

The Domesday Book

Horn Blasts

C&C Society GenCon
Tournament

Under the Looking Glass

Reviews of StarSiege &
Towers of Adventure

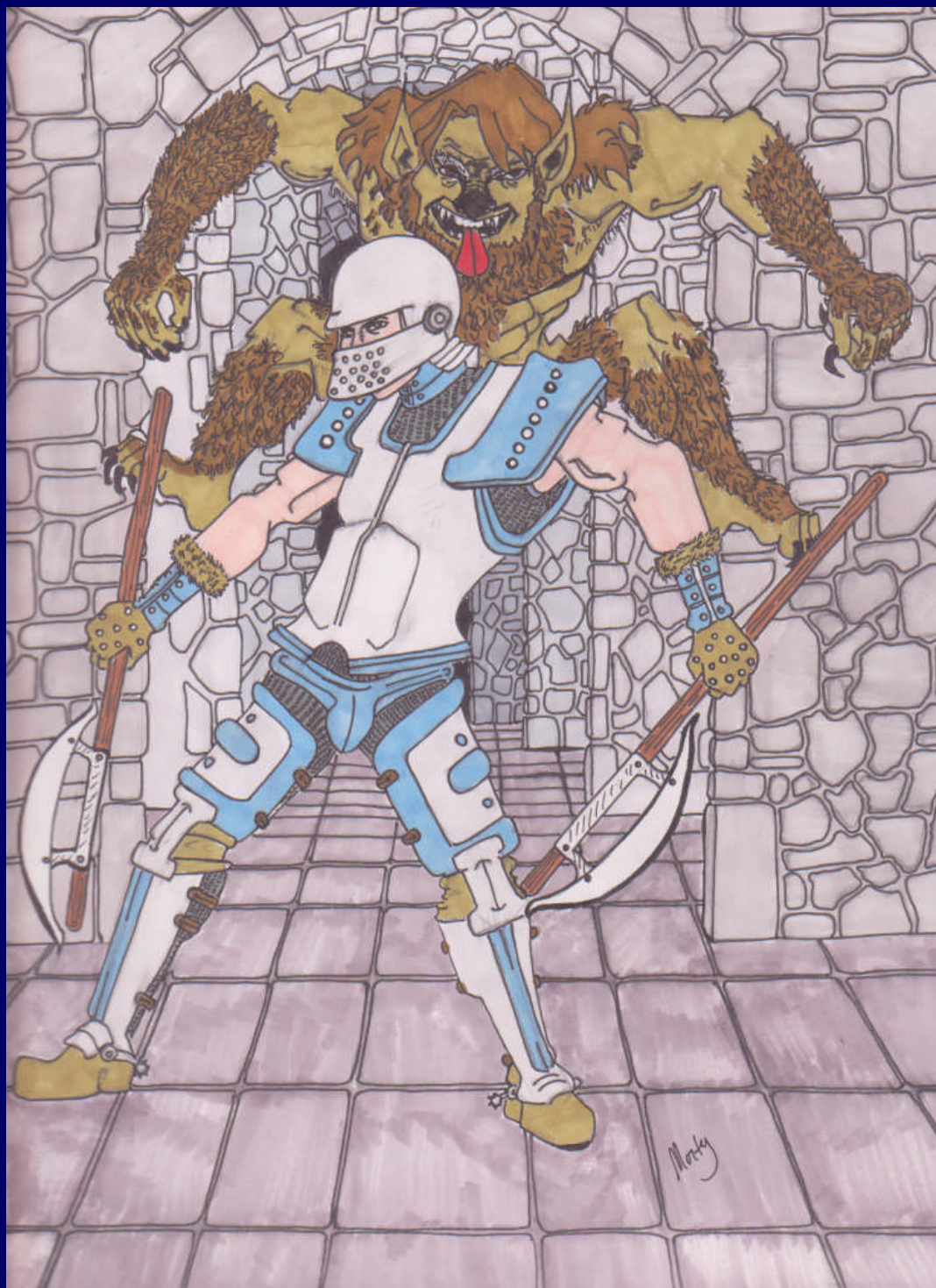
Muse's Market

Several New Arcane
Classes
A Faux Ancient Lexicon
The Wampyre
New Monsters for C&C!

Realms of Adventure

Argosy Command— A
New Science Fiction
Game

Plus Much More!



The Domesday Book

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The summer is upon us and the C&C Society is happy to finally bring you the latest edition of *The Domesday Book*!

The Society will continue to expand and we have some exciting changes in store for everyone this coming year - including an increased relationship with Troll Lord Games that will provide more benefits and member privileges. In addition, the Society will be, for the first time, running a tournament at this year's GenCon Indianapolis. Info on this event is provided in this issue, but be sure and check for updates on this at the Society webpage regularly during late June and July!

Once again, the Society welcomes all submissions for future *Domesday Books*. We are always interested in art and articles, especially those which deal with cross-system and generic role-playing interests (such as advice in running games & applying new ideas to your campaign world). *DD V* is tentatively planned for late fall - check the "Submissions Guidelines" tab on the Society site for info.

- John "Sir Seskis" Wright, High Squire

The Crusade Comes to GenCon!

The Castles & Crusades Society is pleased to begin what we hope will become a new tradition at various conventions around the country in the coming years - a Society Con Tournament! The first of these will happen this summer at GenCon Indianapolis, the biggest four days in gaming, August 13-16, 2009.

The **GenCon Tournament** will be held over two days, on **Friday and Saturday, August 14 & 15**. Four 5-Hour sessions will be run, each playing the same specially designed Tournament module. The tournament will consist of four tables playing the same module, two on **Friday from 1:00 to 6:00 PM** and two on **Saturday from 1:00 to 6:00**. The tourney is not progressive (i.e., no rounds - just the one game). There will be 8 spots per table. It is a GenCon ticketed event, but the cost is merely \$2.00. There will be twelve (12) pre-generated tournament characters that the group at each table will select from, all single-classed core Castes & Crusades characters, with a selection of 2-3 "kits" for each character to allow for a little personalization. Eric Piper (piperdog) and John Wright (Sir Seskis) will each be running one of the games on each day.

The tournament scoring will involve point awards for HD monsters killed (or turned) by individuals, awards for "aiding" in an encounter, pointt awards for treasure gathered, points for achieving certain "landmarks" of the tourney mod, points for successful SIEGE checks, points awarded by the Castle Keeper for role-playing moments, and some points awarded by the players at the end of the game.



All participants will receive some memento of the tournament (TBD), and the other awards will be for the top 5 individual players across all tables, plus something for the top scoring table as a whole. The awards will be given at 6:00 PM on Saturday just after the final two games are completed.

Troll Lord Games will be present at GenCon as well, and will be providing a lot of new C&C goodness as they roll out the new printings of the Player's Hand-book, Monsters & Treasures and other new releases of the Fourth Crusade! For those interested in the C&C GenCon Tournament and GenCon as a whole, please go to the convention website at:

<http://www.gencon.com/2009/indy/default.aspx>

As we finish with this first tournament, the Society hopes to encourage further events, sponsored by our members, at a variety of conventions and regions. As this issue goes to press, your High Squire is looking into a Society game event at the 2009 Chicago Game Day, and next year we will certainly have more of a presence at Troll Con 2010 and Gary Con II. There are other cons that we hope members might be able to represent us at in the future, including Dragon Con and next year's North Texas Con.

Monsters & Treasure II

Monster Preview

Robert Doyel provides us with a preview list of Monsters that will be presented in the future Troll Lord volume *Monsters & Treasure II*. This is, of course, a tentative list, and is subject to change, additions, deletions or modifications, so don't "wed" yourselves to this list! Some names are merely placeholders until the "right" name emerges as this tome one day emerges!

Abaasy (3 HD)
 Acheri (2 HD)
 Aerugo Mold (1 HD)
 Ahuizotl (3 HD)
 Atlas (Living Statue) (4 HD)
 Avar (3 HD)
 Badaud (1 HD)
 Baldander (1 HD)
 Bale (12 HD)
 Bantam Orb (Prysmal Bairn) (2 HD)
 Bat (Special HD / Swarm)
 Bloodstone (2 HD)
 Calx Slime (2 HD)
 Changeling (Liquid Flesh) (9 HD)
 Cluricaun (Davisian) (2 HD)
 Corruptor (7 HD)
 Creeping Chill (7 HD)
 Cruor Cactus (2 HD)
 Crypt Keeper (6 HD)
 Dark Fate (10 HD)
 Desert Stalker (6 HD)
 Devil's Claw (1 HD)
 Dracion (2 – 7 HD)
 Drægr (20 HD)
 Dragon, Canopy (3 – 9 HD)
 Dragon, Cemetery (2 – 8 HD)
 Dragon, Lodestone (2 – 24 HD)
 Dragon, Sand (2 – 8 HD)
 Elemental, Quagmire (2 – 4 HD)
 Empus (Sanguine Harlot) (5 HD)
 Ethercat (5 HD)
 Fear Liath More (Grey Man) (4 HD)
 Firecat (4 HD)

Gamin (5 HD)
 Gibble (Tree Goblin) (1 HD)
 Goblin, Pitch (1 HD)
 Gorilla, Gorge (7 HD)
 Grotesque (Gargoyle Golem) (8 HD)
 Guntai (1 – 9 HD)
 Haug-Bui (Fey Ghoul) (7 HD)
 Hohl (3 HD)
 Husk (15 HD)



Hydra, Larvae (5 – 12 HD)
 Ichneumon (Dragonkiller) (6 HD)
 Infernal Legionnaire (Marching Horde) (7 HD)
 Isima (2 – 10 HD)
 Jack-in-the-Green (2 HD)
 Juggernaut (20 HD)
 Jughulr (4 HD)
 Kiln Beetle (1 HD)
 Kiram al-Katibin (Judgment) (12 HD)
 Kopel (Gavotte Demon) (6 HD)
 Ky Lan (12 HD)
 Lamprey, Giant (4 HD)
 Lavabeast (2 – 8 HD)

Lingering Echo (4 HD)
 Mineral Water (5 HD)
 Mnemosyne (1 HD)
 Mullet Fish (1 HD)
 Mummy, Pyre (Eternal Flame) (8 HD)
 Neirid (5 HD)
 Nepheliad (Cloud Nymph) (3 HD)
 Neural Vine (1 – 15 HD)
 Nightcloak (4 HD)
 Obour (5 HD)
 Ophiuchus (5 – 10 HD)
 Orobouros Worm (6 HD)
 Parandrus (5 HD)
 Phantom Spider (5 HD)
 Phasmid (1 – 4 HD)
 Qigygy (3 HD)
 Qualtagh (3 HD)
 Quui (5 HD)
 Ranine (3 – 6 HD)
 Red Fern (2 HD)
 Redcap (5 HD)
 Rock Gnat (Special HD / Swarm)
 Rugsucker (4 – 6 HD)
 Ruhkar (2 HD)
 Scion (1 HD)
 Skeleton, Patchwork (3 HD)
 Skinwraith (2 HD)
 Skoffin (Tundra Basilisk) (9 HD)
 Spearweed (3 HD)
 Tombguard (12 HD)
 Torturer (4 HD)
 Troll, Reef (4 HD)
 Uilbheist (Water Hydra) (4 – 8 HD)
 Urisk (1 HD)
 Ursal Hulk (Arctic Titan) (13 HD)
 Varaen (8 HD)
 Vellicle (Ore Shark) (8 HD)
 Velvet Road (Red Carpet) (2 – 6 HD)
 Walking Injury (3 HD)
 Whip Scorpion (1 HD)
 Wretch (3 HD)
 Xanth Pudding (1 – 5 HD)
 Xerjan (15 HD)
 Xyrest (4 HD)
 Yester (5 HD)
 Ylem (Proto-Elemental) (20 HD)
 Yow (4 HD)
 Zenith Tree (25 HD)
 Zhadk (1 – 20 HD)
 Zombie, Meunex (3 HD)

Under the Looking Glass

STAR SIEGE EVENT HORIZON

Author: Josh Chewning

Cover Art: Peter Bradley

Interior Art: Peter Bradley & Jason Walton

Layout & Design: Peter Bradley

Production: Troll Lord Games, 2008



Following the success of Castles & Crusades, Troll Lord Game made the decision to branch out in other directions. Star Siege: Event Horizon represents the first in a new line of 'Siege Engine Games' showcasing the versatility of core mechanic used in C&C. This new game offers to tackle a completely

different genre than the one we are accustomed to seeing from TLG. We leave behind a realm of classic sword and sorcery to enter the many dimensions of science fiction. For many, 'sci-fi' represents a very broad genre that suits the tastes of many people. From Flash Gordon, to Star Trek, to things like Bladerunner, science fiction can be anything from an entertaining diversion to a complex commentary on the human condition. With the many popular movies and books exploring this genre, the decision to publish this game was an obvious one.

What makes this game a bit more unusual is the approach taken with this project. Star Siege is released as a boxed-set and everything you need to play is included in the one box. To be clear – this box set could easily fit the needs of a group that might just want to try something different. Included in the box set are 1 copy of the Operations Manual (the GM's guide), 4 copies of the Field Manual (the Player's guide), a sample setting called Victory 2442, and 4 double-sized reference sheets printed on laminated cardboard. These reference sheets are called 'broadside' and contain some of the more common charts used for creating various things for the game. On top of all that, a couple of twenty-sided dice are thrown in the box for good measure.

Operations Manual

This book contains a lot of information to digest and, unfortunately does not include an index or table of contents. Though the organization of the book is well done, the best thing to do with the book is to read it cover to cover. Once done, don't put it to far away since you'll likely end up reading it again. The Operations Manual begins with some preliminary material about running a game, the Siege Engine, and how to use it effectively. Like C&C, understanding this game mechanic is the key to playing this game and this is very clearly explained. Another nice feature about the rulebooks are the occasional boxed texts scattered throughout them. These are included to highlight a particular rule or provide certain explanations. New rules are also introduced in the game and some of these can even be adapted in other games if one was so inclined. There are other sections in the book that many would associate with science fiction and they cover such things such as mutations, psionic abilities, and cybernetics. However, the larger part of the book is rightly devoted to building and creating everything that you might need for the game such as equipment, aliens, and even planets. All of the material in the book is serviceable and there is little superfluous content. That said, a game master seeking to run an in-depth campaign using this rule set is best advised to carefully read this particular manual and try to build and create using the guidelines it contains.

Field Manual

When looking through this manual in particular, it becomes clear that Star Siege makes many departures from the formula established in Castles & Crusades. Where as C&C focuses on a class-based system based on various fantasy archetypes, Star Siege does not. Instead, it adopts more of a skill-based approach for character creation. You still have a variety of different races to choose from but the notion of character classes are gone. Instead of selecting a class, the player chooses from a list of skill bundles in order to achieve the character concept or profession desired. The system of traditional level-based advancement and the notion of hit points are also gone. Hit points are simply replaced by a Wound and a Stress Track. Naturally, Star Siege is not the first RPG to make use of some

of these game concepts but the game manages to remain simple enough when it comes to generating a character. Because of this approach, you are left potentially with something of a looser framework which can be both a strength and a weakness. The book, though relatively short, adequately covers character creation and covers the basics of play keeping to a rules-light philosophy. A small selection of weapons and gear as well as a sampling of special abilities is provided at the end of the book.

Victory 2442

To help give Star Siege the sense that it is truly a complete package, the inclusion of this book provides a brief campaign setting to use. The book is the shortest in terms of page count when compared to the other two books in the set but it serves its purpose. With it, there is little to prevent those who wish to jump right in and start playing from actually doing so. The setting gives details on three factions (or species) and a history detailing the conflicts between them. Additional notes are also provided concerning technology, rule modifications, to running a campaign. A variety of star crafts used in the setting are found at the end of the book and these provide excellent models if you decide to build other vehicles and technologies. At the very least, Victory 2442 is an excellent example of a setting if one wishes to go about creating their own.

Final Thoughts

There is no doubt that Star Siege provides excellent value for your gaming dollar considering one set could easily accommodate a gaming group. It provides an excellent alternative to Castles & Crusades system but keeps the same streamlined mechanic for skill and task resolution. New rules are also supplied and these can be used with a minimum of fuss in either game. However, while the rulebooks are written in a very concise manner, some of the material may be a bit too concise. There are sections that could have easily been expanded upon with greater detail or more examples. Where as this might not be an issue with an experienced gamer, this could just as easily be a problem for a newcomer. For some, the lack of selection for equipment, abilities, or powers might also be an issue. Even the inclusion of a few templates to help build more complex equipment would have certainly made a difference. But is any of this really

necessary or does the lack of these things diminish the value of the set? Not in the slightest! If you're looking for a science-fiction themed roleplaying game and you don't mind doing a bit of work to make this game your own, Star Siege is a good addition to your shelf.

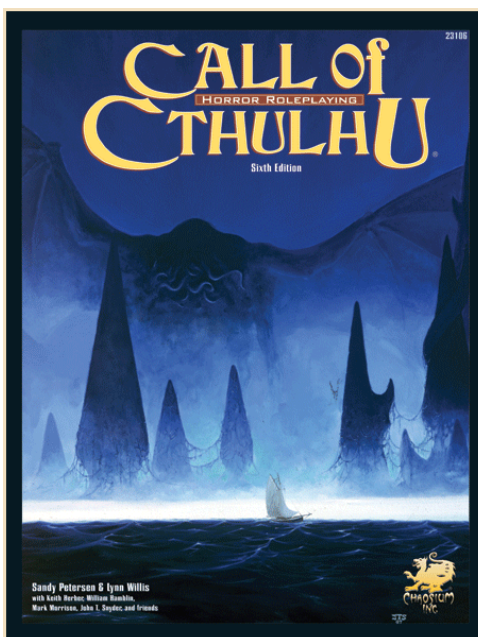
Pat "moriarty777" Bellavance

Call of Cthulhu

Call of Cthulhu (CoC) is the classic award-winning horror role playing game published by Chaosium which was first released in 1981. It was written by Sandy Petersen who had been a Lovecraft fan since his youth. Petersen later went on to become a level

designer for Id software and contributed to Doom, Doom 2 and Quake.

The core rules of the CoC game are derived from Chaosium's Basic Role Playing (BRP) system which was originally designed by Greg Stafford, Steve Perrin and several



others for their Runequest system. This is the same rules mechanics that is used for Stormbringer, Ringworld, Elfquest, Nephilim and Pendragon. If you are familiar with any one of these games then you have the knowledge to play or run the others.

The CoC game system is now in its sixth edition and can be supplemented with the optional rules contained in the latest 400 page edition of the Basic Role Playing system book which was released in May of 2008.

The core CoC rules are set in the “classic period” of the Cthulhu mythos which is the late 1920’s. This was the setting for many of Howard Phillips Lovecraft’s most relevant stories such as *The Call of Cthulhu*, *The Dunwich Horror* and *The Whisperer in Darkness*. The stories and game locations are set in the fictional Massachusetts cities and towns of Arkham, Dunwich, Kingsport and Innsmouth. They feature a host of vile and unspeakable characters such as malevolent entities from the dawn of Earth’s history, to secret groups of cultists working towards the summoning or reawaking of their tentacled masters. There are also alien creatures that dwell amongst the hidden mountain tops and remote regions of the world. This latter group has dealings with men who serve as their surrogates and sometimes are manipulated through alien technology or magic.

Unlike other role playing systems players in CoC (called investigators) generate non-heroic characters with backgrounds as reporters, professors, private investigators, soldiers, archaeologists or any other professions contemporary to that period. Starting points for the skills of their chosen profession is based on a multiplier of the education (EDU) of the character. Further general skill points are derived by another multiplier based on the characters intelligence (INT). What sets CoC apart from other systems is the game mechanic based around sanity points (SAN) which is reduced when the character encounters monstrous entities, reads evil tomes to learn ancient and forbidden knowledge or casts the spells learned from books such as the fabled *Necronomicon*. Skills are presented as a percentage from 1% to 100% with modifiers applied for difficult undertakings. Opposing skill rolls are resolved through a resistance table with the advantage going to the investigator or NPC having the highest skill percentage.

A typical CoC scenario starts out as a simple mystery and as the plot develops the investigators discover information that turns their perspective about the world upside down. Sometimes it is merely through hints of a darker level of reality but on occasion they may find themselves face-to-face with creatures that lurk in ancient dark places. Those that survive encounters with the creatures of the Cthulhu mythos usually lose some of their

precious sanity and gain knowledge that will forever change their world view. There is usually a point where the investigator realizes that what has been discovered cannot ever be mentioned to anybody lest they be accused of madness or fabrication. The investigators new-found knowledge is a motivation to continue adventuring knowing that the risks which they take will save innocent lives and prevent wide-spread panic and devastation.

One of the hallmarks of CoC scenarios and campaigns has been the inclusion of player hand-outs which the game keeper (commonly referred to as the keeper) provides as clues to the investigators as they uncover information about the situation which they are looking into. These clues can be a number of things such as a page from a diary, letters, newspaper clippings, postcards, strange statues, maps, coroner reports or any number of other small bits of information.

Over the years Chaosium has published several setting for the CoC game system including the Victorian England period called *Cthulhu by Gaslight*, a modern day setting called *Cthulhu Now* and a European 1000 A.D. setting called *Cthulhu Dark Ages*. Chaosium have also published sourcebooks and scenarios for the *Dreamlands* setting which was created by Lovecraft in his stories such as *Through the Gates of the Silver Key*, *Celephais*, *The Dream-Quest of Unknown Kadath* and *Cats of Ulthar*.

A series of sourcebooks generally grouped together and referred to as *Lovecraft Country* was developed by Keith Herber and released around 1990 by Chaosium. These books include backgrounds for many of the fictional towns and cities in the works of Lovecraft and also include extensive information about non-player characters, setting information and maps. Many of these works are still in print or available online through various PDF sellers.

Since the early 1980’s the Canadian miniatures company RAFM has been producing a line of figures for the CoC system which includes investigators, cultists and creatures such as *Deep Ones*, *Byakhee* and *Ghouls*.

The CoC system captured a large enough fan base around the world that there are editions available in Finnish, French, German, Hungarian, Italian, Japanese, Polish and Spanish. A new French edition of the 6th edition CoC rules was released in November 2008 by the new licensee Editions Sans-Detour (adapted by Christian Grussi). For individuals who are fluent in other languages, they might be interested in works such as the Berlin sourcebook printed by Pegasus Spiele the German licensee who also prints the German language fanzine Cthuloide Welten. These fanzines have been translated into English and published as Worlds of Cthulhu.

In recent years there has been a resurgence of interest in the Cthulhu mythos and Lovecraft in general. There have been Lovecraft film festivals and the H.P. Lovecraft Historical Society has released several audio plays and musical CD's along with other collectible paraphernalia. There have been scholarly studies of the life of H.P. Lovecraft including a 700+ page biography by Lovecraft scholar S.T. Joshi. Hippocampus Press has published five collections of Lovecraft's non-fiction writings grouped as Amateur Journalism, Literary Criticism, Science (primarily astronomy), Travel (including his longest work at 75,000 words titled A Description of the Town of Quebeck, in New France, Lately Added to His Britannick Majesty's Dominions), and Philosophy; Autobiography and Miscellany.

The major reason for the revitalization of interest in CoC was the acknowledgement by Chaosium that they were not in a position to produce enough new material to satisfy their customer base. As a result of this they issued several licenses to small game development companies which have resulted in a blizzard of new releases in 2008. This includes scenarios and variant rules systems such as the February release of Trail of Cthulhu by Pelgrane Press which was written by Kenneth Hite and is based on their Gumshoe system.

In the middle of 2008 Miskatonic River Press was formed by a group of well known Call of Cthulhu game developers led by Keith Herber who developed much of the Lovecraft Country source books for Chaosium back in the 1980's. Their first product

scheduled for release is a book of scenarios titled New Tales of the Miskatonic Valley. Another license was granted by Chaosium to Goodman Games in 2008. Goodman's first Call of Cthulhu release will be Death in Luxor by Harley Stroh which is scheduled to be released in December of 2008. September saw the True20 release of Shadows of Cthulhu by Reality Deviants. Another company which received a license from Chaosium was Super Genius Games which in October released their first Call of Cthulhu scenario titled Midnight Harvest. Chaosium also began to sell PDF files of many of their works through their web site. It appears to be a successful endeavor for them and may provide an increase to their cash flow which may place them in a better position to develop more products.

Award winning Pagan Publishing is also still very active with a recent reprint of their Delta Green sourcebook with duel BRP and D20 statistics. Pagan Publishing also released a new scenario called Final Flight which is written by John H. Crowe III. 2008 also saw the Pagan Publishing release of the soft cover version of Delta Green: Eyes Only which is 264 pages of additional source material including several new chilling and deadly scenarios. By the end of 2008 Pagan Publishing had started accepting preorders for their next planned release called Mysteries of Mesoamerica. Another upcoming release by Pagan is Delta Green: Targets of Opportunity which is another one of their superb hard cover sourcebooks containing several scenarios.

Recent years have also seen Chaosium release a series of monographs which are written and illustrated by CoC enthusiasts. They cover a wide range of interests from source books to tournament scenarios. The quality of these monographs varies since Chaosium does not provide any editing or proofreading and it is the responsibility of the authors to perform all of the work including final layout.

For those that have not had the opportunity to try the CoC game systems, Chaosium has a free 20 page PDF available on their web site which includes character generation and one sample adventure.

http://www.chaosium.com/article.php?story_id=87

One of the best resources available for new keepers is the yog-sothoth web forums founded by Paul McLean in 1998. The forum is frequented by many of the CoC game designers, writers and artists and is a great source of information about upcoming products. It is also a place where new players and keepers can ask questions about game mechanics and receive informed answers.

<http://www.yog-sothoth.com/>

Although CoC is a system that has not changed very much at its core since its original release, there is an abundance of supporting material available to provide many long hours of role playing terror and enjoyment!

— Jason Williams

A list of company web sites mentioned above:

<http://www.chaosium.com/>

<http://www.tccorp.com/>

<http://www.miskatonicriverpress.com/>

<http://www.pelgranepress.com/>

<http://www.pegasus.de/>

<http://www.cthulhulives.org/> (H.P. Lovecraft Historical Society)

<http://www.hippocampuspress.com/>

<http://www.goodman-games.com/>

<http://www.rpgobjects.com/>

<http://www.supergeniusgames.com/>

<http://www.rafm.com/>

<http://www.worldsofcthuhu.com>

<http://stores.ebay.com/Necronomicon-Press>

** Note: Keith "Doc" Herber passed away on March 13th (Friday the 13th) and that for the moment further releases from Miskatonic River Press are on hold.



Towers of Adventure

Author: James M. Ward

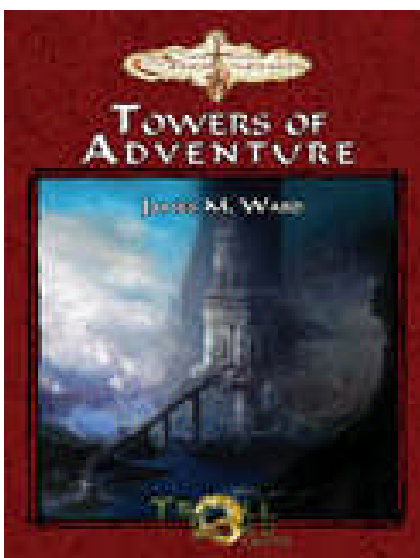
Editor: Cory M. Caserta

Cover Art: Jason Walton

Interior Art/Layout: Peter Bradley, Jason Walton, Bryan Swartz & Mark Allen

Production: Troll Lord Games, 2008

When it comes to selecting something to challenge your player's with, different Castle Keepers will make different choices. Some prefer an elaborate



campaign or the use of published adventure modules while others prefer something a bit less scripted. Sometimes, time and preparation becomes a stumbling block as might be the sheet desire to do something that is just simple and fun. Towers of Adventure, a new

boxed-accessory released for the Castles & Crusades RPG, may end up being a solution for the tired, overworked, and weary game master who might have been looking for a simple answer.

The first thing one will realize is that the use of this set is very easy and quick. Basically, components are chosen from various sections and combined together to create tower. With the many options available, a different and varied tower could be created when one is needed in order to be explored and plundered. To simplify things further, all these components are spread out amongst three booklets with each providing a particular focus in the tower design process.

Volume I – Illustrations & Maps

This first of these booklets contain little more than various tower illustrations and maps. Each two page spread contains an illustration of the tower on the left-hand page, and the various level maps of the tower on the right. There are 15 towers in all -- .

each with a different theme which is sure to give the inspiration needed to help bring the tower to life. The maps number a variety of locations which are intentionally left 'blank'. Through the use of the other two booklets, one is able to populate and furnish the tower as they see fit. This booklet is well done but naturally, it would be very easy to substitute one's own creation as a template to be filled out if you find the ones presented not suited to your tastes.

Volume II – Hooks, NPCs, & Monsters

The second booklet provides an array of non-player characters and monster encounters to 'set up house' in the tower. These are simply split up in three challenge categories – low, medium, and high level. The NPCs are further divided by either class (for humans) or race which appears to be a welcome nod to classic fantasy archetypes. The monsters, who are also divided in one of same three challenge categories hold, no surprises but provides an interesting mix. Basic stat-blocks are used for all of these entries and nicely provides all the basic information without having to pull out any additional books. Beyond these, the book offers a few other things as well. There are a variety of plot hooks included which can be used to help rope players more readily into the tower. Additionally, an outline of various costs for services provided by some of the various class archetypes are also provided. All in all, there are 196 options in Vol. II.

Volume III – Treasures & Traps

Like the other titles, the content of this booklet quickly becomes obvious and is divided into two parts – treasure and traps. The treasures are split up by different archetypes as they had been done in the previous booklet as well as a few creatures. This serves to mirror the previous booklet well enough though none of these are sorted by challenge. Instead, they will vary in size and content. Throughout this section, you'll also see the occasional tip or brief note regarding the nature of these treasures. With the large array of options provided, it is refreshing to see space given to at least briefly describe some of the more unusual or special items of interest things we see less and less of when you look at some t. Sadly, this is one of the of the newer gaming products being released which makes this effort welcome.

The traps are also nicely diverse and in some cases, quite lethal. For simplicity's sake, these are categorized into five groups: Mechanical, Creature, Magical, Poisoned, and Sound. Mechanical traps are everything from pits, to spring loaded arrows, to the classic pivoting floor – all staples in a good old fashioned dungeon crawl. Creature related traps involve some sort of deadly beast placed as a guardian of sorts. Magical traps usually involve some sort of spell-like effect and there is no need to really explain what a poison trap involves. The Sound based ones tend to be the sort that sounds an alarm. A lot of these won't necessarily surprise a veteran gamer but they are sure to bring a smile to their face. This is especially true if that same gamer is the one running the adventure. Between the various treasure entries and traps, there are 165 entries in this booklet.

Final Thoughts

It can be said that the greatest tool is one that can be adapted for other uses than originally intended, and depending on the nature of the person, I have no doubt that this accessory could become something like this. With the number of various entries, the set itself can be used and reused time and time again and will invariably serve as a good distraction and provide hours of entertainment. Parts of it can also easily be adapted for other things. However, despite the amount of material it contains, the set feels a bit rushed in some places. It is odd for instance, that some of the NPCs presented are multi-classed characters despite the fact that no official multi-classing rules exist for C&C. This in no way creates a problem however as all the necessary stats required to run the NPC is provided. As for the rest of the production values, I only had two little quibbles. One has to do with the text not being justified in the third booklet as it had been in the second. The other are the covers of the three booklets – they seem to be all a little off-center. Beyond that, this digest-sized boxed set is a solid little product which has a way of drawing the reader in. This is probably no surprise for anyone who is familiar with the work of James Ward and many will be happy to have this accessory on their shelves.

— Pat “moriarty777” Bellavance

A Faux Ancient Lexicon

By Todd Pote

Many a times a GM has been writing or running an adventure and the party of heroes has come upon mysterious and ancient writings engraved upon the stone or as part of a collection of dusty scrolls etc. At times like these, the adventure risks losing that sense of the mysterious because there is nothing present to really distinguish these ancient writings from the common or trade language in use everyday. Or so much time is needed to be spent by the GM that many are tempted to simply give the players the direct translation upon discovery. Often, the GM will simply use a foreign language or refer to one of several racial lexicons to be found upon the web. The very industrious GM will either create their own bits of language or alter an existing foreign language sufficiently enough for their purposes.

This brief lexicon is intended to provide the GM with a quick reference and generalized rules of basic grammar with which to construct such ancient writings for their adventures. Many of these words may be familiar, some not so familiar since this is an example of what can be achieved by alteration of an existing language. The GM should also feel free to play with the patterns of speech, much like has been done with popular characters in film and literature, the most notable of which involves a short green very wise swamp planet dwelling master. Done sparingly and with a bit of creativity, such patterns can add to the alien feel of the language as it relates to more modern tongues. Overdone, it can become silly instead of strange.

Basic Rules-

Plural nouns end in 'u' unless the noun ends in a single consonant. To end a plural noun ending with a single consonant, double the last letter and add 'es'.

Past tense verbs end in 'as'. Should the past tense verb end with a vowel, the 'as' will replace the vowel.

Lexicon-

I	eyi
me	mi
you	vos
we	nos
they	nosas
our	nosat
your	vuus
mine	mes (possessive); cunico (noun)
he	quipse
she	ecilla
it	di
my	meus
and	et
or	velaut

the	ili
is	sisu
what	lisqua
when	andubi
why	amcur
who	isui
how	omo
be	um
where	ubi
yes	certa
no	nullim
not	nullas
go	prova
stop	teno
come	prode

if	sisi
of	de
river	fluame
stream	riume
will	voluna
sea	pelamar
lake/pond	lacume
swamp	udipalu
road	vitgi
track	calitgi
trail/path	ahotra
trophy	paeru
hill	collans
mountain	motans
cliff	scopaus

worthy	predi	shield	scegot	herb	erb
gully/canyon	fause	crown/circlet	coriadem	mushroom	boletu
time	tem	ring	circona	coat/cover	lavel
age	temano	necklace	corvix	eye	pupul
year	ano	bracer/bracelet	allimar	nose	nas
month	mensano	shoe/boot	caleas	mouth	rostri
day	dianos	foot	pesed	ear	aurica
week	sepano	hand/gauntlet	nuseva	listen	auscul
red	ru	head	capu	bargain	pactu
blue	aerule	chest	armapeca	dead	mortu
green	virnu	bosom	sigripeca	death	mort
yellow	crote	leg	rusur	puppet	pua
orange	leus	ankle	talu	slay	necint
purple	chylli	neck	vixa	slow	tarlent
clear	clar	jump	tussal	skeleton/bone	ossa
murk	calin	hop	lios	spell	cant
fog/mist	neba	swing	givat	holy	sanctum
honor	dignat	rope	rufun	defile	tamina
rain	puval	chain	tenacs	altar	aral
fall	cadru	cord/string	rustrin	god/goddess	deavinu
fly	calor	one	un	temple	taedelum
bird	avi	two	duae	mage	magus
dragon	pyrpensa	three	tridia	warrior	bellar
Monster	monstra	four	quadra	thief	fuer
giant	praegiga	five	quingen	priest	serdea
big	giga	six	ses	heal/cure	medesan
small	mami	seven	septes	hang	pendos
tiny	nami	eight	oct	hard/difficult	duru
Insect	pes	nine	nonag	easy	efacili
king	rex	ten	deci	spot/look/find	locrae
queen	rexfiri	zero or nothing	nilhu	fast	velir
noble	nobli	count	numi	curse	exrator
base	turlis	score	sumata	guilty	noxia
castle	castel	hundred	centis	innocent	nonoxi
town/city	surbin	troop	milicava	virgin	virupta
cave	pelun	clan/family	dogen	blood	sancru
passage/tunnel	niculias	gang	opterva	life	vita
past	eter	army	gexerrit	boat or ship	navisca
pass	ranso	peasant	rustiva	truth	verada
future	futor	slave	sermule	lie	tiomen
sword	gadil	free	libreva	valley	valles
axe	siruce	craft	ardol	cove	nussi
dagger	gopi	trade	mercatt	harbor/bay	ortonussi
bow	flegittar	sell	ven	beach	tulis
armor	armar	buy	empar	desert	vaserat

plain	lanifes
land	ter
sky	aelum
cloud	besu
air	ael
gas	aeb
poison	venem
smell/odor	aefac
empty	nihlanit
rot	putres
sweet	dulsuavi
sick	aegev
good	boni
bad	mali
ugly	foedit
pretty	beledit
neat	itida
messy	lorsqua
organ	arp
group/together	pondas
pack	ligor
grove	nemcus
forest	silva
tree	arva
wood	valiga
bush/shrub	fruva
metal	metaum
gold	aru
silver	gentaru
iron	ferr
steel	durr
copper	aennu
ore	trun
coin	novoneta
make	sario
made	sarias
rock (verb)	rupagi
stone/rock	maux
gem/jewel	gemma
pearl	marrit
coral	orcial
fish	phisce
deer	reus
bear	ursa

cat	felix
horse	equaa
animal or beast	ferlua
wild	insan
tame	domis
man/male	virim
woman	firm
baby/child	ipurim
minion	satel
young	parvunir
old	senir
treasure	eraris
attack/war	bellador
defend or guard	tueo
gate/portal	porta
door	ianres
wall	muren
tower	turr
monument	monusta
country/kingdom	regrus
shore	litor
brace or shore	fulm
music	musi
song	cantrem
story/tale	cantur
dark	scur
light	pharo
sun	sol
moon	luna
star	tellastrum
night	noctux
snow/ice	glacix
frozen	frigor
burn	inflagio
fire	incendi
acid	acius
wind	ven
storm	tempesta
island	insuli
reef	axapul
tide	estus
ebb/wane	decesin
wax/increase	amcesin
swim	natat

terror/fear	timtur
joy/celebration	gauceldi
sink	depri
up	surs
grow	crefio
down	lang
starve	fames
feed	alnute
wax	cer
wave	flunda



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Weather & Climatology Information for the World Builder

By LesRouell

Well, I honestly didn't think there would be more weather articles; however, I've received more requests (well, a request from the Seneschal of this esteemed society so that holds a bit of weight behind it). It was suggested I delve more deeply into actual climatologically correct terms, so that will be the first part of my article. Second, I've noticed an area I neglected in my previous articles: I focused on weather that would affect a ground-based, horse-riding, long-walking adventure party. This neglects the myriad of impacts that weather has on an "Aerial" traveling party, which is likely in a world where magic is more prolific. In a world where flying carpets, ships, creatures and Aladdin's flying carpet exist, things like turbulence, icing and mountain "wave" forces become important so I will correct that oversight for completion's sake.

Tilfin smiled as the jolt of the final 2 tie downs released "Ariea's Wing" from the ground. The long sleek flying ship nosed up into the clear, blue sky, loaded with trade goods - Lislh wool, Gilgish tin and fine elfin wine- to fill the captain and crews' near empty moneybags with shiny bits of east farthing gold. Tilfin, the ship's navigator and pilot, unrolled the dearly bought map from its ivory case, stared down at the symbols, and jotted notes. Where to point the wings nose? Being early spring the more northern route would be more hazardous with cold gray clouds and ever-dangerous ice. South along the Apeans Mountains brought other dangers. Winds strong enough to rip the sails of the wings tall masts or smash the frail willow plank hull into the jagged teeth of the mountains. Then rumors of a dragon seen in the Graywils forest brought even more danger. What safe path to take...

To start and to quote one of the greatest TV shows ever created, "Warning scientific content" - Myth busters

Even the early Greeks understood that the weather throughout the world was not the same for all locations and they could see the importance that the latitude played on the weather. Their answer to this was to divide the world, or at least the northern hemisphere of it, into 3 broad areas: Torrid, that zone closest to the equator, climatically hot; Polar/frigid, nearest the pole and, as the name suggests, cold; finally the Temperate area, the land between the

first two. This system is actually too general for proper classification of the diverse weather/climate regions seen around the world. 20th century scientists developed a classification for the climate regions that had five primary types subdivided into 22 smaller categories. Believe me when I say you really don't want to go into an in-depth discussion of these regions.

The key to having a general understanding, and for your game world a usable knowledge, of climatic regions is knowing that 2 primary factors define any climatic region: latitude and implied temperatures for that latitude and precipitation amounts. Like the early Greeks, the Torrid/tropical and the Polar/frigid areas still exist but the temperate is broken down into three areas defined by precipitation amounts and severity of the winters.

Ok, now what do you, as the Castle Keeper, need to know for building your world with quasi-correct climatic regions? The most important factor is the temperature, which drives most other weather forces and dictates the type of vegetation, wildlife *etc.* that an area will have. Longhaired bears do not do well in the tropics and cold blooded snakes are even worse off in the arctic tundra. After the latitude and implied temperature comes the amount of precipitation the area receives. This will also affect the type of wildlife but more importantly will dictate the type of flora in a given area. The type of flora mixed with the type of soil will decide the specific classification of an area, *i.e.* rain forest vs. deciduous forest vs. coniferous forest; savanna vs. steppe; bog vs. swamp, *etc.*



To define some of the more common “earth” type climatic areas there are:

Tropical, HOT!	11 months have minimum temperatures that are above 64°F (for you metric users 18°C)
Tropical & wet	A standard “rain Forest” area with hot temperatures with 2 plus inches (6 cm) of rain every month
Tropical & dry	A “Savanna” area with long dry seasons
Monsoon	A “short” dry season 6 months of less but the wet season has extremely high rain amounts. Also, monsoonal flows tend to be south to north as opposed to the west to east flow normally seen.
Dry	Evaporation normally exceeds the actual precipitation amounts
Semi-Arid	Steppe, precipitation exceeds the evaporation for the area for at
Arid	It’s dry really dry...
Tundra	Above 32°F (0°C) for at least part of the warmest month allowing the ground to thaw, flowers to bloom and lots and lots of flying bugs to come to life.
Ice Cap	COLD all the time.
The rest of the climatic classifications are temperate with variations of rain amounts and “long summer”, “long	

This general climatic region classification is predictably self-defining, but is also easily adaptable to the forces of imagination. Everyone with little effort can picture a normal temperate forest with a mix of hardwood oak *etc.*, or rolling grassland or even the drier steppe; however, there are climatic situations that are possible but most of us never think about or we might picture incorrectly.

First, the Temperate –cool to fairly cold- Rain forests. The Pacific North West is a perfect example of this. Heavy rainfalls with cool temperatures allow trees that are normally not associated with “giant” growth to reach

amazing heights. The ground will be mossy and fern-covered, but will lack the “Triple Canopy” of a tropical rain forest. Also, the leaves and fallen debris will deteriorate back into the soil and insects will be less active than those of the tropical rain forest. Undergrowth can be thick, but areas that have extensive long living giant trees will lack undergrowth due to the lack of sunlight. Also, as opposed to the tropical rain forest, there will be little of no clinging or climbing vines and any area that is cleared of the trees will be slow to recover.

Areas that are temperate–cool to cold–have the requisite rain amounts but lack the tree growth that tends to be associated with boggy areas. These areas will have grassy or bushy hills with numerous streams and peat bogs surrounding ponds, and slow-flowing rivers. These areas can also be considered a cold swamp area but will not have the normal vegetation, and abundance of reptiles, associated with a swamp.

Cool, cold and frigid deserts: When most people picture a desert, it is the desert of North Africa or the American South West. One normally conjures the adjectives “Hot, dry, sandy and rocky.” This picture misses the world’s third largest desert, the Gobi desert of Mongolia and China. The Gobi is as dry as any other desert, averaging 8 inches (195 cm) of rain per year but the temperatures range from –40°F in winter to above 105°F (40°C) in summer. In late fall through early spring it is common to see frost covering the dunes and snowdrifts in the shadows of the dunes. This not only causes the Gobi to feel drier than other deserts–cold air is inherently drier than warm–but it also causes drinkable water to be even more scarce than in a warmer desert, as the snow sublimates into vapor as opposed to melting into liquid water. This makes survival in the cool to cold desert even more difficult and forces the desert living animals to adapt in ways that may be surprising. For instance, the Gobi desert camel can’t drink and hold as much water as its Arabian counterpart but can “graze” on the snow drifts without having its core temperature drop due to eating the snow, allowing it to travel through the desert in all but the most bitterly cold weather.

The one “wild card” in climatic and weather in general is mountains. I mentioned this in my first article but it bears repeating. Mountains create their own weather and can have multiple climatic areas on their slopes. Thick forests topped by grasslands topped by shrub pine or other conifer trees topped by mountain brush *etc.* Also, depending on how the mountains lay in regards to the normal weather flow and the actual height of the mountains, they can modify the weather, redirect or funnel the flow of air and precipitation to affect an area’s climatic properties.

High mountains running between a desert and the upstream water source can turn an average desert into an area like Death Valley. Smaller mountains can slow or dam a cold push from the north or west until the cold air is dense enough with strong enough winds pushing it, to funnel through the passes, resulting in extremely cold winds that can exceed speeds normally associated with a hurricane for 50+ miles down the valley. In short, if you want something harsh in your game world, put a mountain range up stream and then let the weather gods have fun!

Tilfin screamed orders to the crew, orders that were wiped away by the howling wind. It did not mater that his words were drowned out by the blast of cold air, the whistle of the over tight rigging, and the crack of too close thunder. The crew was seasoned and the first mate would see what was needed without orders from either the pilot or the captain. Cursing the drunkard of a Captain Tilfin struggled with the wheel once more trying to nudge the ship out of the path of the fast approaching storm. So much danger approaching and so narrow a chance of survival...

The second part of the article deals with weather and the havoc it can play on all things aerial. Any aeronaut, skycaptian, pilot or what ever you want to title them in your world will be keenly aware of the weather and the dangers it can cause them. Now what do you as a world designer need to know to make the game more realistic?

First, yet again, mountains are dangerous when weather is involved. Things that the sky captain should look for, or you should be ready to add to the game are:

1. Clouds building over the mountains. Mountains normally have clouds ion their slopes or in the area –which can hid the mountain tops- but once the clouds begin to build especially if they form “Walls” “Battlements” or become “Castle like” above the peaks then strong wind is on the windward side and significant thunderstorms are going to kick off the mountains. Also, the turbulence around the mountains will be severe.

2. A lens- or almond-shaped cloud downwind from a line of mountains, normally 15-50 miles downwind depending on the strength of the wind. The stronger the wind further away from the mountain, is extremely dangerous. This lenticular, rotor, or roll cloud is being caused by a bubble/void behind the mountain and the air is turbulent between the mountain and the cloud. In severe cases, there will be other lesser lenticular clouds downwind from the first and these can stretch for over 100 miles downwind of the mountains- with rolling winds as opposed to the normal

2. cont. - vertical turbulence. This rolling can be strong enough to “tumble” a large aircraft and break off its wings from the force of the torque. If it will do that to metal imagine what it would do to a wooden ship or a poor witch on a broomstick!

3. Thunderstorms are, of course, dangerous to all things that fly. Even a minor, garden variety summer storm has strong up- and downdrafts, freezing layers that will cause ice to form instantly, and chunks of ice of varying size flying around inside the storm. Even areas along the side of a thunderstorm can be dangerous. Lightning can easily travel 25+ miles from the storm and flying through rain can be painful. Believe me when I say that flying through rain isn’t fun; it’s hard to see through, everything gets wet and slippery, and it is even hard to breathe with the rain blowing around. Falling through rain at 125 mph HURTS without even hitting anything solid!

Another adverse weather condition, while not as flashy as a thunderstorm but just as dangerous, is large areas of slow-moving rain. This is especially true from fall through spring. The rain itself isn’t the danger; it is the internal temperature of the cloud and the chance that icing will form over time as the party flies through the rain. Icing can be exacerbated in systems that have numerous layers of freezing and warm air pockets (yes, it is physically possible to have freezing temperatures on the surface, warm air above it topped with more freezing conditions). Ice can build up rapidly on any object, or even worse, anything that is wet can almost instantly freeze when it enters the next pocket of cold air. Metal objects are especially susceptible to this and can cause wet clothing or bare flesh to freeze when they are touched.

Other weather-related flight hazards are obvious to anyone who has at ever been stranded at an airport, namely fog, high winds and snow. In general, anything that makes it hard to see or steer is an inherent danger to anyone who is flying. No matter what is allowing you to get off the ground, if you can’t see where you are going or fly in a straight and controlled manner, you will most likely crash.

Weather is not the only danger to a party that is flying. Other factors that you as a DM/GM/CK should know a little about is how altitude affects temperature and oxygen. If nothing else is changing in the weather, the simple act of climbing 1000 ft will cause the temperature to drop on average 5-6°F (2°C) This is not a significant change if the change is only a few thousand feet but what if the change is 6 thousand feet? Your adventurers have just cooled off 25 degrees, which is an average change from the hottest part of the day to the coolest. This can also cause harmless weather

to become dangerous. Light rain or even fog is now freezing and everyone that is exposed is in danger of hypothermia. Soon everything will be ice-covered, slick, and the weight of the ice will quickly overcome the lift (magical or physical) of the flying craft. Again that poor witch is having a very bad day!

Similar to the change of temperature, the amount of oxygen in the air decreases as you travel higher. The rate isn't completely standard as the majority of the oxygen in the atmosphere is in the lower 7,000 to 8,000 feet (I can't find my notes on the exact percentage and height) so as you go higher the effect increases rather quickly. The rule of thumb is that there is little problem with approaching or breaking the 8,000 ft. mark, unless you are not healthy to start with (or have been diving recently, but that is a whole other subject). You are safe up to the 10,000 ft. mark for up to 4 – 6 hours; the 12,000 ft. mark for 2 hours; the 14,000 ft. mark oxygen deprivation. for less than an hour and it drops quickly after that. Again these are not hard and fast rules because you can “work your way up” or become acclimated

over time, becoming used to the effects of lower O₂ in the air. Spending a fair amount of time at 8,000 ft., at least 3 days to a week depending on the character's health, will allow travel up to 14,000 feet without any significant problem. However going above 12 and spending the night may cause altitude sickness; but traveling up to 14,000 feet, coming back down to 10,000 for a night then going up above 14,000 ft., one more night at 12,000 ft. *etc.* will alleviate most of the problems with

I hope I've answered any question you have had regarding weather and climate and that this will help you continue to add realistic weather into your homebrew world. I hope that this also filled the gaps that were not covered in my previous weather articles by neglecting to cover at least some of the basic impacts and associated dangers that weather has on flight.

I will leave Tilfin and the good ship Ariea's wing in your hands. He was a fool for signing on with a drunkard of a captain and some ships are just ill fated...

Adding to the Pantheon

Nicholaus

By Joshua Sherrer

Name: Nicholaus, St. Nicholas

Rank: Demigod or Low ranking diety

Symbol: Three Golden Balls

Spheres: Patron of Maidens, Boys, Pawnbrokers, Sailors and Gift Giving

Companions: Knecht Ruprecht, Sleipner

History:

In the days after the fall of Odin a man was chosen to take the halls and Sleipner, steed of the powerful deity. These were given to a man named Nicholaus, a faithful man who loved and feared the new god. Nicholaus was said to have raised three boys from the dead and calmed storms at sea. Other tales told of him saving three maidens from slavery by giving them bags of dowry gold that were flung through a window and landed on their shoes. For all this he was elevated to his new status and told to watch over his new charges.

Nicholaus entered Valhalla and took Odin's hall to a far northern land where he could watch his charges more easily. He was joined by Knecht Ruprecht a being that calls himself an elf but looks like a twisted dwarf or goblin. Knecht Ruprecht helps Nicholaus by keeping lists of those who break the basic commands of goodness and punishing them accordingly.

Holy Days:

Nicholaus' holy days are around the winter solstice when it is said he rides Sleipner to convey his blessings or Ruprechts curses as needed. Those seeking the blessing of



Nicholaus leave their shoes by the fire filled with hay and carrots for his steed. Also sprigs of holly and mistletoe are left to attract the travelling Nicholaus since he finds them pleasing.

Appearance:

Nicholaus is rarely seen but when he is it is that of a muscular man wearing a red, green, blue or brown suit of winter clothing with a long beard atop a great steed.

C&C Quick Character Generator

By Chris Kotalik

(Background generator adapted from Paul Jaquays' "previous history system" in *Dungeoneer* #9.)

Got your fighter squashed under the heel of a troll and wanting to jump back in the saddle before the night ends? Need to slot in a new player at the table PDQ before your players get ornery? Want a character with an interesting and quirky background--but feeling just too damn overworked/lazy/uninspired? Or just looking for a nifty way to generate characters with a fun mini-game?

Then friends...this is the random character generator system, for you. Get a PC or NPC up and running from stats to equipment to background in less than ten minutes using the following steps:

1. Roll on Chart A stat block chart.
2. Roll on Chart B for character background.
3. Pick the character's class and race based on what you think your character became after his/her Chart B travails.
4. Roll on Charts C for starting equipment.
5. Roll hit points.
6. Choose alignment and spells.
7. Play!

All rolling chart steps are player or game master optional, feel free to skip one or several as desired. Game masters are also heartily encouraged to modify any and all the charts to their heart's desire. The published ones reflect the vaguely Germanic/Slavic renaissance-era setting of my own Hill Cantons campaign (<http://hillcantons.blogspot.com>), homebrew your own results—especially the crunchy background ones—to fit the tone, feel, and spirit of their own campaign.

Chart A: Stat Block

The GM should make the call on whether to use attributes in strict order or re-arranged to suit the player.

d20	Str	Int	Wis	Dex	Con	Cha
1	11	15	15	12	11	11
2	17	15	8	14	13	15
3	11	12	14	9	7	16
4	7	14	16	16	9	15
5	15	15	13	16	16	14
6	13	7	13	13	15	12
7	14	6	14	10	10	14
8	15	12	13	15	14	11
9	10	14	12	12	16	13
10	9	15	15	15	11	11

d20	Str	Int	Wis	Dex	Con	Cha
11	15	11	11	10	9	14
12	8	12	11	14	14	7
13	11	18	10	12	15	11
14	10	16	10	14	8	10
15	13	11	16	13	12	10
16	13	7	18	15	17	11
17	15	14	12	9	14	6
18	10	15	15	7	15	11
19	10	7	9	13	13	17
20	9	11	12	15	14	12

Chart B: Quickie Character Background Generator

To determine your character's background, roll the following charts in order from Chart 1 to Chart 4. Consult sub-tables as directed. If a result shows more than one result (such as "Peasant/Farmworker"), pick one choice--or roll a die to determine the exact result.

Characters starting over first level get an extra roll on Chart 4 for each two levels past the first. (Thus a third level gets one extra roll, a fifth level one two extra.) If GM approved, players are assumed to have appropriate skills from BFRPG's *Backgrounds and Specialties Supplement* if an apprenticeship, occupation, or other appropriate event rolled allows for it. *Example: Evaro the Elf rolls that he "learned occupation: sailor". He is now assumed to have "Seafarer" skills.*

Chart 1. Birth Order (Roll d10)

- | | |
|-----|----------------|
| 1 | First born |
| 2-3 | Second child |
| 4-5 | Third child |
| 6 | Fourth |
| 7 | Fifth |
| 8 | Sixth |
| 9 | Seventh |
| 10 | Eighth or more |

Chart 2: Parent Occupation (Roll d20)

- | | |
|-------|---|
| 1 | Beggar/Drifter |
| 2 | Criminal |
| 3 | Peasant/Farm worker |
| 4 | Farmer/Fisherman |
| 5 | Miner/Forester |
| 6 | Sailor |
| 7 | Soldier/Mercenary |
| 8-9 | Craftsman/Skilled worker (Roll on Chart 2A) |
| 10 | Sage/Scholar/Alchemist |
| 11 | Scribe |
| 12 | Slaver |
| 13 | Adventurer |
| 14 | Actor/Bard/Courtesan |
| 15 | Government Official (Roll on Chart 2B) |
| 16-17 | Merchant (Roll on Chart 2C) |
| 18 | Clergy (Roll on Chart 2D) |
| 19 | Gentleman |
| 20 | Noble (Roll on Chart 2E) |

Chart 2A: Craft (Roll d20)

- | | |
|----|-----------------------------|
| 1 | Tailor |
| 2 | Fletcher/Bowyer |
| 3 | Glass Blower |
| 4 | Carpenter |
| 5 | Animal trainer/Beast master |
| 6 | Cartographer |
| 7 | Smith |
| 8 | Cobbler |
| 9 | Weaver |
| 10 | Armorer/Weaponsmith |
| 11 | Brewer/baker |
| 12 | Mason |

Chart 2A (cont.)

- | | |
|----|-----------------|
| 13 | Potter |
| 14 | Miller |
| 15 | Dyer |
| 16 | Shipwright |
| 17 | Jeweler |
| 18 | Artist/Sculptor |
| 19 | Musician |
| 20 | Roll twice |

Chart 2B: Government Officials (Roll d8)

- | | |
|-----|---------------------|
| 1-2 | Tax collector |
| 3 | Sheriff/shrive |
| 4 | Forest warden |
| 5 | Magistrate |
| 6 | Town mayor |
| 7 | City mayor |
| 8 | Royal/Ducal advisor |

Chart 2C: Merchant (Roll d6)

- | | |
|---|--------------------------|
| 1 | Shopkeeper, foodstuffs |
| 2 | Shopkeeper, dry goods |
| 3 | Shopkeeper, exotic goods |
| 4 | Innkeeper |
| 5 | Local trader |
| 6 | Long-distance trader |

Chart 2D: Clergy (Roll d6)

- | | |
|-----|--|
| 1-2 | Parish/lower clergy, mainstream religion |
| 3 | Upper clergy, mainstream |
| 4 | Clergy, heretic religion |
| 5 | Pagan/Druidical |
| 6 | Elder gods |

Chart 2E: Nobility (Roll d20)

- | | |
|-------|-----------------------|
| 1-3 | Landless Knight |
| 4-6 | Knight Banneret |
| 7-10 | Knight |
| 11-15 | Baron/Landgraf |
| 16 | Count |
| 17 | Marquis/Margrave/Earl |
| 18 | Duke/Hetman |
| 19 | Arch Duke/Prince |
| 20 | King |

Chart 3: Significant Events in Childhood and Adolescence (Roll d20 1-4 times)

- 1 Loved/protected by parents
- 2 Unloved/spurned by parents
- 3-4 Orphaned (Roll on Chart 3A)
- 5 Family killed by Other (Roll on Chart 3C)
- 6 Caused death of Relative (Roll on Chart 3B) or Other (3C)
- 7 Illegitimate raised by mother or guardian (3A)
- 8 Apprenticed in parent's occupation
- 9 Apprenticed in craft of a mentor (Roll Chart 2)
- 10 Parent killed by Relative or Other
- 11 Father/mother/both outlawed (Roll Chart 3D for crime)
- 12 Religious experience
- 13 Jealous sibling/rivalry
- 14 Lived a nomadic life
- 15 Moved to the big city
- 16 Moved to the borderlands/wilderness
- 17 Run away from home or guardian
- 18 Learned weapon usage
- 19 Religious exp. (4E)/magic occurrence (4F)
- 20 Committed a crime (3D)

Chart 3A: Guardians (Roll d20)

- 1 Wicked/cruel stepmother or father
- 2 Hedge Wizard/Mage
- 3 Monastery/Convent
- 4 Craftworker (Roll 2A)
- 5 Relative (Roll 3B)
- 6 Sold into slavery
- 7 Raised by wolves
- 8 Adventurer
- 9 Dwarven indentured servants
- 10 Mysterious red-robed "elven" guardians
- 11 Centaurs/Hobgoblins/Deep Ones/ other monsters
- 12 Raised by mercenaries/landsknechts
- 13 Bandits/pirates
- 14 Nomads/cossacks/barbarians
- 15 Adopted by merchant (Chart 2C)
- 16 Adopted by clery (Chart 2D)
- 17 Adopted by noble (Chart 2E)
- 18-20 Lived on the streets/no guardian

Chart 3B: Relatives (Roll d6)

- 1 Brother/Sister
- 2 First Cousin
- 3 Uncle/Aunt
- 4 Grandfather/mother
- 5 Great Uncle/aunt
- 6 Distant relation

Chart 3C: Others

- 1 Government official (Roll 2B)
- 2 Friend
- 3 Thief
- 4 Wizard
- 5 Mentor
- 6 Noble (Roll 2E)
- 7 Raider/invader
- 8 Humanoid/demi-human
- 9 Monster
- 10 Lover
- 11 Craftsman
- 12 Highwayman/bandit/pirate
- 13 Adventurer
- 14 Comrade
- 15 Wild animal
- 16 Nomad
- 17 Religious sect member/leader
- 18 Mysterious stranger
- 19-20 Roll twice for two working together

Chart 3D: Crimes and Misdemeanors

- 1-2 Theft
- 3 Assault
- 4-5 Heresy
- 6 Murder
- 7 Insulting a noble of a higher order
- 8 Trespassing
- 7 Treason
- 9 Tax evasion
- 10-11 Political dissidence
- 12 Harboring criminals
- 13 Unlawful sorcery
- 14 Banditry/piracy
- 15-16 Wrong place at the wrong time
- 17 Messenger of bad news
- 18-20 Roll twice

Chart 4: Significant Events in Young Adulthood (Roll 1-4 d20)

- 1 Learned to disrespect/respect authority
- 2 Religious experience (Roll Chart 4E)
- 3 Responsible for death of relative (Chart 3B)/other (3C)
- 4-5 Developed virtues (Chart 4C)/ vices (Chart 4D)
- 6-7 Conscripted/volunteered for military service (Chart 4A)
- 8 Romantic affair (25% chance of child)
- 9 Learned occupation (Chart 2)
- 10 Traveled abroad
- 11 Survived plague
- 12 Moved to big city
- 13 Moved to borderlands/wilderness

Chart 4 (cont.)

- 14 Magic occurrence (Chart 4F)
- 15 Committed a crime (3D)
- 16 Home village/town wiped out by others (3C)
- 17 Encountered monster
- 18 Served wealthy patron/noble court
- 19 Saved life of relative (3B)/other (3C)
- 20 Apprenticed to mentor (2A)

Chart 4A: Military Service (Roll 1-4 d20)

- 1 Promoted
- 2 Demoted
- 3 Lone survivor of unit
- 4 Captured by enemy and tortured
- 5 Deserted
- 6 Joined mercenaries/landsknechts
- 7 Responsible for the deaths of comrades
- 8 Best friend killed at your side
- 9 Prevented the destruction of innocents
- 10 Spent most time in "rear echelon" non-combat (Roll Chart 4B)
- 11 Committed an unsanctioned crime (Chart 3D)
- 12 Ran away from battle
- 13 Displayed heroism on the battlefield
- 14 Learned use of exotic weapons
- 15 Learned siegecraft
- 16 Led mutiny
- 17 Survived disease/magical occurrence
- 18 Developed virtues (4C)/vices (4D)
- 19-20 Transferred to other service (4B)

Chart 4B: Other Service (Roll 1d12)

- 1 Palace guard
- 2 City guard/watch
- 3 Temple guard
- 4 Border militia/rangers
- 5 Private bodyguard
- 6 Engineer/sapper
- 7 Scouts
- 8 Navy
- 9 Shipboard marine
- 10 Messenger
- 11 Caravan guard
- 12 Border guard

Chart 4C: Virtues (Roll 1-4 d20)

- 1 Cleanliness
- 2 Benefactor for the poor
- 3 Well-mannered
- 4 Friendly
- 5 Teetotaler
- 6 Pious
- 7 Sincere/earnest

Chart 4C (cont.)

- 8 Quiet/good listener
- 9 Honest
- 10 Defender of the oppressed
- 11 Loving
- 12 Tolerant of all faiths
- 13 Self-confident
- 14 Hard-working
- 15 Humble
- 16 Good negotiator/diplomat
- 17 Hard bargainer
- 18 Punctual
- 19 Sensitive/tender
- 20 Gregarious

Chart 4D: Vices (Roll 1-4 d20)

- 1 Heavy drinker
- 2 Drug problem
- 3 Gambler
- 4 Randiness
- 5 Swears like a sailor
- 6 Duplicitous
- 7 Mistrustful
- 8 Loner
- 9 Pushy
- 10 Loud
- 11 Poor Hygiene
- 12 Loves brawling
- 13 Quick-tempered
- 14 Selfish
- 15 Braggart
- 16 Lazy
- 17 Greedy
- 18 Intolerant
- 19 Lacks self-confidence
- 20 Sacrilegious

Chart 4E: Religious Experience (Roll 1-4 d20)

- 1 Joined faith
- 2 Lost faith
- 3 Vision of demi-god/saint
- 4 Vision of deity
- 5 Vision of demon/elder god
- 6 Became lay clergy (non-spell casting)
- 7 Pilgrimage to holy place
- 8 Excommunicated
- 9 Persecuted for faith
- 10 Involved in holy war (Roll 4A)
- 11 Became religious hypocrite
- 12 Made prophetic statement
- 13 Discredited faith
- 14 Sent to religious school
- 15 Started own sect
- 16-20 Developed virtue (4C)/vice (4D)

Chart 4F: Magical Occurrence (Roll 1-4 d10)

- | | |
|----|--|
| 1 | Survived magical disaster |
| 2 | Witnessed summoning |
| 3 | Saw magical omens |
| 4 | Visited by witch |
| 5 | Gathered spell components for hedge wizard |
| 6 | Found magical place |
| 7 | Found arcane scrolls |
| 8 | Discovered ancient book |
| 9 | Spell cast on you |
| 10 | Learned cantrip |

Chart C: Equipment

Chart C is an optional character generation step to help C&C and AD&D first edition players and game masters quickly crank out the equipment of low to mid-level characters. Note that these tables are geared toward levels roughly from first to fifth. For levels past this, I recommend that you pick up Mike Stewart's excellent Traveller-esque system for generating high-level C&C characters in *Crusader* #8.

First-level characters roll once on each of the the following charts without modifiers. Characters starting from 2-5 level add one to all rolls for each level they start past the first. For each two levels after their first, they additionally get a roll on the weapons or adventuring gear chart. *Example: Mogo the Mighty, a fifth-level fighter gets a +4 on each of his equipment chart rolls. He rolls a "4" on the melee weapon chart, adds his +4 to get a masterwork weapon of his choice. He also now gets to extra rolls for being four levels of above first He opts to roll an additional time on the melee weapon chart and an additional time on the adventuring gear chart.*

Optional modifiers or free rolls can be based on results from the background charts at the GM's discretion. *Example: Bruno the Battler rolls that he was "conscripted into the army" and "displayed heroism on the battlefield". Based on Bruno's glorious martial exploits, the GM decides to allow him to either add +1 roll to his roll on the armor chart or roll an additional time on a weapon chart.*

Armor (Roll d18)

Cleric, Ranger +1 to roll

Fighter +2

Knight, Paladin +3

Rogue, Assassin, Druid only class-appropriate armor Magic User, Illusionist, Monk no roll

1 Padded/leather coat **

2-3 Leather armor **

4 Ring mail *

5 Hide

6 Studded/laminar leather *

7 Scale mail/Cuirboille

8 Mail shirt

9 Chainmail hauberk

10 Full chain suit/splint mail

11 Breastplate

12 Plate mail

13 Full plate

14+ Magical armor (GM picks)

* 1 extra roll on weapon or shield chart

** 2 extra rolls on weapon or shield chart

Starting wealth(d6),

- | | |
|-----|----------------|
| 1 | 10 gold pieces |
| 2-3 | 20 gp |
| 4 | 30gp |
| 5 | 60 gp |
| 6 | 80 gp |
| 7 | 150 gp |
| 8 | 250 gp |
| 9 | 300 gp |
| 10 | 500 gp |
| 11 | 1,000 gp |
| 12 | 1,500 gp |

Shield (Roll 1d6 only if extra roll indicated)

1 Buckler

2-3 Small Shield

4-5 Medium Shield

6 Large Shield

Melee Weapon (Roll 1d6)

Clerics, Magic Users, Illusionists, and Rogues hand weapon only

1-2 Hand weapon (dagger, hand axe, short sword, light mace, morningstar, staff, club)

3-4 Sword (long, broad, falchion, rapier, scimitar), battle axe, heavy mace

5 Spears, polearms, pike, lance,

6 Two-handed weapon (two-handed axe, two-handed sword, bastard sword, great scimitar)

7 Expertly-made weapon, +1 damage (player picks)

8 Masterwork weapon, +1 to hit and damage (player picks)

9 Magic weapon (GM picks)

Missile Weapon (Roll 1d6 if character gets extra roll)

Magic Users, Clerics, Rogues, Druids only-class appropriate weapons

1 Sling/Darts

2 Thrown (Hand axe, spear, javelin)

3 Light Crossbow

4 Short Bow

5 Heavy Crossbow

6 Long Bow

7 Expertly-made weapon, +1 damage (player picks)

8 Masterwork weapon, +1 to hit and damage (player picks)

9+ Magic weapon (GM picks)

(one free batch of ammo assumed)

Adventuring Gear (Roll 1d6)

All packs come with backpack, pouch, bedroll, water skin, tinderbox, and one week of iron rations

1-2 Pack A (10 oil flasks, lantern, shovel, two caltrops, whistle)

3-4 Pack B (10 torches, four oil flasks, 10 pieces of chalk/charcoal, blank scroll, mirror, crowbar)

5-6 Pack C (five torches, five oil flasks, 50 ft. rope, grappling hook, wooden pole)

7+ Any from above, Magical misc. item (GM picks)

Mount (Roll 1d6)

+3 if Knight, Horse nomad barbarian

-2 if Monk

1-2 None

3 Mule

4 Pony

5-6 Light riding horse

7 Heavy horse

8 Light warhorse

9 Heavy warhorse

10+ Any from above, special mount or vehicle (GM choice) (saddles and other riding gear assumed)

Class-based equipment

Fighter, Ranger: extra weapon roll, 10 gp starting; Knight, Paladin: 30 gp starting; Cleric, Druid: holy symbol, 10 gp; Bard: musical instrument, 5 gp; Thief: Thieves tools, 5 gp; Wizard, Illusionist, spellbook, 5 gp; Barbarian, Monk, 2 gp

The Wampyre race and the Land of Karpathia

By Johnnie "Aethelred" Zolman

Deep beyond the deadwood covered peaks of the Foreshadowing Mountains, and beyond the crooked paths of the Borgo Pass lies the land of Karpathia. Spoken of in whispers by peasants and foreboding by nobles, Karpathia is a land of fertile soil and wealthy manors. But the workers of those fields share a fearful bond with those great manors. A bond of blood. For the race that rules Karpathia are the Wampyre, and they dine upon the blood of others.

No one knows for sure the origin of the Wampyre and the eldest of their race refuse to speak of it. Some say they are the offspring of demons and men. Others who have studied ancient tomes say that is a half-truth. That in fact, a failed pairing of demon and a human woman had instead afflicted her with a disease that created the Wampyre. Indeed, it is known that the old Elfish word for them translates to "The Infected." Whatever the cause, there are three things all know about the Wampyre.

Firstly, they do not have children. They reproduce by a centuries old ritual they do not reveal to others, that converts normal humans to their kind. Secondly, they are immortal, never aging after turned into Wampyre, although they can die by violence, and some sages say rare diseases of the blood may force them to age. Lastly, and most famously, they require blood for nourishment. It is their meat and their bread and their wine. Without blood, they shrivel and seem to die, although they may recover from this dread condition.

Therefore, it can be said that blood is the currency of the realm in Karpathia. The commoners (mostly human with a few other races as well) raise cattle but rarely slaughter them. Instead, they use the milk for themselves, and drain blood for their Masters. Some of the poorest sell their own blood to the Wampyre. For although the law forbids the Wampyre from taking it by force, the blood of humanoids is the most succulent in the manors of Karpathia (except for Dwarves' blood, which is said to taste like fermented sewage). Indeed Wampyre Wizards (called Strigoi in Karparthia) have special spells that preserve human blood mixed with wine, to create "vintage" blood, which affects them as normal wine affects humans.

Since the Wampyre do not procreate, the only way the nobility may expand their ranks is to recruit among the general population. Although they usually choose only those educated by their house to be bureaucrats, servants, and soldiers, there are more than a few times where worthy commoners who have shown courage in war, or great loyalty, have been rewarded with joining their race. Indeed, barbarian half-orcs, once hired as mercenaries, form the personal guards (called Sluji) of the boyars and even a few of those have been turned, although it required more than a dash of black magic for the conversion to work. Most coveted of all candidates to be Wampyre are the 1 in 10,000 who can perform arcane magic.

This unique relationship of mortals and immortals has led to an unusual government, which is feudal, but with streaks of democracy. The "Varcolac," as the Wampyre emperor is known, rules Karpathia, in theory. In truth, although the Varcolac has great influence and can raise armies in war, the majority of power resides in the ruling families of the manors. The manors are called "Bluthaus" (roughly translated, House of Blood) and each Bluthaus is ruled by a prince called a



Vlad Tsepes the 6th, current Varcolac of Karpathia

Voivode, and several nobles titled Boyars. Each Bluthaus sends a representative to a council that “advises” the Varcolac. The advice mostly involves each Bluthaus jockeying for supremacy over others and all trying to tell the Varcolac what to do. The Varcolac, who has been a male for the last 300 years, but women may also take the throne, does not rule forever. That was declared intolerable long ago among a race that lives for centuries. Instead, the Varcolac is elected every 50 years by a gathering of all the Voivodes. They select one of themselves or more often a Boyar to take the position.

Surprisingly to most who visit Karpathia, the Varcolac-elect then must receive a yes or no vote by the commoners and merchants in a grand vote called the Allthing. This is actually more of a protection to the nobility than one might think. The Wampyre are only 5% of the population and an uprising could lead not only to losing power but also to the extinction of their race. By involving the commoners once in a lifetime in deciding the emperor, they grow less likely to oppose rulers who want their blood – literally. Indeed, the Varcolac’s only true power is that unlike the various Bluthaus, he enjoys the support of the general population. It is to him that the common folk turn in a crisis rather than their masters.

The Wampyre Race

The Wampyre is a creature of power and darkness. Wampyre are made not born. A master Wampyre transforms a lowly human into one of his kith and kin by allowing his “progeny” to drink of his blood while he in turns drinks of progeny’s blood. This forever seals immortal energy and timeless servitude between them.

They are vastly misunderstood. Called “undead” by the ignorant as if they were some mere zombie, they prefer to be called “un-living” for they are in fact alive, but in a different way than other races. Unlike many races who are underrated in their ability, the entire Wampyre race is often credited with abilities that only a few Wampyre posses, such as the ability to transform into beasts or fog, or the strength to bring down a troll with a slap. In truth, their strength is different rather than greater, and their supernatural disease of vampirism merely predisposes them to being wizards who polymorph. But since most keep to their houses, other races only see the most powerful of the Wampyre race who are more likely to interact with the world. If others want to grant them untold powers, why correct them?

Description: Wampyre potentially may have the same variety in appearance as humans. In practice, most Wampyre houses choose those who share common physical traits such as being tall, gaunt, and of course beautiful. They look different from humans in that their eyes have red-colored irises, and they have fangs. With their mouths closed, the fangs cannot be seen, but they do make their jaw line look noticeably different from a human because of the extra facial muscles driving their bite attack. Their internal physiology also looks human at first glance, but the heart does not beat. It is instead full of supernatural parasites that are responsible for vampirism. Their muscles are different as well, as they, instead of the heart, now pump blood through extreme capillary action, resulting in odd muscles that function more like a creature twice their size. Their blood is black except for traces of bright red after they have fed on the blood of others.

Personality: Wampyre are aloof and authoritarian. They are bound by codes of loyalty and ties of bloodlines leading from master vampires through countless progeny who are part of the same Bluthaus. The Bluthaus is like a monarchy in miniature. At the top is the Voivode or “Prince.” The Voivode can expect absolute loyalty from the Bluthaus’ progeny... although their nobles often consider loyalty and obedience to be two different things.

Below the Voivode are the Boyars – nobles in their own right who can possibly start their own Bluthaus one day, or seize their own once the Voivode is gone. Wampyres are nearly always lawful. Chaotic ones are careful to hide this fact, or are swiftly destroyed by the other Wampyre to be rid any threat to their traditional way of life.

Racial Affinities: Wampyre deal somewhat well with humans, having been human once themselves. Although humans fear them, they also envy their power and immortality, and the Wampyre have learned how to exploit both of those feelings.

They also tend to be wary friends with elves, both sharing nigh-immortal life spans, although Wampyre fear the connection to nature Elves possess, but they themselves have lost. Elves turned by Wampyre, known as drow, are rare indeed. Under the laws of Karpathia, the drow and the Wampyre who turned them both face torture by slow death on a silver roasting spit.

Wampyre get along well with Dwarves who are immune to vampirism (and whose blood tastes bad as well). Since Dwarves never fear being turned, and have rarely been attacked, they subsequently have less to fear from drawing close to the People of the Night.

Gnomes and Halflings, on the other hand, fear becoming nothing more than finger food. Gnomes may covet the magic of the Wampyre but rare is the one who will seek out a Strigoi for training. Halflings usually respond to the presence of Wampyre by practicing how far they can throw a wooden stake.

Half-orcs alone truly embrace the People of the Night. The half-orcs know only too well what it feels like to be treated as a monster, and Wampyre treat them with a respect they never receive from other races. Boyars often employ them as guards and servants. Since werewolves are untrustworthy daylight guardians of the Wampyre, Half-orcs took up that important role. Known as Sluji, it is rare to find a Bluthaus without them. Half-orcs have been so successful in this position, that with the aid of necromancy, the Wampyre occasionally grant half-orcs their dark gift. Doing so has created a new branch of the Wampyre race known as Nosferatu (see separate entry).

Racial Traits and Abilities

Blood Drinker: Wampyre require blood in the same way humans require food. For every day without drinking blood, a Wampyre suffers the same effects a human does without food.

Bloodless Hibernation: When a Wampyre reaches 0 or fewer hit points, rather than die, they go into a death-like state of hibernation. The exception to this is being staked. See below. They can remain in this state up to 1d100 years before actually dying. To revive them, they must have blood poured down their throats, preferably under a full moon. This restores them to 0 HP. After that, they heal in their normal manner. They are helpless while hibernating. They can be truly killed during hibernation if they are beheaded and their body burned to ash. This also renders their remains impossible to resurrect by the *resurrection* spell.

Vulnerable to Being Staked: A Wampyre can be rendered helpless and even destroyed, by having a wooden stake driven through their heart. This can be done by an attacker who rolls a natural 20 on their attack roll when using a wooden piercing weapon such as a wooden tipped spear or wooden tipped arrow. When the attack with such a weapon rolls a natural 20, a Wampyre must make a successful Con save or else instantly drop to 0 HP. They cannot go into bloodless hibernation with a stake in their heart. Any further damage while staked can kill them once they reach -10 hp like any other playable race.

Immortal: Wampyre are immune to most diseases and do not naturally age past the age they were transformed into Wampyre. They are vulnerable to blood borne diseases (leukemia, hepatitis, HIV for example), but these do not kill them like a human, but rather force them to age a normal mortal rate and eventually die of old age. Immortality does not mean they can't be killed.

Unliving: Wampyre are not true Undead and are not effected by a cleric's ability to turn undead. They are not healed or improved by spells that heal or help undead (such as inflict wounds), but can be damaged by spells that damage the Undead, or discovered by spells that detect the Undead as there is a faint supernatural connection.

Broken Connections: Wampyre have any supernatural connection to nature severed and part of their connection to the divine severed as well. They cannot be Druids. They can be Rangers since a ranger's skills are based on experience rather than a supernatural connection like a Druid, but Wampyre Rangers do not gain the Traps ability. Wampyre cannot be healed by cure spells. Wampyre clerics cannot cast Cure spells or the Resurrection spell on themselves or other vampiric races. They can only cast them on non-vampiric races after a successful Wisdom check.

Garlic Poisoning: The odor of garlic from one or more cloves up to 10 feet away, will give the Wampyre a -1 penalty to all saves until they move out of the odor. If garlic touches their skin, it inflicts 1d2 damage. If ingested or placed in a wound (for example, by being shot by an arrow with a clove of garlic in a hollow tip) the Wampyre takes 1d4 damage. If injected by a weapon, this additional damage is added to the weapon's damage.

Bite Attack: A Wampyre has a 1d4 damage bite attack, modified by STR (always inflicts at least 1 hp damage). The bite attack requires a grappling attack against the target. Once a day they can turn the damage inflicted into temporary hit points that fade after an hour.

Inhuman Strength: Wampyre are treated as large creatures for grappling and calculating how much they can lift, and carry. This is due to their musculature being transformed and skeleton being reinforced when they become Wampyre. They also add +1 to unarmed damage due to hardened knuckles. In all other ways, including weapon size and reach, they are still medium creatures and their Strength score does not increase.

Sanguine Sight: Wampyre do not see in the dark as dwarves but rather can see the blood surging in a living creature's veins up to 60ft away, even in total darkness. The circulatory system of living creatures seems to glow in the dark in their eyes. So they can see a living target as if in daytime, but they can't see inanimate objects or undead in darkness any better than a human. Sanguine Sight can see through thin materials such as cloth and plaster or wood walls up to 1/4 inch thick, but no materials harder, denser, or thicker.

Sun Blindness Wampyre are partially blinded by sunlight, taking a -2 penalty to all attack rolls in direct sunlight, and -1 in indirect sunlight or from a daylight spell.

Healing Sleep: Wampyre do not heal as others do. They only heal if they sleep during daylight hours. They heal their normal 1 HP per day with 8 hours of sleep—not merely rest, but real sleep—during the daylight hours *only*. They do not heal at night, and cannot sleep at night (although they can be rendered unconscious). During this deep sleep, only physical damage will wake them before the last rays of sunset. Even cannon fire next to their ears will not wake them.

Sunlight Weakness: Between sunrise and sunset, a Wampyre suffers a -2 penalty to Constitution saves.

Supernatural Charm: Wampyre get a +2 bonus to Charisma saves.

Cat Fall: Wampyre ignore the first 30 feet of a fall and land safely on their feet. Any fall higher than 30 feet, and they take the normal fall damage minus 30 feet and with a successful Dexterity save, land on their feet. The CK decides how high is too high for this ability, but 120 feet is the recommended height.

Languages: Dacian (the Wampyre language), Common, Elf, Dwarf, Goblin, Orc, Lycanthrope howling, Draconic

Typical Classes: Wizard, Fighter, Knight, Rogue, Wizard, Paladin

Attribute modifiers: +1 Charisma, -1 Wisdom

Illusionist Modifier: +2 to disguise but only when disguising themselves as human or another Wampyre.

Wizard Bonus: Wampyre Wizards can learn and cast a special version of Polymorph as a 1st level spell. This special spell can only be cast on themselves, and it only transforms them into a wolf, bat, raven, or rat.

Nosferatu

A Nosferatu is a half-orc transformed by the blood of a Wampyre and necromantic magic into a creature of power. Nosferatu are made not born. A half-orc of proven loyalty to a Wampyre Bluthaus might be granted the honor of becoming a Nosferatu on his death bed. Given dark magic potions mixed with the blood of an elder Wampyre, their long servitude is rewarded with immortality. Most of the darker stories ignorant commoners tell of the Wampyre are actually about Nosferatu. Created from half-orcs, they are often more powerful physically than Wampyre and possess a frightening appearance. Being bigger than Wampyre on average, they must also consume more blood.

Description: Nosferatu potentially may have the same variety in appearance as Half-orcs, but there seems to be an unspoken rule of nature that the ugliest half-orcs are the most powerful and loyal. They look different from other half-orcs both in the red-colored eyes of their Wampyre kin, and their fangs, which project from both the top and bottoms of their mouths even when their mouths are closed.

Their internal physiology also looks half-orc at first glance, but the heart does not beat. It is instead full of supernatural parasites that are responsible for vampirism. Like the Wampyre, their muscles are different as well, as they, instead of the heart, now pump blood through extreme capillary action, resulting in odd muscles that function more like a creature twice their size. Their blood is bright green except for traces of bright red after they have fed on the blood of others.

Personality: Nosferatu are aloof and more cunning than one would expect from a creature made from orcs. They are bound by the same codes of loyalty and bloodlines to their Bluthaus as in their previous life. However, unlike Wampyre, or their old selves, Nosferatu tend to live alone in caves. Poor intelligence and lack of education in their previous lives have now turned to deep study. Although more hideous than before, Wampyre now treat them as sources of wisdom, and wicked subterfuge.

Racial Affinities: Nosferatu deal horribly with many races due to being an even more frightening version of an already hated race. A Nosferatu's half-orc hatred of elves is diminished from experience, but only the noblest of elves can see the tortured genius behind a Nosferatu's eyes. Humans are nearly as bad since they are more likely to judge on appearances than any other race, and Halfling hatred doubles over their hatred of Wampyre.

Gnomes, surprisingly, have a better opinion of Nosferatu than they do of Wampyre or half-orcs. They have always held personal loyalty as an admired trait, and recognize that becoming a Nosferatu is a reward for a lifetime of it.

As with Wampyre, they get along with Dwarves because of dwarven immunity to vampirism, but more importantly because their servitude to the Wampyre kept them from joining the Orc hordes so despised by Dwarves. Dwarves consider Nosferatu to be "well behaved orcs" and give them grudging respect...although their racial bonuses against orcs also apply against Nosferatu just in case.

Racial Traits and Abilities

Blood Drinker: Nosferatu require blood in the same way humans require food. For every day without drinking blood, a Nosferatu suffers the same effects a human does without food.

Bloodless Hibernation: When a Nosferatu reaches 0 or fewer hit points, rather than die, they go into a death-like state of hibernation. The exception to this is being staked. See below. They can remain in this state up to 1d100 years before actually dying. To revive them, they must have blood poured down their throats, preferably under a full moon. This restores them to 0 HP. After that, they heal in their normal manner. They are helpless while hibernating. They can be truly killed during hibernation if they are beheaded and their body burned to ash. This also renders their remains impossible to resurrect by the *resurrection* spell.

Vulnerable to Being Staked: A Nosferatu can be rendered helpless and even destroyed, by having a wooden stake driven through their heart. This can be done by an attacker who rolls a natural 20 on their attack roll when using a wooden piercing weapon such as a wooden tipped spear or wooden tipped arrow. When the attack with such a weapon rolls a natural 20, a Nosferatu must make a successful Con save or else instantly drop to 0 HP. They cannot go into bloodless hibernation with a stake in their heart. Any further damage while staked can kill them once they reach -10 hp like any other playable race.

Immortal: Nosferatu are immune to most diseases and do not naturally age past the age they were transformed into Nosferatu. They are vulnerable to blood borne diseases (leukemia, hepatitis, HIV for example), but these do not kill them like a human, but rather force them to age a normal mortal rate and eventually die of old age. Immortality does not mean they can't be killed.

Unliving: Nosferatu are not true Undead and are not effected by a cleric's ability to turn undead. They are not healed or improved by spells that heal or help undead (such as inflict wounds), but can be damaged by spells that damage the Undead, or discovered by spells that detect the Undead as there is a faint supernatural connection.

Broken Connections: Nosferatu have any supernatural connection to nature severed and part of their connection to the divine severed as well. They cannot be Druids. They can be Rangers since a ranger's skills are based on experience rather than a supernatural connection like a Druid, but Nosferatu Rangers do not gain the Traps ability. Nosferatu cannot be healed by cure spells. Nosferatu clerics cannot cast Cure spells or the Resurrection spell on themselves or other vampiric races. They can only cast them on non-vampiric races after a successful Wisdom check.

Garlic Poisoning: The odor of garlic from one or more cloves up to 10 feet away, will give the Nosferatu a -1 penalty to all saves until they move out of the odor. If garlic touches their skin, it inflicts 1d2 damage. If ingested or placed in a wound (for example, by being shot by an arrow with a clove of garlic in a hollow tip) the Nosferatu takes 1d4 damage. If injected by a weapon, this additional damage is added to the weapon's damage.

Bite Attack: A Nosferatu has a 1d4 damage bite attack, modified by STR (always inflicts at least 1 hp damage). The bite attack requires a grappling attack against the target. Once a day they can turn the damage inflicted into temporary hit points that fade after an hour.

Inhuman Strength: Nosferatu are treated as large creatures for grappling and calculating how much they can lift, and carry. This is due to their musculature being transformed and skeleton being reinforced when they become Nosferatu. They also add +1 to unarmed damage due to hardened knuckles. In all other ways, including weapon size and reach, they are still medium creatures and their Strength score does not increase.

Sanguine Sight: Nosferatu do not see in the dark as dwarves but rather can see the blood surging in a living creature's veins up to 60ft away, even in total darkness. The circulatory system of living creatures seems to glow in the dark in their eyes. So they can see a living target as if in daytime, but they can't see inanimate objects or undead in darkness any better than a human. Sanguine Sight can see through thin materials such as cloth and plaster or wood walls up to 1 inch thick, but no materials harder, denser, or thicker.

Sun Blindness: Nosferatu are partially blinded by sunlight, taking a -2 penalty to all attack rolls in direct sunlight, and -1 in indirect sunlight or from a daylight spell.

Healing Sleep: Nosferatu do not heal as others do. They only heal if they sleep during daylight hours. They heal their normal 1 HP per day with 8 hours of sleep—not merely rest, but real sleep—during the daylight hours *only*. They do not heal at night, and cannot sleep at night (although they can be rendered unconscious). During this deep sleep, only physical damage will wake them before the last rays of sunset. Even cannon fire next to their ears will not wake them.

Supernatural Anemia: Between sunrise and sunset, a Nosferatu suffers a -2 penalty to Constitution saves. They also take 1 point of non-lethal damage every round their skin is exposed to direct sunlight. If covered from head to toe in concealing garments, this damage is reduced to 1d4 points of non-lethal damage per 10 minutes exposure.

Hideous Strength: Once per day between sunset and sunrise, a Nosferatu can temporarily transform themselves into a more hideous, but stronger version of their normal selves. In this form, they have a -4 penalty to Charisma and -2 to Intelligence in exchange for a +2 bonus to the melee damage. They grow claws that inflict 1d6 + STR Modifier damage. They have a +1 bonus to BtH with these claws, and the claws ignore some of the defensive abilities of lycanthropes and vampiric races (CK gets to decide how and when it ignores such abilities). The bonus to damage and the claws last 1d4+1 rounds but the penalties to Charisma & Intelligence last for 4 hours.

Spider-like Climbing: Nosferatu have a climb speed equal to their normal ground speed, and can climb smooth surfaces as if they were natural rock. They cannot do so while in direct or indirect sunlight.

Hermetic Knowledge: Nosferatu tend to study in seclusion. They get a +1 bonus to Intelligence checks and saves when alone or when facing a single opponent. They rarely have any living assistants, as they tend to feed on them.

Magic Predisposition: With a successful Intelligence check, Nosferatu can use arcane scrolls without having to cast Read Magic. They can even do so without having levels in the wizard or Illusionist classes, but their character level must be equal to three times the level of the spell on the scroll to do so.

Languages: Dacian (the Wampyre language), Orc, Common, Elf, Dwarf, Goblin, Lycanthrope howling, Draconic

Typical Classes: Illusionist, Fighter, Knight, Assassin, Wizard

Attribute modifiers: +1 Strength, +1 Intelligence, -2 Charisma

Assassin Modifiers: +2 Move Silently

Rogue and Bard modifiers: +2 Decipher script

Wizard Bonus: Nosferatu Wizards can learn and cast a special version *Unseen Servant* as a 0-level spell.

ORDMAGUS

Spirit Mage or Witch Mage

By Bill DeFranza

An Ordmagus (the plural is Ordmagi) is a magic-user who works in concert with magical spirits, called *Delphime* (the word is its own plural), to cast their spells rather than memorizing spells like a traditional Wizard. People not of the Ordmagi orders may call them all Ordmagi or by the names specific to their order, but usually call them one of the many names the common people use such as *Witch Mage*, *Hedge Mage* or *Spirit Talker*.

All Ordmagi can sense the presence of all Delphime within 1 mile. If an Ordmagus has no Delphime bonded to them, this sense extends out to 2 miles. Delphime have no physical presence and are non-detectable to those who are not Ordmagi.

Each month, on the night of the full moon, the Ordmagi must make offerings to the Delphime. These offerings may include hanging handmade talismans from trees, pouring libations on the ground, burying gold or burning sacrifices dedicated to the Delphime. The CK and player can devise other ideas as well. These offerings must be of at least 15 gp value per five character levels or the Delphime may not heed the Ordmagus' call.

To acquire spells, any Ordmagus must bond with a Delphime. Each bonding requires a Charisma check. The CL of this Charisma check equals the Delphime's level and any modifiers the CK deems appropriate. Some examples are below. An Ordmagus may attempt to bond to a Delphime of lower level than them, but cannot bond with a Delphime of a level higher than themselves. This bonding always takes 1d4 minutes, and while not bound to a Delphime, an Ordmagus has no spells.

Each Delphime has a selection of spells that it will cast when the Ordmagus desires. While the Delphime usually have arcane spells, they may bring the Ordmagus any spells in the Player's Handbook, from any spell caster class list, and the CK may introduce new spells if they desire. The CK can choose all the spells randomly or could use a theme based on the Delphime's experience or nature. For example, a Delphime of Fire may have only fire-related spells.

The Ordmagus needs no material components to cast their spells, but the spells are otherwise as described in the Player's Handbook. Because of the deep spiritual connection between an Ordmagus and their Delphime, the caster level of the spell is the Ordmagus's character level. An Ordmagus can only bond to one Delphime at a time, and can use only one spell per round.

The Ordmagi organize themselves into three orders based on their worldview (alignment). All Ordmagi orders share a secret language that they do not teach to outsiders.



Those of the first order, wearing a sash of white, gray and or silver, are the Skords. A Skord is a champion of justice and goodness, an ally to the Delphime and other spirits and creatures. A Skord will protect nature whenever possible but not if it jeopardizes achieving the greater good. Their just path is more difficult to walk than the wicked ways of their mortal enemy and rival Ordmagus order, the Draknords. Skords gain powers and other benefits more slowly than their evil counterparts do, but they enjoy greater rewards in the end.

Those of the second order, wearing a sash of blue, green and or yellow, are the Tæzordi. A Tæzord will struggle to protect nature, the natural order, and the balance of all things. They will openly fight against evil since evil tends to dominate others with no concern for the interconnectedness of all things, but Tæzordi will only oppose good forces in more subtle ways, usually offering them wise advice and urging moderation rather than taking up arms. While the Skords and Draknords consider each other mortal enemies and abominations of their own "true" order of Ordmagi, the Tæzordi strive to remain above such conflicts in their service of all things, believing the shadow defines the light and that moderation and balance are the truest goals one can pursue. Those of the evil order of Ordmagi, wearing a sash of dark gray, black, and or blood red, are the Draknords. A Draknord cares nothing for the natural order or the Delphime and other spirits or creatures of any kind. They are concerned only with achieving their goals, and amassing power and wealth as quickly as possible, at any cost. Some may even have noble goals but feel that the ends justify the means and so run down a slippery slope towards evil. They gain power more quickly than their mortal enemies the Skords do, but accrue a dark legacy from the wicked deeds they have committed.

While bonded to a Delphime, any Ordmagus gains +3 hit points as long as they are within one mile of their Delphime, and can use the Delphime Senses special ability described below.

Delphime Senses: If concentrating fully, taking no other action, the Ordmagus can see and hear through their Delphime. The sight and hearing is the same as the Ordmagus's own. The Delphime moves at the Ordmagus' running movement rate and can levitate upwards or downwards at the same rate. Solid walls will block the Delphime but they can squeeze through openings as small as an inch in diameter. While concentrating on these remote senses, the Ordmagus has a -6 AC penalty, as they cannot focus on their surroundings. The Delphime may move up to two miles from the Ordmagus and continue to use this ability. The Ordmagus needs one round to establish or cease this sensory link with their Delphime.

Ordmagi gain several abilities and magical powers as they progress, as listed in the class descriptions below.

Like other arcane spell casters, Ordmagi shun all armors but may use magical means of protection and any other magic items useable by wizards.

Scattered throughout the land in remote locations are several ancient, rune-covered magical monoliths called *Delphime Stones* or *Spirit Stones* that attract Delphime. Ordmagi may visit these stones to find new or special Delphime. The Delphime forbid all Ordmagi from fighting other Ordmagi while within one mile of a Spirit Stone. Even the most chaotic and insane Ordmagi avoid violating this rule, as it can prevent Delphime from bonding with them.

Other locations such as sunken ships, battlegrounds, graveyards, hospitals, shrines, temples or churches, tracts of unspoiled wilderness or dungeons may attract Delphime in quantity, at the CK's whim, but without a Spirit Stone, the ban on fighting does not exist.

Each Delphime is a unique being with its own personality. Good Delphime may seek out Skords or Tæzordi of great renown, and may choose to stay with a Skord or Tæzord longer than usual. Evil Delphime may try to twist an Ordmagus's spells to their disadvantage. Likewise, Good Delphime dominated by a Draknord will try to use their magic to the least of all evils. If a Draknord dominates a Delphime two or more times, it will actively try to defy the Draknord and its spells may even have reduced effectiveness or even go awry entirely, at the CK's discretion. To help determine if a Delphime is not cooperative with their Ordmagus, consider them less cooperative the higher the penalty to bond with them. See the table below.

Once freed, an evil Delphime retained by a Draknord too long may seek out the help of another Draknord or even a Skord in trying to destroy the offending Draknord. A good Delphime that had been dominated by a Draknord may seek the help of a Skord to defeat the offending Draknord. Tæzordi usually stay above such conflicts, but may intervene if a Draknord mistreats a Delphime very severely, as this is an affront to the natural order.

Delphime have levels, and corresponding spell allocations they confer to the Ordmagi as listed in the table below (which matches the cleric spell progression). They may have a different spell allocation at the CK's discretion. The table indicates the

the Delphime's typical spell allocation, and their Maximum Spell Level and Spell Power Reference if the CK wishes a Delphime to have a non-standard allocation.

The spell power reference is the sum of the levels of all spells available at each character level. 0-level spells count as 0.5 points each. For example, a 1st level Delphime would typically have three 0-level spells and one 1st-level spell. Each 0-level spell counts as 0.5 points, and the 1st-level spell is 1 point, for a total of 2.5. A 1st level Delphime's maximum spell level is 1, so they could have either the standard spell selection, or any combination of 0 and 1st-level spells that totals a power reference of 2.5, e.g. 2 1st-level spells (1 point each) and 1 0-level spell (0.5 points) or 5 0-level spells (0.5 points each).

A 4th level Delphime may have the typical allocation of 4 0-level spells, 3 1st-level spells and 2 2nd-level spells, or any combination of 0 through 3rd-level spells that totals 9 points. For example, 3 3rd-level spells; 4 2nd-level spells and 1 1st-level spell; 7 1st-level spells and 4 0-level spells; or 18 0-level spells.

Spell Allocation or Custom Allocation

Level	0	1	2	3	4	5	6	7	8	9	Power Reference	Max. Spell Level
1	3	1									2.5	1
2	4	2									4	2
3	4	2	1								6	2
4	4	3	2								9	3
5	4	3	2	1							12	3
6	5	3	3	2							17.5	4
7	5	4	3	2	1						22.5	4
8	5	4	3	3	2						29.5	5
9	5	4	4	3	2	1					36.5	5
10	5	4	4	3	3	2					45.5	6
11	6	5	4	4	3	2	1				56	6
12	6	5	4	4	3	3	2				67	7
13	6	5	5	4	4	3	2	1			80	7
14	6	5	5	4	4	3	3	2			93	8
15	6	5	5	5	4	4	3	2	1		109	8
16	6	6	5	5	4	4	3	3	2		125	9
17	7	6	5	5	5	4	4	3	2	1	144.5	9
18	7	6	6	5	5	4	4	3	3	2	163.5	9
19	7	6	6	5	5	5	4	4	3	2	175.5	9
20	7	6	6	6	5	5	4	4	3	3	187.5	9

Ordmagus / Delphime Charisma Check Modifiers Table

Each level Ordmagus Character level exceeds Delphime level: +1

Ordmagus currently has no Delphime: +1

Ordmagus' current Delphime's spells are exhausted: -2

Delphime has similar goal or mission to Ordmagus: +1

Delphime has dissimilar goal or mission to Ordmagus: 0 or -1

Delphime has opposing goal or mission to Ordmagus: -3

Delphime has opposing law/chaos alignment to Ordmagus: -1

Delphime serving unwillingly or dominated more than once by a Draknord: -2 each week

More than 30 feet from Delphime: -1

More than 1 mile from Delphime (not cumulative with above): -4
 Ordmagus made poor offering previous month: -5 (cumulative)
 Ordmagus make previous offering at a Delphime Stone: +2
 Ordmagus has defaced Delphime Stone, or violated fighting ban near Stone: -15 (penalty applies for one year)

Random Delphime Spells: For each spell slot, use this table to find the Spell list to use, and then roll on that list by the level of spell needed.

1d12 Roll	Spell List from Which to Choose Spell
Wizard	
7-9	Illusionist
10-11	Cleric
12	Druid

SKORD (Ordmagus)

Prime Attribute: Charisma
 Hit Dice: d4, at 11th level onward +1 hit point
 Alignment: any Good
 Races: Any
 Weapons: Club, Dagger, Dart, Hand Axe, Light Hammer, Short Sword, Sling
 Armor & Shields: none
 Abilities: Delphime Spells, Delphime Senses, Delay/Neutralize Poison, Aura of Calm, Spirit Warnings, Lucky Guardian

To acquire spells, a Skord must befriend a Delphime. This attempt takes 1d4 minutes and requires a Charisma check. If the Skord fails their Charisma check, they cannot attempt to befriend that same individual Delphime for 24 hours. If they succeed, the Delphime will serve the Skord for up to one month, though the Skord may release the Delphime at any time. If the Skord and Delphime have similar goals or a common mission, the Delphime may choose to stay with the Skord longer. A Delphime's spells renew each day at dawn when they befriend a Skord.

Because of their constant exposure to and connection with nature and the supernatural, Skords gain several magical powers and abilities as they progress.

Delay/Neutralize Poison (Wisdom): At 3rd level, the Delphime grant the Skord the insight to Delay or Neutralize Poisons as a Ranger.

Aura of Calm: at 5th level, a Skord's wisdom and good nature create a reassuring calming aura that affects those in their company. The Skord can radiate a 10-foot aura in which they and their allies gain +1 to all attack rolls and saving throws. This aura lasts for 1 round per level, and can be used once per day.

Spirit Warnings: at 7th level, a Skord's connection to the spirit world grants them a +1 to all saving throws as they gain a danger sense from their Delphime allies.

Lucky Guardian: at 9th level, the spirits will protect a Skord from danger, as the Skord has proven they are a true ally to the Delphime. Once per day, for any one damage roll the Skord might usually have suffered, they can make a Charisma saving throw to suffer only half damage or they can re-roll any one failed dice roll per day. They cannot do both in the same day.

Skord Level	Hit Dice	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	40,501
7	d4	+2	82,001
8	d4	+2	160,001
9	d4	+2	320,001
10	d4	+3	500,001
11	+1	+3	750,001
12	+1	+3	1,000,001
13+	+1	+3	+ 250,00 per level

TÆZORD (Ordmagus)

Prime Attribute: Charisma
 Hit Dice: d4, at 11th level onward +1 hit point
 Alignment: any Neutral
 Races: Any
 Weapons: Club, Dagger, Dart, Hand Axe, Short Sword, Spear, Staff
 Armor & Shields: none
 Abilities: Delphime Spells, Delphime Senses, Hide in Plain Sight, Aura of Protection, Above the Fray, Insight from Beyond

To acquire spells, a Tæzord must collaborate with a Delphime. This exchange takes 1d4 minutes and requires a Charisma check. If the Tæzord fails their Charisma check, they cannot attempt to bond that same individual Delphime for 24 hours. If they succeed, the Delphime will serve the Tæzord for up to three weeks, though the Tæzord may release the Delphime at any time. If the Tæzord and Delphime have similar goals or a common mission, the Delphime may choose to stay with the Tæzord longer. A Delphime's spells renew each day at dusk when they befriend a Tæzord.

Because of their constant exposure to and connection with nature and the supernatural, Tæzordi gain several magical powers and abilities as they progress.

Hide in Plain Sight: at 2nd level, the Delphime grant the Tæzord the knowledge of how to hide them self in any setting. Otherwise, Hide in Plain Sight functions the same as a Ranger's Conceal ability.

Aura of Protection: at 5th level, a Tæzord's wisdom and supernatural power allow them to radiate a 10-foot aura of protection which functions much like the spell *Magic Circle (Against Chaos, Evil, Good or Law)* except for the last paragraph, this function is not possible with this Tæzord power. This aura lasts for one round per level, and can be used once per day. The Tæzord may still use the Spell *Magic Circle* if their Delphime has it.

Insight from Beyond: at 10th level, the spirits will grant the Tæzord knowledge of universal truths to help them in their endeavors, as the Tæzord has proven they are a true ally to the natural order of all things. At 10th level, the Tæzord enjoys a permanent, one-time +1 to their Wisdom attribute score.

Tæzord Level	Hit Dice	BtH	EPP
1	d4	0	0
2	d4	+1	2,401
3	d4	+1	4,801
4	d4	+1	10,001
5	d4	+1	19,201
6	d4	+2	37,801
7	d4	+2	76,001
8	d4	+2	150,001
9	d4	+2	300,001
10	d4	+3	480,001
11	+1	+3	725,001
12	+1	+3	975,001
13+	+1	+3	+ 250,00 per level

DRAKNORD (Ordmagus)

Prime Attribute: Charisma

Hit Dice: d4, at 11th level onward +1 hit point

Alignment: any Evil

Races: Any

Weapons: Cat-o-nine-tails, Club, Dagger, Dart, Short Sword, Sling, Staff, Whip

Armor & Shields: none

Abilities: Delphime Spells, Delphime Senses, Create Poison, Aura of Fear, Eldritch Bolt

To acquire spells, a Draknord must dominate a Delphime. This contest of wills takes 1d4 minutes and requires a Charisma check. If the Draknord fails their Charisma check, they cannot attempt to dominate that same individual Delphime for 24 hours. If they succeed, the Delphime will serve the Draknord for up to two weeks, though the Draknord may dismiss the Delphime at any time if they find a more useful one. A Draknord may re-dominate a Delphime at the end of its service, but this often angers a Delphime and they will not serve willingly, trying to twist the Draknord's commands and spells whenever possible. A Delphime's spells renew automatically at midnight when they are in thrall to a Draknord.

Because of their constant exposure to and domination of nature and the supernatural, Draknords gain several magical powers and abilities as they progress.

Create Poisons (Intelligence): At 2nd level, wicked Delphime grant the Draknord the knowledge to craft poisons as an Assassin.

Aura of Fear: At 4th level, a Draknord can radiate a 10-foot aura of magical fear in which creatures of fewer hit dice or levels suffer a -1 to all rolls unless they save vs. Charisma. Creatures with at least six fewer hit dice than the Draknord has levels will flee for 1d3 rounds if they fail this save. This aura lasts for 1 round per level, and can be used once per day.

Eldritch Bolt: At 6th level, a Draknord can draw upon their anger and innate magical talents to lash out with a searing energy bolt once per day. It has a range of 60 feet and inflicts 1d4 damage per level. The victim must make a saving throw vs. Constitution or be paralyzed for one round afterward. The bolt strikes one target unerringly, but is subject to spell resistance. The Eldritch Bolt has a casting time of 1 and a Draknord cannot use their Eldritch Bolt and cast a spell in the same round.

Draknord Level	Hit Dice	BtH	EPP
1	d4	0	0
2	d4	+1	2,001
3	d4	+1	4,001
4	d4	+1	8,001
5	d4	+1	16,001
6	d4	+2	32,501
7	d4	+2	64,001
8	d4	+2	128,001
9	d4	+2	256,001
10	d4	+3	420,001
11	+1	+3	675,001
12	+1	+3	925,001
13+	+1	+3	+ 250,00 per level

Using Ordmagi in Your Game

The CK may introduce Ordmagi in a number of ways. Perhaps the adventuring party travels to a far-off land, continent or parallel dimension. Or travelers from such a far-off place may wash ashore from a shipwreck or magic spell or artifact gone awry. In these alien locales, Ordmagi may take the place of Wizards and Shamans (issue #3) may take the place of Clerics.

The CK may choose not to introduce the Ordmagi classes, but may allow spell casters to choose spells based on their Power Reference as detailed above. I have provided a similar table for Wizards & Illusionists for this purpose.



Wizard & Illusionist Spell Choice Alternative Table by Power Reference

Level	0	1	2	3	4	5	6	7	8	9	Power Reference	Max. Spell Level
1	4	2									4	1
2	4	3									5	2
3	4	3	1								7	2
4	4	3	2								9	3
5	5	4	2	1							13.5	3
6	5	4	3	2							18.5	4
7	5	4	3	2	1						22.5	4
8	5	4	3	3	2						29.5	5
9	5	5	4	3	2	1					37.5	5
10	6	5	4	3	3	2					47	6
11	6	5	4	4	3	2	1				56	6
12	6	5	4	4	3	3	2				67	7
13	6	5	5	4	4	3	2	1			80	7
14	6	6	5	4	4	3	3	2			94	8
15	6	6	5	5	4	4	3	2	1		110	8
16	7	6	5	5	4	4	3	3	2		125.5	9
17	7	6	5	5	5	4	4	3	2	1	144.5	9
18	7	6	6	5	5	4	4	3	3	2	163.5	9
19	7	6	6	5	5	5	4	4	3	2	175.5	9
20	7	7	7	6	6	5	4	4	3	3	194.5	9

Warlock

By Todd Pote

The Warlocke, sometimes known as the Ley Warrior among the fey, is neither fighter nor magician and yet, in their own way, they are greater than both are. There are those who are able to sense and use magic but have almost none of the control necessary to become wizards or illusionists. Still, they can touch it and with enough willpower and stamina, draw upon and use it in raw form. This ability improves with discipline and practice so much of the Warlocke's time is spent to this effect. Warlockes find that the discipline of the martial arts aids the development of their focus, willpower, and stamina necessary to manipulate their magic.

The ability to channel magic into their bodies, armor, and weapons makes the Warlocke more than a simple warrior and the steel they wear gives them an advantage most mages do not enjoy. As their skill increases, the Warlocke is able to heal others, though with significant effort, and can eventually force the magic into a form desired.

Warlockes find their true calling in adventuring or war, where their abilities allow them to face foes that troops armed with mundane weapons simply cannot. Stamina is the key to a Warlocke's success. Greater stamina (CON) allows them to hold the magic energy longer and have more endurance on the battlefield. Some may argue that willpower (CHA) is more significant since without it, a Warlocke could not even force the magic to conform to their wishes, but this idea has been invalidated on countless battlefields.



Prime Attribute:	Constitution
Hit Dice:	d6
Alignment:	Any (usually lawful)
Weapons:	All
Armor:	Padded, Leather Coat, Leather Armor, Ring Mail, Hide, Studded Leather, Laminar leather, Mail Shirt, Scale Mail, Cuir Bouille, Brigandine, Mail Hauberk, Coat of Plates, Banded Mail, Splint Mail, Small & Medium Shields, Arnet, Bacinnet, Benin, Casquetel, Leather Coif, Pot Helm, Chain Coif
Abilities:	Charge Weapon or Armor, Imbue Weapon, Sense Magic, Strengthen Self, Surge Strike, Synergy, Weapon Familiarity

1st Level:

Strengthen Self: The Warlocke may draw magical energy into their body for a short time allowing them to heal faster or augment their strength or agility. When used to augment STR or DEX, the Warlocke gains a +2 to the ability being augmented and benefits from the associated modifiers. When used to speed healing, the Warlocke regenerates at a rate of one (1) hit point per round. This healing cannot be used to regenerate lost limbs or organs. The duration of this ability is a number of rounds equal to the Warlocke's level plus CON mod plus CHA mod. [Level + (CON mod + CHA mod)] - this ability can be used once per level per day.

Sense Magic: The Warlocke is able to sense magical energies in close proximity. The Warlocke cannot tell what the magic is, only that it is present. To use this ability, the Warlocke must be within 10 feet of the magic source (item, field, effect, etc.) and make a successful WIS check.

Weapon Familiarity: The Warlocke chooses a weapon at first level and is more familiar with it than other weapons. This in effect becomes their preferred weapon to use in combat. This ability does not grant any bonuses to hit or damage. Instead, it allows the Warlocke a +1 bonus to their check when attempting to utilize their more powerful abilities, such as Charge Weapon or Amor or Imbue Weapon.

2nd Level:

Charge Weapon or Armor: The Warlocke may channel magical energy into their weapon, granting it a temporary magical bonus to hit and damage, or into their armor, granting it a temporary magical bonus to its armor class modifier. This ability may not be used on weapons or armor that are already magical, such enchantments being more powerful in nature. Nor may it be used on a weapon that has already been Imbued. The Warlocke may have either their armor or weapon charged in this manner, not both at once. The Warlocke must make a successful CHA check with a challenge level of -2 when attempting to charge their weapon or their armor. If this check is successful, then the item being charged gains a bonus equal to 1 + 1 for every 3rd level the Warlocke has attained (e.g. a 2nd level Warlocke would gain a +1 bonus, a 3rd level Warlocke would have a +2 bonus). This "charge" lasts for a number of rounds equal to two times their CON modifier plus one [2 x (CON mod.+1)]. This ability may be used once per level per day.

4th Level:

Synergy: The Warlocke has become disciplined and practiced enough to channel magical energy into others to speed their healing process. Doing so exhausts the Warlocke and if caution is not taken, can totally incapacitate them for several hours. When attempting to heal another person, the Warlocke must make a successful CHA check with a challenge level of +1. Once a successful roll is made, the wounded person begins to regenerate at a rate equal to their CON mod + one (1) per round. For each round that the Warlocke spends healing someone, they suffer two (2)

points of damage. Should this damage cause their hit points to reach zero (0), they fall into a temporary coma from which nothing can awaken them. Fatigue damage of this nature "heals" at a rate of one (1) point per 10 minutes spent resting.

7th Level:

Imbue Weapon: The Warlocke is able to grasp more of the magical energy around them and has developed enough focus and willpower to change the nature of how the magical energy manifests when channeled into their weapon. This requires more strength of will to accomplish, but lasts longer due to the increased stamina of the Warlocke. Like Charged Weapon, this ability cannot be used on a weapon that is already magical or on a weapon that is Charged. To use this ability, the Warlocke must declare which one of the effects listed below they are attempting, then make a successful CHA check. If successful, the weapon gains a magical bonus to hit and damage equal to 1 plus the Warlocke's CON bonus plus the extra 1d4 damage from the magical effect listed below (e.g. a Warlocke with a CON mod +1 chooses fire. The weapon would have a +2 bonus to hit and damage, and do an additional 1d4 fire damage to creatures hit). The duration of this ability is a number of rounds equal to the Warlocke's level plus two times their CON mod +1 [Level + 2 x (CON mod +1)]. Once per level per day.

Imbued Effects List (DMG bonus +1d4)

Fire	Weapon glows red and heats the air up to 5 feet away
Ice	Weapon is rimed with hoarfrost and chills the air 5 feet away
Electricity	Weapon has crackling arcs running up and down its length
Acid	Weapon is covered in beads of liquid and appears mottled

12th Level:

Surge Strike: The Warlocke may release the magic stored within their Imbued Weapon in a surge of energy, which strikes everything within 15 feet. The weapon must be Imbued before the Surge Strike may be attempted. This surge strike does not differentiate between friend or foe, simply raging outwards in a blast of whatever effect was Imbued in the weapon (e.g. if the weapon was imbued with Ice, the strike would be a blast of cold damage). This takes significant effort and control on the part of the Warlocke, thereby requiring a successful CHA check with a challenge level +3 to release the imbued energy. Once the strike is made, the weapon becomes "normal" until powered up by the Warlocke again.

Damage done by the Surge Strike is a number of d6s equal to two times the imbued hit bonus of the weapon, or 2 (CON mod +1). For example, if the Imbued weapon has a +3 to hit bonus, it would do 6d6 of surge strike damage. The Warlocke may use this ability a number of times per day equal to 1 + CON mod.

Warlock progression chart on page 34.

Warlock Class Progression

Level	HD	BtH	EPP
1	d6	+0	0
2	d6	+1	2301
3	d6	+1	4601
4	d6	+2	9201
5	d6	+2	18401
6	d6	+3	36801
7	d6	+3	78001
8	d6	+4	156001
9	d6	+4	315001
10	d6	+5	425001
11	+3 HP	+6	650001
12	+3 HP	+7	950001
13+	+250,000 EP per level		

Specialist Wizards

An optional supplement for
Castles & Crusades
By Vinny Frey (DeadReborn)

When I first started learning about fantasy role playing, the one class that really grabbed my attention was the wizard. With secret words from some ancient language, a few waves of their hands and the right combination of mysterious components, a wizard could take down the mightiest of foes. Even more intriguing was the prospect of embracing one school of magic and unearthing its secrets. It helped me better create the character I had envisioned, separating him from the average run of the mill wizard. Instead of plain ol' Vladimir the magic-user, I could become Vladimir the Undying, the necromancer who could animate the lifeless bones of the fallen to do his bidding. Whether it's the enchanter lulling their opponent into a slumber or the conjurer summoning a creature to come to their aid, specialist wizards can add a little variety to your game.

When a player decides to create a wizard, they can choose to specialize in a particular school of magic. There are certain benefits and restrictions, however. Each school of magic has opposition schools from which they cannot learn spells,

nor can they use scrolls with those spells or fire them from wands. Once chosen, they cannot change the school they specialize in. If you allow multiclassed characters in your campaign, they should not be allowed to become a specialist. The discipline needed to specialize leaves no room for the undertaking of other studies. Gnomes, who have more of a knack for the illusion school than any other race, are the only exception to this rule. If inclined to do so, dual-classed humans can choose to specialize. A specialist wizard can prepare one additional spell of their specialty school per spell level each day. They also gain a +2 bonus on Intelligence checks to learn the spells of their chosen school.

All specialist wizards have the following abilities:

Spells: A specialist casts arcane spells. Like a wizard, a specialist is limited to a certain number of spells of each spell level per day. The specialist uses the *Wizard Spells Per Day Table*.

Bonus Spells: With a high Intelligence score a specialist gains bonus spells. If the character has an Intelligence between 13-15, they receive an extra first level spell. If the Intelligence score is 16 or 17, they receive an extra second level spell and if 18 or 19, they receive an extra third level spell. The bonus spells can only be acquired if the specialist is at a high enough level to cast that spell level. Bonus spells are cumulative.

Prime Attribute: Intelligence

Alignment: Any

Hit Dice: d4

Weapons: Club, Dagger, Dart, Staff

Armor: None

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1 HP	+3	750,001
12	+1 HP	+3	1,000,001
13+	250,000 per level		

Spell Book: The number of spells that a specialist has in their spell book at the beginning of play is equal to the number of spells they can cast at 1st-level. The spells in the spell book can be chosen by the player, the Castle Keeper, an agreement between the two, or chosen randomly.

Wizard Spells Per Day:

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							
5	5	4	2	1						
6	5	4	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	5	4	3	2	1				
10	6	5	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	6	5	4	4	3	3	2		
15	6	6	5	5	4	4	3	2	1	
16	7	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	7	7	6	6	5	4	4	3	3

The following are descriptions of the different schools and the abilities of each:

Abjuration deals with protection spells. They are used to prevent or dispel magical or non magical effects or creatures. An abjuration specialist is called an abjurer. Transmutation and illusion are the abjurer's opposition schools.

Aura of Protection: Once per day, a 5th-level abjurer can generate a protective aura that shields against both physical and magical attacks. When the abjurer generates this field, they gain a deflection bonus to their Armor Class and a resistance bonus on all saving throws equal to their Intelligence modifier. This ability requires one round to activate, and each use protects against only one attack or spell. Once activated, the protective aura lasts for one turn or until the abjurer is attacked or required to make a saving throw, whichever comes first. An abjurer can use this ability one additional time per day for every five levels gained above 5th.

Spontaneous Dispelling: At 5th-level, an abjurer gains the ability to spontaneously cast the spell *Dispel Magic*. The abjurer can "lose" four or more levels of prepared spells to cast *Dispel Magic*. The prepared spells can be of any level or combination of levels as long as the total spell levels add up to four or more (0-level spells don't count). For example, an abjurer could lose two 2nd-level spells or one 1st-level spell and one 3rd-level spell to cast *Dispel Magic*.

Conjuration spells bring something to the caster from elsewhere. They are used to summon creatures and powers. A conjuration specialist is called a conjurer. Greater divination and evocation are the opposition schools of conjuration.

Enhanced Summoning: At 1st-level, each creature conjured with any *Summon* spell (except *Summon Familiar*) gains a +4 enhancement bonus to their Physical attributes for the duration of

the spell that summoned it. At 5th-level, the conjurer's summoned creatures become particularly tough to dispel. Add 2 to the CL of any Intelligence check made to dispel the conjurer's summoned creatures. At 15th-level, this addition to the CL increases to 4.

Spontaneous Summoning: Conjurers can "lose" a prepared spell to cast any summon monster spell of a lower level. For example, a conjurer who has prepared a 4th-level spell, may lose that spell to cast *Summon Lesser Monster*.

Greater Divination spells allow the wizard to uncover secrets, predict the future, and uncover things hidden by magic. Lesser divination includes all divination spells of 4th-level or less, which are available to all wizards. A divination specialist is called a diviner. A diviner's opposition school is conjuration.

Enhanced Awareness: A diviner gains minor benefits when casting certain divination spells.

They need only to study an item for one minute (rather than ten) when casting *Identify*. An *Arcane Eye* cast by the diviner travels at 20 feet per round when studying its surroundings (rather than 10 feet per round). Add +1 to the saving throw CLs of the character's divination spells.

Foreshadow: Gifted with extraordinary insight and perceptive abilities, a diviner can add an insight bonus equal to their Intelligence modifier to any attack roll or saving throw they make. The diviner can use this ability once per day, plus one additional time per day for every five levels attained. The character must choose to use this ability before the die roll is made.

Enchantment spells influence the minds of others and can endow items with magical powers. An enchantment specialist is an enchanter. Evocation and necromancy are the enchanter's opposition schools.

Extended Enchantment: Enchanters ensnare the minds of others more easily with their magic, and as a result their enchantment spells last longer than those cast by other spell casters. Once per day, plus one additional time per two levels gained above first, an enchanter can cast a spell from the enchantment school that last twice as long as normal. An extended spell uses up a spell slot one level higher than the spell's actual spell level. This ability cannot be used to extend a spell with a duration of permanent.

Social Proficiency: Enchanters are as proficient at manipulating others through mundane means as they are at influencing their minds magically. The enchanter gains a +2 bonus on all Charisma checks.

Evocation spells create something from nothing and allow the caster to manipulate energy. An evocation specialist is called an evoker. An evoker's opposition schools are enchantment and conjuration.

Energy Affinity: Evokers choose an energy type. This choice is made upon character creation and cannot be altered thereafter. Any time the character casts an evocation spell with the chosen energy type, they casts the spell as if their level were one higher (affecting duration, damage, and any other factor influenced by level).

Energy Substitution: An evoker of 5th-level or higher can substitute energy of one type for another. When casting a spell that has an energy descriptor, the evoker can change the energy

descriptor and the spell's effects to energy of a different type. Using this ability must be declared before the spell is cast. The evoker can use this ability once per day for each five levels they have attained.

Illusion spells play tricks on people's minds, making them see and hear what is not there. The illusion specialist is called an illusionist. Necromancy, evocation, and abjuration are the illusionist's opposition schools.

Shadow Shaper: An illusionist has a special bond with the Plane of Shadow, and gains several special abilities as they advance in level. At 1st-level, an illusionist starts play with the Hide ability. At 5th-level, the illusionist may add their Intelligence modifier (in addition to his Dexterity modifier) to his Hide checks. At 10th-level, the illusionist's illusions become infused with shadow substance from the Plane of Shadow, making them more realistic and more likely to fool the senses. The save CLs of the illusionist's illusion spells increase by +1. At 15th-level, the illusionist gains Conceal (as the ranger ability, except that the illusionist need not be in natural terrain). At 20th-level, the illusionist gains the ability to blend into shadows. In any condition of illumination that would normally grant the illusionist concealment, he instead gains full concealment (as if he were invisible).

Illusion Mastery: An illusionist automatically adds two illusion spells to his spell book every time he gains a level that grants access to a new spell level. Furthermore, the illusionist can choose a number of illusions equal to their Intelligence modifier and prepare those spells from memory.

Necromancy deals with death and the restoration of life, limbs, or vitality to living creatures. Necromancy specialists are necromancers and their opposition schools are illusion and enchantment.

Undead Virtue: As a necromancer progresses in levels, he gains some of the qualities that typify undead creatures. At 5th-level, the necromancer gains a +2 bonus on all saving throws made to resist sleep, stun, paralysis, poison, or disease. This bonus increases to +4 at 15th-level. At 10th-level, the necromancer gains a +4 bonus on saving throws made to resist ability damage, ability drain, or energy drain.

Enhanced Undead: Any time a necromancer creates an undead creature (such as with *animate dead*, *create undead*, or *create greater undead*), all undead creatures created gain two additional hit points per Hit Die. This ability does not affect the number or Hit Dice of animated creatures that the necromancer can create or control.

Transmutation spells alter properties of some already existing thing, creature, or condition. Their specialist are called transmuters. A transmuter's opposition schools are abjuration and necromancy.

Spell Adaptability: A 5th-level transmuter can adapt magic of other schools to his own style of spell casting. For every five levels that the transmuter gains, he can select one spell of any spell level that he has access to and treat it as if it were a transmutation spell. This means, for example, that the specialist can learn the spell normally and even prepare it as a bonus spell from the transmutation school. This spell can even be from a

prohibited school. Once a spell is chosen to be affected by this ability, it cannot be changed. For example, a transmuter's opposition schools are abjuration and necromancy. At 5th-level, he gains access to 3rd-level spells. He chooses *Dispel Magic* and forever after treats *Dispel Magic* as if it were a transmutation spell.

Transmutable Memory: A transmuter can alter some of his prepared spells in a short amount of time. Once per day, the transmuter can give up a number of prepared spell levels (up to a maximum total equal to half his level) and prepare different spells in their place, as long as the number of newly prepared spell levels



is equal to or less than the number of spell levels given up (0-level spells don't count). For example, a 12th-level transmuter can lose two 1st-level spells and two 2nd-level spells from memory (a total of six spell levels, half the character's level) and prepare two 3rd-level spells. Using this ability requires a number of minutes of concentration equal to the number of spell levels given up. If the transmuter's concentration is broken during this time, all spells to be lost are gone and no spells are gained in their place.

Universal is not a school, but a category of spells open to wizards of any school.

Spell List: Instead of each specialist having a separate spell list, both wizards and specialist select their spells from one common list. The spells from the Castles & Crusades Players Handbook are compiled here with the name of the school in parenthesis.

0-Level:

Arcane Mark (Universal), *Dancing Lights* (Evocation), *Detect Illusion* (Divination, Lesser), *Detect Magic* (Divination, Lesser), *Detect Poison* (Divination, Lesser), *Endure Elements* (Abjuration), *Ghost Sound* (Illusion), *Influence* (Enchantment), *Light* (Evocation), *Mage Hand* (Transmutation), *Magical Aura* (Illusion), *Mending* (Transmutation), *Message* (Transmutation), *Open/Close* (Transmutation), *Prestidigitation* (Universal)

1st-Level:

Alter Size (Transmutation), *Burning Hands* (Evocation), *Change Self* (Illusion), *Charm Person* (Enchantment), *Color Spray* (Illusion), *Comprehend Languages* (Divination, Lesser), *Darkness* (Evocation), *Daze* (Enchantment), *Erase* (Transmutation), *Feather Fall* (Transmutation), *Floating Disk* (Evocation), *Hold Portal* (Abjuration), *Hypnotism* (Enchantment), *Identify* (Divination, Lesser), *Jump* (Transmutation), *Magic Missile* (Evocation), *Obscuring Mist* (Conjuration), *Protection From Chaos, Evil, Good, or Law* (Abjuration), *Read Magic* (Divination, Lesser), *Shield* (Abjuration), *Shocking Grasp* (Evocation), *Silent Image* (Illusion), *Sleep* (Enchantment), *Spider Climb* (Transmutation), *Summon Familiar* (Conjuration), *Undetectable Aura* (Illusion), *Unseen Servant* (Conjuration), *Ventriloquist* (Illusion)

2nd-Level:

Acid Arrow (Conjuration), *Alter Self* (Transmutation), *Blur* (Illusion), *Continual Flame* (Evocation), *Darkness* (Evocation), *Detect Magic* (Divination, Lesser), *Detect Thoughts* (Divination, Lesser), *Enhance Attribute* (Transmutation), *False Trap* (Illusion), *Fog Cloud* (Conjuration), *Hypnotic Pattern* (Illusion), *Invisibility* (Illusion), *Knock* (Transmutation), *Levitate* (Transmutation), *Locate Object* (Divination, Lesser), *Magic Mouth* (Illusion), *Minor Image* (Illusion), *Mirror Image* (Illusion), *Misdirection* (Illusion), *Protection From Arrows* (Abjuration), *Pyrotechnics* (Transmutation), *Ray of Enfeeblement* (Necromancy), *Remove Blindness/Deafness* (Conjuration), *Rope Trick* (Transmutation), *Scare* (Necromancy), *See Invisibility* (Divination, Lesser), *Shatter* (Evocation), *Web* (Conjuration)

3rd-Level:

Blink (Transmutation), *Clairaudience/Clairvoyance* (Divination, Lesser), *Dispel Illusion* (Abjuration), *Dispel Magic* (Abjuration), *Explosive Runes* (Abjuration), *Fireball* (Evocation), *Fly* (Transmutation), *Gaseous Form* (Transmutation), *Gust of Wind* (Evocation), *Haste* (Transmutation), *Hold Person* (Enchantment), *Illusory Script* (Illusion), *Invisibility Sphere* (Illusion), *Lightning Bolt* (Evocation), *Magic Circle* (Abjuration), *Major Image* (Illusion), *Nondection* (Abjuration), *Secret Page* (Illusion), *Stinking Cloud* (Conjuration), *Suggestion* (Enchantment), *Summon Lesser Monster* (Conjuration), *Tiny Hut* (Evocation), *Tongues* (Divination, Lesser), *Water Breathing* (Transmutation)

4th-Level:

Arcane Eye (Divination, Lesser), *Charm Monster* (Enchantment), *Confusion* (Enchantment), *Detect Scrying* (Divination, Lesser), *Dimension Door* (Conjuration), *Emotion* (Enchantment), *Fear* (Necromancy), *Fire Shield* (Evocation), *Fire Trap* (Abjuration), *Hallucinatory Terrain* (Illusion), *Ice Storm* (Evocation), *Illusory Wall* (Illusion), *Improved Invisibility* (Illusion), *Locate Creature* (Divination), *Minor Creation* (Conjuration), *Minor Globe of Invulnerability* (Abjuration), *Mirage Arcana* (Illusion), *Mnemonic Enhancer* (Transmutation), *Phantasmal Killer* (Illusion), *Polymorph Self/Other* (Transmutation), *Rainbow Pattern* (Illusion), *Remove Curse* (Abjuration), *Resilient Sphere* (Evocation), *Scrying* (Divination, Lesser), *Secure Shelter*

(Conjuration), *Seeming* (Illusion), *Shadow Conjuration* (Illusion), *Shout* (Evocation), *Solid Fog* (Conjuration), *Wall of Fire* (Evocation), *Wall of Ice* (Evocation)

5th-Level:

Animate Dead (Necromancy), *Bind Elemental* (Enchantment), *Cloudkill* (Conjuration), *Cone of Cold* (Evocation), *Contact Other Plane* (Divination, Greater), *Dream* (Illusion), *Faithful Hound* (Conjuration), *False Vision* (Illusion), *Feeble Mind* (Enchantment), *Greater Shadow Conjuration* (Illusion), *Hold Monster* (Enchantment), *Magic Jar* (Necromancy), *Major Creation* (Conjuration), *Nightmare* (Illusion), *Passwall* (Transmutation), *Permanency* (Universal), *Persistent Image* (Illusion), *Secret Chest* (Transmutation), *Shadow Evocation* (Illusion), *Summon Monster* (Conjuration), *Telekinesis* (Transmutation), *Telepathic Bond* (Divination, Greater), *Teleport* (Conjuration), *Transmute Mud and Rock* (Transmutation), *Wall of Force* (Evocation), *Wall of Iron* (Conjuration), *Wall of Stone* (Conjuration)

6th-Level:

Anti-illusion Shield (Abjuration), *Antimagic Shell* (Abjuration), *Chain Lightning* (Evocation), *Control Weather* (Transmutation), *Disintegrate* (Transmutation), *Geas* (Enchantment), *Globe of Invulnerability* (Abjuration), *Greater Shadow Evocation* (Illusion), *Guards and Wards* (Abjuration), *Legend Lore* (Divination, Greater), *Mass Suggestion* (Enchantment), *Move Earth* (Transmutation), *Permanent Image* (Illusion), *Programmed Image* (Illusion), *Project Image* (Illusion), *Shades* (Illusion), *Transmute Flesh and Stone* (Transmutation), *Veil* (Illusion)

7th-Level:

Delayed Blast Fireball (Evocation), *Finger of Death* (Necromancy), *Greater Scrying* (Divination, Greater), *Insanity* (Enchantment), *Instant Summons* (Conjuration), *Limited Wish* (Universal), *Mass Invisibility* (Illusion), *Phase Door* (Conjuration), *Power Word Stun* (Enchantment), *Prismatic Spray* (Evocation), *Sequester* (Abjuration), *Shadow Walk* (Illusion), *Simulacrum* (Illusion), *Summon Greater Monster* (Conjuration), *Teleport Without Error* (Conjuration), *Vanish* (Transmutation), *Vision* (Divination, Greater)

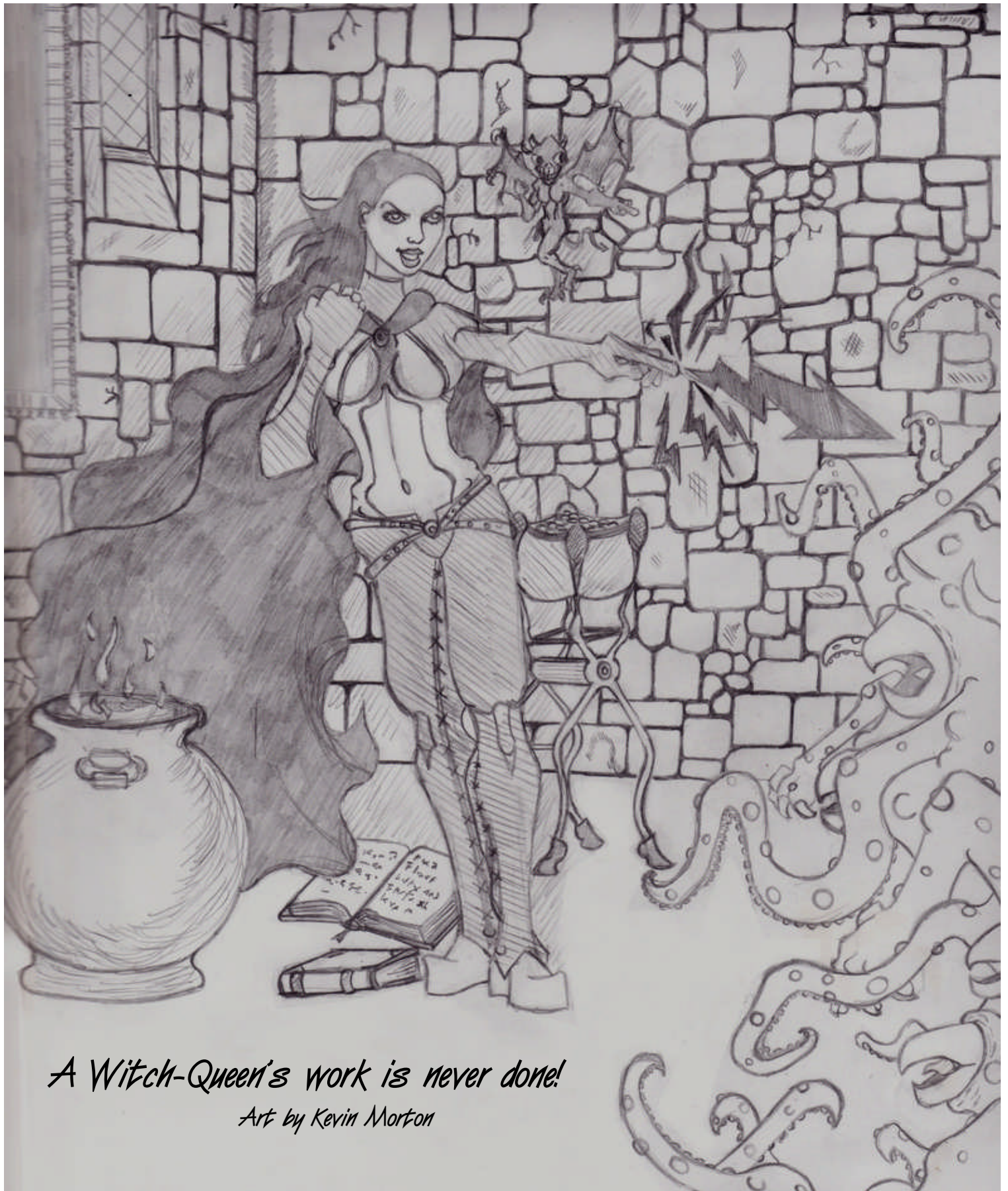
8th-Level:

Antipathy (Enchantment), *Binding* (Enchantment), *Clone* (Necromancy), *Distort Reality* (Illusion), *Find the Path* (Divination, Greater), *Incendiary Cloud* (Conjuration), *Mass Charm* (Enchantment), *Maze* (Conjuration), *Mind Blank* (Abjuration), *Polymorph Any Object* (Transmutation), *Power Word Blind* (Enchantment), *Prismatic Wall* (Abjuration), *Screen* (Illusion), *Sunburst* (Evocation), *Symbol* (Abjuration), *Teleportation Circle* (Conjuration), *Trap the Soul* (Conjuration), *Wind Walk* (Transmutation)

9th-Level:

Astral Projection (Necromancy), *Disjunction* (Abjuration), *Gate* (Conjuration), *Imprisonment* (Abjuration), *Meteor Swarm* (Evocation), *Power Word Kill* (Enchantment), *Prismatic Sphere* (Abjuration), *Refuge* (Conjuration), *Regenerate* (Necromancy), *Shapechange* (Transmutation), *Temporal Stasis* (Transmutation), *Time Stop* (Transmutation), *Weird* (Illusion), *Wish* (Universal)

How to use this information is entirely up to you, the Castle Keeper. You could use it as is, create your own specialist abilities, or compile a unique spell list for each specialist. Whatever you decide, I hope it can add a little bit more fun into your campaign.



A Witch-Queen's work is never done!

Art by Kevin Morton

GNASHER

By Bill DeFranza

GNASHER

NO. APPEARING: 1-8

SIZE: Small

HIT DICE: 3 (d8)

MOVE: 40 ft.

AC: 13

ATTACKS: Bite (2d8)

SPECIAL: Twilight vision, Gnash

SAVES: Physical

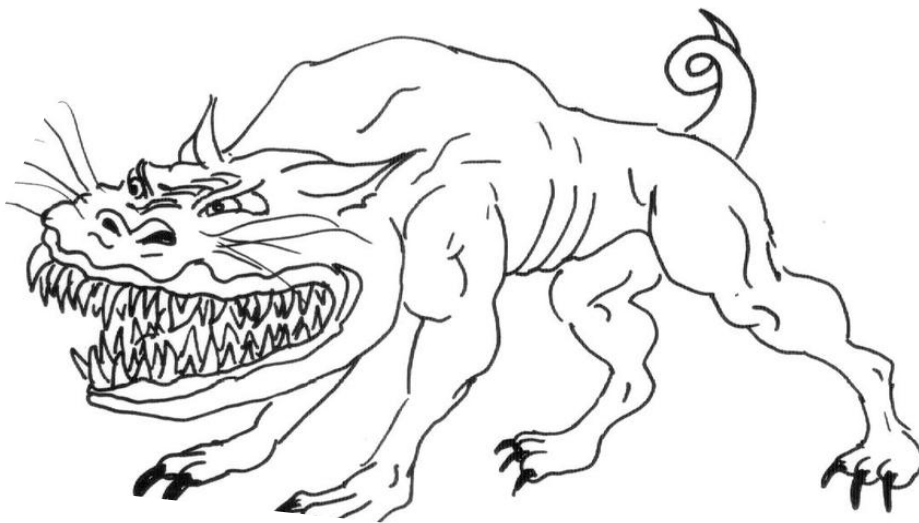
INTELLIGENCE: Animal

ALIGNMENT: Neutral/none

TYPE: Beast

TREASURE: 3

XP: 30+3



A gnasher is a stout dog-sized quadruped with a short tail and a large head filled with fangs. Their mouth is the width of their entire head and opens very wide. They have three to five rows of teeth and are constantly growing more to replace any that are lost. Their teeth constantly grow and so the creature needs to gnaw them down like a rat or their teeth grow out of control. The Gnasher can also gnash its teeth together to blunt and shorten them. Their fur tends to be gray, but may be brown or even orange and they usually have a tabby pattern.

Gnashers are opportunistic hunters and will lay in wait and dash out after prey rather than stalk it. They also eat carrion. They consume prey whole, bones and all, grinding everything up in their many rows of teeth. Occasionally, gnashers are found with weapons or gold wedged between their fangs. Their large heads make them somewhat awkward runners, so they are not as fast as other animals their size.

Rarely, adult gnashers will grow to a larger size, as large as a wolf or pony and become more of a menace eating livestock instead of just wild prey animals.

A determined trainer can tame a gnasher pup if they find it at a very young age.

Combat: Gnashers fight with their bite and if they retain a hold on a target, can automatically chew and gnash it the following round. When a gnasher bites a target, the victim must also save vs. Constriction (Strength) with CL +2 or they are held in the gnasher's maw. The next round, the gnasher automatically inflicts 1d12 damage, minus the target's AC bonus from armor, if any, as they chew the victim. Each round they are held, a character can make a Strength saving throw to break free. If killed, the victim is chewed to pieces and devoured in 2d3 rounds if the Gnasher is not killed or driven off.

VARIANT: JUMBO GNASHER

NO. APPEARING: 1-2

SIZE: Medium

HIT DICE: 5 (d8)

MOVE: 50 ft.

AC: 15

ATTACKS: Bite (3d4)

SPECIAL: Twilight vision, Gnash

SAVES: Physical

INTELLIGENCE: Animal

ALIGNMENT: Neutral/none

TYPE: Beast

TREASURE: 5

XP: 120+5

Combat: When a jumbo gnasher bites a target, the victim must also save vs. Constriction (Strength) with CL +4 or they are held in the gnasher's maw. The next round, the gnasher automatically inflicts 2d10 damage, minus the target's AC bonus from armor, if any, as they chew the victim. Each round they are held, a character can make a Strength saving throw to break free. If killed, the victim is chewed to pieces and devoured in 1d4 rounds if the Gnasher is not killed or driven off.

Burning Corpse

By Joshua Sherrer

Burning Corpse

No. Enc.: 1-10
Size: Medium
HD: 3 (d12)
Move: 30 FT.
AC: 12
Attacks: 1 Slam (1d6+1d4 fire damage)
Special: Hellfire Blast, Choking Smoke, Immune to Fire, Vulnerable to cold
Saves: P
Int: Average
Align: Neutral Evil
Type: Undead
Treasure: 2
XP: 30+3/HP

The burning corpse is an undead creature cursed by the very hellfires that spawned it. They appear as a zombie or skeleton wreathed in bright red flames, and have a look of hatred and horror upon their faces. Burning corpses are usually spawned from those condemned to hell for horrid crimes. They hate all life and seek to burn it to ash. They are sometimes used to guard important tombs and evil temples as well as wander many unholy sites.

Combat: The Burning Corpse will strike with its slam attack. On top of regular damage the burning corpse causes fire 1d4 damage from the strike.

Hellfire Blast: Burning Corpses can cause themselves to explode causing 2d6 points of damage in a 20' radius (dex save for half). This destroys the creature.

Choking smoke: Once per day the Burning Corpse can expel a noxious smoke that chokes any creature in a 20' radius. This smoke makes breathing near impossible and in closed areas can cause suffocation and death. The victim of such an attack must make a constitution save or pass out in 1d4 round and will suffocate three rounds later.

Immune to Fire: Burning Corpses are immune to all sorts of fire attacks.

Vulnerable to cold: Burning corpses take 1/2 times more damage from cold attacks.



Briarling

By Joshua Sherrer

No. Enc.: 1-4, 2-20
Size: Medium
HD: 2-4 (d8)
Move: 30'
AC: 14
Attacks: 2 Thorn rakes (1d6), Shoot 1-4 Thorns (1d6)
Special: Grab, Poison
Saves: Mental
Int: Low
Align.: Neutral
Treasure: None
XP: 2hd: 15+2, 3hd: 30+3, 4hd: 60+4]

The Briarling is possibly a creation dating back to the druid war. These creatures were originally created to guard sacred sites from intruders. There have also been reports of briarlings spawning near fey crossroads and in other magically rich areas.

Briarlings look like vaguely humanoid or animal shapes made from twisted together thorn bushes or briar patches. They are usually encountered in groups of no less than four though solitary briarlings are occasionally seen. From a distance they look like large patches of briars and are nearly undistinguishable in naturally occurring briars.

Combat: Briarlings attack when a threat nears them. What constitutes a threat is up to the briarling in question. They attack until destroyed by either raking with their large thorns or shooting 1-2 inch thorns as arrows. They also try to grab their opponents and engulf them within the mass of briars.

Grab: The briarling can grab an opponent and wrap its vines around them causing 1d6 pts of damage per round; a successful strength save breaks this.

Poison: Briarlings secrete a poison in its thorns that can cause painful itching and swelling and a rash similar to poison ivy. This lasts 1-4 weeks and causes a -1 to attacks and any concentration based checks unless cured or saved against.

Culcithoid

By Bill DeFranza

The Culcithoid is an abomination resembling a humanoid mosquito. They are about as tall as an average human, with lidless, bulbous multi-faceted eyes, twitching antennae and a chitinous exoskeleton. Like mosquitoes, they have six limbs and large shimmering wings. They stand on their rear two legs and have four clawed “arms.”

Drones are slightly smaller than females and are further distinguished by their different mouthparts. The drones have large mandibles they use in combat while the females have a retractable proboscis for drinking blood from their living victims. If a combat turns against them, the females will flee, but the drones will fight with no regard for their safety in order to protect the females. Drones have a lifespan of about 30 years, while females can live to be 50.

All Culcithoids communicate via pheromones and a telepathy they can use only with other culcithoids. All culcithoids have Deepvision out to 90 feet and some have the Scent special ability, as detailed on pages 4-5 of Monsters and Treasures, second printing.

All culcithoids are vulnerable to gas and odor-related attacks such as Stinking Cloud because of their pheromone sensitivity. They have an additional +2 to the CL of saves vs. these effects.

Culcithoids live in dank underground nest-cities of about 1000 in population. They have an insect-like hive society built around a queen culcithoid who rules with absolute authority. They prefer warm moist environments, but can live elsewhere as long as they can irrigate and heat their nest-city. Culcithoids hunt in the areas surrounding their city, both in deep underground cave systems and in aboveground settlements. They seek slaves to serve the hive and to be food. They also harvest blood from mammals and humanoids of all sizes, which they bring back to their queen for her egg-laying cycle and which the larvae eat. Their nest-cities are composed of tall cave-like dwellings for the culcithoids and are filled with pods of harvested blood and pens of slaves.

CULCITHOID BLOOD-HUNTER / FEMALE

NO. ENCOUNTERED: Solitary, Pair, Pride (2-8);

accompanied by at least as many drones

SIZE: Medium

HD: 8d8

MOVE: 30, Fly 45

AC 16

ATTACKS: 2 claws (1d6) or weapon

SPECIAL:

Deepvision, Scent,

Hypnotic Stare,

Grapple, Blood

Drain

SAVES: Mental

INT: Average to

High

ALIGNMENT:

Lawful Evil

TYPE: Aberration

TREASURE: 6

XP: 775+8

Combat: Female

Culcithoids

typically enter

combat after the

drones, using their

Hypnotic Stare

attack. They will

later grapple any helpless victims and use their blood

draining ability. If a combat turns against them or they

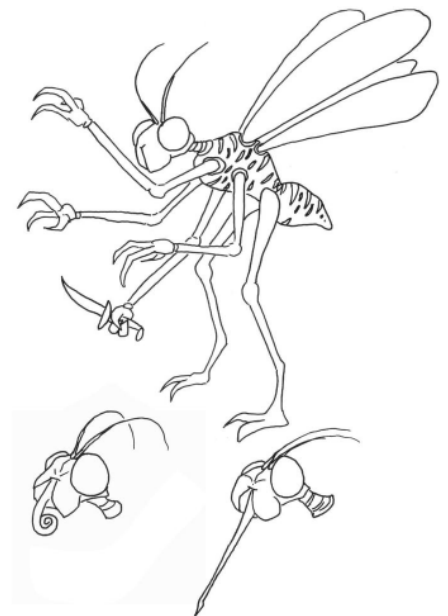
consume the blood of three small, two man-sized or one large

creature, the female will flee back to the hive with their blood

prize. Females using their Scent ability to track a creature

receive a +2 bonus if the creature is wounded by a drone and

bleeding (see drone).



Hypnotic Stare: The female's multi-faceted eyes and shimmering wings create a mesmerizing kaleidoscopic barrage of scintillating colors and flickering light that can stun or confuse enemies. This attack functions in a cone 40 feet long and wide in front of the monster, and all non-culcithoids inside must save vs. Wisdom or be hypnotized for 3d4 rounds. During this time, affected creatures are unable to take any actions, and remain motionless, totally unaware of their surroundings. Females can grapple hypnotized victims automatically, but the Hypnosis is broken when they begin their Blood Drain and the victim can attempt to break the grapple.

Grapple: Because of their four arms, culcithoids have a +2 bonus to grapple.

Blood Drain: Blood Hunters have a proboscis, a hollow tube like an elephant's trunk with a sharp chitinous blade at the tip, which lies curled up under protective facial plates when not in use. The female can attempt their blood draining attack when they have a victim grappled. The female unfurls her two to four foot long proboscis and sinks it into the victim's body, piercing their aorta or heart. Females attached this way have an AC of 13. Each round in which the female drains blood, the victim suffers damage equal to half their current hit points and 1d12 Constitution points. When their Constitution reaches zero or three rounds elapse, the victim is drained of all blood and dies.

CULCITHOID DRONE / FIGHTER

NO. ENCOUNTERED: Solitary, Pair, Patrol (3-12), Swarm (5-20)

SIZE: Medium

HD: 6d8

MOVE: 30, Fly 45

AC 16

ATTACKS: 2

claws (1d6) or

weapon, 1 bite

(1d8 + wounding)

SPECIAL:

Deepvision,

Despair, Grapple,

Wounding

SAVES: Physical

INT: Low to

Average

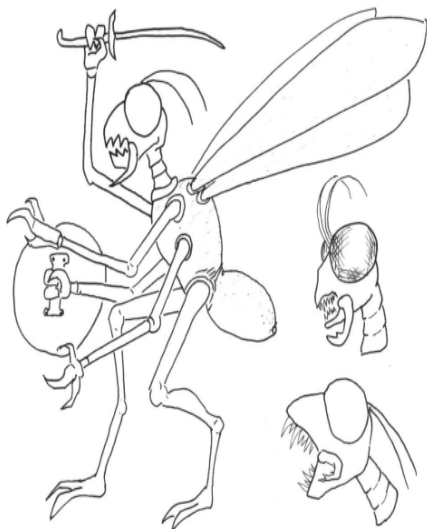
ALIGNMENT:

Lawful Evil

TYPE: Aberration

TREASURE: 3

XP: 350+6



If drones are patrolling without females, they will attempt to collect victims to return to the hive as slaves or for blood draining. They manufacture and use manacles, shackles, ropes and cages for controlling victims they transport a long distance.

Combat: Culcithoid drones usually enter combat before the females, to soften up enemies or render them helpless with their Despair attack. Drones are expendable in Culcithoid society and will fight to the death as long as females are in danger.

Despair: The scintillating refractions of the drones multi-faceted eyes and shimmering wings combine with a special pheromonal excretion to create an intoxicating effect on humanoids of all sizes and types, which causes those who fail their save to collapse in overwhelming feelings of defeated despair. This attack functions in a cone 30 feet long and wide in front of the drone. All non-culcithoids inside it must save vs. Charisma or be affected for 1d6 rounds. Victims of this attack lay prone, sobbing and helpless, allowing any culcithoid to grapple them automatically. Each drone can use this attack once per day.

Grapple: Because of their four arms, Culcithoids have a +2 bonus to grapple. Drones that grapple an unwilling opponent will attempt to drag them over to another drone to shackle or cage the victim or to the nearest female to facilitate their blood draining. A female can automatically grapple a character grappled by a drone, freeing that drone to collect another victim.

Wounding: Drones have barbed mandibles that deliver a wicked bite, and the anti-coagulant enzymes in their saliva cause a wounding effect from these bite attacks. Characters bitten by a drone must save vs. Constitution with a CL of +2 or continue to bleed for 1d12 rounds from each bite wound. Each round, each bite wound will bleed for an additional 1 hit point of damage until tended to or magic healing is applied.

Queen and King

Deep inside their hive-city, the Queen occupies a huge dank chamber dominated by a large fetid pool of stagnant water. Here, she rules the hive and lays eggs which she nurtures into drones, blood-hunters, and occasionally, Kings and Queens. The queen determines the gender of her offspring by secreting various hormonal jellies onto the eggs as they mature in pools of stolen blood. The queen is in constant telepathic contact with all members of her hive, so she always knows the population needs and plans accordingly. Once the eggs hatch, the foot-long larvae must live in the pool of stagnant water eating clots of blood for

about five years until they undergo metamorphosis into adult form. If this pool is poisoned or drained, the hive will die.

There is usually only one king at a time and his purpose is to defend the hive from invaders, destroy any rogue culcithoids and to mate with the queen when needed. The queen may grow another king to challenge the current one and keep the winner as her mate. The loser is usually killed in such a battle, but if not, the defeated king may fight his way out of the hive and take up a solitary existence, becoming a menace to the world at large.

Once every century the queen will grow another queen and king who leave her hive with several drones and hunters and establish another hive elsewhere. Near the end of her life, a queen will grow a final queen to replace her and take over the hive.

A Queen may live up 500 years and a king up to 100 years.

CULCITHOID KING

NO. ENCOUNTERED: Solitary, pair

SIZE: Large, 9-

10 feet tall

HD: 10d8

MOVE: 30,

Fly 45

AC 20

ATTACKS: 4
claws (1d10)
or 2 weapons,
1 bite (1d12 +
wounding)

SPECIAL:
Deepvision,
Scent,
Telepathy,
Despair,
Grapple &
Crush,
Wounding,
Scare

SAVES: Physical & Mental

INT: High

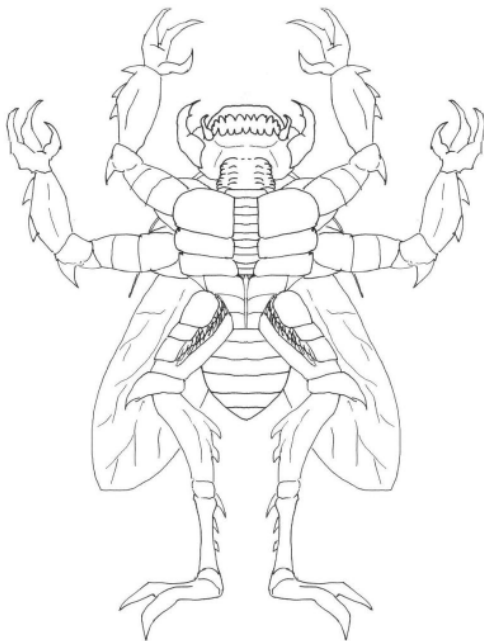
ALIGNMENT: Lawful Evil

TYPE: Aberration

TREASURE: 12 (hoard if not part of Hive)

XP: 3000+10

A culcithoid king is a hulking version of a drone 9 to 10 feet tall with massive mandibles and an exoskeleton made of thick plates of chitinous armor. They are bulky and mighty, but can still fly deftly. They are the ultimate hunters and fighters of their hive. They will fight to the death to defend the hive



or the queen, except in the rare circumstance that they are battling another king for dominance.

Telepathy: A Culcithoid king can communicate telepathically with any sentient creature in its sight line. This communication is not necessarily in words, though the king can learn many languages.

Grapple: Because of their four arms, Culcithoids have a +2 bonus to grapple. The king is of large size so will have a bonus against medium or small creatures. Beginning the round after they establish a grapple, Kings can automatically crush grappled enemies for 1d8 damage and still make a bite attack against this grappled victim.

Wounding: Bite wounds from a king continue to bleed like those from a drone. Characters bitten by a king must save vs. Constitution with a CL of +4 or continue to bleed for 1d12 rounds from each bite wound. Each round, each bite wound will bleed for an additional 2 hit points of damage until tended to or magic healing is applied.

Despair: Kings have a despair attack similar to that of drones. It functions in a cone 40 feet long and wide in front of the king. All creatures inside it must save vs. Charisma or be affected for 2d4 rounds. Victims of this attack lay prone, sobbing and helpless, allowing any culcithoid to grapple them automatically. The king can use this attack three times per day. Any culcithoid queen is immune to this attack, but drones and blood-hunters of other hives are not.

Scare: Once per day, the king can release a blast of pheromones in a 40-foot radius that causes any creatures of up to 6 hit dice or levels to make a Charisma saving throw or be overwhelmed by a wave of terror. Success allows the target to act normally while failure causes it to flee in panic. Cornered victims will fight but with a -1 penalty to attack and damage. Characters and monsters with 7 or more hit dice or levels are immune to this effect, as are any culcithoid king or queen. Any culcithoid of a different hive as the king is affected normally. Unlike the scare spell, Clerics and Elves are not immune to this attack (until 7th level) because it is not magical.

CULCITHOID QUEEN

NO. ENCOUNTERED: Solitary

SIZE: Large, 12-15 feet tall

HD: 12d10

MOVE: 30, Fly 30

AC 24

ATTACKS: 4 claws (1d8) or 2 weapons, 1 proboscis stab (2d8 + blood drain)

SPECIAL: Telepathy, Immune to Invisibility, Deepvision, Grapple, Blood Draining, Hypnosis, Scare

SAVES: Physical & mental

INT: Genius

ALIGNMENT:

Lawful Evil

TYPE: Aberration

TREASURE: 15

(hoard)

XP: 4900+12

A culcithoid queen is taller and longer than all other culcithoids in her hive. Their

chitinous exoskeleton is harder than other culcithoids, giving them better protection despite their large size. They prefer to avoid combat since that can jeopardize the future of the hive, but if pressed, or if the larvae pool is threatened, they are dangerous opponents.

Telepathy and Immunity to Invisibility: A queen can communicate with any culcithoid within 10 miles. A Culcithoid queen can telepathically detect and communicate with all sentient creatures within 1000 feet. This makes the queen immune to Invisibility spells. This telepathic communication is not necessarily in words, though the queen can learn many languages.

Grapple: Because of their four arms, Culcithoids have a +2 bonus to grapple. The queen is of large size so will have a bonus against medium or small creatures. Beginning the round after they establish a grapple, queens can automatically apply their proboscis blood draining attack.

Blood Drain: A Queen's proboscis is armored like the rest of her exoskeleton and retractable, so she can attack with it each round without grappling first. She can sink her proboscis directly into the victim's body, piercing their aorta or heart. The victim must make a saving throw vs. Breath Weapon (Dexterity) or be drained of 2d10 Constitution from blood loss. This attack automatically succeeds if the victim is grappled, hypnotized, under the influence of a drone or king's Despair attack, or otherwise defenseless. When the victim's Constitution reaches zero they are drained of all blood and die.

Hypnotic Stare: The queen's hypnotic stare is much like a blood-hunters', but functions in a cone 60 feet long and 40 feet wide. All inside this cone, including culcithoid drones and blood-hunters not of her hive, must save vs. Wisdom (Mental) or be hypnotized for 3d4 rounds. During this time,



affected creatures are unable to take any actions, and remain motionless, totally unaware of their surroundings. The queen can drain blood from hypnotized victims automatically, but the Hypnosis is broken when she begins her Blood Drain.

Scare: Once per day, the queen can release a blast of pheromones in a 60-foot radius that causes any creatures of up to 8 hit dice or levels to make a Charisma saving throw or be overwhelmed by a wave of terror. Success allows the target to act normally while failure causes it to flee in panic. Cornered victims will fight but with a -1 penalty to attack and damage. Characters and monsters with 9 or more hit dice or levels are immune to this effect, as are any culcithoid king or queen or any culcithoid of the queen's hive. Unlike the scare spell, Clerics and Elves are not immune to this attack (until 9th level) because it is not magical.

Mountain Dragon

By Joshua Sherrer

No. Encountered: 1, 2-4

Size: Medium to Large Hit Dice: 7-12 (d12)

Move: 40ft

AC: 17-21

Attacks: 1 tail 1d8+trip, 2 Claws 1d6, 1 Bite 1d10, Gore 1d8

Special: Poison, Fearful Presence, Trip

Saves: Physical

Intelligence: Animal

Alignment: Neutral

Type: Dragon

Treasure: 10

Experience: 270+7 to 1375+12

Found almost everywhere these beasts are feared by all. The mountain dragon is a large reptile like animal with horns growing out of its head and sharp teeth dripping with vile saliva. These creatures usually grow to the size of cattle but others have been reported to be the size of a large draft horse. They prey upon anything but prefer cattle or other livestock.

Mountain dragons tend to den in caves or holes they have dug. They usually den alone but sometimes are encountered in mated pairs in springtime. If there are eggs both parents attack until defeated defending the nest.

Combat: Mountain dragons are fearless fighters. They usually open with a tail swipe which has a chance to trip (Dex save). They then attack with their claws. If both claws hit they will then bite and attempt to kill the attacker and move on to the next. If there is considerable distance between the Mountain dragon and its attacker then it will charge and attempt to gore with its horns.

Poison: Though it doesn't secrete poison naturally the saliva of a mountain dragon is very dangerous. It is infested with a bacterium that causes sickness and even death. If a save is failed the victim contracts a severe fever within two hours of the encounter. They then are wracked with pain and fall into a coma, within a week of the coma's onset the victim dies.

Fearful Presence: The very sight of the mountain dragon causes fear. Those seeing it must Save vs. Fear or attack and save at a -2 for the encounter.

Unholy Orders:

An Expansion for Rolemaster Express

Revenge is a Dish...

By M.A. Spires

Issue #9 of ICE's *Express Additions* provides the Game Master with guidelines for creating Religious Orders for Priest characters. The following is an order of infernal elven priests for inclusion as villains into your *Rolemaster Express* games.

The Sarquendi

In millennia past, Kel'edhel was once a powerful lord of the ancient Elven Empire. During the civil war which tore the empire asunder, Kel'edhel committed numerous atrocities against his kind until vestiges of the remaining noble houses rallied against him. Unable to destroy him, the Last Emperor managed to banish the tyrant into the darkened recesses of the Void.

Sundered from the mortal realm and infused with the corrupting essence of the Void, Kel'edhel was transformed into one of the *Celebdel* (type V elf-demon) and now he sits upon his icy throne, vengeful and plotting. The eldritch wards binding him to the Void prevent the Frost Lord from interfering directly with the realm from which he was exiled, but his demonic transformation only increased his already potent abilities. Kel'edhel is able to channel his power through a cult of dark priests who give him worship, the Sarquendi.

Focus: Kel'edhel, the Frost Lord

Spheres of Influence: Universal Priest, Evil Cults, Revenge and Winter.

Culture (Temple Locations): The worship of Kel'edhel is not widespread. Lone shrines to the Frost Lord are usually found in remote forests among the shattered ruins of the Elven Empire. Worship of Kel'edhel has also found its way into a few modern elven communities as well, but the infernal shrines in such areas are well kept secrets.

Membership: The Sarquendi once consisted only of members of Kel'edhel's house. Over the years, other elves joined the ranks of the dark cult. Membership in the Sarquendi is open to elves of either sex.

Benefits of Membership: Some members of the Sarquendi come from bloodlines which are closely related to that of their Lord. For those who share his lineage, channeling Kel'edhel's dark energies forever changes their blood, causing it to magically thicken and cool. If chosen, this ability costs the Priest 30 DP at creation but grants them two distinct benefits. First, the thickened blood makes the character less prone to Bleeding damage (hits per round) when they become wounded. The character only suffers ½ damage (rounded down) from Bleeding damage. Also, the cooled nature of their blood makes them more resilient to cold based attacks. This

grants them +10 to all RRs and DB against any cold or ice based attack.

Restrictions: The cult of the Frost Lord is comparatively small and Kel'edhel imposes no restrictions upon his faithful as long as they dutifully serve him.

Symbol: The symbol used by the Sarquendi is the silhouette of a barren, crooked tree in winter. Members of the cult wear the symbol in fancifully designed amulets with the tree cut from blue colored glass, suspended in a circle of fine silver.

Dress: The Sarquendi wear deep, hooded robes of black and blue for sacrifices and ceremonies.

Outside of ritual however, the cult hides its affiliation and has no specific standard of dress.

Structure: The Sarquendi are loosely organized, with small sects operating largely independent of each other. Within the rime-covered ruins of Kel'edhel's ancestral holdings exists a pentad of elves known as the Nikerym. These ancient captains of the Frost Lord possess authority over the cult as a whole yet rarely use it. When the Nikerym do issue orders however, failure to obey them generally results in Kel'edhel's disfavor, so all members of the priesthood generally comply.

Philosophy/Purpose: The cult exists to serve the will of their lord Kel'edhel and to act as his agents in the mortal plane. They work to exact vengeance upon the elven houses which banished the Frost Lord to the Void and seek ways to allow his return to the world. They also possess a strong dislike of humankind whose encroachment into the world escalated the decline of the Elven Empire, plunging it into the bloody civil war which led to Kel'edhel's fall.

Activities: The Sarquendi generally work to undermine the authority of the royal houses elf controlled lands. Sabotage, kidnapping, assassination and corruption are all acceptable means to achieve this end. The cult also targets human communities encroaching into areas where they operate. Several sects focus on recovery understanding of eldritch lore which they hope to use in undoing the fetters which bind Kel'edhel to the Void.

Due to the nature of elves, the Sarquendi are often aided by Unseelie fey as they set about their dark tasks.

Favored Skills: Runes 2/5, Weapon Skill (Primary Choice) 5, Stalk & Hide 4, Perception 2, Lore (Obscure) 2/6.

Spell Lists: Sarquendi can choose eight Base Spell Lists from the Open & Closed Channeling Lists as well as the following:

Channels (Cleric Base)	Communal Ways (Cleric Base)
Holy Symbol (Channeling Base)	Protections (Cleric Base)
Summons (Cleric Base)	Curses (Evil Cleric Base)
Dark Channels (Evil Cleric Base)	Dark Lore (Evil Cleric Base)
Disease (Evil Cleric Base)	
Mind Disease (Evil Mentalist Base)	
Mind Subversion (Evil Mentalist Base)	

Realms of Adventure

Argosy command

A game of starship miniatures combat

By Todd Pote

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These rules are designed to allow players to quickly design fleets and get right to playing. Battles involving over a dozen ships per side should be resolved within a couple hours play easily. While not as detailed or full of options as several other games available, this should be appropriate for even small children to understand and enjoy until they are ready themselves to move on to more challenging rule sets. Above all, it is hoped that the rules presented here provide an enjoyable experience to all that choose to play for a game that is without fun...is simply not a game at all.

The ships portrayed within the Argosy Command universe travel between stars by means of wormholes and may represent various races as characterized and postulated by the likes of H.G. Wells, Jules Verne, and other such literary notables at the turn of the 20th Century.

THINGS NEEDED TO PLAY:

The following items are needed by each player in order to play Argosy Command.

Several six-sided dice- It is recommended that each player have at least 10 such dice. More are better, particularly when using large ships.

Scratch Paper- Several sheets of scratch paper upon which to record ship data, movement orders, and damage.

Sharp Pencil- To write upon the scratch paper with. Eraser optional.

Ship Counters and Markers- Simply print the counter sheet out on card stock and cut out the counters and marker chits for use. (Note: Ship miniatures give more flash to the game but are not required.)

Tape Measure- A simple 36-inch tape measure will be sufficient for tracking movement. Optional: The game may be played on a hex-grid game mat negating the need for a tape measure.

PLAYING THE GAME:

The game is played in turns. Each turn has seven phases described below based on the preceding rules.

The Turn-

Phase One: Write Movement Orders-

At the start of the turn, before any action chits or movement is made, each player writes the movement orders for each ship on the appropriate record sheet.

Phase Two: Place Action Chits then Flip-

Each player places a single Action Chit face down next to each ship on the board. Once all chits are placed by both players, they are flipped over face up.

Phase Three: Move Ships-

After the Action Chits are flipped face up, each player moves their ships according to their movement orders in numerical order as assigned by the Action Chits. Chits are removed as the ships are moved.

Phase Four: FIRE!!!-

Players take turns declaring targets and conducting combat with ship's guns and spinal mounts.

Phase Five: Launch Torpedoes, Missiles, Mines, or Bombs-

Players make attacks with ordinance, placing an appropriate counter next to their intended target per torpedo, missile, mine, or bomb fired.

Phase Six: Defensive Fire-

Ships being attacked by Torpedoes or Missiles may attempt to shoot them down with available light guns. Surviving Torpedoes and Missiles resolve their attacks after all defensive fire has been made.

Phase Seven: Update Record Sheets-

Players record damage effects and expended ordinance on their ship record sheets.



Repeat- Next turn! Go back to Phase One.

THE RULES:

Of course every game has to have rules to provide structure and keep things fair. Fortunately, in the case of Argosy Command, these rules are kept both simple and relatively minimal.

MOVEMENT:

Each ship has an Engine rating recorded on the ship record sheet. This rating is the number of movement points available to the ship each turn for movement. Each inch or hex moved forward uses a single Engine point. Each hex facing or 60-degrees turned by the ship also uses a single Engine point. Ships may not move backwards. Movement is not added to the previous turns.

(i.e. A ship with Engines 6 rating may move 6 hexes/inches forward or may move 5 hexes/inches forward and make one hex face/ 60-degree turn.)

Writing Orders-

For each ship the player must assign orders. Other players should not see the orders written until it is time to move the ship(s). Orders are written in a very simple format. F denotes Forward movement and is followed by the number of hexes/inches to be moved. P denotes a port or left turn and is followed by the number of hex facings/ 60-degree increments being turned. S denotes a starboard or right turn and is followed by the number of hex facings/ 60-degree increments being turned. It is very important that this format be understood since it forms the basis of all written orders. The numbers in the orders may not total more than the Engine rating of the ship.

(i.e. Using our ship with the Engines 6 above, a player wants the ship to go 3 hexes/inches forward, make a single hex face/60-degree turn left, then move 2 more hexes/inches forward. The orders would be written F3P1F2. If the player wants the ship to move only one hex forward, then turn once facing starboard, then move two hexes forward, then turning two facings port the orders would be written F1S1F2P2.)

Action Chits-

Action Chits are used to determine the order in which ships are moved. Each chit is marked with a number from one (1) upwards on a single side, one for each ship commanded by the player. These chits are placed face down, not necessarily in any order, one per ship on the board controlled by the player. Once all the chits are placed, each player flips the chits face up and ships are moved in order starting at one and progressing upwards until all ships on each side have been moved. Chits are removed from the board as the ships are moved. This is to eliminate players dithering about which ship to move first.

This rule is included to simplify the game for younger players by providing a set order in which to move their ships rather than trying to decide what should move first. More experienced players may elect to omit this part of the game since the written orders make what moves first irrelevant.

COMBAT:

This is probably the most complicated part of the game, and yet combat is the very core of most wargames. This has been simplified as much as possible in the spirit of providing an easy to learn, enjoyable game for younger gamers. Combat revolves around weapon type, range, rate of fire, and damage.

Weapons-

Each ship has a mix of weapons aboard it. The table below provides the weapon types, maximum range, rate of fire, and number of d6 rolled for attacks.

Weapon Type	Max. Range	Rate of Fire	D6 rolled	Notes
Heavy Gun	24	1	1	Up to three arcs as assigned
Light Gun	12	2	1	One assigned arc
Torpedo	18	1	1d6	360-degree arc. May be shot down.
Missile	36	1	1d3	360-degree arc. May be shot down.
Mine	-	1	1d6	Placed in any hex/ inch the ship has traveled through this turn.
Bomb	Orbit	1	special	Planetary bombardment only
Spinal Mount	18	1	1d6 per rating	Attacks all targets in straight line forward.

Range-

This is how far the weapon may shoot in either hexes or inches depending on which one is being used.

Rate of Fire-

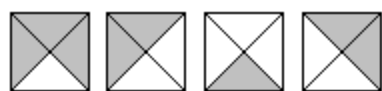
This is how many times the weapon may fire each turn.

Damage-

This is how many d6 are rolled when making an attack against a target with that weapon. Some weapons have a variable damage rating, in that they roll a number of d6 first to determine how strong an attack is made for the turn. Bombs do damage against ground targets which is not relevant to ship to ship combat and is therefore marked as special. (This will be covered in a future ground war rules set.)

Arcs-

Weapon arcs consist of four quadrants around the ship. Forward, Port, Starboard, and Aft. In the case of Spinal mounts, they fire in a straight line only, one hex or one inch wide. Heavy gun arcs are shown on the ship record sheet as a box divided diagonally into four quadrants, one per gun. The arcs the weapon may fire into are shaded in and the turret number written below.



1 2 3 4

Light guns differ in that they are assigned to a single arc. The arc diagram is used again, the divided box shown to the right, but in this case the number of light guns assigned to a particular arc is written into the appropriate arc on the diagram as shown here:



Forward

Declaring Targets-

Any enemy ship within that is in range of a weapon that can aim into that arc (direction) is a valid target. The attacker states that the enemy ship is the target and declares how many and what guns they will be firing at it during the FIRE!!! Phase of the turn. If the weapons being fired are Light Guns, then the attacker has the option of firing twice, which they must also declare during the FIRE!!! Phase. Any Light Gun that fires twice may not be used during the Defensive Fire Phase of the turn, having maximized its rate of fire already.

Torpedoes, Missiles, Mines, and Bombs use counters to identify their targets, but must also be within range in order to attack. They may attack into any arc.

Attacking-

Once targets have been declared, the attacker rolls one (1) d6 per gun being fired. Thus if an attacker was firing 4 Heavy Guns and 2 Light Guns once each, they would roll a total of 6d6. If the attacker is firing a Spinal Mount with a rating of 2, they would roll 2d6 first to determine the actual number of attack dice to be rolled. If the result of this first roll was 9, then the attacker would roll 9d6 against every ship, friend or foe, between the firing vessel and the target along a straight line.

If the target is being attacked by a torpedo or other ordinance, the attacker would roll a single d6 or d3 (a d6 divided by 2) to determine the number of attack dice to be rolled, similar to the Spinal Mount.

Defending-

The target ship of an attack rolls a number of d6 equal to its Defense rating. So if the target ship has a Defense 8, the player controlling it will roll 8d6 against each attack made. The exception to this is when defending against torpedoes, missiles, or mines. When attacked by these weapons, the defender will roll a maximum number of d6 equal to the number of d6 being rolled by the attacker,

(i.e. using the examples in the Attacking section, the target ship is being attacked by 6d6 guns and 9d6 spinal mount. With a Defense 8, the defender rolls 8d6 against each attack. A torpedo makes its attack at 4d6 against the target ship. The defender rolls only 4d6 against the attack. If the Defense rating of the ship was only 3, then the defender would roll only 3d6 against the torpedo attack.)

Resolving the Attack & Defense-

Attack rolls are compared to the target Defense rolls, matching up dice lowest to highest. The highest or equal die result eliminates the die roll matched up against it. The dice remaining are compared to the damage table to see what attributes are reduced. Each successful attack die reduces the appropriate attribute by one (-1).

Die Roll	Attribute/ System Damaged
1	Torpedo/ Missile/ Mine/ Bomb
2	Engine
3	Defense
4	Light Gun
5	Heavy Gun/ Spinal Mount*
6	Hull

*If the target has a spinal mount, it is destroyed first before any heavy gun turrets.

(i.e. using the above examples, the attacker rolls 6d6 gun dice getting a 6, 4, 3, 3, 2, 1. The defender rolls 8d6 against the attack, getting a 6, 6, 5, 3, 2, 2, 1, 1. The players compare their dice, starting with their lowest rolls and proceeding to the highest. The match ups are 1-1, 2-1, 3-2, 3-2, 4-3, 6-5. The defender's two 6's are wasted. The pair of ones cancel out and are removed. The attacker 2 beats the defender 1 and is set aside, the one removed. The attacker's threes beat the defender's twos and are set aside; the two's are removed...and so forth until all dice are accounted for. In this example, the attacker hit with a 2, 3, 3, 4, and 6, reducing Engines by 1, Defense by 2, Light Guns by 1, and Torpedo (etc.) by 1. Since this is not the end of the turn, the Defender would still roll 8d6 against the 9d6 of the spinal mount, not 6d6 due to the gun damage. Such damage effects take place during the Update Record Sheet Phase of the turn.)

VICTORY!:

Play continues until one of three things occurs. One player achieves any victory conditions that may exist if playing a scenario. One player gets all of their ships blown up or is forced to retreat off the board. Or the players run out of time to keep blowing each other to dust bunnies.

SHIP DESIGN:

Of course players are going to want to build their own ships. This section provides the details on how to do so. Ships consist of four basic elements: Hull, Engines, Defenses, and Weapons. Ship design consists of simply making choices related to each of these four components as follows.

Hull

The hull of the ship has a rating number equal to its size. This number is also the amount of hull damage the ship may suffer before being completely destroyed. Typically, hull sizes range from one (1) to twenty (20). Should players desire a lengthier game and/or run planet buster type battles then there is no reason that larger ships cannot be constructed if they choose.

The hull size also provides the base number for determining the available points for Defenses, Weapons, and Engines.

Engines

Ether-engines gather the ether at the front of the ship and it compressed by steam engines to be vented at the stern providing a sort of jet propulsion effect. The engine rating of the ship determines how many points the ship has available for movement per turn. The number of points is based on the size of the ship subtracted by ten. (10 – Hull size) In the case of ships larger than size ten (10), this will have a result of zero (0) or greater negative number. Ships of this size will need to spend points from their Defense/Weapon pool to obtain a positive Engine Rating.

Defense and Weapons Pool

The ship Defense Rating and Weapon Rating are based on how the player splits the available points from the rating pool. The Defense / Weapon Pool number is determined by multiplying the ship hull size by three (hull size x 3).

Defense

All ships have some form of defense or defenses. These may consist of armor plating, decoys, electronic counter measures, camouflage markings, et cetera. These rules do not differentiate between these systems for sake of simplicity. The Defense rating of the ship is based on how many points the player assigns to it from the Defense/ Weapon Pool (see above). This rating will be the number of dice rolled when resisting enemy attacks.

Weapons

The ship weapon rating is based on the number of points assigned to it from the Defense/ Weapon Pool (see above). Unlike Defenses, this Ship Trait is broken down into several sub-categories consisting of Heavy Guns, Light Guns, Torpedoes/ Missiles/ Mines/ Bombs, and Spinal Mount.

Heavy Guns-

The main guns of the ship are its Heavy Guns. These turret mounted cannon may be assigned up to three arcs, increasing the points value of the weapon per arc. With a range of 24-inches, they fire once per turn during the Fire Phase, rolling a single d6 per weapon assigned to the target.

Light Guns-

These guns are smaller caliber with a range of 12-inches, yet are able to fire twice in the turn. Having only a single assigned arc they form the primary defense against torpedoes and missiles. For each gun assigned to the target, a single d6 is rolled during the Fire Phase each time they fire or the second shot may be held in reserve for use during the Defensive Fire Phase of the turn.

Torpedoes/ Missiles/ Mines/ Bombs-

A ship may carry only a single type of expendable ordinance aboard. This may be one of four types: Torpedoes, missiles, mines, or bombs. Each point assigned to this weapon type allows for a single shot during the game and is marked off as it is used. These weapons may fire into any arc and may be expended singly, in groups, or in mass (all of them at once).

Torpedoes have a range of 18-inches and roll a d6 to determine their attack rating.

Missiles have a range of 30-inches but roll only a d3 to determine their attach rating.

A single mine marker is placed in any hex or area of the board along the ship's flight path for that turn. Once placed, any ship that comes within 2-inches of it may be subject to attack. A mine rolls a single d6 to determine its attack rating.

Bombs are useful only against planets or asteroids. Each bomb allows a single artillery strike against surface emplacements or in support of ground troops, should they have been landed (ground rules are separate from these rules).

Spinal Mount-

The Spinal Mount or Keel Bombard is a large powerful weapon that fires in a straight line ahead only. This weapon has a range of 18-inches and attacks all ships within its attack range along that line, be they friend or foe. Each Rating of the Spinal Mount costs three (3) pool points. Thus if a Spinal Mount 3 was desired, it would cost 9 Weapon Rating points. When a spinal mount fires, it rolls X number of d6 to determine the attack rating against targets for that turn. Thus, our Spinal Mt 3 weapon would roll 3d6 to determine its attack value. If three sixes were rolled, then its attack rating for the turn would be 18, with 18d6 rolled against the Defense rating of each target in its range and line of fire.

Weapon Point Cost-

Each weapon type has a point cost associated with it for use in determining the relative combat value of the ship in relation to other ships in play.

Heavy Guns cost 2 points x arc modifier each

Light Guns cost 1 point each

Torpedoes cost 6 points each

Missiles cost 10 points each

Mines cost 4 points each

Bombs cost 1 point each

Spinal Mount costs (rating x (18+1/2 engine rating))

Arc Modifier

1 arc x1

2 arc x2

3 arc x4

Ship Combat Point Value:

To determine the relative combat point value of each ship simply use the following formula. For younger players this may require some help from an adult and calculator (definitely the calculator).

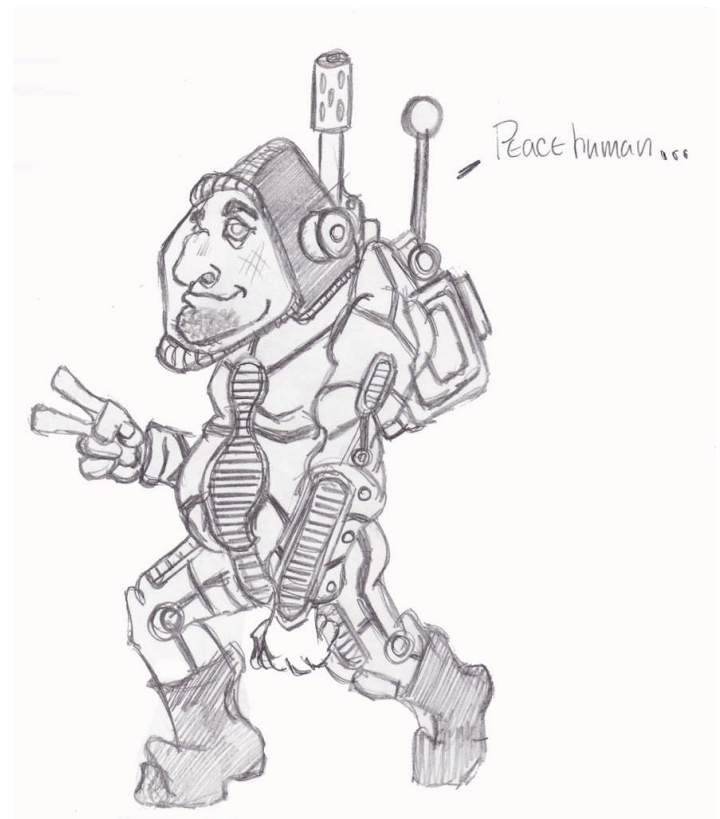
Offensive Rating-

Add the point value of all weapons together then multiply by the Engine Rating. The total is the Offensive Rating.

Defensive Rating-

Add the Defense Rating to $\frac{1}{2}$ of the Light Gun Rating (round down) and the Engine Rating. Multiply this result by $\frac{1}{2}$ of the Hull Size (round down). The total is the Defensive Rating.

Multiply the Offensive Rating by the Defensive Rating. The Combat Point Value is the square root of this total (rounded up).



SAMPLE SHIPS:

Here's a couple ship record sheets so players new to these rules can sit down and try them out without any delay. It also show shows how to record the ship data from your own designs.

CRUISER

CPV: 151

FRIGATE

CPV: 76

Hull: 10

Engines: 5

Defense: 7

Weapons: [18]

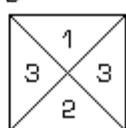
Heavy Guns: 5



1 2 3 4 5

Torpedo: 4

Light Guns: 9



Hull: 4

Engines: 6

Defense: 4

Weapons: [8]

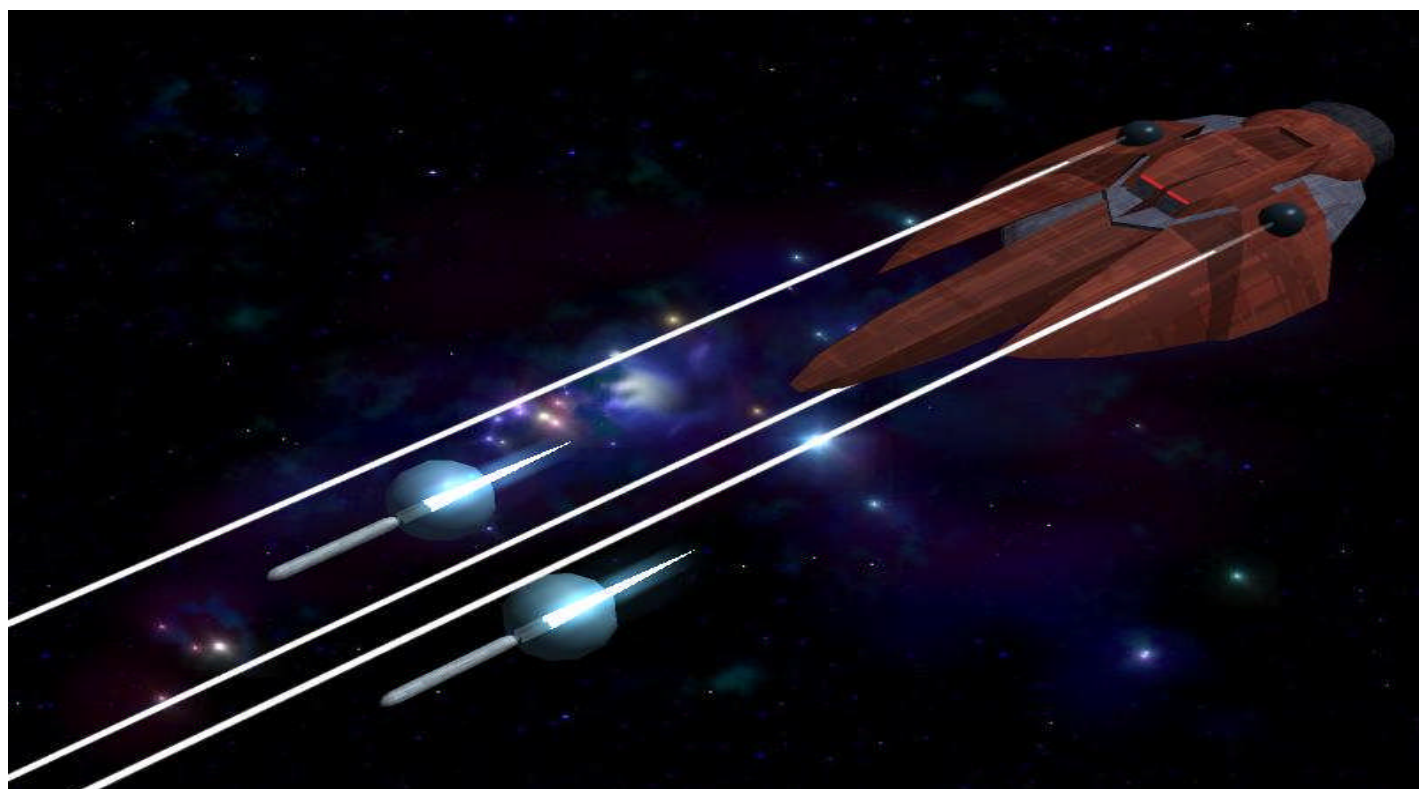
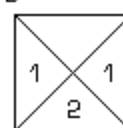
Heavy Guns: 2



1 2

Torpedo: 2

Light Guns: 4



MINE	MINE	MINE	MINE	MINE	MINE	MINE	MINE	MINE	MINE	MINE	MINE	MINE	MINE	MINE	MINE
MSL	MSL	MSL	MSL	MSL	MSL	MSL	MSL	MSL	MSL	MSL	MSL	MSL	MSL	MSL	MSL
TORP	TORP	TORP	TORP	TORP	TORP	TORP	TORP	TORP	TORP	TORP	TORP	TORP	TORP	TORP	TORP
	 FF 1	 FF 2	 FF 3	 FF 4	 DD 1	 DD 2	 DD 3								
	 DD 4	 CR 1	 CR 2	 CR 3	 CR 4	 BC 1	 BC 2								
	 BB 1	 BB 2	 DN 1	 GB 1	 GB 2	 GB 3	 GB 4								
	 GB 5	 TB 1	 TB 2	 TN 1	 TN 2	 TN 3	 TN 4								
	 DN 1	 BB 1	 BB 2	 BC 1	 BC 2	 CR 1	 CR 2								
	 CR 3	 CR 4	 DD 1	 DD 2	 DD 3	 DD 4	 FF 1								
	 FF 2	 FF 3	 FF 4	 GB 1	 GB 2	 GB 3	 GB 4								
	 GB 5	 TB 1	 TB 2	 TN 1	 TN 2	 TN 3	 TN 4								

Argosy Command Counter Sheet

Dealing With Dragons

Romance in the RPG

By Kevin Morton

"Bristleberry bats her eyelashes coquettishly at the handsome knight Dondarion."

"Dude, your creeping me out! Stop doing that, you're like a 30 year old fat dude..."

"It's roleplaying..."

Face it, the idea of romantic subplots in RPG's is one that generally brings about snorts of derision. After all, most gamers (statistically speaking) are guys. Meat and potato-guys. Let's just kill the dragon, take his gold, and keep his eyeballs as a trophy-guys.

In many ways this is a self-fulfilling prophecy. The group of guys craft a guy-oriented game and wonder why no girls will join the group. As a guy who once had a gaming group composed entirely of women at one time (girlfriend and her 3 sisters), I can assure you that the plots that interest women are different than those that interest men. But they are not incompatible. What's more, by completely ignoring romantic subplots, DM's are ignoring a fertile (ignore the pun) body of work.

Even in a game composed entirely of men, romance has a role. Rescuing the King's daughter, flirting with the comely barmaid- these are all staples of the genre that can be expanded upon by an enterprising DM.

Please note, I have no intention of covering rules that will encompass success for seduction rolls or tables for physical attributes. If you're looking for that, you would be better served by purchasing [the Book of Erotic Fantasy](#) by the Valar Project or [Naughty and Dice](#) by [Sabledrake Enterprises](#). In my opinion, romance is about drama (in real life as well, at times) and should be covered by role-playing rather than dice rolling. What I intend to cover are ways to integrate romantic subplots into your game.

That being said, here are 20 romantic subplots that can be easily integrated into your game:

1) The Situational Romance (Or Love in the Trenches)

[Princess Leia](#): Let go.

[Han Solo](#): Shh.

[Princess Leia](#): Let go, please.

[Han Solo](#): Don't get excited.

[Princess Leia](#): Captain, being held by you isn't quite enough to get me excited.

[Han Solo](#): Sorry sweetheart. I haven't got time for anything else. (The Empire Strikes Back)

Two PC's (or a PC and a NPC) are cut off from the main group for a long period of time. Perhaps spying on the enemy armies movements or separated after a terrible battle. Shared danger and a higher level of intimacy overcome comradery (or even initial antipathy) and romance blooms. What will happen when the characters are returned to normalcy?



2) The Chaste Romance or Courtly Love

"I loved you. Once in silence, and misery was all I knew. Trying so to keep my love from showing all the while not knowing you loved me too. Yes loved me, in lonesome silence, your heart filled with dark despair, thinking love would flame in you forever, and I'd never never know the flame was there." (Lancelot, Camelot)

Arthurian fiction is full of chivalrous love affairs where no sexual interaction ensues. In this case, the PC finds a NPC (or vice versa) to be their model of impeccable perfection and yet completely unattainable. The Queen/King or a high ranking celibate priestess/priest. A physical relationship is not possible, but as many women will attest to, the emotional intimacy can be more involving than the mere physical act. In the chaste romance the PC will most often play the role of a guardian or protector. Another option is the crusader who is

3) The Illicit Affair

Gawain: He's our best... and our bravest... why then, is he never here? Without Lancelot, this table is nothing! Is there anyone here who doesn't think him a god? And now to be driven from us

[points to Guenevere]

Gawain: by a woman's desire!

Guenevere: In the idleness that comes with peace, I see that gossip has bred its own evil! I will forgive your hasty words. Come... drink from Lancelot's cup, and partake of his 'goodness'.

[the cup is passed to Gawain, who proceeds to slam it upside-down on the table in defiance of Guenevere]

Arthur: You DARE accuse the Queen, Gawain?

Gawain: I do!

Guenevere: I protest my innocence! (*Excalibur*)

This could be a follow-up to the Chaste Romance or merely a separate plotline on its own. The character has given in to temptation when they should not have. Like a moth drawn to the flame, they are consumed. But what are the consequences? Is the PC a cad who leaves once their lust is fulfilled (perhaps leading to the Spurned Lover subplot) or do they continue in their illicit affair? What are the community standards regarding adultery? Throughout history and in several parts of the world to this day adultery is a crime punishable by death. In a world where The Gods commune with their clergy and scrying spells exist, how can the affair be kept secret? Consider the literary examples of the Trojan War or the Fall of Camelot. Affairs have consequences, just as in real life.

4) The Star-crossed Lovers

"For the moon never beams without bringing me dreams
Of the beautiful Annabel Lee;
And the stars never rise but I see the bright eyes
Of the beautiful Annabel Lee;
And so, all the night-tide, I lie down by the side
Of my darling, my darling, my life and my bride
In her sepulchre there by the sea -
In her tomb by the sounding sea." (*Annabel Lee*, Edgar Allan Poe)

The lovers are doomed from the start. Fate, or even Godly intervention has decreed that there will be no happily ever after. This may seem like a downer of an adventure plot, but there is still rich material to mine. The PC may be required to sacrifice his happiness (or even life) for that of his love. Consider the example of Rick in Casablanca who allows his love Ilsa to escape the Nazi's with her husband. Instead of being broken by the event, Rick is spurred on to acts of heroism. Star-crossed lovers could seek revenge against the forces that kept them apart, or as in the case of Anakin Skywalker, they could seek revenge against the universe itself. By its very nature, the Star-crossed Lovers implies tragedy- but out of such tragedy legends are born.

5) The Marriage of Convenience

Sir Thomas and the King are discussing the King's wish for a divorce from Katherine of Aragon, his brother's widow]

King Henry VIII: Oh, Thomas, Thomas, Thomas! Does a man need a Pope to tell him where he's sinned? It was a sin. God's punished me. I have no son. Son after son she's borne me - all dead at birth or dead within the month. Never saw the hand of God so clear in anything. It's my bounden duty to put away the Queen and all the popes back to Peter shall not come between me and my duty! How is it that you cannot see? Everyone else does. (*A Man for all Seasons*)

The PC's are likely to become movers and shakers in their game worlds. What responsibilities might this entail? For much of human history, marriage was as much a social contract as an outlet of love. Historically, marriages were often arranged between noble families in order to protect wealth, title, inheritance, or similar issues of property. Perhaps the PC's have reached named level and are given a dominion to rule, a stipulation or expectation from the overlord might be that the PC marry. This could involve giving the PC a choice of candidates (think of the fun of roleplaying the obviously undesirable matches!), or an ultimatum to seal an alliance. What might come of this? Will love blossom between the two? If it involves an uneasy alliance between former enemies, what mutual antagonisms must be overcome? Perhaps one member of this marriage actively hates the other, and would like to see it ended (perhaps in a permanent fashion). Maybe the PC is trapped in a loveless arrangement- this sub-plot could lead to The Illicit Affair or the Chaste Romance sub-plots.

6) International Man of Mystery

Swinging on the Riviera one day
Layin' in a Bombay alley the next.
Oh don't let the wrong word slip, while kissin persuasive lips.
Odds are you won't live to see tomorrow.
(*Secret Agent Man*, by P.F. Sloan & Steve Barri)

Not all romances have to last. The PC is a hard-traveling hero, with no home to call their own. Because of this, her romances tend to be brief, but intense affairs. The PC might be a cad, who seduces others to their ruin. Alternately, the PC could "Roll like Bond", and have meaningless affairs with virtually every man she encounters, and discard them the minute they become an inconvenience. Such characters might do so for a love of new conquests or be prevented from more stable relationships by the nature of their profession. The International Man of Mystery subplot would involve much subterfuge and deception, and the PC should rarely develop a sense of trust in anybody.

7) The Spurned Lover

"Heaven has no rage like love to hatred turned, Nor hell a fury like a woman scorned," (*The Mourning Bride* by William Congreve).

What happens to a discarded lover? Do they meekly exit the stage, content in becoming a footnote in the PC's story, or do they nurse their grudges, and in doing so, develop a hatred for the PC. Perhaps they would rather see the PC destroyed, than to see the PC happily living without them. Love is an emotion that can cause a person to behave strangely or irrationally. A broken heart can multiply those feelings exponentially. Basically put, imagine your regular villainous plots and add in the element that the villains motivation is *that they still love you!* Another conflict that can be added is the extent to which the villain wants revenge. Does he merely want to break the PC, until they realize their horrible mistake, or does he want to immolate the PC and remove any trace of his "weakness". Perhaps he "thinks" he wants to kill the PC, but at the last moment, when the villain has the PC at his mercy, he finds he cannot force himself to kill his love...maybe.

8) Opposites Attract

Cherry: I hope I never see Dallas Winston again. If I do I'd... probably fall in love with him. (*The Outsiders*)

We've all heard the phrase and have an inkling to its meaning. Is it true? Who knows? I tend to think that opposites attract, but those who complement each other stay together. But this isn't a Dr. Phil moment. In this case the PC could be "The Kid from the Other-side of the Tracks" or "the Brainiac and the Hottie". Anyone who, for whatever reason, would not seem to be viable candidates for romance. Which, of course, means they should heedlessly fling themselves into action. Good for promoting quick banters in between action. Opposites Attract can have similarities to **The Darkside is Hot**.

9) The Darkside is Hot

"I tell you, Satan's gonna have no trouble taking over here 'cause all the women are gonna say: "What a cute butt." "He's Satan!" "You don't know him like I do." "He's the Prince of Darkness!" "I can change him."" Bill Hicks, *"Arizona Bay"*

So when is a villain not a villain? When Opposites Attract and she's evil. And hot. Simply put, although evil, the villain has some sort of redeeming quality that attracts the PC. Maybe the villain show mercy to the young and infirm, or has a mother that they care for, or maybe they just look hot in leather pants. In any case, romance blossoms from a most unlikely source. What now? Choices have to be made. There are, after all, certain expectations that come with the whole hero/villain thing. Does the PC turn to the Darkside? Can the villain be redeemed? Does one or the other become a Spurned Lover? How do the others in the party react to this developments?

10) The Paranormal Romance

Oda Mae Brown: He's stuck, that's what it is. He's in between worlds. You know it happens sometimes that the spirit gets yanked out so fast that the essence still feels it has work to do here.

Sam Wheat: Would you stop rambling?

Oda Mae Brown: I don't think I'm rambling, I'm just answering the question. He's got a' attitude now.

Sam Wheat: I don't have an attitude.

Oda Mae Brown: Yes, you do have an attitude. If you didn't have an attitude, you would not have raised your voice at me now would you?

Sam Wheat: God dammit...

Oda Mae Brown: Don't you "God dammit" me. Don't you take the Lord's name in vain with me. I don't take that!

Sam Wheat: Would you relax?

Oda Mae Brown: No, you relax, you're the dead guy!
(*Ghost*)

Sub-plots involving romantic relationships between humans and vampires, shapeshifters, or fantastical beings. The paranormal romance has a fair amount of potential squik-factor, but when you think about, it seems pretty standard for the genre- after all, where did all those half-elves come from? My recommendation would be to focus on the other-worldly nature of the PC's love- fae are capricious and unpredictable, and a romance *should* be difficult to manage with them. Predatory creatures like vampires and werewolves should have to fight the urge not to *eat* the PC. Romances with non-corporal entities like ghosts would have obvious difficulties.

11) The Stolen Child

Away with us he's going, /The solemn-eyed -

He'll hear no more the lowing /Of the calves on the warm hillside

Or the kettle on the hob /Sing peace into his breast,

Or see the brown mice bob /Round and round the oatmeal chest

For he comes the human child /To the waters and the wild

With a fairy, hand in hand /For this world's more full of weeping than he can understand (*The Stolen Child* .WB Yeats)

So what happens to all those kids the lovers have? They become McGuffins, of course!

12) The Secret Son

"No. I am your father." (Darth Vader, *the Empire Strikes Back*.)

In this plot-line, one of the PC's have a child from a previous relationship. A child that the PC did not know about. I would think this would apply mainly to male PC's, but, with the mind-boggling power of magic at people's fingertips, anything is possible. Is the PC angry about the situation? Do they feel betrayed? How do they react to the news? Do they take responsibility for the child (see **The Stolen Child**)? Do they feel anything at all for the kid?

13) The Friendship that Blossoms

"All the good-looking ones taken, Ron?" said Hermione loftily. "Eloise Midgen starting to look quite pretty now, is she? Well, I'm sure you'll find someone *somewhere* who'll have you."

But Ron was staring at Hermione as though suddenly seeing her in a whole new light.

"Hermione, Neville's right -- you are a girl...."

"Oh well spotted," she said acidly.

"Well -- you can come with one of us!"

"No, I can't," snapped Hermione.

"Oh come on," he said impatiently, "we need partners, we're going to look really stupid if we haven't got any, everyone else has..."

"I can't come with you," said Hermione, now blushing,

"because I'm already going with someone."

"No, you're not!" said Ron. "You just said that to get rid of Neville!"

"Oh *did* I?" said Hermione, and her eyes flashed dangerously. "Just because it's taken you three years to notice, Ron, doesn't mean no one *else* has spotted I'm a girl!" (*Harry Potter and the Goblet of Fire*)

Similar to the **Situational Romance**, but in this case the two lovers share a common past as friends. For various reasons, two people who were close but never saw each other as romantic partners now find that they missed out on a potential love interest. Of course the characters may find out that it was a mistake that "happened once and won't happen ever again". Also, what happens if you lose your friend and lover? Alternately, an opposite recipe for this would involve using characters that normally wouldn't "Go for each other" They can't stand the person/situation and wish they could get back to their old routine. Once they do, they suddenly realizes they miss that person a lot and will do everything in their power to get the other back

14) The Broken Heart

How can you mend this broken man?

How can a loser ever win?

Please help me mend my broken heart and let me live again.
(*How Can You Mend A Broken Heart*, The Bee Gee's)

The hero has fallen hard. Will they pull themselves together or will they just give up? Worse yet, could their pain lead them into committing evil acts? A lot of care must be taken using this plot motif. It can suck hard nursing a friend through a broken heart, but you do it because they are your friend. Most people don't have as much attachment to a PC (or they really shouldn't).

15) The Kidnapping

Lucy: Look, let's just pretend that we're in Barcelona, and you're in art school, and I'm renting sailboats to tourists, and no one's a super hero and no one's a villain, we're just us.

A love interest is kidnapped by villains. Usually, conscientious PC's will try to rescue the love interest. What if there is a conflict between the PC's personal happiness and the Greater Good? Alternately, maybe it's the PC that is kidnapped and they begin to sympathize with the kidnapper. Don't laugh. It's called the **Stockholm Syndrome** and is a [psychological](#) response sometimes seen in an abducted hostage. In this case, he PC begins to feel a sense of loyalty to the hostage-taker, even affection.

16) The Tragic Hero Romance

"A sword that isn't a sword, a golden crown of laurel leaves, a beggar's staff, you pouring water on sand, a bloody hand and a white-hot iron, three women standing over a funeral bier with you on it, black rock wet with blood - " - (Min, about Rand' future, *Wheel of Time*)

Similar in tone to the *Star-Crossed Lovers*, in this case on one of the characters are doomed, usually due to their one faults. The [tragic](#) hero is a longstanding literary concept, a character that is doomed to fail despite his/her best efforts or good intentions. Obviously that would put a damper on any relationship, but it can also provide a great deal of dramatic tension. Imagine a NPC tragic hero going off alone challenge the Warlock Lord. The Hero is defeated, but the Warlock Lord is weakened just enough for the PC party to have a chance of defeating the evil monster.

17) The Flame from the Past

"Haven't seen you in a while.

How've you been? Have you changed your style?

And do you think that we've grown up differently?

Don't seem the same since you've lost your feel for me. "

So let's leave it alone 'cause we can't see eye to eye." (Dave Mason, *We Just Disagree*)

An old lover returns to confront the PC. IS he looking to rekindle the flame? To find out the metaphysical meaning to why the relationship failed? Perhaps to tell the hero about the **Secret Son**. Maybe secretly they are (or will become) a **Spurned Lover**.

18) The Curse

Bishop: There is a woman.

Cezar: Your Grace?

Bishop: A beautiful woman with alabaster skin and the eyes of a dove. She travels by night, only by night. Her sun is the moon. And her name is... Isabeau. Find her and you find the wolf. The wolf I want. The wolf who... loves her.
(*Ladyhawke*)

In a magical society, the potential for curse to effect game play is quite pronounced. *Sleeping Beauty* is a perfect example of how this sub-plot could would out.

A girl is cursed to sleep by an evil which while Prince charming must quest to find a cure. Also done well in the movie LadyHawke were both lovers were cursed with a form of lycanthropy that kept them apart until the curse could be broken.

19) The Wounded Duck

[Marty wakes up in Lorraine's bed]

Marty McFly: Mom... is that you?

Lorraine Baines: There, there now. Just relax.

[pats a damp cloth on Marty's forehead]

Lorraine Baines: You've been asleep for almost nine hours now.

Marty McFly: I had a horrible nightmare. I dreamed that I went... back in time. It was terrible.

Lorraine Baines: Well... You're safe and sound now, back in good old 1955.

Marty McFly: [opens his eyes wide] 1955? (*Back to the Future*)

The Wounded Duck has been hurt in some way, and some Florence Nightingale will bring the PC back from the abyss. OK, now I know from experience, that this one totally does not work in real life. In real life, people who mope about being hurt (see The Broken Heart), **turn off** would be suitors. That being, this is a game of make believe and literature and the movies are filled with Wounded Duck stories. After all, *someone* must have played through the Aerie romance subplot in **Baldur's Gate II: Shadow of Amn** (ok, ok, I did).

20) Happily Married

Love and marriage, love and marriage

Go together like a horse and carriage

This I tell you brother

You can't have one without the other, (*Love and Marriage*), Cahn/van Heusen

Hey, its gotta happy for someone at sometime, right? In this subplot the characters overcome all the obstacles and make a life-long commitment. End of story Not necessarily. Marriage requires hard work and understanding. A game marriage wouldn't be any different. Try balancing saving the world and remembering your anniversary. Most of the previous romantic sub-plots would still apply, only with more responsibility. Go ahead and do it! Spit in the eyes of the Laws of Drama and make marriage fun and exciting!

A tough plot line to work effectively, because, after all, this is supposed to be fun and if there are too many obstacles, the PC will want to quit on the marriage (just like in real life).



Member's Market

Looking for fellow players in the East Brady, Rimersburg, area of Pennsylvania to play Castles & Crusades or AD&D. Any one in those or surrounding areas interested in playing please email me. Thanks, James.
phoenixvahn01@yahoo.com

Looking for local group NE Ohio or SW Pa.
mmaynard44143

Organizing a game in New York City. If interested, contact me at:
eugene_dunn2001

Word search puzzle book containing solutions in back
wildfireplain@juno.com

Looking for players in Northern Virginia/Prince William County.
waywardelf01@verizon.net

"It's highly recommended that the party have at least one cleric!"

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Sir Osis of Liver

How many modules have had that warning snuck into the synopsis? It can be something in 8-point font that's inserted as fine print, or it can be in bolded 16-point in another typeface altogether. Either way, every FRPger has run into it at some point in their gaming lifetimes. So aside from the intuitive function of turning undead and healing up the "meat shield" party members who give the other spell-casters a chance to shine, what exactly can clerics do, as well as other classes, that would warrant such a warning in the descriptive text? The pages that follow contain descriptions of two monsters that have been created *de novo* from the author's imagination. What I found particularly intriguing about these creatures, as a biologist, is their use of a common means of evading predators in nature: mimicry. Generally speaking, something looks like something else that is usually much more dangerous than itself to ward off something hungry that wants to eat it. Think of a sheep in wolf's clothing, if you will. Here, the monsters resemble undead, thus leading to all kinds of interesting tactics in combating them. Once the party has committed to a fight vs. undead, the very-much alive monsters reveal their nature that can be even more sinister than what they imitate.

A creative game master can keep the party off guard with strategically placed things that aren't what they seem, while being careful to avoid overuse of them. At some point, everybody's had one of those moments that goes something like this: "Zombies? How many? No problem. Charge!" This would be after the cleric rolled a 1 on his turn undead check, of course. If the adventurers always go charging into combat, thinking that they'll have easy pickings to pad their XP totals, the hunter turns quickly into the hunted and becomes easy prey. The bottom line here is that knowledge is power. All too often, we think about role-specific characters and only consider what they can do when they get into combat. If the party cleric isn't turning undead, then he's healing up the poor, dumb fighter who ran headlong into the column of zombies. What a character knows can be just as important as what he can do. You see what looks like a mummy crouching beside the path, waiting in ambush. The cleric-less party might say, "This is bad...a mummy. Run away!" The party with a cleric (or a druid, for that matter) would stop when one of those characters told them to for that critical moment of, "Hey, wait a minute. I thought mummies were only found in their tombs. I don't see anything that looks like a tomb around here. Do you? No? Hrmmm...."

What follows are two monsters that actually reside in natural settings. They're creatures of the woods, if you will, albeit nasty creatures with foul personalities. These are monsters designed with those players who've memorized books of foes, and who need to learn to always be on their guard.

Complacency kills.



Swarm Breather

NO. ENCOUNTERED: 1-4/2-24

SIZE: Medium

HD: 6 (d10)

MOVE: 30 ft.

AC: 18

ATTACKS: Breath Weapon (see below), vermin skin

SPECIAL: Spell susceptibility

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Extraordinary Monstrous Humanoid

TREASURE: Nil

XP: 210+6

From a distance, the swarm breather appears to be a zombie with red glowing eyes. Upon closer inspection, however, it is revealed to be nothing of the sort. A swarm breather's "skin" is actually a writhing mass of vermin called bloodletters. When associated with a swarm breather, the bloodletters all are in the unfed form, *i.e.* bone white to dull khaki. The swarm breather is bipedal, and from a distance of greater than 60 feet is indistinguishable from a human or demi-human zombie. As the creature comes closer, however, its true nature becomes apparent. Clerics and druids detect the true nature of the creature on a CL2 wisdom check; other classes require a CL4 check. Away from the lair, 1d4 swarm breathers may be encountered. If an unfortunate adventurer is so unlucky as to stumble onto a swarm breather lair, 2d12 creatures can be expected. It is not entirely clear if a swarm breather is its own entity or if it is a bizarre aggregation of bloodletters.

Combat: A swarm breather's chief weapon is its breath attack. Three times per day, but not more than once per turn, a swarm breather can unleash a swarm of vermin of various types in a 20-foot cone. The breath attacks are as follows:

d6 Roll	Swarm Type	Damage	Duration of Effect
1	Fire Ants ¹	2d4/round	1d3 rounds
2	Bloodletters	1d3/round*	1d3 rounds
3	Spiders ¹	2d6/round	1d4 rounds
4	Centipedes	2d8/round	1d3 rounds
5	Wasps ²	2d10/round	1d4 rounds
6	Bloodletters	1d3/round*	1d6 rounds

¹ Swarm possesses poison type I (p. 17, C&C PHB)

² Swarm possesses poison type II (p.17, C&C PHB)

* See bloodletter monster entry; the 1d3 represents new bloodletters attaching to the target.

Normal rules for constitution drain apply. The CL for a swarm breather's breath attack is CL3 (DEX check to avoid the breath). If the target of the breath attack fails that save, it must

then make a second save vs. poison as per the poison types listed above or suffer the effects specified in the PHB.

When a swarm breather is forced into melee combat, it will attempt to strike bare flesh with two fists. A successful hit deals 1d2 damage, and releases 1d8 bloodletters onto the exposed skin of the victim. The bloodletters enter the initiative order at the end of the round they were released, and may attack in that round.

Spell susceptibility: Due to the nature of its vermin skin, the swarm breather is particularly vulnerable to spells directed against such creatures. If a swarm breather attempts to approach any individual protected by the spell, Repel Vermin (Drd4), it takes 2d8 points of damage (similarly to undead creatures attacking through a Healing Circle (Clr4)) in addition to the 1d6 points specified in the Repel Vermin description. Also, because of bloodletters' vulnerability to fire, a successful fire-based attack will cause the swarm breather to flee.

Blood Letter

NO. ENCOUNTERED: 4-48

SIZE: Small

HD: 1d2

MOVE: 10 ft.

AC: 12

ATTACKS: Bite (1d2); Blood Drain (see below)

SPECIAL: Only bludgeoning weapons deal full damage;

Regeneration

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Verman

TREASURE: Nil

XP: 5+1

Bloodletters are carnivorous worms that drink the blood of warm-blooded creatures for sustenance. They are typically found along either marine or freshwater shorelines, or in a symbiotic relationship with swarm breathers. An adult bloodletter is approximately 6 inches long and one-half inch thick. They have 8 hook-like teeth at one end that allow them to attach to their host. When starved, they are ivory white to dull khaki in color. After they have fed, however, they become blood-red, reflecting the blood meal they've just consumed.

Combat: The bloodletter can sense the presence of warm-blooded creatures. When such a creature walks through an area where bloodletters are present, the bloodletters will swarm toward the creature. They typically remain under the soil, and shun the surface. Rangers can detect bloodletter-infested areas on a successful CL2 wisdom check. Otherwise, the bloodletters attack with surprise.

Regeneration: During the 1d4 dormancy time, the two severed halves regenerate to form two new bloodletters with 2 HP each. At the end of this period, the two newly formed bloodletters will be able to attack normally.

