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Footprints



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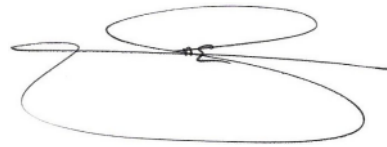
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% in Lair

Well met and welcome to the eleventh issue of Footprints! We are proud to offer you a creepy adventure, "The Lost Shrine of Tharizdun," and a plethora of new classes. From Ryan Coombes' "Relics of the Veil" campaign comes the Ki-Mancer and David Prata presents his take on "Gygaxian" new classes. Together with new monsters and new spells, we hope to offer original material for your games.

As we approach Footprints' fourth year of publication, it's amazing to see how FP has progressed from an idea batted about on the Dragonsfoot forums to the eleven issues published thus far. I hope to still see you after eleven more issues!

Please continue to contribute. Your submissions keep AD&D alive. Game on!



Four new “Gygaxian” classes for your AD&D® game!

Part One – Mystic and Savant

By David Prata

Back in 1982, in Dragon Magazine No. 65, Gary Gygax told readers of new classes under consideration for inclusion in an expansion of the Advanced D&D game system. The Mystic, the Savant, the Mountebank, and the Jester, as envisioned by Gary Gygax, never saw the light of day. In two articles, DM Prata presents what those classes could have been along with tables and details to fully integrate them into your campaign! Here, in part one, are the Mystic and the Savant.

The Mystic

This sub-class of clerics is concerned more with prediction and detection than are other sorts of clerics. All mystics are of good alignment, although they may be chaotic, neutral, or lawful within the good alignment. As with other sorts of clerics, mystics have seven levels of spells, but most focus on divination or detection. However, new spells, some very powerful, are available to them. Unlike other clerics, mystics are forbidden armor and many arms, even though the cleric prohibition on edged weapons is lifted.

The principal attribute of a mystic is wisdom. As seers and diviners, they must have a minimum wisdom of 13 and an intelligence of 9. If the mystic's wisdom ability is greater than 15, the character adds 10% to experience

awarded to him or her by the Dungeon Master. As with standard clerics, the mystic has the ability to turn undead. Mystics must be of good alignment, though they may be lawful, chaotic, or neutral in approach. They use the cleric's matrices for attacks and saving throws.

Beginning at the 4th level of experience, mystics may *read languages* as thieves of equivalent level. Similarly, at 10th level they may read scrolls of spells normally reserved for other classes, but only those containing spells available to a mystic upon achieving a sufficient level of experience. (For example, a 10th-level mystic may read a magic-user's *astral spell* from a scroll, but not *magic missile* or *fireball*.) Unlike thieves, their understanding

MYSTICS (CLERICS) TABLE I

Experience Points	Experience Level	8-Sided Dice for Accumulated Hit Points	Level Title
0—2,750	1	1	Postulant
2,751—5,500	2	2	Almoner
5,501—10,000	3	3	Preacher
10,001—24,000	4	4	Officiant
24,001—47,500	5	5	Minister
47,501—98,000	6	6	Chaplain
98,001—200,000	7	7	Proctor
200,001—350,000	8	8	Magister
350,001—700,000	9	9	Dean
700,001—1,050,000	10	9+2	Dean (10th level)
1,050,001—1,400,000	11	9+4	Dean (11th level)

350,000 experience points per level for each additional level beyond the 11th level.

Mystics gain 2 h.p. per level after the 9th level.

of such spells is perfect; however, the standard chance of spell failure applies if the mystic attempts to cast a spell of a higher level than he is normally entitled.

Mystics can employ those magic items permitted to regular clerics, with the exception of weapons and armor. At 10th level, they may also employ *crystal balls*. They may only own those goods and treasure

which they can carry on their persons and/or place upon their mounts; all excess must be donated to a worthy communal or institutional cause (but never to another player character) (cf. *Ranger*). Although mystics do not automatically attract followers, they otherwise conform to the cleric class when and if they construct religious strongholds.

SPELLS USABLE BY CLASS AND LEVEL—MYSTICS (CLERICS)

Mystic Level	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	3	1	-	-	-	-	-
3	3	2	-	-	-	-	-
4	4	3	1	-	-	-	-
5	4	4	2	-	-	-	-
6	4	4	3	1	-	-	-
7	4	4	3	2	-	-	-
8	4	4	4	3	1	-	-
9	5	5	4	3	2	-	-
10	5	5	4	4	3	1*	-
11	6	5	5	4	3	2	-
12	7	6	6	4	3	3	-
13	7	7	7	5	3	3	-
14	7	7	7	6	4	3	-
15	8	8	8	6	5	3	1**
16	8	8	8	7	6	4	2
17	9	9	9	7	6	4	2
18	9	9	9	8	7	5	2
19	9	9	9	8	7	5	3
20	9	9	9	9	8	6	3
21	9	9	9	9	9	7	3
22	9	9	9	9	9	7	4
23	9	9	9	9	9	8	4
24	9	9	9	9	9	9	4
25	9	9	9	9	9	9	5
26	9	9	9	9	9	9	5
27	9	9	9	9	9	9	6
28	9	9	9	9	9	9	7
29	9	9	9	9	9	9	8

* Usable only by mystics of 17 or greater wisdom

** Usable only by mystics of 18 or greater wisdom

SPELL TABLES FOR MYSTICS (Clerics)

Number	1st Level	2nd Level	3rd Level
1	Ceremony	Augury	Cloudburst
2	Combine	Create Water	Continual Light
3	Command	Cure Light Wounds	Cure Blindness
4	Detect Charm	Detect Poison	Cure Disease
5	<i>Detect Disease</i>	Detect Snares & Pits	Death's Door
6	Detect Evil	Enthrall	<i>Detect Curse</i>
7	Detect Life	Holy Symbol	Detect Illusion
8	Detect Magic	Identify	Detect Invisibility
9	Endure Cold/Heat	Know Alignment	Detect Lie
10	Find Traps	Locate Animals	Divination
11	Invisibility to Undead	Locate Object	ESP
12	Light	Messenger	Feign Death
13	Magic Stone	Predict Weather	Glyph of Warding
14	Penetrate Disguise	Resist Cold	Hold Person
15	Portent	Silence 15' Radius	Locate Plants
16	Precipitation	Slow Poison	Negative Plane Protection
17	Protection From Evil	Snake Charm	Remove Paralysis
18	Purify Food & Drink	Speak With Animals	Resist Fire
19	Remove Fear	<i>Warning</i>	Speak With Dead
20	Sanctuary	Withdraw	Wyvern Watch

Number	4th Level	5th Level	6th Level	7th Level
1	Clairaudience	Animate Dead	<i>Aura</i>	Animate Object
2	Clairvoyance	Atonement	Blade Barrier	Astral Spell
3	Commune	Commune With Nature	Cure Critical Wounds	Control Weather
4	Create Food & Water	<i>Consequence</i>	Dismissal	Earthquake
5	Cure Serious Wounds	Dispel Evil	<i>Etherealness</i>	Exaction
6	Dispel Magic	Find the Path	Forbiddance	Regenerate
7	Exorcise	Flame Strike	Heroes' Feast	Restoration
8	Imbue With Spell Ability	Giant Insect	Legend Lore	Resurrection
9	Neutralize Poison	Golem	Lower Water	<i>Reverse Time</i>
10	Protection From Evil 10' Radius	Magic Font	Speak With Monsters	Succor
11	Remove Curse	Plane Shift	<i>Spirit Self</i>	Vision
12	Speak With Plants	Quest	Word of Recall	Wind Walk
13	Spell Immunity	Rainbow		
14	Tongues	Raise Dead		
15	True Seeing	Sticks to Snakes		
16	<i>Wizard Sight</i>	Stone Tell		

MYSTIC SPELLS

First Level Spells

Detect Disease (Divination)

Level: 1

Components: V, S, M

Range: 1"

Casting Time: 1 round

Duration: 1 round/level

Saving Throw: None

Area of Effect: One hit die of creatures/level

Explanation/Description: This spell reveals whether a creature (or object) carries a disease, normal or magical. Each object is considered as equivalent to a 1 hit die creature for the purposes of the spell. In addition, the caster has a 10% chance per level of identifying the exact type of disease. The material component for this spell is a twig or small branch from any tree.

Second Level Spells

Warning (Divination)

Level: 2

Components: V, S

Range: Touch

Casting Time: 2 segments

Duration: 1 turn/level

Saving Throw: None

Area of Effect: 1" radius

Explanation/Description: This spell heightens the awareness and senses of the recipient to danger. The recipient has a 16% lower chance of being surprised (1–2 chance in 6 becomes 1 chance in 6, etc.) by events originating within the area of effect. The character still has a normal chance of being surprised by events outside the area of effect, like missile fire, however. Likewise, the character cannot be struck from behind, with the same limitations, since the character is automatically aware of any creature moving behind him. The character has a 30% chance

of automatically noticing any trap or hidden danger (including invisible opponents) within the area of effect. The chance of success for hiding in shadows and moving silently is halved for any opponent within the area of effect. Only the spell recipient notes the various warnings given by this spell. It is his decision whether to notify other members of his group. The material component for this spell is a small metal figure sprinkled with the dust of a crushed pearl.

Third Level Spells

Detect Curse (Divination)

Level: 3

Components: V, S, M

Range: 3"

Casting Time: 1 round

Duration: 1 round/level

Saving Throw: None

Area of Effect: 1" x 3" path

Explanation/Description: With this spell, the mystic has a 5% chance per level of detecting any cursed item, person, or place. One man-sized object or one square yard of area can be checked each round. Once a cursed item has been discovered, the mystic has the same percentage chance of determining the general nature of the curse, although its precise triggers and effects will remain a mystery. For example, by scanning a cursed scroll, the mystic could learn the curse causes misfortune to the reader, but would not be able to tell that it lowered by 1 the saving throws and "to hit" chances of the recipient. Each item or area can only be checked once by the same mystic, regardless of the number of spells he may cast upon it. The material components for this spell are a gem of at least 10 g.p. value and a fresh spray of cherry or plum blossoms.

Fourth Level Spells

Wizard Sight (Divination)

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

Explanation/Description: Upon completion of this spell, the caster's eyes glow blue, and he is able to see the magical auras of spell casters and enchanted objects. Only the auras of things visible to the caster are seen; this spell does not grant the mystic the ability to see invisible objects, nor does it give him X-ray vision. This spell does not reveal the presence of good or evil or reveal alignment. While *wizard sight* is in effect, a mystic is able to see whether someone is a spell caster and whether that person is a cleric, a magic-user, or both. He can sense if a non-spell caster has the potential to learn and cast spells (e.g., whether a ranger will someday gain the ability to cast a spell). Although a spell caster's level cannot be discerned, the mystic can see the intensity of a spell caster's aura and guess at the individual's magical power (dim, faint, moderate, strong, overwhelming). This can be extremely ambiguous even when a mystic has some method of comparison; the DM might announce that a subject's intensity is roughly equivalent to that of a companion, or he might announce that a subject's aura is the strongest the mystic has ever encountered. An object's magical abilities cannot be discerned, but both the fact that it is magical and the type of magic (abjuration, alteration, etc.) are obvious. The mystic can see the intensity of an item's magical aura and guess at its power, but cannot tell whether a magical item is cursed.

Fifth Level Spells

Consequence (Divination)

Level: 5
Components: V, S, M
Range: 0
Casting Time: 1 round
Duration: Instantaneous
Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell allows the mystic to determine how one recent event fits into the "grand scheme". By casting this spell, the mystic can determine whether the sequence or situation that gave rise to the specific event is complete or whether it is ongoing; whether it was a significant or insignificant event in the larger picture; or whether it will continue to have repercussions for the participants. Using his knowledge of the circumstances, the DM communicates these facts to the caster's player. This "arcane message" is normally straightforward and easy to understand, but in the case of highly complex circumstances, the message might be cryptic. In either case, the message will always be truthful. As an example, consider a mystic and his party who are on a holy quest to retrieve an item of power. On the way to the location of this item, the party is ambushed by evil creatures from the Inner Planes but manages to defeat them. Concerned that these creatures might be outlying guards protecting the item of interest, the mystic casts *consequence*, hoping for guidance. The DM knows that these creatures have nothing to do with the quest; the encounter was coincidental. However, the surviving monsters will soon be returning with reinforcements to avenge their dead. Therefore, the DM tells the mystic's player, "To your goals these have no place, but still they can cause more woe." Casting this spell "taints" subsequent castings of the same spell within a 24-hour span. A second attempt within this period always results in the same message as the first, regardless of the true situation. If a second mystic casts the

spell within 24 hours of another casting, he receives an accurate reading. The material components are three special coins or dice made of platinum (total value of at least 1,000 gp), which the mystic tosses in his hand while concentrating on the spell. The coins or dice are not consumed in the casting.

Sixth Level Spells

Aura (Divination)

Level: 6

Components: V, S

Range: 0

Casting Time: 1 round

Duration: 1 turn

Saving Throw: None

Area of Effect: 1 mile diameter/level

Explanation/Description: This spell allows the mystic to read the aura of an area, determining the basic alignment and magical tendencies of most of the inhabitants and items in the area. When cast, an aura appears over every dwelling or structure within the area of effect indicating whether most or the principal occupant is good, evil, lawful, neutral, or chaotic. In addition, areas with a high concentration of magic are also revealed. For example, the mystic casts this spell while standing on a hill overlooking a village. Each of the houses in the village begins to glow, indicating the primary nature of the inhabitants. Thus, the mystic is able to note the homes of good people, evildoers, and lawful types. Temples and shrines have a magical glow because they are more predisposed to magic than other areas. Likewise, haunted and cursed areas have an appropriate aura. The aura even appears over dwellings within the area of effect that the caster cannot directly see — a faint glow over the treetops might indicate a hut or cave deep in the woods.

Etherealness (Alteration)

Level: 6

Components: V, S

Range: 0

Casting Time: 1 segment

Duration: 1 hour/level

Saving Throw: None

Area of Effect: Special

Explanation/Description: By means of this spell, the mystic and up to six other creatures joined by linked hands become *ethereal* (along with their equipment). While ethereal, the group need not stay together. The group's presence can be detected only by *detect invisibility*, *true seeing*, or similar spells and effects. No physical or magical attack can affect them, unless their assailant is ethereal as well (although some monsters, such as the basilisk, have gaze weapons whose power extends into the Ethereal Plane). The spell recipients are actually in the Border Ethereal and can still perceive their physical surroundings, but the world appears gray, misty, and indistinct to them. Note that as ethereal creatures can perceive the physical world here, a character could scout out his surroundings or make good an escape through the safety of the Border Ethereal. The mystic and his companions may remain in the Border Ethereal for up to one hour per level; when the spell expires, they return to normal existence, although the mystic can choose to end the spell before its full duration. The mystic also has the option of moving himself or the group from the Border Ethereal into the Deep Ethereal, in which case they remain ethereal when the spell ends. In this case, he will have to use this spell again or find another way back in order to return to his home plane.

Spirit Self (Alteration)

Level: 6

Components: V, S, M

Range: 0

Casting Time: 3 segments

Duration: 3–12 rounds

Saving Throw: None

Area of Effect: 24" radius

Explanation/Description: This spell allows the mystic to send his spirit outside his body while maintaining some semblance of life in the physical body. When the spell is cast, the mystic's spirit invisibly separates itself from the body and is free to move around. The body does not fall into a trance, but assumes a type of half-awake state. The mystic (in spirit form) can instruct the body to take simple actions such as walk, converse, or eat while he does other things in spirit form. The body behaves as if in a daze. The spirit form of the mystic retains the ability to cast spells, although doing so instantly forces the return of the spirit form to the body. The spirit form is considered to be "enchanted or conjured" for the purposes of *protection from evil* spells. Damage taken by the body or the spirit is subtracted from the hit points of the mystic. If the body is destroyed, the mystic is slain. If the body is moved beyond the area of effect, the mystic is unable to return to it. If the spirit form does not return to the body before the end of the spell's duration, it is trapped outside the body. The mystic's body falls into a catatonic state while the spirit must wander aimlessly. With the expiration of the spell, the character loses the ability to cast spells in spirit form. The material component for this spell is the mystic's holy symbol.

Seventh Level Spells

Reverse Time (Alteration)

Level: 7

Components: V, S, M

Range: 3"

Casting Time: 7 segments

Duration: 1d4 rounds

Saving Throw: Neg.

Area of Effect: One creature

Explanation/Description: This spell is similar to the 9th-level magic-user spell *time stop*. When *reverse time* is cast, time stops within a 3" diameter of the subject. All creatures and items in the area of effect stand motionless, rivers stop running, and arrows hang suspended in the air. Any creature, person, or object entering the area of effect is likewise frozen in time. Unless he is the subject of the spell, the caster is affected if he is within the area of effect. An unwilling subject is allowed a saving throw vs. spell; if successful, the spell is immediately negated. Otherwise, the victim is forced to relive all the actions taken in the previous 1d4 rounds in reverse. Beginning with the most recent round, the subject moves backward, arrows fired by the subject return to his bow, and so on. All effects of these actions are negated. At the end of the spell's duration, normal time resumes and all creatures immediately continue their activities, picking up right where they had stopped. While time has been reversed for the target, the others in the area of effect recall the events of the now-reversed time. Consider the following example: A party is battling a spell-casting red dragon. In the first round, the dragon breathes fire, roasting the party's magic-user. The rest of the group attacks and injures the dragon. On the second round, the dragon bites and kills the group's thief. More damage is caused to the beast, but it is still alive in the third round, when it uses *magic missile* to kill the ranger. At this point, the mystic casts *reverse time* on the beast. Fortunately, it fails its saving throw and is forced to reverse the last four rounds. While

everyone else freezes, the dragon goes into reverse. The *magic missiles* zoom back to the dragon (and it regains the ability to cast that spell), it “unbites” the thief (removing that damage from the character), and then inhales its fiery breath (leaving the roasted magic-user alive and uncooked). The dragon is then reversed through one more round — the round before it encountered the party. The spell then ends and actions resume. The dragon must now roll for surprise since it is

encountering the party for the first time. The party is immune to surprise, since it was fighting the beast previously. All damage suffered by the dragon remains, since these actions were caused by the group and not the beast. The material component is an etched silver arrow bent into a circle. The arrow must be no more than 3 inches long and worth no less than 500 g.p.. The arrow is destroyed in the casting.

The Savant

This sub-class of magic-user specializes in knowledge, understanding, and arcane subjects. Thus savants, as do mystics, possess a fair range of detection spells. In addition to the standard spells, savants may employ a number of new magics. Savants can use some spells common only to other spell-casting classes, and, at higher levels, savants can read and employ scrolls of all sorts. Because of the scholarly aspects of this sub-class, elven and half-elven savants are able to progress several levels higher than if they were normal magic-users. Multi-classed elves and half-elves may substitute the savant sub-class in any magic-user multi-class combination.

To be a savant, a character must have a minimum intelligence of 13 and a minimum wisdom of 12. If both of these major attributes exceed 15, a savant gains a 10% bonus to earned experience. Savants may be of any alignment. They make attacks and saving throws as magic-users.

Beginning at the 4th level of experience, savants may *read languages* as thieves of equivalent level. At 10th level, they may read scrolls of spells belonging to any class. Unlike thieves, their understanding of such spells is perfect; however, if a savant attempts to cast a spell of a higher level than he is normally entitled to cast, the standard chance of spell failure applies.

SAVANTS (MAGIC-USERS) TABLE I

Experience Points	Experience Level	4-Sided Dice for Accumulated Hit Points	Level Title
0—2,750	1	1	Tutor
2,751—5,500	2	2	Instructor
5,501—10,000	3	3	Pedagogue
10,001—24,000	4	4	Teacher
24,001—47,500	5	5	Headmaster
47,501—98,000	6	6	Assistant Professor
98,001—200,000	7	7	Professor
200,001—350,000	8	8	Philosopher
350,001—700,000	9	9	Sage
700,001—1,050,000	10	10	Savant
1,050,001—1,400,000	11	10+1	Grand Savant
1,400,001—1,750,000	12	10+2	Grand Savant (12th level)

350,000 experience points per level for each additional level beyond the 12th level.

Savants gain 1 h.p. per level after the 10th level.

Savants may employ the same magic items as regular magic-users. However, upon attaining the 12th level of experience, a savant may use any magic item regardless of

class limitations, except for prohibited weapons and armor. Savants may compound potions and scribe magic scrolls in the same manner as magic-users.

SPELLS USABLE BY CLASS AND LEVEL—SAVANTS (MAGIC-USERS)

Savant Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	2	-	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-
3	3	2	-	-	-	-	-	-	-
4	4	3	1	-	-	-	-	-	-
5	4	3	2	-	-	-	-	-	-
6	4	3	2	1	-	-	-	-	-
7	4	3	3	2	-	-	-	-	-
8	4	4	3	2	1	-	-	-	-
9	4	4	3	3	2	-	-	-	-
10	5	4	4	3	3	-	-	-	-
11	5	5	5	4	3	1	-	-	-
12	6	6	6	4	3	2	-	-	-
13	6	6	6	5	4	2	1	-	-
14	6	6	6	5	5	2	1	-	-
15	6	6	6	6	5	3	2	1	-
16	7	7	7	6	5	3	2	1	-
17	7	7	7	6	6	4	2	1	1
18	7	7	7	6	6	4	3	2	1
19	7	7	7	7	6	5	3	2	1
20	7	7	7	7	7	5	3	2	1
21	7	7	7	7	7	6	4	2	2
22	7	7	7	7	7	6	4	3	2
23	7	7	7	7	7	7	4	3	2
24	7	7	7	7	7	7	5	3	3
25	8	8	8	8	7	7	5	3	3
26	8	8	8	8	8	8	5	3	3
27	8	8	8	8	8	8	6	3	3
28	8	8	8	8	8	8	7	3	3
29	8	8	8	8	8	8	7	4	3

ACQUISITION OF SAVANT SPELLS

Savants, like magic-users, begin with a limited book of spells. These spells are divided into three groups; one from each group will be known by the beginning savant. The savant always has *read magic* and *detect magic*. The spell groupings are:

Offensive Spells	Defensive Spells	Misc. Spells
1. <i>Burning Hands</i>	<i>Affect Normal Fires</i>	<i>Comprehend Languages</i>
2. <i>Enlarge</i>	<i>Dancing Lights</i>	<i>Detect Phase</i>
3. <i>Firewater</i>	<i>Feather Fall</i>	<i>Detect Secret Passages & Portals</i>
4. <i>Friends</i>	<i>Hold Portal</i>	<i>Divining Rod</i>
5. <i>Grease</i>	<i>Jump</i>	<i>Erase</i>
6. <i>Light</i>	<i>Protection From Evil</i>	<i>Identify</i>
7. <i>Shocking Grasp</i>	<i>Shield</i>	<i>Mending</i>
8. <i>Sleep</i>	<i>Spider Climb</i>	<i>Message</i>
9. <i>Taunt</i>	<i>Ventriloquism</i>	<i>Write</i>
0. (choose)	(choose)	(choose)

ACQUISITION OF CANTRIPS, SAVANTS

All of the cantrips that can be learned and employed by regular magic-users, save for the *personal* cantrips are available to savants. In addition, savants can learn and employ from 2–5 *minor illusion* cantrips, none of which are available to regular magic-users. Except where otherwise indicated, all properties pertaining to magic-user cantrips likewise apply to those employed by the savant class.

The number of magic-user cantrips available to savants in each category is as follows:

<i>Useful</i> cantrips:	One per point of intelligence		
<i>Reversed</i> cantrips:	2–8	<i>Person-affecting</i> cantrips:	2–8
<i>Legerdemain</i> cantrips:	3–6	<i>Haunting-sound</i> cantrips:	4–7

SAVANTS (Magic-Users)

Number	1st Level	2nd Level	3rd Level
1	Affect Normal Fires	Audible Glamer	Augury
2	Alarm	Bind	Blink
3	Burning Hands	Charm Person	Cloudburst
4	Comprehend Languages	Clairaudience	Continual Light
5	Dancing Lights	Clairvoyance	Detect Charm
6	Detect Evil	Darkness 15' Radius	Detect Illusion
7	Detect Magic	Deeppockets	Detect Life
8	<i>Detect Phase</i>	Detect Invisibility	Dispel Magic
9	<i>Detect Secret Passages & Portals</i>	Detect Poison	Explosive Runes
10	<i>Divining Rod</i>	Detect Snares & Pits	Feign Death
11	Enlarge	Fools Gold	Find Traps
12	Erase	Forget	Flaming Sphere
13	ESP	Invisibility	Fly
14	Feather Fall	Irritation	Gust of Wind
15	Firewater	Knock	Haste
16	Friends	Know Alignment	Hold Person
17	Grease	Levitate	Hypnotic Pattern
18	Hold Portal	Locate Animals	Infravision
19	Identify	Locate Object	Invisibility 10' Radius
20	Jump	Magic Mouth	Item
21	Light	Mirror Image	Locate Plants
22	Melt	Penetrate Disguise	Magic Mirror
23	Mending	Portent	Phantasmal Force
24	Message	Predict Weather	Protection From Normal Missiles
25	Precipitation	Preserve	Pyrotechnics
26	Protection From Evil	Protection From Cantrips	Rope Trick
27	Read Magic	Ray of Enfeeblement	Secret Page
28	Run	Scare	Slow
29	Shield	Shatter	Stinking Cloud
30	Shocking Grasp	Strength	Suggestion
31	Sleep	Vocalize	Water Breathing
32	Spider Climb	Wall of Fog	Wind Wall
33	Taunt	Web	
34	Ventriloquism	Whip	
35	Wizard Mark	Wizard Lock	
36	Write	Zephyr	

Number	4th Level	5th Level	6th Level
1	Charm Monster	Airy Water	Anti-Magic Shell
2	Contact Other Plane	Animal Growth	Commune With Nature
3	Dig	Animate Dead	Contingency
4	Dimension Door	Avoidance	Disintegrate
5	Dispel Illusion	Cloudkill	Extension III
6	Enchanted Weapon	Detect Lie	Feeblemind
7	Extension I	Distance Distortion	Eyebite
8	Fear	Divination	Geas
9	Fire Charm	Dolor	Glassee
10	Fire Shield	Extension II	Globe of Invulnerability
11	Fire Trap	Fabricate	Guards and Wards
12	Fumble	Hold Monster	Lightning Bolt
13	Hallucinatory Terrain	Legend Lore	Lower Water
14	Ice Storm	Magic Jar	Move Earth
15	Massmorph	Passwall	Part Water
16	Minor Creation	Sending	Project Image
17	Minor Globe of Invulnerability	Shadow Magic	Repulsion
18	Paralyzation	Stone Shape	Spiritwrack
19	Plant Growth	Telekinesis	Stone to Flesh
20	Polymorph Other	Teleport	Transmute Water to Dust
21	Polymorph Self	Transmute Rock to Mud	
22	Protection From Evil 10' Radius	Wall of Force	
23	Remove Curse	Wall of Iron	
24	Shout	Wall of Stone	
25	Stoneskin		
26	Tongues		
27	Ultravision		
28	Wall of Fire		
29	Wall of Ice		
30	Wizard Eye		

Number	7th Level	8th Level	9th Level
1	Banishment	Antipathy/Sympathy	Astral Spell
2	Charm Plants	Binding	Crystalbrittle
3	Duo-Dimension	Clone	Energy Drain
4	<i>Etherealness</i>	Demand	Imprisonment
5	Find the Path	Glassteel	Shape Change
6	Forcecage	Incendiary Cloud	Succor
7	Mass Invisibility	Mass Charm	Temporal Stasis
8	Phase Door	Mind Blank	Time Stop
9	Reincarnation	Permanency	
10	Reverse Gravity	Polymorph Any Object	
11	Sequester	Sink	
12	Simulacrum	Vision	
13	Statue		
14	Stone Tell		
15	Teleport Without Error		
16	Torment		
17	Truename		
18	True Sight		
19	Vanish		
20	Volley		

SAVANT SPELLS

First Level Spells

Detect Phase (Divination)

Level: 1

Components: V, S

Range: 0

Casting Time: 1 segment

Duration: 2 rounds/level

Saving Throw: None

Area of Effect: 1" path, 6" long

Explanation/Description: Creatures or objects that are out of phase — that is, in the Border Ethereal Plane — can be detected by using this spell. The spell affects a path 6" long and 1" wide; any out-of-phase creatures or objects in this area are revealed by soft, glowing blue outlines visible to anyone in the vicinity. Creatures or effects detected by this spell include: phase spiders, ghosts in their ethereal state, characters or creatures employing *oil of etherealness*, psionic etherealness or phasing, and similar effects. Doorways or portals to extradimensional

spaces are also detected, although anything hidden within remains unseen. *Detect phase* does not reveal the location of creatures or objects concealed by magical invisibility or illusion. Note that detecting an out-of-phase monster does not necessarily give the caster the ability to attack it, but creatures such as phase spiders lose any special surprise bonuses they may receive if they are detected by using this spell.

Detect Secret Passages & Portals (Divination)

Level: 1

Components: V, S

Range: 0

Casting Time: 1 segment

Duration: 1 turn

Saving Throw: None

Area of Effect: 1" square/level

Explanation/Description: This spell enables a savant to detect secret doors, compartments, caches, and similar devices. Only passages, doors, or openings that have been

deliberately constructed so as to escape detection are detected by this spell — a trap door buried beneath crates in a cellar, an illusionary wall, or an amulet left in a cluttered room would not be detected. The savant affects an area of 10 feet square per level, so a 4th-level savant could search four 10-foot-square sections of wall, floor, or ceiling. Any doorways or openings detected by this spell glow softly for one full turn. It is possible that a savant might not find a secret compartment in the area of effect if the compartment is behind or under another object, so that its doorway or opening is completely covered. This spell only detects the doorway or opening; the savant may have to search for a mechanism or catch that opens the door.

Divining Rod (Enchantment–Divination)

Level: 1

Components: V, S, M

Range: 6"

Casting Time: 1 round

Duration: 1 round/level

Saving Throw: None

Area of Effect: *Special*

Explanation/Description: This spell enables the caster to enchant the branch of a ginkgo or fruit tree to locate a common item that is hidden from view. Unlike *locate object*, the caster does not need to have a specific mental image of a particular item; rather, he only needs to state the name of the general type of item he wishes to locate, such as buried treasure, edible plants, or fresh water. However, *divining rod* will not locate invisible or magical items, nor will it locate items protected by *obscure object* or a similar spell. Once the branch is enchanted, the caster holds the branch with both hands. If the desired item is within the range of the spell, the enchanted branch points in the direction of the item and gently pulls the caster along. The spell is not blocked by lead or any other substance. However, if an impenetrable obstacle is reached, such as the ground or a wall, the branch presses against it and stops. If no item within the spell range matches the

description, the branch does not react, although the caster can move about and continue to search. The material component for this spell is the branch from a ginkgo tree or a fruit tree, such as peach, apple, or lemon. The branch must be shaped like the letter Y, so that the caster can grasp a fork of the branch in each hand.

Seventh Level Spells

Etherealness (Alteration)

Level: 7

Components: V, S

Range: *Touch*

Casting Time: 1 segment

Duration: 1 hour/level

Saving Throw: *Neg.*

Area of Effect: *Creature(s) touched*

Explanation/Description: By means of this spell, the savant and up to six other creatures joined by linked hands become *ethereal* (along with their equipment). While *ethereal*, the group need not stay together. The group's presence can be detected only by *detect phase*, *true sight*, or similar spells and effects. No physical or magical attack can affect them, unless their assailant is *ethereal* as well (although some monsters, such as the basilisk, have gaze weapons whose power extends into the Ethereal Plane). The spell recipients are actually in the Border Ethereal and can still perceive their physical surroundings, but the world appears gray, misty, and indistinct to them. Note that as *ethereal* creatures can perceive the physical world here, a character could scout out his surroundings or make good an escape through the safety of the Border Ethereal. The savant and his companions may remain in the Border Ethereal for up to one hour per level; when the spell expires, they return to normal existence, although the savant can choose to end the spell before its full duration. The savant also has the option of moving himself or the group from the Border Ethereal into the Deep Ethereal, in which case, they remain *ethereal* when the spell

ends. In this case, he will have to use this spell again or find another way back in order to return to his home plane.

Unlike the mystic's version of this spell, the savant can attempt to use *etherealness* to banish a single unwilling subject. He must make a successful attack roll in order to

touch him, and the subject receives a saving throw vs. spell to negate the effect. An unwilling subject automatically remains in the Border Ethereal for an amount of time specified by the savant at the time of the casting, but up to one hour per caster level. When used in this manner, *etherealness* does not affect the caster, only the subject.

CHARACTER RACE TABLE I: CHARACTER CLASS LIMITATIONS

Racial Stock of Character									
Character Class	Dwarves				Elves				
	Gr	Hi	Mt	Dk	Gr	Hi	Vy	Wi	Wd
CLERIC									
Mystic	no	no	no	yes	yes	yes	yes	no	yes
MAGIC-USER									
Savant	no	no	no	yes	yes	yes	yes	no	yes

Racial Stock of Character							
Character Class	Gnomes		Half-Elves	Halflings	Half-Orcs	Humans	Alignment Requirements
	Dp	Sf		(All)			
CLERIC							
Mystic	yes	yes	yes	yes	no	yes	Any good
MAGIC-USER							
Savant	no	no	yes	no	no	yes	Any

CHARACTER RACE TABLE II: CLASS LEVEL LIMITATIONS

The ability scores given in the left-hand column of each chart pertain to different characteristics that vary according to the character class. For savants, the score refers to intelligence; for mystics, wisdom. The level limits for savants may be governed by additional ability scores beyond the primary one; these special cases are covered in footnotes for each sub-table where they apply.

TABLE II.B.: GNOMES

Ability Score	Mystic (All)
15	7
16	8
17	8
18	9
19	10
20	12

TABLE II.C.: ELVES

Ability Score	Mystics			Savants					
	Dark Males	Dark Females	All Others	Dark Males	Dark Females	Gray	High	Valley	Wood
16	10	U	10	14	7	13	12	13	11
17	10	U	10	15 ¹	8	13	13	13	12
18	10	U	10	15 ¹	8	13	13	13	12
19	12	U	12	16 ²	10	15 ¹	13	15 ¹	13
20	12	U	13	18 ⁴	12	16 ²	15 ¹	16 ²	13
21	12	U	14	21 ⁴	14	18 ⁴	17 ³	18 ⁴	16 ²
22	12	U	14	21 ⁴	14	21 ⁴	20 ⁴	18 ⁴	16 ²

1: Wisdom 15 also required.

2: Wisdom 16 also required.

3: Wisdom 18 also required.

4: Wisdom 19 also required.

TABLE II.D.: HALF-ELVES

Ability Score	Mystic	Savant
16	10	8
17	10	9 ¹
18	10	10 ²
19	12	10 ²
20	13	10 ²

1: Wisdom 15 also required.

2: Wisdom 16 also required.

TABLE II.E.: HALFLINGS

Ability Score	Mystic (All)
16	5
17	7
18	8
19	9
20	10

CHARACTER CLASSES TABLE I: HIT DICE, SPELL ABILITY, AND CLASS LEVEL LIMIT

Class of Character	Hit Die Type	Maximum No. of Hit Dice	Spell Ability	Class Level Limit
CLERIC				
Mystic	d8	9	yes	none
MAGIC-USER				
Savant	d4	10	yes	none

CHARACTER CLASSES TABLE II: ARMOR AND WEAPONS PERMITTED

Character Class	Armor	Shield	Weapons	Oil	Poison
CLERIC					
Mystic	none	none	caltrop, dagger, dart, knife, sling, staff	yes	never
MAGIC-USER					
Savant	none	none	caltrop, dagger, dart, knife, sling, staff	yes	?

WEAPON PROFICIENCY TABLE

Class of Character	Initial Number of Weapons	Non-proficiency Penalty	Added Proficiency in Weapons Per Level
CLERIC			
Mystic	1	-4	1/5 levels
MAGIC-USER			
Savant	1	-5	1/6 levels

ERRATA

GENERATION OF ABILITY SCORES

Method V:

Class Desired	Number of Dice Rolled For:						
	Str	Int	Wis	Dex	Con	Cha	Com
Cleric							
Mystic	6	8	9	4	7	5	3
Magic-User							
Savant	4	9	8	7	6	5	3

Starting Hit Points for Player Characters

Cleric	
Mystic	5
Magic-User	
Savant	3

CHARACTER AGE

Humans Table:

Class	Age Plus Variable
cleric	
mystic	18 + 1d4
magic-user	
savant	30 + 2d8

GAINING EXPERIENCE LEVELS

Training under a higher-level character applies only to characters who are below the "name," or nominal upper level, of their class and profession. The name levels for each class are shown below:

MYSTIC
SAVANT

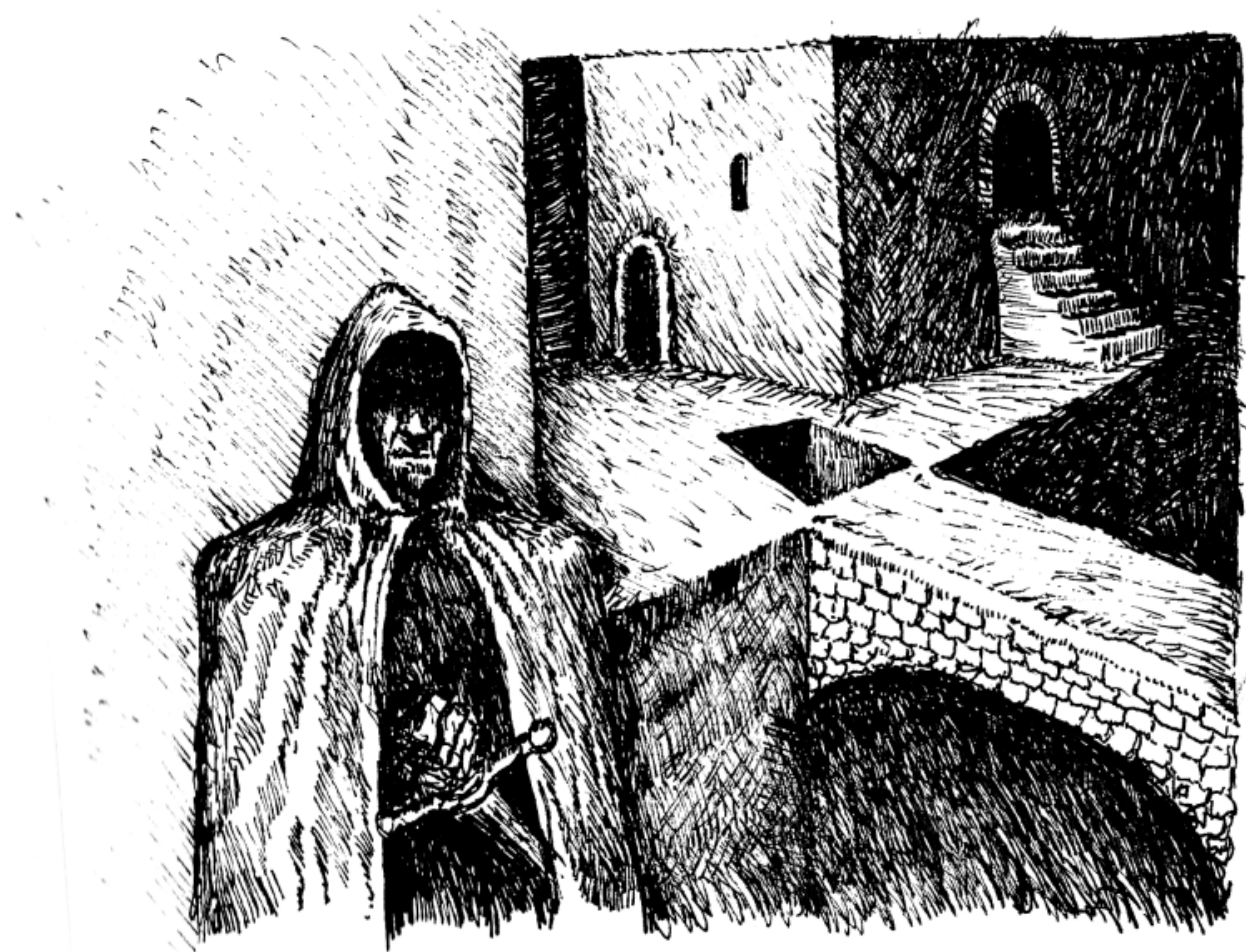
Dean
Grand Savant

Characters who have achieved "name" level merely spend game time equal to the number of weeks indicated by performance in self-conducted training and/or study when advancing to a new level.

EXPLANATION AND DESCRIPTION OF MAGIC ITEMS

Rod of Resurrection

mystic	1
savant	3



New Vermin

By Stuart Marshall

COCKROACH, GIANT

FREQUENCY: Common
NO. ENCOUNTERED: 2d6 (nest 2d100)
SIZE: Small (up to 4' long)
MOVE: 150ft
ARMOUR CLASS: 4
HIT DICE: 1d6 hp
ATTACKS: 1
DAMAGE: 1d6
SPECIAL ATTACKS: Disease (as giant rat)
SPECIAL DEFENCES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 40%
INTELLIGENCE: Non-
ALIGNMENT: Neutral
LEVEL/XP: 1/5+1/hp

Giant cockroaches are voracious omnivores found in almost any clime save the arctic. They are commonly found in sewers.

COCKROACH, GIANT GHOUL

FREQUENCY: Rare
NO. ENCOUNTERED: 2d6 (nest 2d100)
SIZE: Small (up to 4' long)
MOVE: 120ft
ARMOUR CLASS: 3
HIT DICE: 2d8 hp
ATTACKS: 1
DAMAGE: 1d6
SPECIAL ATTACKS: Bite causes paralysis (as ghoul) and disease (as giant rat)
SPECIAL DEFENCES: Immune to sleep, charm, and hold
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 20%
INTELLIGENCE: Non-
ALIGNMENT: Neutral
LEVEL/XP: 2/20+2/hp

The process by which a giant cockroach becomes a ghoul is unknown, but is thought to be associated with ancient evil (such as the former site of an evil temple). They can be turned as Class 3 undead, the same as normal ghouls.

MITE, GIANT

FREQUENCY: Common
NO. ENCOUNTERED: 1d8
SIZE: Small
MOVE: 120ft
ARMOUR CLASS: 7
HIT DICE: 1d4+1 hp
ATTACKS: 1
DAMAGE: 1d6
SPECIAL ATTACKS: 5% chance of poison (save at +4)
SPECIAL DEFENCES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 40%
INTELLIGENCE: Non-
ALIGNMENT: Neutral
LEVEL/XP: 1/5+1/hp

Giant mites resemble miniature giant spiders. Only a few are poisonous, and if found to be so, their poison is so weak that the victim saves at +4.

MOTH, GIANT

FREQUENCY: Common
NO. ENCOUNTERED: 1d12
SIZE: Small
MOVE: 30ft, 180ft flying
ARMOUR CLASS: 9 on the ground, 5 while airborne
HIT DICE: 1d3 hp
ATTACKS: 1
DAMAGE: 1d2
SPECIAL ATTACKS: None
SPECIAL DEFENCES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 5%
INTELLIGENCE: Non-
ALIGNMENT: Neutral
LEVEL/XP: 1/5+1/hp

Giant moths are not aggressive, but in underground environments they are occasionally attracted to the party's torchlight and can become a nuisance. In case of swarming by giant moths, the party's light radius is halved (thus torch light is reduced from a 40' radius to 20', *continual light* spells from a 60' radius to 30', etc.).

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AD&D Ability Score Training and Improvement

By Joe Maccarone

The static nature of AD&D ability scores serves as a source of frustration for those players who wish their characters to grow and change. With the development of the cavalier in *Unearthed Arcana*, the notion of increasing ability scores based on training and work was introduced. This article presents a more general approach to increasing ability scores, one that may be used in your campaign.

The development of ability scores beyond their initial values depends on both roleplay and the accumulation of experience. An increase in a character's ability score should be linked to the player's plan for how the character is increasing the ability. A player might design a weightlifting regimen to increase strength, mental exercise to increase intelligence, and so on. The player must state in advance what ability is being trained and describe, in at least moderate detail, what the character is doing to improve it. Ability scores increase through a combination of experience and training, and adequate training time must pass between adventures. If sufficient time has not passed, the character must train for a length of time specified by the DM (generally at least a few months – a winter break from adventuring, for example) before gaining the advance.

All characters are eligible to improve one ability score by one increment when they reach the experience point totals in the table below. By virtue of their superior training regimen, cavaliers improve somewhat more quickly. However, the cavalier must use at least three of the first four ability score improvement in Strength, Dexterity, and Constitution.

XP Totals		Ability Score Increment
Cavaliers	Other Classes	
5,000	10,000	+1
50,000	100,000	+2
500,000	1,000,000	+3
1,000,000	2,000,000	+4
2,000,000	3,000,000	+5
(+1,000,000)	(+1,000,000)	+1

An 'increment' of improvement is equal to 1 ability score point up to 18. Above 18, one increment is equal to one percentage category: 01-50, 51-75, 76-90, 91-00 (00 is not a specific category that may be trained to; see below). The exact value within the category is determined as follows:

- When training from 17 to 18, roll D100/2 to find the 01-50 value.
- When training from 18/01-50 to 18/51-75, roll D100/4 (rounding up), adding this to 50 to find the new value.
- When training from 18/51-75 to 18/76-90, roll D30/2, adding this to 75.
- When training from 18/76-90 to 18/91-00, roll a D10, adding this to 90. Thus there is a 10% chance of training from 18/76-90 to 18/00. This represents the character's final potential in this ability, and may not be improved further.

No ability may be improved through training by more than two increments from its starting value at 1st level, though a DM might allow further ability score improvement by potent magical aid. A character who begins with an ability score of 15 may not improve beyond a 17. For scores above 18, each increment is a percentile range, as explained above. A character who begins with a score of 18/01-50 may not improve beyond the 18/76-90 range.

Many demi-human races are not limited to a maximum of 18 in some ability scores. Demi-humans whose race may achieve a 19 in a particular ability may train directly from 18 to 19, using one improvement slot. In contrast, demi-humans differ from humans in that they may not achieve 18/exceptional categories in abilities other than a fighter's strength; any score of 18 in the other 5 abilities uses the basic modifiers, as per the *Players Handbook*.

The absolute human maximum is 18/00 in all cases. The entry for 19 is shown here for comparison and for cases where demi-humans have 19 as a racial maximum. Modifiers for 18/01-50 are the same as those listed for 18 in the *Players Handbook*. Modifiers for 19 are unchanged from *Deities and Demigods*, except where noted.

Exceptional Ability Tables

Strength (i.e. exceptional strength for non-fighters)

Score	"To Hit" Bonus	Damage Bonus	Weight Allowance	Open Doors	Bend Bars/Lift Gates
18/01-50	+1	+2	+750	1-3	16%
18/51-75	+1	+2	+1,000	1-3	20%
18/76-90	+1	+2	+1,250	1-4	25%
18/91-99	+1	+2	+1,500	1-4	30%
18/00	+1	+2	+2,000	1-4 (1)*	35%

Notes: Exceptional strength for fighters should use the chart from the *Players Handbook*.

Intelligence

Score	Chance to Know Each Listed Spell	Minimum Number of Spells/Level	Maximum Number of Spells/Level	Spell Immunities
18/01-50	85%	9	18	
18/51-75	87%	9	18	
18/76-90	89%	10	20	
18/91-99	91%	10	20	1 st level Illusion/Phantasm
18/00	93%	11	22	1 st level Illusion/Phantasm
19	95%	11	All	1 st level Illusion/Phantasm

Notes: The minimum number of spells per level listed in *Deities & Demigods* for a 19 intelligence is 11; the *Players Handbook* lists it as 10.

Wisdom

Score	Magical Attack Adjustment	Spell Bonus	Spell Immunities
18/01-50	+4	Two 1 st level; Two 2 nd level; One 3 rd level; One 4 th level	
18/51-75	+4	Three 1 st level; Two 2 nd level; One 3 rd level; One 4 th level	
18/76-90	+4	Three 1 st level; Two 2 nd level; Two 3 rd level; One 4 th level	
18/91-99	+4	Three 1 st level; Two 2 nd level; Two 3 rd level; One 4 th level	Charm Person
18/00	+4	Three 1 st level; Two 2 nd level; Two 3 rd level; Two 4 th level	Charm Person
19	+4	Three 1 st level; Two 2 nd level; Two 3 rd level; Two 4 th level	Cause Fear, Charm Person, Command, Friends, Hypnotism

Notes: The addition of the 3rd level bonus spell (18/76+) fixes the odd situation that otherwise develops at 19 wisdom, where the total number of 4th level bonus spells exceeds the total number of 3rd level bonus spells.

Dexterity

Score	Reaction/ Attacking Adjustment	Defensive Adjustment	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows
18/01-50	+3	-4	+10%	+15%	+05%	+10%	+10%
18/51-75	+3	-4	+11%	+16%	+06%	+10%	+10%
18/76-90	+3	-4	+12%	+17%	+07%	+11%	+11%
18/91-99	+3	-4	+13%	+18%	+08%	+11%	+11%
18/00	+3	-4	+14%	+19%	+09%	+12%	+12%
19	+4	-5	+15%	+20%	+10%	+12%	+12%

Notes: The reaction/attacking and defensive adjustments for 19 dexterity have been increased from those shown in *Deities & Demigods*, based on consultation with Jim Ward and articles by Gary Gygax.

Constitution

Score	Hit Point Adjustment	System Shock Survival	Resurrection Survival	Poison Save
18/01-50	+2 (+4)	99%	100%	
18/51-75	+2 (+4)	99.3%	100%	+1
18/76-90	+2 (+4)	99.5%	100%	+1
18/91-99	+2 (+4)	99.7%	100%	+1
18/00	+2 (+4)	99.9%	100%	+1
19	+5	100%	100%	+1

Notes: All characters except the fighter classes receive no more than 2 bonus hit points per hit die, regardless of ability score. At an 18/00 and 19 constitution, all hit die rolls of 1 are treated as if a 2 was rolled.

Charisma

Score	Maximum No. of Henchmen	Loyalty Base	Reaction Adjustment
18/01-50	15	+40%	+35%
18/51-75	16	+43%	+36%
18/76-90	17	+45%	+37%
18/91-99	18	+47%	+38%
18/00	19	+49%	+39%
19	20	+50%	+40%

The Hidden Shrine of Tharizdun

By Alphonso Warden

These two secret rooms are dedicated to the god Tharizdun, a malign entity whom all of the other gods from the Greyhawk campaign setting banded together to imprison in times long past. They can be inserted into virtually any dungeon complex or temple from the DM's campaign world with little to no work. For those DMs unfamiliar with the Greyhawk campaign setting, Tharizdun can be replaced with another evil deity whose chief aim is the disruption of order.

1. Chapel of Tharizdun

The small antechamber beyond the secret door opens into a sizeable, rectangular room of the deepest mauve. The air here must be supernaturally chilled, for the other areas of this subterranean complex seem infinitely warmer in comparison. Occasionally you catch glimpses of writhing snakelike forms on the walls of this eerie place; they appear for but a second and then disappear. Could it be a trick of your eyes . . . ? Perhaps. What most grabs your attention, though, is the huge shimmering curtain of deepest ebony shaped like an inverted, two-tiered triangle. It extends from the ceiling, some forty feet overhead, to a point ten feet above the flagstone floor. The base of the triangular curtain stretches from one end of the room to the other, a distance of almost thirty feet! Lastly, a lilac-colored altar stands against the back wall, twenty feet beyond the hedge of blackness.

A former follower of Tharizdun, He of Eternal Darkness, ordered the construction of this chapel. The walls themselves radiate strong illusion/phantasm magic. They were enchanted by the cleric of the dread god to replicate a similar effect he observed in the now forgotten Temple of Tharizdun located deep in the heart of the rugged Yatil Mountains. This temple was the first and grandest of all the temples dedicated to the Dark God and will hereafter be referred to simply as the Temple of Tharizdun for the sake of brevity.

Beyond the secret door in the west wall, which automatically swings open whenever someone says, "All praise Tharizdun, He of Eternal Darkness," is a 10-feet-wide by 30-feet-



long room (see area 2). Note: Pushing against the bottom right corner of the secret door also causes it to click open.

Trick/Trap: Those looking upon the triangular shape in the air are affected as by the spell *antipathy*. Those failing to successfully save vs. spell must quit the shrine immediately, and may nevermore return. The cleric entombed in area 2 crafted the spell trigger to resemble the insignia of his lord and master, Tharizdun.

Monsters: Lying in wait within three deep niches set high on the walls of this chamber are an equal number of grells. The niches are

very difficult to spot from the floor of this room, thus affording the grells therein surprise 5 times in 6.

The three grells have guarded the Crypt of Thezra, the small chamber behind the secret door in the west wall, for hundreds of years. They originally served as guardians in the Temple of Tharizdun before coming here. They immediately attack anyone who enters this chapel, fighting to the death, for they are honor bound to forever protect the undead remains of Thezra.

3 Grells (AC 4; MV 12"; HD 5; hp 30, 25, 20; #AT 11; D 10x1-4/1-6; SA Paralyzation; SD Immune to lightning; AL NE).

2. Crypt of Thezra, Servant of Tharizdun

The secret door opens into a 10-foot-wide by 30-foot-long crypt with a lone stone sarcophagus standing against the far wall. The basalt sarcophagus is devoid of any decoration save for a small inscription at its base that reads: Here lies Thezra, faithful servant of Mighty Tharizdun. Curses to those responsible for wrapping blackness in everlasting chains.

Monster: The stone sarcophagus houses the undead remains of Thezra, a high-ranking cleric of Tharizdun in life. He left the once-mighty Temple of Tharizdun some 550 years ago when it was abandoned. He, along with many of the other followers of Tharizdun, had grown frustrated when their repeated attempts at awakening their god, thought to reside in a cyst-like chamber 333 feet below the temple erected in his honor, failed to bear fruit. (The servants of Tharizdun, via many divinations, came to believe that some essence of their god was contained in the hazy form of utter blackness seen in the strange chamber, which they referred to simply as the Black Cyst).

Like many of Tharizdun's disillusioned followers, Thezra eventually lost faith in his god ever returning to this world. During his travels he happened upon an order of wicked clerics in league with the arch devil Baalzebul. He explained to them that his faith

in his god had been crushed, and that he wished to embrace the worship of their infernal lord. Always happy to increase Baalzebul's sway over the denizens of the Prime Material Plane, the nefarious clerics welcomed Thezra into their order. Thezra quickly rose to prominence in the unholy order, but as he grew older, nearing death, he began to reflect on his former deity. Partly born of fear and partly born of guilt, he asked to be entombed in a shrine honoring Tharizdun. Due to his years of service, the head of the order elected to grant Thezra's request, commissioning a mighty crypt to be built for him. The troubled cleric felt that the construction of the shrine might atone for any loss of faith in his former god.

Some part of the imprisoned deity stirred upon Thezra's death. Finding the cleric's final act a mockery of devotion, Tharizdun decided to punish his one-time faithful follower; the cleric was condemned by Tharizdun to forever haunt this crypt as an undead abomination, a specter.

Thezra the specter attacks any PC lifting the lid of his sarcophagus. He fights vigorously, even pursuing fleeing PCs, as his thirst for the souls of the living is great.

Thezra, Specter (AC 2; MV 15"/30"; HD 7+3; hp 48; #AT 1; D 1-8; SA Energy drain; SD +1 or better weapon to hit; AL LE).

Treasure: Hidden under a secret panel (treat as a secret door) inside of Thezra's sarcophagus are the following items: a 7-foot-long purple robe, four of the legendary 333 Gems of Tharizdun, and a strange iron horn with a handle set on either side of its tube. The robe is a **Purple Robe of Tharizdun** and the horn is **Wailer for Tharizdun** (see New Magic Items). The four gems are large diamonds of exquisite workmanship, each valued at 5,000 gp. (A sage may offer up to twice this amount if told of their history).

Development

The DM can use the enigmatic horn **Wailer for Tharizdun** as the launching point for many

interesting adventures. It is only through the blowing of the horn that the PCs are able to access the Black Cyst. An interesting proposition for the DM is to have the PCs somehow learn of the horn's true purpose—perhaps after employing the services of a sage—thereby giving them a motivation to explore the great fane of He of Eternal Darkness in the Yatil Mountains, which is fully fleshed out in Gary Gygax's epic module, WG4 The Forgotten Temple of Tharizdun. Both the PCs and the DM will find the temple to be a mysterious and forbidding place.

New Magic Items

Purple Robe of Tharizdun: This robe has a long pointed hood whose front and back pieces extend down to the wearer's torso, and whose sides cover the shoulders. The pointed back and front pieces are adorned with inverted, two-tiered black pyramidal designs. The robe functions to allow its wearer to withstand the extreme cold conditions encountered in the Black Cyst beneath the Temple of Tharizdun; it is otherwise an ordinary garment.

Experience Point Value: 1,500

Gold

Piece Sale Value: 3,000

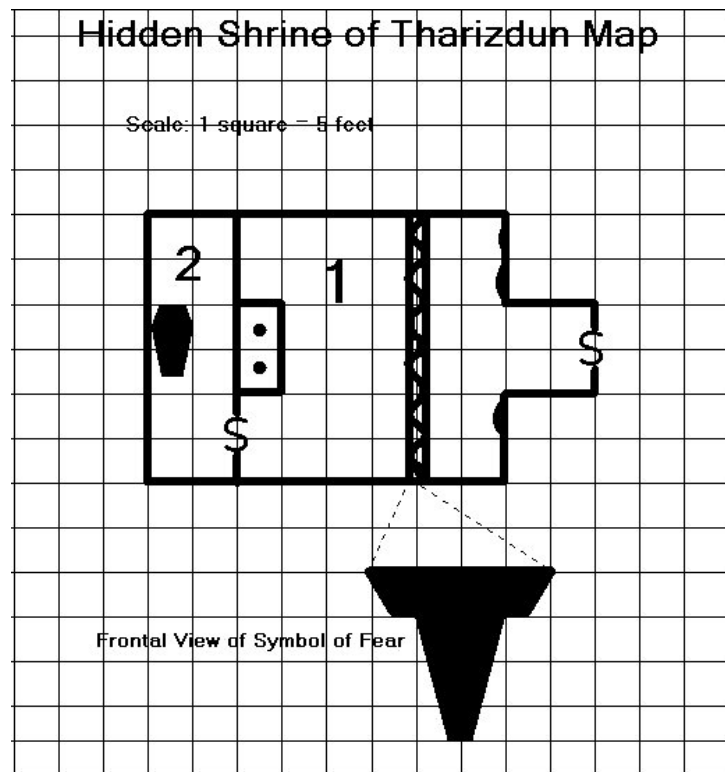
Wailer for Tharizdun: This curious horn of iron was fashioned centuries ago to enable the builders of the Temple of Tharizdun to commune with their malevolent god. By sounding the horn, the subterranean portions of the Temple of Tharizdun, up to and including the Black Cyst itself, could also be accessed. It is otherwise an ordinary horn that emits a dreadful, deep tone when blown.

Experience Point Value: 3,000

Gold

Piece Sale Value: 15,000

Closing Notes: This feature is dedicated to Gary Gygax, whose hauntingly beautiful Forgotten Temple of Tharizdun remains my favorite adventure module of all time. I still get emotional every time I crack open my twenty-one-year-old copy. It should be readily apparent to Mr. Gygax's many fans that most of the pertinent information in this feature was drawn from the groundbreaking module.



Legend		
	Sarcophagus	
	Altar	
	Secret Door	
	Symbol of Fear	
	Grell Niche	

Choices

(the spirit of the game)

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"Who are you, and why are you naked?" asked Erret as she picked herself up off the cavern floor. Her sword and shield were at the ready as she looked over the new-comer.

"I am Dashai. Please do not harm me with your weapon. I seek only peace. I am of the healing order of the Kivin-Kira."

Erret glanced over at Kram and saw him also up on his feet again. "How did you follow us through the portal," she demanded. "You weren't with us when we entered?" It was practically an accusation. She thought back over their recent adventures. After opening the third door (in a room with three doors), Kram and Erret had been teleported to this large underground cavern. She could have sworn she saw this man tumble out of the teleport exit with them, but she had no idea where he came from.

"I feel slightly unwell," he continued. "And your speech is hard to understand."

"I was going to say the same about you," she countered.

"Wait a moment," called Kram. "I recognize your accent a little. Tell me; what year is this?"

"The year of Shooting Stars," replied Dashai calmly, "in the Time of the Wolf."

"I see," said Kram thoughtfully. "Please, tell us what you remember of your journey into the portal."

"I know nothing of a portal," continued Dashai. "I was searching for someone, following some clues. There was a riddle ... it's hard to remember everything for some reason, but I recall walking into a wall of violet smoke, and then spinning and tumbling in a tunnel of golden light. It seemed to last forever."

"Who do you search for?" continued Kram.

"A wizard named Mull," said Dashai. "He is in trouble."

"Please, go on," invited Kram.

"Mull sought out my order and requested assistance. I was sent to investigate. I was invited to his tower, and there, on the top level, I followed him into the wall of smoke. That was just a little while ago, and now I am here."

"You've met him?" said Erret, starting to catch on now.

"Only for the briefest of times. He told me he needed to show me something. Now, here we are, instead."

"Dashai," Kram began, "This is the year of the Fire Wall, in the Time of the Dragon."



"What? But that is not for another hundred or so ..."

"Welcome to the future," said Erret. "I suppose we should find you some clothes ..."

"Well this is certainly unexpected," quipped Erret, "Three doors, now three tunnels."

There was no way back through the mystic portal they had tumbled out of, and now it seemed they had to make their choice all over again.

"More riddle clues." muttered Kram. Over the tops of the tunnels were large stone tablets. Incised into them were the following phrases:

Five heads I have, but only one mind.
Choose this path if me you would find.

Strike me and release my knell, but
have a care where the fire beasts
dwell.

Pierce my meaning and you will know,
that quickly this way you should go.

"Any of this make sense to you Dashai?" said Kram distractedly.

"I am afraid not," he replied. He was wearing Erret's surcoat wound around his waist. He now carried her mace as well. They had taken a chance and slept here on the hard, packed earth. In what they presumed was the morning, Dashai had proven his healing abilities, bathing both Kram and Erret in the warm, soothing energies he had conjured. They were both taking a very quick liking to him! They had chosen the third passage, as Kram was worried about meeting five headed demons, and Dashai was not pleased with the prospect of fire beasts.

The passage they had chosen was riddled with stalactites and stalagmites. Moving quickly wasn't really an option, but they did their best.

"Air, have a care," called Kram.

"Stop rhyming," she retorted.

"No, seriously," Kram continued. "I swear I saw the ceiling move."

"What?" She looked up, and just managed to dodge a stalactite as it fell near her. "Kram," she called quickly, "Get up here near me. We can both try to cover under my shield as we move." This plan might have been possible in an open field against arrow attack, but in the narrow, rocky paths between the stalagmites it didn't do much to protect Kram, and it made Erret more of an easy target. Furthermore, Dashai had no protection at all but his skin.

Owww!!" she yelled, as a larger stalactite fell and pierced her armor. "Kram, these things are alive!" The long, narrow rock creature had teeth! It was chewing on her while it was stuck in her. Erret slashed at it with her sword while Kram worked a labor to produce magic arrows once again. Dashai was also struck, although he quickly dislodged it with a blow from the mace. The three of them moved as quickly as they could, dodging piercing attacks, and dealing with the vile creatures as needed. In time they broke free. Dashai once again provided the warm, soothing healing energies, and although its effect was only a mild palliative on a much greater wound, it was still enough to sustain them. Eventually the passage ended in a wall of violet smoke.

"Not again," cried Erret in frustration.

"Purple," mused Kram, looking at Dashai pointedly.

"I have never seen this wall before," was all that Dashai could say. "But to travel back the way we came seems certain death. I suggest we go through."

The three companions found themselves standing in a dry, cracked street, the harsh sun glaring down at them. At times like this Kram was glad they didn't travel with horses that would be left behind every time they were teleported to some new, grim location. "Remember The Horrible Hall of Hobart?" Erret remarked. At least we weren't spun around

and around as we teleported through this time."

"True enough," agreed Kram "but I wonder where we are?" It was the ruin of some kind of ancient city, surrounded by high mountains all around. The earth was baked hard. The sun beat down relentlessly. There wasn't a drop of water or a living plant in sight.

"Some kind of desert, " said Kram.

"Wow," replied Erret, an easy smile spreading across her face, "Looks like all those years of study are really paying off!" Kram didn't pay her any mind. She liked to joke, and even better if he was the butt of the joke. He knew that this verbal cover up concealed a stalwart friend and companion. "We'd better get out of this heat," Erret remarked. "My armor is heating up already. This could get uncomfortable real fast."

They seemed to be in a large, open square. The ruins and remnants of buildings were all around them. "There's one with a sort of intact roof. Let's have a look inside." The building in question was to the sword-side, and seemed to have been an important place at one time. Large columns supported a portico that spanned two man-lengths. The roof did seem to be fairly intact. This alone set it apart from the majority of the buildings they could see. They went up the stairs and walked into a large open chamber, perhaps fifteen feet high.

"About one and one-half man-lengths," noted Kram, his professional demeanor coming out. "Stairs lead up to the second level. Looks like two halls that lead to other rooms in the back."

Dashai remarked, "It is so sad to see the plants have died. There must have been life here at one time."

"We've only got the water in these skins. That won't last long," grumbled Kram.

"The healing labor can be used to coax water up and out, but it will tax my energy. I

will be of less help in healing if I must use it for our survival," said Dashai.

"Let's check out the rooms in the back," said Kram. "S.I.O." This stood for "survival is optional" but was also his signal to the group that he was concerned all is not right. Erret adjusted her shield, smiling as she drew her sword. As they walked into the back room they came into a space twenty feet wide, by about forty feet long. Some of the daylight filtered in here and they could easily see two doors near the back, set in to the side walls, both sword and shield side. There was a pile of debris in the middle of the floor. Dashai and Kram approached it cautiously. As they walked they looked at the pile of roof beams, mud bricks, wall cover, and other debris, and saw a series of ropes also. "It's a trap," they both said in unison.

"A fairly obvious one," noted Dashai.

"Do you have skills in trap detection?" asked Kram.

"Oh, no. I meant that those ropes would be hard to miss by anyone who looked. This pile of junk is probably rigged to collapse if anyone steps on it. See, there is some kind of pit underneath.

"I wonder if someone here is expecting company," asked Kram thoughtfully.

"Wouldn't be right not to accept an invitation like this," smiled Erret, and she quickly walked toward the pile.

Later, deep in the night, Dashai and Kram crouched low behind the slight crack in the door.

"Can you see," whispered Dashai? Kram had inherited the dark sight from his mother. He could indeed see the dozen or more humanoids entering the room, just as the three adventurers had earlier that day.

"Yes," he replied. "Quiet now. Let me work the labor. . . ." He moved his fingers slowly, while his lips quietly formed the words. 'False echo.' Suddenly, Erret's voice was calling from within the pit inside the room.

"H-e-e-l-l-p-p-p! Get me out of here! Can anyone hear me?" The man-sized humanoid figures carried spears, and several held a net between them. They formed a ring around the pit, looking down in past the rubble that had once covered it. This seemed a familiar practice to them. They were all chattering excitedly, some of them thrusting downward with their spear points. At that moment, Dashai pulled a stone from its cloth wrap. It was glowing with yellow light, and he threw it out into the area as Erret charged out of the other side door and into the fray. "Its orc-clobberin' time!" she cried, recognizing the creatures. Her sword work took out the first one quickly, but there were many. This was part of the plan, however.

Dashai stood back, slinging stones into the melee. He had fashioned a crude sling from part of Erret's leather harness. His aim was terrible, and most of his shots seemed to go astray. Kram was just in front of him, gently weaving from side to side. He chanted as he worked the cant labor again. Lightning flashed from his outstretched hand, forking and arcing through the area. The hot, white light burned the orcs as it struck; their charred remains dropped to the ground, unmoving. Erret caught a bit of the energy as well, but her enchanted shield kept her safe from the worst of the damage (as Kram knew it would). The lightning had filled the foul air of the chamber with smoke, and several orcs burned, adding the stench of their char to the mix. Surprisingly, the remaining orcs continued to fight. Perhaps they were used to the destruction caused by the labor? Who could know?

Behind Kram, Dashai had changed tactics. He worked a new labor now, not the healing cant. His face had changed from the gentle, peaceful healer's façade he had shown until now. His features were twisted in hatred; he glared at Kram's back. Dashai secretly called on The One Of The Shades, a lesser power, and it fed energy to him to achieve the its ends in the physical world. Entropy. Chaos. Hate. These things fed the Shade. Dashai's hand glowed faintly with a malignant orange

hue. He had whispered up to this point but as he pushed his palm into Erret's back he shouted the final word of power. "Ogrsshhh!" Kram felt intense pain rip through his being, but only for a split second until he dropped like a wet grain sack to the floor. Dashai wasn't sure if Kram was dead or not, but there would be time for that in a moment. He drew Kram's dagger and pulled a small vial from his own waistband. The blade turned a sickly green as the syrupy liquid clung to it. He moved in close behind as Erret and the last of the orcs fought intently. No one could see much of what was happening around them. The smoke was still heavy, and Erret was bleeding freely from many small wounds. Erret was deep in the battle fury singing, "We are the knights who say Knee! We are the knights who say Knee!" Dashai didn't know what that meant, but it insured that Erret couldn't hear him moving behind her. With a final, mighty blow the last orc went down! Dashai didn't make a sound, but within he cackled with glee as he brought the now envenomed weapon down on Erret's back with all the force he could muster. Clerics of The Shade were allowed to strike a killing blow with the dagger. The surprise of his attack added to the precision of the blow and ...

Epilogue

"Hold it right there!" said Dave, the DM. "The forces of time freeze your character solid."

"No way!" Dan/Dashai yelled back, "it's a fair assassination attempt. With Erret, Kram, and the orcs all down the treasure is mine!" "Look," pressed Dan/Dashai, "It says right here in the playing manual 'assassins may use poison. . .'"

"Dan," Dave replied, an exasperated tone in his voice, "you have to actually find or buy the poison in the game before you can use it."

"That's bogus, man" complained Dan.

"No," interjected Terrie/Erret, "Remember the problems we all had with Bruce's Benevolent Backpack before the rules errata was printed? The backpack couldn't produce a

+2 arrow for you *unless* you had previously placed it inside. Besides, you know our rule. Players don't attack other players without provocation, or NPC influence. What's a cleric doing backstabbing with a dagger anyway?"

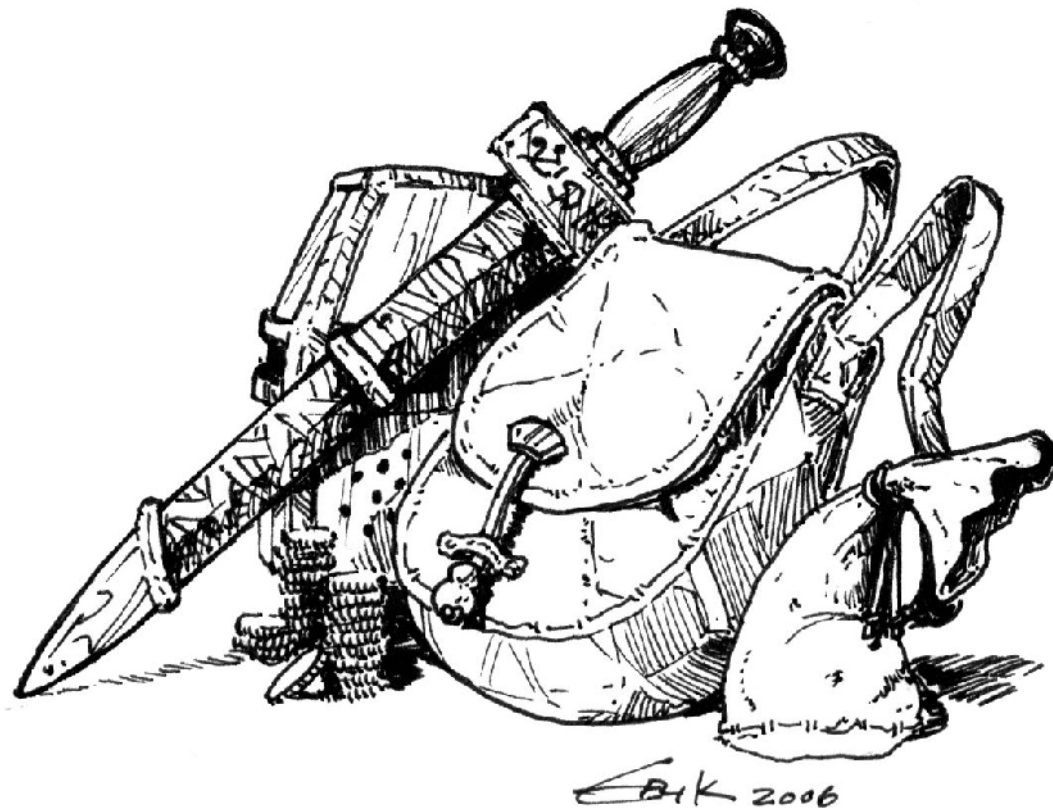
"He rolled it fair and square," Dave interjected. "His character is human with two classes. But you told me your focus as a roleplayer would be on proving that an assassin character could work for positive ends in a team setting? What were you doing backstabbing your own . . . ?"

"Forget you guys," cried Dan, cutting Dave off. "I quit. Find yourselves another player."

Dave had finally had enough. "OK Dan. If that's how you feel, then goodbye. There is no room for you here if you can't play fair. And by the way, Rick called me from Syracuse. StormShadow died in that game from a poisoned crossbow quarrel. You never bothered to tell me, and you never should

have brought that character back. We had a deal. You keep the experience for the game, but your character suffers any consequences in our universe too." Sullenly, Dan grabbed his character sheet and dice, walked out and slammed the apartment door behind him.

Dave, Terrie and Mark sat quietly for a few moments. "Now what will we do?" asked Terrie. "We need a third player." "I have an idea," replied Dave unfolding a piece of paper from his pocket. He showed it to Mark and Terrie. The text at the top was in large type and bold lettering. It read "DRAGON, CANT AND HERO, Gaming Weekend Extravaganza! No pre-registration needed. Old School Fun for Everyone! "There is a Con next weekend," continued Dave. "Who's up for a road trip?" The three gamers looked at each other. One by one they smiled then grinned. Laughter filled the air as Dan's tirade was forgotten. The three made plans for their next grand adventure. They would quest to find another player!



The Ki-mancer Class

By Ryan Coombes

A Ki-mancer is a mystic martial artist. With adherence to a regimen of physical, mental and spiritual exercises, a Ki-mancer is able to release an inherent power (ki) and shape it with the somatic movements of martial arts. While rugged and capable in combat, it is the ki power that gives a Ki-mancer his edge, enabling him to perform feats outside normal ability.

Ki-mancers are normally associated with a school; a collection of like-minded martial artists whom share a similar ethos and technique, whom have come together for mutual enlightenment, training and protection. Schools may adhere to strict rules, have preferential moves they teach their students, or have moves that they consider outlawed. A school may also have access to unique moves that have been designed by the school over its years of martial research.

Schools are run by a variety of masters, each with their own outlook, alignment and ethos. Some schools may work closely together; others may be at war with opposite schools. Sometimes a new master may shift the alignment of a school in one direction or another, it is rarely a dramatic shift in the short term, but successive shifts over time may change the alignment of a school completely. Occasionally a school may split if this occurs, with the old school and the new school going their separate ways, sometimes peaceably, at other times due to a revolt.

Permanent schools are headed by a Master (level 14-17), or a Grand Master (level 18+). These schools are normally monastic in nature, being home to the Ki-mancers and their immediate support network.

Lay Masters of levels 10-13 may set up a school if they are financially capable, but most choose to wander for a few years in order to spread the ethos of their school and search out potential apprentices.

This is not to say masters over level 14 must set up a permanent school, some masters choose to travel all the years of their life, trailing a cavalcade of devoted Ki-mancers after them.

Class Details

Ability Requirements

Dexterity	12
Constitution	12
Intelligence	12
Wisdom	12

Races Allowed

All

Alignment restrictions

None

Hit Dice

d8

THACO progression

1/1 levels

Proficiencies

Weapon Progression	3 initial (1/3)
Non-weapon Progression	3 initial (1/3)

Weapons Allowed

Martial arts (other weaponry restricted to small/medium melee or thrown, all other weapons receive a -1 to hit and -2 damage penalty, cannot specialize)

Armour Allowed

Martial suit (AC dependent upon material, requires cloth-like consistency and weight). See Table 8.

Shield allowed	No
Magical items allowed	As Warrior

Followers

Upon reaching 10th level the Ki-mancer attracts a Ki-mancer apprentice of level 1d3. For each level thereafter the Ki-mancer attracts another follower of similar level. The Ki-mancer is responsible for provisioning, training and accommodating for his followers.

Source of Ki: Ki-mancy is based upon martial arts training and proficiency in the specific Ki-style martial art is a prerequisite. Training develops the body, mind, life force and

spirituality of the practitioner, bringing these harmoniously together and freeing their combined potential. When these components are brought together they produce energy, known as ki, which has a very real application to the practitioner. The applications are both utility and combat based, thus giving the practitioner a range of skills that can be used in their favour.

Ki-mancy is made up of the following components.

Mind: The mind of the artist is the focus for his needs and desires. It is this component that is responsible for the learning and development of the art. It is also the point of conception for all Ki-mancy as it is the mind that controls the rest of the components.

Body: The body is the channel through which the energies of the other components flow. It must be fit, strong and pure to allow the correct flow of ki power.

Life force: The life force of the practitioner supplies much of the raw power for the ki effects to take place. This vibrant force is extremely energetic and in a trained Ki-mancer it allows for effects of great power to be summoned. Only with physical and mental discipline can the life force be nurtured to these heights.

Spiritual power: The spirit is the ethical centre and forms the Ki-force on a more holistic level. The spirit binds the other components in synergistic harmony and allows ki effects to achieve a power and influence greater than what a normal mortal body could conceivably wield.

Ki Points: Using ki is a drain upon the inherent energy and stamina of the components. Therefore only a certain amount of this energy can be used in any one day. The energy available is represented as ki points; it is this energy that powers Ki-mantic effects. These points are recovered after a prolonged period of rest; most usually a night's sleep, and are depleted as the energy is used to bring about an effect. The amount of ki spent in any one action will vary with the power

and complexity of the action. No artist may complete a ki action that requires more points than are currently possess.

The knowledge of ki abilities is imparted at the training level. It is merely the development of power, in the form of ki points, which makes effects available, or precludes them due to the inherent energetic cost. In short, as long as the Ki-mancer possesses enough power they may use any Ki-mantic effect they have been trained with. That is not to say all Ki-mancers know all Ki-abilities, some schools may have preferences, or not teach certain abilities due to ethical concerns.

A powerful and astute student of the arts could even invent new Ki-mantic abilities, and this is encouraged to further develop the class. Ki-mancers over 14th level may research new ki abilities, but they will need the resources of a monastic environment to be successful. The time taken to research a new move should be five days, plus one day per ki point expenditure of the move. Where ki point expenditure is variable, it is up to the DM's discretion how long research takes.

Gaining Ki Points: The ki points of the practitioner increase with level. At each level increase the artist gains a new number of ki points to add to their total. A die roll generates this number; a specific die is rolled at each level, as displayed in Table 1. Average, minimum and maximum cumulative ki point scores are presented for each level in Table 1a.

Table 1 : Ki point increases per level

Level	Ki Points per level
1	1
2-5	1d2
6-10	1d4
11-15	1d6
16-20	2d4
21+	2d6

Table 1a : min,ave,max cumulative ki points for level

Level	min cum	ave cum	max cum
1	1	1	1
2	2	2.5	3
3	3	4	5
4	4	5.5	7
5	5	7	9
6	6	9.5	13
7	7	12	17
8	8	14.5	21
9	9	17	25
10	10	19.5	29
11	11	23	35
12	12	26.5	41
13	13	30	47
14	14	33.5	53
15	15	37	59
16	17	42	67
17	19	47	75
18	21	52	83
19	23	57	91
20	25	62	99
21	27	69	111
22	29	76	123
23	31	83	135
24	33	90	147
25	35	97	159
26	37	104	171
27	39	111	183
28	41	118	195
29	43	125	207
30	45	132	219

Other Abilities and Statistics

Constitution Bonus: Due to the intense focus on the fitness of the body and the strength of the life force Ki-mancers gain their own constitution bonus that can be seen in Table 2, this bonus is gained every time a level dice is rolled.

Table 2 : Ki-mancer constitution bonus

Constitution	HP Bonus
14	+1
15	+2
16	+3
17-20	+4
21-23	+5
23+	+6

Experience Progression and Hit Dice

Table 3 : Ki-mancer experience progression and hit dice

Level	Experience	Hit Dice (d8)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	80,000	7
8	160,000	8
9	320,000	9
10	640,000	9
11	940,000	9+2
12	1,240,000	9+4
13	1,540,000	9+6
14	1,840,000	9+8
15	2,140,000	9+10
16	2,440,000	9+12
17	2,740,000	9+14
18	3,040,000	9+16
19	3,340,000	9+18
20	3,640,000	9+20
Above 20	30,000 additional	+2 hit points / level per lev thereafter



Table 4 : Ki-mancer Saving Throws

Level	Paralyzation, Poison, or Death Magic	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Spells
1-5	9	15	13	15	17
6-10	7	13	11	13	15
11-15	5	11	9	11	13
16-20	3	9	7	9	11
21+	1	7	5	7	9

Ki-Style

The martial arts style of the Ki-mancer is known as Ki-style. A Ki-stylist gains benefits from spending extra weapon proficiencies on Ki-style as shown in Table 5 below. Weapon proficiencies spent in this way give a bonus only to Ki-style, the bonuses are not conveyed to any other martial arts style. A maximum of 7 slots may be spent in total. When attacking with Ki-style two attacks may be made in a round as standard and there is no penalty for offhand attacks. Martial artists also improve their number of attacks with the number of weapon slots spent on the style and this is displayed in Table 5. Additional attacks are added first to the prime hand and then to the offhand. For example 3 attacks would give 2 prime and one offhand attack, 4 attacks would give 2 attacks with each hand. Ki-style does not allow the use of armour above that of a martial arts suit. Martial arts suits should possess the consistency of cloth.

Table 5 : Bonuses due to WP expenditure

Slots Spent	Bonus Attack	Bonus Damage	Number of Attacks
1	0	0	2
2	1	1	2
3	1	2	2
4	2	3	3
5	2	4	3
6	3	5	4
7	3	6	4

Damage for Ki-style is dependent upon level as shown in Table 6. The character also gains any standard bonuses for strength. Ki-style gains no KO percentage.

Table 6 : Damage of Ki-style

Level of Artist	Damage Caused
1-5	1d3
6-10	1d4
11-15	1d6
16-20	1d8
21+	1d10

The Ki-mancers gain new abilities for their martial arts as they increase in experience and this is shown in Table 7.

Table 7 : Bonus Ki-style abilities by level acquisition

Level	Ability gained
1-4	On a roll of a 20 the artist has struck at an important physiological point, which seriously affects the targets physiology and interferes with life force flow. An attack of such nature causes double damage. This attack is only useful for living creatures.
5-8	The Ki-mancer may choose to impart a ki point to a physical attack. This point must be devoted BEFORE the attack and gives either; a +2 to the attack roll or a +4 to the damage caused. If the attack does not strike the point is lost.
9-12	If the Ki-mancer strikes a target with two attacks in a round then any subsequent successful blows by the Ki-mancer reduce the targets saves to Ki-mantic effects by a cumulative -1. This effect lasts for 3 rounds. Attacks made during these 3 rounds by the Ki-mancer have no additional saving penalties, but when the duration elapses the target may be affected again.
13-19	The Ki-mancer is so well in tune with their ki field that they may impart a small amount of this energy with each physical attack. This does not reduce the Ki-mancer's ki points. The extra damage caused is equal to 1pt per 4 Ki-mancer levels.

Table 7 : Bonus Ki-style abilities by level acquisition

Level	Ability gained
20+	In conjunction with receiving the existing double damage bonus when attacking sentient creatures any natural 20 also drains 1d3 ki points from the target and adds these to the Ki-mancer's pool of ki points. If this takes the Ki total over the Ki-mancer's allotted total then the extra points are lost.

Ki-mancer Combat

Martial arts: Ki-mancers may attack with martial arts or Ki-mantic abilities, giving them a high versatility in combat. The Ki-mancer attacks normally with their martial arts, abiding by standard combat rules.

Ki-mantic abilities: In a round in which the artist makes a Ki-mantic attack the effect is classed to have taken the action for that round to execute, no further attacks are allowed apart from the stance move. Ki-mantic effects have an initiative modifier of 0 and they cannot be disrupted.

Stance moves: On a round in which the Ki-mancer has used Ki-mancy they may also make one other physical action. A Ki-mancer may undertake one martial art move, however the type of move (known as the

stance move) is dependent upon the stance required to activate the Ki-mantic effect. A defensive stance will allow a parry to be used, an offensive stance will allow an offensive move to be used, and a neutral stance allows the artist to choose. The artist may only use the prerequisite stance, but they need not use it if they desire not to. Information upon the stance of the Ki-mantic effect is detailed in the ability section below. Stance moves are unaffected by any Ki-mantic abilities which may be currently functioning, thus the move gains no attack, damage or unique abilities of a Ki-mantic effect. Only one move may be made in the stance move, no matter if the Ki-mancer has an effect running which may increase his physical attack quota in a round (e.g. haste, rings of increased attacks, wise cheetah).

Note: To activate a Ki-mantic ability the Ki-mancer must have a full range of body movement in the appendages required to activate the move. If the Ki-mancer is tied, chained or grappled they may not be able to activate a move. However, if only part of the Ki-mancer is restrained and appropriate limbs are free to move, then Ki-mancy can still be completed (e.g. an internal sorrow could still be activated if only the legs were restrained).

Ki-mantic Abilities – Alphabetical

Armour of Ki

Cost	See below
Duration	1 turn
Range	0
AOE	Self
Save	NA
Stance	Defensive

A full-scale defensive manoeuvre using both upper and lower body blocking manoeuvres.

This ability allows the practitioner to surround himself with a barrier of ki. This barrier resists direct attacks from solid weapons (e.g. melee attacks). Magical weapons are affected just like mundane ones. Indirect (e.g. exploding oil, shrapnel) and magically based attacks are not affected.

The effectiveness of the ki barrier increases with the amount of points placed into its creation, as seen in the table below. The ki armor lasts for one turn in total and the absorption works for each incoming attack during that time.

Ki Cost	Hit Points Absorbed per Attack
3	2
4	3
6	5
8	7
11	10

Boost Fate and Force

Cost	2 points
Duration	1 turn
Range	0
AOE	Self
Save	NA
Stance	Defensive

Defensive moves culminating in brief seconds of focal positioning.

There are no outward effects of this ability. The merging and focusing of body and mind and the expenditure of ki is beneficial for 1 turn. During this time the internal mental and external physical parameters of the body are increased. Also the caster establishes a limited ki field about themselves making their environment more favourable to body and mind. This may include increased friction of a surface, the yield of a surface and the minuscule repositioning of incoming projectiles or spell effects. As such the artist gains a +3 to all saves for the duration.

Buckaroo

Cost	6
Duration	Instant
Range	Self
AOE	Special
Save	NA
Stance	Defensive

A circular parrying move.

This channels the ki power of the caster and emanates it in a ring of concussive force. The ring affects creatures within 10ft of the Ki-mancer. Nearby targets of man-sized require a save at -4 or they are flung 6 meters away. Those over man-sized gain a normal save and those of huge size gain a save +4. Creatures larger than huge are not affected. Any creature flung away goes 10ft and takes 1d6 points of damage, 2d6 points if they are flung into a solid object like a wall or piece of furniture.

Cancel Arcane

Cost	1
Duration	Instant
Range	Touch
AOE	Single Target
Save	None
Stance	Defensive

A slow series of intricate hand movements culminating in the touching of the target.

By touching the target at the end of the move the artist is able to use their ki to cancel the energy of a single spell held in the repertoire of a spell using character or creature. The touch attack is part of the move and is made immediately on the moves completion, using the Ki-mancers normal THACO. There is no loss of ki if the touch is unsuccessful.

No damage is taken during the touch attack; rather the artists intention is to maintain contact for long enough to cancel the spell energy. When the Ki-mancer has successfully touched the target the DM should state which levels are available to be negated. Mage and priest spells are cancelled but innate spell like effects cannot be influenced.

The cancellation takes place in a 1:1 ratio, thus a ki point is required for each level of the spell being cancelled. Due to the increasing complexity of spells, more Ki is required to cancel a spell as level rises, thus an additional cost for high level spells must be devoted (see below).

Spell Level	Additional Ki required
1-3	0
4-7	2
8-9	4

Cat's Chance

Cost	15
Duration	Special
Range	0
AOE	Self
Save	NA
Stance	Defensive

A tumble, followed by a flip kick

This effect bestows the Ki-mancer with the felines vaunted skill and luck at avoiding danger and misfortune; it is somewhat reminiscent of a more powerful boost fate and force. With this effect the Ki-mancer gets a second chance to cheat fate up to 9 times in the spells duration. Such boons may be applied to the following.

Saving throws

Strikes by an enemy

Ability checks

Only 1 cat's chance may be applied to a discrete predicament. If applied to a save then the save may be rolled again, if applied to an attack then the attack must be rolled again, if applied to an ability check then the ability check may be rolled again. The new roll is then deemed to be the actual outcome (even if it generates an even worse outcome than the first). The cat's chance must be used immediately after the predicament occurs, before damage or effect is allocated. Once activated the cat's chance remains until the next rest period, at which time it dissolves.

Charging Bull

Cost	9 points
Duration	Instant
Range	30ft
AOE	Single Target
Save	Special
Stance	Offensive

A vigorous frontal attack culminating in an overhead offensive move towards the target.

This channels the casters ki power into their hands and then allows it to arc to a nearby target in a burst of glowing energy. The target takes 8d8+8 points of damage. If a saving

throw is passed then the bonus 8 points of damage is negated. A second save must also be made otherwise the target is knocked to the ground and stunned for 1 round.

Charging Ram

Cost	5 points
Duration	Instant
Range	30ft
AOE	Single Target
Save	Special
Stance	Offensive

A vigorous frontal attack culminating in an overhead offensive move towards the target.

This effect channels the casters ki power and then allows it to arc to a nearby target in a burst of glowing energy. The target takes 6d6+6 points of damage. If a saving throw is passed then the bonus 6 points of damage is negated. A second save must also be made otherwise the target is also knocked back 10 feet.

Charging Rhino

Cost	12 points
Duration	Instant
Range	30ft
AOE	Single Target
Save	Special
Stance	Offensive

A vigorous frontal attack culminating in an overhead offensive move towards the target.

This channels the casters ki power into their hands and then allows it to arc to a nearby target in a burst of glowing energy. The target takes 10d10+10 points of damage. If a saving throw is passed then the bonus 10 points of damage is negated. A second save must also be made otherwise the target is knocked to the ground and stunned for 1d4+1 rounds.

Cobra Strike

Cost	4
Duration	1 round per level
Range	0
AOE	Self
Save	N/A
Stance	Offensive

A series of swaying and weaving motions made by the hands.

While in effect this power allows the Ki-Mancer to make one of their attacks, in every round of the moves' duration, at initiative 1.

Compelling Venus

Cost	2 per zone created
Duration	1 turn
Range	40ft
AOE	30ft Radius
Save	Neg
Stance	Neutral

Small hand movements of an intricate nature.

This move creates a number of discrete zones within a 30ft area that generate a strong compulsion to all individuals therein. The epicentre of this area may be up to 40ft away from the Ki-mancer. The Ki-mancer may generate up to 1 zone per 3 levels, but he must pay the cost of 2 points per zone constructed.

Every target in the area, or entering the area during the moves duration, must make a save vs spell. If the save is passed then the target is classed as being immune to this particular activation of Compelling Venus. If the save is failed then the target moves towards the nearest zone at its normal movement rate.

As soon as a creature enters a zone, glowing green bars of Ki-energy surround it, springing up from the ground and interlacing over the head of the target. Once the creature is trapped then the compulsion of that particular zone ceases, and the target regains free action. Any creature currently moving towards this deactivated zone gains another saving throw, a pass indicates immunity and a fail indicates the target

moves towards the next closest and unoccupied zone.

The compulsive effects and activated traps last for 1 turn from the moves inception. Only the Ki-mancer is immune to his own Compelling Venus, the caster cannot select other individuals to be immune.

Once entrapped the victim will find that the bars are very strong, being unaffected by normal weapons and requiring 4 times the Ki-mancers level in hit points to destroy. Magical weapons or magic can both inflict normal damage on the bars. The traps are able to catch up to large sized creatures; a larger creature compelled into the area destroys the trap.

Darken Life

Cost	1 per target
Duration	1 turn + 1 round/level
Range	Touch
AOE	Selected Targets
Save	NA
Stance	Neutral

Small introvert hand feints.

This ability may be used upon one or more willing targets. Each target requires 1 ki point to be spent in order to gain the benefits of the effect. This ability mutes the life force emanation of the target so that they become invisible to life force sense and vision.

Dragon Egg

Cost	12 points
Duration	1 round / 2 levels
Range	40ft
AOE	Special
Save	NA
Stance	Defensive

A defensive arm and leg sweep in triplicate, steadily reducing in sweep radius with each repetition.

This effect causes a dome to appear around the target, another dome to erect itself 5ft from the target, and another dome to erect itself 15ft from the target. Those within the dome's envelope gain defensive effects from

harmful exterior forces. No benefit is gained from damaging effects cast from inside the domes outwards, or from within the same dome envelope. Movement is free through the domes; they do not hamper movement or create any kind of physical barrier. The more domes surrounding the individual the better defence they are conferred.

The greatest defence is conferred to the target. They receive a damage reduction of 6 points to all attacks save those of divine nature.

Individuals within the next dome receive a reduction of 4 points to all physical, magical, breath weapon, poison, alchemical, R/S/W effect.

Individuals within the outer dome receive a 2pt reduction to all physical and magical attacks

Feather Down

Cost	Variable
Duration	1 turn + 1 round/level
Range	120ft
AOE	30ft cube
Save	Special
Stance	Offensive

Divergent hand motions.

Feather Down acts to cripple the flight muscles or other similar apparatus of flying creatures. The Ki-mancer may decide whether to do a general effect or a focused effect.

If used generally the Ki-mancer may target as many creatures in the area of effect as desired at the cost of 1 point per target. Each target makes a saving throw. A pass negates the effect, however a failure means the creature must immediately land; it cannot keep itself aloft but takes no damage from the fall.

A focused effect targets one creature within the move's range. The Ki-mancer must spend 1 point per HD of the creature. This automatically brings the creature down with no saving throw; again the creature lands

directly and takes no damage. If the Ki-mancer doubles the point's expenditure the target automatically plummets from the air taking relevant falling damage.

Creatures affected by any use of Feather Down may not take flight for 1 turn +1 round per Ki-mancer level.

Foreboding Portent

Cost	4 points
Duration	Special
Range	20ft
AOE	Single Target
Save	Neg
Stance	Offensive

A weaving deceptive offensive movement.

Foreboding portent affects a single target; a save negates any adverse effects. If the save is failed then the target is distracted by a forbidding spectral light, which appears the next time they come under attack. If the next attack is a melee one, then the attacker gains a +5 to hit. If the next attack is a magical one, then the target saves with a -5.

Impose the Sloth

Cost	4
Duration	1 round / level
Range	30ft
AOE	Single Target
Save	Neg
Stance	Neutral

The adoption of a lazy posture and lacklustre guard, as if taunting the opponent.

This move interferes with the response time of body and mind in any one opponent. If the opponent fails a save, then every initiative roll of theirs, for the moves duration, is made worse by 4.

Inscrutable Monkey

Cost	12
Duration	1 hour per level
Range	Single Target
AOE	Single Target
Save	N/A
Stance	Neutral

A series of wide passes made over the head of the target with the hands, first covering the eyes, then the ears and finally passing in front of the mouth.

This provides a protection versus divination powers. While in affect the protected individual gains a 'magic-resistance' versus divination powers used against them equal to four times the level of the Ki-mancer on a D100. It also provides a +3 bonus to saving throws versus divination effects.

Internal Sorrow

Cost	1pt per energy drop
Duration	Instant
Range	40ft
AOE	1 or 2 targets
Save	None
Stance	Offensive

Hands held above head together then brought down level with the shoulders and then flung out to the sides, palms up, at which point the energy bursts from the palms.

Conjures a teardrop shaped mass of energy, either one or two being summoned depending on the ki expended. These seek the same, or independent targets, and inflict 1d6+1 points each.

Ki Call

Cost	10 points plus 3 points per person summoned after the first
Duration	Instant
Range	Planar
AOE	Special
Save	NA
Stance	Neutral

A slow probing pattern.

This allows the artist to send forth tracers of ki energy to find others of their school. Once

found the ki energy may be used to transport that target to the artist over a vast distance. Any target on the same plane may be called to the artist. The initial contact allows the target to gain an understanding of the summoner's situation, so they can judge weather they are required or not and can refuse or accept the summons accordingly. If a summons is refused the 3pt cost for that person is not incurred. Ki Call provides no mechanism to return the summoned creatures to their point of origin.

Ki Staff

Cost	2 points
Duration	2 rounds / level
Range	0
AOE	Self
Save	NA
Stance	Offensive

A lateral arm sweep.

This ability brings into being a staff made from ki energy. The staff acts as a normal weapon and the Kimancer receives no penalties when fighting with it. The staff causes 1d6 points of damage and may be used twice a round. This ability is often used when a target is dangerous to engage with unarmed combat. The staff is ready to use the round after the activation and functions at the Ki-mancer's Ki style THAC0.

Ki Storm

Cost	30 points
Duration	Instant
Range	50ft
AOE	30ft Radius
Save	1/2
Stance	Offensive

A violent offensive V-shaped chop with each hand, coming from the shoulder, meeting mid body, and completing at the hip.

The caster may release their ki in a highly energetic state that reacts upon contact with latent ki fields, namely those of intelligent life forms that are non Ki-mancers. Ki-mancers can control the energy to some extent, receiving only half damage (1/4 if a save is

passed). Creatures without a ki field are unaffected. The reaction of the energised ki with a latent field results in terrible fluctuations in life force, making it burn through a physical form. Damage from this ability is 12d12+12 with a save for half damage.

Life Force to Ki

Cost	NA – hit point cost
Duration	1 hour
Range	0
AOE	Self
Save	NA
Stance	Neutral

A feinting attack movement drawing the hands parallel to the body and then to the temples.

This move is used to bolster the artist's ki in times of need. The artist uses the energy of their own body to replenish their ki reserves. It is an extremely strenuous event and can only be attempted once per day. By employing this move the caster gains one ki point for each set of 4 hit points they sacrifice. This may be added to the pool but is temporary and lasts a maximum of one hour. These points may increase the artist's maximum for this time. During this time no ki skill which regains the artist hit points is effective, if it is attempted the strain of this additional ki manipulation of the artists life force is likely to cause paralysis. Additionally, any healing working on the lost hit points is only half as effective.

Life to Loss

Cost	8 points base
Duration	Instant
Range	30ft
AOE	30ft radius
Save	Neg
Stance	Offensive

This is a complex series of introverted movements that then change to bold and strident extroverted movements.

This move allows the artist to detonate the ki-energy of a target. The target gains a save to resist the effects. If the save is passed then the

target is unaffected. If the save is failed then the target is slain and immediately explodes in a wave of ki-energy. This ki energy causes damage equal to the target's hit points, at the time of destruction, to all targets within a 6ft diameter.

The base 8 point cost generates the complex ki energy required for the move. For each target affected there is an additional cost, dependant upon the target's level, as seen in the table below. The artist may affect as many targets as they desire, within the AOE of the move, but must pay the cost for each.

Level	Ki cost
1-4	1
5-8	2
9-12	3
13-16	4
16-20	5
21-24	6
25+	7

Limited Life Channeling

Cost	3 points
Duration	Instant
Range	0
AOE	30ft radius
Save	None
Stance	Defensive

A defensive pirouette of arm and leg motions.

Bright white energy tracers flash from the artist to nominated living targets in a radius of up to 30ft. The tracers transfer life force energy between target and Ki-mancer. This restores a maximum of 3d6hit points to the caster, by removing them from targets. If the nominated targets do not possess this many hit points, than less hit points than the number rolled may be gained. If multiple targets are selected then as far as possible the hit point damage is provisioned equally between targets.

Metabolic Healing

Cost	4 points
Duration	1-4 rounds
Range	Touch
AOE	Single Target
Save	NA
Stance	Defensive

A short form of centring movements.

This move allows the artist to purge affects that are directly impinging upon their body. Such things would include poisons, enzymes, alchemical reagents, spells at the DM's discretion and other status affecting factors. The target is rapidly diminished in affect and duration, most will vanish in one round but especially strong afflicting agents may require up to 4 rounds to purge. The artist may utilise this ability on other individuals, in this case the target receives an additional save against the suffered effect at a +4. If no save was allowed by the effect, then provide a saving throw at chance 16, a save negates the effect.

Major Life Channelling

Cost	12 points (+2 special)
Duration	Instant
Range	0
AOE	30ft Radius
Save	None
Stance	Defensive

Arms run down body to feet. Then in a swift circle before the body.

This restores a maximum of 5d10+5 hit points to the caster removing them from nominated targets in a 30ft radius. If multiple targets are selected then as far as possible the hit point damage is provisioned equally between targets. If an additional 2 points are used, a life force bridge between the caster and any number of nominees may be made to allow the artist to heal these individuals. The bridge has a range of 60ft and the Ki-mancer may choose what proportion of healing to direct to the nominees.

Moderate Life Channelling

Cost	6 points (+1 special)
Duration	Instant
Range	0
AOE	30ft radius
Save	None
Stance	Defensive

Arms run down body to feet, then in a swift circle before the body.

This restores a maximum of 3d8+3 hit points to the caster removing them from nominated targets in a 30ft radius. If multiple targets are selected then as far as possible the hit point damage is provisioned equally between targets. If an additional 1 point is used, a life force bridge between the caster and a single nominee may be made to allow the artist to heal another, the bridge has a range of 60ft and the Ki-mancer may choose what proportion of healing to direct to the nominee.

Phoenix Fire

Cost	30 points
Duration	Instant
Range	0
AOE	30ft Radius
Save	Special
Stance	Neutral

A complex offensive and defensive combination.

This extraordinary Ki-mantic effect works upon two levels. First, all targets designated by the Ki-mancer as beneficiaries gain either

1. Conscious individuals gain healing equal to half their level, rolled on their class hit point dice. E.G a 10th level warrior receives 5d10 healing.
2. Unconscious individuals are returned to consciousness with 1/4 their level in healing, rolled on their class hit point dice, rounded up to the nearest whole die, e.g., a 10th level warrior would gain 3d10 healing.
3. Dead individuals gain a percentage for resurrection, to 0 hit points. This percentage is calculated by rolling 1/2

their level using a d8 and rolling against this percentage, e.g., a 10th level warrior would roll 5d8, and the total would be their percentage for resurrection. If unsuccessful the ability has no effect upon the dead individual. Individuals dead for more than 1 round per Ki-mancer level cannot benefit from Phoenix fire.

Second, all targets designated by the caster as enemies, within the area of effect, take damage. The beneficiary with the greatest number of hit points remaining at the onset of the effect must be identified. The enemies then take as many d6 as this individual has levels; a save is applicable for 1/2 damage, e.g., our warrior beneficiary at 10th level had the highest number of hit points out of all the targeted beneficiaries. Thus designated enemies take 5d6 damage.

Any unconscious targets nominated as enemies, within the area of effect, are immediately cremated into a pile of ash, which cannot be resurrected.

Phoenix Spark

Cost	5 points
Duration	Instant
Range	0
AOE	30ft radius
Save	NA
Stance	Defensive

A selection of nonpersonal interceptions.

This effect reenergizes flagging life force, reinvigorating it by a small amount. Individuals whom are unconscious from -1 to -10 are revived to 1 hit point and thus consciousness.

Primal Optimisation

Cost	1pt
Duration	4 rounds
Range	0
AOE	Self
Save	NA
Stance	Offensive

Powerful offensive arm movements.

This taps into the primal ki force, allowing a more instinctual and hormonal level of combat. Therefore the artist gains a +1 to attack and damage in each physical attack for the moves duration.

Prudent Scarab

Cost	6
Duration	1 turn / level
Range	0
AOE	Touch
Save	NA
Stance	Defensive

A quick spin and parry manoeuvre.

This ability renders the recipient invulnerable from the additional damage caused by a thief's backstab. It does not stop the attack occurring or ward the standard damage, just the thief's multiplier. Once used the effect dissipates.

Springbok

Cost	3 points +1per round after move complete
Duration	Special
Range	Self
AOE	Self
Save	N/A
Stance	Neutral

A leaping spin kick.

This ability grants two powers. The first is that it doubles the movement rate of the Ki-mancer, this increase is not cumulative with other abilities such as wise cheetah or haste.

The second grants the ability to undertake great leaps and bounds, as shown in the table:

Type of leap	Strength check failed	Strength check passed
Standing high jump	d2 metres	1 + d3 metres
Standing long jump	1 + d3 metres	2 + d4 metres
Running high jump	1 + d3 metres	2 + d4 metres
Running long jump	4 + d4 metres	4 + 2d4 metres

A running jump requires at least a 5-meter run up.

The Ki-mancer also gains a +2 to all checks that would benefit from having increased prowess in jumps and leaps, for example a dexterity check to dive out of the way of a falling boulder.

Swarm of Bees

Cost	5 points
Duration	Instant
Range	20ft
AOE	10ft radius
Save	Special
Stance	Offensive

A dizzyingly fast series of deception and feint manoeuvres utilising the hands and fingers.

Upon the culmination of this move a multitude of glowing ki shards, of approximately 1cm in length, come into being and flash out to encapsulate all targets in a 10 foot radius circle. The shards are energetic and upon impact cause 6d4 points of damage. Once the shards have impacted they fragment into hundreds of hot sparks, which burn painfully over the target, but cause no additional damage. This requires the target to make a saving throw, if unsuccessful the target is unable to make their next attack routine, thus losing a full round of initiative.

Tempered Ki

Cost	Special
Duration	Permanent
Range	0
AOE	0
Save	NA
Stance	Neutral

A ritualised and complex practice routine.

The Ki-mancer must input 250 ki-points to bring about the culmination of this effect, the generation of a stable, intelligent, loyal creature, based upon ki-energy. A Ki-mancer may only have one entity at any one time. If the entity is ever destroyed the Ki-mancer may create a new one. The entity resides in the casters ki field, but may be called when needed and may act under instruction from the Ki-mancer in an independent fashion, just like a normal humanoid. It may go any distance from the Ki-mancer although if it is on a different plane it will not be able to join with the Ki-mancer's field. The entity takes 1 round to form from, and 1 round to displace back into the Ki-mancers ki field. If the entity reaches 0 hit points then it becomes inert in its current position and the Ki-mancer must spend a round reabsorbing the entity. If it reaches -10 hit points outside the Ki-mancers ki field then it has been destroyed permanently.

The Ki-mancer must devote every point of his ki energy for the day into the construct for as many days as it takes to reach 250 points, and excess points over 250 are lost. The minimum donation of points is 50 points each day until the full expenditure is reached. Once the final payment has been made the Ki-mancers total ki point reserves are reduced by 10 permanently and irrevocably. This cost applies to every formation of an entity. The ki entity follows the table below for its statistics.

Factor	Ability
Hit Points	Half Ki-mancers
THACO	Ki-mancer's THACO -5
Damage caused on physical attack	Half Ki-mancer's
Ki	The Ki-mancer may gift the entity up to 1 Ki point / level which it may use as a normal Ki-mancer would. These points are deducted from the Ki-mancer's pool.
Movement	As Ki-mancer
Saves	As level lower than Ki-Mancer
AC	As Ki-mancer -4
Ability scores	As Ki-mancer -2

The caster may also choose ONE of the effects below which the entity provides when within the Ki-mancer's ki field. When the entity is manifest this ability is lost.

1. Gives +2 to saving throws versus Petri, Poly, Poison, DM
2. Imposes a -1 on all saving throws versus the Ki-mancer's abilities
3. May auto activate 1 Ki-mantic ability per day. This functions on the Ki-mancer's initiative. The cost must be paid but no action is needed by the caster, in fact they may act normally.
4. Reduces the expenditure of ki in all attacks in the cost bracket 10-19 by 1 and all in the 20-30 bracket by 2.
5. Makes the Ki-mancer undetectable to all life force sight and detection abilities. Gives the Ki-mancer life force sense to 60ft or doubles innate life force sense.

The Supping of Serpents

Cost	3+1 per round maintained after the first, for a max of 10 rounds
Duration	1-10 rounds
Range	0
AOE	Self
Save	1/2
Stance	Offensive

Forceful yet complexly intertwining offensive hand movements.

This morphs the Ki-mancer's hands into shadowy representations of snakes. The caster may will these into being or out of being at will for the length of the duration as required. When using martial arts these snake hands may be used by the caster to complete the attack. On a successful strike the snakes open their mouths to reveal a crackling white energy vortex. This vortex consists of negative life energy and thus cancels the life force of the opponent to some extent. In addition to the normal martial arts damage the target must make a save versus spell. If this fails, in addition to normal damage they lose 2HD of hit points, if the save is passed only 1HD is taken (e.g. d4 for a mage, d10 for a warrior, d8 for a monster).

Thunder Serpent

Cost	9
Duration	N/A
Range	Single Target
AOE	NA
Save	Negates
Stance	Offensive

A weaving movement of the hands, mimicking the motion of a hooded cobra.

This power works in conjunction with the follow up stance strike. If the strike is successful then the target takes an extra 1d4 points of sonic damage for every 2 levels of the Ki-Mancer, to a maximum of 10d4.

In addition, the target must save versus breath-weapon at -5 or be stunned by the sonic barrage. A stunned individual is treated as though they are under the effect of a slow spell. This stunning affect lasts for 2d4+1 rounds.

Turtle Egg

Cost	3 points
Duration	1 round / 2 levels
Range	30ft
AOE	Single Target
Save	NA
Stance	Defensive

A defensive arm and leg sweep.

This effect causes a dome to appear around the target. The dome is bell shaped and just covers the targets form. Its energy helps to lessen the effects of physical and magical attacks, thus causing a reduction in damage of 2 points per attack from these sources.

Vengeful Scorpion

Cost	Variable
Duration	1 turn + 1 round / level
Range	0
AOE	Self
Save	NA
Stance	Defensive

A deflection then attack manoeuvre.

When complete the energy of this move will deflect the damage one future weapon attack from the ki-mancer back onto the wielder of the weapon, the Ki-mancer may choose when the effect takes place. The ki-mancer thus takes no damage and the assailant takes the damage instead. If the weapon was also administering secondary effects this damage is also considered as having been reflected. The cost of the skill is dependant upon whether the weapon is mundane or enchanted and can be seen in the table below. If a weapon of higher category strikes the caster than was provided for, then the strike occurs normally and the energy of the ki-mantic ability remains intact. Only one Vengeful Scorpion can be in effect at any one time.

Weapon Type	Point cost
Mundane	1
+1	2
+2	3
+3	4
+4	5
+5	6

Violent Infusion

Cost	2 +1pt per 1d12 points caused (up to 8d12 with 10 points expended)
Duration	Instant
Range	30ft
AOE	Single Target
Save	None
Stance	Offensive

A series of broadly sweeping offensive moves.

The caster may release their ki in a physically solid, highly energetic state. This state is highly active and can be directed at an individual. The ki will attempt to fuse with the opposition's natural ki, this is impossible due to the high energy and personalised nature of the ki. Thus upon contact with an opponents body, instead of absorbing into the ki pool the energy causes serious energy burns. The damage caused by the attack is 1d12 points of damage per ki point expended after the first two (up to a maximum of 8d12). There is no saving throw to reduce this damage.

Ward to the Arcane

Cost	5 + 1pt per spell level intercepted
Duration	Special
Range	0
AOE	Self
Save	NA
Stance	Defensive

A circular defensive movement in front of the caster, using forward facing, open hands.

A blue pyramid of 4inches height appears in front of the caster. This interce points magical energy and can absorb spells of up to 5th level. Magic is cancelled directly by the ki power of the artist. Thus for each spell level absorbed 1 ki point is used. This skill can be maintained without use for 1 turn, after that it must be recast.

Ward to Unnatural Device

Cost	5 + 1pt per parry (see below)
Duration	Special
Range	0
AOE	Self
Save	NA
Stance	Defensive

A series of up/down, left/right defensive moves.

Causes a dark sphere to appear and intercept any weapon attack designated by the Ki-mancer. There is no limit to the number of parries that can be made in any one round. An attack with a weapon of +2 or +3 requires an extra ki point to parry. Weapons of +4 or higher are classed to be magically endowed to the extent they bypass the parrying attempt. This skill can be maintained without use for 1 turn, after this it must be recast.

Weave Thread of Ki

Cost	2 points
Duration	Instant
Range	30ft
AOE	Single Target
Save	Special
Stance	Neutral

A complex series of arm and finger feints culminating with the arms drawn into the chest and hands touching the temples.

The Ki-mancer utilises this ability to draw ki power from a target. To do this the Ki-mancer must create a potential gradient between

their own ki-energy and the target's ki-field. To do this the Ki-mancer must reduce their life force, it being the energetic portion of ki power.

The effect steals 2d4+2 ki points from the target, however for each ki point stolen the Ki-mancer loses 2 hit points to simulate his reduction in life force. Hit points lost in this manner cannot be regained through Ki-mantic disciplines until the Ki-mancer has rested. Ki cannot be gained from non-sentient life and may be low in less intelligent life forms and lower humanoids. Class normal humanoids as having 2 ki points base, plus 1 ki point per 3 levels. Note that a save from a person with active ki will prevent the loss of all but 1pt of ki.

Wise Cheetah

Cost	6 points / round
Duration	See above
Range	0
AOE	Self
Save	NA
Stance	Neutral

Hands swept from far apart to chest and then together into the air.

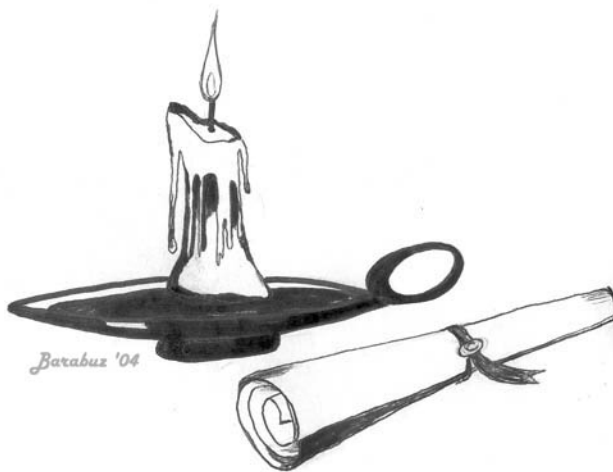
This move hastes the Ki-mancer, providing double movement and attacks and a -2 on initiative. The effect functions from the beginning of the next combat round and may be kept running as long as the points cost is up kept. Note, wise cheetah does not give an additional number of stance moves.



Ki-mancer Armour

Table 8 : Ki-mancer Armour

Material	AC	Cost	Notes	
Standard materials				
Cotton	10	3gp		
Silk	10	100gp	Prevents impalement by barbed piercing weapons	
Martial Cloth	9	40gp	Lightly padded	
Quality Silk	10	500gp	Prevents impalement by barbed piercing weapons. Possesses 50% chance to prevent injected poison from entering the wound, removes 1pt of damage from piercing attacks.	
Ki-mantic Items				
			Ki mantic items are created by a provision of Ki-energy into specific material. The enervation is ritualised and must take place in a monastic environment. As many days must pass as required to fully energise the robe. The Ki-mancer must spend at least half their allotted Ki-pointe every day on the item.	
	AC	Cost	Material	Ki-provision
Robe of the Feline	8	2,500	Large cat pelt	30
Robe of the Serpent	7	5,000	Serpent skin	60
Robe of the Horned	6	8,000	Ram or bull pelt or rhino	90
Robe of the Dragon	5	10,000	Dragon skin	120
Robe of the Grand Master	4	15,000	Permission by a grand master to carry out the first phase of enervation upon his deathbed. A robe of the grand master must be made from a lesser robe on this table.	150
Robe of the Phoenix	2	20,000	Phoenix ash, which after enchantment becomes a smoke coloured cloth.	200



New Illusionist Spells

By Brian Dougherty

Delvorn's Dancing Deck (Illusion/Phantasm)

Level: 1
 Components: V, S, M
 Casting Time: 2
 Range: 0 and Special
 Duration: 2 rounds/level
 Area of Effect: Special
 Saving Throw: Special

Explanation/Description: This spell allows the caster to bring into being a shadowy, softly luminous deck of pastel-hued cards. The cards may be shuffled, cut or fanned out as normal; however each glows with a soft, iridescent color. The caster may then draw one card and toss it to the ground or at a target, causing a spell effect to come into being. The number of cards that may be drawn from the deck and the spell effects available are as follows:

Caster Level	No. of Draws	Effects Available	Card Color
1	1	<i>Hypnotism</i>	Red
2	1	<i>Chromatic Orb</i>	Red
3	1	<i>Fascinate</i>	Orange
4	2	<i>Blindness</i>	Orange
5	2	<i>Suggestion</i>	Yellow
6	2	<i>Fear</i>	Yellow
7	3	<i>Rainbow Pattern</i>	Green
8	3	<i>Phantasmal Killer</i>	Green
9	3	<i>Shadow Door</i>	Blue
10	4	<i>Maze</i>	Blue

Each draw from the deck may trigger only one effect. The caster may choose from any of the effects available to his level when the card is drawn and may not change it after the drawing takes place. The caster may hold drawn cards for up to the length of the spell duration. However, if a card is dropped or thrown without a target or purpose, the entire deck immediately vanishes and the spell fails. Holding a card does not require concentration, but attempts to cast other spells will cause the deck to vanish as mentioned above.

The material component of this spell is a single playing card with five dots of ink, one dot for each of the possible card colors.

Shantadorn's Illusion Extender (Alteration)

Level: 4
 Components: V
 Casting Time: 2 segments
 Range: 0
 Duration: Special
 Area of Effect: Special
 Saving Throw: None

Explanation/Description: This spell allows the illusionist to extend the durations of previously cast dweomers by 50%. The spells so affected may be any appropriate from the first through third, including cantrips (Note that this



increase obviously does not apply to spells with durations of "instantaneous").

This spell also may not be cast cumulatively, e.g.: two *spell extenders* could not be cast, one after the other, on a *dancing lights* spell to give a 100% increase in duration. If such was attempted, the *illusion extender* will fail outright and there a further is 50% chance the *dancing lights* will fail as well.

Shantadorn's Illusion Expander (Alteration)

Level: 5
Components: V, M
Casting Time: 2 segments
Range: 0
Duration: Special
Area of Effect: Special
Saving Throw: None

Explanation/Description: Similar to the fourth level spell *Shantadorn's Illusion Extender* (q.v.), this spell increases the duration of previously cast dweomers by 50%. Spells affected include those appropriate from the first through fourth levels, as well as cantrips. Again, spells with an "instantaneous" duration may not be affected by this dweomer.

In addition, this spell also enhances the believability of a cast illusion. Those who attempt to disbelieve the results of an affected illusionist spell, make their save versus spell at a -1 penalty on their roll.

As with the *illusion extender* spell, this spell may not be cast cumulatively. See the *illusion extender* description for examples of circumstances and results occurring if such an attempt is made.

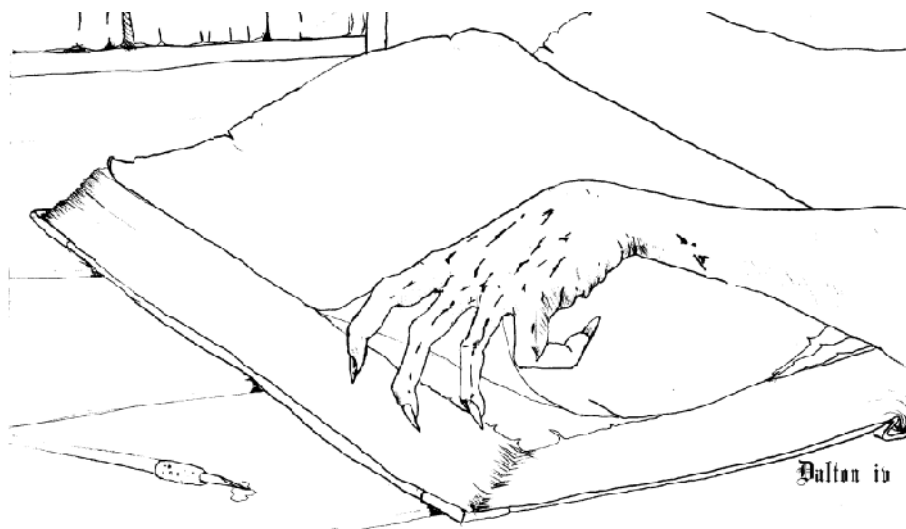
The material component for this spell is a pinch of quartz dust that is blown by the caster from their outstretched palm towards the illusion to be affected.

Shantadorn's Impeccable Illusion (Alteration)

Level: 6
Components: V, M
Casting Time: 4 segments
Range: 0
Duration: Special
Area of Effect: Special
Saving Throw: None

Explanation/Description: Similar to the fifth level illusionist spell *Shantadorn's illusion expander* (q.v.), the *illusion extender* increases spell durations and improves the believability of a given illusion. This particular spell doubles the duration of the dweomers it effects and alters a disbelief saving throw to include a penalty of -2. This spell follows the same restrictions as the previously mentioned *illusion expander* and *illusion extender* spells.

The material component of this spell is a finger-sized glass vial filled with sea fog, which is uncapped and placed near the illusion to be affected.



Waiting for My Check

By Tim Kask

If I took an undeveloped piece of nondescript land and cut down the trees, tilled it, brought irrigation to it, weathered the rains of Spring, the blazing heat of Summer, the die-back of Autumn and the storms of winter, and then let you sow your seeds, should I not be entitled to just a tiny bit of the crop?

The way I see it, J.K. Rowling of the Harry Potter Entertainment Empire, and Peter Jackson of the Lord of the Rings Trilogy owe me a tiny bit of their crops. I'll settle for a check ...

Actually, I am not the only one that did the work. Gary Gygax, Dave Arneson, Brian Blume and Rob Kuntz, to greater and lesser degrees, are also entitled to a little taste.

Before D&D, fantasy only flourished in small, isolated clearings in the forest of the collective consciousness. There were great writers to be sure: Anderson, Howard, Leiber, Tolkein, Vance, Verne – the list is long and varied. Before them were the Brothers Grimm, H.C. Anderson, the unknown author of Beowulf; all had their clearings in the trees.

D&D cleared huge tracts of land, watered it with sweat, endured the storms of ridicule and outrage from the religious fanatics and mindless press, and persevered. I hereby make the argument that D&D made fantasy acceptable and accepted to an entire generation that in turn passed it on to their progeny.

Those progeny and their forebearers are the ones that bought the books and paid to see the movies.

J.K. Rowling is a billionaire and richer than the House of Windsor and Queen Elizabeth, to which I say, "Good for you, J.K.!" Peter

Jackson is incredibly wealthy and used some of his booty to build himself a state-of the-art studio in which to produce more cinematic magic. "Good for you too, Peter!"

I have nothing but the highest regards for the Potter books. Anything that can inspire that many children to read, and stretch themselves in doing so, must be lauded.

I thought that the 'Rings movies were superb. So did the millions of people around the world that bought tickets to see them. People that never read Tolkein loved the movies for themselves, but a great many of them were already interested in or intrigued by fantasy.

One tenth of one percent of a billion is a million dollars. Is that too much to expect for all the tilling, fertilization, suffering of abuse and ridicule and all the rest that we did? C'mon J.K., are we being greedy? The meanest sharecropper gets much more than that.

Peter, nobody seems to agree on how much you made; I'll take your word on the amount.

I'm sure the five of us can work out an amicable split, one way or another. Even at equal shares, \$200K would sure come in handy in my dotage.

I'll look for my check in the mail...

