

Footprints



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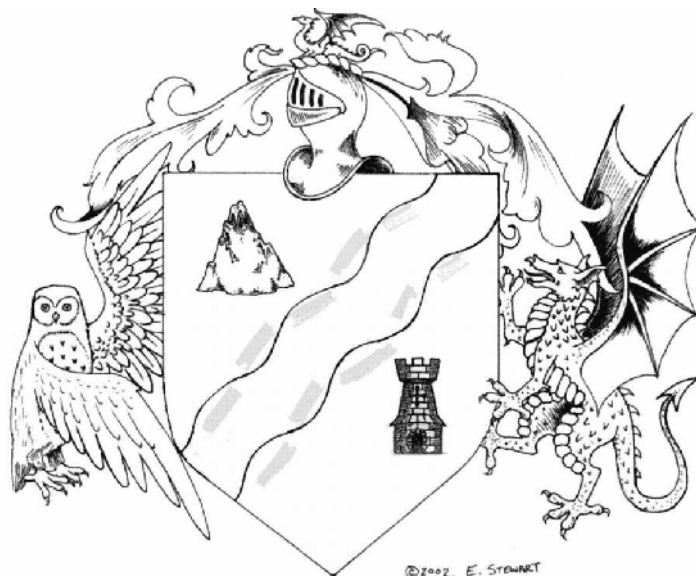
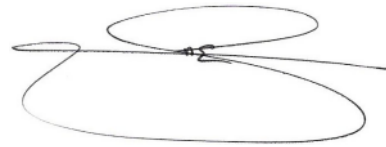
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% in Lair

Welcome to the tenth issue of Footprints. It seems incredible to me now that forty months ago, the idea of a “Best of Dragonsfoot” e-zine was first bandied about. Here we are with another issue chock-full of material for your old-school game. We have a module from Michael Haskell, new spells from Stuart Marshall and discussions of non-weapon proficiencies, caravans, a new NPC class and the winners of Dragonsfoot’s “Stat that Monster” competition.

It should go without saying at this juncture, but the OOP gaming community could not survive but for the tireless contributions of gamers like yourselves. Please keep the submissions coming.

Game on and game well!



The Arcane Knight

A New Class by Mike Riley

The Arcane Knight is a sub-class of Fighter with the code of honour of a cavalier. All Arcane Knights must begin their career with a Lawful alignment. If for any reason the Arcane Knight loses this alignment, they will lose all their special powers and abilities and become a normal fighter. Such fallen Knights will still have to use the Arcane Knight experience tables, which will slow their advancement as a fighter. To become an Arcane Knight, a candidate must be human with the following minimum attributes: a Strength of not less than 12, an Intelligence of 13 or more, a minimum Wisdom of 9, a minimum Constitution of 9 and a Charisma of not less than 17. If the Arcane Knight has a strength and intelligence of more than 15, they are entitled to a 10% experience point bonus awarded by the Dungeon Master.

Arcane Knights are an elite fighting class from a far away and relatively unknown area of any campaign world. The Arcane Knight is a knight who has the ability to cast a limited number of spells. In their home kingdom, magical ability is commonplace with most peasants knowing how to cast simple non-aggressive spells.

The Orders of the Arcane Knights form the core of the Kingdom's armed forces. They were formed to guard the citizens from an abuse of magic and to protect the interests of the Mage King. There are two official Orders of Arcane Knights: the Order of the Arcane and the Order of the Phantasm. The Order of the Arcane can cast magic-user spells while the Order of the Phantasm utilizes illusionist spells. Unofficially, there are rumours of renegade knights who have rebelled against the Mage King and formed their own dark order of Knights, the Order of the Necromancer, who cast necromancer spells (see *Dragonsfoot's MANUAL OF PROFESSIONS II*).

The Arcane Knight begins his career as a squire. A squire is usually a magically talented child (more than normal) and is

taught the basics of the Arcane or Phantasm magics. In addition to their normal schooling, these squires are taught how to look after the horses and equipment that are the trademark of the two orders. The squire starts with -1500 experience points at "0" level and 1d4 + 1 hit points. The squire becomes a Prefect at -500 experience points and gains a further 1d4 + 1 hit points. Upon reaching 0 experience points, the character becomes a 1st Level Arcane Knight and gains full membership of one of the orders and obtains another d4 + 1 of hit points (and any constitution) bonus to their total.

The Arcane Knights are all Lawful (both the official and unofficial orders) in alignment and prefer uniformity and order. As such, they are limited to the following weapons: lance, long sword, broad sword, bastard sword, short sword, horseman's mace, horseman's flail, horseman's military pick, dagger and scimitar. The Arcane Knight will not use any other weapons as it calls their personal honour into question. Ranged weapons are not allowed. Ranged spells are not considered to be a dishonourable practice as spell casting is considered an art form. An Arcane Knight can choose one type of lance and one other weapon to become their "weapons of choice."

The Arcane Knight can make multiple attacks with their weapons of choice and fight as though they were five levels higher than their actual experience as far as attacks per round are concerned, e.g., a 3rd level Arcane Knight can attack 3 times every 2 rounds, as opposed to 1 per round with other weapons. At 16th level and above, the Arcane Knight can attack 3 times per round with such a weapon.

An Arcane Knight can parry more effectively with their weapon of choice than ordinary fighters. They may use their attacks to parry an attack from an opponent; e.g., an Arcane Knight with 2 attacks per round can parry two

attacks per round. Should the Knight have more attacks per round than their opponent, they may parry an attack and then return a blow. A successful "to hit" roll against the opponent's armour class must be made to parry an attack. The parry is used to combat physical attacks; the knight will use the parry attack to deflect the opponent's sword, claws, etc., by using either their weapon or shield. "Area of effect" spells and attacks may not be parried in this manner.

All Arcane Knights are virtually born in the saddle and as such are 75% unlikely to be thrown from their horse. This chance increases by 1% per level above first. The Knight's horsemanship improves with level and their abilities are as follows:

- At 3rd level, the Arcane Knight can vault into the saddle with bulky armour.
- At 5th level, the Arcane Knight can urge their mount to a charge. This charge is made when assaulting enemy lines. The Arcane Knight will cause additional damage equal to their level when using a lance, e.g., a 5th level character would have a +5 bonus when charging with the lance.
- At 7th level, the Arcane Knight can summon a **phantom steed** as the 3rd level illusionist spell. This ability is meant to assist the Arcane Knight if their living horse is killed. The duration of the spell is one turn per level of the Knight.
- At 11th level, the Arcane Knight can ride a griffon or similar creature as a steed.
- At 16th Level, the Arcane Knight can ride a dragon as a steed if the dragon is willing.

The following restrictions apply to Arcane Knights:

1. They can never retain more than 10% of their treasure. A mandatory 90% tithe is

made to the Mage King's coffers to pay for their training and upkeep.

2. They must wear the most prestigious armour available, even if it means using normal plate mail above **splint mail +5**.
3. They never accumulate men at arms, unless they are granted a commission by the Mage King to establish a stronghold. In this case, all Arcane Knights (of lower level than the character) in the area are obliged to donate their 90% tithe to the character. The character is then responsible for operating and maintaining a stronghold, training young Squires, and providing support and shelter for travelling Arcane Knights. The commissioned character is also charged with the responsibility for keeping their area pacified and safe to travel.

The Arcane Knights use the Bard spell progression table to determine the number of spells that can be memorised. See Arcane Knight Table II. The Arcane Knights may only use armour made of adamantite. This metal is actually classed as a material component for their spells. If they wear any other type of armour, their memorized spells will always fail. Refer to spell failure table for any side effects caused by particular spells cast when not wearing adamantite armour.

Knights can draw upon funds and materials from the Order's coffers, although it has to be for a good reason and they must be near a stronghold of the Orders to make a withdrawal. How much a Knight can claim depends on their personal honour.

Each Arcane Knight has a personal honour rating. This honour is measured by what actions they take during play time. For example, a 1st level character starts with a personal honour of 0 and as they progress through play they will gain honour points for their actions. If the Arcane Knight acts outside their code of honour then they can lose honour points. Should the Knight slip into negative honour points, then actions are taken by the ruling elite. An Arcane Knight who slips too far into negative honour points

will be expelled from the Orders. If, however, the Knight is still Lawful in alignment, there is a

small chance they will be noticed by the Order of the Necromancer.

Arcane Knight Table I

Experience Points	Exp. Level	10-sided dice for Accumulated Hit Dice	Level title
-1500--500	0	1d4 + 1	Squire
-500--1	0	2d4 + 2	<i>Prefect</i>
0-2,750	1	3d4 + 3	Initiate of the Order
2,751-5,500	2	4d4 + 4	Assistant of the Order
5,501-12,000	3	5d4 + 5	Ordained of the Order
12,001-24,000	4	6d4 + 6	Field Initiate
24,001-45,000	5	7d4 + 7	Field Ordained
45,001-95,000	6	8d4 + 8	Field Captain
95,001-175,000	7	9d4 + 9	Phantom Initiate
175,001-350,000	8	10d4 + 10	Phantom Ordained
350,001-700,000	9	11d4 + 11	Phantom lieutenant
700,001-1,050,000	10	12 d4 + 12	Arcane Knight
1,050,001-1,400,000	11	13d4 + 13	Arcane Knight 5 th Rank
1,400,001-1,800,000	12	14d4 + 14	Arcane Knight 4 th Rank
1,800,001-2,100,000	13	15d4 + 15	Arcane Knight 3 rd Rank
2,100,001-2,400,000	14	16d4 + 16	Arcane Knight 2 nd Rank
2,400,001-2,700,000	15	16d4 + 3	Arcane Knight 1 st Rank
2,700,001-3,000,000	16	16d4 + 6	Draconic Knight 2 nd Rank
3,000,001-3,300,000	17	16d4 + 9	Draconic Knight 1 st Rank
3,300,001-3,600,000	18	16d4 + 12	Lord Arcane Knight
3,600,001-3,900,000	19	16d4 + 15	
3,900,001-4,100,000	20	16d4 + 18	Lord High Arcane Knight
4,100,001-4,400,000	21	16d4 + 21	Royal Arcane Knight
4,400,001-4,700,000	22	16d4 + 24	Royal Lord Knight
4,700,001 +	23	16d4 + 27	Royal Lord High Knight

Notes on Table I

The Arcane Knight gains 1d4+1 hit points for every level until 15th. After 15th level the character gains an additional 3hp per level. The character's Constitution bonus is added to this total per level.

When an Arcane Knight reaches 18th level they are usually commissioned to start a stronghold. Should the Knight not be offered such an opportunity, it is seen as a major disfavour from the Mage King. Many do not survive this disfavour. Only a single Commander can be allowed in each area of the Kingdom. If there are too many Knights of sufficient level, the Mage King may allow knights to set up "diplomatic chambers" in

other Kingdoms to safeguard their citizens and to conduct high-level diplomacy. Currently, there are eight Lord Arcane Knights in the Kingdom and two diplomatic centres in remote locations. It has been known for the Lord Arcane Knights to be pitched against each other in the capitol's arena in times of overpopulation at this level. The losers are demoted to 17th level and relieved of their commission until they can prove themselves worthy. Should a player reach this level, a tournament would be held.

After an Arcane Knight reaches 20th level, they can be commissioned to be a Lord High Arcane Knight. This position is based in the

Mage King's capitol and helps oversee the Lord Arcane Knight's strongholds. The Lord High Arcane Knights have responsibilities in times of civil unrest and war to defend the kingdom with their skill at arms and strategic training. There are currently two Lord High Arcane Knights. They are responsible for five

strongholds. Should a player reach this level, the Mage King would either call a private tournament and the loser would be demoted or elect a new stronghold and redistribute the responsibility evenly.

The Royal positions are singular and are always tourneyed over.

Arcane Knight Table II

Number of spells by spell level

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

Notes on Table II

Order of the Arcane Knights use Magic-User spells.

Order of the Phantasm Knights use Illusionist spells.

There are several special spells that the Knights have created. Some are only available to the Commissioned Knights and the Royal aides. None of the Knights gain any bonuses on spell casting. If they are not wearing adamantite armour however, the spells they attempt to cast will always fail. There is also a chance the spell may have a reverse effect. Dungeon Masters can use their imagination here but **table III** has some examples.



Arcane Knight Table III

Spell failure table

Sphere	%	Effect for Iron Armour
Abjuration	25	Spell altered to be opposite to normal
Alteration	25	Spell altered to be opposite to normal.
Conjuration/Summoning	50	The character summons an enemy Iron Golem
Divination	10	The character forgets all about what they are divining
Enchantment/Charm	20	Character becomes charmed by reflections
Evocation	25	Failure
Illusion/Phantasm	25	Character believes the spell worked

Notes on Table III

The chance of strange effect occurring is reduced by 2% per level of the caster to a minimum level of 5%.

Personal Honour

A character begins with the equipment he is given, worth approximately 90% of their beginning monetary wealth, which is based on the "Starting Money and Equipment for Cavaliers" table in *UNEARTHED ARCANA* (page 25), and a personal honour of 0. When a character interacts with any situation or adventure, they stand to gain or lose personal honour points. The Dungeon Master should keep the character's personal honour secret and only reveal it when the character requests any funds or equipment from the quartermaster from a stronghold. The Quartermaster can be any Arcane Knight of any level who is appointed by the Lord Arcane Knight.

The Quartermaster deals with as many requests per day as they have **detect lie** spells. The detection for lies was introduced as normal brigands were dressing as Knights

and stealing from the Mage King. The procedure to claim funding is as follows:

1. The Knight places his or her application with the Quartermaster;
2. The Knight is summoned in a first come first serve basis when the Quartermaster has the spells available;
3. The Arcane Knight tells his tale, recounting his personal honour, and places his request vocally, giving good reasons;
4. The Quartermaster then will make their decision based on the secret personal honour score.

The Quartermaster has the right to refuse anyone, including the Lord Arcane Knight, and anything, although they may not be Quartermasters for long if they demonstrate a power-hungry attitude.

Arcane Knight Table IV

Personal Honour guidelines.

Honour Bonus	Description
+1	Minor acts of charity
+2	Major acts of charity
+2	Completion of a minor adventure or task (1 st – 7 th)
+5	Completion of an adventure or task (8 th – 14 th)
+10	Completion of a major adventure or task (14 th +)
+5	Single handed defeat of a major monster, E.g. Giant, Dragon, Demon Lord
+3	Defeat of a major monster as part of a team
+2	Well acquittal in battle against an enemy
+2	Protection of the Order's honour
+5	Tithing a magical item to the Order
-2	Refusal of minor acts of charity
-4	Refusal of major acts of charity
-4	Failure in a minor adventure or task (Death is not classed as failure)
-10	Failure in an adventure or task (Death is not classed as failure)
-20	Failure in a major adventure or task (Death is not classed as failure)
-10	Fleeing single handed combat
-6	Cowardice in battle
-4	Failing to protect the Order's honour
-5	Refusing honourable tourneys or combat
-2	Continued failure to rise above skulduggery
-10	Quartermaster refuses a request

Notes on Table IV

These are guidelines only. A Dungeon Master can add or subtract to this table as they see fit.

A failure of tasks or adventures occurs when a character gives up on the adventure, e.g., flees the adventure and claims never to return. Thus the character could stage a strategic retreat, fully intending to return and finish the job, without beings subjected to a penalty. A failure to successfully complete an adventure could be based solely on the character being unable, or unwilling, to save innocent lives, e.g., the character successfully rids the area of a destructive dragon but fails to prevent the villagers being slaughtered to a man.

The characters personal honour should also be used to govern NPC reactions. Thus a dishonourable knight will be treated disrespectfully; a minor knight with indifference and a honourable character will be treated with the utmost respect

Should a character simply start handing out thousands of copper pieces to boost their personal honour, they will receive a penalty, not a bonus, akin to the amount of copper they hand out, e.g., donating 1,000 cp to 1,000 different people will reduce their personal honour by 1,000 points.

Penalties for honour calculations are usually twice as bad as the respective gain could have been for a good job.

Table V

Personal Honour requisitions.

Honour	Requisition
0	Nothing – Requests will not be entertained
1-10	5 – 25gp. To be calculated by Dungeon Master
11-30	20 – 100gp. Minor Magic items. Potion of Healing etc
31-50	100 – 400gp. Small Magic items. Weapon +1. Armour +1. Light War horse
51-75	Medium powered magic items. Weapon or Armour +2. Medium Warhorse
76-100	Weapon and Armour +2. Heavy Warhorse
101-150	Weapon +3 OR Armour +3 OR Major magic item OR Shield +2
151-200	Armour +4 OR Weapon +4 Or Shield +3
200+	Armour +5 or special OR Magical Weapon +5 or special OR Shield +4

Notes on Table V

The personal honour of the character is secret, so any verbal request for funding must be linked to their status, e.g., an Arcane Knight with an honour of 0 asking for 400gp, a **+5 Long sword** and a heavy war horse would be refused and probably take an Honour penalty for greed.

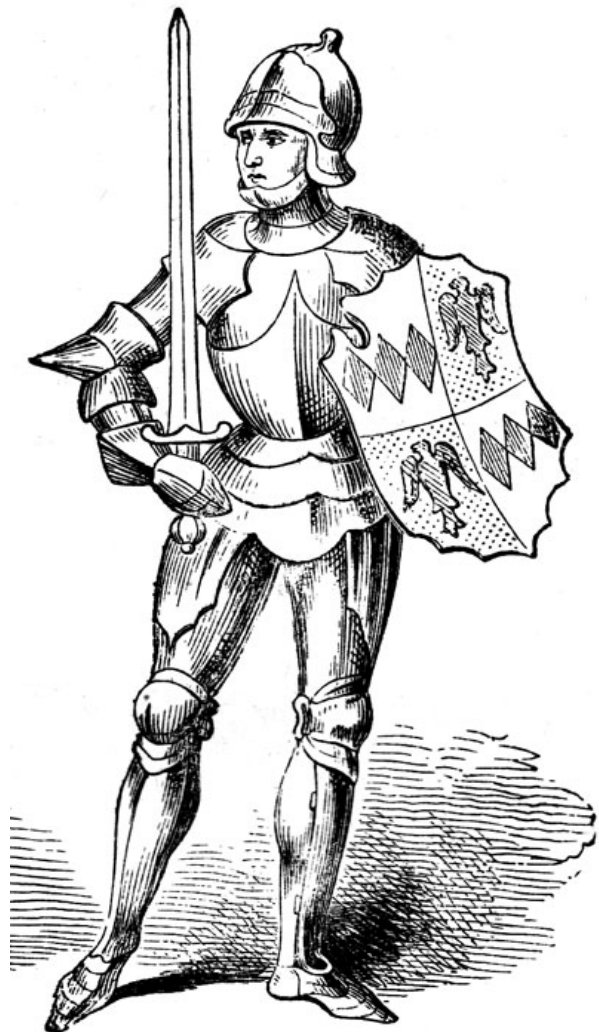
All requests must be made for a good and honourable reason. Wanting to amass wealth is not a good reason. The Author envisions that most requests should be like the following:

"I, Sir John Milton, Dragonslayer, Defender of the innocent and Protector of our most noble Mage King, request a Long sword +2 and 200gp to travel to the north and hunt out and destroy a terrible scavenger on our lands. I hope to destroy the white dragon's nest in the Dragon Mountains. I will be aided by my trusted companions . . ."

Should an Arcane Knight make too many or too frequent requests then the request is refused at an honour penalty of -10.

All armour worn by knights must be made of adamantite and, as such, this method of requisitioning items from a stronghold may be the only method of acquiring magical armour or weapons.

Personal honour is intended to be a balancing factor for this otherwise extremely powerful character class.



The Complete Attack and Saving Throw Table

By Antonio Eleuteri

This article introduces a (hopefully useful!) game aid: all attack and saving throw tables of the AD&D game condensed onto one page. Many Dungeon Masters do not find the tables in the Dungeon Masters Guide (DMG) to be very user-friendly; they are spread over three pages, and these pages are not even contiguous, resulting in annoying page flipping. The Dungeon Masters Screen helps alleviate the situation, but even there, the tables are on different panels. Furthermore, searching on the tables may be time-consuming, and may disrupt the flow of the action.

So, is there a way to have all the information all in one place? The answer is yes, but some "tweaking" of the information in the DMG is required. Precisely, the key to the compression lies in the "To Hit Armor Class 0" (THAC0) number. A roll of 1d20, plus modifier, plus target Armor Class must equal or exceed the THAC0 for an attack to be successful. The THAC0 can be easily read at the crossing of the row corresponding to AC0 and the column of character level on the attack matrices.

So, at least in principle, this would give a simple mean to replace the attack matrices. Unfortunately, and contrary to what happens in the second edition AD&D, the attack matrices DO NOT implement a linear progression of THAC0s. In fact, an *attack score* (i.e. 1d20 roll plus modifiers) of 20 corresponds a range of ACs. Things are further complicated by the fact that, in some instances, a penalty on the attack scores must be taken into account, namely: 0 level humans and halflings, creatures with 1-1 hit die, low-level thieves and magic-users.

The "trick" is then to take into account all of these factors. This can be easily done by reporting, as a function of level/hit die, not only the THAC0, but also the *range* of ACs hit

with an attack score of 20 (which I call the "20 hit range"). The Complete Attack and Saving Throw table shows precisely this information. Its use is simple: when attacking, simply use the THAC0 mechanics, without using the table at all (and noting that thieves, magic-users etc. must subtract 1 from their attack scores). When an attack score of 20 is obtained, there is no need to compare to the THAC0, since by simply looking at the "20 hit range" one gets the ACs hit. When the attack score is larger than 20, each point of excess beyond 20 hits 1 point of AC beyond the "20 hit range".

Example: A 10th level fighter has a THAC0 of 12. If he rolls an attack score of 20 he hits ACs -8 to -10. Since -10 is the maximum AC possible, attack scores beyond 20 always hit -10.

Besides the condensed attack matrices, there was plenty of space to include the saving throw matrices. Thus, these have been placed to the right of the THAC0 and "20 hit range" columns, so that for each character class we have all the relevant information in one place. It should be noted that the organization of the tables has been reworked, since in some cases (in particular for the Monk) advancement in THAC0 does not correspond to advancement in saving throws. Furthermore, the columns of the saving throws are now disposed in *order of precedence* of the save, from left to right, so that if more than one category applies, the first from the left takes precedence (e.g. a save vs. *polymorph wand* is done on the *wand* column, not on the *polymorph* column.)

Note: Many players and DMs object that the THAC0 is not part of the AD&D game, and that it was introduced with the second edition of the game. Actually, this is not entirely true, since it was used in the DMG, namely in Appendix E: Alphabetical Monster Listing.

Level	THACO	20 Hit Range	Rod, Staff or Wand	Petrification or Polymorph	Paralyzation, Poison, Death Magic	Breath Weapon	Spell
Thieves, Acrobats and Assassins							
1-4	20*	1 to -4	14	12	13	16	15
5-8	19	-1 to -6	12	11	12	15	13
9-12	16	-4 to -9	10	10	11	14	11
13-16	14	-6 to -10	8	9	10	13	9
17-20	12	-8 to -10	6	8	9	12	7
21+	12	-8 to -10	4	7	8	11	5
Magic-Users and Illusionists							
1-5	20*	1 to -4	11	13	14	15	12
6-10	19	-1 to -6	9	11	13	13	10
11-15	16	-4 to -9	7	9	11	11	8
16-20	13	-7 to -10	5	7	10	9	6
21+	11	-9 to -10	3	5	8	7	4
Fighters, Paladins, Rangers, Bards, Barbarians, Cavaliers and 0-level Humans and Halflings ^							
0	20*	1 to -4	18	17	16	20	19
1-2	20	0 to -5	16	15	14	17	17
3-4	18	-2 to -7	15	14	13	16	16
5-6	16	-4 to -9	13	12	11	13	14
7-8	14	-6 to -10	12	11	10	12	13
9-10	12	-8 to -10	10	9	8	9	11
11-12	10	-10	9	8	7	8	10
13-14	8	-10	7	6	5	5	8
15-16	6	-10	6	5	4	4	7
17+	4	-10	5	4	3	4	6
Clerics and Druids							
1-3	20	0 to -5	14	13	10	16	15
4-6	18	-2 to -7	13	12	9	15	14
7-9	16	-4 to -9	11	10	7	13	12
10-12	14	-6 to -10	10	9	6	12	11
13-15	12	-8 to -10	9	8	5	11	10
16-18	10	-10	8	7	4	10	9
19+	9	-10	6	5	2	8	7
Monks							
1-3	20	0 to -5	14	12	13	16	15
4	18	-2 to -7	14	12	13	16	15
5-6	18	-2 to -7	12	11	12	15	13
7-8	16	-4 to -9	12	11	12	15	13
9	16	-4 to -9	10	10	11	14	11
10-12	14	-6 to -10	10	10	11	14	11
13-15	12	-8 to -10	8	9	10	13	9
16	10	-10	8	9	10	13	9
17-18	10	-10	6	8	9	12	7
19-20	9	-10	6	8	9	12	7
21+	9	-10	4	7	8	11	5
Monsters (including humanoids and NPC half-orcs)							
Up to 1-1	20*	1 to -4					
1-1	20	0 to -5					
1	19	-1 to -6					
1+	18	-2 to -7					
2-3+	16	-4 to -9					
4-5+	15	-5 to -10					
6-7+	13	-7 to -10					
8-9+	12	-8 to -10					
10-11+	10	-10					
12-13+	9	-10					
14-15+	8	-10					
16-17+	7	-10					
18-19+	5	-10					
20-21+	4	-10					
22-23+	3	-10					
24-25+	2	-10					
26+	1	-10					

* further -1 penalty for attack scores less than 20

^ half-elves, elves, dwarves and gnomes are never less than first level

Death from Above!

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An AD&D Mini-Module for 4–6 Characters, Levels 6–9

Two cloud giants, brothers linked by their evil intelligence and depraved joys, fly their cloud castle high above the civilized lands. Brave adventurers must stop them before they bring red ruin to the realms of men!

In this mini-module, the PCs must mount a daring raid on the flying castle of a pair of cloud giants to destroy them before they can attack the lands below. How the PCs reach the castle of the cloud giants is left to the Dungeon Master and the needs of his campaign. Possibilities include being ferried by friendly pegasi or other flying mounts, use of potions of flying, or a teleport spell from a court magic-user. The safest place to land on the cloud island on which the castle sits is Area A on the Dungeon Level, as it can be approached from below without risk of being seen or detected by the giants' alarm system (see below). It is possible to attempt to land in the castle's courtyard, but the cloud giants will be warned of any approach to this area and will take defensive actions. In cases of great need, they can bring their "pets" from the lower Dungeon Level up to the castle itself. Alternatively, they may simply retreat to the Dungeon Level and await the coming of the adventurers wherever they choose. It will be impossible for the PCs to affect the flight of the castle itself, though they may not learn this until they have tried! The giants themselves can guide its flight from anywhere on the cloud island, though they cannot steer except from the courtyard or towers.



KEY TO THE CLOUD GIANT'S LAIR

Dungeon Level

A. The stone castle rests on a thick island of cloud that flickers with lightning as it races through the sky. The gray clouds seem to roil and shift constantly, but the castle and its grounds sit on it as solidly as if they rested on the firmest earth. One corner of the castle's foundation forms a cut-out at the rear of the lower area, making a platform that is bounded on two sides by sheer stone walls and on two sides by the empty sky. Whatever eldritch quarry provided the stone for this flying castle is beyond normal ken. The stone is predominantly black, shot through veins of gold that seem to pulse and shift, sometimes suggesting the forms of animals, men, and

monsters beneath the surface of the stone. High above the platform at **A**, one of two hexagonal towers forms one corner of the castle's outer wall. On the platform's interior side are closed 25'-tall double doors of solid black wood bound in a strange metal.

The massive portals are barred from the inside. If not forced open by exceptional strength or magic, any blade longer than a short sword can be inserted beneath the bar, some 9' above the ground. A character with a STR of at least 16 can then lever the bar upward to open the door - provided he can reach the correct height. A thief who inspects the doors at this height has his

normal *find traps* percentage to deduce this method. The blade so used must make a save vs. crushing blow at -2 on the die or be broken when the bar is removed.

Hallways and chambers on the Dungeon Level are all 30' to 35' tall, and doors are 25' tall, unless otherwise noted. The secret doors in this hall and the Dungeon Level's main corridor are detectable as normal. They are operated by catches hidden in whorls of color 15' from the floor. When a secret door is activated, an entire section of wall, 10' or 20' wide, will sink into the cloud floor for 1 full turn. At the end of this time, it will slowly rise back into position.

The chamber beyond the door is quite bare; its walls, floor, and ceiling made of the same shifting stone as the castle walls. It is unlit, though a dim radiance seems to emanate from the stone, enough to allow vision within 5' if there is no other source of light. The double doors from this chamber into the hallway swing open quite easily, though they are also 25' tall. The hall beyond is 20' wide and floored with cloud. The vapors roll and shift, and flashes of lightning sometimes flare within them, but anyone walking on this surface will find it is perfectly hard, level, and smooth. It can be traversed without danger. However, magical fire will carve it out, creating a hole in an area matching the spell's area of effect. Any hole 20' or greater in depth will reach a level of cloud that is not enchanted to support weight; at 50', open sky is visible.

1. Each of the double doors into this chamber is decorated with an elongate, serrated white triangle. The wood of the doors is cold to the touch. The doors open inward to the chamber beyond.

This 50' X 100' chamber is the kennel of 5 winter wolves (AC 5; MV: 18"; HD 6; HP: 37, 33, 26, 24, 23; #ATT: 1; DM: 2-8; SA: Frost breath once/turn for 6-24 (save for half damage); SD: Immune to cold; INT: Avg; AL: NE; SIZE: L; XPV: 245 + 5/h.p.) Two always wait silently within 10' of the doors and surprise anyone bursting through on a 3 out of 6 chance. The

other three wolves wander through the chamber, gnawing on the frozen and cracked bones of those humans and demi-humans that have served as their meals. Strange forms of ice cling to the walls, as if the shadowy forms of nightmare had been melted and refrozen by the horrid breath of the winter wolves. Juxtaposed against the black and gold stone, these evil shapes seem to loom above the viewer. The giants have not fed their hounds in a while, and they will hungrily attack anyone who enters their kennel, weaving and howling through the hoary, twisted condensations of their own breath. Each wolf has only a 30% chance of pursuing PCs down the corridor. They cannot open the doors once closed.

Note that each pelt could be worth 5,000 g.p. if it is intact, though damage from combat and spells may lessen this value.

2. This 80' X 80' room is the barracks of twenty ice trolls, the cloud giants' assault troops (AC: 8; MV: 9"; HD: 2; HP: 16, 15, 14, 13 (x2), 11(x2), 10 (x4), 8 (x2), 7, 6 (x4), 5, 4; #ATT: 2; DM: 1-8/1-8; SD: Regenerate 2 h.p./round in water; immune to cold; magical weapons needed to hit; INT: Semi; AL: CE; SIZE: L; XPV: 44 + 2/h.p.). It is divided into smaller chambers by partitions of faintly luminous ice. A large pool of water in the center of the chamber emits shifting vapor into the room, which is intensely cold. Between the vapor and the dim light of the ice, visibility in this chamber is limited to 30' for most beings. Other light sources can only expand this radius only to 40' because of the thick fog produced by the water, which is warmer than the air though still very cold. Beneath the vapor, the floor and walls of this room are made of a numinous blue stone.

The partitioned chambers are populated by ice trolls as indicated on the map. The trolls in the chambers to either side of the door will attack anyone entering the chamber other than the giants, as their masters often send slaves down to sacrifice themselves to the trolls as food. The groups in the far corners will join any melee at the beginning of the third round, and the leaders in the far chamber

across from the door will join the following round. The trolls will not pursue anyone out of this room. Note that downed trolls and parts of downed trolls can move up to 30' to find water for regeneration.

The area of wall between the chambers on the wall to the left of the door is the trolls' larder. Human body parts are jammed into the ice here, marred by signs of recent gnawing.

3. The secret door slides downward into the cloud floor to reveal a 100' X 150' room floored and walled in the shifting black stone of the castle's exterior. Across from the secret portal, massive double doors of black wood stand closed and forbidding. A huge creature prowls through this room, its body like a lion 10' tall at the shoulder but with the beak of a vulture. Its massive forepaws end in cruel talons. This is a vulture lion (AC: 2; MV: 15"; HD: 15; HP: 73; #ATT: 3; DM: 4-24/4-24/3-18; SD: Immune to fear; MR: 25%; INT: Low; AL: CN; SIZE: L; XPV: 7,060; See DEITIES & DEMIGODS). When the secret door opens, it will be 10'-60' from the opening and will immediately attack, though surprise should be checked for as normal.

The vulture lion will fight to the death. It will pursue fleeing characters into any hallway but not into any rooms other than **4** as long as that room's denizens are still alive, though it will wait outside a chamber into which characters have fled for stragglers to emerge.

Castle Level

Courtyard. The walls surrounding the portal to the Dungeon Level are 40' tall and 5' thick; they are made of the same black and shifting stone as the castle itself. The walls rest on a courtyard that measures 100' X 150' which is flagged with stone of a soft gray hue and decorated with statuary and vases from which exotic flowers and vegetables sprout. Neat, lovely gardens and orchards lie on each side of the courtyard and stretch to the walls of the keep proper, which is a large

4. The outer, 20'-wide section of this chamber's floor is made of the same stone as the rest of the castle, but the central 60' X 60' area is made of clouds, seemingly identical to the hallways on the Dungeon Level. A 20' X 20' area in the center of the ceiling is also made of these clouds, and iron rungs are set in the ceiling, each 3' from the next, and running in a line from the center of the chamber's far wall.

The cloud section of the ceiling is the passage up to the courtyard of the giants' castle. The cloud section of the floor is not enchanted as the hallways were, though, and anyone attempting to walk across it will immediately fall through and plummet out of the bottom of the castle's cloud island, falling thousands of feet unless he has some means of arresting the descent.

A thief or monk that successfully climbs the wall (very smooth and slightly slippery, q.v. DUNGEON MASTERS GUIDE) will have no trouble traversing the rungs to the cloud gap. The hole upward is 10' deep and lined with rougher stone, but another climb walls roll will be required to achieve the courtyard. Any other character has a base 25% chance of falling while crossing the rungs, assuming he can get to them in the first place. This chance increases by 20% increments for each encumbrance level past "normal gear" (q.v. PLAYER'S HANDBOOK, pp. 101-2). If a character falls from the rungs, roll a d4 to see in which 10' section the fall occurs. The use of rope can mitigate or negate the chance of falling from the rungs if it is cleverly employed.

rectangular building, its walls 40' tall beneath a peaked roof that rises another 20'. The keep is flanked by two 60'-high towers, each topped by a flat, merloned roof.

The thick walls that surround the castle and its grounds are 50' tall and unpierced by any gates. No stairs or ladders scale them, and their tops are not crenellated or set with battlements in any way.

The two cloud giants who occupy the castle are twin brothers, evil, intelligent, corrupt, and strange. They keep human, humanoid and demi-human slaves, whom they torture until they are totally submissive and brainwashed. These slaves tend the gardens and orchards, serve the fey giants their vegetarian meals, and are periodically fed to the monsters below the castle. The giants often agree to serve in some evil alliance in exchange for a steady supply of pre-trained slaves, and it is one of these alliances that has the castle hurtling toward some civilized area even now. There are currently twelve human slaves in the castle, though the giants expect fresh ones soon.

Keep. The double doors into the castle open easily. If the PCs have come up through the Dungeon Level and the giants have not been alerted to their presence, they will be at table when the PCs enter the keep, eating massive vegetable croquettes from immense silver platters (AC: 2; MV: 15"; HD: 12+7; HP: 65, 58; #ATT: 1; DM: 6-36; SA: Hurl rocks for 4-24; SD: Surprised only on a 1; *levitate* self + 20,000 g.p. weight; INT: Very; AL: NE; SIZE: L (18' tall); XPV: 5,990, 5,878). Four slaves stand against the far wall, behind the table. The other eight are variously occupied in the kitchen, the pantry, and their own quarters.

All of the keep's walls, interior and exterior, are made of the eldritch black stone. In sunlight and in shadow, strange forms seem to writhe across them in sickly gold. In the light of the giants' hearths, shadows pace the wall that are cast by no object within the rooms. These seem to gather especially thickly in the torture room when the giants are about their horrid pleasures.

Each of the keep's towers has two levels and a flat-topped roof protected by merlons; each interior level has 25'-high ceilings. Access to either roof from inside a tower is difficult even after the trapdoor in the ceiling is attained, as they are secured by a thick bar and a high-quality lock. The bar is simple to remove, but the only keys to the lock are on the persons of the cloud giants. Any PCs

attempting to gain entry to the towers from the roof outside must somehow overcome both defenses, though, and each requires a separate *knock* spell or successful open doors roll by a character with a STR of at least 18/91 (q.v. *PLAYER'S HANDBOOK*, p. 9). The towers contain no windows, nor does the keep itself. However, from the roof of each tower, massive gongs hang down on each face. These glimmer brazenly, and when the sun lowers or rises, they seem to be coated with flashing blood. These gongs will magically sound when any flying creature approaches within 48" of the cloud island, alerting the giants, who can then move to a tower's roof or to the courtyard to assess the threat. The gongs will sound according to the direction from which the threat approaches, and they will pass the sound among them as the flier swings around, so the giants always know the direction from which they are threatened. Note that the gongs will not detect a flier that stays beneath the level of the courtyard on its approach. It is entirely possible that whoever sent the PCs had learned this fact -probably at great cost! If somehow removed from the cloud castle, the gongs will lose all their enchantment, but as each weighs thousands of pounds, their removal would be difficult indeed.

The left tower is given over to cooking and to the slaves, and no treasure will be found in it. The lower level of the tower on the right holds the giants' beds and their personal effects, while the upper story is their reflecting room and contains a shrine to an evil sky deity. The parlor on the keep's main level contains massive versions of surprisingly normal furniture, complete with hassocks, antimacassars, a curio cabinet, and various divans and settees. The torture room contains all the grisly implements in whose use the giants so delight, with beds and receptacles, boots and manacles scaled for all sizes of creatures. Both rooms contain massive hearths, and three more of these are in the keep's main chamber, one linked to the kitchen's oven and stove.

If the PCs enter the keep through the front door, the giants will initially assume they are new slaves, bearing gifts from their former masters. One giant will order them to go into the torture room, strip, and be silent until the giants come to them. If the PCs do not immediately enter the torture room -whether they advance, attack, speak, or even hesitate- the giants will bark out, in common, "Slaves, down!" The human slaves, just visible behind the massive table, will immediately drop to their knees and press their heads against the ground. If the PCs do not also do this, the giants will immediately know they are under attack.

During any combat in the keep, the giants will flip over their 10'-wide table and stand behind it, where they have access to 8 boulders, receive a bonus of +4 on their AC and saves for all spells and frontal attacks from missile weapons. They will be effectively immune to melee attacks from the front; would-be attackers must move around the tables unless they possess weapons greater than 10' in length. While they will never surrender, if badly hurt, the cloud giants might attempt to flee, by either climbing to the top of one of towers or running out into the courtyard and then using their levitation ability to rise above the castle and let its momentum carry it away from them. They could also leap down the portal to the Dungeon Level, either entering that level or proceeding downward through the cloud in Area 4 and then levitating once they are in the open air.

Note that the four human slaves will not move at all during combat, maintaining their prostrate positions. They will passively allow themselves to be cut down or destroyed by spells aimed at the giants.

The giants' treasure is scattered throughout their keep and on their persons, at the DM's discretion. Some should be kept on them, though as they have no real use for the magic items they possess, these are more likely to furnish decorations somewhere. Some rooms, especially the parlor, the bedroom, and the reflecting room, will also

contain large numbers of nonvaluable and nonmagical objects. Finding the real treasure in all of this might be quite a challenge even after the PCs have bested the giants! This is important because the PCs have absolutely no way, short of a *wish*, of influencing the flight of the castle once the giants are dead or fled, and the giants themselves will never take directions from the PCs on how to direct their castle, even on threat of death. Any request along these lines to a *charmed* giant will allow for an immediate saving throw with +2 on the die. This means that the castle will still be hurtling through the sky, possibly toward the very town the PCs were asked to defend, although without direction from the giants it will not land there or even slacken its pace. Indeed, if not controlled, the castle will eternally circle the earth -or fly off into space when it reaches the edge of the World Disc, or be consumed by the Great Morkoth that rolls the world through its labyrinth, or emerge through the nictitating membrane of the Great God's Only Eye, depending on your game world's cosmology!

If the PCs have not arranged for some means of rescue, they must figure out a way to get down to the ground with whatever treasure they find and any slaves they may wish to rescue. Note that these slaves will be entirely passive in the matter of their rescue until each has received a *heal* spell or a *cure serious wounds* and a *cure disease* spell, or a full year of rest and recuperation has elapsed, though if they remain on the castle grounds, they will continue to plant and harvest and cook, should the PCs so desire them to. If left on the castle, they will continue to perform these tasks until some other fate finds them...

The giants' treasure consists of the following:

- Jewelry: One gold torque set with moonstones (8,000 g.p.), two jade armbands (2,600 g.p. each), and one platinum circlet set with pearls (7,000 g.p.).
- Gems: Two aquamarines (100 g.p. each), seven zircons (50 g.p. each), two blue quartz (10 g.p. each), one violet garnet worth 500 g.p. (note that these gems might be worked

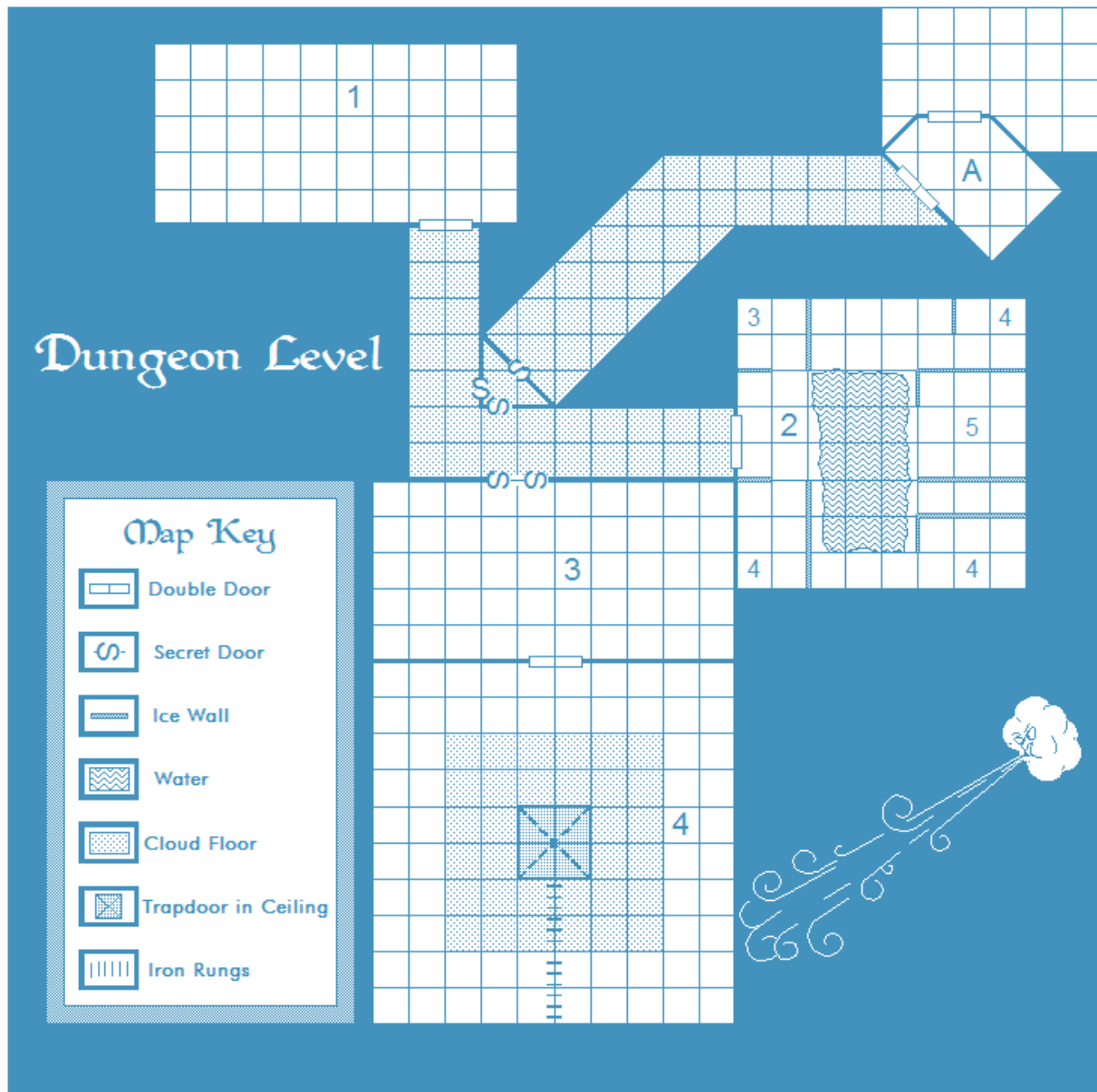
into settings on any number of surfaces in the keep).

- The silver dinner service on which the giants eat, four plates, two goblets, and cutlery worth a total of 6,000 g.p. and encumbering for a like amount.

- **potion of clairaudience**
- **potion of levitation**
- **broadsword of dancing**
- **wand of illumination**

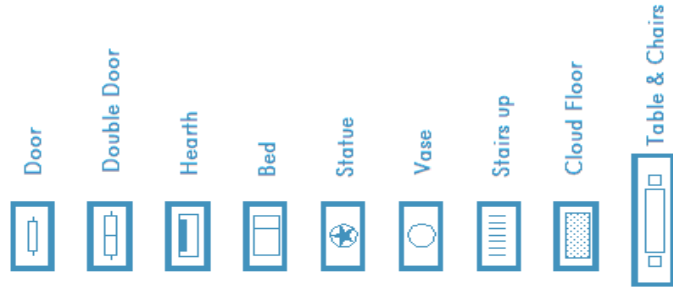
• magic-user scroll of six spells: *legend lore*, *Mordenkainen's faithful hound*, *Nystul's mystic aura*, *shield*, *transmute rock to mud*, *wall of iron*.

Here ends DEATH FROM ABOVE!

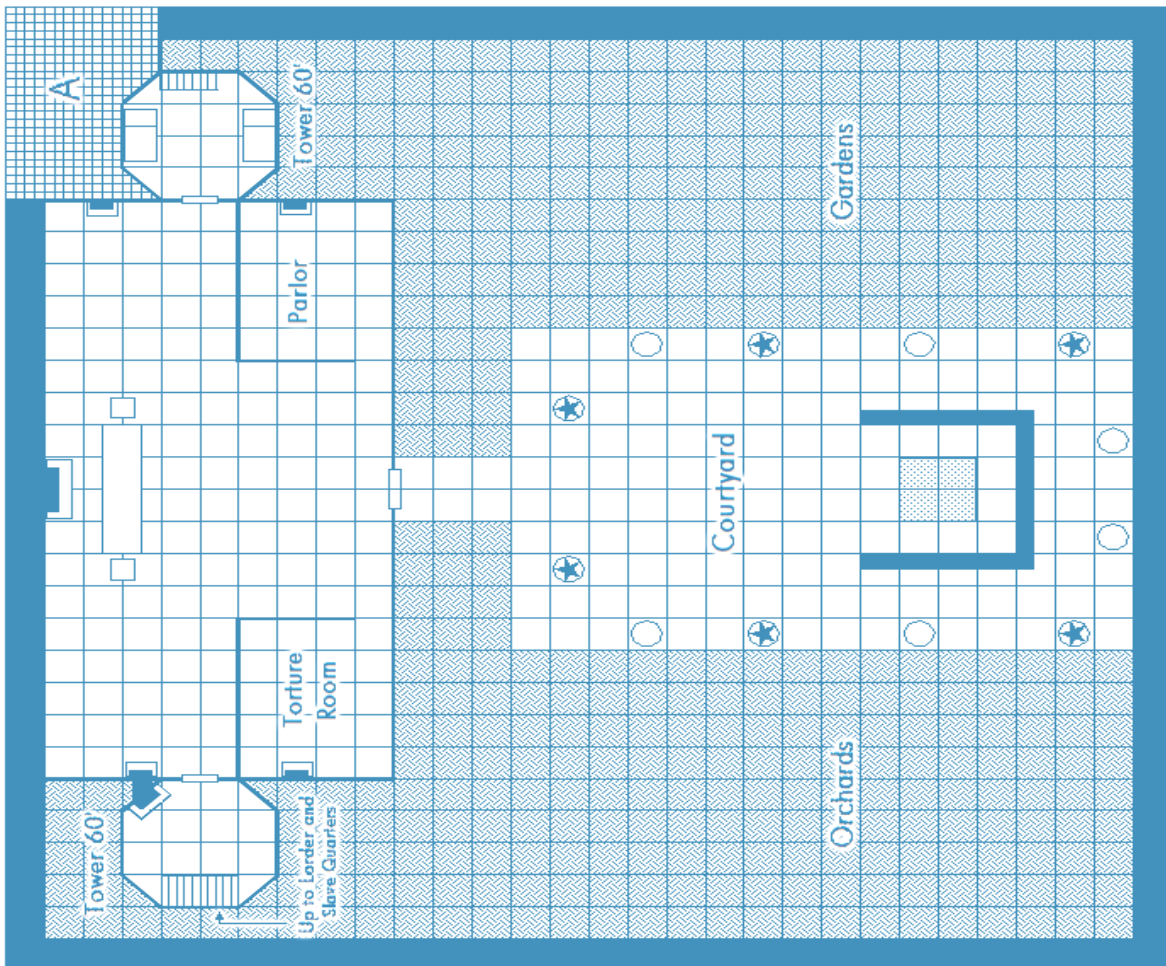


Castle Level

Map Key



1 square = 10 feet



Tordell's Wonderful Rod of Transfiguration

By Alphonso Warden

In the realm known as Malador, on a planet called Terra, there once lived a man named Tordell who had devoted all of his life to the study of the inner workings of that most esoteric of subjects: magic. Even at the ripe old age of twenty-five, and by this time he had assumed the grand and eloquent title of Arch Mage, Tordell's power had grown so great that he was often consulted by the liege of Malador in matters concerning the protection of the kingdom. He was able to erect a vast estate as a result of the king's generous patronage, one almost rivaling the palace of his benefactor in both size and grandeur.

Alas, Tordell's waxing legend attracted many rival practitioners of the magical arts. One such woman was the Arch Mage from the rival realm of Caltrix. Very few ever had had dealings with the mistress of magic known as Shandralla, and even fewer had lived to tell of them. You see, Shandralla seldom concerned herself with matters of morality in her unending quest for arcane lore.

One fall day Shandralla came to call on Tordell, secretly wishing to secure his vast cache of rare magical devices and writings. Masking her true appearance with powerful *dweomer*, she came to the Arch Mage's manse as a novice spellcaster in need of tutelage. Over the next few months, Tordell found himself falling in love with his beautiful student, and she with him, or so he presumed. And then one night she snuck into his study while he was busy at work researching a new spell, and struck at his back with a dagger ensorcelled with vile necromantic magics. To her horror, however, the dagger was unable to penetrate Tordell's flesh, for, unbeknownst to her, he always had potent protective *dweomers* in effect on his person at all times.

"Foul usurperess!" shouted Tordell, the acrid tears of betrayal running down his cheeks, "You will pay most dearly for this outrage!" He then threw his hands to the sky, mouthing the

almost incomprehensible syllables of magic. Moments later, Shandralla found herself rooted to the ground where she stood, all bodily sensation gone. Tordell then magically raised her from the ground and guided her to one of the holding cells beneath his estate.

Months passed as Tordell worked to exact a most terrible revenge on the one who had betrayed his heart. The foul *dweomercrafter* remained in her holding cell all the while, subsisting on nothing more than mold-ridden bread and brackish water.

"At long last it is completed!" screamed Tordell in exaltation. He then rushed towards Shandralla's prison cell to allow her to look upon his triumphant creation, which he christened "Tordell's Marvelous Rod of Transfiguration." Shandralla looked quizzically at the queer item; it was wrought of gold and took shape as two human arms fused together, each end tipped with a fist-like knob.

"Come to me, my children," softly intoned Tordell as the rod opened down the middle, revealing two hemispherical cavities. It was at this point that Shandralla's two arms detached themselves from her body, and then flew into the open rod, which afterwards closed shut. Strangely, no blood spurted from Shandralla's shoulder stumps. Quite the contrary; the wounds closed almost as soon as they were made.

"I curse you to the pits of hell, Tordell," sobbed Shandralla. "Your punishment is most cruel, for you know that without my two arms I will nevermore be able to perform the complicated gesticulations necessary for the weaving of magic."

"You deserved much worse, death even, for your betrayal, Shandralla," returned Tordell with much melancholy. "Be that as it may, from this point on I hereby release you from your bondage." The bars of Shandralla's cells then vanished, and she proceeded to run

from the manse at great speed, shouting curses as she went.

Tordell then chanted some harsh words of magic, causing the endweomered rod to open. When he peered inside, the perfectly preserved limbs of his former lover greeted his eyes. Tordell hoped that some day Shandralla would see the error of her ways and seek atonement for her crimes against

him. Then, perhaps, he would command the mighty magical item to reverse the dismemberment, for such was its power. In the interim, he would devote his life to the design of his magnum opus of magic, the Cosmic Gateway. This magical machine would one day allow Tordell to visit worlds far removed from his own, but that is a tale yet to be recounted.

Beginning Magic User Spell Table Including spells from the Unearthed Arcana

Offensive Spells	Defensive Spells	Miscellaneous Spells
1. Burning Hands 2. Charm Person 3. Enlarge 4. Firewater 5. Friends 6. Grease 7. Light 8. Magic Missile 9. Melt 10. Push 11. Shocking Grasp 12. Sleep 13. Taunt	1. Affect Normal Fires 2. Alarm 3. Armor 4. Dancing Lights 5. Feather Fall 6. Hold Person 7. Jump 8. Mount 9. Protection from Evil 10. Run 11. Shield 12. Spider Climb 13. Ventriloquism	1. Comprehend Languages 2. Detect Magic 3. Erase 4. Find Familiar 5. Identify 6. Mending 7. Message 8. Precipitation 9. Unseen Servant 10. Wizard Mark 11. Write

Suggested method of determination: For both Offensive & Defensive Spells, roll d6; 1-3 means the use of d10 for spells 1-10, 4-5 indicates the use of d4 for spells 11-13 and a result of 6 indicates that you may choose the spell. For Miscellaneous Spells simply roll d12. A result of 12 means you may choose. **Note:** Read Magic, Nystul's Magic Aura, & Tenser's Floating Disk have not been included. Read Magic is automatically included in the Magic User's spell book, and both the Nystul & Tenser spells are never given to 1st level Magic Users.



Gaining Non-Weapon Proficiency Slots

By Cyrus Ayers

Herein is contained a new system to determine how many NWP slots a Player Character gains and when they are to be gained. Use the PC's Intelligence score to find the appropriate Row Modifier, then go to the row with the character's race and adjust by that amount. NOTE: Language slots are for languages only! A player may spend standard NWP slots as language slots if the DM allows it. This method integrates NWP gain into level advancement and generally indicates more NWPs than what the DUNGEON MASTERS GUIDE offers, although you can easily tweak to suit your preferred pace.

Intelligence Score	# of Extra Lang.	Row Modifier
18	7	4 rows better
17	6	3 rows better
16	5	2 rows better
14 to 15	4	1 row better
12 to 13	3	no change
9 to 11	2	no change
7 to 8	1	1 row worse
2 to 6	1	2 rows worse
1	*	2 rows worse

Start by Race	Row	NWP Slots at Level 1	Extra NWP slot gained at levels
	A	8	2, 3, 4, 6, 7, 8, 10, 11, 12, 13, 15, 16, 17, 19, 20, 21, 23, 24
	B	8	2, 3, 5, 6, 8, 9, 11, 12, 14, 15, 17, 18, 20, 21, 23, 24
	C	7	2, 4, 5, 7, 8, 10, 12, 13, 15, 16, 18, 20, 21, 23, 24
	D	7	2, 4, 6, 8, 9, 11, 13, 15, 17, 18, 20, 22, 24
Human	E	7	2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24
Half-Elf	F	6	3, 5, 7, 9, 11, 14, 16, 18, 20, 22, 25
	G	6	3, 5, 8, 10, 12, 15, 17, 20, 22, 24
Halfling, Gnome	H	6	3, 6, 8, 11, 13, 16, 19, 21, 24
Elf, Dwarf, Half-Orc	I	5	3, 6, 9, 12, 15, 18, 21, 24
	J	4	4, 7, 10, 13, 16, 20, 23
	K	3	4, 7, 11, 14, 17, 21, 24

Two examples of using the tables:

EXAMPLE 1: 1st level Halfling Thief with an Intelligence of 13. Start on row H for being Halfling, no row mod for Intelligence. Number of extra language slots: 3. Row H advancement: 6 NWP slots at level 1, gain a NWP at levels 3, 6, 8, 11, etc.

EXAMPLE 2: 1st level Half-Elven Magic-User with an Intelligence of 16. Start on row F for being Half-Elf, go up two rows for Intelligence. Number of extra language slots: 5. Row D advancement: 8 NWP slots at level 1, gain a NWP at levels 2, 4, 6, 8, 9, etc.

Stat This Monster Contest Winners

We received this drawing as a submission to one of Dragonsfoot's publications. Unfortunately, the artist didn't realize that, in First Edition at least, Nagas have no arms. But it's such a **cool** piece, we proposed instead to have a contest: **Stat This Monster**.

The following are the two contest winners; their authors each a recipient of the highly-desired Footprints No-Prize. Throw these baddies at your players to watch them squirm!

FIRST PLACE

MALCARNA

By Matthew Finch

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 3

MOVE: 12"

HIT DICE: 5

% IN LAIR: 40%

TREASURE TYPE: E

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 2-8 and 3 by weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Silver or magic weapon required to hit, captivating appearance

MAGIC RESISTANCE: 25%

INTELLIGENCE: High to exceptional

ALIGNMENT: Chaotic evil

SIZE: L (6' torso, 15' snake body)

PSIONIC ABILITY: Nil



These horrible creatures are one of the many possible teratomorphs that may result from human congress with demons, most commonly an incubus. In some cases they may also be hatched from clutches of eggs laid by type V demons following events too hideous to contemplate. When they are born into any but the most depraved human societies they are usually killed at birth, so they are seldom found upon the Prime Material Plane.

Malcarnae generally arm themselves with a shield and three weapons, and can also attack with their lashing tails for 2-8 points of damage. Despite the horrible shape of these creatures, they are obscenely beautiful; creatures of fewer than 4 hit dice cannot attack them, and opponents with 4 or more hit dice must make a saving throw vs. spells to succeed with an attempted physical attack. The human parentage of the malcarnae prevents them from being turned by a cleric.

Some malcarnae may have clerical spell casting ability.

Description: Malcarnae are almost exclusively female, with a four-armed human torso and the lower body of a great, writhing serpent.

SECOND PLACE

YUAN TI, MASKED GYNARCH

By Stuart Marshall

FREQUENCY: Very Rare
NO. APPEARING: 1–2
ARMOUR CLASS: –1
MOVE: 9"
HIT DICE: 11
% IN LAIR: 70%
TREASURE TYPE: D
NO. OF ATTACKS: 4
DAMAGE/ATTACK: By weapon (x4)
SPECIAL ATTACKS: Spells; gaze turns to stone
SPECIAL DEFENCES: None
MAGIC RESISTANCE: 20%
INTELLIGENCE: Genius
ALIGNMENT: Chaotic evil
SIZE: L (6' torso, 15' snake body)
PSIONIC ABILITY: 150
Attack/Defence Modes: B, D/F, I, J
LEVEL/XP VALUE: Variable

A masked gynarch is a form of yuan ti abomination made by infusing a female egg with blood from a medusa and a marilith or other type V demon in midwinter at the dark of the moon.

Like all human-headed yuan ti, masked gynarchs may cast the following spell,s once each per day: **cause fear, darkness 15' radius, snake charm, sticks to snakes, neutralise poison, suggestion, and polymorph other.** In addition to these powers, a gynarch will be a cleric of level 1–12, with all relevant spells.

A gynarch's gaze causes petrification as does that of a medusa. Such creatures always wear special masks that do not impede their vision or gaze weapon but have a 90% chance of preventing the gynarch from seeing its own reflection in mirrors.

The masks are not magical, and clever characters may well seek a means of removing them. Hitting a mask in combat does little good (it is not possible to cut the mask away with a weapon), but it is vulnerable to spells, and a thief can undo the complex clasps holding the mask in place with a successful *open locks* roll. Of course, this does require the thief to stand stationary before the monster for a round...

Dark Huntsmen

By John Turcotte

FREQUENCY: Very Rare

NO. APPEARING: 6

MOVE: 12"

HIT DICE: Special

% IN LAIR: Special

TREASURE TYPE: J, K, M

NO. OF ATTACKS: See below

DAMAGE/ATTACK: 1-8 and see below

SPECIAL ATTACK: See below

SPECIAL DEFENSE: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average

ALIGNMENT: Any evil

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

X.P. VALUE: Variable

These feared beings are created by powerful and evil sorcery. It is unknown how many teams of these deadly creatures exist. Dark huntsmen appear to be normal human fighters, wearing fine chain shirts and bearing bucklers and battle axes. They are dark of aspect, seldom speak, and each has a foul rune branded on its forehead. They tend to be male, but are not always so. Dark huntsmen always travel in groups of six.

The huntsmen always serve some great evil power. In combat, they initially fight as 6th level fighters. However, whenever a huntsman is killed, the surviving huntsmen in the group are made stronger. The Dungeon Master may use the following chart to determine the powers of the huntsmen:

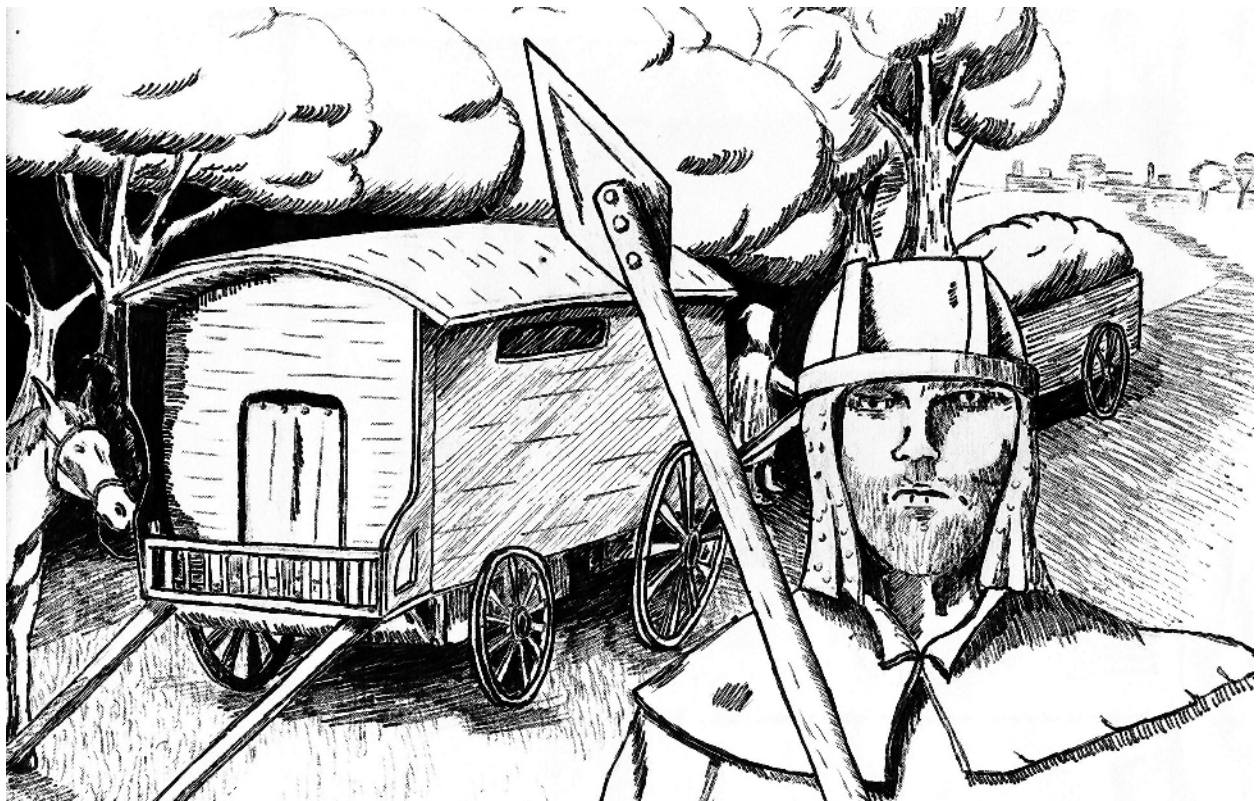
No. Huntsmen Surviving:	Statistics:
6:	AC: 4; 6th level fighters; HP: 36 ea.; #AT: 1; STR Bonus: -/+1
5:	AC: 3; 7th level fighters; HP: 42 ea.; #AT: 3/2; STR Bonus: +1/+1
4:	AC: 2; 8th level fighters; HP: 48 ea.; #AT: 3/2; STR Bonus: +1/+2
3:	AC: 1; 9th level fighters; HP: 54 ea.; #AT: 2; STR Bonus: +1/+3
2:	AC: 0; 10th level fighters; HP: 60 ea.; #AT: 2; STR Bonus: +2/+4
1:	AC: -1; 11th level fighter; HP: 66; #AT: 5/2; STR Bonus: +2/+5

For example, combat begins with all six huntsmen. Each is a 6th level fighter, with 36 hit points, an armor class of 4 and a bonus of +1 on damage. When one is killed, all the remaining huntsmen now fight and save as 7th level fighters, with 42 hit points (or, if already wounded, each wounded huntsman gains 6 hit points), an armor class of 3, and a combat bonus of +1 to hit and +1 on damage. If a second huntsman is slain, the surviving four huntsmen fight and save as 8th level fighters, gain another 6 hit points, have an armor class of 2, etc.

Each time a huntsman is slain, the evil rune glows with awful energy and the surviving huntsmen gain in power.

The huntsmen seldom make use of mounts. They can run at full speed for eight hours a day. They may track as rangers of the same level. They never use missile weapons. They have never been known to deviate from the task set by their dark masters. They can pass themselves off as normal humans when their mission so demands, though they remain aloof. Animals can sense their supernatural nature, however, and respond with fear and aggression.

Dark huntsmen speak all human tongues. They are immune to death magic and fear. They are considered monsters for purposes of determining their attacks against creatures only struck by magical weapons, although their equipment is not magical in nature.



Caravans, Costs, and Guarding

By David Havard

A caravan is defined as a minimum of 15 people travelling together under the protection of a hired guard detail that is led and organised by a "Captain." The Captain will usually organise and run the caravan himself, although he will sometimes be employed by an agency.

Usually there will be at least three guards, based on a ratio of one guard to five other travellers. There will also usually be a number of wagons in the party to carry trade goods, passengers, and luggage. The wagons are usually owned by the individual wagoner/drover, or owned by the agency sponsoring the caravan. Wagoners are responsible for the upkeep of the wagons and the feeding and health of their mules or horses.

Each wagon contains 6 "places"; each place costs 5sp per day.

Each passenger is liable to pay, per day, the following:

- 1 gp for protection
- 5 sp for a place on the wagon
- 5 sp for each place on the wagon

taken up with luggage or goods.

Each passenger pays for his own food and lodging at any inns.

The total protection money is payable in advance to the Captain, based on his estimated duration of journey. He will keep 25% of this, and, at his discretion, divide the rest between the wagoners and the guards.

As an example, consider the following:

4. 20 people using a further 20 places for their luggage are taking a journey estimated at 10 days
5. The 20 people will require 4 guards (1:5 ratio), plus the Captain, making 20 people + 20 luggage spaces + 4 Guards + 1 Captain = 45 places

6. So at 6 places per wagon, there will be 8 wagons
7. Each person pays, per day, 1 gp protection + 5 sp per seat + 5 sp per luggage space. Total = 1 gp 10 sp. Total each for 10 days = 15 gp.
8. The total paid in advance to the Captain is 20 people X 15 gp + 300 gp
9. Of the 200 gp protection money, the Captain keeps 25% (50 gp) and divides the other 150 gp between the 4 guards.
10. Of the 100 gp place money, the Captain keeps 20% (20 gp) and divides the other 80 gp between the wagoners.

Clearly it can be seen that the longer the journey and the larger the caravan the more profit there is to be made by the Captain. However, he is responsible for everything on the journey, and on larger caravans of 100 people or more, he may have to hire Lieutenants at a higher rate than guards out of his own pocket.

Escorting caravans can become a way of life for many, but few have the leadership qualities to make a successful Captain.

It should be remembered that all money goes originally to the Captain, and he will pay the guards as he sees fit. Noncombatant helpers such as cooks, healers, mages, clerics, etc. can often be paid a lower rate or even just travel for free.

If any guard has proved his worth he is usually given a small device (scroll, talisman, ribbon etc.) as a reference. Similar appropriate devices can be given to wagoners and other travelling helpers. In this way a worthy guard can always find work on caravans, a way of life which is honourable and proud.

THE NIGHTSTALKERS

New Necromantic Magic Items for AD&D

By David Ednie

Long ago, mages and clerics dedicated to the god of death banded together to better deal with the forces of good, which were forever causing them distress and endangering their existence. They called themselves the Nightstalkers and built towers of bone and sinew in dark swamps.

Here they raised small armies of undead, and created many foul items of magic. The leader of the Nightstalkers was a wizard known as Zzaskin. He was responsible for the means to raise the towers of bone, and created much of the sect's magic. He collaborated with the high priestess of the sect, a foul woman named Kyneth of the Dead Eye. She provided some of the spells that were barred to the mighty Necromancer.

The Nightstalkers were eventually brought down by a small army of warriors, led by the adventuring group known as The Ring of Ivy. Although they suffered heavy losses, the group managed to kill or capture all of the cult members except for Zzaskin and Kyneth. Kyneth escaped by use of a pair of magical wings, and Zzaskin is believed to have used a ring to hide his exit. To date, neither one has been seen again, but the members of The Ring of Ivy are convinced they will return someday.

After the mighty battle, The Ring brought the magical items they recovered to the renowned sage Zandeer "Dragonwrath". With his magic, and the tales of the items the group saw firsthand, he recorded what he knew of the cult's magical items. Some of what he identified appears below:

Zzaskin's Bone Armour - This valuable item is a set of bone plate mail (AC 4), enchanted to allow any mage wearing it to cast spells normally. Necromancers who wear the armour can also cast one *cloak of fear* spell per day, as a 7th-level caster. Persons wearing it are not subject to clerical turning

attempts, unless normally vulnerable to such an attack.

More than a dozen of these suits were constructed, making the normally vulnerable wizards of the sect more valuable in battle, and contributing to the fall of more than one band of adventurers bent on the mages' demise.

Death Mask - Only one of these items was ever created. Zzaskin himself wore it into battle. It became a symbol of the group, and caused fear in all those who opposed them.

The Death Mask is a 1/4" thick steel mask resembling a skull. It is enchanted to repel goodness, and inflicts 1-4 hp damage every round that a creature of good alignment is in contact with the wearer. It provides a -1 AC adjustment to anyone not already wearing facial covering. It also gives immunity to the spells *phantasmal killer*, *death fog*, *death spell*, *finger of death*, *power word, kill*, and *slay living*. In addition, spellcasters who have access to necromantic spells (mage or cleric) can cast one extra necromantic spell per level. A Necromancer or specialty priest of a death god who wears this mask may also cast *animate dead* once per day at the 7th-level of ability.

The Dead Eye - A unique item, the Dead Eye is said to have been created by Kyneth herself, while others claimed that she slew a rival priest and stole it from his corpse. Whatever the truth, it elevated Kyneth to the head of her order, for none dared oppose her rise thereafter.

The Eye is a milky-white gemstone 2" in diameter with the image of a bloodshot eye painted on one side, with a small skull in place of the pupil. The Eye allows any priest possessing it to cast the following spells, each once a day, all at the 7th-level of ability; *invisibility to undead*, *animate dead*, and *cause blindness*. The Eye also has two other

powers. One is to fire a dark grey beam from the eye to a range of 30'. Any living creature struck by the beam (save vs death magic to negate) is instantly killed and transformed into a ju-ju zombie under the owner's control. This can be done once every 14 days. The other power is to float above the owner's head, providing the possessor with the ability to detect invisible creatures to a distance of 60'. This power can be activated at anytime, however it cannot be used while any of the other abilities are functioning, including using the eye to control a ju-ju zombie. Using any of the eye's powers except the detection and *invisibility to undead* is considered an evil act.

Wings of Darkness - These magical wings spirited away the evil priestess Kyneth in the climatic battle between the cult and The Ring of Ivy. They appeared as black membranous wings, much like those of a bat. The wings had an approximate wingspan of 12', and were said to unfurl from the priestess' back, although none in the group saw them before they unfurled.

These wings are Zzaskin's twist on the magical item *wings of flying*. They have a few advantages on the original item. First, they are undetectable until in use, except by *true seeing*, a *gem of seeing*, or similar magic. Secondly, they have strong ties to the demiplane of shadow, giving the wings an AC of 2, and granting the wearer a rear AC of the same. They do have disadvantages. They may not be used while the sun is in the sky. If they are in use when the sun rises, the immediately fold, dropping the user to the earth. As well, they may only be used once every other night, for a duration of two hours or less. This duration may be broken into as many as four periods on the same night. The wings can support up to 500 lbs, while maintaining a speed of 24. They have a maneuverability class of C.

The Mummy Blade - This was a long sword, crafted of steel, and forged in the fire from the corpse of a mummy. It is easily identified by the rotten bandages wrapped around the hilt, and the black opal set into the pommel.

The Mummy Blade is a +1 long sword, which gives the possessor immunity to that creature's rotting touch, while inflicting its effects upon his foes with a successful hit, unless the victim makes a save vs death magic. The victim's skin becomes scabrous and infected, the disease being fatal in one to six months. For each month that the victim is diseased, she permanently loses two points of Charisma. This can only be cured by a *cure disease* spell, and nullifies all *cure wounds* spells cast on the victim. Additionally, the victim only heals at 10% of the normal rate (ie: one hit point every 240 hours of rest, or 1 every 24 hours if attended by someone with the healing proficiency).

The Dark Blade of Draining - A long sword of a dull, lusterless metal, this blade sported a hilt carved from the bone of a dracolich. It was carved to resemble a half-rotted corpse, with thin, withered limbs.

The sword has six charges when created. It is of +2 magic, and when all the charges are used up, will become +1. When a charge is used on a successful hit, the victim must save vs death magic, or have one of his limbs permanently withered. This uses a charge regardless of whether the save is successful. This effect is identical to that of a *staff of withering*, and the affected limb is determined by rolling a d4, numbering the limbs one to four. If the victim has more than four limbs, use a die appropriate to the number of limbs. The only way to remove the withering is with either a *wish* or a *restoration* spell.

Potion of Many Deaths - This potion gives the imbiber the ability to die multiple times. Each time they die, they permanently lose four points of constitution, and are restored to life. A person so restored is able to think and act normally in the round following their revival, although spellcasters lose all memorized spells. The potion must be drunk before the first death occurs, and if the duration expires without the imbiber dying, they permanently lose one point of constitution. If a revival would lower the imbibers' constitution below

1, they do not come to life, and are permanently dead. This item was normally given to hardy warriors, and those posted as guards for the spellcasters. This potion has a duration of 2d4 turns.

Potion of Ghoul Touch - This potion, when drank, gives the imbiber the ability to affect other humanoids as if he were a ghoul. The

victim must be struck with the imbiber's hand (thin leather or cloth gloves do not stop the effect, but gauntlets do). When struck, the victim must save vs paralyzation or become rigid and unable to move for 1d6+2 rounds, or until negated by a *remove paralysis* spell. Elves are not affected by this touch. The potion has a duration of 1d4+10 rounds.

New Spells

By Stuart Marshall

Wall of Bones

Conjuration/Necromancy

Level: Magic-user 4

Range: 6"

Duration: 1-4 turns

Area of Effect: Wall 10' square and (1/2" per caster level) thick

Casting time: 4 segments

Components: V, S, M

Saving Throw: None

When cast, this spell causes a partition of bones to erupt from the earth into the shape of a wall or portcullis. There must be a solid base as an anchor point for the wall. There are many small gaps between the bones, and missiles can be fired through it (with a penalty of -2 "to hit" if applicable), as can spells such as *cloudkill*.

The material component of the spell is a fragment of bone.

Wave of Fatigue

Enchantment/Charm

Level: Magic-user 2

Range: 0

Duration: 1 turn

Area of Effect: Cone 120' long, 10' radius at base, originating from caster's fingertip

Casting time: 1 round

Components: V, S

Saving Throw: Neg.

This spell causes the creatures affected to become exhausted. For the duration of the spell, they will always lose initiative in combat and suffer a penalty of -1 on all "to-hit" and damage rolls. The spell also has a 50% chance of causing creatures that are climbing or flying to fall, and reduces the movement speed of all affected creatures by 3".



Create Food & Drink

GOBLIN DROPPINGS (aka sausage balls)

By Rosie Betterburp

1 lb hot sausage
3 ½ cups of biscuit mix (Bisquick)
10oz of shredded sharp cheddar cheese

Combine all ingredients with clean hands. Shape into small balls. Bake at 350 degrees for 15 to 20 minutes or until golden brown.

MOON BRANDY

By Ishtar

Ingredients:

1 ½ pounds dried apricots
1 ¾ cups sugar
1 quart vodka

Place (do not mix) ingredients in a one (1) gallon flat-topped glass jar. Cover the jar tightly. Turn the jar twice a day, allowing the jar to rest on its flat top for half the day. Repeat for 8-10 days. Remove apricots and serve.

Apricots may be eaten separately, or they may be used for a second batch. This time, repeat the turning process for 12-14 days.

