 (-1) **Fort. Save**: +6  
**Dexterity**: 14 (+2) **Ref. Save**: +11  
**Constitution**: 8 (-1) **Will Save**: +12  
**Intelligence**: 10 (+0) **Alignment**: N  
**Wisdom**: 16 (+3) **Speed**: 20  
**Charisma**: 14 (+2) **Size**: M (3' 2'')

**Armor Class**: 18  **Melee Attack**: +7/+2  
**Hit Points**: 35  **Ranged Attack**: +10/+5

**Special**: Evasion, false alignment, rebuke undead, sneak attack +2d6, uncanny dodge (Dex bonus to AC).

**Skills**: Bluff +12, Concentration +4, Diplomacy +3, Disguise +5, Gather Information +12, Knowledge (nobility and royalty) +7, Listen +9, Sense Motive +11, Speak Language (Dwarven), Spot +9.

**Feats**: Alertness, Expertise, Improved Disarm, Improved Initiative.

**Languages**: Common, Dwarven, Halfling.

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**Cleric Spells** (5/4/3/2): 0--guidance (xx), light, mending, read magic; 1st—command, comprehend languages, obscuring mist, sanctuary; 2nd—animal messenger, silence, zone of truth; 3rd—cure serious wounds, dispel magic.

**Domain Spells**: 1st—change self, entropic shield; 2nd—disarm, invisibility; 3rd—nondetection, protection from elements

(Jherrith is a cleric of Oldammar; his domains are Luck and Trickery.)

**Herold Spells Known** (3/2/1): 0—dazzling ghost sound, mage hand, open/closed; 1st—glbl tongue, sleep; 2nd—suggestion.

**Possessions**: +1 short sword, +1 hand crossbow, 20 +1 bolts, +1 glamered studded leather, +1 cloak of resistance, +1 ring of protection, ring of mind shielding, potion of neutralize poison, potion of cure serious wounds, potion of haste.

**Background**: See "Enemies" section.

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interests and the knowledge that his actions will be supported by her agents. This support can take the form of gold, weapons, magic, supplies, letters of marque, or royal dispensations, to name a few. While serving as a Royal Herald, a character is an extension of the Queen's own hand and is treated as such.

With that benefit comes a drawback, however. Despite the support of the Queen, the Herald must work in complete secrecy. He cannot share the knowledge of his responsibility and authority with those outside the organization, nor can he take advantage of his position for personal gain. He also loses a measure of personal freedom, as he can be ordered to travel hundreds of miles at a moment's notice.

Still, the Queen rewards those who serve her well. Royal Herolds who survive the first few years can enjoy a life of moderate luxury, while those who manage to retire after many years of service find themselves well compensated for their loyalty and bravery. Titles, tracts of land, and cushy positions among the Queen's ministers await the Herald who finally decides to take it easy.

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**ENEMIES**

As the existence of the Herolds remains a secret, no group realizes who is behind the thwarting of their plans. Still, it is safe to say that most foreign rulers and governments would count the Herolds among their enemies.

However, there are those within the organization whose goals differ from the Lord Chamberlain's. After many years of loyal service, veteran Herald Jherrith Mandrakesson (a cleric of Oldammar) believes that the Lord Chamberlain no longer has the Queen's best interests at heart. Deciding to choose for himself who should be investigated, what kingdoms should be sown with discord, and which foreign royals should be assassinated, Jherrith has recruited his own secret cell within the Herolds that he uses to accomplish missions of his own planning. Sometimes he even uses these recruits to thwart the actions of other Herolds.

The twelve rogues, bards, and wizards working for Jherrith operate out of an abandoned warehouse near the docks. So far, Jherrith has managed to maintain the group's cover, and the Lord Chamberlain hasn't connected recent Herald failures with an organized resistance.
ALLIES
Due to their need for secrecy, the Royal
Heralds don't have true allies. Individual
agents often have many contacts,
resources, and safe houses that they
use from time to time during missions.

WITH A TWIST ...
If you want a different spin on the
Royal Heralds, here are a few options.
- The Heralds serve the Lord
Chamberlain as his personal secret
police, without any authorization
or knowledge of the Queen. Eventually,
Fleming plans to use his network of
spies and assassins to launch a coup.
- The Heralds don't actually work for
the Lord Chamberlain at all—that's just
what the person who recruited the PCs
wants them to think. In actuality, the
Royal Heralds are an independent
organization dedicated to digging up the
secrets of every kingdom in the region.

DUE TO THEIR NEED FOR SECRECY, ROYAL HERALDS DON'T HAVE TRUE ALLIES.

with the goal of blackmailing nobles
and fomenting wars for profit.
- Use the Heralds as written, but
assign them to the service of a king-
dom at war with the PCs' homeland.
The Heralds can make a great enemy
organization to pit against your PCs,
particularly as the characters become
influential in the kingdom.

ADVENTURE HOOKS
- The PCs are traveling across the
countryside not far from the Queen's
Castle and find a dead man lying by the
side of the road. The man, a Royal
Herald working "internal," was killed by
brigands who didn't know his identity.
Though his possessions are gone, he
still carries a small scrap of paper
concealed in the seam of his tunic
(Seach check DC 15 to find). The
paper is addressed to the Lord
Chamberlain and bears the Herald's
final report on a group of rebels
plotting the assassination of a local
dignitary. Curious characters can
investigate the report or deliver it
directly to the chamberlain. This adven-
ture hook can both introduce the PCs

PCs must track down the stolen
document quickly—before word of its
disappearance leaks out—and return it,
intact, to the Lord Chamberlain. The
treaty might have been stolen by some-
one within the government who wishes
to ruin relations between the two king-
doms, by an agent of a third kingdom,
or even by a thief who didn't realize
the value of what she now holds.
- One of the senior Heralds assigned
to foreign affairs has been arrested on
charges of treason against the kingdom
to which she is assigned. Though her
true mission remains a secret (for
now), the Heralds cannot risk her
knowledge being disclosed. The Lord
Chamberlain sends the PCs to the for-
ign kingdom with simple orders: They
must either rescue the imprisoned
Herald (without her captors realizing
her escape is part of an organized plan)
or ensure that she does not live to
divulge her secrets. Good-aligned PCs
might have difficulty with the second
option and must weigh their conscience
against their duty to the Queen.
- Duke Vasily Rasputin, a prominent
nobleman of a neighboring kingdom, is
vocally pushing for his lord to declare
war against the PCs' home nation. The
Lord Chamberlain fears that the lord in
question, a rather weak-willed man,
might soon agree with Vasily's viewpoint
and orders the PCs to assassinate the
duke before war is declared. Of course,
they must carry out their mission with
the utmost secrecy—if anyone even sus-
pcts that the PCs' kingdom is behind the
duke's death, war will result. This mission
is not appropriate for good-aligned PCs
unless the DM wishes to challenge the
characters' morals and ethics.

The Royal Herald prestige class ...
Herald Prestige Class

Class Features

- **Weapon and Armor Proficiency:** A herald is proficient with all simple and martial weapons, and with light armor.
- **Spells:** A herald casts arcane spells from the herald spell list. (See below.) She casts these spells without needing to prepare them beforehand or keep a spellbook. Heralds receive bonus spells for high Charisma. To cast a spell, a herald must have a Charisma score of 10 + the level of the spell. The Difficulty Class for a saving throw against a herald’s spell is 10 + the spell’s level + the herald’s Charisma modifier. The herald’s effective casting level is equal to her herald class level.

- **False Alignment:** A herald of 1st level or higher receives a Will saving throw against any attempt to discern her alignment or aura (such as with a detect good spell or the divine version of the true seeing spell). The DC of the saving throw is 10 + the spell’s level + the caster’s ability modifier. If the saving throw is successful, the herald can disguise her alignment with an alignment of her choice. This is a supernatural ability.

- **Sneak Attack:** A herald can strike a vital spot for extra damage. Any time the herald’s target would be denied a Dexterity bonus to AC (whether her target actually has a Dexterity bonus or not), or when the herald flanks the target, the herald’s attack deals extra damage. The extra damage is +1d6 at 1st level and an additional +d6 every two levels thereafter. This ability is otherwise identical to the rogue’s sneak attack and is cumulative with any sneak attack capability the character has from other classes.

- **Uncanny Dodge:** Starting at 3rd level, the herald gains the extraordinary ability to react to danger before her senses would normally allow her to do so. At 3rd level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or being struck by an invisible attacker. She still loses her Dexterity bonus to AC if immobilized. At 7th level, the herald can no longer be flanked, as she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack her. The exception to this defense is that a rogue at least four levels higher than the character can flank her (and thus sneak attack her).

The character’s herald levels are cumulative with her levels in any other class that has the uncanny dodge ability for the purposes of determining the character’s total uncanny dodge. For instance, a 6th-level rogue/5th-level herald would have uncanny dodge equal to an 11th-level herald.

- **Nondetection:** Starting at 5th level, a herald has a permanent nondetection effect (as the spell). If a divination is attempted against the herald or anything he carries, the caster of the divination must succeed in a caster level check (1d20 + caster level) against a DC of 15 + the herald’s class level. This is a spell-like ability.

- **Skill Mastery:** At 9th level, the herald selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, the herald can take 10 even if stress and distractions would normally prevent her from doing so. She becomes so certain in those skills that she can use them reliably even under adverse conditions.

### Table 1: The Herald

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<tr>
<th>Level</th>
<th>Attack Bonus</th>
<th>Fort. Save</th>
<th>Ref. Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Spells</th>
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<td>1</td>
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<td>False alignment</td>
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<tr>
<td>2</td>
<td>+1</td>
<td>+0</td>
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<td>+3</td>
<td>Sneak attack</td>
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<td>3</td>
<td>+2</td>
<td>+1</td>
<td>+3</td>
<td>+3</td>
<td>Uncanny dodge (Dex bonus)</td>
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<td>4</td>
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<td>+1</td>
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<td>Sneak attack +2d6</td>
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<td>+1</td>
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<td>+4</td>
<td>+2</td>
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<td>Sneak attack +3d6</td>
<td>1d6</td>
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<tr>
<td>7</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>+5</td>
<td>Uncanny dodge (can’t be flanked)</td>
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<tr>
<td>8</td>
<td>+6/+4</td>
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<td>Sneak attack +4d6</td>
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**Hit Die:** d6

**Spells:**

- 0
- 1
- 2
- 3
- 4

- 1
- 2
- 3
- 4

- 2
- 1
- 0

- 3
- 2
- 1

- 4
- 3
- 2

- 4
- 3
### Table 2: Herald Spells Known

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<td>5</td>
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<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

*Provided the herald has sufficient Charisma to have a bonus spell of this level.

### Requirements

To qualify to become a herald, a character must fulfill all the following criteria:

- **Base Attack:** +4 or better
- **Bluff ranks:** 4
- **Diplomacy ranks:** 6
- **Gather Information ranks:** 6
- **Sense Motive ranks:** 4
- **Special:** Must speak at least three languages.

### Class Skills

**Skill Points at Each Level:** 4+Int modifier

The herald’s class skills (and the key ability for each skill) are:

- **Bluff (Cha)**
- **Decipher Script (Int, exclusive skill)**
- **Diplomacy (Cha)**
- **Disguise (Cha)**
- **Forgery (Int)**
- **Gather Information (Cha)**
- **Hide (Dex)**
- **Innuendo (Wis)**
- **Intimidate (Cha)**
- **Knowledge (any) (Int)**
- **Listen (Wis)**
- **Move Silently (Dex)**
- **Open Lock (Dex)**
- **Perform (Cha)**
- **Read Lips (Int)**
- **Scry (Int)**
- **Search (Int)**
- **Sense Motive (Wis)**
- **Speak Language**
- **Spot (Wis)**

### New Spells

#### Distract

**Enchantment [Compulsion]**

- **Level:** Hrd 0
- **Components:** S
- **Casting Time:** 1 action
- **Range:** Close (25 ft + 5 ft/2 levels)
- **Target:** One creature
- **Duration:** One round
- **Saving Throw:** Will negates
- **Spell Resistance:** Yes

This spell distracts its target for a full round, giving it a -10 penalty to any Spot or Listen checks during that time. The spell is commonly used to give the caster the ability to dart across an open hallway guarded by a sentry or to perform a move-equivalent action without being detected. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 circumstance bonus on its saving throw. Any act that threatens the distracted creature breaks the spell, as does any attack made against it.

#### Eagle Eyes

**Transmutation**

- **Level:** Hrd 3
- **Components:** V, S, M
- **Casting Time:** 1 action
- **Range:** Touch
- **Target:** Creature touched
- **Duration:** 10 minutes/level
- **Saving Throw:** None
- **Spell Resistance:** Yes (harmless)

The target of this spell gains extraordinary visual acuity. This grants a +20 bonus to Search and Spot checks for the duration of the spell.

**Material Component:** A pinch of diamond dust (worth 10 gp) sprinkled over the target’s eyes.

#### Glib Tongue

**Transmutation**

- **Level:** Hrd 1
- **Components:** V, S
- **Casting Time:** 1 action
- **Range:** Touch
- **Target:** Creature touched
- **Duration:** 10 minutes/level
- **Saving Throw:** None
- **Spell Resistance:** Yes (harmless)

You grant the target of the spell a +4 competence bonus to Diplomacy and Bluff skill checks. This bonus increases by +2 for every two levels of the caster beyond 1st (+6 at 3rd, +8 at 5th, and so on) to a maximum of +16 at 9th level.

### Lord’s Charisma

**Transmutation**

- **Level:** Hrd 2
- **Components:** V, S
- **Casting Time:** 1 action
- **Range:** Touch
- **Target:** Creature touched
- **Duration:** 1 hour/level
- **Saving Throw:** None
- **Spell Resistance:** Yes (harmless)

The transmuted creature becomes more personable, charming, and socially graceful. The spell grants an enhancement bonus to Charisma of +1 per 4 levels, adding the usual benefits to all uses of the Charisma score modifier. No additional bonus spells are granted by the increased ability score.

#### Sudden Mastery

**Transmutation**

- **Level:** Hrd 4
- **Components:** V, S
- **Casting Time:** 1 action
- **Range:** Personal
- **Target:** You
- **Duration:** 10 minutes/level
- **Saving Throw:** None

You gain a +20 competence bonus to a single skill of your choice. You can’t select a skill that is exclusive to another class.

### Heralds Spell List

<table>
<thead>
<tr>
<th>Level</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Dancing lights, dazzle, distract*, ghost sound, guidance, know direction, light, mage hand, open/close, prestidigitation.</td>
</tr>
<tr>
<td>1</td>
<td>Alarm, change self, charm person, comprehend languages, endure elements, detect secret doors, 6th tongue*, message, sleep, spider climb.</td>
</tr>
<tr>
<td>2</td>
<td>Arcane lock, cat’s grace, darkness, detect thoughts, invisibility, knock, locate object, lord’s charisma*, silence, suggestion.</td>
</tr>
<tr>
<td>3</td>
<td>Clairaudience/clairvoyance, darkvision, detect scrying, eagle eyes*, hold person, illusory script, Leomund’s tiny hat, nondetection, shrink item, tongues.</td>
</tr>
<tr>
<td>4</td>
<td>Discern lies, dimension door, dominate person, freedom of movement, legend lore, modify memory, scrying, sending, speak with dead, sudden mastery.</td>
</tr>
</tbody>
</table>

* New herald spells
Nodwick

By

John Kovalic

SURE, LET ME GRAB A WEAPON AND...

HMM... A TURBONIUM DRAGON, WANT TO TAKE THE LEAD, FINGER?

RUN AWAY!

You know, it's weird to run for when these frames are so small.

WHERE'S NOWAK?

AHH... NODDICK! THE REAL BRAINS BEHIND THE ADVENTURING PARTY! HOW I HAVE LOOKED FORWARD TO THIS MEETING, HENCHMAN!

LET ME SAMPLE YOUR SIMPLE YET DEEP WIT? GIVE ME A CYCLICAL, WORLD-WEARY ASIDE YOU ARE SO FAMOUS FOR! SAY SOMETHING PROFUND AND WISE!

EAT HOT SWORD, WYRM BURT!

ERR....

SMUK

Yo! ORCS! SAMPLE SOME HENCHMAN'S BLOOD-LUST VIA A REPEATING CROSSBOW!

BUDDA BUDDA BUDDA

Yeager! Here's your sword back oops! My bad! Ha ha ha ha ha ha ha ha ha ha!

Err...

Artax! This is thanks for that last fire-ball spell of yours that missed!

Err...

Smeck

AND NOW PIFFANY, SWEET, SWEET PIFFANY... HOW I HAVE LONGED FOR THIS MOMENT, MY PETITE BICHETTE OF BERTIFIC BEAUTY...

ERR....

OK, WHY DON'T WE START THIS SCENARIO OVER WITH AN EYE TO STAYING IN CHARACTER, IGOR?

I WANNA ROLL ON THE SWEET-TALK CUTE CLERIC TABLE! HUZZAH!

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Class Combos
Give 'Em the Old One-Two
by James Wyatt • illustrated by Darrell Riche

There are some multiclass combinations that are merely simple ways to get a benefit for your character. On the surface, these “cheesy multiclassers” seem like almost ridiculous attempts to maximize a character’s abilities. Actually, these combinations demonstrate the power and flexibility of D&D’s multiclassing rules, because even these combinations don’t break the game. While you might gain something you want from these combinations, you sacrifice some advantages as well—and your character remains balanced with the other PCs in the game.

A Level of Rogue
Starting as a 1st-level rogue, with a rogue ability to sneak attack (for +1d6 damage) and a good starting Reflex save, which never hurts. On the other hand, you’ll start with only 6 hit points (plus your Constitution modifier), which is less than you’d get with most other classes. You’ll also notice that with just one level of rogue, you don’t get access to evasion or uncanny dodge, some of the rogue’s best abilities.

You’ll also end up with more skills than you can really maintain once you start advancing levels in another class. While you might have nine or ten skills at 4 ranks at 1st level (assuming you have a positive Intelligence modifier), when you reach 2nd level you can only raise three or four of them by 1 rank if you take a class with only 2 skill points per level. In other words, you’ll start with a lot of skills, but you’ll only master a few of them in the long run. If that’s what you’re looking for, starting off with a level of rogue is not a bad idea, but remember that the ultimate cost for any “cheesy multiclass” is that you’ll have one less level of your second class.

A Level of Fighter
You take a level of rogue for the skill points, but you take a level of fighter if it’s feats you’re after. This is a good option: You start off with 10 hit points,
a bonus feat, and a +1 base attack bonus. What you lose is skill points, and, of course, a level of your second class. You can begin as a fighter and then multiclass to paladin to help you master, say, the mounted combat feats earlier than you would otherwise, but the price you pay is waiting another level before you get your special mount (as well as the other class abilities of the paladin). If you start as a fighter and then multiclass to rogue, your skills really suffer for want of the bonus points at 1st level. Assuming you have an above-average Intelligence, you'll start with four or five skills at 4 ranks each. When you reach 2nd level and take your 1st level of rogue, you'll get 9 or 10 skill points—allowing you just five or six skills at 5 ranks. If you'd started as a rogue, you'd have nine or ten skills at 5 ranks by 2nd level. That really hurts a rogue, whose skills are one of her best class abilities.

A Level of Cleric
There's nothing to sneeze at here. Your whole party will thank you for the extra healing potential you bring to the group. You'll start with a decent 8 hit points (plus your Constitution modifier), the ability to turn undead, and a respectable handful of spells to contribute, whether in combat or for healing afterward. As with a level of fighter, though, you'll suffer where skill points are concerned. If you multiclass by taking a class of fighter or another combat-oriented class, you'll miss the +1 base attack bonus and the extra feat you might have had if you had started as a fighter.

A Level of Sorcerer
You probably won't want to start your character as a sorcerer with the intention of advancing primarily in another class. Starting with only 4 hit points, even with a high Constitution, is quite a drawback for a fighter-type, and 2 skill points hurts a rogue-to-be. Still, sorcerer is not a bad class to pick up at 1st level—you'll get a handful of useful spells that you can cast many times. Pick those spells carefully, since they'll need to be as useful to you when you're 10th level as they are at 1st level. You can also get a familiar, though it won't advance as it would if you were gaining sorcerer levels. As usual, the price you pay for all this extra flexibility is the levels you would otherwise have gained in another class—along with the hit points, skill points, spells, and the other class features of your second class.

### ICONIC MULTICLASSES
While the "cheesy multiclasses" are ways to gain a slight edge for your character, iconic multiclasses are class combinations that represent a distinct character archetype, in the same way the eleven standard classes do. These iconic multiclasses include the champion (cleric/fighter), nature's champion (druid/ranger), scout (ranger/rogue), skald (barbarian/bard), spellfichler (rogue/wizard or sorcerer), spellword (fighter/wizard or sorcerer), and the tracker (barbarian/ranger).

Each "iconic multiclass" has a suggested level progression that maximizes the benefits from each class. An even level progression is often not the best plan, particularly when spellcasting classes are involved. However, if neither class is a character's racially favored class, a more even level progression is a good idea. The level progressions offered are suggestions only.

### CHARACTER CHOICES
Fighters and clerics have the same skill point allotment (a +1 modifier per level), but there is little overlap between the class skills of the two classes. Most champions begin with fighter class skills like Climb, Jump, and Swim, and they advance these skills only when they gain fighter levels. They then lag behind their maximum ranks in clerical skills like Knowledge (Religion) and Spellcraft.

Champions tend to focus on combat-oriented rather than metamagic or item creation feats. Some do take Extra Turn, and a few maximize the combat effectiveness of their spells with metamagic feats like Maximize Spell and Empower Spell.

To cover their weak Reflex saves, many champions also choose Lightning Reflexes. Even so, feats like Weapon Focus, Power Attack, and Weapon Specialization are the champion's favorites.
NATURE’S CHAMPION

What the champion is to temples, the nature’s champion (druid/ranger) is to druidic circles: a priestly figure with extensive combat training. They militantly guard their territories and hunt down enemies of their circles.

Nature’s champions choose more druid levels than ranger, maximizing their druid spell progression while gaining the key benefits of the ranger class.

<table>
<thead>
<tr>
<th>ADVANTAGES</th>
<th>DISADVANTAGES</th>
</tr>
</thead>
<tbody>
<tr>
<td>(over single-class druid)</td>
<td>(compared to single-class druid)</td>
</tr>
<tr>
<td>• More hit points (on average)</td>
<td>• Slower access to spell levels, maximum 8th-level spells</td>
</tr>
<tr>
<td>• Better base attack</td>
<td>• Slower wild shape progression</td>
</tr>
<tr>
<td>• Better Fortitude saves</td>
<td>• Weaker Will saves</td>
</tr>
<tr>
<td>• Class abilities: two-weapon fighting, Track, favored enemies, ranger spells</td>
<td></td>
</tr>
<tr>
<td>• Access to ranger class skills</td>
<td></td>
</tr>
</tbody>
</table>

SCOUT

Whether surveying unfamiliar terrain, assessing an enemy’s defenses, or preparing an ambush, scouts (ranger/rogues) combine stealth and combat prowess to deadly effect. They often serve as elite military forces, but they are just as effective in an adventuring party.

Scouts advance levels in their two classes evenly, balancing the abilities of each class. With each rogue level, the scout gains valuable skill points, sneak attack, and other benefits, while each ranger level increases the base attack bonus and hit points.

<table>
<thead>
<tr>
<th>ADVANTAGES</th>
<th>DISADVANTAGES</th>
</tr>
</thead>
<tbody>
<tr>
<td>(over single-class rogue)</td>
<td>(compared to single-class rogue)</td>
</tr>
<tr>
<td>• More hit points (on average)</td>
<td>• Slower access to class abilities</td>
</tr>
<tr>
<td>• Better base attack</td>
<td></td>
</tr>
<tr>
<td>• Better Fortitude saves</td>
<td></td>
</tr>
<tr>
<td>• Class abilities: two-weapon fighting, Track, favored enemies, ranger spells</td>
<td></td>
</tr>
<tr>
<td>• Rogue’s skill points and class skills overlap where it counts: Hide, Listen, Move Silently, Search, Spot</td>
<td></td>
</tr>
</tbody>
</table>

SKALD

Skalds (barbarian/bards) are epic storytellers, an inspiration to their companions, and accomplished combatants. They are the lorekeepers of barbarian tribes—historians, entertainers, sometimes even chieftains.

Skalds advance their levels in both classes evenly. The skill-based nature of the bardic music class ability allows skalds to get full use of that ability even when advancing barbarian levels.

<table>
<thead>
<tr>
<th>ADVANTAGES</th>
<th>DISADVANTAGES</th>
</tr>
</thead>
<tbody>
<tr>
<td>(over single-class bard)</td>
<td>(compared to single-class bard)</td>
</tr>
<tr>
<td>• More hit points (on average)</td>
<td>• Slower access to most class abilities and bard spells</td>
</tr>
<tr>
<td>• Better base attack</td>
<td>• Other skills suffer for the sake of Perform</td>
</tr>
</tbody>
</table>
### Character Choices

**Druids and Rangers** have the same skill point allotment per level (4 + int mod) and a nearly identical list of class skills. Most nature's champions avoid skills that are class skills for only one of their classes, choosing instead to maximize their ranks in the skills that are common to both classes--key nature skills like Animal Empathy, Handle Animal, Intuit Direction, Knowledge (nature), and Wildcrafting.

Most nature's champions find that the ranger's free feats--Track, Two-Weapon Fighting, and Ambidexterity--are all combat feats they need, focusing on metamagic and item creation feats instead. They have a reputation as prolific brewers of potions.

**Rogues** have many more skill points than rangers, so most scouts focus on a selection of skills that are class skills for both classes. Starting as a rogue at 1st level means that a scout can have maximum ranks in these skills and a good selection of others.

When advancing a ranger level, the scout can improve these core skills; when advancing a rogue level, she can improve all her skills.

A scout's ranger class gives her three free feats: Track, Two-Weapon Fighting, and Ambidexterity. Most scouts focus on the archery feats: Point Blank Shot, Precise Shot, Far Shot, Rapid Shot, and Shot on the Run. Some prefer feats that put their Dexterity to good use and compensate for the light armor they prefer, like Dodge and Mobility.

The key skill for a skald, as for a bard, is Perform. Though most skalds begin as barbarians (the extra 6 hit points are too hard to pass up), they still generally start with a rank in Perform (using all of their skill points except any gained from Intelligence) and keep it as high as possible after that. At 1st level, Perform becomes a class skill and a skald can buy 3 more ranks in it, bringing it to the maximum of 5 ranks. From that point on, a skald should increase Perform by 1 rank every level--using a skill points when gaining a barbarian level, but only 1 when gaining a bard level. While skalds' other skills suffer, these characters are as effective with their bardic music ability as single-classed bards.

Since skalds tend to focus more on combat than magic, they tend to choose combat-related feats--Dodge, Mobility, Power Attack, Cleave--rather than metamagic or item creation feats. Using metamagic feats on a bard spell turns it into a full-round action, and most skalds don't care to waste that much time. Some skalds do learn Extend Spell, so they can cast spells to aid their allies before combat begins and ensure that those spells will last the duration of the battle.

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<table>
<thead>
<tr>
<th>Level</th>
<th>Class</th>
<th>Character Class</th>
<th>Attack</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Avg hp</th>
<th>Abilities Gained</th>
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<tr>
<td>1</td>
<td>Rgr 1</td>
<td>1</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+0</td>
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<td>Track, favored enemy, two-weapon fighting</td>
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<td>Rgr 1/Rdr 1</td>
<td>2</td>
<td>+4</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>11</td>
<td>0th and 1st-level spells, nature sense, woodland stride, fast</td>
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<td>+5</td>
<td>+0</td>
<td>+1</td>
<td>+0</td>
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<td>+5</td>
<td>+1</td>
<td>+0</td>
<td>+3</td>
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<td>Resist nature's lure, feat</td>
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<td>+6</td>
<td>+1</td>
<td>+3</td>
<td>+0</td>
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<td>+7</td>
<td>+1</td>
<td>+3</td>
<td>+0</td>
<td>15</td>
<td>Ability increase, Wild shape (3/day), feat</td>
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<tr>
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<td>Rgr 2/Rdr 5</td>
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<td>+7</td>
<td>+2</td>
<td>+0</td>
<td>+4</td>
<td>16</td>
<td>4th-level spells, wild shape (3/day)</td>
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<tr>
<td>8</td>
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<td>+7</td>
<td>+2</td>
<td>+0</td>
<td>+5</td>
<td>17</td>
<td>1st-level ranger spells, Wild shape (3/day)</td>
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<tr>
<td>9</td>
<td>Rgr 3/Rdr 7</td>
<td>9</td>
<td>+8</td>
<td>+3</td>
<td>+0</td>
<td>+6</td>
<td>18</td>
<td>Wild shape (Large), feat, ability increase</td>
</tr>
<tr>
<td>10</td>
<td>Rgr 4/Rdr 8</td>
<td>10</td>
<td>+8</td>
<td>+3</td>
<td>+0</td>
<td>+7</td>
<td>19</td>
<td>5th-level spells, venom immunity</td>
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<tr>
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<td>+9</td>
<td>+3</td>
<td>+0</td>
<td>+8</td>
<td>20</td>
<td>Second favored enemy</td>
</tr>
<tr>
<td>12</td>
<td>Rgr 5/Rdr 10</td>
<td>12</td>
<td>+9</td>
<td>+4</td>
<td>+0</td>
<td>+9</td>
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<td>Wild shape (3/day), feat</td>
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<td>+5</td>
<td>+0</td>
<td>+10</td>
<td>22</td>
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<td>+6</td>
<td>+0</td>
<td>+10</td>
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<td>Wild shape (Tiny), feat</td>
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<td>+12</td>
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<td>+10</td>
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<td>7th-level spells, a thousand faces</td>
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<tr>
<td>16</td>
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<td>16</td>
<td>+13</td>
<td>+6</td>
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<td>+10</td>
<td>25</td>
<td>Wild shape (Huge), timeless body, ability increase</td>
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<tr>
<td>17</td>
<td>Rgr 7/Rdr 15</td>
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<td>+14</td>
<td>+7</td>
<td>+1</td>
<td>+10</td>
<td>26</td>
<td>8th-level spells, wild shape (Huge), timeless body, ability increase</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Level</th>
<th>Class</th>
<th>Character Class</th>
<th>Attack</th>
<th>Fort</th>
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<th>Will</th>
<th>Avg hp</th>
<th>Abilities Gained</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>Rog 1</td>
<td>1</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>6</td>
<td>Sneak attack +0/80/60</td>
</tr>
<tr>
<td>2</td>
<td>Rog 1/Rog 1</td>
<td>2</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>7</td>
<td>Track, two-weapon fighting, martial weapons, favored enemy</td>
</tr>
<tr>
<td>3</td>
<td>Rog 1/Rog 2</td>
<td>3</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>8</td>
<td>Evasion, feat</td>
</tr>
<tr>
<td>4</td>
<td>Rog 2/Rog 2</td>
<td>4</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+0</td>
<td>9</td>
<td>Ability increase</td>
</tr>
<tr>
<td>5</td>
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**SPELLFILCHER**

Combining stealth through skill with stealth through magic, the spellfilcher (rogue/wizard) is the consummate thief. Magic can penetrate defenses that would foil an ordinary burglar. Some spellfilchers concentrate on mundane prizes—gold, gems, and objects of art—but more commonly, they target magic items or even wizards' spellbooks, hence their name.

Spellfilchers advance primarily as wizards, taking rogue levels only occasionally to boost skill points while getting as many spells as possible.

**ADVANTAGES**
(over single-class wizard)
- More hit points (on average)
- Better base attack
- Better Reflex saves
- Rogue combat effectiveness: weapon proficiency, light armor, sneak attacks, evasion, and uncanny dodge
- More skill points and class skills for thievery

**DISADVANTAGES**
(over single-class wizard)
- Worse Will save
- Slower access to metamagic feats and high-level spells

---

**SPELLSWORD**

Weaving magic with martial prowess, spellswords (fighter/wizards) fill many roles. Spellswords often support military units, while others use their magic to make magic items they can use in combat. Some spellswords concentrate on touch attack spells and unarmed combat, while others focus on archery and long-range attack spells.

Most spellswords advance their spellcasting class faster than their fighter class to gain high-level spells more quickly.

**ADVANTAGES**
(over single-class wizard)
- More hit points (on average)
- Better base attack
- Better Fortitude saves
- Fighter combat effectiveness: weapon and armor proficiency (most wear only light armor), four bonus combat feats

**DISADVANTAGES**
(over single-class wizard)
- Worse Will save
- Slower access to bonus wizard feats and high-level spells

---

**TRACKER**

The tracker (barbarian/ranger) is a master of wilderness lore. Whether finding quarry for the tribe's hunters or stalking more intelligent prey, the tracker is at home in the wild, and shares its primal fury.

In order to get the most of both classes' abilities, trackers advance levels in both classes evenly—beginning with barbarian for the hit points.

**ADVANTAGES**
(over single-class ranger)
- More hit points (on average)
- Better Fortitude saves
- Barbarian class abilities: rage, fast movement, uncanny dodge
- Shared skills like Handle Animal, Intuit Direction, Listen, and Wilderness Lore

**DISADVANTAGES**
(over single-class ranger)
- Slower access to class abilities and ranger spells

---
### Character Choices

Spellcasters use spells when they can (Invisibility, silence, knock), often in preference to skills (Hide, Move Silently, Open Lock). Therefore, they use their rogue skill points on Bluff, Climb, Disable Device, Escape Artist, Forgery, Gather Information, and Pick Pocket. Since they take comparatively few rogue levels and receive fewer skill points as wizards, spellcasters never master all of these skills and usually concentrate in a few.

Spellcasters love the metamagic feats Silent Spell, Still Spell, and Quickcast Spell. Though their spell progression is slower than that of a single-class spellcaster, they still gain higher-level spells quickly enough to make these feats worthwhile.

They are not inclined towards item creation, but love Spell Mastery, as it allows them to prepare spells even when captured and imprisoned.

### Character Class

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### Character Class

Fighters and wizards have the same allotment of skill points but almost no overlap in class skills.

Some spellcasters purchase Spellcraft or Concentration as cross-class skills at 1st level, while others buy multiple ranks when they take their first wizard level (at 2nd and character level). They generally try to find a balance between skills that are useful to wizards and more physical skills, like Jump and Climb.

Likewise, spellcasters use metamagic and item creation feats as well as combat feats. Since both of their classes bestow bonus feats, this balance is not so difficult to attain. Combat Caster is virtually a requirement for these battle mages, and most choose Weapon Specialization at 1st level. Since most spellcasters have high Intelligence scores, they fight intelligently and take advantage of the feats Expertise, Improved Disarm, and Improved Trip.

### Character Class

Trackers focus on skills that maximize their effectiveness in the wild, particularly Wilderness Lore, which is a class skill for both the barbarian and ranger. Other favored skills include Intuit Direction, Search, and Spot.

Trackers, like scouts, often master archery feats like Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, and Shot on the Run. Alarm, Dodge, Mobility, and occasionally Improved Two-Weapon Fighting are other favorites.
Nothing to Fear

THE ECOLOGY OF THE FEYR

"So," hissed Baron Wolf. "Have you found the Lakite scum who strangles my citizens in the night?"

"My lord, the investigation continues. "Continues," Blackmon?" roared the Baron, punctuating the outburst with a fist on his desk. "I'm not paying you to dally about and 'continue' your investigation. I'm paying you to get results, and get them quickly!"

The Baron's First Minister bit back a response and instead locked a granite smile on his face, saying: "While I am pursuing numerous avenues, my lord, there is someone I want you to meet. A specialist with an alternate theory about the rash of strangulations."

"Does he share your absurd views?"

"Does he want to find the murderer and not simply blame the Lakite minority in our city? Yes!"

"Don't waste my time."

"Please, sir. You really should hear him out.

The Baron growled an obscenity that wasn't an explicit refusal, so Blackmon signaled a guard to lead his guest into the Baron's office.

"This, my lord, is Arnold Xavier Benedict. Previously, he was affiliated with the Naturalists' Guild of Elfmist City, but he recently moved to our town. He is an expert on a creature that might be responsible for the killings."

"Why, yes," rasped the elderly scholar, interrupting the First Minister. "I study the feyr, sir. Pleased to make your acquaintance."

The Baron looked down at the old man's outstretched hand, the contempt on his face showing how he felt about touching a commoner.

"Er," mumbled Lord Blackmon, standing between the pair and brushing aside the offending hand. "Just skip the preliminaries and tell him your theory about the murders."

"Of course. Well, to begin with, the feyr is a poorly documented creature at best—"

"Wait!" snapped the baron. "What poppycock are you selling? Why do you speak of fear as if it's a beast?"

"Because, in this case, that's exactly what it is."

Baron Wolf was rarely at a loss for words, yet the sage's reply had achieved exactly that. Benedict continued into the silence.

"You see, you confuse the two terms, Baron. As you said, 'fear' is an emotion, a power that grips us when the situation is dire. Some conquer it, some succumb to it, but even the bravest know its touch. A 'feyr,' on the other hand, is a creature made from that emotion, nourishing itself with the stuff. It's a parasite, a hunter, a killer. And Baron, it is something you don't want running about your city."

"Yes. I believe I've heard Blackmon suggest something like this in the past. What makes you think this is what's happening in Opaltown?"

"Well, I would be more sure if you would help by answering some questions. The Lakites began settling in your city two years ago. Refugees from a civil war, as I understand it."

"Regrettably," grumbled the Baron. "A curse they've been too, with their bizarre rituals and foreign ways. When they first arrived I imposed a curfew and gave them some land near the dump to keep them from soiling the rest of the town. When the murders began three weeks ago, the culprit was obviously Lakite, so I imposed greater restrictions. I'd hoped someone would come forward with the name of the killer, but they remained silent, showing no gratitude to those who gave them a new home."

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1. In game terms, whenever a spell is cast that directly manipulates emotion (spells like fear, emotion, or cause fear), there is a 1/8 chance per level of the spell that a feyr egg is produced. Thus, the 'fear' spell cast by a wizard has a 4/8 chance of creating an egg. Note that charm spells do not meet this criterion as they change the target's attitude about the caster, not the target's entire emotional state.

2. Feyr eggs are transparent, jellylike beads. A character looking for one must make a search check (DC 17) to find it. Anything less than ideal conditions (clean, level floor, good lighting, and so on) increases the difficulty of the check to DC 25 or more.

3. Rough handling (using a broom to sweep one up, picking one up with hands rather than tweezers, and so forth) has a 25% chance of destroying the eggs. Also, they must be nourished with the emotions of twenty or more fearful or angry people within 10 feet before 64 days pass or they spoil. As indicated in the text, prisons and asylums make ideal hatcheries.

4. See the "Fear immunity" listing in the appendix to this article for information about how spells that inflict or counter fear affect a feyr.

5. See the attached appendix for statistics on the larval feyr.

6. Except for absorbing emotions from other creatures or eating their kin, which are rich in stored emotional energy, a feyr never takes any other form of nourishment.

7. Once slain, a lesser or greater feyr's body...
“Intriguing,” said the sage, “but I’m more interested in what skills these refugees brought with them.”

“Well,” said Lord Blackmon, “The Lakites are renowned for their glasswork and pottery. The taxes on that trade have been a boon for the city coffers. They also brought scores of wizards and priests, who freely contribute their skills for the city’s good.”

“Yes,” nodded the scholar. “Magical activity, or rather magical accidents, are required for a feyr’s egg to be created. Certain spells, especially those manipulating emotion, create a spark in the ether when they’re miscast. Into that gap, through a process I’m still studying, a feyr egg sometimes forms.”

“So, an egg appears and plops to the floor of a wizard’s workshop, eh?” laughed the Baron. “Now that’s a miscast spell!”

“It’s not like that, sir,” corrected the scholar. “A feyr egg looks nothing like a hen’s. They’re tiny, smaller than a rice grain. The eggs are almost intransitive, invisible in all but the brightest light. One ancient text calls them ‘ghost eggs.’

“You said feyrs feed on emotion.”

“Yes, my lord,” interrupted Blackmon. “I’ve read works by Master Benedict and other scholars, and they indicate that magic only creates the egg. It’s an emotion that allows it to mature. The egg is very fragile, though. If harsh light hits it or if it isn’t nourished within a few days, it withers away.”

“The First Minister is right, Baron,” said the scholar. “If, however, a draft picks the egg up and blows it like a speck of dust, it might land in more fertile ground. Stuck to the eaves of a tenement building or in a shadowy corner of a poorhouse, it has a chance to mature. As long as there are anxious or fearful people nearby, the egg is nourished, and a larval feyr will hatch. For years we had that problem in Elflist City until the town council moved the weekly Mages’ Bazaar to a location downwind of the asylum.”

“Larva? What do they look like?”

“They’re relatively small, perhaps half a foot long, and they look like large worms with a forked tail. They’re light-weight and can climb walls easily. Although they feed on fear, their ability to cause it in other animals is quite minimal.”

“Once they mature, they reach their adolescent form, commonly known as a ‘lesser feyr.’ The body changes shape to a sphere two feet in diameter while the forked tail becomes a pair of tentacles that it uses to crawl about. During this time the creature is ravenous, feeding on emotion both directly and by devouring its siblings. It is never satisfied, though. The beast haunts the night, seeking more victims to terrorize. "From the description in Lord Blackmon’s letter, I suspected immediately that it was a lesser feyr that your city watch slew in the Lakite Quarter two weeks ago.”

“What? One of these creatures was stalking our streets? Why didn’t you tell me this, Blackmon?” demanded the Baron.

“I tried to, sir, but you weren’t interested. I believe your quip was, ‘A monster attacking Lakites? Can we give it a medal?’

The Baron shifted uneasily in his seat, then nodded at the scholar to continue.

“Actually, Lord Blackmon,” interrupted the scholar, “your letter neglected a detail I need to know. Was the beast attacking or fleeing when your men slew it?”

“The sergeant reported they spotted the creature on Griffon Lane, attacking a vagrant. The watchmen chased it to the market square, where they cornered and killed it.”

“I suspected as much. A lesser feyr is not very intelligent. It will always attack, even when outnumbered. Perhaps it thinks more opponents means more victims to terrorize. The fact that this one...”
was fleeing indicates it was spawned from an adult or ‘greater fey.""

"A greater fey?" asked Baron Wolf.

"Yes. Much as larval feyrs feed upon each other to mature into adolescents, an adolescent feyr attacks others of its kind on sight. The victor matures into an adult or ‘greater fey." Among its skills is the ability to peel off some of its life force, spawning a lesser feyr. This might serve as an alternate technique for reproduction, but that’s only a theory. In most cases, however, the duplicate is expendable, created to perform a specific mission such as scouting quite well. It begins manipulating events in the community to create even more nourishment for itself.

"Nourishment? You mean fear." "Well, yes. But I’m unsure if—"

"How?"

"Well, theoretically, a greater feyr can take a familiar, a person to serve as its agent. It herds a likely candidate to its lair and then holds the wretch captive. It crawls on top of the victim, crushing and smothering him, and at the last moment allows him a few desperate breaths. This continues for several days as the feyr uses its power of despair to think he’d go after at least a few of his fellows that were cooperating with the non-Lakites. View them as traitors, you know," said Blackmon. "These messages and murders, on the other hand, sound much more like the work of a feyr and its familiar."

"Wait!" demanded the baron. "Aren’t we jumping to conclusions here? Benedict says it’s only a theory. How do you know these familiars exist?"

"Although he is skilled," said Blackmon, "Master Benedict is not the only scholar to study these beasts. I found a text by a Master Thadeus that claimed there have been several cases over the past century. In the worst, a greater feyr played the factions of King Fallon the True’s sons against each other during the War of Succession thirty years ago. The beast lived in the capital and ordered its familiar, the town simpleton, to kidnap the wife of one of Prince Atkin’s retainers. He strangled the poor woman and left the body on the doorstep of Prince Lethys’s chief lieutenant. By the time the familiar was interrogated and the feyr was slain a month later, rioting had killed hundreds and burned a quarter of the city to the ground."

"This theory sounds plausible to me," conceded the baron. "But if there’s a familiar doing a feyr’s bidding here, did he perform all these murders simply to cause trouble between my people and the Lakites?"

"That would be part of it," answered Benedict. "However, Thadeus believed it would be the creature itself, not a familiar, that committed the killings. Lord Blackmon’s letter indicated that although the victims were all suffocated, there were no bruises around the throat. I would suspect that they were all smothered, not strangled."

"Why?"

"Well, first, the feyr gets more nourishment that way. Being slowly smothered by the monster would be

THE CREATURE IS RAVENOUS, FEEDING ON EMOTION, BOTH DIRECTLY AND BY DEVOURING ITS SIBLINGS.

a new hunting ground or herding prey towards the creature’s lair."

"Or decoying my watchmen away from the adult," grumbled the baron.

"I’m afraid that’s the logical conclusion, sir."

"The more I hear of this creature, the more formidable it appears. Does it have any other skills we should know about?"

"Well, a few, but I’m not sure how important—"

"Tell the baron about the invisibility," interrupted Blackmon.

"Er, yes. The adult’s ability to turn invisible is well documented, as is its immunity to sunlight. Lesser feyrs are destroyed by the direct light of the sun. The adult is much tougher in combat than the adolescent creature. Also, it can manipulate a victim’s emotions in subtle ways. The most disturbing aspect, though, is its intelligence. To reach adulthood, the beast has absorbed phenomenal amounts of emotion, and it knows the nature of fear.

Touched tactic is to use despair on a victim it is about to attack to make an ambush more successful.

A greater feyr makes its lair in an abandoned warehouse, sewer, or a similar locale. If it has a familiar through whom it can negotiate (see below), it strikes a bargain with any other monsters nearby. In exchange for the feyr making victims easier targets with its emotion ability, its partners slay the victim slowly, providing extra nourishment for the feyr. Cases of feyrs cooperating with werewolves and vampires have been recorded, but the DM should feel free to use any intelligent predator as an ally.

Should the PCs find the lair of a greater feyr, the DM should roll percentile dice. On a 01-50, there are 2d4 evil-level commoners held captive. On 51-70, there are 2d4 evil-level commoners and also an adventurer of comparable level to the PCs. Finally, on 71-00, no living victims are found. Captives are kept bound and gagged by the familiar, but they are not fed.

Instead, the feyr derives greater and greater levels of terror from the victims as they starve.

The feyr usually chooses the village idiot or some other mentally deficient person to be its familiar. (See “make familiar” in the appendix at the end of this article.) Only rarely will someone be able to break free of the feyr’s control. Should that happen, though, the poor soul’s warnings about the feyr are likely dismissed as the ravings of a weak-minded lunatic.

In addition to those techniques spelled out in
incredibly terrifying for the victim. Second, having direct physical contact might allow it to leech more emotion from its prey."

"There's a third reason, although I hesitate to mention it because it is also theoretical."

"These beasts seem more theory than fact," growled the Baron.

"I did say it was a poorly documented creature," said Benedict defensively.

"Go ahead."

"Well, I've described how a misfired spell from a mage might create a feyr egg. The feyr's ability to generate fear is very similar to an emotion spell. If the beast were able to force a victim to reach an incredible level of terror—an epiphany of fear as it were—it is possible that dozens of eggs would be generated."

"Ye gods!" murmured the Baron.

"Every one of the murders—"

"Directly upwind of the Lakite quarter," finished Blackmon, nodding.

"It's the place as a hatchery. Unless we act soon, we'll be facing an infestation. When that happens, the chaos in the capital during the War of Succession will look like nothing."

The Baron was thoughtful for a moment, then rose from his desk.

"Well, thank you for your counsel, Benedict," the Baron said, taking the sage's hand. "I'm still not completely convinced, but you have done us a great service nonetheless. My exchequer will see that some silver is delivered to your residence in the morning. Now, though, it is late, and Lord Blackmon and I must confer on the things you have told us."

The sage nodded politely and left, leaving the other two alone. As the door closed, he heard an argument begin between the two men, but he kept walking.

On the street in front of the palace, the sage scurried briskly through the early evening crowd. He was late.

A quick left turn and two rights found him alone in a trash-strewn alley, waiting.

"You did poorly, hissed a voice inside his head. He spun to see the faint outline of the feyr resolving itself against the alley's entrance, cutting off his escape. He fought down a scream as he felt tendrils of the creature's anger brush the edges of his mind. Terrified, the old man threw himself to the filthy cobblestones and began to sob.

Because of you they now know more about me. You will be punished."

"No!" the scholar begged in a hoarse whisper. "Please don't! I told them nothing useful, just repeated what the Baron's man already knew from his research! Don't blame me because Blackmon's cleverer! Besides, fear of you will cause great panic!"

There was a moment of complete silence and then the scholar gasped with relief as he felt the creature withdraw from his mind.

You are right about Blackmon. He is indeed clever, too level-headed. I will not kill you... yet. Instead, I have a task for you, slave.

A torrent of images and emotions flooded the old man's mind, unspoken commands from the feyr. The intensity hit him like a lightning bolt, and he felt himself slip into a seizure. When the agony finally passed, he sensed his master had left the alley but was still nearby. The scholar rose from the ground and stumbled into the street.

It would be a long night: preparing the note in Lakite, waiting for the feyr to incapacitate or distract the guards, figuring out which room in Lord Blackmon's villa was used as the nursery for his two daughters. But before all that there was one errand to run, and he feared what his master would do if he didn't get it done in time.

Where was he going to find a meat cleaver at this hour of the night?

Turn the page to face the new fear...
APPENDIX: THE GREATER FEYR, LESSER FEYR, AND LARVAL FEYR

The feyr (pronounced “fear”) is a magic parasite, nourished by negative emotions from humans and other humanoid races.

LARVAL FEYR

Diminutive Aberration

Hit Dice 1½d8+1 (1 hp)
Initiative +5 (Dex)
Speed 15 ft., climb 10 ft.
AC 19 (+4 size, +5 Dex)
Attacks Bite, -4 melee
Damage Bite 1d3-4
Face/Reach 1 ft. by 1 ft., 1 ft.
Special Cause Fear
Attacks
Qualities Darkvision (30 ft.), fear immunity, light sensitivity
Saves Fort +1, Ref +5, Will +2
Abilities Str 3, Dex 20, Con 9, Int 2, Wis 2, Cha 11
Skills Climb +7, Hide +8
Feats —
Climate/Terrain Urban
Organization Swarm (1d6)
Challenge Rating 1/4
Treasure None
Alignment Always neutral
Advancement Range 1½-2 HD (Tiny)

LARVAL FEYR

Larval feyrs resemble 6-inch-long, translucent maggots with a single eye and forked tail. They are spawned by concentrations of magical activity and negative emotions such as rage, sadness, and terror. Cities with a wizard’s quarter or cluster of temples adjacent to a prison, asylum, or ghetto are prime spawning grounds for the beasts, which lurk in the shadows and drop on victims from above. Eventually, they mature into lesser feyrs and begin wandering the streets in search of victims to terrify.

Combat

A larval feyr clings to a wall or ceiling, avoiding sunlight. If four or more are present, they drop from their perches on a lone individual (usually a child or elderly person) and attack. After the attack, all the larval feyrs flee the scene and seek new perches from which to hunt.

Fear Immunity (Ex): Larval feyrs are immune to magical and nonmagical fear. Emotion controlling magic normally has no effect, but spells that cause or counter fear respectively act as cure spells or inflict spells of the equivalent level. Thus, fear caused by a wizard is equivalent to cure critical wounds. Conversely, a spell that counters fear injures the feyr in a similar manner. (A 1st-level remove fear acts as inflict light wounds.)

Cause Fear (Sp): Any creature attacked by a larval feyr must make a Will save (DC 10) to be subject to the effects of a cause fear spell as though cast by a 1st-level sorcerer.

Sunlight Sensitivity: A larval feyr must make a Fortitude save (DC 15) every round it is exposed to direct sunlight or immediately die. With a successful save, it suffers 1d6 damage.

LESSER FEYR

Lesser feyrs have lumpy, roughly spherical bodies about a foot wide, with two thick 2-foot-long tentacles that serve as legs. They have three gold and copper eyes set just above very impressive jaws.

Combat

Lesser feyrs lurk quietly in darkened alleys or stairwells, but once they attack a victim, they show no restraint. They will chase a fleeing victim down the street and not break off the pursuit, even if confronted with superior odds or if their prey flees into full sunlight. (See “light sensitivity,” below.)

Fear Immunity (Ex): Lesser feyrs are immune to magical and nonmagical fear. Emotion controlling magic normally has no effect, but spells that cause or counter fear respectively act as cure spells or inflict spells of the equivalent level. Thus, fear caused by a wizard is equivalent to cure critical wounds. Conversely, a spell that counters fear injures the feyr in a similar manner. (A 1st level remove fear acts as inflict light wounds.)

Fear (Sp): Any creature attacked by a lesser feyr must make a Will save (DC 14) or be subject to the effects of a fear spell as though cast by an 8th-level sorcerer. Additionally, anyone witnessing a lesser feyr attack must make a Will save (DC 14) or be subject to the effects of a fear spell as though cast by an 8th-level sorcerer.

Sunlight Sensitivity: A lesser feyr must make a Fortitude save (DC 15) every round it is exposed to direct sunlight or immediately die. With a successful save, it suffers 1d6 damage.
Greater feyrs have lumpy, roughly spherical bodies often wider than a man is tall. Two massive, 8-foot-long tentacles serve as legs and arms, and a multitude of lesser tentacles help to grasp and subdue prey. The greater feyr has five eyes and four mouths. The mouths are used for combat and terrorizing victims, not for feeding, as the feyr feeds exclusively on the emotion of its victims and requires no physical nourishment.

Greater feyrs leave their birthplace and seek out new homes, often migrating for hundreds of miles over several weeks. They settle in any place with an adequate concentration of emotional energy to nourish them, most often in another urban area, but greater feyrs have even been known to follow armies across a continent, knowing them to provide a steady supply of terror and despair.

**Combat**

The greater feyr is more intelligent and cunning than its previous forms. It prefers to work from afar, avoiding combat except when the odds are in its favor.

**Fear Immunity (Su):** Greater feyrs are immune to magical and nonmagical fear. Emotion controlling magic normally has no effect, but spells that cause or counter fear respectively act as cure spells or inflict spells of the equivalent level. Thus fear cast by a wizard is equivalent to cure critical wounds. Conversely, a spell that counters fear injures the feyr in a similar manner. (A 1st-level remove fear acts as inflict light wounds.)

**Fear (Sp):** Any creature attacked by a greater feyr must make a Will save (DC 20) or be subject to the effects of a fear spell as though cast by a 14th-level sorcerer.

Additionally, anyone witnessing a lesser feyr attack must also make a Will save (DC 20) or be subject to the effects of a fear spell as though cast by a 14th-level sorcerer.

**Improved Grab (Ex):** To use this ability, the greater feyr must hit a Medium-size or smaller opponent with two tentacle slams in the same round. If it gets a hold in this fashion, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Once a victim has been grabbed, the feyr can initiate its smother attack.

**Improved Invisibility (Sp):** A greater feyr gains the benefits of improved invisibility at will.

**Smother (Ex):** A greater feyr can smother a grappled victim. The victim being smothered can hold her breath for a number of rounds equal to double her Constitution. After this time, the victim must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round the DC increases by 1. When the victim fails her Constitution check, she begins to suffocate. In the first round she falls unconscious (10 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she dies. Victims of greater than animal intelligence killed by smothering gain the greater feyr temporary hit points equal to 4 x the victim’s HD. The temporary hit points last for a number of hours equal to the victim’s Constitution. A greater feyr cannot move or attack while smothering.

**Emotion (Sp):** Five times a day, greater feyrs have the innate ability to manipulate creatures’ emotions as the arcane spell emotion, although they can exercise only the despair, fear, hate, or rage options. The ability has a range of 150 feet and affects all creatures within a 15-foot radius. Victims must make a Will save (DC 20) to resist the effects.

**Budding (Ex):** A greater feyr can split off some of its life force to create one or more feyrs under the parent’s command. Usually these offspring are used for specific, short-term missions such as reconnaissance or to destroy pursuers. The feyr can divide its Hit Dice as desired between itself and its offspring, as long as the smaller creature receives at least 4 Hit Dice and the parent retains more Hit Dice than any of the offspring. It takes 2 rounds for the split to occur, during which time the parent can perform no other action and can not use its power of improved invisibility. After the split, roll hit points for the new creature, deducting that total from the parent creature. For game purposes, treat any feyr with 4-6 Hit Dice as lesser feyrs and 7-10 Hit Dice as greater feyrs.

Once spawned, the other feyrs immediately leave at their maximum movement to perform their assigned mission. The parent maintains a telepathic link with the smaller creatures, commanding them and seeing what they see. If the smaller feyrs survive the mission, they return to their parent and are devoured, continuing the feyr to its original Hit Dice. Should the offspring perish, the feyr hunts to smother victims. It recovers 1 Hit Dice for each victim of greater than animal intelligence that it kills by smothering. Roll hit points for each recovered Hit Dice.

**Make Familiar (Su):** A greater feyr can make a creature its familiar by terrorizing it for 24 hours. The feyr must successfully use the despair power of its emotion ability on the victim three times each day and suffocate the victim to unconsciousness at least once each day. At the end of this time, it uses its Immobilize skill on the victim. The victim must then make a Will save with a DC equal to the greater feyr’s Immobilize check result. A successful save indicates that the target has broken free of the feyr’s control and is immune to further attempts to be made into that feyr’s familiar. Failure indicates that the victim has become the feyr’s familiar.

**Greater Feyr**

<table>
<thead>
<tr>
<th>Type</th>
<th>Large Aberration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Dice</td>
<td>1d8+64 (160 hp)</td>
</tr>
<tr>
<td>Initiative</td>
<td>+5 (Dex)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., fly 60 ft. (good)</td>
</tr>
<tr>
<td>AC</td>
<td>22 (-1 size, +1 Dex, +12 natural)</td>
</tr>
<tr>
<td>Attacks</td>
<td>4 bites, +6 melee: 2 tentacle slams, +4/+0/+4 melee</td>
</tr>
<tr>
<td>Damage</td>
<td>4 bites, +6d4, 2 tentacle slams 1d8+2</td>
</tr>
<tr>
<td>Face/Reach</td>
<td>5 ft. by 5 ft./10 ft.</td>
</tr>
<tr>
<td>Special Attacks</td>
<td>Emotion, fear, improved grab, smother</td>
</tr>
<tr>
<td>Special Qualities</td>
<td>Budding, darkvision (60 ft.), fear immunity, improved invisibility, make familiar, SR 20</td>
</tr>
<tr>
<td>Saves</td>
<td>Fort +9, Ref +9, Will +12</td>
</tr>
<tr>
<td>Abilities</td>
<td>Str 19, Dex 13, Con 19, Int 14, Wis 15, Cha 22</td>
</tr>
<tr>
<td>Skills</td>
<td>Hide +6, Intimidate +25, Listen +19, Sense Motive +18, Spot +13</td>
</tr>
<tr>
<td>Feats</td>
<td>Alertness, Combat Reflexes, Flyby Attack, Improved Initiative, Multiattack</td>
</tr>
<tr>
<td>Climate/Terrain</td>
<td>Urban</td>
</tr>
<tr>
<td>Organization</td>
<td>Solitary</td>
</tr>
<tr>
<td>Challenge Rating</td>
<td>14</td>
</tr>
<tr>
<td>Treasure Standard</td>
<td>Standard</td>
</tr>
<tr>
<td>Alignment</td>
<td>Always chaotic evil</td>
</tr>
<tr>
<td>Advancement Range</td>
<td>17-32 HD (Huge)</td>
</tr>
</tbody>
</table>

The feyr maintains a telepathic link with the familiar with a range of 4 miles. If a distance greater than 4 miles separates the feyr from its familiar, the link is broken and the target cannot be made a familiar by that feyr again. Nothing else short of a limited wish, wish, or miracle spell can break this bond.

The greater feyr can see and hear everything that the familiar does, and it can command and converse with the familiar at will. The feyr gains knowledge of all languages at the same level of fluency as the familiar. If commanded to take actions contrary to its nature, the familiar can make a Will save with a DC equal to the feyr’s Immobilize check made by the feyr plus a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out and break the feyr’s control. A successful save indicates the target has broken free of the feyr’s control and cannot be made into a familiar again.

A greater feyr can have only one familiar at a time.
MAGIC ITEMS

The **Forgotten Realms** campaign setting is well-known for its magic, so here are some of the more popular magic items from Myth Drannor and other regions. Seeing how we converted these items should help you do the same for the other items your characters wield until you can get your hands on the new campaign setting book.

**Blueglow moss:** Blueglow moss is a magic plant growth, powered by the mythal and imbued with many healing abilities. At night it glows with blue faerie fire, and a creature that rests upon a bed of **blueglow moss** is cured of 1d4 points of damage for every continuous hour spent there. If 6 or more continuous hours are spent upon the moss bed, the following effects occur:

- a remove disease spell
- the use of darkvision at will, ending when the creature leaves the mythal
- the ability to levitate self at will (naked self only after first 6-hour interval, increasing by 25 pounds per interval to a maximum of 1,000 pounds), ending when the creature leaves the mythal
- use of detect poison at will, plus an awareness of the body to immediately recognize attacks, infestations, diseases, or other affronts to the body when they might otherwise be concealed (such as anaesthetic attacks by certain blood-draining creatures), ending when the creature leaves the mythal
- +2 resistance bonus to saving throws against petrifaction and polymorph effects, ending when the creature leaves the mythal
- a regenerate spell (requires 12 hours of exposure, cumulative but with no more than 1 full day in-between exposures)

**Blueglow moss** cannot survive outside of a mythal and cannot be created independent of spells that create a mythal.
Dove's Harp: This magic item's original name has been lost, and its current name derives from Dove Falconhand, who owns such a harp. This is a masterwork harp, triangular in shape, with 20-36 strings. When it is played, all within 20 feet of the harp are temporarily cured of any insanity (as if a greater restoration were in effect) and are protected by a calm emotions spell. Those who listen to it for 2 rounds or more receive the benefits of cure light wounds spell as if cast by a 1st-level cleric, although this power can only affect a being once every ten days. While its magic is being invoked, the harp and harpist radiate light. Use of the harp requires the Perform (harp) skill and is a standard action.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, calm emotions, greater restoration, healing circle, light; Market Price: 45,000 gp; Cost to Create: 22,500 gp + 1,800 XP

Fanged Mask: This half-mask is like one wears to a masquerade party, but the bottom edge has numerous sharp-looking catlike teeth. The wearer can use the mask to bite in combat for 1d4 points of damage (not in addition to normal bite damage), and the mask is +1 weapon. A bitten creature must make a Fortitude save (DC 13) or be stunned for 1 round.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, spiritual weapon; Market Price: 4,502 gp; Cost to Create: 2,151 gp + 172 XP

Harper Pin: Harper pins are fashioned from silver that has been enchanted to be as hard as adamantine (hardness 20, 9 hit points, +5 on all saving throws). Their wearer is protected by the following constant effects: immune to magic missiles, nondetection, protection from elements (electricity), undetectable alignment, and a +5 resistance bonus to saves against mind-influencing effects. Some harper pins turn black and make discordant jangling sounds when worn by evil beings.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, nondetection, protection from elements, resistance, shield, undetectable alignment (plus detect evil and ghost sound for harp pins that respond to an evil bearer); Market Price: 75,750 gp (78,750 gp for the

RACES
Some of the races in the FORGOTTEN REALMS setting differ from those in the Player's Handbook and other core D&D sources. Listed below are the ability score modifiers of the standard player character races. Note that these races have additional abilities beyond their ability scores; these will be revealed in the campaign setting book.

Dwarf, gold: +2 Constitution, -2 Dexterity.
Dwarf, shield: as Player's Handbook dwarf.
Elf, drow: +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Charisma, 120 ft. darkvision and spell resistance as per the Monster Manual.
Elf, sun: -2 Constitution, +2 Intelligence.
Elf, wild: +2 Dexterity, -2 Intelligence.
Elf, wood: +2 Strength, +2 Dexterity, -2 Constitution, -2 Intelligence, -2 Charisma.
Gnome, rock: as Player's Handbook gnome.
Half-elf: as Player's Handbook half-elf (half-drow get 60 ft. darkvision instead of low-light vision).
Half-orc: as Player's Handbook half-orc.
Halfing, lightfoot: as Player's Handbook halfling.
DEITIES

The new FORGOTTEN REALMS Campaign Setting has over thirty new domains tailored for the deities of Faerûn. The details of these domains and their granted powers are too lengthy to go into here (and we don’t want to spoil the surprise), but what follows are the living deities from the Faiths Of Avatars trilogy (plus the entire orc pantheon) and their Player’s Handbook domains. Some of them look pretty skimpy, but that’s generally because there are more FORGOTTEN REALMS domains that aren’t mentioned here. If you’re unhappy with the domain choices for your favorite deity, don’t worry, there’s plenty of good stuff in the campaign setting book.

Abbatior: Evil, Luck, Trickery
Aerdrie Faanya: Air, Animal, Chaos, Good
Akkad: Air, Travel, Trickery
Angharradh: Chaos, Good, Plant, Protection
Anhur: Chaos, Good, Strength, War
Arvoreen: Good, Law, Protection, War
Auril: Air, Evil, Water
Azuth: Knowledge, Law, Magic
Baervan Wildwanderer: Animal, Good, Plant, Travel
Bahgtru: Chaos, Evil, Strength
Baravar Cloakshadow: Good, Protection, Trickery
Berronar Truesilver: Good, Healing, Law, Protection
Beshaba: Chaos, Evil, Luck, Trickery
Brandobarius: Luck, Travel, Trickery
Calladuran Smoothhands: Earth

Erevean Illesere: Chaos, Luck, Trickery
Eshowdow: Chaos, Evil, Destruction
Fenmarel Mestarine: Animal, Chaos, Plant, Travel
Finder Wyvernspur: Chaos
Flandar Steelskin: Good
Gaerdal Ironhand: Good, Law, Protection, War
Garago: Chaos, Destruction, Strength, War
Gargauth: Evil, Law, Trickery
Garl Glittergold: Good, Protection, Trickery
Geb: Earth, Protection
Ghaunadon: Chaos, Evil
Gond: Earth, Fire, Knowledge
Gorm Gultyn: Good, Law, Protection
Grumbar: Earth
Gruumsh: Chaos, Evil, Strength, War
Gwaeron Windstorm: Animal, Good, Knowledge, Plant, Travel
Haela Brightaxe: Chaos, Good, Luck, War
Hanali Celanil: Chaos, Good
Hathor: Good
Hel: Law, Protection, Strength
Hoard: Law, Travel
Horus-Re: Good, Law, Sun
Ilmater: Good, Healing, Law, Strength, Illusion, Evil, Destruction, War
Isla: Good, Magic, Water
Istishia: Destruction, Travel, Water
Jergal: Death, Law

GRAVITY

Chauntea: Animal, Earth, Good, Plant, Protection
Clangeddin Silverbeard: Good, Law, Strength, War
Corellon Larethian: Chaos, Good, Protection, War
Cyric: Chaos, Destruction, Evil, Trickery
Cyrrvallae: Good, Law
Deep Duerra: Evil, Law
Deep Sashas: Chaos, Good, Knowledge, Magic, Water
Deneir: Good, Knowledge
Dugmaren Brightmantle: Chaos, Good, Knowledge
Dumathoin: Earth, Knowledge, Protection
Ellistraee: Chaos, Good
Eldath: Good, Plant, Protection, Water

version that reacts to an evil bearer); Cost to Create: 37,875 gp + 3,030 XP (39,375 gp + 3,150 XP).

Jump Dagger: When grasped, this +1 dagger acts as a ring of feather falling, and also allows the one holding it to make one jump (useable every other round). If the dagger touched an object weighing 5 pounds or less, the wielder can use the weapon’s jump power to gently propel the item up to 30 feet in any direction (usually used to pass weapons, keys, or valuables to someone else). This power is used against an object held by a creature, consider the attack a Strike a Weapon action, and if successful have the targeted object’s owner make a Will save (DC 11) to avoid the effect; if the save is failed the creature can make a Strength check (DC 15) to grab or hold onto the item, preventing its loss.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, jump, magic hand;
Market Price: 16,052 gp; Cost to Create: 8,026 gp + 3,210 XP.

Mirror Mask: This mask is circular, with dark lines radiating outward from the point between the eyes. The wearer gains a +5 resistance bonus to all saves against gaze attacks and spells that work through sight (such as flare, pattern spells, a vampire’s domination ability, and so on). Furthermore, any creature that views the wearer’s face while the mask is worn sees their own face rather than the wearer’s.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, change self, resistance;
Market Price: 8,759 gp; Cost to Create: 1,379 gp + 350 XP.

Purple Dragon Ring: This item is a brass ring engraved with Purple Dragon symbol of the Obarskyr royal family. The wearer can use it to create light once per round, either on the ring or up to 40 feet away; this effect lasts 10 minutes, and (unlike the light cantrip) cannot be dispelled by the ring. Its second power is a combined detect magic and detect poison power activated by command word (usually inscribed on the inside of the ring, and typically “Bonthar!”); when this power is activated and the ring touched to a food or drink, it glows an eerie gold-green if the substance is poisonous and a bright blue if it is enchanted (including
MULTICLASSING

Monks and paladins have the restriction that if they ever take a level in another class, they cannot return to the path of the monk or paladin. On Toril, there are some monk and paladin orders that break this restriction, allowing them to gain levels in a particular class without sacrificing the ability to return. A few examples of these multiclassing options, and their available multiclassing options, are listed in the sidebar to the right:

- Monk of Ilmater: cleric of Ilmater
- Halfing Monk: fighter or rogue
- Monks of the Yellow Rose: ranger
- Paladin of Chauntea: cleric of Chauntea
- Paladin of Helm: cleric of Helm, fighter
- Paladin of Ilmater: cleric of Ilmater
- Paladin of Lathander: cleric of Lathander
- Paladin of Moradin: cleric of Moradin, fighter
- Paladin of Torm: any one other class
- Paladin of Tyr: cleric of Tyr, fighter
- Paladin of Yondalla: monk

Ring of Dragons: These brass rings are created by the Cult of the Dragon and are greatly prized by the higher tiers of its organization. There are about seventy in existence; some look like snakes or dragons bringing their own tails. The wearer can use the following abilities:

- verbally or telepathically communicate with any true dragon
- cast a figment of a dragon (as silent image) once per day within 60 feet of himself; the dragon resembles any dragon the user has personally seen (this power is typically used as a recognition symbol or a diversion)
- transmit a call to a named dracolich or evil dragon; the target knows the wearer’s location and can home in on the call if they choose to respond, although there is no compulsion to do so (the call remains active until the ring is removed, the wearer dismisses the call, or the wearer dies)

- Caster Level: 15th; Prerequisites: Forge Ring, detect thoughts, sending, silent image, tongues; Market Price: 100,000 gp; Cost to Create: 50,000 gp + 4,000 XP.

Singing Sword: These +1 silver greatswords are believed to have been created for use by the Harpers. When drawn, they sing loudly and constantly, although the singing can be countered normally by a skilled bard, a silence spell, and so on. As long as the bearer can hear the sword’s song, he gains a +3 morale bonus to hit and damage. Furthermore, he gains a +5 morale bonus to saves against mind-affecting spells and effects (and the only sort of emotion spell that can affect the wielder is rage). The sword’s song quells shriekers, negates the song effects of harpies within 100 feet, and once per day can act as an enfeeble spell to creatures with 2 or fewer Hit Dice (and affecting them with a suggestion spell if they fall a second saving throw). Some of these weapons are intelligent and aligned chaotic good.

- Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, bless, enfeeble, suggestion, creator must have 3 ranks of Perform (the chaotic good intelligent singing swords must be created by a being of that alignment); Market Price: 9,585 gp; Cost to Create: 4,792 gp + 383 XP.

Spectral Blade: Fashioned from the bone of a creature that died violently, this appears to be just a sword hilt made of bone. When grasped by a creature, a “blade” of light that seems to be constructed of faerie fire appears. The blade has no attack bonus but an wielder attacking with it requires a successful touch attack; any target struck is affected by a chill touch spell. Different varieties of spectral blades have been created to resemble many different blade weapons, from daggers to greatswords.

- Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, chill touch; Market Price: 10,000 gp; Cost to Create: 5,000 gp + 250 XP.

Winged Mask: The edges of this full-face mask are made to resemble feathers or wings. The wearer can fly at will, but glows with white light whenever this ability is used. The mask can only carry the wearer and 50 pounds of other material. If grasped or weighted down in mid-flight, the wearer is borne to the ground under the effects of a feather fall spell.

- Caster Level: 5th; Prerequisites: Craft Wondrous Item, feather fall, fly, light; Market Price: 39,000 gp; Cost to Create: 18,000 gp + 1,440 XP.

Skull Mask: This mask is shaped like a skull and painted black around the eyes. When worn, the wearer’s visage transforms to look like an actual skull. The wearer gains a +4 morale bonus to saving throws against disease, fear effects, and paralyzation, and is immune to life draining attacks. The wearer immediately recognizes any creature seen as alive, dead, undead, or inanimate (never alive, such as a lifelike statue). Undead are drawn to the wearer of a skull mask, attacking that creature in preference to all others.

- Caster Level: 5th; Prerequisites: Craft Wondrous Item, deathwatch, detect undead, negative energy protection, remove fear; Market Price: 50,000 gp; Cost to Create: 25,000 gp + 2,000 XP.

Staff of Night: This staff of black wood is carved with runes of darkness, stars, and night, with one resembling an umbre hulk. The staff has the following powers:

- immunity to the confusing gaze power of umbre hulks (no charges)
- darkvision
Sheela Perryroyl: Air, Plant  
Shevarash: Chaos, War  
Shialia: Animal, Good, Plant  
Siemorpha: Knowledge, Law  
Silvanus: Animal, Plant, Protection, Water  
Solonor Thelandra: Chaos, Good, Plant, War  
Sseth: Chaos, Evil, Knowledge  
Sune: Chaos, Good, Protection  
Talona: Chaos, Evil, Destruction  
Talos: Chaos, Evil, Destruction, Fire  

Tempus: Chaos, Protection, Strength, War  
Thard Harr: Animal, Chaos, Good, Plant  
Thoth: Knowledge, Magic  
Tiamat: Evil, Law  
Torm: Good, Healing, Law, Protection, Strength  
Tymora: Chaos, Good, Luck, Protection, Travel  
Tyr: Good, Knowledge, Law, War  
Uberto: Plant, Protection  
Ulitui: Animal, Law  
Umbrelee: Chaos, Destruction, Evil, Water  
Urdlen: Chaos, Earth, Evil  
Urogal: Earth, Death, Law, Protection  
Uthgar: Animal, Chaos, Strength, War  
Valkur: Air, Chaos, Good, Protection  
Velsharaon: Death, Evil, Magic  
Vergadain: Luck, Trickery  

War Wizard Cloak (Weathercloak): These full-cut, black cloaks hang to midboot on an average human. Cut to overlap on the chest and cover the wearer’s arms, they have a high collar and a separate pull-over hood. They are embroidered with a white upraised human palm in a circle on the right collar, a purple dragon on the left collar, and another on the center point of the hood (so it is displayed to the rear when the hood is pulled back). The cloak constantly provides the wearer with the following benefits: endure elements (cold), darkvision, and feather fall (self-only). Once per day, the wearer can use dimension door, lesser ironguard, protection from arrows, and sending.

These cloaks are normally only worn by Cormyrian war-wizards, nobles, or specially chosen agents, although with the number of dead war-wizards caused by the war against the dragon Nalavara, it is likely that some have been looted from corpses and can be found in other hands.

Caster Level: 6th; Prerequisites: Craft
Wondrous Item, darkvision, dimension door, endure elements, feather fall, lesser ironguard, protection from arrows, sending: Market Price: 30,375 gp; Cost to Create: 15,187 gp + 1,215 XP.

SPELLS
As with magic items, the FORGOTTEN REALMS campaign is known for its unusual spells. The war wizard cloak (above) refers to the lesser ironguard spell, so this spell is included here to allow you to fully utilize that item's abilities.

Lesser Ironguard
Abjuration
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster or a creature touched becomes immune to nonmagical metal. Nonmagical metal items (including metal weapons) simply pass through the affected creature, and the target of the spell can walk through nonmagical metal barriers such as iron bars. Attacks delivered by metal items (such as poison on a dagger) affect the creature normally. If the spell expires while metal is inside an affected creature, the metal object is shunted out of its body (or the body away from the metal, if the metal is an immovable object like a set of iron bars).

The affected creature and the object take 1d6 points of damage as a result (ignoring the object's hardness rating for determining damage to it).

Because the target of the spell passes through metal, it can ignore armor and hardness bonuses on opponents it attacks with unarmored attacks.

Material Components: a tiny shield made of wood, glass, or crystal.

LUCK OF HEROES [General]
Your people survive when no one expects them to come through.
Regions: Aglarond, Dalelands, Tethyr, the Vast.
Benefit: You get a +1 bonus to all Fortitude, Reflex, and Will saves.

MERCANTILE BACKGROUND [General]
You come from a family that excels at a particular trade.
Regions: Gray Dwarf, Impiltur, Lake of Steam, Lantan, Sembia, Svirfneblin, Tashalar, Tethyr, Thesk, the Vast.
Benefit: Choose a Craft or Profession skill. You get a +2 bonus to all Craft or Profession checks for that skill and an +2 bonus to all Appraise checks.

THUG [General]
Your people know how to get the jump on the competition and push other people around.
Regions: Calimshan, Dragon Coast, Moonsea, Pirate Isles, Unther, the Vast, Vilhon Reach, Waterdeep.
Benefit: You get a +2 bonus on Initiative checks, and a +2 bonus on Intimidate checks.

FEATS
The new FORGOTTEN REALMS campaign setting has more than fifty new feats. One of the new concepts we developed is the regional feat: a feat you can get only if you come from a particular area or study with people from there. As the RPGA's Living City campaign is very popular and takes place in the FORGOTTEN REALMS, we decided to help out those LC players converting their characters over to the new edition, so here are three of the new FORGOTTEN REALMS feats, all of which are available to natives of the Vast (and, you'll note, a few other places). These regional feats use a feat slot just like any other feat; you don't get them for free just for being from a particular place.
Fantasy characters lead pretty rough lives. Every time they turn around, it seems someone’s trying to take over the world.

This time it’s the Cult of the Dragon, led by an evil sorceress and her draconic general. The dastardly duo has found a way to control the Mythal, the ancient magic that once protected the ruined elven capital of Myth Drannor. Together they have used the Mythal’s power to resurrect the Pool of Radiance, a life-draining menace that Faerûnians think was destroyed years ago. The pool will enable the cult to—you guessed it—achieve world domination.

Alas, will the forces of evil never learn?

Enter four adventurers who thought they had signed up to keep an eye on the reawakened pool, only to find themselves thrown into the middle of the cult’s nefarious plot. Ah, well—the course of true heroism never did run smooth. Battling dark sorcerers and undead creatures at every turn, the intrepid band must ally with the city’s ghostly guardians to restore the corrupted Mythal. Only then can they confront the Cult of the Dragon, its sinister pool, and its diabolical leaders.

Pool of Radiance: Ruins of Myth Drannor is the companion novel to the new SSI computer game of the same name. It’s also the first novel to feature characters inspired by the new edition of the Dungeons & Dragons game. Archmage Kya Mordrayn and her minions wield spells in a manner never before seen in Faerûn. Cult fighters display their superior weapon mastery with lethal precision. The draconic Pelendralaar puts a terrifying new face on undead.

But the heroes prove themselves worthy opponents to these and the other villains they encounter. Corran D’Arcey discovers that paladinhood is more than blustering about faith and smiting evil in the name of one’s god. Sorceress Ghleanna Stormlake’s intuitive approach to magic enables her to adapt her spell-casting as circumstances demand.

Durwyn, the brawny fighter, provides quiet strength—both of arms and of character—when the party needs it most. Kestrel, the fiercely independent rogue with a sixth sense for danger, discovers she must cooperate with the rest of the party in order to survive.

Kestrel, Corran, Ghleanna, and Durwyn begin their journey as talented but untested adventurers. As they confront cult forces and hone their skills, they evolve into formidable champions. They are presented here as they prepare to challenge Mordrayn and Pelendralaar in the climactic final showdown.
Kestrel

Female Human, 14th-level Rogue

Strength 13 (+1)  Fort. Save +6
Dexterity 19 (+4)  Ref. Save +13
Constitution 15 (+2)  Will Save +7
Intelligence 17 (+3)  Alignment NE
Wisdom 16 (+4)  Speed 30 ft.
Charisma 14 (+2)  Size M (5')

Armor Class 19  Melee Attack +11/+6
Hit Points 98  Ranged Attack +14/+9

Special: Sneak attack +7d6, evasion, uncanny dodge (Dex bonus to AC, can't be flanked, +2 vs. traps), opportunist, improved evasion.

Skills: Appraise +8, Balance +12, Bluff +8, Climb +15, Concentration +6, Disable Device +14, Decipher Script +8, Escape Artist +8, Gather Information +8, Hide +17, Innuendo +8, Intimidate +9, Jump +8, Listen +17, Move Silently +18, Open Lock +17, Pick Pocket +14, Search +15, Sense Motive +12, Spot +12, Swim +8, Tumble +17, Use Magic Device +7, Use Rope +8.

Feats: Alertness, Ambidexterity, Expertise, Quick Draw, Weapon Finesse (dagger), Weapon Focus (club).

Languages: Common, Dwarven, Halfling, Orc.

Possessions: A gift from Hardain Ironbar (a ghostly lord of Myth Drannor), Kestrel's +2 leather armor enables her to move as freely as if wearing a silk shirt. Her pair of mantles rings can absorb spells up to 4th level. They hold 8 remaining charges; each charge protects the wearer from one spell. Kestrel carries three ordinary-looking daggers, one in each boot and one in her belt. Leren's Blade, the dagger at her side, is a +1 dagger of returning. She also carries Bora's Blood, a blue crystal shard that functions as a +2 dagger of icy burst. Her more mundane possessions include a telescoping steel club, thieves' tools, a grappling hook, and a pair of weighted dice.

Appearance

Though only twenty-two years old, Kestrel looks closer to thirty due to her rough-and-tumble life. Short and slight of build, her body seldom relaxes—even in sleep she is on the alert. Her piercing emerald eyes are quick to assess anyone she encounters. She wears her chestnut-colored hair in a short, boyish cut to keep it out of the way.

Kestrel is left-handed but can throw a dagger from both hands with equal skill. She bears a long, thin scar on her left wrist from trying to pick an ensorcelled lock three years ago.

Background

Kestrel was barely a year old when bandits attacked her family's cottage. Her mother managed to hide her in the root cellar moments before the noisy cutthroats burst in, killed her parents, stole what little they could find of value, and burned the dwelling to the ground. Hours later, an old rogue named Quinn heard the baby's hungry cries coming from the smoking rubble. He named the orphaned child Kestrel, for the tiny girl's fierce eyes reminded him of a falcon.

Quinn raised Kestrel as a daughter, at first trying to protect her from the shady side of his life but ultimately teaching her everything he knew. His apprentice proved a talented pupil: When Quinn died in a tavern brawl, the twelve-year-old was well able to fend for herself. After his death, Kestrel drifted from city to city, plying her trade. She and Quinn had often fantasized about accumulating enough wealth to retire from thieving and live a pampered life, and she carried this dream with her as she wandered. Slowly, her stash of treasure grew.

Quinn had often counseled her that there was no honor among thieves, and to beware trusting a fellow rogue. His advice proved sound. When Kestrel was sixteen, she briefly teamed up with a forger named Eaden. Once he won her trust, he framed her for one of his solo jobs and absconded with her life savings while she dealt with the authorities. She resolved to never again leave herself vulnerable to betrayal and has worked alone ever since ...

Until now. Circumstances beyond Kestrel's control have forced her to team up with Corran, Ghleanna, and Durwyn to complete what she considers a suicide mission. But the more she works to thwart the cult's plans, the more the party's cause becomes her own.

Roleplaying Notes

Kestrel dislikes depending on others and is very slow to trust anyone, especially rogues and arcane spellcasters. Too much knowledge of their general psyche makes her wary of fellow rogues; too little information steers her clear of sorcerers and wizards. She has stayed alive by trusting her five senses.

When senses fail, she relies on instinct—particularly the tingling sensation along her collarbone that warns of serious danger.

Years of working alone have made Kestrel impatient with group dynamics. She speaks her mind with little regard for diplomacy and becomes frustrated when her suggestions are overruled. This attitude leads to frequent disagreements with her fellow party members, whom she tends to regard as naïve do-gooders. She clashes most often with Corran, whose arrogance (not to mention overt prejudice) gets under her skin like nothing else.
Corran D'Arcey

**Male Human, 13th-level Paladin of Tyr**

**Strength 18 (+4)** Fort. Save +11  
**Dexterity 14 (+2)** Ref. Save +6  
**Constitution 16 (+3)** Will Save +6  
**Intelligence 17 (+3)** Alignment LG  
**Wisdom 15 (+2)** Speed 20 ft.  
**Charisma 13 (+1)** Size M (6')

**Armor Class 22** Melee Attack +17/+12/+7  
**Hit Points 147** Ranged Attack +15/+10/+5

**Special:** Detect evil, divine grace, lay on hands, divine health, aura of courage, smite evil, remove disease (4/week), turn/undead, warhorse, proficient with all simple and martial weapons, all types of armor, and shields.

**Skills:** Climb +10, Concentration +12, Diplomacy +14, Heal +17, Intimidate +5, Knowledge (nobility and royalty) +6, Knowledge (religion) +13, Ride +9, Sense Motive +7.

**Feats:** Combat Reflexes, Expertise, Extra Turning, Improved Critical (longsword), Weapon Focus (longsword), Weapon Focus (warhammer).

**Languages:** Common, Elven, Orc, Celestial.

**Spells (2/2/1):** 1st—cure light wounds, divine favor; 2nd—resist elements, shield other; 3rd—prayer.

**Possessions:** Corran wears dwarfen plate and a large, steel +2 shield of Necromantic spell turning that provides added protection from mundane weapons as well as the ability to reflect Necromantic spells back at their caster (as the spell spell turning). The paladin also carries Pathfinder (a +2 longsword) and a holy symbol of Tyr.

**Background**

Corran comes from a long line of paladins in a region that crawls with holy knights. His father (Baron Ethred D'Arcey of Sarshel) and brothers all serve Tyr, as did countless generations of D'Arceys before them. Corran has thus been indoctrinated from the cradle in the worship of Tyr, the duties of paladinhood, and the nobility of his calling. In fact, he never deliberated over the choice to become a knight of Tyr. It was expected of him, and he accepted the vocation without question.

Corran received his military training in the keep of a neighboring noble (Baron Artur Gheinte, whose family traditionally trains D'Arcey heirs, and vice versa). He received his religious instruction from the high priest of the local temple. After taking his paladin vows at sixteen, he fought in several small campaigns to free Impiltur of encroaching monsters. But he found that wherever he went, he could not escape the long shadows cast by his older brothers, father, and paladin ancestors. He resolved to leave Impiltur for a time in order to prove himself worthy to serve Tyr in his own right. When, in the course of his travels, he heard rumors of the reawakened Pool of Radiance in nearby Phlan, he readily volunteered his sword.

**Roleplaying Notes**

As the third son of a baron, Corran has always known the privileges of high station. He has never wanted for anything, and—for all his lofty blustering about charity—lacks a true understanding of what life is like for those less fortunate. He speaks with the assumption of authority, a manner perceived (often accurately) as bossy or arrogant to those who don't know him well.

Corran holds romanticized notions about honor and what it means to be honorable, but these theories were never put to the test until he arrived in Myth Drannor. Now he finds that the concept of honor must be tempered with the realities of survival, a gradual awakening that causes him no small amount of worry and discomfort.

As a paladin, Corran is intolerant of rogues on general principle, a bias that blinds him to Kestrel's value to the party and causes him to clash with her continually. He respects Durwyn's battle skills and Ghlean's command of magic; they, in turn, have accepted him as the party's de facto leader. His training has made him a talented strategist, and he has the good heart and noble motives a paladin should possess. But in Kestrel's opinion, Corran could use a little humility.
Ghleanna Stormlake

Female Half-elf, 12th-level Sorcerer

Strength 11 (+0)  Fort. Save +9
Dexterity 13 (+1)  Ref. Save +8
Constitution 14 (+2)  Will Save +15
Intelligence 18 (+4)  Alignment CG
Wisdom 18 (+4)  Speed 30 ft.
Charisma 17 (+3)  Size M (5' 6")

Armor Class 11  Melee Attack +6/+1
Hit Points 58  Ranged Attack +7/+2

Special: Proficient with all simple weapons.
Skills: Concentration +17, Diplomacy +10, Hide +8, Knowledge (arcana) +18, Knowledge (elven history) +11, Spellcraft +19, Spot +6.
Feats: Combat Casting, Empower Spell, Maximize Spell, Quicken Spell, Spell Penetration.

Languages: Common, Elven, Dwarven, Halfling, Sylvan, Ancient Elven.
Spells (6/5/4/3/2/2/1/0): 0—daze, detect magic, disrupt undead, ghost sound, light, mend, prestidigitation, read magic, resistance; 1st—burning hands, mage armor, magic missile, protection from evil, sleep; 2nd—blindness, flaming sphere, invisibility, knock, web; 3rd—dispel magic, haste, hold person, slow; 4th—confusion, fear, improved invisibility; 5th— feeblemind, hold monster; 6th—globe of invulnerability.

Possessions: The sorceress wears a +3 cloak of resistance (bonus included above) and skinned boots that provide her with a +2 bonus to Fortitude saves vs. poison. Her staff absorbs fire and fire-based spells that target her as a rod of absorption. Ghleanna can release such spells from her staff on command within 24 hours of capturing them. Ghleanna also carries several potions of cure serious wounds concocted from bluebell moss, a plant native to Myth Drannor.

Appearance

A slender young woman, Ghleanna has long golden hair, gold-flecked blue eyes, and slightly pointed ears that reveal the moon elf heritage on her mother's side. Though she dons mage robes while in the laboratory or library, she normally wears brown leggings, leather knee-high boots, a loose-fitting shirt, and a dark green cloak when traveling.

Background

Ghleanna Stormlake is the product of a tryst between a human adventurer and a noble elf maiden. Ghleanna's mother, Jesenala, was a young girl when her own parents died and she went to live with her brother. Adualacatus

Stormlake was a hard man with little compassion for his orphaned sister. When Jesenala reached adolescence, she ran away from the tyranny of her brother's house. She did not get far before stumbling upon a human named Garth, who lay wounded from hunting a magically protected stag in the even woods. Jesenala helped Garth reach a cabin just outside the forest, where she lingered a few days too long nursing his injuries. Garth seduced the kindness-starved girl, then returned to his human wife and child with nary a thank-you-ma'am.

Devastated—and desperate when she discovered she was pregnant—Jesenala returned to her brother's house. He grudgingly took her in, but she received no end of verbal abuse for her folly. Intending to leave as soon as possible after her child was born, she did not reveal that the baby's father was human, for she knew the fact would only enraged Adualacatus further. When Jesenala died in childbirth, Adualacatus wanted to quietly smother her "half-breed spawn," but his normally timid wife intervened. He spared the child but warned his wife to never intercede on Ghleanna's behalf again. She didn't.

Ghleanna thus grew up unloved and ostracized in her uncle's house. Though she exhibited a gift for magic from an early age, Adualacatus forbade her to develop it. Ghleanna was ordered to tamp down the mystical power that pooled and welled within her, just as she was forced to quell her spirit. Then came the wondrous day when Ghleanna's human half-brother arrived. Garth had made a deathbed confession about the seduction, and his more honorable son had gone in search of the wronged Jesenala afterward. Instead he discovered Ghleanna, a neglected waif whose natural talents were wasting away with disuse. At his invitation, Ghleanna departed with her half-brother and never looked back.

Ghleanna's brother knew little of the arcane arts himself but arranged for her to meet a wizard friend of his. The mage, recognizing an unusually intuitive element in Ghleanna's magical talent, brought the girl to the attention of Elminster. The famous wizard took her on as an apprentice to both instruct and study her.

Under Elminster's guidance, Ghleanna has learned how to channel her powers. But fully mastering them is something she must figure out for herself, for her instinctive method of spellcasting—without spellbooks or scrolls—lies beyond the direct experience of even the great mage of Shadowdale.

Roleplaying Notes

Because she grew up in a hostile house where she could never do anything right, Ghleanna often falls into her much-practiced role of mediator—trying to placate both sides in disagreements that arise within the party. Her child-hood isolation has also made her an introvert, though she isn't afraid to state an opinion when she believes she has one worth sharing. She regards the fellow orphan Kestrel as a bit of a kindred spirit, Durwyn as a gentle (but puissant) giant, and Cerrin as a man whose goodness is surpassed only by her half-brother's.
Durwyn

Human Male, 11th-level Fighter

Strength 20 (+5) Fort. Save +11
Dexterity 18 (+4) Ref. Save +8
Constitution 18 (+4) Will Save +3
Intelligence 9 (-1) Alignment LG
Wisdom 11 (+0) Speed 20 ft.
Charisma 14 (+2) Size M (5' 7'')

Armor Class 18 Melee Attack +16/+11/+6
Hit Points 151 Ranged Attack +11/+6+/1

Special: Proficient with all simple and martial weapons, all types of armor, and shields.
Skills: Climb +13, Jump +6, Ride +5, Spot +7.
Fears: Cleave, Expertise, Far Shot, Point Blank Shot, Great Cleave, Improved Critical, Power Attack, Weapon Focus (battleaxe), Weapon Focus (light crossbow), Weapon Focus (shortbow), Weapon Specialization (battleaxe).
Possessions: Durwyn wears magic armor (+2 chainmail) given to him by Harldan Ironbar. His weapon of choice is the battleaxe, but he is also an excellent marksman with his short bow. Along with his ordinary ammunition, he carries three bronze-tipped arrows with unusual carvings.

Appearance

Durwyn is a large man with wide shoulders and muscular limbs. He wears his coarse black locks tied back and trimmed short on top to keep hair from falling in his eyes during battle. His square jaw gives way to a neck thickly corded with muscles. During battle, his eyes reflect fierce determination, but in times of peace they reveal kindness unexpected in one whose body seems sculpted for brute force.

Background

Durwyn grew up on a farm just outside of Phlan. The eighth of eleven children, he was raised as much by his older siblings as by his parents. The bustling, noisy household was often brimming with laughter and always full of love, but there was never quite enough food on the table or enough patches for the threadbare hand-me-downs into which young Durwyn struggled to squeeze his rapidly-growing body.

To ease the strain of such a large family, one of Durwyn's older brothers left home for the 'big city' and joined Phlan's city guard. When Durwyn turned thirteen, he followed suit. Though young and untrained, the burly teen exhibited such impressive raw strength that the guard captain readily accepted him and arranged for proper weapons training.

Durwyn proved a skilled fighter, excelling in the use of the battleaxe and shortbow. In his five years as a guard, he has earned the notice of his commanding officers for unmatched loyalty and discipline. He competently and unquestioningly carries out orders, and volunteers for tough assignments with alacrity. But he has never been considered for a promotion: Durwyn is a follower, not a leader. Even he recognizes that he lacks the quick thinking necessary for crisis command. Until his adventures in Myth Drannor, he was happy simply do what he was told and give half his pay to his parents each week.

When the Pool of Radiance returned, Durwyn's commanding officer assigned him to guard it. But the warrior would have volunteered for the duty anyway. While he is too young to remember the events of nearly thirty years ago, frightening tales of the pool's first appearance live on in local legend. Despite personal risk, Durwyn will do anything to protect his home and family from the encroaching evil.

Roleplaying Notes

Easy to dismiss at first, Durwyn is a person one comes to appreciate more upon better acquaintance. By his own admission he contributes mostly muscle to the party, but he offers some surprisingly good suggestions at times—while others endlessly debate strategy, he comes out with a simple "Why don't we just do this?" solution.

Durwyn has a good heart. He wants to do the right thing but isn't always sure what that is. He is unwaveringly loyal to his companions and trusts them to do most of the thinking. When discord arises, he finds himself torn, wanting to follow what all sound like clever ideas to him. He admires Corran for his military prowess and his command capabilities; Ghleanna's magical powers impress him beyond words. Initially intimidated by Kestrel's sharp tongue, he soon grew to admire her quick wits and keen senses.
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WHAT'S NEW?
WITH PAUL AND MIKE
YEAGAR, ARTAX,
PIFFANY, AND THAT
ONE BIG-NOSED GUY...

A SIMPLE NUMERIC SYSTEM LETS THE DM...
SHOW HOW MUCH HE SUCKS AT MATH.

NOW, I'LL DISPATCH THIS BEAST WITH AN... SILENT IMAGE? ANIMATE ROPE?

I THINK WE SHOULD MOVE ON TO CLERICAL SPELLS, RIGHT, YEAGAR?

Yeah, these priest's juces are giving me a nasty rash!

I CAN'T BELIEVE THESE PEOPLE AGREED TO DO THIS! DIDN'T THEY READ THE SCRIPT?

AND I THINK WE'RE ALL GLAD THAT THE RULES FOR DUCT TAPE HAVE CHANGED THE SAME!

I SAID, I'M NOT WEARING-- OH! THANKS!

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