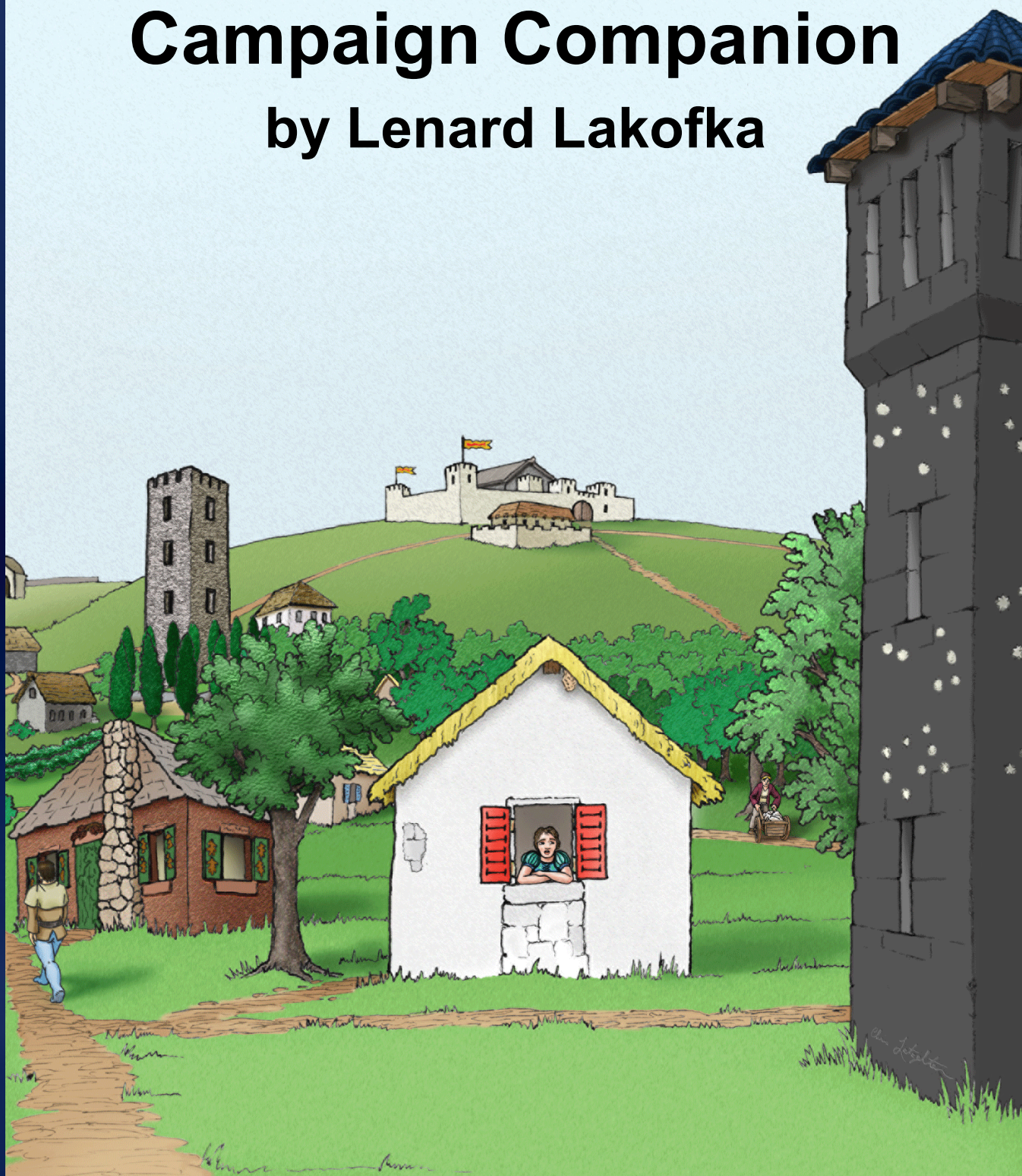




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L5C

The Kroten Campaign Companion by Lenard Lakofka



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by Lenard Lakofka

Lead Editor/Layout:

Bryan Fazekas
<http://www.bkfazekas.com/add/>

Editors:

Andrew Hamilton
Gary Francisco

Maps:

Andreas Claren
<http://www.andreasclaren.de/>

Cover Art:

Chris Letzelter
<http://www.letzdesign.net/>

Interior Artwork:

Andy "Atom" Taylor
<http://atomtaylor.webs.com/>

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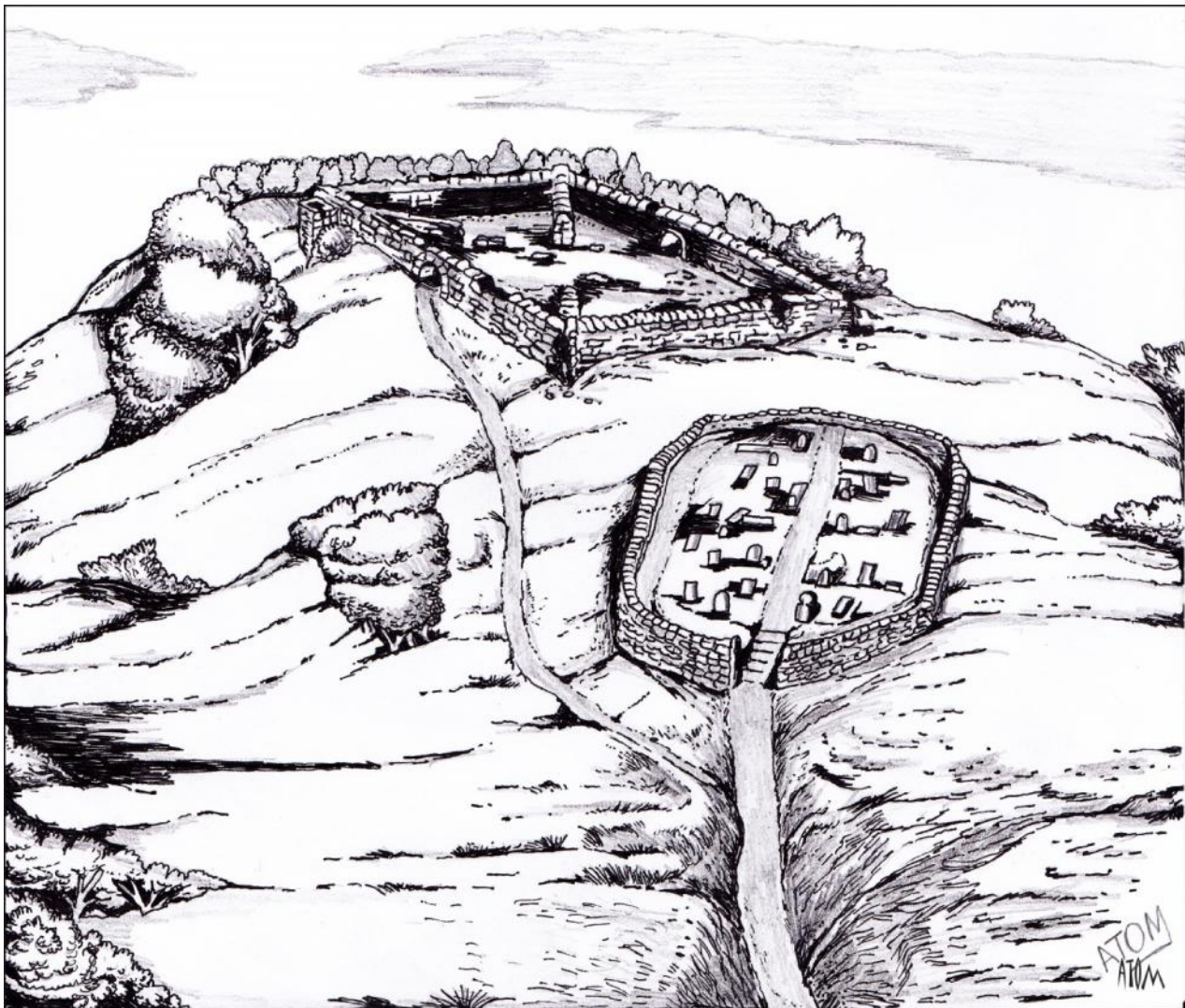
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Introduction

Background

This manual is part of a three book set:

- L5A: The Kroten Campaign Guide
- L5B: The Kroten Adventures
- L5C: The Kroten Campaign Companion

L5A: The Kroten Campaign Guide

This manual describes the Town of Kroten and the nearby area, which is located on Lendore Isle in the World of Greyhawk. Details include nomenclature used by the author, world background, and local features. Also included is a detailed description of the Town of Kroten, excepting three key areas: The Fane of Syrul, the Fane of Pyremius, and the Castle Kroten itself. These areas are described in L5B: The Kroten Adventures.

L5B: The Kroten Adventures

This manual details five adventures set in and around Kroten:

- Crypt Adventure
- Fane of Syrul
- Fane of Pyremius
- Castle Kroten
- Hell

Note that the *Hell* adventure is a follow-on to the *Castle Kroten* adventure, and takes place in the Nine Hells, as the name indicates.

L5C: The Kroten Campaign Companion

This manual provides a wide variety of optional new material for the game. The new items include:

- Rules specific to artisans, magic items, alignment, thief, and races.
- Gambling games.
- New weapons and armor.
- New gods and cleric abilities.
- New spells.
- new magic items.
- new monsters.

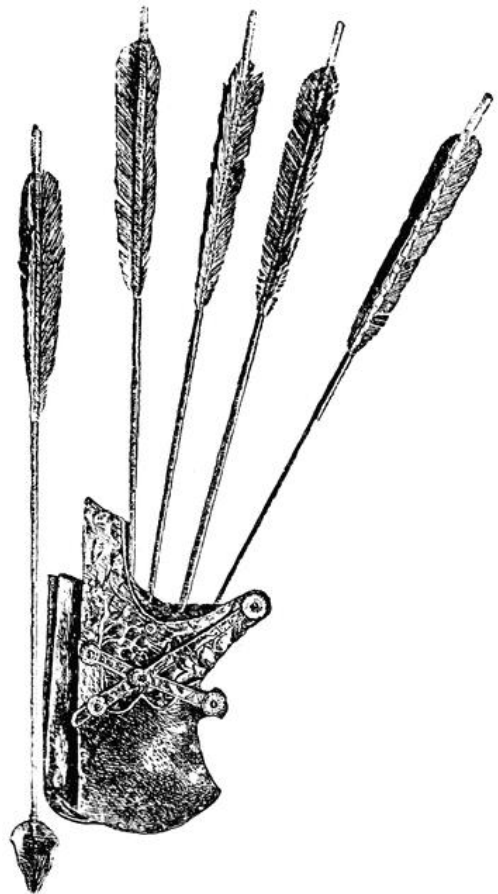
New Information

This manuscript contains a number of new things, including magic items, spells, cleric abilities, and monsters. The manuscripts **L5A, The Kroten Campaign Guide** and **L5B, The Kroten Adventures** use the following symbol to denote new items. When reading either of those manuscripts watch for this symbol and refer to this manuscript for detailed information.

§

Parental Note

Parental notice: This is an adult module and has some references to sex and violence. Devils are mentioned. If that is not suitable for your child or for you please stop reading.



Nomenclature Notes

The Rules that are in force are from AD&D edition I up to and including Monster Manual II but not using Unearthed Arcana. However, some rules published in the dragon prior to UA are in the text.

The module has some rulings based on the Lendore Isle campaigns that I ran in Chicago in the period of 1975 to 1985. These may not all be rulings you would make. It is your game. You can do whatever you want of course.

This section contains descriptions of the terminology and rulings specific to my campaign.

Artisan Level

The abbreviation aLv means Artisan Level. Professions like cooks, carpenters, masons etc. have a hierarchy. A score of 1 to 2 is for beginners and novices, 3, 4 or 5 is for an apprentice. A score of 6, 7 or 8 is the name of the profession, i.e. "Mason", "Carpenter", or "Chef". Scores of 9 or higher shows a Master or Grand Master. Some professions (subjective) have higher top scores than others professions.

Magic Weapons

Magic weapons appear in the following three formats each format meaning something slightly different.

+1 Long Sword +1 is +1 to hit and +1 to damage and it is worth the full GP value given in the DMG.

Long Sword +1 is +1 to damage only and is worth between 55% and 65% of the value of a +1 Long sword +1. It is 'magic' for the purpose of "to hit only by magic weapons" but it only does extra damage.

+1 Long Sword is +1 to hit only and does no extra damage. It is worth between 65% and 75% of the value of a +1 Long Sword +1. The logic being that a 5% better chance to hit will be more important in the long run than an extra point of damage. It can be the difference in hitting and missing altogether.

The +1 weapon +1, +1 weapon or weapon +1 applies to missiles as well. All armor and shields are just +1, +2, +3 etc.

Alignment

Le is Lawful with an evil tendency and El is Evil with a lawful tendency. This nomenclature is used throughout this module. Gn, Ng, LN e are nuances of alignment that not every DM might use.

Entertainment

Game of Eighty One

There is a board painted with 81 squares arranged in a 9x9 grid. The squares are alternately colored Red and Black with a black square in each corner. A game, like checkers, using nine red and nine black cubes is played. Initial placement is along a full outer row (nine cubes)

with the opponent occupying the row across from him on the other side of the board.

Both opponents roll a six sided die until one of them has a higher roll than the other. That higher roller moves one of his cubes first. Then his opponent moves one of his cubes.

One cube can move one or two squares, in line, on the diagonal or one square horizontally or vertically each turn. One and only one cube is moved per turn and the turns alternate. A cube can move backwards during its turn.

If the square is already occupied by a person's own cube it is impassable by other cubes of the same color. If a cube is blocked by an opponent's cube both figures roll a six sided die. The higher roll 'wins' and the winner occupy the opponent's square. If both roll the same number neither one moves. The loser removes his cube.

The object of the game is to remove all of the opponent's cubes. The first cube that gets to the other side of the board rewards the winner by allowing him to use an eight sided die from then on for all conflicts while the other person is still using a six sided die. If a second different cube of the same color makes it across the board to the far side then a ten sided die can be used in all conflicts. If a third cube makes it across the winner promotes to a twelve sided die. A cube that gets to the far side of the board has a coin placed on top of it to signify that that particular cube cannot be counted as getting to the far side of board again in this game. Both sides could be using a six, eight, ten or twelve sided die in the same game. A cube with a coin on top of it adds one to all of its die rolls. There could be three cubes with a coin on top from each player.

This game can be a source of gambling as well. If you place a silver coin on top of a cube and later your opponent crosses the board to your side then your opponent must place a silver coin on top of his cube or be out of the game. He could, of course, up the ante by going from silver to a gold coin. Contestants can agree to put multiple coins of the same denomination on top of a cube up to a limit of five coins. When the cube with a coin(s) on it is removed the winner takes the coin(s). Every game starts by placing an equal bet next to the board. The bet can be in any size coin and up to ten coins of that denomination. Your opponent must match the bet to play.

Side bets by others are allowed at all times.

"Cards"

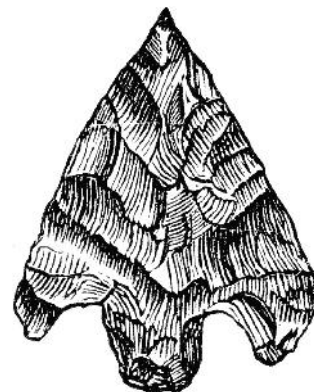
The game of "Cards" uses a deck of 42 cards divided into three suits; Swords, Coins and Staves. Each person is dealt three cards face up and then, after time to place bets, two more cards face down. The game is played with 2, 3 or 4 players. The deck is shuffled after two hands if

there are three or four players and after four hands if only two play. Experienced players of course want to play with two or four players. The best hand of three cards is used to determine a winner. The winning hands must be a suit run (three in order but of the same suit) three of a kind, a run (three in order but of different same suits), or a pair. Cards rank King, Queen, Knight, Knave, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. But three aces (ones) beat any hand. The suits also have a rank when it comes to ties. Swords outrank Coins and both outrank Staves. So a pair of 8s is beaten by a pair of 9s. Three 2s beat King of coins, Queen of staves, and Jack of coins but if the run were 456 all of staves the staff hand would win.

Over and Under

For Over and Under you begin with two dice each (six sided but any size could be used). You need 3 to 6 players (does not work well with 2 or too many.) Everyone rolls at once. Highest total wins the pot and gets an extra die next roll. Roll again. If the guy with the three dice wins he keeps the 3rd die. If he loses he has to give up the 3rd die and his 2nd die as well. No one gains an extra die on the round he loses his bonus die.

On the next round the former three die winner has one die and the other players have two. High roll now gains a die. If it is the one die roller he goes DOUBLE the pot and his 2nd die back. If a player with two dice wins that player gets an extra die and the one die player is given his die back. If there is a tie for winning roll the pot doubles plus one ante coin (usually played for copper or silver - table stakes). Ante is generally one coin and bet is limited to ten times ante. So if 1CP is ante max bet is 1SP. The game has a tendency to round in a circle.



New Items and Abilities

Races

Partial Elves

When two half elves have a child the offspring could favor the human or elf side depending on the mix. Each child would be unique relative to carried over elf traits.

These $\frac{1}{4}$ elves may have limited infravision from 30 to 60 feet. Their resistance to sleep and charm is between 15 to 30%. Their ability to spot secret and concealed doors may not exist at all or as a $\frac{1}{2}$ elf.

$\frac{3}{4}$ elves are quite rare. The offspring of a half elf and an elf. They have infravision and are 60% resistant to sleep and charm. They spot hidden doors as well as a half elf plus 10%.

$\frac{1}{4}$ elves can be raised from the dead. $\frac{3}{4}$ elves can be raised but at 15% penalty.



Thief Abilities

Locks

The percentage chance for picking locks listed in the *AD&D Players Handbook* is for normal, run-of-the-mill locks. Locks with lesser or greater quality will alter the thief's chance of successfully picking the locks, as indicated in the following table:

Hand Weapons

Cosh

A cosh, filled with sand and/or a few stones, is used to strike on the back of the neck or head and knock unconscious. The hit has to be perfectly aimed and must be by surprise. It does 4 to 20 points of non-lethal damage on one hit. Those with 21 or more hit points cannot be knocked out. On the next round someone still alert will remove 75% of those damage points as the person shakes off the effect of the hit. Coshes are most often used against low level figures.

Armor

Silver Steel

Silver Steel is crafted only by elves. It is light weight and very strong adding one armor class to any item fashioned out of it. Note that this extra protection is produced by the qualities of the metal – no magic is involved. Chain is cut for a thin figure 4'10 to 5'4. Chain 250GPV, Shield 70GPV.

New Gods & Cleric Abilities

Worship

In the descriptions of characters the nomenclature **{deity1}/[deity2]** is used to indicate that the character really worships *deity1* (listed in brackets []), but professes worship of *deity2* (listed in braces { }). A few people do this to mask something about themselves.

For a cleric to profess another deity publically is not blasphemy. Recall this is a pantheonic society where the gods themselves have allies of similar gods.

Oaths

The gods do not watch or witness every oath. There is a 33 1/3 % chance, however, that if a person(s) enters with the intent to do violence or robbery and carries out that action that reprisal will occur! The first line of retribution typically involves an attack by a monster that has some relationship to the deity invoked when the oath was sworn. The monster will appear swiftly and attack without quarter or mercy. This action is 50% likely. The other 50% of the time a curse will be placed on each of the oath breakers. Common curses are:

- 1) No Cure spells (Light, Serious or Critical) will function on the body of the oath breaker for three full days. Heal will still work. Remove Curse will not.
- 2) Visitation of clumsiness for seven full days. On any attempt to hit in combat if a natural 17 is rolled the cursed person will throw away his/her weapon instead of strike with it. Any saving throw of a natural 17 will fail instead of succeed.
- 3) All of the person's hair will fall out and not re-grow for one full year. A person so marked is anathema to all religions and might be stoned or spat upon wherever he or she goes. Donning of a disguise or fake hair will cause severe itching and a rash that will do one point of damage per round until the disguise is removed.

- 4) Inability to speak for three full days.

The DM may improvise but the curse should be no more harmful than one of these four.

New Gods

Gorkask

Lesser God of metal work and forging, HP: 200 AC: -4, 2 +3 **Axe** +3 attacks for 3d6+9+3; +2 weapon or better to hit. Attacks as 16HD monster, 5th level cleric; can cast up to five 1st, 2nd, and 3rd level cleric spells per 24 hour period of time; MR: 35%; St 20 Int 16 Wis 16 Dx 16 Cn 20 Ch 2

Can identify any metal by touch. Once/day can rust any iron/steel item to powder at a range of 150', magic weapons/armor get a save of 11, +1 for each plus on the item.

If a non-magical metal weapon strikes him it will rust to powder unless it saves on a roll of 17. +1 magical weapons will also rust but the save is 13. +2 or greater weapons, which will hit him for damage, save on a 9 plus the weapon's to hit bonus to the die roll.

Gorkask is 7 feet tall with red eyes and black hair. While ugly to humans and demi-humans (comeliness of -3), to hobgoblins his charisma is 19.

He speaks goblin, hobgoblin, basic common, and dwarfish. He can shape change to a rhino at will (12HD; AC 0; 1 attack for 3d8+6 damage. Run at 1200 feet per round for a full hour without tiring. He can bear three hobgoblins on his back in this form. His magic resistance applies to himself and his passengers.

His clergy of 3rd or higher level can pray for the 2nd level spell **Heat or Freeze Metal**. His clergy can employ metal armor that will act as it were one armor class better for 24 hours after that cleric prays for any spell. His clerics may never dress in leather or padded armor or

employ a wooden shield. His clergy are forbidden to pray for **Sanctuary** or **Remove Fear**.

Gods & Cleric Powers

Author's Note: The *Best of the Dragon Vol III* contains gods for the Elves, Gnomes, Halflings, Dwarves and Orcs. Many gods in this module are in that work. The Dragon Archive CD set, which is out of print but maybe available used, contains back copies of The Dragon from issues 1 to 250. The demi-human and Suel Gods are in those *Dragons*.

Celestian

There are bonus spells granted to the clergy of Celestian. They are specific: 1st: Feather Fall, 2nd: Jump, 3rd: Levitate and 4th: Spider Climb. These are similar to the magic-user spells of the same title. See The L5 Companion for differences.

Clanggedin Silverbeard

Clanggedin Silverbeard is described in *The Best of the Dragon Vol. III* article "The Father of Battle". Note that Silverbeard is a LV 17 Ranger, LV 12 Druid, and LV 10 Magic User.

Kord

Clerics of Kord receive a bonus of +2 on saving throws vs. Fear.

The clergy of Kord are not to pray for Sanctuary or Feign Death, as they would be signs of weakness and cowardice. They do not pray for spells that detect or protect from Good. A cleric of Kord is expected to lead in battle as if he were a fighter.

Labelas Enoreth

Elf clergy may use a long sword and a long bow but not +1 to hit due to skill.

Clerics of this deity can pray for feather fall, levitate and fly at the appropriate experience level. They are not bonus spells. Casting time is ½ segment for feather fall and 5 segments for levitate and fly. Levitation is personal and has a one turn plus one turn per level duration.

Llerg

Clerics of Llerg will not be attacked by an animal, even a conjured or summoned one if they remain passive to that animal.

Llerg's clergy are allowed daggers and axes but no flails. They prefer animal hide and often employ a wooden shield. Llerg's clerics must have a minimum strength of 13 and a constitution of 13 as well.

Lydia

Detect Magic and Augury are bonus spells that can be cast once each day by clergy of Lydia. Detect Magic may be used at levels 1 to 3, and Augury from level 4 and 5. They are prayed for in the normal way.

Lydia, while not as powerful as Weejas, is a great mage as well as patron of Music, Light & Daylight.

Norebo

Clerics and Druids of Norebo can Hide in Shadows, Move Silently, Climb Walls and Remove Traps like a thief of the same level. This ability has a 10% to earned experience price tag. Of course they have to be taught those abilities by a thief or member of clergy at least one full level higher than the level they are being promoted to. So a 4th level druid going to 5th level must have a 7th level teacher.

The clerics are allowed to use daggers and slings and shun awkward weapons like a flail and blunt weapons like a club or mace. Hammers and staves are sometimes used. Norebo's clergy do not wear plate, splint or banded mail. Clerics can pray for Heat and Freeze Metal as well as Animal Summoning I, II & III.

Druids use dagger, sling, javelin (not spear) and quarter staff. A few use scimitars and hand axes. Norebo's druids are more interested in animals than plants and do not select Locate Plants, Warp Wood, Plant Growth, Tree, Hallucinatory Forest, Speak with Plants, Anti-Plant Shell, Pass Plant, Transport via Plants, and Wall of Thorns. They are allowed Purify Food & Drink, Resist Cold, Resist Fire, Slow Animal Poison, Feign Death, and Glyph of Warding from the normal cleric list.

Pyremius

The clergy of Pyremius wear vestments that make them look like they are on fire. The hem that touches the floor is bright red and whips of red (gradually becoming shades of orange) will travel up the vestment (robe/cloak)

to the shoulders which are bright yellow. The arms of the garment are similarly colored.

Fighters and clerics who worship Pyremius often wear a cape of this red/orange/yellow mixture when in various places in town.

Clergy in town will always red and orange and yellow garments though not necessarily robes and vestments. This colorful attire identifies them as they move from place to place. They will be wearing black boots and perhaps gloves (gauntlets).

On the road (traveling) the clergy are allowed to wear dark brown, dark grey or black cloaks and robes so as not to stand out in situations where some level of stealth may be called for. They must however wear a small patch of red, orange and yellow on either the breast or sleeve of the garment to denote their rank. It is a 'sin' for a cleric of Pyremius to not openly wear some small red, orange and yellow token on his person. Gold and brass jewelry with one or more rubies is acceptable.

Clerics of Pyremius can also pray for the following spells:

At 2nd Level: Heat Metal or Produce Flame.

At 3rd Level: Pyrotechnics.

At 4th Level: Produce Fire

Clergy of Pyremius are branded with a wavy line to represent heat. Each level of experience will produce another branding until the wavy lines form a pattern along the back of the upper arm starting at the elbow and working up to the shoulder. A cleric's rank can be confirmed instantly by looking at his left arm and counting his "Waves". The 3rd, 5th, 7th, 9th, 11th and 16th waves are a bit thicker and longer to denote access to another level of spells. The cleric is expected to endure the pain of the branding for one full day before any Cure is cast upon him or her.

Syrul

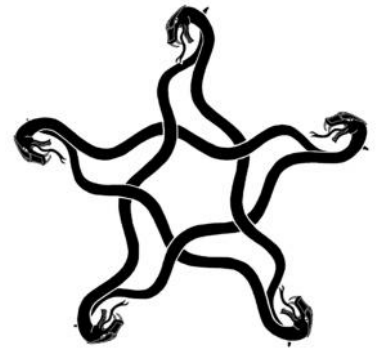
Clerics of Syrul gain bonus spells in addition to their normal spell allotment.

- 3rd level and higher: Obscure Alignment once/day
- 7th level and higher: tell and Undetectable Lie once per day
- 9th level and higher: are (+1) to hit with the UNDERLINED weapon given
- All: 10% to detect a lie by observing the telling of the lie (gestures, expression etc.) plus 2% per level of the cleric – this is NOT a magical spell

The Two Prong Fork is a weapon used by Syrulian clergy. It inflicts 1d4+2 points of damage vs. any opponent. The fork is from five to seven feet long from tip to base. Some of these forks are balanced for throwing.

The Holy Symbol, worn by all, is a gold circular medallion with a two pronged fork image (raised above or depressed into the metal). It is on a metal chain or leather thong. It radiates Evil and magic. It gives the wearer a +1 on saving throws from Hold Person.

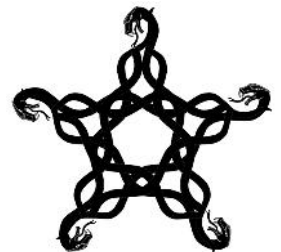
(1i500GPV) The medallion weighs two pounds. A good character who carries or wears this medallion is subject to a -1 from ALL saving throws. [When the good character fails a save the DM has to give him a hint that something is not right. *Detect Curse* will point to the medallion.]



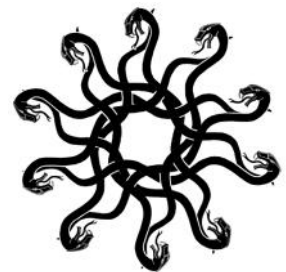
Snake Pentagram of Syrul

The drawing above is the most common form.

This appears in jewelry, drawn, painted and embroidered form. Sometimes it has in green and yellow with red accents. As jewelry it is usually done in gold or bronze but silver is also done. The eye(s) in the snake (some will have the snake head facing forward showing both eyes) will usually be a ruby or garnet.



These more elaborate forms would signify a 5th to 8th level cleric and a 9th or higher level cleric. Rank is NOT always noted by these forms but a lower level cleric (4th and lower) would NOT wear one of these two forms.



Glyph of Warding for Death

Syrul grants the **Glyph of Warding for Death** to 11th and high level and higher. Only one such Glyph can be in force at a time from a high priest of 11th to 15th level, at 16th level the high priest may have two glyphs in force at

the same time. The material component for this spell is a crushed black pearl of 200 or more GPV.

Weejas

Clerics of Weejas have certain special abilities not found in clerics of other deities. Lower level spells can be cast faster than normal:

- 1st to 5th level clergy cast 1st and 2nd level spells in one less segment.
- 6th to 10th level clergy cast 1st and 2nd level spells in two less segments.

In addition, clerics of Weejas turn or command undead as if they were one level higher. Note: This rule is local to Lendore Isle clerics trained by Quexas, High Priest (Lv 13) of Weejas in Lo Reltarma.

Xerbo

Xerbo is god of the sea but also god of Money and Business. Many professional business men far from the oceans worship Xerbo for his thrift, frugality and business acumen.

New Spells

Druid Spells

Crop Care

Level 1

Range 360 feet

Duration 1 week plus 1 day/level

Area of Effect 120 feet x 120 plus 5 more feet added to both dimensions per level of the druid

Components VSM

Casting time: three turns

Saving throw: none

This spell protects planted seeds, through healthy mature plants from ordinary blights, temperature, moisture and wind extreme conditions. It will keep small pests away and most plant diseases. Of course violent weather, magical heat and cold, and very cold/hot conditions (below zero or above 120) will injure the crop and could kill the crop if persistent. The material component is a seed or leaf from the very crop in question. Most crops produced under the care of this spell have better than average yields in both size and over all quantity (25% being a typical increase in production). One spell can be applied near the end of the duration of a prior like spell.

Magic User Spells

Stir

Level 0

Range 0

Duration 10 minutes + 5 minutes/level

Area of Effect 1 pot

Components V

Casting Time 3 segments

Saving Throw none

The magic user begins to stir, fold or mix one or more ingredients in a large container, establishing a rhythm and series of motions. The cantrip then repeats that rhythm for ten minutes plus 5 minutes per level of the caster or until the caster says stop. The cantrip can also be used on a butter churn.

Time

Level: 3

Range: 0

Duration: 20 hours + 1 hour/level

Area of Effect: self

Components: M

Casting time: 3 segments

Saving throw: none

The time spell does not alter time but measures it exactly. There are 24 hours in the Oerth Day. The spell is such

that at a number of times each day the spell will tell the magic user the exact time.

5th and 6th level will get three readings eight hours apart

7th and 8th will get four readings six hours apart

9th through 12th level will get six readings four hours apart

13th through 15th level will be eight readings three hours apart

16th or higher levels will get twelve readings at two hours apart.

The magic user is supposed to cast the spell the first time at noon exactly. From that time forward time will be measured based on that first casting. If the magic user moves significantly on Oerth his "time zone" will change. To reset the spell to that new place he must cast the next spell exactly at Noon. The magic user will simply here a small chime in his ear that no one else can hear at Noon and then some number of hours later based on his level.

Ice

Level: 2

Range: 3"

Duration: Special

Area of Effect: see below

Components: V

Casting time: 2 segments

Saving throw: none



The Ice spell produces a volume of one cubic foot of ice out of thin air or can turn two cubic feet of water to ice per level of the magic user. The resultant piece of ice will

conform to the water supplied. Out of thin air it will default to a cube 1x1x1' per level but the magic user can imagine another form and obtain it (some variation on a rectangle or square – no odd shapes). The ice produced is subject to prevailing conditions of heat and humidity. Inside of a large thick walled closed chest it might last for a day or even two but on a warm day in the open it will melt far more rapidly. The ice is, of course slick and slippery. Put down on a path and unsuspecting persons could easily slip and fall. The ice produced is not magical in any way so Dispel Magic does nothing to it.

Optional Rules

Observation of Spells

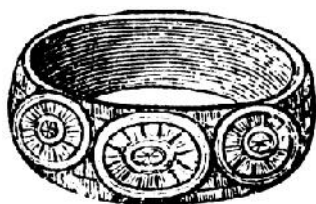
As DM the author allow a person who observes a particular spell being cast many times (close up with instructions, not from afar) a bonus to learn that spell when it is time for the observer to roll to see if he/she can learn that spell. I find any number between 1 to 10 % is reasonable based on an assessment of how many times the student has seen the spell cast by the mentor.

I modify Intelligence Table II: chance to learn: 10 = 45%, 11= 48%, 12 = 51%, 13= 55%, 14 = 60%, 15 =65% and 16 = 70%. 2nd chances to learn are always 10% less. 3rd chances 25% less and that's it. You fail three times you don't learn that spell. 2nd and 3rd chances are only at the time that teaching after a promotion to a new level of experience is occurring.

New Magic Items

This section details of new magic items that have been found on Kroten Isle.

Rings



Ring of Etherealness

A **Ring of Etherealness** places the wearer partially on the Ethereal Plane at all times. This being the case only Magic Weapons can score a hit in melee. The wearer and go entirely over into the Ethereal in four segments and if this is done the wearer must remain there for three full turns before returning. While partially on the Prime Material the figure will actually appear slightly blurred in very bright light like direct sun or a Continual Light spell. The wearer must still learn how to travel ethereally and move there without making errors. The wearer will tend to overeat (though not gain weight from the excess food) and is invariably hungry at great deal of the time. Being partially ethereal also means that the wearer's senses are diminished. Treat the person as if he were nearsighted, hearing impaired and prone to speak softly. The senses of smell and taste are diminished as well.

The wearer can choose to move fully into the Prime Material but then a full day must go by before the ring will function again. Of course the wearer's senses are then not diminished. GPV 15,000GP.

Ring of Great Beauty

This ring operates functions only for females with a charisma score of 16 or more, increasing their charisma score to 21. Acts as a Suggestion spell when she can speak a sentence of six or more words that one male can clearly hear and understand. Saving throw vs. magic

applies. The suggestion cannot be obviously self-destructive. The ring operates up to three times during a 24 hour period. Note the male target must be specified, so the Ring does not operate every time she speaks to a male. Males other than the target who hear the sentence are not affected but if they roll their intelligence or higher will realize she has just cast a spell. The ring works on human, half elf and half orc males only. (4,500GPV)

Ring of Illness

A **Ring of Illness** employs its magic only by a constant touch for a full ten segments (a full round). Thus it is not a melee weapon but could be used a seductive situation or for a very prolonged hand shake. The ring will take effect in 3 to 12 rounds after contact. The victim gets a save vs. poison at -2. If he/she fails the save the person becomes feverish, queasy, nauseated and begins to suffer chills. (-3 from Strength, Dexterity and Constitution for 3d6 turns.) The victim will get a second save in 3 to 12 more rounds. If that is failed too the victim will pass out for 1d4 hours.

If the first save is made the victim will get a little chill and a slight feeling of nausea for a round. Then there would be no need for a second save.

If the second save is made the person will just continue to feel awful. Cures will not stave off these effects but Slow Poison will.

Ring of Infravision

A **Ring of Infravision** imparts that level of sight to the ring wearer. 4500GPV

Ring of Heavy Lifting

A **Ring of Heavy Lifting** has a limited but strong levitation capability. It can lift huge payloads but the more it lifts the height is held in check. Maximum lift is two tons to a height of four feet. One ton to a height of eight feet, with a maximum height of sixteen feet for a half ton or less. The load can be moved in the air as well though quite slowly, only four feet in a minute for loads of ½ ton or more, eight feet a minute for lesser loads. The ring holder is under some strain even though the Ring is doing the work. He could not defend himself well in

melee or fight well either since he is holding or moving something heavy aloft. The ring can lift seven tons in a single day and manipulate a lift for a maximum of ten minutes. 4,500GPV



Ring of Hobgoblin Awe

This ring gives a goblin or hobgoblin the equivalent of Charisma 19. The others are in awe of him and obey him without question. Only a Chief in the compartment of Hell can overrule someone wearing this ring. Humans wearing the ring appear to be a hobgoblin but that is just an illusion. The 19 charisma does not translate. A human of any alignment wearing the ring can understand and utter simple hobgoblin speech. This ring does not give knowledge of hobgoblin lore or tradition, just translation ability. Demi-humans who handle the ring take 3d4 points of damage and if put on a finger they must save vs. petrification or that finger turns to stone and falls off.

Ring of Hold Breaking

This ring will allow the wearer to break a Hold Person, Hold Monster, or paralysis (from a ghoul, ghastr, spell or wand) on the next round after the onset. There is a jeopardy for one round that the held person can be further damaged. The ring can break seven Holds per week then it must recharge itself for one full week. The wearer who is still conscious can break a hold/paralysis on him/herself. 8000GPV

Ring of the Shepherd

A **Ring of the Shepherd** can be used only druids & rangers. The ring allows the wearer to polymorph to a sheep three times per day, to a sheep dog (2+2HP, AC 7, Bite 2d4+1 the wear's hit points) three times per day, command sheep with 50 feet at will (i.e. speak with sheep and command them as well. 3,500GPV to a shepherd

Ring of Space

The **Ring of Space** accesses the Ethereal Plane by opening a 27 cubic foot (3x3x3) space. Once opened the ring wearer can place non-living items into the space as long as he maintains a distance of ten feet or less from the cube. As soon as he goes past ten feet the door to the space closes. The nature of the cube is that on the Ethereal Plane a cube of ethereal stone appears. It is impervious to energy spells and blunt weapons that are normal or only +1 in enchantment. *Dispel Magic* vs. 18th level magic dissipates the stone and gives access to anyone on the ethereal plane. Bashing by a +2 blunt weapon can also break the stone without harming the contents.

Someone at the Prime Material who can see into the ethereal can see the cube if within 20 feet of it. Seeing it is not opening it of course.

The ring wearer can open three such cubes at the same time in different locations that must be inside of a ten mile diameter circle centered on the first cube. As long as he lives and wears the ring the cubes will continue to exist even if he leaves the area altogether. However he must return to the area of the hidden cube(s) within one year. Failure to return counts as "losing the ring" relative to the existing cube(s). (see below).

If the ring wearer loses the ring the new wearer will know that a cube exists if within one mile of it. The new wearer can go the known cube and open it. If a cube is abandoned for one year (based on the wearer who created the cube) the ethereal stone will dissipate and the knowledge of that cube will be lost. A new wearer is limited in opening a new cube(s) depending on cubes that already exist.

GP value 35000GP. Usable by a magic user or sage only.

Note: the current owner, Omaribartal has opened only one cube.

Ring of Truth

A **Ring of Truth** can be worn on the finger but some are made as earrings. When wearing the ring the wearer knows when he/she is hearing a lie. This does not mean that exactly what part of a statement is the lie will be identified, merely that a lie has been told. "White lies" (boasts) have a different intensity than falsehoods for the purposes that might be more foul. The wearer has a 'ringing' in his/her ear. If it sounds like a peal of bells he/she knows that a real whopper is being told. 4000GPV.

Ring of Woodland Favor

A **Ring of Woodland Favor** makes the wearer immune to attack from an mammal, bird or reptile as long as the wearer remains neutral to the beast. Further the wearer can speak with a raccoon, squirrel, crow or non-poisonous snake. The beast is not controlled by this conversation but will hold the wearer in high regard. If one of those four beasts is within 1000 feet the wearer will know and will be able to call to the beast to come and talk. 2500GPV



Silver Ring of Chill

This ring is engraved with seven stars and set with a diamond, amethyst, sapphire, emerald, topaz, jacinth and ruby inside of those stars. (2500GPV just for the ring, with magical powers 7500 GPV). Wearing this holy ring a good cleric, ranger or paladin may send forth an aura of chill in a series of three concentric circles that travel to a distance of twenty five feet, one circle each round. Once begun the magic cannot be stopped nor can any in the range of the circles be exempted from the chill effect. Each wave of chill will do 2d4+4 points of cold damage, affecting friend and foe alike. Some beings are immune to cold attacks – most undead for example. Ordinary flames will go out, plants will die off, and living creatures will feel the icy chill radiate through their bodies. Magic flames, trees, and mobile plants (like a treant) get a save vs. magic. If the save fails the flame goes out, the tree dies and the mobile plant take 4d4+8 damage. If the save is successful there is NO damage. The three circles of chill can be sent forth once and then the ring will not recharge until the light of a full moon (Luna or Celene) shines upon the ring.

Rods, Staves, & Wands

Rod of Hobgoblin Command

A **Rod of Hobgoblin Command** is made of forged iron. As a weapon it is considered +1 "to hit" and does d8+3 damage. In the hands of a goblin or hobgoblin the holder's 'charisma' score becomes 19. Hobgoblins will fight to their death if commanded by this figure. Finally the Rod has three powers.

- 1) It attracts and dissipates Evocations (**magic missile**, **fire ball**, **lightning bolt**, and **cone of cold**) reducing damage from those attack forms to half while still allowing for the normal saving throw from from magic given for Fire Ball, Lightning Bolt and Cone of Cold.
- 2) The holder can cast a **cure serious wounds** on him/herself even while wielding the rod as a weapon in that round (2d8+3 curing).
- 3) The holder can cast **light** or **darkness** spells to a range of sixty feet three times in a week.

Value 11,000GP. Non goblins/hobgoblins who touch the rod will take 4d8+4 damage from picking it up.

Silver Rod of Meteors

This three foot long rod has a globe at the top, five inches in diameter and has seven gems (diamond, amethyst, sapphire, emerald, topaz, jacinth and ruby) embedded in it. The embedded gems simulate the locations of the *Seven Sacred Stars of Celestian* if one were at the center of the sphere and looking upward at the sky for those seven stars! The rod can be used as a melee' weapon (knowledge of a war hammer is sufficient to employ the rod with proficiency.) It will do 2d4+7 points of damage and acts as a +2 weapon for the purpose of "to hit". There is no limit to this weapon's number of uses as a melee' weapon. It can be employed by a cleric, ranger or paladin of good alignment only. Any other who picks it up will take 2d4+7 damage with no save and the hand used will wither to bone in one turn, save vs. magic is allowed. If the save is successful there is damage but no whither effect, however that person's arm will be limp and paralyzed for 3d4 rounds. The whither affect is only for a non good figure picking up the weapon as one would pick it up to use it as a weapon. Whither does NOT occur to someone hit in melee.

The Silver Rod may also be commanded to send forth 1d4+1 meteors to a range of eighty feet. The meteors produced are solid six inch globes of energy that impacts with the force of a storm giant punch (2d6+11 points of

damage). The meteors leave the Rod one after the other two segments apart. Another target(s) for the 2nd, 3rd, 4th and possibly 5th meteor can be selected if each subsequent target is within the 80 feet and no more than 20 feet away from the first target. Line of sight and illumination can be factors. Once meteors have been sent forth the Rod cannot be employed again as a missile weapon until the rod is exposed to the light of a full moon (Luna or Celene) (the Rod is worth 15,000GP to a person who can use it.)

Wand of Repair

A charge from this wand will fix a crack in pottery, glass or porcelain. A charge will glue together two or three pieces of a broken object along the lines of breaking. A charge will mend a tear of up two feet in length. A charge will pop out a dent in a metal item that is shield size or smaller. Other applications certainly exist. If applied to a close able object like a door or chest it will strongly seal that object forming a weld like bond. 4000GPV. Two Mending spells thrown into the wand, one after the other will replenish one charge.

Miscellaneous Magic

Book of Evil Casting

This book is for any evil spell caster, priest or mage. After the book is read cover to cover the spell caster is immune to first level spells cast by a *good* person. A good spell caster who even touches this book will lose 100 times 1d100 + 3,000 points of experience immediately. Other classes are not affected by this tome. (8,000GPV)



Boots of Silence

These boots radiate Silence in a three foot sphere around each foot. Thus walking over pebbles or a hard wood floor is absolutely silent. Caution must still be used because a door could certainly creek and if the wearer

kicks a stone outside of the silenced area that stone will make audible noise. Creaking stairs and floors sometimes might still make a noise since the silence does cover so small an area. The boots operate by the somatic gesture of clicking the heels together three times, turning the silence dampening on and off again. 2500 GPV.

Cape of the Night

Cape of the Night. In dark places with deep shadows this cape makes a person nearly invisible (increase hide in shadows percent to 97 for a thief to 88 for a non thief). It has a secondary property of allowing a figure to fly short distances (300 feet) at low altitude under a night sky. The cape has little lifting capacity over and above its wearer (about 50 pounds). In daylight or bright light the cape has no powers. GPV 3000.

Earring of Tongues

An **Earring of Tongues** allows a person to listen to any intelligent speech and make sense of it. Proper names, esoteric phrases and uncommon words might not be translated at all or properly. But everyday speech is correct. 6,000GPV.

Flute of Displacement

A flute of displacement is an odd magical item whose origin is unknown, but more than one are said to exist. They might come from Zeif.

The flute appears to be normal except that the flutist can cause the sound to come from somewhere else, as far as 250 feet away. There cannot be solid physical barrier between the two places that prevents the flute from being heard in both places (over a wall or thorough trees outside will work – or with ear shot of an open window). Once the music transfers to another location for a full round the flutist can Teleport to that place on the next round. It is wise for the flutist to know where the new sound will come from. Over quicksand would be most unfortunate, for example. He/she does not have to teleport, of course if he/she wishes to use the sound to divert someone. The sound of the flute has a soothing quality to it and those of intelligence 11 or less, including animal intelligence mammals, must save vs. spell or be in thrall. The listener is not controlled just eager to hear more and will stand passively and listen. 4500GPV.

Horn of Defense

When winded for a full segment the horn creates a twenty five foot shell of protection around the user. Small to medium sized missiles fired at the user (stones, darts, bolts, hand axes, hammers, spears and arrows) are deflected in their trajectory against him/her. This translates in to +5 AC for that round, +3 for the next round and +1 for the 3rd round. Someone, friend or enemy, within ten feet of the horn blower, is likewise protected if the horn blower and other party remain within ten feet of the horn blower for all three rounds. Value: 12,000GP.

Horn of Goblin Frenzy

Any goblin/hobgoblin within 100 feet of the horn blower (who must be a goblin himself) will rally to the commander. On the next round they will be +2 to hit and +1 to damage but -2 to their armor class due to lack of care in defense. This frenzy lasts 3d4 rounds. 3000GPV, but you need the right buyer.

Light Orb

This is a two to four inch diameter clear crystal globe, much like a crystal ball. It contains the spell Light which it will produce three times per day upon command. The light duration is 1 hour plus 1d8 turns. One minute before the light spell is due to end there is a one second light flare. This warns the user that the light is about to go out. The ball responds to the single word commands Light and Off. A Darkness spell aimed at the globe knocks it out permanently. As a gem stone alone they are worth 200 to 500GPV. With the magical property 3,000GPV.

Line of Attraction

A **Line of Attraction** is a strand of vine from the Pelisso Swamp that has been blessed by a local Witch Doctor of high level. Even without a hook attached the line will cause fish to swim to it and bite down on its tip. The line can be pulled out and the fish caught with a 75% success rate. It can attract from 1d6+1 fish medium to large fish in a week of fishing. 900GPV

Magic Pigments

This is the spell he uses to create his paintings. The colors never fade and the canvas is energy resistant (add 15% to saves vs. energy spells). The painting can be commanded to act as a Magic Mouth by the artist and by the person

being painted if the artist touches the subject's lips as he paints them. The magic mouth can be changed at any time. A property of the pigments is slight movement of the object or person painted within the limits of that object or person. The movements are slight but the artist can command the painting to animate in some programmed way (with auditory components) for a one minute period. Natural objects like streams or clouds in the heavens or trees blowing in the wind can respond for a full hour of 'animation'. Nothing new can come into the painting nor can anything leave. The portrait cannot, for example, reach into its pocket for something. The artist must imagine the animation as he/she paints the landscape or portrait. The owner can get these same effects if he stands behind the artist and touches him while he paints.

Net of Fishing

A **Net of Fishing**, if held over the water, will tell it's holder when and where to throw it to obtain 1d4 medium to large fish. The Net further will gather round the fish and hold them fast. It can do this function three times in one week thus netting one to twelve fish. 800GPV

Silver Horn of Summoning

This horn can be employed by a good cleric, ranger or paladin only. Any other who blows it will be teleported randomly to a location on the World of Greyhawk map (no saving throw). Roll 1d4, 1d6, and 1d20. The d6 determines direction with 1 being the north top of a hexagon, 2 being the north east direction, 3 the south east, 4 south, 5 south west and 6 north west. The d20 is the number of hexagons from the center the figure will transport. The center of the teleport is determined by 1d4. 1 = Midmeadow (north of Nyron), 2 = Rookroost (just north of the Bandit Kingdoms), 3 = Rauxes (everyone knows where that is) and 4 = Shibolet (Gran March). Wave goodbye to the character.

The horn does not go along with the person who blows it. Note: on the off chance someone else is touching this person then that person will go along for the ride! The horn will not function for any for seven full days after this incident.

If a good cleric, ranger or paladin blows the horn a Silver Dragon will appear when that person is next outdoors. It will fly to him from the horizon (about twenty minutes), land, and ask what he/she wants! Within reason the dragon will attempt to comply but the dragon is NOT forced to do so. The dragon will take the horn. Silver Dragon, 11HD, AC -1, 3 attacks 1d6/1d6/5d6, breath frost

(70 points of damage) or paralysis, spells 2 each of the 1st, 2nd, 3rd and 4th levels. HP: 70. The dragon carries no treasure, and if the party attacks the dragon it will seek to kill the person with the horn ... first. The dragon will not fight to the death, but will flee and seek reinforcements.

Weapons

Battle Axe of Ever Sharpness

This axe will not lose its edge hitting plate armor or even the hardest tree. It never needs extra sharpening. As such it will do two extra points of damage on any hit vs. a material opponent, e.g., an Axe +2 does an extra 4 points of damage. Note that creatures such as a wraith or shadow do not suffer the extra damage. GPV 6,000

Dagger of Accuracy

A **Dagger of Accuracy** is perfectly balanced for throwing. Its enchantment makes it +4 to hit at all ranges including the long range of 61 to 90 feet. If it hits when thrown it does +4 extra points of damage. (Base damage is d4+1). Upon giving the command "return" the dagger will fly back to the hand of the thrower up to a range of two hundred and forty feet. GPV 3,500

Dagger of Bleeding

A **Dagger of Bleeding** will cause wounds to bleed profusely. Save vs. poison at -2 or lose one point per wound until bound. Binding in this case takes a full round for each wound! Pressure and care must be used to stop this bleeding. A held person could easily bleed out. Each wound gets a save but if the save is failed that wound bleeds and bleeds and bleeds. The wounded person can step out of melee and drink a **Potion of Healing** which will stop the bleeding but do NO curing. **Cure Light Wounds** will stop the bleeding but do NO curing. More powerful spells and potions will stop the bleeding and do curing as well. **Kheoghtom's Ointment** will cure and stop the bleeding. GPV 8000

Dagger of Fear

The dagger is +3 to hit and to damage **if thrown**. Further if there is a hit the target must save vs. Fear or run away at fastest pace away from the throwing figure. The fleeing figure will pull the dagger out on round 1, 2 or 3 of his escape and discard it. The Fear lasts for 3d6 rounds. This dagger is valued at 12000 GP. When the dagger is

discarded it will elicit fear in any who pick it up for 4d4 rounds (Saving throw applies). If the person who picks up the dagger and fails the save he will drop it and run away in a random direction away from the melee. The owner of the dagger can pick it up freely of course. Once the dagger no longer radiates fear a new owner may claim it. A new owner also claims it if the save vs. magic is successful.

Dagger of Wounding

When there is a hit causing 4 or points of base damage (base = 1d6) the victim must save vs. poison or the wound will bleed profusely causing 1d4 more points of bleeding damage per round until a Cure Light Wounds is applied. Simple binding will not work on these wounds. The bleeding will continue for 2d8 rounds then finally stop. 9000GPV

Ghoulish Dagger

A **Ghoulish Dagger** has its origin in the Scarlet Brotherhood. The dagger has a small skull on the pommel and is made of black iron. It holds its edge and does not need to be sharpened. The dagger is evil. Anyone cut with the blade will have to suffer a save vs. magic or be paralyzed for 4d6 rounds.

A Good person who wields it in combat will also have to suffer a save vs. magic or his/her arm will be paralyzed for 1d6+2 days! Cures will not remove that paralysis unless the spell be Heal. Cure Disease will half the time. A neutral person must save vs. magic or his/her arm will be paralyzed for 2 to 5 days. The dagger is worth 12,000GP if you can find someone to buy it.



Hammer vs. Humanoids

The humanoids this weapon is dedicated against means orcs, goblins, hobgoblins, kobolds, gnolls and flinds. It does gain a special bonus vs. bugbears, ogres, giants etc.

Hand Axe of Throwing

When thrown this axe does double damage, it is the possession of the owner after it is thrown for two full turns after which someone else can claim it, if someone picks it up during the two turns however that person will take 2d6 damage immediately. 8,000 GPV

Javelin of Long Throwing

This javelin can be thrown 300 feet instead of the usual 180 maximum. Further it's medium range penalty is -1 and long range only -3. While flying through the air it radiates LIGHT as the spell. This light shines for 3d8 rounds no matter where the javelin lands and whether it hits it's target or not. Darkness will put the light out. 8000GPV

Javelin and Ring of Return

The **Javelin and Ring of Return** are a set. The ring must be worn for the set to function. After the Javelin is cast (Range: 60/120/180 feet) it can be called back to the hand wearing the ring up to a distance of 250 feet. The javelin is being pulled back at the physical strength characteristic of the wearer. The javelin caught in bushes or laying on the ground always comes back (haft end first) easily. If stuck in a tree (or someone) it may take a few yanks and now and then it won't come free unless it is physically pulled free. The Javelin has no plus to hit but is magical and counts as a +1 weapon. Further it reduces the subtraction for medium range by one and for long range by two. (7000GPV)

Mace vs. Demi-Humans

A **Mace vs. demi-humans** shocks a pure demi-human, elves, dwarves, and halflings. Half-breeds such as half elves are not affected. Victims will drop whatever is being held in hand at the moment unless a save vs. magic is made. Dexterity is reduced by 1d4 points for 1d4 rounds from such a hit and an extra 1d6 of damage is done. If the save is made there is one extra point of damage only.

Mace of Fear

Each **Mace of Fear** is aligned to EN. Creatures struck in melee must save vs. spell or run away for 2d4 rounds. This effect will occur up to three times in one 24 hour period.

Due to alignment a good figure touching the mace will take 3d4+4 points of immediate damage and must save

vs. paralysis or lose use of that arm and hand for 2d4 hours! Neutral Lawful, Pure Neutral and Neutral Chaotic people fill ill at ease holding the mace but take no damage unless they hold it two more rounds, then as a good figure touching the mace. Value to an evil figure would be 10,000GP.

Quarterstaff of Flying

This quarterstaff enables the holder to fly for 1d8+3 turns at a speed of 500 feet/round. There is a 2 round 'warning' that the charge is about to dissipate. Another charge can be used at that point or the user must land. This consumes 1 charge.

1 charge will cause the Staff to do 3d6 on its next hit in combat (over and above base damage). If there is no hit the charge is not used up. A single charge will remain in effect for up to twenty minutes, then if it will dissipate if no hit has occurred. No other power can come from the staff if the combat charge is 'in waiting'

The user can Detect Magic by touch up to three times per day with no charge being used

The staff can be recharged. (4500GPV) Usable by spell casters only

Quarterstaff of Speed

A Quarter Staff of Speed in the hands of proficient wielder will deal an extra blow every round over and above any number allowed due to skill or experience level. The extra blow can be used to counter a opponent's attack (announced to the DM at the start of the melee round) in which case Armor Class against one opponent that round is up by +3. The iron staff is shod and fortified so that even an direct battle axe hit will not break it while held in the hands of a wielder. (Left alone the quarter staff could be broken by a powerful [1850+] blow with a hammer or axe.) The staff does 1d6 +1 base damage plus 2 for magic. 8500GPV.

Scimitar vs. Good Clerics

This weapon is aligned to Lawful Evil, and can speak aloud in common. When struck good clerics must save vs. Death or take 2d8 points of electrical damage. The weapon glows and discharges sparks when a good cleric is within 60 feet (sword must be held). In addition the weapon detects sloping passages, detects invisible creatures within a 30 feet sphere, and can locate an object range 360 feet.

Staff of Impact

A **Staff of Impact** typically has 5 to 25 charges. Without using a charge the weapon is +1 for purposes of 'to hit' and 'to damage' (base 1d6). If the weapon is charged (which must be done at the beginning or the melee round) it will act as a +3 weapon and do 3d6 damage +3 in that round if there is a hit. A miss just loses the charge of course. The Staff can go to zero charges and not be destroyed. The spell Enchant a Weapon will put back one charge. Enchant an Item will put back d4+1 charges. 7500GPV

Armor

Black Plate Mail of Midnight

This armor is base armor class zero and makes the wearer invisible in very dark conditions and shadows. Wearer can cast Darkness 15' radius 3 times per night (not when sun is up) at a range of 120 feet.

Bracers of Defense & Shielding

These are **Bracers of Defense** that have the additional property of negating Magic Missile and Magic Stone attacks. The armor class value varies as does normal **Bracers of Defense**. GPV: 17500

Chain Mail of Displacement

This magical armor makes anyone 20 or more feet away from the wearer misjudge the wearer's exact position. All aiming of missiles and spells are @ -2 to hit. This armor gives the wearer a save vs. the spell Magic Missile fired at any range! 7500GPV. The chain is not helpful in hand to hand melee.

Cloak of Darkness

When put on in dark or dimly lit areas this cloak allow a person to meld into dark shadows like a Master Thief (90% chance to not be seen in shadows if the wearer stays still). The person can walk in a darkened area and be virtually invisible. Of course the wearer is solid so if he were to pass between a light and an observer the light would be masked. Incidentally the cloak acts a **Cloak of Protection +1** as long as no bright light or sunlight is falling on the wearer. Bright light would be a large fire, a magical Light etc. The cloak is worth 8000GP, of course

someone using at night only might find it worth more than 8000GP.

Cloak of Flames

This cloak always appears as a Vestment of Pyremius, red at the base turning to lighter shades of red then orange and ending in yellow near the shoulders. The wearer appears as though he were on fire as seen from a distance. The wearer is immune to magical and ordinary fire [except the breath of Adult or older Red Dragons]. The wearer can Produce Flame seven times each day at a range of thirty feet. The flame needs a combustible material to set on fire. Save vs. magic applies if thrown at a living creature, if save is successful then the flame does not ignite anything on the creature.

Cloak of Missile Attraction

A **Cloak of Missile Attraction** will make the wearer's AC four places worse vs. incoming missiles of any type. This may not be apparent. The garment will be difficult to remove tending to cling to the person instead of easily slipping off. XP: minus 500XP

Fire Shield

Fire Shield, holder +4 on saves from magical fire and reduces all hit dice from fire by two points per hit die (0 is the lowest for any one hit die). Acts as a +2 shield. Cold Attacks are at -2 on all saving throws.

Pyremius Chain Mail

Pyremius Chain Mail will not be affected by either Heat Metal or Chill Metal as if Resist Heat and Resist Cold were in place. Saving throws vs. magical heat and cold are at +2. After the 3rd such attack, however, the armor will lose that property until blessed by a High Priest of Pyremius. "Attack" means Heat Metal, Chill Metal, Fire Ball, Cone of Cold, passing through a Fire Shield etc. Pyremius chain has a reddish tint that goes away after the 3rd energy attack but reappears after a High Priest's blessing. GPV varies but at least 2,000GPV. This armor has a noticeable reddish tint.

Robe of Armor

A **Robe of Armor** like armor but is made of heavy cloth and has a few large gems woven into its design (600GPV worth of gems per rank of armor class, so AC 8 has 1200GPV worth of gems – the smallest of which must be 250GPV.) The robe will weigh fifteen to twenty pounds

and inhibits dexterity by at least one full point (80%) and sometimes by two points (20%). Such a robe is worth 3000GPV plus 1500GPV per armor class rank so a robe of AC8 would be worth 3000 +1500+1500 = 6000GPV.

Shield of Nature

Shield of Nature is a wooden shield that has a number of properties that make it usable only by druids. It will not afford any protection to lawful, evil, chaotic or good persons. For those alignment types it will function as **Shield of Missile Attraction** and all powers listed will not function.

It is +5 vs. all attack forms lending that plus to saves vs. fire, cold and electricity no matter what direction that attack might come from including dragon breath. It is

protection of ordinary heat and cold (150 degrees to minus 50 degrees). This shield affords spherical protection from all attack forms including weapon attacks.

Upon command it will form a small wooden hut that can comfortably sleep four adults. Inside the hut the holder and his invited guests (up to three) will not be harmed by high wind (up to 120 mph), rain, lightning or temperature extremes. To all ordinary mammals, reptiles, insects and spiders the hut does not exist. No odor or scent leaves the hut but there is plenty of fresh air to breath at all times.

Lastly the shield can expand to become a small boat that will hold four. (You have to provide your own paddle.) 25,000 GPV.

New Monsters

Eel Grass

Frequency: very rare

No. Appearing: 1

Armor Class: 7

Move: 0"

Hit Dice: special

% In Lair: 100%

Treasure Type: nil

No. Of Attacks: 1

Damage/Attack: special

Special Attacks: tangle, poison & acid

Special Defenses: hp do not apply

Intelligence: non-

Alignment: N

Size: L

Eel Grass, 6+12HD, AC: 7, attack: to tangle, special attack poison and acid, HP does not apply.

You can't really 'fight' eel grass but it most certainly can attack a person or animal crossing into it. It will seek to tangle the legs of a victim as soon as the creature enters the 'grassy' area. It will wrap around legs and seek to touch bare skin. If there is a hit in melee by a 6+12HD monster (dexterity adjustments do NOT apply) the person is tangled. While very large creatures or strong ones might pull the grass out of the ground it still takes

some effort. The creature would rip the offending tendrils out of the earth. However, ripping them out of the ground does not 'kill' those tendrils for four full rounds. If torn at, cut, burned etc. the tendrils will 'die' more quickly. If the person keeps moving more tendrils will 'attack'. A held person moves at a rate of only five feet per minute. Those of 15 or lower strength cannot pull loose. 16 strength has a 25% to rip free (per round), 17 strength 50%, 18 to 18/50 strength 75% and 18/51+ strength 95%. Each round is a new attack if more grass is waded through.

The grass attempts to touch bare skin (pant legs and socks/stockings are NO protection but high boots (to the knee) will foil the touch.) If a touch occurs, it does not matter how many tendrils, save vs. poison or paralysis sets in immediately and the victim will fall over. On subsequent rounds many more tendrils will attack but no new "to hit" is required. While in contact with the tendrils the paralysis will not go away. The tendrils now begin to digest the victim. A powerful acid touches the exposed flesh and begins to eat it away at the rate of 1d6+2 HP of damage per round. Those who go to -20 or lower or eaten and only clothing and bones and mess no one wants to clean up will remain.

Fire Flame

Frequency: very rare

No. Appearing:

Armor Class: 3

Move: 12"

Hit Dice: 6+6

% In Lair: 0%

Treasure Type: incidental

No. Of Attacks: 2

Damage/Attack: 2d4+2, 2d4+2

Special Attacks: set combustibles aflame

Special Defenses: immune to fire and Magic Missiles, hit only by +1 or better weapons

Intelligence: Low

Alignment: N

Size: Small

Fire flames are a lesser fire elemental that is less intelligent than typical elementals. They are typically summoned and used as guardians. Being of low intelligence they can be taught a few things, including recognition of items that indicate the bearer should not be attacked. Otherwise they will attack anything the size of a house cat or larger.

They will remain 40' of a large fire source, like a hearth, and typically not go beyond that range. When attacking they do so mindlessly until their opponent flees or dies. Once it runs out of opponents the fire flame will sit on each body, consuming it to ash. It inflicts 2d4+2 hp of fire damage per round, and when a body reaches -30 it is consumed. Note that the body is no longer subject to *Raise Dead* as it is reduced to ash.

Any single flame attack that inflicts at least 9 hp of damage sets nearby combustibles aflame. Items get a save vs. Magic.

Flames take damage from ordinary water in pint or larger size doses. (2d4+1 damage). Cold based weapons inflict double cold damage. (A weapon with Freeze Metal applied to it is "+1" vs. the Fire Flame.) Flames take no damage from normal or magical fire, or *Magic Missiles*. Lighting does normal damage.

There is a larger variety: **Temple Fire Flame** 12+12HD, AC 3 Hit only by +1 or better weapons, Two attacks for 2d6+2 points of fire damage, plus, if there is a single hit that does 9 or more points of damage, setting combustibles aflame. Save vs. magic applies. HP: 84, Intelligence 10.

Trollattle

Frequency: very rare

No. Appearing: 8d8

Armor Class: 6

Move: 12"

Hit Dice: 2+6

% In Lair: 0%

Treasure Type: nil

No. Of Attacks: 1

Damage/Attack: 1d3

Special Attacks: bite causes horrid rash on humans, dwarves and lesser humanoids

Special Defenses: regenerate 1hp/turn

Intelligence: Low

Alignment: Lawful Evil

Size: Medium (5')

Trollattle are the trollish equivalent of cattle. They are common on throughout the Lower Planes. They are herd animals and are rarely found alone or even in small groups. They eat just about any type of vegetation and appear to be immune to poison, nor do thorny growths bother them.

Given their trollish blood, they regenerate 1hp/turn. Major loss of body parts, virtually everything except the head, does not stop regeneration. They can lose up to 80% of their body mass, but as long as the head and 2 hp remain, the trollattle will recover, regenerating all lost body parts in one full day.

Trollattle are popular among trolls but also in the lower planes. The beasts are cumbersome and slow. They are partially slaughtered while still alive, counting on their regeneration powers to recover from the most ghastly of wound. Their meat is wholesome if unattractive. The meat will spoil quickly (within 48 hours) but even a large steak will not regenerate into an entire beast. Severing the head will always kill it.

Trollattle eat the blue thorn bushes and the berries common in the Hells without concern for the poison of the bushes. They may get scratched during their feasting but that does not concern them.

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