

THE DOMESDAY BOOK

ISSUE VIII



The Domesday Book

We all love the expansive and nearly limitless nature of role playing games, particularly the ability to make each adventure our own. No matter what flavor of D&D we play, rather it be the original AD&D, 5th Edition D&D, Pathfinder, or Castles and Crusades, the core of these fantasy role playing game remains true for us all. We, the editors, hope you'll find this issue of The Domesday Book, Issue VIII (http://www.knightsofthecrusade.com/domesday_8), helps breathe new life and fun into your game. Again, all credit is due to the various contributing authors/artists/editors.

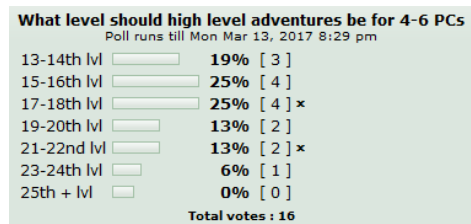
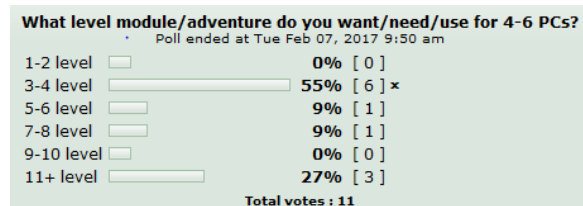
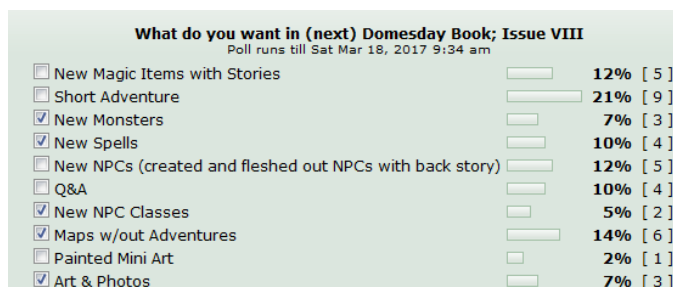


Castles & Crusades; It's Hard to Put Down [5]

FORWARD

We asked what you wanted to see in Issue VIII of The Domesday Book, 51 votes in the updated poll helped steer us in the right direction. If we're overlooking anything you want or need, please let us know directly. We need new contributors with their significant and thought provoking works to compliment the current contributor's works for Issue IX (we need more stuff!).

Anyone can vote for what they want to see in Issue IX and anyone can contribute their works to the Domesday at: www.trolllord.com/forums/, "games of high adventure – open discussion: general" or you can also reach the editorial staff, *Treebore* or *Captain_K*, at <http://knightsofthecrusade.com/> or just ask around.



THIS ISSUE

It looks like higher level death on a stick, but we did deliver some great subterranean lower level stuff, too! A nice story, which leads right into a powerful new undead, adds tons of new spells, a map, and magic items all with a darker shade: a similarly-themed collection of all the elements you need to assemble your own epic level adventure. The topics quickly transform with two retrofitted fighters and an ancient mount for each; rediscovered from the *Lost Bestiaries of Atlantis*. Two short adventures, *Physics & History in Your Fantasy*, more maps, a contest, monsters, and some NPCs fill out the bulk of this issue. Finally, a study on *Light and Vision* closes out the issue.

WHAT'S NEXT?

Issue IX will have a rather chaotic theme. The centerpiece adventure, **Torgan's Tears** by *Go0gleplex*, looks like a real doozy for 6th to 9th level PCs. "This dungeon just proves how much of an evil bugger I really am." On the shorter and lower level side the last two installments of *Mysteries Come in Threes* will likely be included also. There should be a grab bag of new monsters and spells if they are submitted. The final installment of magic items as well as several serpentine creatures from the *Lost Bestiaries of Atlantis* should also be making their appearance. A pair of studies on *wealth* and *experience* to simplify our lives are also in the works, works with a mission parallel to the Troll Lord's efforts in their upcoming release of their latest book for players "**Adventurer's Back Pack**" (similar to the AD&D "Unearthed Arcana"). To accompany these two studies the editorial staff would like to take on the task of compiling and harmonizing some of the most popular house rules out there – please submit them in Word format. We might even have more one room, or one cavern, maps by the MadCartographer. Still need more "one page adventures" too. Please keep everything coming. Finally, the Domesday Book will need a new editorial staff for issues X, XI, & XII. Volunteer or be "dome-inated"! This editor is done.

CONVERSION NOTES FROM C&C TO D&D

Stolen & Edited by Kirk W. Olsen © 2017

Originally by Jason Vey & Davis Chenault [24, 25]

Converting any C&C or Troll Lord Games' product to other d20 OGL RPG rules sets should be fairly straightforward. All of the core classes, spells, and monsters have direct analogs. As with all rules, these are just suggestions for you to use or discard as you like. Indeed, for some DM/CKs this sort of "on the fly" stat generation may seem uncomfortable or new; it is, however, the hallmark of a great game master to be able to adapt on your feet when necessary.

Other than the barbarian and knight classes, the thirteen classes of C&C align well with all other forms of d20 OGL RPGs (Pathfinder omits the assassin and the illusionist).

Player's Handbook classes ^[4]	
Base class	Sub-classes
Bard	n/a
Cleric	Druid
Monk	n/a
Thief	Assassin
Fighter	Paladin, Ranger
Magic-User	Illusionist

[23]

These guidelines should come in handy in any d20 OGL RPG where you need to quickly invent character statistics. When the time comes to do so, remember the following:

1. Use standard ability scores found in the PHB.
2. Determining Save DC: 8 + Proficiency Bonus + Primary Ability Bonus.
3. Proficiency Bonus: +2 through level 4; +3 through level 8; +4 through level 12, etc.
4. AC: Light armor = 11; medium armor = 15; heavy armor = 17 (plus DEX bonus).
5. Fighters, barbarians, rangers, and paladins: Add thematically appropriate features such as extra attacks, AC bonuses, second wind, attack advantage in specific situations, damage bonuses against specific creatures, improved critical, etc. Rangers and Paladins gain spellcasting abilities. For barbarians...rage, baby, Rage.
6. Improvised bards: Improved spellcasting, abilities that influence others, and bolster allies through the use of Bardic Inspiration dice.
7. Faithful clerics: Add channel divinity abilities such as extra radiant damage, emboldening allies, extra healing (or damage), powers that directly affect undead, etc. Add access to 3 or 4 extra domain spells not normally for clerics.

8. Natural druids: Just keep in mind that their wild shape gets more powerful as they grow in level, possibly allowing features such as wild casting, communication, etc.
9. Disciplined monks: Ki abilities, monastic traditions, fast movement, extra attacks, AC bonus, and deflect missiles. Also improved unarmed combat damage.
10. Quick-and-dirty rogues: Mobility, improved saving throws, tons of skills, and advantage on attacks are the key.
11. Sorcerers and Wizards: Spellcasting - 2nd level spells at 3rd level; 3rd level spells at 5th level; 4th level spells at 7th level, etc. Don't worry about spell slots for a single encounter; just don't cast any more than 2 of the maximum level spell. Wizards get a school specialization, sorcerers a sorcerous origin.
12. Bloody warlocks: Pick-a-pact. Add spells to taste. Serve hot.



[6]

Relative to playing PCs and NPCs their class described ability checks are simply replaced with the appropriate skill checks. Where you see Challenge Level (CL), this represents the overall difficulty of the task. Simply add the CL to 12 and then round off to the nearest increment of 5 to come up with the appropriate Difficulty in your other game. Thus, if a task has a CL of 5, the final Difficulty would be 17, rounded to 15. Alternately, for a simpler process that is not mathematically identical but is close enough for field work, you can assign Difficulty (the final target number for your roll) as follows:

CHALLENGE LEVEL	DIFFICULTY	
0-2	10	
3-5	15	
6-8	20	
9-11	25	
12-15	30	[24]

Either method should work fine; just be consistent in how you apply the conversions.

NPCs who function in the course of the adventure as “monsters” may not follow the same rules as player characters, and thus may have alternate, more or fewer class abilities than one might expect; the idea is to present just the statistics needed to run an encounter with these creatures and non-player characters (NPCs). As such, many characters the PCs meet in adventures may not have full stat blocks at all, but may simply reference a race, alignment, class and equipment. This should be plenty for the DM/CK, if needed, to whip up necessary statistics on the fly. If, for example, a character is a fifth level fighter, the DM/CK knows that they probably have +5 to +7 to hit, +3 or +4 on damage, and can attack once or twice per round. Add a few other situational bonuses on, and run with it! If it’s a 7th-level wizard, you know they can cast up to 4th level spells (but have many more first and second level ones available) and probably have a spell save DC around 14 or 15. Keeping in mind the standard starting ability score array and tweaking here and there on the fly should give you everything you need to whip up a combat if necessary.

NPCs can also simply use guidelines similar to monsters. Fighters & rogues have P saves and spell casters have M saves. It is usually best, when converting quickly, to assume that NPCs follow an archetypal path such as those outlined in your basic rules document.

That should be enough to get you rocking with whatever sort of class-based NPC you need. Just remember; it’s normally only a single encounter. Don’t sweat the details. Fill in what you need and run with it! If you need to create a recurring NPC, you can always do a full character sheet for them later! One of the beautiful things about most d20 OLG RPG rules sets is just how easy it is to run off the cuff. Take advantage of it. Your players will never know the difference, and your stress levels and preparation times will drop drastically!

CONVERTING MONSTERS

In most write ups we will endeavor to include sufficiently detailed stats for every monster. In general, however, the monster statistics you will find in **Castles & Crusades** scenarios will be very

compatible with those in most D&D d20 OLG RPG rules set and can be converted on the fly, requiring a only a basic understanding of how monster ability checks work in C&C. Note that this method replaces the use of proficiencies to provide for a quick and dirty means of conversion. The most accurate way to convert, obviously, is to put together a full stat block for your monsters from your game master’s guide and/or monster tome.



[6]

To improvise and convert monsters on the fly without referencing a manual, simply understand that monsters in C&C have saves of “P” for “Physical” or “M” for Mental. Grant a given monster their Hit Dice +4 to their saving throw or ability check if they have a save or Prime of the listed type, and Hit Dice +0 if not. Thus, a 3 HD monster with P saves making an Intelligence Save would roll d20+3. The same monster making a Strength save would roll d20 +7. Monsters with “P” saves will have a base perception score of 10, while those with “M” saves will have a base perception score of 14.



“Sorry Steve, He rolled a natural 20, he gets the DP, and you get the cream soda.”

A TALE OF BATEL PORT

by Todd Pote, "GoOgleplex" © 2017

Legends of buried treasure have persisted for several hundred years around the small town of Batel Port. Indeed, there must have been some truth to the stories for treasure hunters had been combing the rolling fields, rock beached coves, and nearby forested hills for nearly as long. Some found small treasures, remnants of battles long past and such artifacts. Most found nothing but bitter disappointment at best. At worst, the most unfortunate found some form of grisly end. In any event, the town thrived from these seekers of fable and the townsfolk could always be counted upon to feed their thirst for the old wives tales.



Not all of the would-be treasure hunters came from the outside however. A few from each new generation could be counted upon to see the lost treasure as the doorway out of Batel Port to the lands beyond. They sought their riches alongside those from other lands and shared their fates or returned, disillusioned and wiser, to settle down and raise families of their own, joining the farmers in their fields or fishermen on the sea. Life went on much the same for all of those years...then the sage arrived.

He was dressed head to toe in yellow rags that may once have been robes though it was impossible to tell after such a time on the roads of the world. He leaned heavily upon a staff of dark, gnarled oak as scarred and weathered as the withered hand that grasp it. Though his face was wrapped in the same yellow rags that clad the rest of his body, his eyes stared out, glittering and eagle-like, missing nothing of those around him or their actions.

He sought to settle down in Batel Port. To make this pleasant, thriving town the last of his many homes and to learn about it and its history. Of course we welcomed him as we had many weary travelers though this one sought a treasure of a different sort. This was our mistake. Our damnation.

How could a single traveler be the doom of an entire town you ask? It is simple really. You see, this sage, he knew our history. A history that had been purposefully forgotten all those hundreds of years ago

by the founders of our town. The ones who had chosen to stay...as guardians. Or should I say wardens? In either event, it is they who began the rumors and stories that live today. Each strung with only a small word of truth yet designed to bend the curious away from it. The sage, for never did he give his name, used the lies of our legends to find the truth of the treasure.

It took him several seasons, and with each season he seemed to grow more and more anxious. Like the wolf that knows his time is coming. Then one day, he came to town seeking to hire whatever visiting treasure hunters he could promising coin if they would help him retrieve some historical artifacts he had found. A round dozen men and women bearing arms went with the sage off towards the hills in the west. Two score days later, and not a single one of them or the sage had returned. The mayor sent a squad of scouts to search for the missing sage and his party. If only he had not...we might have been ignored by whatever evil it is the sage had awoke. What our ancestors had stayed behind to guard against.

The scouts returned several nights later. Yes, I said nights, for you see, not a single one of them was alive...which we discovered to our horror after they had feasted upon those who met them on the street that night. The priests were busy the next morning when the town awoke to nearly a hundred partially devoured corpses in the streets...and the mayor's home. The mayor was the worst of the lot. You see, his scouts had returned to give him his answer. It's been weeks and yet the cleaners have still been unable to get the room completely clean.



[4]

Now, every new moon, we wait gathered in whatever temple has room for us while the priests guard the doors against whatever new evil is sent against us. It must be stopped...you must stop it...before something comes that not even the priests can protect against.

How do I know all of this tale? To my shame...it is because after the sage first arrived I was hired as his assistant and servant. He told me some of what others are ignorant of, our history, and that Batel Port was once known as Battle Port. The landing place of the Silver Legion and the last known battle against the Dark One and its servants.

Now, knowing this, will you undertake this mission? To save our town and we that dwell within it?

BATEL PORT ADVENTURE; SOME ASSEMBLY REQUIRED

by Todd Pote & Kirk W. Olsen © 2017

Cartography by Todd Pote © 2017

The following adventure elements are for you to combine, as you see fit, to create a customized adventure for whatever game you run. A powerful central villain has been provided complete with a powerful magic item. Many new spells and a few magic items for use by the DM/CK, or the players, should permit a unique, custom fit story to form. The seaside map is ubiquitous enough to meld into just about anyone's game world.

The introductory story hook by *Go0gleplex* got me thinking of a favorite band, Rush, and how Neil Peart's 1975 lyrics [1] just might work to help this story and make it a really "killer" adventure (http://www.lyricsfreak.com/r/rush/the+necromancer_20119914.html reading the lyrics, or playing the song, helps to set the stage, as "All the World's a Stage" after all). By killer, I mean an adventure that requires the hearts, minds, and possibly souls of the would-be heroes. To save the land from the evil wraith of the necromancer the heroes must endure soul crushing sadness magically inflicted upon them as they ride toward the necromancer's tower, their bodies and spirits weakening with every step. Little do they know, their fate is sealed, soon to be shadows driven only by their hunger for vengeance. Can they stop the rise of the horsemen's herald? [15]

WRAITH OF A NECROMANCER [1]

by Kirk W. Olsen, "Captain_K" © 2017

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 17 (d8) (on average; see description)

MOVE: 35 ft., 70 ft. (fly)

AC: 27

ATTACKS: Touch and spells.

SPECIAL: Incorporeal, Energy Drain, Spawn, Telekinesis, Magic Item Use, Double Spells, & Turn/Rebuke.

SAVES: M & P

INT: Genius

ALIGNMENT: Evil

TYPE: Undead (Unique)

TREASURE: 17

XP: 20,000 + 17

A necromancer's wraith is the undead wraith-like spirit of a powerful necromancer, forever lusting to create powerful undead under its control. The wraith of the necromancers employs powerful and unique necromantic spells and undead abilities to make this happen. In life, the necromancer was a high level spell caster specializing in necromantic spheres focused to create a personal domain of negative

energy and undead status. Typically a wizard-cleric multi-class character of 15th to 19th level! If the necromancer was a single class spell caster in life then the caster level could be as high as 23rd to 25th level, but decrease the dice type to d6 for wizards and increase the dice type to d10 for clerics. Aside: The clerical masters of a necromancer are typically demons, devils, or gods; Lolth, Kali, Ares, Set, Druaga, Inanna, Hel, Hades, Surma, or Yutrus.



[2]

The wraith of a necromancer was a powerful necromancer who has managed to forge a most powerful bond with the negative material plane and shed all connections of the flesh. Unlike its namesake, the wraith of a necromancer loves undead, yet still understands the living. All of life is merely the first stage of undead status to a necromancer. The wraith of a necromancer realizes that without the living, there can be no new undead. It is not uncommon for the necromancer to have free willed servants, agents, or even an apprentice that are not undead (yet). Continually shaping its domain to suite its needs proves the necromancer still has desires, goals, and significant plans for the future and the world in which it actively inhabits as an unholy force. **INCORPOREAL:** A necromancer's wraith is an incorporeal creature. Mundane items pass through it harmlessly. Only powerful magical weapons (+3 or better) can affect this ectoplasmic horror.

COMBAT & DOUBLE SPELLS: The wraith of the necromancer is normally incorporeal and can cast two spells per round or cast one spell and attack all while remaining incorporeal. In order to cast two spells in one round, or cast and touch attack in one round, the first spell must be a non-attacking spell and neither spell can have a casting time greater than one. A necromancer's wraith knows all zero and first level spells and can cast an unlimited number of them as at will abilities (cannot be interrupted by attack or damage). The necromancer's wraith typically attacks, by spell or touch, after silently passing through objects to attack their foes with total surprise. They attack, disappear back through an object, the ground, or a wall, and return again only when they

are ready; endless time is on its side. They slowly and logically whittle a foe to death over hours or even days, relishing in the destructive experience. Note: A necromancer's wraith attacks with a base to hit score of half its hit dice (caster level).

ENERGY DRAIN: Living creatures hit by the necromancer's wraith touch attack (which ignore armor and shield) lose three levels. For every three levels lost, the necromantic wraith heals twenty one hit points.

CREATE SPAWN: Any humanoid victim, no racial exceptions, killed by the energy drain of the necromancer's wraith suffers a fate far worse than death. Their soul is stripped from their body and both are immediately enslaved and corrupted to the will of the wraith of the necromancer. Within d3 rounds the victim's body raises as a four hit dice zombie and their soul becomes a full strength wraith, both under the control of the wraith of the necromancer. The wraith of the necromancer must want to use this ability; it is not automatic, but rarely does it shun this most treasured ability. The victim loses all abilities and free will, but gains the statistics of a full wraith and double strength zombie. Wraith spawn created in this way are full strength wraiths with the ability to create their own spawn. Usually their immediate goal against their former comrades. The necromancer's wraith can control an unlimited number of these spawned zombies and wraiths and they do not count toward the necromancer's 5x cleric level undead hit dice control limit (PHB page 181).

UNNATURAL AURA: Animals, whether wild or domesticated, can sense the unnatural presence of the necromancer's wraith at a distance of 60 feet. They will not willingly approach nearer than that, and panic if forced to do so; they remain panicked as long as they are within that range.

TELEKINESIS: A necromancer's wraith is able to acutely focus their energies, allowing them to manipulate the physical realm. This ability is identical to the *telekinesis* spell at twice the range.

SPELL USE AND CLASS ABILITIES: A necromancer's wraith has all the spells and class abilities they had in life (DM/CK may decide some do not translate into undead status). Their collection of telekinetically useful magic items is quite significant (roll treasure first and ensure the necromancer has the pick of the horde at its disposal). Besides joyously turning paladins and rebuking undead as an evil cleric, the wraith of a necromancer favors the following spells: *Bane*, *cause fear*, *shield*, *protection from good*, *magic missile*, *trap the soul*, *soul bind*, *energy drain*, *symbol*, *create undead*, *harm*, *unholy word*, *power words*, *finger of death*, *binding*, *disjunction*, *fear*, *cloudkill*, *disintegration*, *prismatic sphere*, *feeblemind*, *acid arrow*, *fireball*, *lightning*, *dimension door*, ***corruption***, and ***deathly blight***.

Prismatic Eyes [1] (by K. W. Olsen © 2017): These twin multi-faceted prismatic crystals float above their pedestals made from a grotesque collection of humanoid bones and skulls. Their inherent evil aura can be felt by all within twenty feet, paladins can detect their presence, without effort or thought, at forty feet. Each pedestal as its own permanent magic item. Each is permanently imbued with the spells *magic circles from good*, *unhallow*, and *desecrate* (15th to 25th level). Note: Each is also protected by the spell *glyph of warding* (sonic on one and cold on the other dealing 15 to 25 d4 damage to those who activate the glyph). Directly, or even indirectly, touching these powerful magic items is dangerous beyond the above noted protective wards and spells. Good aligned creatures suffer as if struck with the spells *curse*, *blindness*, and *hold person* cast at 15th to 25th level. Neutral aligned creatures suffer the spells *curse*, *deafness*, and *hold person* cast at 15th to 25th level.

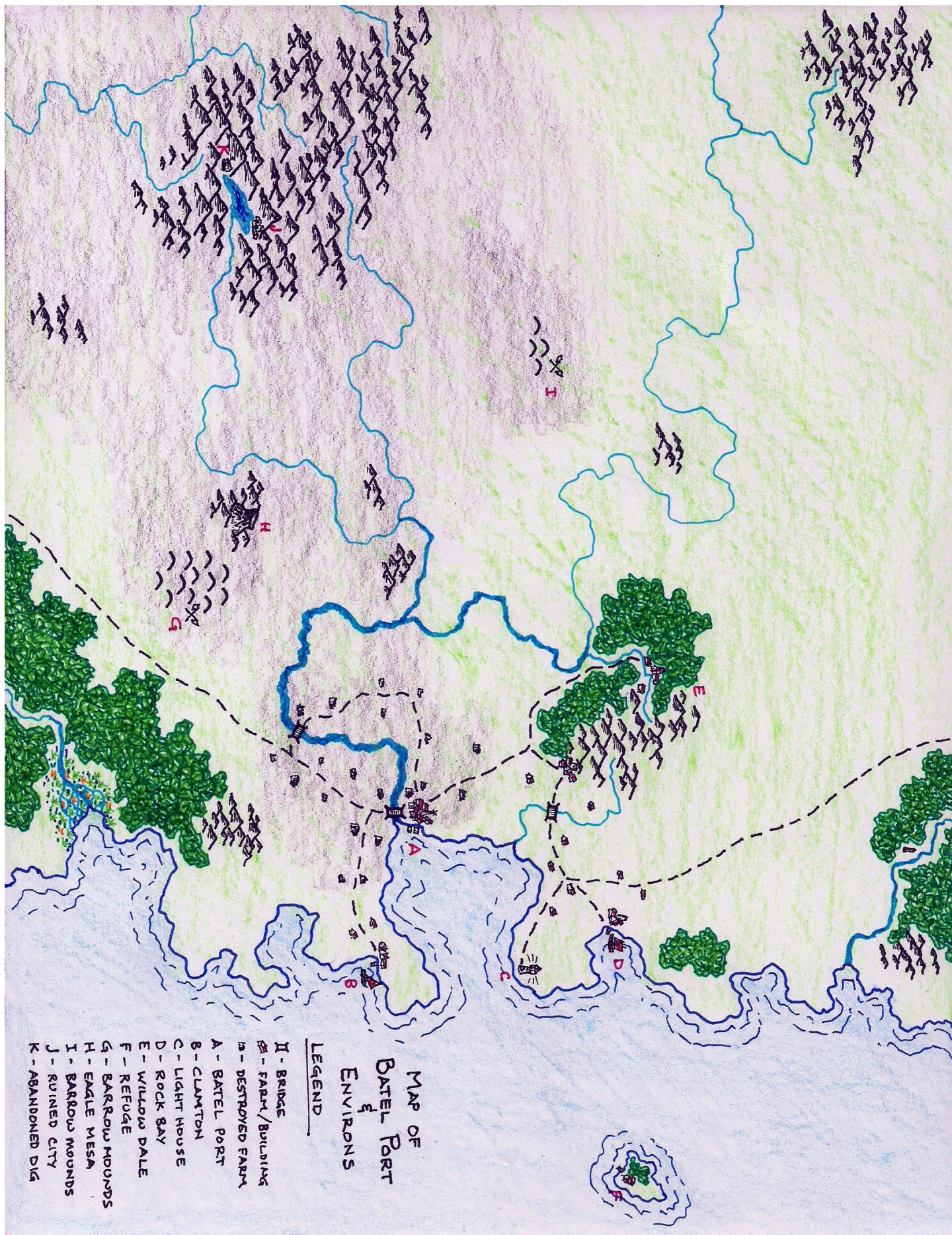
The **prismatic eyes** are giant fluorite octahedra (Platonic solids) with eight equilateral triangular sides of length eight inches (≈11.3" diameter circumscribed sphere).



[14]

Each facet, of each crystal, can be used as a separate scrying device. Each facet can be separately attuned to the visual perception of a single undead under the control of the user of the crystals. In this way the controller of the **prismatic eyes** can view the world through the eyes of up to sixteen different undead under the users control. Each crystal must be oriented for direct viewing of a single crystal face no more often than once per turn. While viewing any facet the crystal continually acts as the spell *sending* and further aids in the use of the spells *scrying* and *greater scrying* (+10 or +50% to successful use of these spells).

If the user of the **prismatic eyes** is a necromancer's wraith and the controlled undead is a wraith spawn of said necromancer, then the wraith of the necromancer can also cast spells through the wraith as if present at that location. Using its wraith spawn in this manner not only gives the necromancer greater immediate presence at nearly any location within its domain, it makes destroying the necromancer's true wraith form very difficult as the necromancer will only appear to its adversaries through a spawn until all spawn are destroyed.







[4]

CORRUPTION*, Level 8 wizard or 7 cleric
(by K. W. Olsen © 2017)

CT 1 R 10 ft/lvl D permanent
SV special SR yes Comp V, S, M

When the necromantic spell *corruption* is cast, it has two effects, neither of which are immediately obvious to the target of the spell:

- 1) **Alignment Change:** If the target fails a WIS save his or her alignment will change by one or two steps toward Evil; two steps if the target's hit dice or level is lower than the caster's hit dice or level. The permanent alignment change will occur slowly over a number of days equal to the level of the target. *Restoration*, *heal*, or *limited wish* spells can reverse the effects of this forced alignment change.
- 2) **Body Change:** If the target fails a CON save his or her body will change to that of a corporal undead; the type of undead matches as closely as possible to the target's hit dice or level; vampires excluded. The bodily changes will occur gradually over a number of hours equal to the level of the target. All class abilities and personality remain except as noted in #1 above. *Raise dead*, *wish*, or *resurrection* spells can reverse the effects of this forced change.

The reverse of this spell *purification*, only affects corporal undead; except vampires, returning them to the worlds of both good alignment and the living (a most perplexing thing to a one time wight – alive and remorseful for their past evils). The material components of this spell are the blood of a vampire and a paladin mixed with a bit of flesh from a ghost (or human for the reverse spell).



[4]

DEATHLY BLIGHT*, Level 9 wizard or 8 cleric
(by Todd Pote © 2017)

CT 2 R zero D permanent
SV None* SR no Comp V, S, M

This spell is favored by powerful and foul creatures, especially Wraith Necromancers, and is used to spread their foul influence over any territory they wish to claim as their own (area of affect is a sphere with a radius of one mile per level).

Once cast, this spell will cause the land, air, sea, and subterranean domain within the area of affect from the target point, or focus, to begin to decay and wither. Water will become foul, animals will become diseased and begin to die rising later as skeletal or zombie versions of their species, grass will wither and crops will rot. Vermin become more dangerous and larger over time as they feed on the tainted carcasses and rotten produce. *All living creatures will need to make a saving throw versus death daily to avoid becoming tainted themselves before they can escape. Failure means that the very land begins draining one point of CON and WIS from them each day that they dwell within the *deathly blight*. Once tainted, leaving the area will not save you, a *remove disease* or *remove curse* is required. Sentient creatures whose CON and/or WIS are reduced to zero die and rise the next night as mindless zombies, or if of evil alignment to begin with, as ghouls. For dramatic play, PC become ghosts or wights for fighter types, shadows for thieves, liches or ghosts for spell casters.

The nights in such blighted lands are the stuff of nightmares. Thick mist rises from the earth to reduce vision and sound to mere tens of feet and a feeling of constantly being watched prickles the senses. A feeling of being contaminated by something that cannot be washed off no matter how long or hard one scrubs persists for days after leaving such a desecrated area. The material components for this spell are extensive: skull of a lich, blood of a vampire, dust of a mummy, and ichor from an abyssal creature.

Only a wish or the application of the reverse of this spell, *heaven's blessing*, which has been lost for ages, can cure the *deathly blight* once it has set into the land and water.

DIVINE RECOVERY*, Level 2 cleric & druid
(by K. W. Olsen © 2017)

CT 2 R caster D 4-12 rounds
SV n/a SR n/a Comp V, S, M/DF

This spell is rarely used for its cost is steep. But in times of utmost need, it can be a vital aid to saving the party when the exhausted spell caster is given the equivalent of a divine second wind. The spell requires a holy symbol and a sacrificial item of at least 25 gp in value (coins, gems, weapons, etc.). The sacrificial items are the consumed material component for the spell. Casting this spell requires loud prayer in a prone position for a divine gift of renewed spell casting ability for any first and/or second level spells already cast that day. Once the spell is completed, the caster immediately suffers a temporary loss of half of their CON for d4 hours. Further, the caster will fall unconscious in 4d3 rounds and remain unconscious for an equivalent number of rounds. Recovered spells not cast before unconsciousness are lost. Ex.: A 3rd level cleric really needs two more 1st level spells and one 2nd level spell to save the lives of several more of her fallen fellows, but is out of all spells, except for *divine recovery*. The cleric casts the spell, sacrificing her large mace, and temporarily loses seven points of CON; down to a CON score of just seven. However, she has regained two 1st level spells and one 2nd, which she must cast quickly, for she will fall unconscious in 4-12 rounds for an equivalent number of rounds!

ARCANE RECOVERY*, Level 2 illusionist & wizard
(by K. W. Olsen © 2017)

CT 2 R caster D 4-12 rounds
SV n/a SR n/a Comp V, S, M

This spell is rarely used for its cost is steep. But in times of utmost need, it can be a vital aid to saving the party when the exhausted spell caster is given the equivalent of an arcane second wind. The spell requires a single precious stone of at least 15 gp in value. This precious stone will be the material component for the spell and will be destroyed (turned to worthless dust) at the completion of the spell. Casting this spell requires extreme concentration. The caster must gather arcane power in order to renew some arcane spell casting ability of any first and/or second level spells which have already been cast that day. Once the spell is completed, the caster immediately suffers a temporary loss of half of their STR for d4 hours. Further, the caster will fall unconscious in 4d3 rounds and remain unconscious for an equivalent number of rounds. Recovered spells not cast before unconsciousness are lost. Ex.: A 3rd level illusionist really needs two more 1st level spells and one 2nd level spell to impress the local duke near the end of a critical battle, but sadly he is out of all spells, except for *arcane recovery*. The

illusionist casts *arcane recovery*, sacrificing his beautifully cut agate, and temporarily loses five points of STR; down to a STR score of just five. However, he has regained two 1st level spells and one 2nd, which he must cast quickly, for he will fall unconscious in just 4-12 rounds for an equivalent number of rounds!

Birds of Light (Illusionist 3)

(by Todd Pote © 2017)

CT: 1 Range: 100-feet
AoE: 10-feet Duration: 1 min. per level
Save/ SR: Nil Components: V, S, & M

The caster calls into being 5 “swallows” made of radiant light that illuminates the darkness up to 10-feet around each of them. The caster can direct the birds to fly to various areas independent of each other up to 100-feet away from their originator. Like swallows, these birds of light swoop and dart about through the air. If they encounter an area of magical darkness then those that enter said darkness are extinguished. If not commanded to fly to any particular spot, the birds will glide and circle around the caster like regular birds would and maintaining a distance of between 20’ and 40’ away from the caster. The caster can also use them to fly into the faces or formations of enemy creatures. This imposes a -1 to hit and initiative rolls for the round that the birds are used this way.

When the spell expires, the birds simply fade away, or if hit with a dispel magic they will seemingly burst into fading sparks. The color of light may vary at the whim of the caster with the options being white, gold, red, or bright blue. Rumors talk about a version of this spell that is more akin to a prismatic in nature but such has not been confirmed as yet. The material components are five swallow feathers and a five gp value sunstone.

Last Gesture of Defiance (Cleric 8/ Wizard 9)

(by Todd Pote © 2017)

CT: 1 Range: Personal
AoE: 30-feet Duration: Instant
Save/ SR: Special Components: V, S, & M

The caster calls upon the powers governing, justice, magic, and death for revenge, for justice, to grant the caster the power to defiantly drag down the wickedness they have striven against in one last gesture of defiance as they offer up their very soul to the powers they have petitioned. The target of the spell is allowed a saving throw versus death to avoid being utterly annihilated from existence by the powers the caster petitioned as if their soul had never come into being. The caster dies as the spell is completed either way having made their last plea and gambled with their all. If their spell succeeded then the caster is bound for whatever rewards in the afterlife their alignment/faith has earned. If their spell is a failure then the caster is the one blotted from existence by the

powers for their presumptuousness in bothering said powers over some mortal triviality. The material components for this spell are vial of Phoenix blood, being at less than 25% of original health or about to take a mortal blow.



[6]

Voice of the Metatron (Cleric 9)

(by Todd Pote © 2017)

CT: 1 Range: Personal
AoE: 100-feet Duration: 1 round/4 levels
Save/ SR: Special Components: V, M

The caster of this spell prays to their deity and purifies their voice with holy water in an area sanctified and hallow, seeking to become the mortal instrument channeling the actual voice of their deity to those mortals around them. The caster must make a CHA check of high difficulty to handle the strain of such power flowing through them. If they fail the spell fails. If they succeed then when they begin speaking the next round all mortal creatures within 100-feet of the caster (assumed hearing distance) that have not taken refuge in a silence spell or stopped up their ears must make a save versus death for each round the caster continues speaking while the spell lasts. All mortal creatures hearing the pure divinity of the deity's voice will drop dead if they fail their saving throw with resurrection possible later. Creatures of opposing alignment to the deity being channeled will explode in a gloriously gory display just before all the scattered pieces burn to ash with no possibility of resurrection later or of returning to the mortal plane for at least one thousand years if extraplanar in origin. Should the mortal creatures hearing the divine voice succeed in their saving throw, then they will merely be afflicted as if by a harm spell. The material components for this spell are the caster's holy symbol, *holy water*, and a *hallowed* area.

Tough as Rock (Druid 3/ Wizard 4)

(by Todd Pote © 2017)

CT: 1 Range: Personal
AoE: None Duration: Special
Save/ SR: No Components: V, S, M

The body of the caster of this spell takes on the hardness and durability of stone for a limited time. The spell will prevent five hit points per caster level of non-magical damage from affecting the caster. When this limit is reached, the spell expires. While the spell is in effect, the caster's skin takes on a slightly grey color. The material components for this spell are a 100 gp quartz crystal and five steel nails.



[6]

Pulverize (Druid 3/ Wizard 4)

(by Todd Pote © 2017)

CT: 1 Range: 30 ft + 10 ft / level
AoE: None Duration: Instant
Save/ SR: No Components: V, S, M

The caster targets a single boulder with this spell and pulverizes it as the sandstone wafer is crumbled. The size of boulder than can be pulverized into gravel and sand is equal to one foot diameter per level of caster. Such boulders can be missiles tossed by giants and their kin or blocks of stone in castle walls or simply large rocks by the river or such. Only one boulder is affected by the casting of this spell though if part of a structure, additional damage may result by default. The material components for this spell are a 1" diameter sandstone wafer.

Gravel Halo (Druid 5/ Wizard 6)

(by Todd Pote © 2017)

CT: 1 Range: Personal
AoE: 10 feet radius Duration: Special
Save/ SR: No Components: V, S, M

This spell causes a volume of gravel and small stones to rise from the ground and form a rotating ring around the caster at waist level, much like

a ten foot diameter hoop toy. The rotating ring can be angled up and down to intercept incoming attacks and keep melee combatants from getting close though it is far from foolproof since it can only actively block in a single direction at a time. (i.e. To block an attack from the front may cause the ring to have to angle up or down to intercept it.) The sides remain at the same height while the rear will angle in the direction opposite of the blocking angle, so if it angles up to block, the rear will be angled down allowing a rear attacker to step over it or send a missile past the rotating rock halo.

The spell will last for one round per level of caster or until it has taken 50 hit points of damage, whichever comes first. The caster may dispel the ring at any time in one of two ways. Option one is to just let the rotating rocks drop to the ground in place. Option two is to have the rotating rocks speed up momentarily then release them to fly in all directions to strike everyone within twenty feet with flying stones for (3d4) damage be they friend or foe. The material components for this spell are 10 cubic feet of gravel and stones less than one inch in diameter.

Oxygenation (Druid 7/ Wizard 8)

(by Todd Pote © 2017)

CT: 1 Range: 100 ft
AoE: 100 sq ft per level Duration: Instant
Save/ SR: No Components: V, S, M

When cast, this spell causes a large area of stone or earth to heat up and release oxygen into whatever atmosphere there may be. If in an enclosed area with little air, this spell can restore up to an hour of air for four people per one hundred square feet affected. If in an open area such as a mine or tunnel system with a shortage of air, the spell restores up to ten minutes of air for four people per one hundred square feet affected before the air dissipates. If used underwater, it results in a whole lot of air bubbles that rise to the surface and act as a fog cloud spell to obscure vision for 1d3 rounds but little else.

The down side to this spell is that the stone that was affected by the spell is reduced to a pumice-like substance to a one foot depth and cannot be used by the spell again for more air. The ground heat produced by the spell is uncomfortably warm when touched but not enough to be harmful unless the creature touching it is cold-based. Such creatures will suffer 1d3 points of fire damage per square foot contacted by their body. The material components for this spell are a lump of red mercury oxide and lamp oil.

Earthen Armor (Druid 2/ Wizard 3)

(by Todd Pote © 2017)

CT: 1 Range: Personal
AoE: None Duration: 1 round/ level
Save/ SR: No Components: V, S, M

When cast, the caster's entire body becomes covered by thick mud rising from the ground that quickly solidifies then crumbles away leaving the caster in a suit of stone armor similar in appearance to a Greek Ensemble though not as durable or protective. The caster has their movement slowed by 10 feet but gains +4 to their Armor Class for the duration of the spell. This armor counts as magical and does not affect the spell casting ability of wizards. The material components for this spell are a tin soldier figure and soft clay.

Puddle (Druid 1/ Wizard 2)

(by Todd Pote © 2017)

CT: 1 Range: 50 ft + 5 ft / level
AoE: 5 ft radius Duration: 1 round / 2 levels
Save/ SR: DEX Components: V, S, M

This spell causes a 10 feet diameter mud puddle to appear where designated by the caster within the spell's range. This puddle is deep enough to fully submerge an ogre or drown someone in heavy armor should the puddle appear beneath them suddenly. In such an instance, the victim(s) are allowed a DEX check to jump to safety rather than suffering a rather ignoble instant bath.

The puddle never appears to be very deep if merely observed without using a stick to check for depth. The puddle disappears upon the expiration of the spell leaving whatever or whoever may have been in the puddle buried in the earth to be dug out or expire due to compression and suffocation. Water is the material component for this spell.

PHYSICS & HISTORY IN YOUR FANTASY

by Kirk W. Olsen © 2017

Although we all game largely in an imaginary world, it is still based on reality and history. Our game stands not only on the fertile imaginations of modern authors such as Tolkien, Zelazny, Leiber, Vance, Moorcock, Cook, and Erikson, but by past civilizations such as the Norse, Greeks, Egyptians, Celts, and Babylonians. The histories, equipment, and beliefs of these peoples are the foundation of our many worlds. Magic and divine powers may well be real in our worlds, but basic physics and logic must still make a framework upon which we stretch the truth and add wonder and miracles over basic realities.

To help keep our fantasies somewhat grounded in history and physics the following mixed bag of topics are presented:

- 1) **Language:** A Language Tree (Figure 1) based on history [13] has been simplified and modified to include typical races with distinct languages and typical cultures to which we have gaming belief/divinity systems. The chart could be helpful to understand base languages, sister languages that would be easier and quicker to learn, and their historical interactions. Expand, modify, and resubmit for Issue IX! Possible play options to include more culture, more history, and more languages: a) Allow the ability *linguist* to bards, or other specialist, which permits them easier and greater diversity with languages (half learning time and twice as many languages possible). b) Since adventurers (PCs) are not typical peasants and lead a life of travel and learning, they will be the exceptions to the norm. Start all races with a native or mother tongue plus “common” or “trader’s pidgin” and some neighboring tongues (2d3 could be the norm, see Table 1), select from neighboring communities, past travels, or racial norms, then add INT based bonus languages as future languages learned while adventuring.

Table 1: Typical Languages

	Qty of Initial	Average
Race	Languages	INT
Dwarf	9	10.5
Elf	7	10.5
Gnome	6	11.5
Half-Elf	5	10.5
Halfling	7	10.5
Half-Orc	3	10.5
M&T Orc	2.5	7
Human	1	10.5
Average:	5.1	

c) A character should be able to read & write at least one’s mother tongue if class/social status/history suggests. Learning to read and write could simply take twice as long or take an available language. Some languages may have no practical written form while mystic or dead languages may only exist in written form.

- 2) **Ranged Weapon Clearances:** Ranged weapons require “ceiling clearance”. If a six footer throws an axe at a six foot enemy sixty feet away (long range) at 75 mph the required clearance would be just 1.2 feet above the assumed five foot shoulder height starting elevation and final target elevation (<http://www.calctool.org/CALC/phys/newtonian/projectile>). A similarly thrown spear or javelin to 90 feet would require nearly three feet. Not much

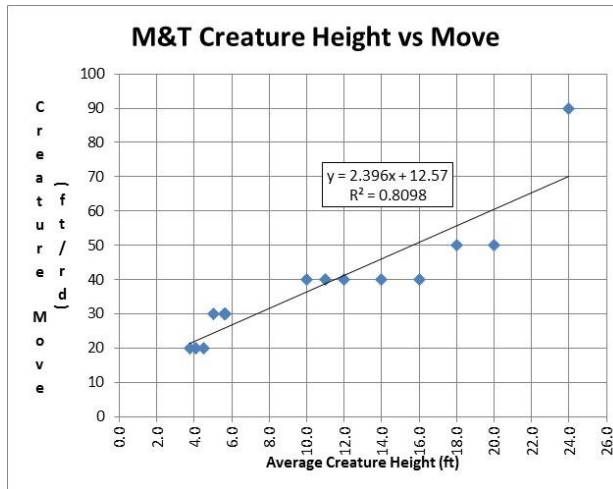
of a concern for classic 10 foot ceilings until bows come into play.

Arrows travel a bit faster, typically less than 130 mph, and would require almost 12 feet above the target when its range is about 310 feet. Crossbows have greater velocity and similarly greater range. It is interesting to note that when launched at a 45 degree angle, without drag, a long bow arrow could theoretically travel about 1100 feet with a height of nearly 500 feet (10x short range). But since these Newtonian calculation ignore wind resistance, aka drag, corrections should be applied. Unfortunately, exacting equations that accurately account for drag are non-linear and very complex, must be solved numerically, and the key variables change with each projectile and launch speed. A highly simplified solution would be to double the ceiling clearance noted above and use the table below.

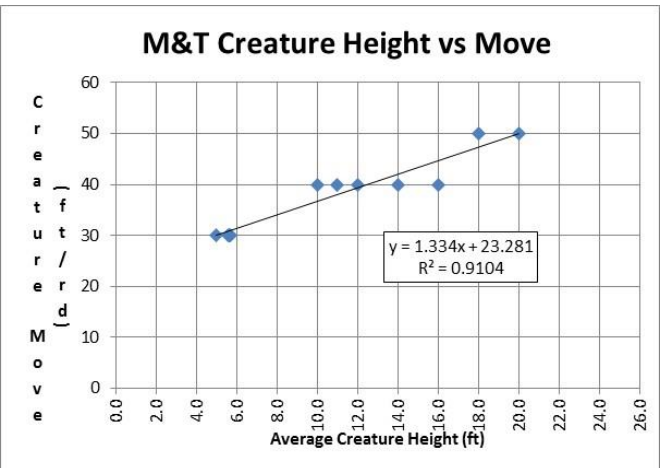
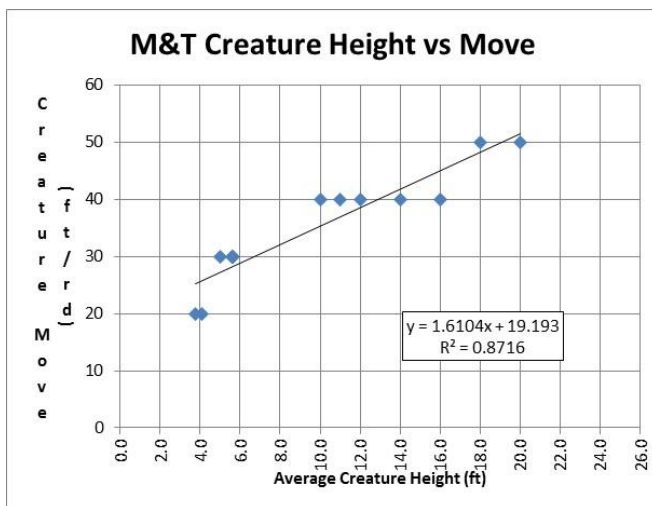
Range	Clearance
(feet)	Above Launch
0-60	0-3
61-100	3-6
101-330	6-25

- 3) **Movement:** The assumption for bi-pedal creatures is that their foot speed is directly proportional to their height. This is not strictly true as some of the fastest sprinters are not very tall, but height is an advantage for some runners as is leg strength and the force to which they can strike the ground. However, if one runs with the assumption that stride and general movement is a function of height in a normal humanoid bi-pedal creature the data is almost linear based on Monster and Treasure statistics provided.

	Average		Approx.
Creature	Height (ft)	Move (ft/rd)	Weight (#)
Cloud Giant	18.00	50	5120
Storm Giant	20.00	50	7010
Hill Giant	10.00	40	875
Ettin	11.00	40	1175
Fire Giant	12.00	40	1510
Frost Giant	14.00	40	2240
Stone Giant	16.00	40	3600
Human	5.67	30	150
Half Orc	5.63	30	150
High Elf	5.00	30	117
Wood Elf	5.58	30	137
Gnome	4.08	20	80
Hobbit	3.75	20	57
Dwarf	4.50	20	160
Titan	24.00	90	12130
Average PC =	4.9	25.7	121.6

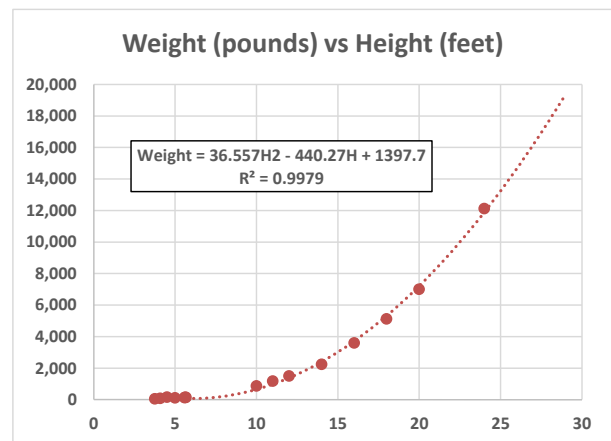


The data points out a very obvious outlier, the highly magical, and atypical, titan. Removing this outlier as not a true part of the pool due to the titan's near divine and magical nature, the data tightens up significantly. After replotting the data, the shorter PC races (the dwarf in particular) appear to be significantly slower than their height would imply. If one again removes these outliers, then the data tightens up and provides a relationship to determine the movement rates for future bipedal creatures based on their height alone. One could use the trend line to support movement bases for PC races based on their height. A simple guideline would be that any bipedal humanoid over 4' 8", but under 7', should move at 30 feet per round while any over 3' 0", but less than 4' 8", should move at 25 feet per round.



	Average	
Creature	Height (ft)	Move (ft/rd)
Ave Dwarf	4.50	29
Titan	24.00	55
Ave Gnome	4.08	29
Ave Hobbit	3.75	28
Shortest Dwarf	3.83	28
Shortest Gnome	3.50	28
Shortest Hobbit	3.00	27
Tallest Human	6.67	32

- 4) **Weight:** Similar proportional assumptions for bipedal creatures can also be applied to weight estimates. The relationship is not linear, but the weight of a normal humanoid bi-pedal creature can be estimated based on *Monster and Treasure* heights and weights as calculated by **Shlump da Orc** from *The Best of The Dragon*. Note: Flesh is assumed to be 47 #/ft³. With a simple density ratio we can calculate an 8 foot tall *clay golem* weighs about 1,400#, a 9.5 foot tall *stone golem* is 2,600#, and a 12 foot tall *iron golem* is 14,200#!



ANVIL HOUSE ADVENTURE CONSTRUCTION

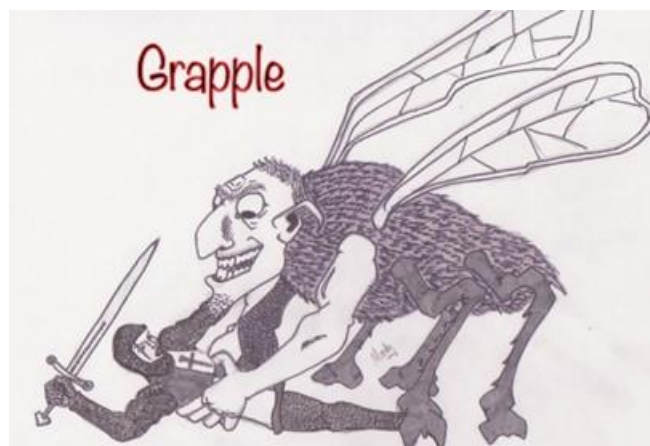
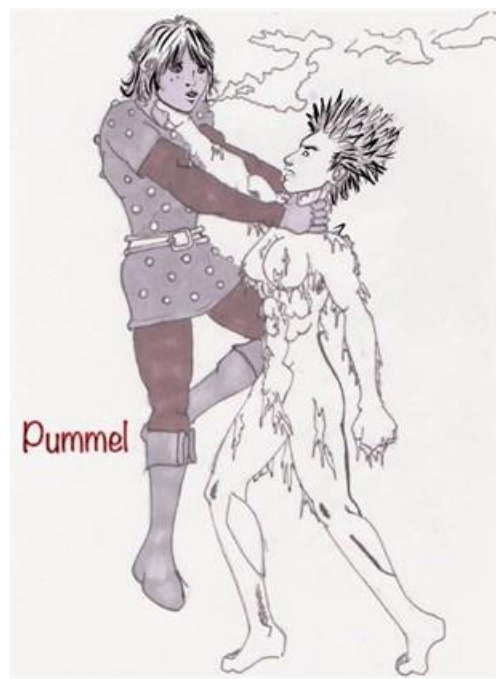
In keeping with the theme that many a fine adventure has begun at a tavern, the MadCartographer brings you another excellent tavern map. However, this one is for YOU to fill with characters, story hooks, new creatures, and new magical items. This is only the map of the *Anvil House* tavern, no write up. It is up to YOU to bring this beautifully detailed, full color tavern to life. The MadCartographer has built the “monster” and now YOU must be the spark which makes it breath, walk, and tell its story. Note: *Anvil House* consists of three maps (22 to 32 MB each) shown below, but you can also follow this link to download the *Anvil House by MadCartographer* ©:

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FARM HOUSE w/SECRET CAVE CONTEST:

Let’s work together to give the MadCartographer’s second map a fitting write up; the farmhouse w/secret cave complex (below). The editors propose YOU, the readers, each pick one of the seven rooms to write up. It must work with seven unique authors, so consider the challenge; to create a 3rd to 4th level adventure for 4-6 PCs. A short adventure, designed one room at a time, by seven different authors. Please send us the room you want to write up in advance and we’ll keep a public listing of the rooms that have been “checked out” on the forum. Submit your write ups to Domesday and we will “stitch” them together and publish them in Issue IX. Bonus for unique spells, creatures, & magic items! Prizes have been promised.

Let’s just set the scene... your adventuring group trudges through nasty weather on your return to a favorite countryside tavern. Unfortunately, you cannot make it before the dead of night and terrible weather forces you to seek shelter at an unassuming farm house with a barn. But something is not quite right. You cannot help but wonder what strikes you as off as the farmer leads you to the barn for the night, “Sleep tight, and don’t let the bedbugs bite!”



Special Combat Maneuvers and Actions Cheat Sheet

(Entries in **red** indicate maneuvers/actions that must be declared before initiative is rolled for the round)

Called Shot: Attacker takes a -8 to this attack. If successful, it is an automatic Critical Hit. Helm AC is added to attacks to the head. Declare at initiative.

Charge: Move up to jogging speed (x2 standard) in a straight line, then attack. Attacker gain a +2 to hit, but suffers a -4 to AC. Lances do double damage. Must be declared at initiative.

Close Supporting Fire: When shooting an arrow/bolt into melee, a roll of a 2-3 indicates a possible hit to an ally (a 1 is still a fumble). A second roll is made against the AC of the unintended target to determine if the attack hits.

Dodge: +2 AC, up to 3 attacks per round. Declare anytime as long as character has not already acted. Character cannot attack, cast, move, or use abilities/items.

Disengage: (Hasty) Move up to maximum running distance, with a -2 AC and foes get a free attack **or** (Fighting) move ½ movement or less and suffer no penalties. No other actions possible. Declare anytime.

Disarm: (Fighter, Ranger, Assassin, Cleric, and Paladin only): Attack AC of 18 plus HD **or** level of defender (plus their Dexterity modifier, if applicable). Declare at initiative.

Evade: +4 AC to one opponent facing character. Declare anytime, as long as character has not acted, and no other actions possible.

Flank Attack: An attack from left or right side of defender. +1 to hit the defender.

Offensive Focus: Declare at initiative. Gain a +3 to hit, but suffer a -6 to AC.

Parry: No initiative, no other actions for the round. Character gets +4 against all attacks.

Push: -2 to attack, but if successful defender must make a Strength check. If check fails, defender is pushed back 1-10 feet.

Reach: The wielder of a polearm vs. a foe with a shorter weapon may attack first, **on the first turn only**, regardless of actual initiative result.

Receiving Charge: (Spear or pointed polearm) Defender can set weapon's end into the ground to prepare for a charge/mounted attack. Must be declared at initiative. This attack happens just before the charge attack (see **Reach**) and if the attack is a critical, the charge is negated. This set attack consumes the defender's attack for the round.

Rear Attack: An attack from a rear position. +2 to hit defender. (Rogue and Assassin have this bonus already figured into their class abilities).

Shield Blow: May attempt to stun foe, if nothing else is attempted in round. Attack at -6 to hit, but if successful, the foe makes a Constitution save or be stunned for 1d2 rounds.

Shield Wall: Four or more defenders can lock shields to giving them a +4 to their AC, and they receive a +2 on all Strength checks against any creature pushing them or attempting to break the wall.

Two-Weapon Fighting: Must designate which weapon is **primary** and which weapon is **secondary**. Make two attacks in one round, but primary weapon suffers a -3 attack penalty, and secondary suffers a -6 (modified by Dexterity). Monk may use before 6th level, but above penalties apply, and secondary hand does 1d2 damage. Also, if a monk fights with one hand and one weapon, these penalties apply.

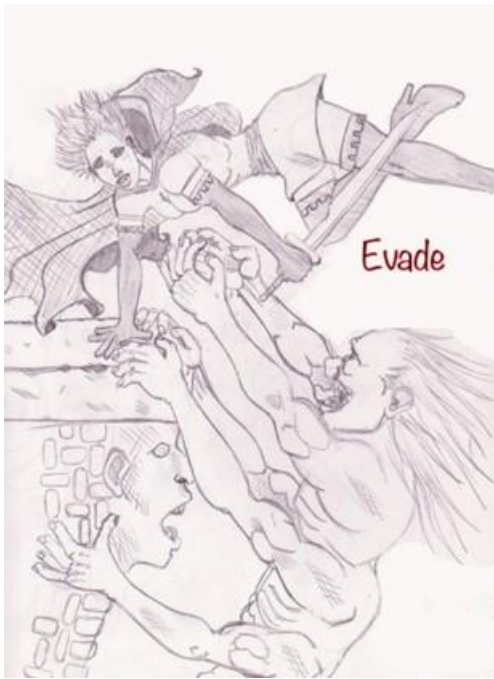
Grapple: Attacker rolls d20 + Strength mod. + BtH **vs.** defender's AC of 12 or 18 (if Strength is Prime) and **both** Strength and Dexterity mods. of the defender plus any size difference – defender gets +2 to AC for every size category larger, or -2 for every size category smaller, than the grappler. If successful, defender is held and cannot act (prone **and** defenseless), except to break the grapple (then he makes his own Grapple check).

Pummeling: Attacker rolls d20 + Strength mod. + BtH. If successful, deals 1-2 points of subdual damage.

Overbearing: Attacker rolls a d20 + Strength modifier (not BtH, unless with DM/CK's approval) **vs.** defender's Grappling AC, + BtH. If successful, the defender is knocked prone for the round and takes 1-2 points of subdual damage. Attacker suffers a -2 to their AC, since they are more exposed than usual.

Touch Attack: An attack made to simply touch an opponent, most often used for spell attacks. Attack roll against a standard AC of 10, adjusted by Dexterity (and possibly magical items and effects). Monster often use base 10 with no adjustments.

***All Special Combat Maneuver Action Art by "Morty" © 2017 [6]**



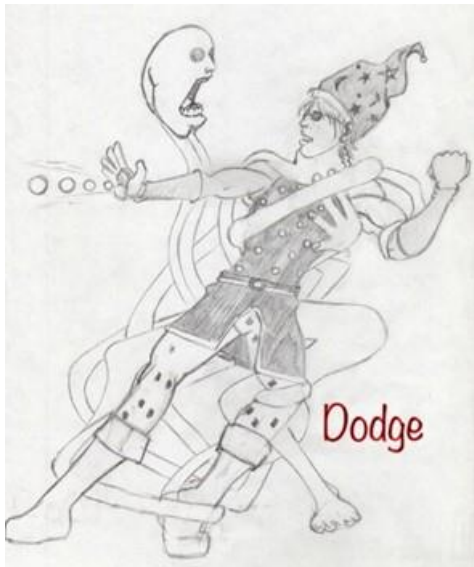
Evade



Touch Attack



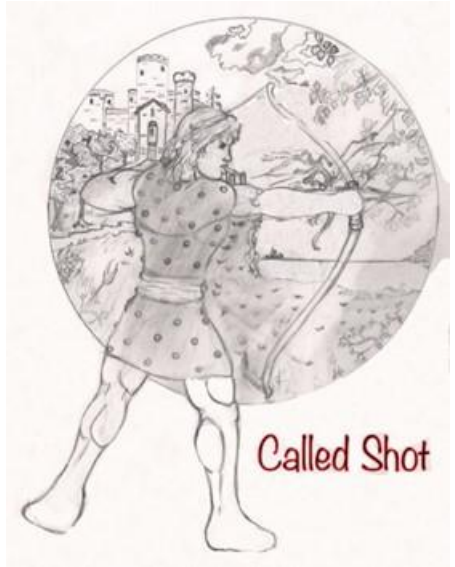
Charge



Dodge



Two Weapon Fighting



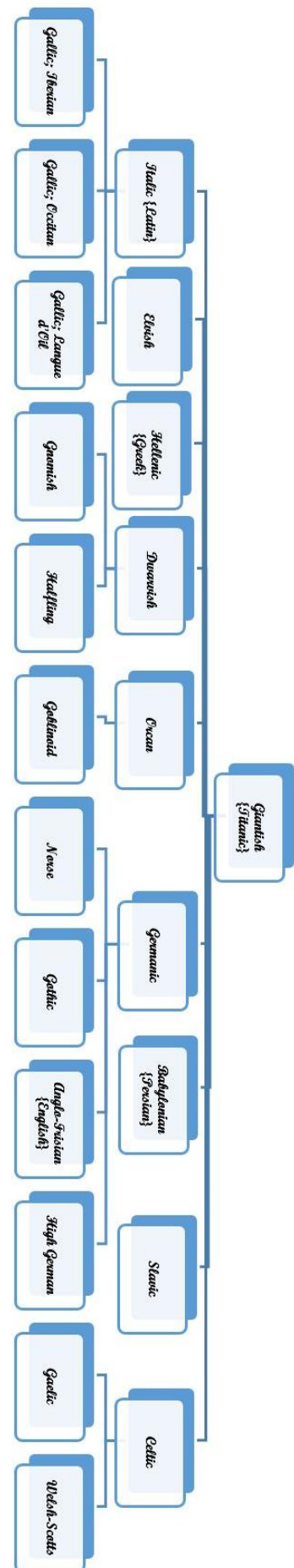
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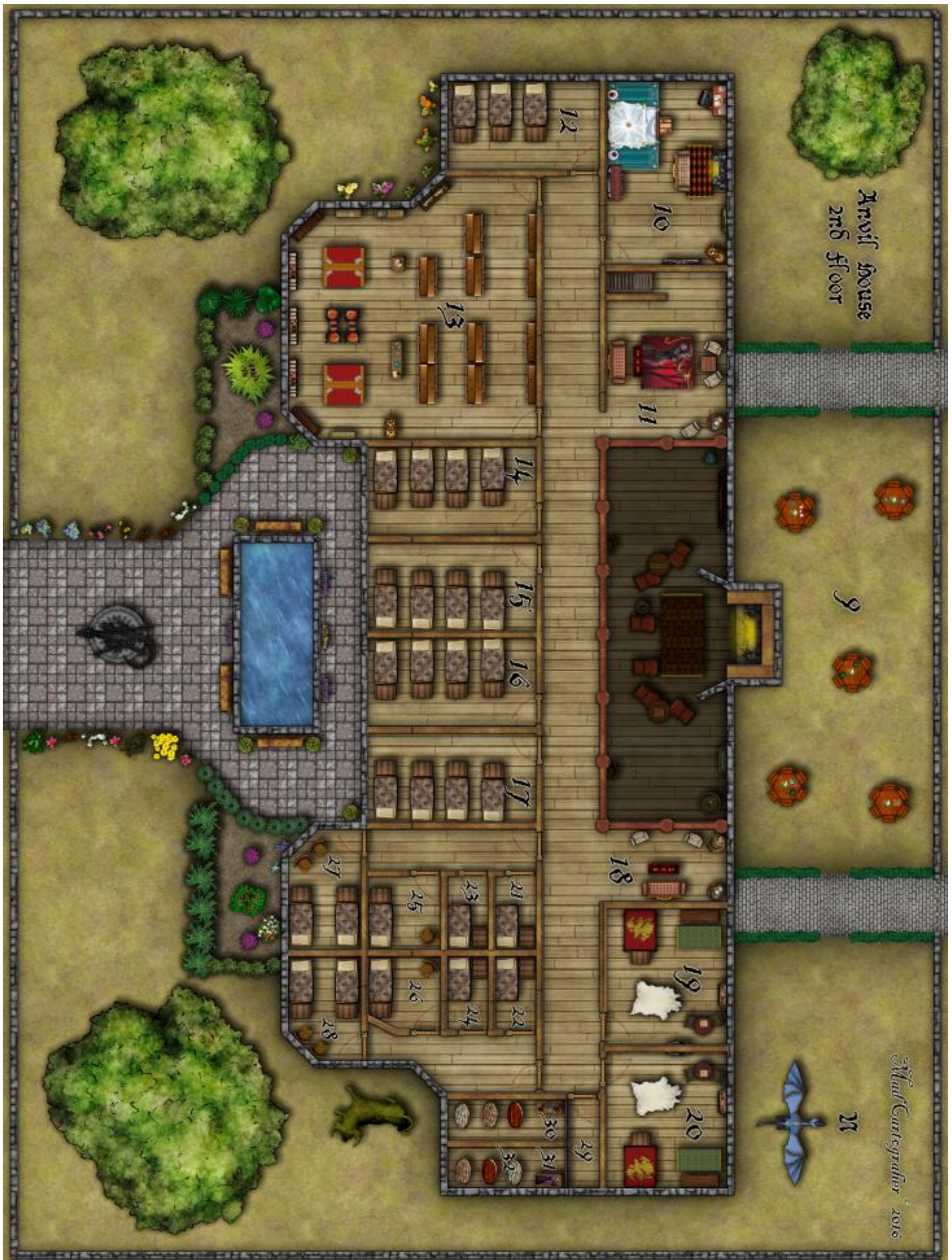
[4]



Prepared by Jack Lynch. Edited 22 Feb. 2014. Jack.Lynch@rutgers.edu













Neek Issue More Lust Sex and
Soul Rockin teeth clinchan violence.

[12]

PALADIN (charisma) — Retrofitted by K. W. Olsen

The paladin is a holy warrior chosen for adherence and absolute devotion to a deity or similar holy cause. A few of these warriors choose a different path as they progress; one of extra prayer, greater worship, and stronger faith rewarded by their divine powers with a reasonable selection of clerical spells.

ABILITIES

No abilities of the paladin are changed other than the addition of the following clerical spells and the counter balancing change in hit dice/points after 5th level denoted by *italics* in the table below.

PALADIN CLERICAL SPELLS: All of the paladin's clerical spells must use the paladin's holy symbol. Simply add a holy symbol material component to the spell description if it does not have one; such spells are not barred. A paladin learns spells directly from his religious sect; clerics &/or God(s). Paladins are only taught and thus only know as many cleric spells as they can cast. Paladins do not get to choose from the full range of available spells a cleric can chose from for their daily allotment of spells. The learning of these spells is up to the paladin's religious leaders, Deities, or divine forces (the DM/CK), and at times, with input from the paladin. Once taught, they can only be changed by the above teachers.



[4]

Paladins fundamentally cast spells as a cleric of less than half the paladin's level. Specifically, the paladin's caster level [CL] is the paladin's level [PL] minus four levels divided by two; rounding down to whole spell caster levels [CL = {PL - 4}/2]. As such, they cannot cast any spells until 6th level and then as a cleric of 1st level. The number of spells they can cast per day are per the *Cleric and Druid Spells Per Day Table* using the clerical caster level [CL] defined above. Ex.: A 15th level paladin casts spells as a 5th level cleric. This paladin would only know three 0th level spells and can cast three 0th level spells in one day. The paladin can memorize for the day two uses of the same spell, thus only memorizing two unique spells. This paladin would also know and

can cast three 1st level spells, two 2nd level spells, and but one 3rd level spell each day.

Paladins do not gain additional spells for high wisdom as clerics. Also, paladins cannot cast or learn spells of higher level than 4th level and the paladin can never know/cast more than three spells of any level. But because of their divine abilities (*cure disease*, *lay on hands*, & *divine healing*), a paladin can convert any spell in memory to a same level curative spell. Ex.: *Dispel magic* in memory can be converted to *cure serious wounds* when needed.

Paladins must be affiliated with, and on good terms with, their local and regional religious sect to gain any clerical spells. At the DM/CK's discretion, some paladins are without a formal or organized religion and thus gain their spells directly from their divine powers. Paladins gain spells one, or a few, at a time directly from the clerics/divine powers. As such, each spell is highly prized and considered a specially gifted ability for the paladin from his or her god(s). A paladin is not restricted to the weapons and armor rules of clerics.

HIT DICE: d10 then d8 after fifth level

Level [PL]	Clerical [CL]	HD	BtH	EPP
1	0	d10	0	0
2	0	d10	1	2,701
3	0	d10	2	5,501
4	0	d10	3	12,001
5	0	d10	4	24,001
6	1	d8	5	48,001
7	1	d8	6	95,001
8	2	d8	7	180,001
9	2	d8	8	360,001
10	3	d8	9	700,001
11	3	+3	10	1,000,001
12	4	+3	11	1,300,001
13+				300,000 per level



[4]

RANGER (strength) — *Retrofitted by Kirk W. Olsen*

Rangers are inspired by causes or creeds, whether noble or ignoble, to battle enemies along the frontiers of their civilization, keeping in abeyance the vile depredations of evil marauders or mean beasts. They spend their lives in the trackless wastes and wilderness of the world traveling barren escarpments and dense forests in search of their foe, while studying, tracking and gaining an intimate knowledge of their manners and ways. A few of these warriors choose a different path as they progress, one of woodland magic, communing with nature, and a bit of archaic studies which grants them a limited selection of druid and wizard spells.

ABILITIES

No abilities of the ranger are changed other than the addition of the following druid and mage spells and the counter balancing change in hit dice/points.

RANGER DRUIDIC SPELLS: All of the ranger's druidical spells must use the normal trappings of their druidic circle {add these material components (holly, mistletoe, etc.) to the spell description if it does not have at least one noted – such spells are not barred}. A ranger learns spells directly from his druidic circle (druids &/or god(s)). Rangers are only taught, and thus only know, as many druid spells as they can cast; they do not get to choose from the full range of available spells a druid can choose from for their daily allotment of spells. The learning of these spells is up to the ranger's circle of druids, their deities or divine forces, the DM/CK, and at times, with input from the ranger. Once taught they can only be changed by the above teachers. Rangers fundamentally cast spells as a druid of less than half the ranger's level.

Specifically, the ranger's caster level [CL] is the ranger's level [RL] minus four levels divided by two; rounding down to whole spell caster levels {CL = (RL-4)/2}. As such, they cannot cast any spells until **6th level** and then as a druid of **1st level**. The number of spells they can cast per day are per the *Cleric and Druid Spells Per Day Table* using the druid caster level defined above. They do not gain additional spells for high wisdom as druids. Finally, rangers cannot cast or learn spells of higher level than **3rd level** and the ranger can never know/cast more than two spells of any level. Ex.: A **15th level** ranger casts spells as a **5th level** druid. This ranger would only know two zero level spells and can cast two zero level spells in one day. The ranger can memorize for the day two uses of the same spell, thus only memorizing one spell twice. This ranger would also know and can cast two **1st level** spells, two **2nd level** spells, and but one **3rd level** spell each day. Rangers must be affiliated with, and on good terms with, their local circle of druids to gain any druidical spells. Rangers gain spells one, or a few, at a time directly from the druids. As such, each spell is highly prized

and considered a specially gifted ability for the ranger from his or her circle of druids. A ranger is not restricted to the weapons and armor rules of druids.



[4]

ARCHAIC (WIZARD) SPELLS: A ranger picks up and learns wizard spells from any mage or spell caster willing to teach the ranger. Rangers must be taught their spells directly; they cannot learn them from books or scrolls. The gaining of wizard spells is part of game play and usually up to the DM/CK. Rangers fundamentally cast wizard spells one level below their druid spell casting level {Wizard CL = (RL-6)/2}. They do not gain additional spells for high intelligence as wizards, but they must keep a spell book for their known wizard spells. Rangers have no limit to the number of wizard spells they can learn and store in their spell books for their daily allotment of wizard spells. Finally, rangers cannot learn spells of higher level than **2nd level** and the ranger can never cast more than two spells of any level. A ranger's wizard spells are in addition to the ranger's druid spells that can be cast that day. Ex.: A **15th level** ranger casts spells as a **4th level** wizard. This ranger would be able to cast two **zero level** spells, two **1st level** spells, and two **2nd level** wizard spells. Wizard spell casting requires the ranger to abide by all the rules of spell casting as noted in the PH as if the ranger were the "half class" in a class and a half with the wizard.

SUBTERANEAN RANGER OPTION: Certain of these spell casting rangers further specialize in life in the underground. They focus on the creatures, plants, fungi, and stones of this unique natural niche. These rangers are normally dwarves, half-orcs, or drow,

occasionally gnomes or halflings, rarely humans, and almost never elves. These rangers have the ability to permanently exchange any and all animal or plant based spells of one level for a stone or metal based spell of one level higher. Ex.: *Charm animal* can be permanently exchanged for *meld into stone*; giving early access to some spells in exchange for later or no access to others.

HIT DICE: d10 then d8 after fifth level

Level [RL]	Druidic [CL]	Wizard [CL]	HD	BtH	EPP
1	0	0	d10	0	0
2	0	0	d10	1	2,251
3	0	0	d10	2	4,501
4	0	0	d10	3	9,001
5	0	0	d10	4	18,001
6	1	0	d8	5	40,001
7	1	0	d8	6	75,001
8	2	1	d8	7	150,001
9	2	1	d8	8	250,001
10	3	2	d8	9	500,001
11	3	2	+3	10	725,001
12	4	3	+3	11	950,001
13+					225,000 per level



[4]

THE LOST BESTIARIES OF ATLANTIS

All know of the famous Unicorn, but few know of the three monstrous mounts which were recently rediscovered in the *Lost Bestiaries of Atlantis* [8 & 9]; the eale or yale, the parandrus, and the monocerus [11]. This installment of creatures from the *Lost Bestiaries of Atlantis* brings you the **eale** and the **parandrus** magical mounts as well as six new creatures of stone and metal; stone troll, Gul'kanies, crystal golem, & coin golem.

EALE (YALE) OR CENTICORE [8 & 9]

by Kirk W. Olsen © 2017

NO. ENCOUNTERED: 1 (male) or herd of 5-13

SIZE: Large

HD: 3 (d10)

MOVE: 60 ft., 30 ft. (climb)

AC: 17* (13 + 4)

ATTACKS: 2 hooves (1d4), tusks (1d4),
& possibly Horn (d8)

SPECIAL: Duskvision, Climb (Scale)

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 3

XP: 50+3

The centicore is commonly referred to as an eale or yale depending on the dialect of the locals. These highly territorial and aggressive Caprinae are the tallest members of their subfamily of antelopes, gazelles, and cattle. First documented by Pliny the Elder in his multi-volume Natural History. They are superb climbers of even the rockiest of mountains and cliffs and can quickly traverse such natural surrounds as a Ranger can **Scale**.

They will guard their narrow mountain passes and trails to secret meadows and water sources especially when such locations contain a herd of females. Travelers to their dusty mountain ranges usually encounter only a lone male. If more than one eale is found it will be a herd of females and one dominant breeding male. All eale herds are matriarchal and intergenerational. They permit but one male at a time in their presence sending the rest out to safeguard their mountain ranges. The breeding male and one to three dominant females will be of maximum size (and hit points). The male will defend the retreat of the herd to the death.

These antelope like creatures are as massive as a typical riding horse weighing in at 800 to 1,000 pounds. Despite their horse-like size they have very tall, sleek gazelle-like bodies with the beard and tail of a goat, and the sharp tusks of a boar. They are typically 19 to 23 hands in height! Their hides are tan to dusky and the young are dappled to better blend in with their high range rocky mountain homes.



Although males and females are of the same size and coloration, they are easily distinguished from one another by the two great horns of the male and the boney/shaggier hide of the females; females have no horns. The boney hide of the female appears like rocky pebbles have grown within their shaggy hides. Their natural coat of barding (+4 to AC*) protects them from most attacks and the aggressive mating habits of their horned partners. The twin horns of the male can be as long as four to six feet! These cork-screw patterned straight horns most amazing feature is

their ability to articulate at the base of the skull through a complex set of specialized muscles along the male's neck. The male can move each horn independently as quickly and easily as a horse can shake a fly from its flanks.

The male will attack with but one horn at a time and parry (+4 to AC*) with other, typically keeping one horn forward and the other back along its neck and back. The male can attack with the horn as either a piercing or bludgeoning weapon. With but 15 feet of space the Eale can be at a full charge (even on a rocky cliff side) and impale an opponent for double normal damage (+2 to hit but only a -2 to AC).



Although many mountain folk have tried to tame these aggressive creatures, none have ever succeeded in domestication. The annual mating season causes all males to become extremely hostile and unpredictable while the females do not function well outside their matriarchal herd and tend to die of ennui. However, there have been extremely rare instances of the use of a male or a female mounted eale to great effect as a light mountain cavalry steed to a ranger, druid, or even a paladin or knight.

PARANDRUS OR THARANDUS [8 & 9]

by Kirk W. Olsen © 2017

NO. ENCOUNTERED: 2 OR 4

SIZE: Large

HD: 5 (d10)

MOVE: 40 ft.

AC: 15

ATTACKS: 2 Hooves (1d4) & Horn/Gore (2d4)

SPECIAL: Duskvision, Blend, Empathy, Trample

SAVES: P

INT: Inferior

ALIGNMENT: Lawful Neutral

TYPE: Beast

TREASURE: 2

XP: 200+5

The Ethiopian Parandrus is commonly referred to as a tharandus by the Sythians according to Pliny the Elder in his 8th volume of Natural History. These reclusive and shy Caprinae are the bulkiest members of their subfamily of antelopes, gazelles, and cattle. These ox-like creatures are quite massive weighing in at 1,800 to 2,100 pounds. They are typically 17 to 18 hands in height and their elk like

antlers can have a four to five foot beam length! Their amazing shaggy hides appear to be every shade of brown.

BLEND: A parandrus can move and change its coloration through fur manipulations and body contortions to be harder to detectable in many natural environments. This ability requires one round to use, but lasts as long as the creature desires, provided it does not move or attack. It can be used an unlimited number of times per day. Parandrus that have blended into their surroundings are considered to be as well-hidden as a **Concealed** 2nd level Ranger.

The males and females are of roughly the same size and coloration and are very difficult to tell apart. These beasts will always be found in pairs or quartets. The quartets being mating quartets or two adults with twin calves. The parandrus always bare twins, one male and one female. The twins will remain inseparable until death. Thus an adult pair are actually sib-lings.

SIBLING EMPATHY: Parandrus empathize and enjoy the company of their twin exclusively (unless it is mating season then they will tolerate one other pair of twins until both females have mated). Parandrus twins can telepathically communicate with each other with-in one mile.

If a twin is endangered the other will stop at nothing to attempt to save its sibling. A panicked parandrus will trample anything in its path to aid its twin.

TRAMPLE: When panicked, a parandrus can crush and stomp any lesser sized creature that stands in its way, dealing 2d4 damage; a successful dexterity save reduces this damage to half. A creature that has not had its turn in combat can opt to not act at all this round but must move its maximum movement to escape the parandrus' trample; this reduces damage to zero, but causes the victim to forfeit all actions for the round.



Although folks have tried to tame these shy creatures, none have ever succeeded in domestication. The twins will not willingly be around other species, becoming extremely hostile and unpredictable if separated or threatened. If forcibly separated for more than a short while the twins will either kill themselves through starvation or injury working to find their missing twin. However there have been rare instances of the use of either a male or a female as a most faithful mount. Any parandrus calf that was born with a still-born twin (5% chance) is immediately left to die by its mother and uncle with no concern for its

fate. Such orphans, when raised by hand and trained, make sturdy, extremely loyal, empathetic and intelligent mounts but only for the foster-twin (trainer/animal husband). They cannot be trained for war as their shy nature cannot be overcome, but will always defend their foster-twin to the death.

STONE TROLL OR DEEP TROLL

by Kirk W. Olsen © 2017

NO. ENCOUNTERED: 1 (or 2)

SIZE: Large (7' tall but stout)

HD: 4 (d10)

MOVE: 20 ft., 10 ft. Stone Walk

AC: 17

ATTACKS: 2 Claws (d3) or Stone Mace (d8+1 (STR)), Bite (2d4)

SPECIAL: Deepvision 90', Regenerate (1 hp/rd), Stonewalk, No Rend

SAVES: P

INT: Low to Lower Average

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 9 but Stone, Gem, & Metallic Only

XP: 140+4

Stone trolls, or deep trolls, are subterranean in nature. They prefer never to come above ground and never to leave contact with solid stone. These rare cousins of the common troll are so adapted to life in the deep tunnels of stone in the subterranean they can actually walk through any solid stone as easily as river trolls swim. Their **Stonewalk** is only limited by their ability to hold their breath (9d2 rounds). Stone trolls love to eat/hunt/harass dwarves (drow & deep gnomes too), but all surface creatures are considered "delicacies"; especially elves. Subterranean rangers of dwarven or gnomish decent receive an extra +1 when dealing with stone trolls and are some of the only people who truly believe in the existence of these rare creatures.



[4]

When a stone troll walks through stone, they move easily up, down, or sideways through solid stone like a river troll swimming, gravity has a lighter pull on a stone troll walking in stone. Note: They cannot bring animate creatures with them. Even inanimate items are difficult to bring with them through solid stone. Non-magical stone and metal items they can bring easily, but natural or magical items (wood, plant, or animal based materials) do not come without a successful save versus CON (+1) made by the troll (-1 for each +1 on a magic item). Living creatures/items can-not be brought into stone unless they are willing and even then the Troll moves through stone at half their normal rate. As such, stone trolls are usually without belongings or clothing unless they are made of purely stone (preferred) or metal (acceptable). Stone trolls are short, but stout by Troll standards. They are shades of slate and granite, rough and craggy in appearance, and shunned by nearly all living creatures, even other trolls. They live solitary lives except when raising young - which is a solitary child of half strength and size.



[5]

Stone trolls are clever despite their seemingly low intelligence, stalking their prey from the safety of solid stone. They emerge long enough to breath, destroy light sources, and attack. A favored tactic is to attack from within the safety of the floor or wall (full to 3/4 hard cover). If they are feeling safe, they may only toy with their enemies by slamming their opponents against stone walls or drag a creature's armor, boots, or weapons into stone and leave them there (metal shod boots, swords, or armor). Another stone troll trick is to attack from a tunnel ceiling. They might even grab a plate mailed warrior, drag them to the ceiling, and leaving them suspended from the ceiling with their breast plate embedded in the ceiling - merged permanently with the stone - is a favored tactic of stone trolls. Attacking with surprise, isolating, and immobilizing their opponents one at a time is a classic stone troll tactic.

STONE WALK, Level 5 druid (by K. W. Olsen © 2017)

CT 1 **R unlimited** **D 1 turn/lvl**
SV no **SR yes** **Comp V, S**

The caster can enter any normal solid stone surface or mass of stone of human size or larger, and pass any distance to any other exterior surface of the same stone structure at a normal walking pace, regardless of the distance separating the two exterior surfaces. Movement is more like swimming in water than walking down a path as the caster may move up or down at the same pace as any lateral move. The stone may not be magical (or living) and it must be solid stone without significant interruption. Mortared brick work, stone with cracks, or other close fitted stonework is acceptable for travel, but loose soil, rubble piles, or any stone structure with significant gaps (a finger's width) cannot be passed through. The destination stone surface need not be familiar to the caster, but it must exist with room for the caster to fully emerge from the stone. If the caster is uncertain of the location of the exit location, the caster needs merely designate direction and distance, and the spell moves the caster, at the pace noted, as close as possible to the desired exit location capable of receiving the caster's body. The caster need not breathe while walking in stone, but neither can the caster see or hear the outside world once entering the stone. Travel in this manner can be very dangerous for the druid which accidentally emerges into water or the face of a cliff. Once the spell expires the druid is immediately tossed out of the stone at the nearest open surface which could be the entry point. This spell does not function with magical stone. This spell will not transport the caster between planes of existence. A 13th level caster may carry one living creature with him.

GUL'KANI, ANAXIPHIS (COVEN LORD)

by Mark Hughey, "ArgoForg" © 2017

NO. ENCOUNTERED: 1-2 or 1-6 (within lair)

SIZE: Large (7-9' Tall)

HD: 7

MOVE: 40/60 fly

AC: 19 (21 vs edged/piercing)

ATTACKS: 2 claws (1d6+4 + special), bite (1d10)

SPECIAL: Rocky Hide, Freeze, Fly, Stony Grasp, Shatter

SAVES: P

INT: Exceptional

ALIGNMENT: typically Lawful Neutral to Evil

TYPE: Magical Beast

TREASURE: 2 / 9 in lair

XP: 420+2

Gul'kani are a species of stone-like creatures which somewhat resemble living statues. Humans sometimes call them "Goylekin," a corruption of their actual name based on their resemblance to gargoyles. Gul'kani tend to despise human and humanesque sorts,

often attacking outlying outposts and settlements and slaying those within, then claiming the locale as their own. It is not unknown for various ruins to act as a living area for multiple Gul'kani covens, each numbering up to thirty Gul'kani, from the animal-like quadrupedal Aphis to the bipedal Tephest. But almost every coven of Gul'kani is led by the strongest, most intelligent and devious of the Gul'kani, who are known as Coven Lords. Coven Lords are created through a ritual after particularly strong Tephest (the bipedal gargoyle-like warrior-class of Gul'kani) have either slain an existing Coven Lord or taken its place after it has fallen in battle. It is unknown what all happens during the ritual that creates a Coven Lord, but it is believed that the Tephest must bond itself to the Elemental Plane of Earth, during which it gains its feared power to change matter within its grasp to stone.



Coven Lords are intelligent and shrewd, usually choosing their attacks wisely. There are stories of the outlying keeps and fortifications in the north that have fallen into ruin, their defenders frozen atop the ramparts in the sort of arms-outspread pose that suggest they were held that way by a Gul'kani Coven Lord and petrified, then placed there as a sort of macabre warning, as though the Gul'kani find irony in leaving people as gargoyle-like ornamentation.

ROCKY HIDE: The skin of a Gul'kani is made of a hardened stony material that acts as natural armor and is difficult to cut through. A Gul'kani receives a +2 to their Armor Class vs. edged or piercing weapons. Bludgeoning weapons offer no such bonus, as these weapons can crush their hardened exterior in much the same way they can bony undead.

FREEZE: A Gul'kani can hold itself so still it appears to be a statue. This ability proves especially useful in

areas containing statues, ruins or locations in which their appearance as decoration seems natural, providing camouflage. This ability allows them to remain virtually undetected, and to surprise those passing nearby.

FLY: Gul'kani with this ability can fly, soaring with their powerful wings, in a manner much like the gargoyles they are often confused with.

STONY GRASP: If a Gul'kani Coven Lord makes two successful claw attacks in a single round, it is considered to have grabbed its target, in effect grappling him or her. If it maintains this grapple for one full round, the Coven Lord can then attempt to overwhelm the victim with its earthen power; a target who does not break the grapple and remains held for one complete round must make a CON save or be turned into stone.

SHATTER: A Coven Lord can choose to make this terrible attack on a creature it has petrified. A Coven Lord who makes a successful hit on a petrified being and a successful STR Attribute check will shatter the statue. A shattered victim is effectively dead, although concurrent castings of stone shape (or a spell with similar effect) and transmute stone to flesh will return a character slain in that way to life. The shattering maneuver requires much of a Coven Lord's attention and power, and most Coven Lords will generally not attempt to shatter a victim while the outcome of a fight is still in doubt, choosing instead to savor it afterward. Coven Lords can choose to use this attack style on almost anything (doors/walls/etc.) if they so desire, but again, it requires a focusing of its power and anger, and therefore most Coven Lords do not needlessly use it.

GUL'KANI, APHIS (HOUND)

NO. ENCOUNTERED: 1-8 (pack) or 6-36 (within lair)

SIZE: Medium

HD: 3

MOVE: 40

AC: 16 (18 vs edged/piercing)

ATTACKS: 2 Claws (1d8+1), bite (2d6)

SPECIAL: Rocky Hide, Freeze

SAVES: P

INT: Animal

ALIGNMENT: Neutral to Evil

TYPE: Magical Beast

TREASURE: Nil

XP: 80+3

Gul'kani are a species of stone-like creatures which resemble living statues or gargoyles. Humans in the World of Phantasie, in fact, have been known to call them "Goylekin," a corruption of their actual name based on their resemblance to gargoyles. If that resemblance runs beyond simply the physical, it has yet to be determined, although they obviously share

some abilities. Gul'kani tend to have a base dislike for human and other civilized sorts, often attacking outlying stone outposts, castles and keeps to slay those within, then claiming the locale as their own. It is not unknown for various ruins to act as a living area for multiple Gul'kani covens, each numbering up to 30 Gul'kani.

Although referred to (especially by humans) as 'Hounds', the Aphis are not specifically canine in shape. Instead, their looks tend to be decidedly varied from coven to coven. However, all Aphis are quadrupedal and lack the ability to vocalize language, and they are by far the most numerous of Gul'kani.



COMBAT: In combat, Aphis prefer to use their numbers to their best advantage, but because of their toughened exterior and weight, even a single one can be a daunting prospect. Aphis will use their bulk to knock foes to the ground, when possible, and latch on with their vicious bite. Their claws and teeth are sharpened stone, but more often it is the brute strength behind their blows that causes the most damage.

ROCKY HIDE: The skin of a Gul'kani is made of a hardened stony material that acts as natural armor and is difficult to cut, slice or stab through. A Gul'kani receives a +2 to their Armor Class vs. edged or piercing weapons. Bludgeoning weapons offer them no such bonus, as these sorts of weapons can crush the Gul'kani's hardened exterior in much the same way they can bony undead.

FREEZE: A Gul'kani can hold itself so still it appears to be a statue. This ability proves especially useful in areas containing statues, ruins or locations in which their appearance as decoration seems natural, providing camouflage. This ability allows them to remain virtually undetected, and to surprise characters passing nearby.

GUL'KANI, TEPHEST (BIPED)

NO. ENCOUNTERED: 1-6 (solo/guard) or 4-24 (within lair)

SIZE: Medium

HD: 5

MOVE: 40/60 fly

AC: 17 (19 vs. edged/piercing)

ATTADM/CKS: 2 Claws (1d8+2), bite (1d8)

SPECIAL: Rocky Hide, Freeze, Fly

SAVES: P

INT: High

ALIGNMENT: typically Lawful Neutral to Evil

TYPE: Magical Beast

TREASURE: 1 or 2 (in lair)

XP: 120+2

The lesser form of bipedal Gul'kani, the Tephest are often both the muscle and the sub-leaders of Gul'kani covens. With their hardened, rocky skin that shrugs off swords and arrows, and their ability to fly, they make particularly ruthless warriors. While not as numerous as the Aphis form of the Gul'kani, they are far more intelligent, and while most are able to speak at least a crude form of Common and Gul'kani, some learn more tongues, still.



All Gul'kani are hatched as the quadruped Aphis. How Tephest are created is up for some debate, but the majority of sages believe that Tephest are created from the same Elemental rituals that elevates a particularly strong Tephest to becoming the more powerful form of bipedal Gul'kani, a Coven Lord. If so, it seems probable that Coven Lords themselves raise their own lieutenants from the ranks of their most loyal Aphis. While this makes the Tephest devoted to their covens and Coven Lords, Tephest are by nature ambitious, and power struggles among covens are often the norm. **COMBAT:** Although Tephest can use weapons and are skilled melee fighters, they are often most adept at using their claws in conjunction with swooping attacks from above. They can carry the weight of a reasonable

sized human and still maintain flight, so it is not above them to lift foes into the air and drop them to cause falling damage.

RODM/CKY HIDE: The skin of a Gul'kani is made of a hardened stony material that acts as natural armor and is difficult to cut, slice or stab through. A Gul'kani receives a +2 to their Armor Class vs. edged or piercing weapons. Bludgeoning weapons offer them no such bonus.

FREEZE: A Gul'kani can hold itself so still it appears to be a statue. This ability proves especially useful in areas containing statues, ruins or locations in which their appearance as decoration seems natural, providing camouflage. This ability allows them to remain virtually undetected, and to surprise characters passing nearby.

FLY: Gul'kani with this ability can fly, soaring with their powerful wings, in a manner much like the gargoyles they are often confused with.

CRYSTAL GOLEM

by Mike Stewart, "DM Mike" © 2017

SIZE: Large

HD: 8d10

MOVE: 15 feet

AC: 19

ATTADM/CKS: Slam (2d8)

SPECIAL: Immune to Fire-Electricity-Light, Brittle, Lumbering Gait, Facets

SAVES: P

INT: None

ALIGNMENT: Neutral (Neutral)

TYPE: Construct

TREASURE: N/A

XP: 900 + 8

The Crystal Golem is a variant of the Stone Golem, but instead of its heavier brethren the Crystal Golem is usually cut from a single piece of precious or semi-precious crystal or quartz. It is easier to create than many golems but cost far more in material components for its body form. Like its cousins the Crystal Golem takes a costly process (30,000gp at minimum) requiring at least the following effects: wish, polymorph any object, geas, and slow.

Combat: A Crystal Golem is an intimidating foe, but its appearance can be misleading. Like its kin it is mindless and only follows the orders of its creator; either in person or preprogrammed instructions. They are usually placed as guardians of treasure rooms, temple sanctuaries and the like.

Immune to Fire-Electricity-Light: Its faceted crystalline structure makes it immune to fire and light based attacks. This also causes a weakness, making it brittle to blunt or mass weapons.

Brittle: By dint of its crystalline structure the golem's form is especially vulnerable to blunt attacks. If the Golem takes more than 8 hit points of damage from a

single blunt attack the golem must make a Constitution saving throw with a Challenge Level equal to the number of points of damage the blow inflicted. If the save is failed, the golem takes double damage from the blow. For instance, a mace strikes the golem for 8 hit points of damage and the golem fails the save. In this circumstance, the golem takes 16 points of damage.

Lumbering Gait: As a result of its structure, the Crystal Golem always strikes last in any round.

Facets: Due to its sharp cut edges any unarmed strike against a Crystal Golem inflicts ½ of the damage inflicted back upon its attacker.

GOLD GUARDIAN (COIN GOLEM)

by Kirk W. Olsen © 2017

NO. ENCOUNTERED: 1-4

SIZE: Large (6' tall and extremely stout)

HD: 10 (d10)

MOVE: 20 ft.

AC: 28

ATTADM/CKS: Slam (3d8)

SPECIAL: Immunity to Magic

SAVES: P

INT: None

ALIGNMENT: Neutral

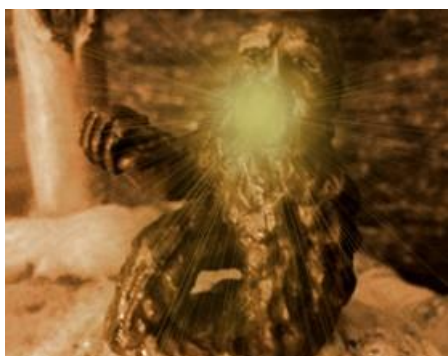
TYPE: Construct

TREASURE: 13 (100% for diamonds & 10x max gold)

XP: 960 + 10

Coin golems are magically constructed, mindless creatures. Gold guardians are a special class of golem. They do not go berserk, but one cannot order them about. Created to guard the very treasure from which they are made, no more. Coin golems can only be struck by magical weapons of +2 or better.

These powerful coin and metal object amalgamations are roughly humanoid in shape once activated. Normally they remain inanimate as a heaping hoard of coins mixed with gems, jewels, diamonds, and items of precious metalwork including small weapons, any of which could be magical. The hoard required to sustain/create a coin golem is roughly forty gallons of gold coins or 2,125# of gold coins, 34,000 gp at one coin/ounce (or 170,000 gp at five coins/ounce).



The process to build a coin golem is costly (at least 12,500 gp in diamonds are turned to dust during creation) and requires the following illusionist spell effects: *distort reality*, *simulacrum*, *regenerate*, *polymorph any object*, *double treasure*, and *prismatic spray*. Only the creator of the coin golem can safely remove treasure from the hoard, but any can add. Coin golems are practically immune to all magic, but they are still vulnerable to the attacks of the adventurer's bane – the *rust monster*.

COMBAT: Coin golems animate and engage opponents who have taken any single item, gem, or jewel from the hoard. They will similarly animate and engage anyone who takes more than a small handful of coins within any 12-hour period. Once aroused from their dormant heap of treasure form they attack with steadfast determination, turning away all but the most powerful attacks and ignoring nearly every spell. They do not stop until the pilfered items and/or coins once again rest within their body. Once reunited with the pilfered items, they seek their assigned place and return to their dormant form as a hoard of metallic treasure, rich with gold and diamonds! Coin golems cannot be harmed in dormant form.

PRISMATIC SPRAY: Once every seven rounds, a coin golem can create a cone of seven shimmering, intertwined beams of multicolored light to spray forth from its diamond-studded maw (15 feet wide by 50 feet long). This power is identical to the spell *prismatic spray*. Note: The use of this spell-like power turns one diamond to dust. Once all diamonds are destroyed, this power becomes inactive until more diamonds are added to the hoard.

REGENERATION: The most frustrating power of the coin golem is that when it is brought to zero hit points it is not destroyed; only temporarily made inanimate. In just 3d4 rounds, two smaller (4' tall, 20 gallons each) versions of itself will reform and continue its purpose (5d10 HD & 3d4 slam – no *prismatic spray* power). If these two coin golems are in turn brought to zero hit points they too will become inanimate and collapse into heaps of metallic treasure. If separated into more than five equal parts, spaced out by more than ten leagues, and kept in this manner for more than fifteen days, the animating magic of the creature will be truly and permanently dispelled. Otherwise, in 2-24 hours, the treasure will move to rejoin with its other sections into its full strength self and continue its purpose as a gold guardian.

IMMUNITY TO MAGIC: Coin golems are immune to all magical effects, except as noted here: *Power word kill* or *wish* can utterly destroy a coin golem and return it to a simple treasure hoard. *Power word stun* or *limited wish* only keep or make the coin golem dormant (inanimate) for 3d6 days.

THE MISSING RING

by Mark Hughey "ArgoForg" © 2017

Pencil Busts by K. Morton "Morty" © 2017

Will you take up the quest of a dead man and give him rest?

An adventure for 3-5 characters of levels 2-4. Suggested total party levels is 10-14

The Missing Ring is designed to be an adventure that works best for a single night of gaming or as a short quest the PC's can take on between larger quests. The adventure is designed to be world-neutral, in that it should drop neatly into most campaign worlds with little to no difficulty. For larger parties or parties of higher levels, the DM/CK should consider increasing or upgrading the threats appropriately.

The adventure is presented in a somewhat linear fashion here, but the DM/CK can feel free to adapt as he or she sees fit, stretching it over more time or more distance if necessary.

1. WEIR GROVES & THE BURGESS

The adventure starts as the party, during its travels, has found its way to the small roadside village of Weir Groves, a pleasant enough if sleepy-looking village, shortly before sundown. Weir Groves is an agrarian community of about two hundred people between the village proper and the surrounding farms, all told, with just enough amenities and people to consider it larger than a hamlet. The village boasts a single inn/tavern, as well as a local farrier, tanner, bowyer and wheelwright, making it feel cosmopolitan to its citizens despite its backwoods locale.



[7]

The pride and joy of Weir Groves are the orchards that give the village a healthy abundance of fruit, made possible by the damming and diverting of the local tributary for use by the grovers (Figure 2). The fall harvests have been quite good for the past few harvest seasons, bringing bounties of apples, pears, filberts and tart apricots... usually more than enough to keep the villagers in stock.



Figure 2: The Reservoir [7]

As you ascend the latest hilly rise, you can see the wood and thatch buildings of the town of Weir Groves spread out before you against the lessening light of the setting sun. Not an overly big village, as you can count little more than thirty squat wood and thatch houses and a smattering of more stout buildings scattered over about a quarter mile of land. From the rise to the village, and well beyond it, you see the numerous trees, some now heavy with fruit, that must have given the town its name.

As sunset approaches, it would not be a bad idea for the party to stop off here for the night. If the DM/CK needs to punctuate the point, the party can begin to smell country ham and apples off the spit and fresh bread coming from the local inn as they make their way down the road. If they still decide to pass by, then congratulations, they have totally botched the whole thing and you may feel free to drop a dragon on them.

THE BURGESS: The inn, which goes by the name of the Burgess, is about half-full, which is about as full as it gets for the mealtime rush. The bartender-- who is also the owner of the Burgess, a stocky middle-aged man named Junius Stout-- greets them easily, with a big smile, and the serving girl, his pretty but rail-thin seventeen-year-old daughter Layel, will serve them their choice of ale, beer, or a mulled apple or pear cider with a pretty good kick along with the meal of the day for 3 sp apiece. Layel takes a well-meaning interest in the PC's-- not specifically in a romantic way, although she has no current beau-- but simply because Weir Groves get very few bona fide

‘adventurer’ sorts and they are a novelty who may have some good tales to spin.

Junius Stout is a 3rd level chaotic neutral human commoner (tavern master) and has the following stats: HD 1+3, hp 9, AC 11. His primary attributes are strength, constitution and charisma, and he carries a dagger (1d4 damage) secreted in a boot sheath.



Layel is a 0-level neutral good human commoner (barmaid) with the following stats: HD 1, hp 5, AC 12. Her primary attributes are charisma, intelligence and dexterity. She carries no weapons.



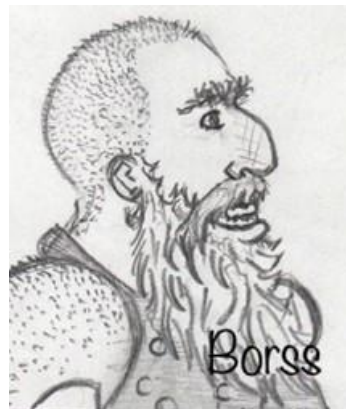
Along with the fare, there will be a little to keep the characters’ interests, if the DM/CK wishes to draw out the night a little. Apparently, Weir Grove is preparing for its yearly Harvestide festival, a small but locally relevant annual event that includes games of chance, local contests, vendors and comfort-food cuisine. A few vendors from nearby towns have already arrived into town and would be willing to sell off some of their wares, but more so than that, are perfectly willing to engage of a game or two of Cutthroat, a simple two-person gambling game involving three dice. Matching wagers (usually nothing more than a couple silver pieces) are set in the middle of the table, and both sides roll their set of three (six-sided) dice.

The highest total dice roll (added together) wins the pot, but the loser may ‘cut the throat’ of the winner and steal the pot if two of their dice of match two of the winner’s dice.

Ex.	Player 1	Player 2	Winner
Roll 1	6, 4, 2	2, 5, 1	Player 1 (Higher Roll)
Roll 2	3, 4, 3	2, 3, 4	Player 2 (Cutthroat)
Roll 3	6, 1, 1	2, 1, 3	Player 1

Among the vendors (mostly from out of town) the characters might run into in the bar area or by the tables:

Borss: A ruddy and somewhat overweight jewelry merchant who has a case of lovely necklaces and rings (completely non-magical) that he would be happy to show off if there is any potential interest. He has a weak spot for gambling, but no stomach for heavy drink. Borss is a 2nd level lawful neutral commoner (merchant) with the following stats: HD 1+2, hp 6, AC 10. His primary attributes are physical. He carries a sheathed short sword (1d6 damage) for protection on the road.



Vojin: A thin, nasally fellow who sells bath oils, perfumes and potions of questionable efficacy. Most of his potions are slightly better than snake oil and are designed for getting a good night’s sleep or finding love, but he makes a regular income in the Harvestide festivals in these parts. Vojin is a 2nd level chaotic neutral thief (retired) with the following stats: HD 2, hp 10, AC 12. His primary attributes are dexterity, intelligence and charisma. He keeps a dagger (1d4 damage) on his belt.



Margrit: A middle-aged spinster with thinning brown hair that sells herbs and herbal remedies, some of which are actually pretty good. She has a couple packets (4 sp each) of Bloodsbond root that when chewed and applied can close an exterior wound (+1 HP) and promote healing for the next couple days (at rest, character will heal 2 + Con Modifier HP a night). Mag (as she is known) is fond

of the drink and may be a bit off her cups when she meets the PC's. *Margrit is a 1st level chaotic neutral commoner (herbalist) with the following stats: HD 1, hp 6, AC 10. Her primary attributes are mental. She carries no weapons.*



Prys: A svelte dark-haired man, and a gambler by nature, who will be running a tent of games of chance and skill for the festival. He specializes in dice and cards, but is not above a good jest at his own expense. He'll happily buy a drink for any character that shows him up in a game of Cutthroat, and is always on the lookout for charismatic types to employ as dealers or table hosts. *Prys is a 3rd level chaotic neutral commoner (merchant) with the following stats: HD 1+3, hp 8, AC 12. His primary attributes are mental. He carries no weapons.*



The Burgess is the only proper place in town to stay, and although many of the rooms are booked, Junius can offer the party a large common room upstairs for another 5 sp, or two smaller rooms for 4 apiece. If Layel is made aware that the party is staying the night (in any of the rooms upstairs), those who make a WIS check or are paying particularly close attention to her may see her grow a little pallid, but she will explain that away as a momentary bout of sickness, nothing to worry about.

2. A VISIT IN THE NIGHT

No matter which room the party chooses to stay in, they will have an encounter during the night. (If they've chosen to use the two smaller rooms, the room in which a cleric, paladin or knight stays would be best

for the encounter; if they stay multiple days, feel free to split the encounters between PC's) During the night, after they have turned in, allow the party members in the visited room to roll an INT check. Success indicates that they awaken at night to the sound of a soft voice crying.

You are not sure if the noise itself awakened you, but as your eyes open from a deep and dreamless sleep you begin to feel a palpable chill grow in the room. Although there is almost no light, you could swear that you see tendrils of low-hanging fog clinging to the floorboards. Then, as though growing from a distance, the soft sounds of a man sobbing become more audible and the fog seems to coalesce, gathering itself into the form of a figure that stands in the middle of the room. The figure slowly drops its hands down from its eyes and looks directly at you, despite the terrible bleeding wound that has split his face open from forehead to chin that has made one eye completely useless.



[4]

The man wears battered and rent chainmail armor, and an empty scabbard rests on one hip. Blood trickles from his wound down his neck and onto his chest. But it, like him, is translucent-- you can see partially through him.

MORGANE BOYLIN, SHADE: This lawful neutral undead has the following vital statistics: HD 4, AC 18, hp 30, Dmg: N/A, SA: See Below. His primary stats are Mental. Morgane cannot physically attack characters on the prime material plane, and can only interact in limited fashion, as he is **incorporeal** (+1 or better magic weapons to hit). If attacked, he will begin to scream, which will affect creatures in his immediate vicinity as if by a Fear spell (CHA save negates). If reduced to half his hit points, he will flee, turning into mist and disappearing.

If those that he appears to take no threatening action against him, Morgane will begin to murmur, in a ghostly, but broken, voice, *"It was all I had left of Gwiranel. Why did they take it from me? Why?"*

No matter what the characters may ask the apparition, he continues to say repeat the same thing, looking at them with a pleading (remaining) eye. After

four rounds, he disappears, fading away with the sound of sobbing cries, and the chill and fog in the room all dissipate.

The tavern portion of the inn is closed up for the night, so unless the PC's take extra pains to rush around finding someone to wake, any answers will most likely wait until the next morning.

3. THE MORNING AFTER

When the party makes its way down to the tavern portion of the Burgess the next morning, Junius and Layel are both sleepily making the tavern ready for guests, and will greet them cordially, offering them morning fare of bread and cheese and the same drinks as the night before. If questioned about the ghost, Junius will attempt to good-naturedly shrug it off, even going so far as to say that he's heard the story once, from a man who was pretty liberal with the hard cider the night before. If pressed, he will contritely offer to see about having a local priest look into the matter.

Anyone questioning him pointedly (or if not, the DM/CK can adjudicate a WIS check) can discern that Junius knows more than he's letting on. In fact, he has been told more than once about the apparition, although he has not seen it himself, and has no idea who or what the apparition might be. As Weir Groves has very few travelers needing to spend the night and the apparition has only appeared upstairs on occasion, it has yet to become an issue for him, but he fears that it might someday make its way downstairs and disrupt his business.

Layel, on the other hand, takes the matter very seriously if she is talked to about it-- she is more superstitious than her father, possibly because she has seen the apparition herself.

Layel's pretty face becomes drawn when you mention it, and she looks furtively around for a moment. "I told da' that I didn't imagine it, I did. Sure'n it were Master Boylin, gone four years this summer. I scarcely remember him, but I heard-tell that he left with a group of folk like you, off to make his mark in the world and only returned to be buried. Pence, though... he would know more, sure."

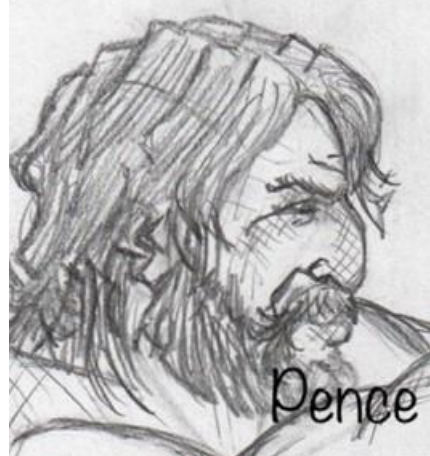
Layel knows little more than that. She knows that Morgane Boylin was buried east of town, but was not privy to where he was buried. Pence Youngenfall is the town bowyer. Layel can easily point the party in the direction of his shop, and suggests that he often takes his afternoon meal in the tavern, if they'd prefer to wait for him.

4. PENCE

Pence is a former ranger himself (4th level), but his foot was amputated, ending his adventuring days. A man of thirty-two summers who looks older, his blonde hair has streaks of grey in it, as does his thick but kempt beard. The lines of age have already appeared on his hardscrabble face. He walks with the aid of a crutch and sits down to do the vast majority of his job. If the PC's come to his shop, they will find

that Pence generally spends a good deal of his day on a stool behind the counter carefully working wood, and employs an assistant to handle much of his day to day customer service. That is not to say that he's unapproachable; he'll stand, and using a crutch make his way to anyone asking for him by name and greet them.

Pence Youngenfall is a 4th level ranger (retired) with the following stats: HD 4, hp 28, AC 13 (studded leather). His primary attributes are Strength, Dexterity and Intelligence, and he regularly employs a long composite bow and arrows, (1d6 damage), although this is not kept on his person in the shop.



If approached about 'Master Boylin' or the ghost, Pence will set his jaw firmly, and then abruptly stand up and begin to head toward the exit of the building (either the tavern or his bowyer shop), saying nothing and only giving a pointed look over his shoulder as though to suggest the PC's follow before he makes his way onward with single-minded purpose. He begins to walk east down the main street, toward the outskirts of town. Feel free to read or paraphrase the following:

It is easy enough to keep up with the hobbled bowyer, but it is a long moment before he ever says a word or pulls himself from the sort of single-minded determination that comes over his face. Finally he speaks in a gruff voice, "Morgane. He was my mistake. He shouldn't have been there in the first place." He lets out a slow, heavy breath and looks at you. "But he took to me, when he had no one else to look to, and when restlessness caught up with me and I decided to leave Weir Groves, he didn't want to be left behind. We'd heard rumors of creatures in the caverns east of town, and me, him and two others went out to investigate. Morgane and I were captured, the other two were beaten back out of the cavern."

"Do you know what bugbears do when they get tired of toying with their prisoners?" He asks, and then spits and gestures down to his missing foot. "This. And worse. The others managed to fight their

way inside again and pull us out. I was lucky. Morgane... he was already gone."

5. THE GRAVESITE

Pence will lead the PC's to an area of graves in the deep grass of a gently sloping hill.

There, among the numerous other stones, many in various states of disrepair, Pence points to a pair that are set side by side. The one on the right looks far more ornate, as though the one on the left were created for expediency and purpose, rather than design. That one reads simply, 'Morgane Boylin'. The one on the right, in far more detail, says 'Gwiranel Boylin, devoted wife. Your life-light darkened far too soon.'

If asked (and one would hope he would be) Pence will explain that Gwiranel was Morgane's wife, a traveler on pilgrimage that he'd met in town as she and her company stayed in the upstairs rooms of the Burgess. He fell in love with her instantly, and she remained in town after the rest of the pilgrims had moved on. They'd been married only a short time when she caught a sickness over the winter, and she passed away with very tragic suddenness. Her death left Morgane broken, and he never fully recovered. Even as he began to hang around with Pence, he wore her wedding band on a necklace for months afterward... and Pence believes that her death, which left nothing but memories for him here, is what pushed him into deciding to leave town when Pence did.

By now, it should start becoming obvious that what was taken from Morgane was that wedding band. If pressed about it, Pence will suggest that might be the case, as he himself was still delirious with pain when they were pulled from the cavern, and recuperating when Morgane was buried, so he cannot be sure that the young man was still wearing it when he was buried. If so, that might be what has made his shade restless, and bringing that ring back to Morgane's grave may give the young man final rest. If the characters make it known that they will try to find the ring, Pence will offer them a fresh set of a dozen arrows, three of which are +1 arrows. They were originally his own, and now he would like to see them carry out the vengeance for his friend that he cannot.

6. THE CAVERNS (See Map)

Pence will tell the PC's that the caverns are in a low-lying area in the base of a set of rocky hills, about five miles east of the dam that diverts the flow of the local tributary for irrigation. Obviously, he will not be able to accompany them, but he will wish them well and promises to reward them should they return with the ring, as some part of him still feels in some way responsible for Morgane.

As they travel, a few of the rolling hills show signs of having less foliage a couple miles from the tributary, moving from grassy knolls to something more akin to scrubland, and a pair of large rocky hills begins to rise in the distance as they travel further east.

Any ranger character should have no problems whatsoever finding the cave, and other characters can make WIS checks with a CL of -2 to their roll as they near these rocky hills to find the entrance.

BACKGROUND AND CASTLE KEEPER NOTES ON THE CAVERNS:

Originally the caverns were the lair for a small enclave of bugbears, which may be what the characters are expecting. However, within a few months of Morgane's death, a localized tremor caused the back wall of the bugbear's den to collapse and open into a deeper cavern chamber, and a greater evil. Over the course of the next couple days, bugbears would disappear, as the creatures within, a pair of mated margoyles, hid among the rocks and preyed on them one by one until they finally found and confronted them. It was a bloodbath. In the end, those bugbears who could fled, and the lair became the margoyles'. Although it gathered up much of the remainder of the bugbear's treasure, and disposed of the bodies, it saw no reason to clean the bugbears' lair beyond that, and has largely left it alone.

Due to the dangerous nature of the margoyles, which requires magical weapons to hit and can break normal blades on a roll of 1-5, a couple +1 weapons have been scattered through the adventure, presupposing that the characters may not have any magical weapons capable of damaging the margoyles' toughened hide. If they do have magical weapons from their previous adventures, feel free to drop the weapons in this adventure to ones of effective masterwork quality.

A. ENTRANCE

Against the backdrop of the rocky hill, the pocked side of the slope gives way near the base to larger hollows and crevices, so the partially-buried entrance to the cave may not exactly stand out, but neither is it difficult to miss. Broken bits of rock and dirt from the hillside are scattered near the floor of the five-foot-tall cleft in the rock face. The sunlight illuminates enough of the inside to give the indication that the entry cavern goes back for some distance.

Although the dirt and rock near the entrance is fairly well packed from weathering, Rangers and those the DM/CK deems able to discern such should be given an opportunity to make a tracking (WIS) check. Success indicates that one of the major, notable things about the entrance is the lack of any sort of fresh tracks. If a ranger makes his check by 8 or more, then they might note that the last movement of any notable sort through the cave entrance was over six months ago. In order to see further into the cave, the characters will need to either have (at least) twilight vision or carry a light source.

B. REFUSE

Upon exiting the narrower passageway, the smell in this cavern began to tickle your senses, but the

further you have traveled inward, the more noticeable it has become until you begin to get an understanding why. Littered along one wall are a few great piles of refuse, including the long-decomposed remains of several half-eaten animals and various molded bits of cloth and leather. The entire thing makes for an absolutely rank odor close up.

Hidden in the rockwork above the refuse, in the shadows cast by the stalactites, are **four cave fishers**. If the characters begin to poke around in the refuse, they will drop onto one to attack.

CAVE FISHER (4) (*Classic Monsters*, p 26)

– *This neutral insectoid creature's vital statistics are: HD 3(d8), AC 17, hp 20, Mv 10', Dmg 2d4 (2 claws), SP: Trap Line. Their primary stats are physical.*

Among the refuse can be found a moldy leather pouch with 35 gp and a small translucent fire opal worth another 110 gp. Among the broken weapons is a heavy mace that appears to be in reasonable, but dirtied, condition. Cleaning it off reveals it to be a +1 mace.

Further along that same wall, half hidden by a mass of rocks, is a rotten skeleton in mismatched armor. The skeleton is missing a leg, taken off at the hip, and an arm, the latter of which is nearby. It is fairly obvious, upon inspection, that the body has been savaged apart by wild animals long ago, and originally belonged to a bugbear. The bugbear had his leg torn away by the margoyles and managed to crawl almost to the entrance of the cave before he died.

C. CORPSES

Although the smell in this cavern is better than the one before, there is definite suggestion that something lived here at one time. There are scattered pieces of mostly inferior armor here, as well as a couple crude spears and a broken sword. An area of the damp earthen floor has been dug into a shallow pit, and there is a thick mound of long-dead grass within that may have at one point served as a bed. Some rotted clumps of fur, lie around the grass, as well. On the far wall, a passageway yawns, leading deeper into the blackness.

The bugbears left nothing of particular value here. Most things of value had been moved to the next room (the hoard of the bugbear lair) before the wall collapsed and the margoyles decimated the clan. Hidden in the pit, beneath the dead grass, is another pair of bodies, both terribly savaged-- limbs have been removed from both bodies and one skull is fractured-- and all but skeletal with age. A WIS check or some form of reasonable investigation will point to these being bugbears, as well. Both bodies were dragged from room D thrown in the pit and covered with the dead grass after the last of the bugbears escaped from the cave.

D. BROKEN WALL

This cavern is as long as the previous ones, but not nearly as wide. Your light manages to pick out an area in the furthest wall where it appears that the wall of the cavern fell to reveal a deeper cavern beyond. As you shine your light around, your eyes manage to pick out the glint of metal in another pile of scattered refuse.

The glint of metal is a dagger +1. Careful inspection of the walls (WIS check at challenge level of 2) with a reasonable light may note a lot of brown discoloration on the rock walls consistent with blood spatters. The bugbears first made a concerted attack against the margoyles here and paid for it with their lives. The dagger is the only item of the bugbear's original hoard that managed to escape being drawn into the margoyles' treasure in the next room.

E. LAIR

Somehow, it feels as though the temperature in this chamber is cooler than that of the chambers before. Perhaps that is because the floor is more stone than packed earth, perhaps because the stalactite-laden ceiling rises up dramatically to a height of a good fifteen feet above your heads. There appear to be no further exits from this cavern, from what you can see, although a large pile of rock and rubble on one wall may have been one long ago. However, a small mound on a far wall glitters as your light strikes it.

Just as in the previous room, the walls and even the floors can be checked with a reasonable light and with a WIS check, discoloration marks can be detected. A bleached half of a skull (bugbear) can be seen lying forgotten on the stone floor in one corner.

The mound on the far wall is the margoyles' treasure hoard, including 150 gp in coins, two tiger-eye gems worth 25 gp each and a small chunk of amethyst worth 10 gp, an intricately carved gold broach with an inlaid platinum design of a rose (600 gp value), a wand of magic missiles (18 remaining charges), and a +2 spear, as well as a ring made of twined gold and silver-- the wedding ring that once belonged to Morgane. If the characters begin to rummage through the treasure, one of margoyles will immediately attack, jealously guarding its shiny gains (the other will bide its time until the characters focus on its mate and attack from behind especially if there is a tactical advantage). Otherwise, the margoyles will bide their time, trying to see if a character separates him or herself from the rest of the party and would provide an easier kill.

MARGOYLE (2) (*Classic Monsters*, p 73-74) – *These Chaotic Evil monstrous humanoids' vital statistics are: HD 6(d8), AC 18, hp 38, 34, Dmg 1d6 (2 claws), 2d4 (bite), 1d4 (gore); SP: +1 or greater weapons to hit, normal weapons break against its hide on a roll of 1-5. Their primary stats are physical. The margoyles will attempt to hide among the rocks, using their ability to contort and camouflage themselves*

with their rocky hide and gain surprise if possible. On two successful hits with its hands, it will pull a character onto the rocky spines that project from its body as an effective gore.

7. EPILOGUE

If and when the ring is returned to Pence, he will be able to confirm upon sight that it was in fact the one Morgane had tied to a leather thong around his neck. He will take pains to have it buried in the grave with Morgane as soon as possible. The curse on Morgane is lifted, and his ghost will appear no more in the room of the Burgess... the characters should receive 500 XP for returning the ring, in addition to any experience for creatures bested.

The next time the PC's go to sleep, they will again awaken in the middle of the night to the sight of Morgane Boylin, appearing to them much as he did before. This time, however, the wounds on his body are healed, and he appears much as he did in life, as a handsome young dark-haired man. He will say nothing, but will bow deeply and smile at them, offering him his silent thanks. The PC's will receive a small blessing from him-- the next battle with an undead they undertake, they will find their limbs free and their spirits lifted and enjoy a +1 to hit and damage for the duration of that fight.



[4]



[4]

NEW ARTISTS CORNER

Check out the new work by Max! Welcome to the Domesday art staff! **Maxwell Harden** © 2017.



GETTING YOU READY TO GO

More pre-generated for you. Some highlight or are NPCs within this issue of the Domesday and others might help with your ABP roll testing efforts.



Pack 1, Delvers Backpack, Provisions Cheap

Shoulder Pack 2g/2#/3(w)/10 cap.

- 1) Lantern hooded 7g/2#/2
- 2) Oil 6 flasks 6g/6#/6
- 3) Rope 50' hemp 1g/15#/3
- 4) Sack large (empty) 2 1g/2#/2/10 cap ea
- 5) Torch 5 5c/5#/5
- 6) Water skin (full) 1g/8#/3/1 gal
- 7) Dried Rations 2 weeks 6g/14#/8
- 8) Bedroll 1s/5#/3
- 9) Blanket, winter 5s/3#/2
- 10) Pitons / spikes 10 1g/4#/2

Canteen ½ gallon 2g/4#/1/0.5 gal

Hammer, small 1g/1#/1

Belt pouch large 1g/1#/1(w)/2 cap

- 1) Tin Cup (mug) 2c/0.5#/*
- 2) Whetstone/weapon kit 1g/0.5#/1
- Free: Flint and steel 1g/0.5#/*

Totals: 32 gold/73.5#/6**Pack 2, Delvers Backpack, Provisions Good**

Shoulder Pack 2g/2#/3(w)/10 cap.

- 1) Lantern hooded 7g/2#/2
- 2) Oil 6 flasks 6g/6#/6
- 3) Rope 50' silk 10g/5#/3
- 4) Sack large (w/cheese) 2 1.4g/4#/2/10 cap ea
- 5) Torch 5 5c/5#/5
- 6) Water skin (full - wine) 2g/8#/3/1 gal
- 7) Dried Rations 2 weeks 6g/14#/8
- 8) Bedroll 1s/5#/3
- 9) Blanket, winter 5s/3#/2
- 10) Pitons / spikes 10 1g/4#/2

Canteen ½ gallon ale 2.2g/4#/1/0.5 gal

Hammer, small 1g/1#/1

Belt pouch large 1g/1#/1(w)/2 cap

- 1) Tin Cup (mug) 2c/0.5#/*
- 2) Whetstone/weapon kit 1g/0.5#/1
- Free: Flint and steel 1g/0.5#/*

Belt pouch large 1g/1#/1(w)/2 cap

- 1) Sewing Kit 5s/1#/1
- 2) Pipe w/tobacco (1/2#) 5.3g/1.1#/1
- (½# Tea in place of ½# tobacco)
- Free: Bandages 1s/0.5#/*

Total 50 gold/69.1#/7**Sack 3, Provisions Good**

Sack large 5s/1#/2/10 cap

- 1) Water skin (full - wine) 2g/8#/3/1 gal
- 2) Water skin (full - ale) 1.4g/8#/3/1 gal
- 3) Cheese blocks 2 4s/2#/2
- 4) Dried Rations 2 weeks 6g/14#/8
- 5) Tea 1month supply 1s/1#/1
- 6) Pipe and 2 weeks pipe weed 6g/1.1#/1
- 7) Sack large (empty) 5s/1#/2/10 cap

Total 12.5 gold/36.1#/2

Key for Items & Totals: COST/WGT./EV/CAP
***10/1 EV**

Sack 3A, Provisions Snobbish

Sack large 5s/1#/2/10 cap

- 1) Water skin (full - wine) 2g/8#/3/1 gal
- 2) Water skin (full - ale) 1.4g/8#/3/1 gal
- 3) Cheese blocks 2 4s/2#/2
- 4) Dried Rations 2 weeks 6g/14#/8
- 5) Tea 1month supply 1s/1#/1
- 6) Pipe and 2 weeks pipe weed 6g/1.1#/1
- 7) Sack large (empty) 5s/1#/2/10 cap
- 8) Fine Wine Bottles 2, 20g/2#/2
- 9) Water Crackers 1s/0.5#/1

Total 32.6 gold/38.6#/2**Sack 4, Provisions Cheap**

Sack small 1s/0.5#/1/6 cap.

- 1) Water skin (full) 1g/8#/3/1 gal
- 2) Dried Rations 1 week 3g/7#/4
- 3) Dried Rations 1 week 3g/7#/4

Total 7.1 gold/22.5#/1**Belt Pouch 5, Cleric/Religious Kit**

Belt pouch large 1g/1#/1(w)/2 cap

- 1) Candle 5 sticks 5c/0.1#/1
- 2) Holy symbol wood (on thong) 1g/0.5#/1
- Free: Incense sticks 6 6g/*/*
- Free: Wolvesbane 2g/0.1/*

Prayer beads (necklace or wrist) 2g/*/*

Total 12 gold/1.7#/1**Back Pack 6, Mage/Scholar Kit**

Back Pack 2g/2#/2(w)/8 cap.

- 1) Case, scroll or map 2 2g/1#/2
- w/Paper 10 sheets 10g/*/*
- 2) Chalk 2 pieces 2c/1#/2
- 3) Flask 6 18c/0.6#/6
- 4) Ink 3oz 24g/0.3#/*
- 5) Wax, sealing 3 3g/0.3#/*
- 6) Tongs 6s/1#/1
- 7) Vial 6 (1oz) 6s/0.6#/1
- Free: Quill 3 3s/*/*
- 8) Candle 5 sticks 5c/0.1#/1

Total 42.5 gold/7#/2**Back Pack 7, Rogue Gear**

Back Pack 2g/2#/2(w)/8 cap.

- 1) Case, scroll or map 1g/0.5#/1
- 2) Chalk 2 pieces 2c/1#/2
- 3) Cord 50' 5g/8#/2
- 4) Crowbar 2g/5#/2
- 5) Dust, bag of 0g/1#/1
- 6) Rogues tools 30g/1#/1
- 7) Pitons / spikes 10 1g/4#/2
- 8) Metal File & Chisel 2g/1#/2

String 50' 4s/1#/1(w) as belt

Belt pouch large 1g/1#/1(w)/2 cap

- 1) Sack small 1s/0.5#/1/6 cap
- 2) Vial 4 4s/0.4#/*

Total 45 gold/26.4#/4

Rock Rock Rock



CHARACTER NAME AND RANK

CLASS Paladin - Priest DEITY: Berronar; Mother of Safety

RACE Dwarf

ALIGNMENT Lawful Good

LANGUAGES Lapp, Elf, Celtic, Goblin, Hill Giant

Dwarf, Orc, Gnome, Troll

40* MOVEMENT

9

EXP: 400,650

EXP. NEXT LVL: 700,001

LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
● STR STRENGTH	16	PARALYSIS & CONSTRUCTION	+2
○ DEX DEXTERITY	11	BREATH WEAPON & TRAPS	0
○ CON CONSTITUTION	15	DISEASE, ENERGY DRAIN, & POISON	0
○ INT INTELLIGENCE	9	ARCANE MAGIC & ILLUSION	+1
● WIS WISDOM	13	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	+1
○ CHA CHARISMA	14	DEATH ATTACK, CHARM, & FEAR	1

20 (22) AC = 10 +

HP

68

DAMAGE:

ARMOR 7 SHIELD 3 (or 5) MOD MAGIC MISC

ARMOR WORN: +1 Holy Splint Mail

SHIELD: +2 Small Metal Dancing Shield HELM: Helm of the Divine (+5)

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

11	7	9	7	9	6	7	8	4						
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th

WEAPONS	BTH		MOD		MISC		MAGIC		TOTAL	DMG	MOD		MISC		MAGIC		TOTAL	
+2 Silver & Gold Mace	8	+	2	+		+	2	=	12	d8	+	2	+		+	2	=	d8+4
NOTES:										NOTES: Double Damage against Thieves & Assassins								
+4 Mace of Sleep	8	+	2	+		+	4	=	14	d6	+	2	+		+	4	=	d6+6
NOTES: 3/day make a CON (-4) save or be knocked unconscious for 2d3 rds										NOTES:								
Light Hammers		+		+		+		=			+		+		+		=	
NOTES: Silver and Gold Heads										NOTES: Range 30 ft.								
Hand Axe		+		+		+		=			+		+		+		=	
NOTES:										NOTES: Range 20 ft.								
		+		+		+		=			+		+		+		=	
NOTES:										NOTES:								

CLASS ABILITIES

Cast Cleric Spells as 2nd level Cleric

HOLY SYMBOL Two Silver Rings

TURN UNDEAD	# TURNED
TURNING CHECK <u>WIS</u>	<u>D12+CHA MOD</u>

RACE ABILITIES

SPELLS

LEVEL	# SPELLS		BONUS SPELLS		TOTAL
0	4	+	0	=	4
1ST	2	+	0	=	2
2ND		+		=	
3RD		+		=	
4TH		+		=	
5TH		+		=	
6TH		+		=	
7TH		+		=	
8TH		+		=	
9TH				=	

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN
		Pack 2, Delvers Backpack, Provisions Good			
		Total 50 gold/69.1#/7			

AMMUNITION

ARROWS/
BOLTS

STONES/
OTHER

VICTUALS

FOOD

WATER

COIN

PLATINUM

7

GOLD

127

SILVER

37

COPPER

6

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

+2 Small Metal Shield (silvered):	1 (Holy) Splint Mail (See Domesday VIII)
This unique shield can twin itself and	
the twin can "dance". This dancing shield	Silvered Helm of the Divine (See Domesday VIII)
provides an additional +2 protection to	
the wielder of its twin. This protection	
can be at any location around the wielder.	
Effectively preventing flank or back	
attack bonuses from attackers at one of	
those locations. This power can be employed	
3 times/day and lasts one round per	
level of the wielder.	

MAGIC ITEMS & TREASURE (CONTINUED)

Beggar's Purse always has 6 coppers ready to distribute freely to the poor (only); refills each round.

*Boots of Striding and Springing; +10 to move, jump up 20' (1/2 move), running long jump 40' (move).

Loadstone & Sunstone (always finds the sun's location)

Silver Ring that Discern Lies as per the spell

Silver Ring that permits a DEX save to become aware of any thieving ability used against the wearer.

HORSE/ANIMAL COMPANION/FAMILIAR

NAME Grumpy

AC

13

MOVE

35

SAVES

P

HP

10

DAMAGE

Head Butt (d3+1)

TYPE

Mountain Billy Goat

NOTES

Stubborn, larger than normal, & loyal

ENCUMBRANCE

TOTAL

PENALTY

MOVE

ATTRIBUTE CHECK

ARMOR CLASS

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT

5' 0"

SEX

Female

HAIR

Brown

WEIGHT

165#

AGE

171

EYES

Purple

PLACE OF ORIGIN

Trondheim and Kaupangen (Norse)

NOTES/
SCARS/ETC

Rock Rock Rock's name is only pronounceable and meaningful to dwarves who understand the many variations & subtleties of stone.

DESCRIPTION:

PERSONALITY:

BACKGROUND:

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Camlyn mac Gwyllywn

CHARACTER NAME AND RANK

CLASS Ranger - Woodland Wizard

DEITY: Nuada

RACE Half-Elf

ALIGNMENT Neutral Good

LANGUAGES Lapp, Elf, Celtic, Goblin, Hill Giant

Dwarf, Orc, Gnome, Troll

30

MOVEMENT

9

EXP: 400,450

EXP. NEXT LVL: 500,001

LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK * D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
● STR STRENGTH	16	PARALYSIS & CONstriction	+2+1+3
○ DEX DEXTERITY	11	BREATH WEAPON & TRAPS	0+1
○ CON CONSTITUTION	15	DISEASE, ENERGY DRAIN, & POISON	+1+1+2
○ INT INTELLIGENCE	14	ARCANE MAGIC & ILLUSION	+1+1+2
● WIS WISDOM	13	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	+1+1+2
○ CHA CHARISMA	9	DEATH ATTACK, CHARM, & FEAR	0+1

19

AC = 10 +

HP

68

DAMAGE:

ARMOR	SHIELD	MOD	MAGIC	MISC
7	2			

ARMOR WORN: +2 Iron Wood Greek Ensemble

SHIELD: +1 Iron Wood Buckler HELM: +1 Iron Helm (+6)

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

11	7	9	7	9	6	7	8	4						
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th

WEAPONS	BTH	MOD	MISC	MAGIC	TOTAL	DMG	MOD	MISC	MAGIC	TOTAL						
+2 Spear; Hunter's Twig	8	+	2	+	2	=	12	d6/d8	+	2	+		+	2	=	d6/d8+4
NOTES: Can slowly take the form of any spear or lance (2d3 rounds)						NOTES: Damage varies with form										
+1 Mighty Long Comp Bow	8	+	0	+	1+1	=	10	d8	+	2	+		+	1	=	d8+3
NOTES: 10 +1 arrows, 2 +3 arrows, 12 Greater Expert Arrows.						NOTES: Range 110 ft. Made for STR										
Dagger		+		+		+		=		+		+		+		=
NOTES:						NOTES:										
Hand Axe		+		+		+		=		+		+		+		=
NOTES:						NOTES:										
		+		+		+		=		+		+		+		=
NOTES:						NOTES:										

CLASS ABILITIES

Cast Druid Spells as 2nd level Druid
Cast Wizard Spells as 1st level Wizard

HOLY SYMBOL Silver Hand on stout silver chain around waist.

TURN UNDEAD

TURNING CHECK

TURNED

WIS

D12+CHA MOD

RACE ABILITIES

SPELLS

LEVEL	# SPELLS		BONUS SPELLS		TOTAL
0	4	+	0	=	4
1ST	2	+	0	=	2
2ND		+		=	
3RD		+		=	
4TH		+		=	
5TH		+		=	
6TH		+		=	
7TH		+		=	
8TH		+		=	
9TH				=	

POSSESSIONS

[illegible]

AMMUNITION

[illegible]

VICTUALS

[illegible]

COIN

PLATINUM	112
GOLD	27
SILVER	132
COPPER	6

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

+1 Iron Wood Buckler: Twice per day	+2 Ironwood Greek Ensemble: The armor is	area to which the armor is blended the function
you can turn on and off Continual Flame	enhanced with a continual Endure Elements	is effectively over or could make the suit stand
which engulfs the entire front of the shield	PLUS twice per day you can "Camouflage the	out even more. At a simple command the suit
and radiates out the entire front of the shield	Armor" (+2 to hide roles when in natural	reverts to normal appearance shedding all
in a half sphere. Behind the shield	surroundings – a limited Cloak of Elvin-kind).	camouflage on command. No matter what,
is light but shadowy and less bright.	To activate this power you must roll once in the	after 24 hours the power abruptly ends.
	type of terrain you want the armor to "pick up"	
+1 Iron Wood Normal Helm	or mimic. The armor changes base coloring	
	and texture while bits and pieces (dirt, twigs,	
	plants, snow, etc.) actually adhere to the armor	
	and give immediate blending and concealment	
	to the armor. The coloring/concealment only	
	affects the areas the armor covers and only	
	affects the armor itself. Once you leave the	

MAGIC ITEMS & TREASURE (CONTINUED)

Coin purse which always makes exact change in local currency needed when sufficient funds reside within.

Bog Boots keep feet warm/dry. The wearer never sinks in bogs or marshy land of any type. 50% change to leave no trace behind.

Blue bird necklace (whistle). 1/week blow on the whistle and the weather usually clears to blue skies within 2d4 hours (CK decision).

Four Leafed Clover silver pin, +1 to all saves, +10 once per week.

Silver Hand Holy Symbol on stout silver chain which prevents bodily contact from undead.

HORSE/ANIMAL COMPANION/FAMILIAR		NAME		Master Pete	
AC	13	MOVE	45	SAVES	P
HP	12	DAMAGE	2 hooves (d3+1)		
TYPE	Shetland Pony		NOTES	Extra smart, larger than normal & loyal	

ENCUMBRANCE

TOTAL	
PENALTY	
MOVE	
ATTRIBUTE CHECK	
ARMOR CLASS	

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT	6' 1"	SEX	Male	HAIR	Brown
WEIGHT	180#	AGE	30	EYES	Blue

PLACE OF ORIGIN

Raheenmore Bog (Modern Ireland)

NOTES/
SCARS/ETC

DESCRIPTION:

PERSONALITY:

BACKGROUND:

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Bjorn the Old or "Ole the Giant Slayer" or "Crazy Ole"



CHARACTER NAME AND RANK

CLASS Ranger - Woodland Wizard DEITY: Uller
 RACE Human (with Norse Trollblood)
 ALIGNMENT Lawful Good (recent C.E. Taint) 25/40* MOVEMENT
 LANGUAGES Norse, Elf, Celtic, Frost Giant
 Learning: Dwarf, Norse Troll, Fire Giant

7 EXP: 128,450
 EXP. NEXT LVL: 150,001

LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK * D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
● STR STRENGTH	17 (24)	PARALYSIS & CONSTRICTION	+2 (+6)
● DEX DEXTERITY	17	BREATH WEAPON & TRAPS	+2
● CON CONSTITUTION	was 15	DISEASE, ENERGY DRAIN, & POISON	was +1
○ INT INTELLIGENCE	13	ARCANE MAGIC & ILLUSION	+1
○ WIS WISDOM	13	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	+1
○ CHA CHARISMA	16	DEATH ATTACK, CHARM, & FEAR	2

26 AC = 10 +

HP

56

DAMAGE:

ARMOR 4+5 SHIELD 5 MOD 2 MAGIC MISC

ARMOR WORN: Mithrial Chain Shirt (XL sized) 4+5

SHIELD: Adamantine L. Metal (1+4) HELM: Adam. Helm (5+4)

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

11	7	9	7	9	6	7									
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	

WEAPONS	BtH	MOD	MISC	MAGIC	TOTAL	DMG	MOD	MISC	MAGIC	TOTAL				
+1/+3 Giant's Bane Dagger	6	+	6	+	1/3	=	13/15	d4	+	6	+	1	=	d4+7
NOTES: +3 to hit against All Giants (-6+2= -4 to hit when 2 weapons)						NOTES: Against Giants d4+2d6+6+3+7+2 (ranger)								
+3 Featheredged Axe	6	+	6	+	3	=	15	d6	+	6	+	1	=	d6+7
NOTES: (-3+2=-1 to hit when fighting with axe & dagger; 2 weapons)						NOTES: 18-20 severs a limb or head (p 103 M&T)								
2 throwing knives	6	+	2	+		=	8	d3	+	6	+		=	
NOTES: 25' range						NOTES:								
+1 Heavy Crossbow	6	+	2	+	1	+	1	=	10	d10	+	1	+	d10+1
NOTES: 120' range (All bolts are greater expert bolts)						NOTES: (3) Bolts of Giant Slaying								
		+		+		=			+		+		=	
NOTES:						NOTES:								

CLASS ABILITIES

Cast Druid Spells as 1st level Druid
Combat Marauder (+7 vs Giants & Humanoids)
Conceal (DEX +10 for cloak)
Delay/Neutralize Poison (WIS)
Move Silent (DEX)
Scale (DEX)
Traps (WIS)
Survival (WIS)
Track (WIS)
Favored Enemy: Giants +2

HOLY SYMBOL Silver sickle with rowan wood handle

TURN UNDEAD

TURNING CHECK # TURNED
 WIS D12+CHA MOD

RACE ABILITIES

Optional: Trollborn (see in the dark & lucky)
Partially Undead (Immunity): +10 vs
mind-affecting spells, poison, sleeps, paralysis,
stunning, disease & death effects.

SPELLS

LEVEL	# SPELLS		BONUS SPELLS		TOTAL
0	3	+	0	=	3
1ST	1	+	0	=	1
2ND		+		=	
3RD		+		=	
4TH		+		=	
5TH		+		=	
6TH		+		=	
7TH		+		=	
8TH		+		=	
9TH				=	

POSSESSIONS

[illegible]

AMMUNITION									
ARROWS/ BOLTS					STONES/ OTHER				
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[illegible]

COIN	
PLATINUM	96
GOLD	37
SILVER	17
COPPER	0

MAGIC ITEMS & TREASURE (CONTINUED)

Elven Cloak (+10 to hide & move silently like an elf)

*Frost Giant Boots: Permits the wear to walk/run & leave tracks like a frost giant (40' move) for 8 hours per day.

Belt of Frost Giant Strength (24 STR +6)

Horse Fly Ring: 1/week can shape change into a horse fly or back as often as every 2 rds for up to 12 hours.

Silver Raven of Wondrous Power

HORSE/ANIMAL COMPANION/FAMILIAR		NAME		Grumpy	
AC	15	MOVE	30	SAVES	P
HP	16	DAMAGE			
2 claws (d4) & bite (d4+1)					
TYPE		Wolverine		NOTES	
HD: 2d8, semi-int (4), ill tempered and old/cranky					
Can become enraged in combat (+4 to hit)					
Musk (1/2 strength of skunk) if threatened seriously (use troglodyte)					

ENCUMBRANCE	
TOTAL	
PENALTY	
MOVE	
ATTRIBUTE CHECK	
ARMOR CLASS	

DESCRIPTION/PERSONALITY/BACKGROUND						PLACE OF ORIGIN	Northern most islands off Norse coast
HEIGHT	6' 8"	SEX	Male	HAIR	Red	NOTES/ SCARS/ETC	
WEIGHT	280#	AGE	51	EYES	Yellow		

DESCRIPTION: Shaggy, unkempt, bits of nature in cloths and hair - wild and woolly. Missing half a foot & horrid head/facial scar. A horrible body odor surrounds poor old Bjorn; so bad some can hardly stand near him without getting sick.

PERSONALITY: Moody with bouts of rough humor, picky eater, "nothing tastes good anymore"

BACKGROUND: Norse Giant Slayer - living legend - many songs about his epic battles and lucky adventures; Rangers, Bards & Druids know of him.

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Moon Beam



CHARACTER NAME AND RANK

CLASS Fighter (Archer) DEITY: Elven: Solonor Thelandira

RACE Elf

ALIGNMENT C.G.

LANGUAGES Elven, Norse, Gaelic, Dwarven,

Goblin, Orc

30 MOVEMENT

6 EXP: 50,001
EXP. NEXT LVL: 68,001

LEVEL EXPERIENCE

ATTRIBUTES ATTRIBUTE CHECK * D20 + LVL + MOD

IP	SCORE	CATEGORY	MOD
● STR STRENGTH	14	PARALYSIS & CONSTRICTION	+1
○ DEX DEXTERITY	16	BREATH WEAPON & TRAPS	+2
○ CON CONSTITUTION	11	DISEASE, ENERGY DRAIN, & POISON	0
● INT INTELLIGENCE	14	ARCANE MAGIC & ILLUSION	+1
○ WIS WISDOM	9	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	0
○ CHA CHARISMA	11	DEATH ATTACK, CHARM, & FEAR	0

17/20 AC

HP

48

DAMAGE:

ARMOR 5 SHIELD 1+2 MOD 2 MAGIC MISC

ARMOR WORN: Elven Chain

SHIELD: Large Wooden +2 HELM: Elven Chain Coif (5)

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

10	8	7	8	7	8										
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	

WEAPONS	BtH		MOD		MISC		MAGIC		TOTAL	DMG	MOD		MISC		MAGIC		TOTAL	
Long Comp. Bow	6	+	2	+	2	+	1	=	11+	d8	+	1	+	1	+	1	=	3+
NOTES: 110 ft range, Bow made for STR, Greater Expert										NOTES: -2 medium, -6 long range								
Dagger	6	+	1/2	+	0	+		=	7/8	d4	+	1	+		+		=	1
NOTES: 20 ft range										NOTES:								
Knife	6	+	1/2	+	0	+		=	7/8	d2	+	1	+		+		=	1
NOTES: 20 ft range										NOTES:								
Sling	6	+	2	+	0	+		=	8	d4	+	0	+		+		=	0
NOTES: 50 ft range										NOTES:								
Short Sword	6	+	1	+	0	+		=	7	d6	+	1	+		+		=	1
NOTES:										NOTES:								

CLASS ABILITIES

+1 to hit and damage with Long Comp. Bow
+1 attack/rd on 1 HD or less creatures.

HOLY SYMBOL Bow

TURN UNDEAD

TURNING CHECK WIS # TURNED D12+CHA MOD

RACE ABILITIES

2 mile vision, torch light, twilight vision
+2 hearing checks
Move Silently
+10 vs sleep and charm
Spot Hidden Doors (+2)
+1 w/Long Composite Bows

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
0		+	=
1ST		+	=
2ND		+	=
3RD		+	=
4TH		+	=
5TH		+	=
6TH		+	=
7TH		+	=
8TH		+	=
9TH		+	=

POSSESSIONS

[illegible]

AMMUNITION

[illegible]

VIRTUALS

[illegible]

COIN

PLATINUM	127
GOLD	37
SILVER	89
COPPER	7

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

[illegible]

MAGIC ITEMS & TREASURE (CONTINUED)

HORSE/ANIMAL COMPANION/FAMILIAR		NAME		Moon Shadow	
AC	13	MOVE	65	SAVES	P (3d10)
HP	21	DAMAGE 2 hooves (d4+2) +d4 bite			
TYPE	Elven Horse		NOTES Faster but lighter; 3/4 normal load of light war horse		
Saddle, tack, saddle bags, 2 days food (horse & rider), bedroll w/rainfly					

ENCUMBRANCE

TOTAL	
PENALTY	
MOVE	
ATTRIBUTE CHECK	
ARMOR CLASS	

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT	6' 0"	SEX	M	HAIR	blond
WEIGHT	150	AGE	137	EYES	green

PLACE OF ORIGIN

--	--

NOTES/
SCARS/ETC

DESCRIPTION: Tall and thin, forest greens and grey gear

PERSONALITY: silent and brooding unless in a safe and friendly place then restful, kind, and smiling (happy to be alive)

BACKGROUND: Guard and archer for his remote community and guard for caravans

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UNIQUE, BUT NOT TOO POWERFUL
PART II of III: DEFENSIVE EQUIPMENT

by Kirk W. Olsen, © 2017

Artwork by Kevin Morton, "Morty" © 2017

These class tailored defensive magical items add a great deal of flavor and fit nicely for each class without too much power, enjoy!

Target Class	Armor/Shield/Body
Ranger	Bronze Breast Plate with Phoenix motif. Once per week the Phoenix will roar with the wearer's war cry adding a "Shout" spell to the warrior's cry.
Fighter	"Blue Plates of Bartholus" Each plate in this Magical Coat of Plates once held a magical sigil. Now but 13 remain. When the wearer commands "Magic Shield Up", a Shield spell activates on the wearer (11 round duration).
Thief	Gloves of Safety: Soft kid gloves of white leather but treat as steel gauntlets (mildly magical) for strength and damage.
Assassin	Magical Leather Coif (+6 to head AC) - as if metal helm. Face is in constant shadows.
Monk	Gold Dragon Silk Robe (Short): This ornate silk robe is embroidered with nine gold dragons. Through magical silk worms and weaving techniques this robe is as tough as hide armor offering the wearer +3 to AC.
Barbarian	Rhino Hide and Horned Helm (+1 Magical Hide Armor). Confers on the wearer who charges (on foot only) a +4 to hit but a -6 to AC and double charging damage from body/shield slam.
Illusionist	Cloak of Fog: This grey cloak seems normal until it is pull over the head of the wearer and the command word is spoken at which time it will release a Fog Cloud spell centered on the wearer lasting up to 110 minutes. The wearer can activate the cloak once each moon.

Living Green Talisman (by K. W. Olsen © 2017):

These tokens of luck and life are bestowed upon heroes before departing on a mission without hope; a suicide mission. These simple living green tokens are carefully and lovingly selected flowers from courtly maidens, four leaf clovers from the fey, holly wreaths from the druids, etc. They are miraculously transformed into an uncrushable, impossible anchor to life with a whispered hint of possible success. They do not register as magical per say, but they are steeped in divine grace and love for the heroes; brimming with luck and life. They remain fresh and living so long as the heroes wearing/carrying them valiantly, or at least drudgingly, remain true to their mission; to their last breath or act of defiance. They impart only the barest

minimum of what is most needed for some level of success of the mission the heroes have willingly undertaken (luck, knowing true north, free will, freedom of movement, clear vision, etc.). Their specific powers are up to the DM/CK and rarely fixed or quantified to the player. They cannot work for unwilling conscripts, only willing heroes. They do not ensure life, freedom, or a happy ending (just a chance).



[6]



Target Class	Armor/Shield/Body
Mage	Hat of Hiding: This classic-styled felt wizard's hat permits the wearer to pull it down over their entire body which causes a extra dimensional space for the wizard to hide within the hat. Unknown to the wizard is the duration of this space; 5d3 rounds. Only the seemingly empty hat is left on the ground were the wizard was previously standing. When the duration is up, the wizard immediate returns in the location of the hat (wearing it once again).
Druid	Cave Bear Fur & Hide Cloak. This very warm great cloak offers the wear's back and flanks +2 to AC from all rear and flanking attacks.
Cleric	Helm of the Divine. This normal looking Helm (+5 Head AC) can secure to its top the Priest's Holy Symbol. The symbol in the helm will function for turning undead. If a second holy symbol, of equal or greater value to the one mounted in the helm, is also held forth by the cleric in the turning then the helm's power gives the cleric a +2 on the WIS check to turn. This helm also works for Paladins.
Paladin	+1 Magical Splint Mail. Each plate in this full suit of armor is engraved with holy text passages. 1/day if one of the passages is read by the wearer (of the same faith) a Protection from "Alignment", in a 5' radius, emanates from the wearer lasting 39 rounds.
Knight	Sun Rider's Shield. This magical shield reflects all light (mirror-like finish). The magical glare is always in your opponent(s) eyes yielding an affective +1 to AC. It is also perfectly tailored to mounted combat use (reduce EV to 2 when used on horseback).
Bard	Studded Leather: This magical armor is normal armor studded with additional magical studs. Each of the magical studs can be treated as a +1 missile (30' range) that deals d4 damage and explodes on contact with a flash, bang, and puff of sulfurous black fumes. 7d8 studs are magical and will not explode while attached to the armor.



[6]



Part II: The Panoply of the Lord of Almansa and Defender of Mancha and Alcarria
by Lesley Rouell, “Lurker” © 2016

The lands of Mancha and Alcarria are a border land between the more civilized and settled lands of chivalric Castilia – at least more civilized and settled when compared to Mancha and Alcarria – and the lawless wild lands to the south. The area is rough with steep rocky hills and mountains, and dry – but not completely desert like. The lands are feudal with dukes and nobles acting as liege lords over lesser nobles and knights who in turn offer allegiance, and skill in arms, to the lords above them. The area, several generations ago, was overrun by invaders – goblins, orcs, barbarian / infidel humans and brigands – and since then the peoples have fought a constant war to push back the invaders and regain the lands lost.

The inspiration for this area, and the peoples, places, and items in this write up, comes from 2 places. First is Feudal Spain. The lands that produced the epic poem of El Cid, Roland, and the centuries long war (re-conquests as it was called by the medieval and early renaissance Spanish) and at times moderately peaceful coexistence between the Iberian Christians and Muslim invaders from N Africa. From this the write up takes the lands as a back drop and adds the historic raids skirmishes and warfare of the time. Also, the names of types of soldiers and styles of combat inferred in the work. The second, and most important, is “The Ingenious Gentleman Don Quixote of La Mancha”, or more simply “Don Quiote, Miguel de Cervantes master piece. Names, places, and events are directly taken from the book and used as inspiration. At times items from the book are used with little change and will be easily recognizable. Other items in the write up use gem of an idea from Don Quiote but are almost unrecognizable unless you pay close attention.

Zancas’ Panoply

The Zancas family has long held the position as leader of the Hermandad, and as such has gained their own enhanced weapons and armor. However, where the Quesada were impetuous in their fighting style the Zancas were more cautious and earthly wise. Sancho, a younger grandson of the current marshal of the Hermandad, followed Sir Alonso on the path of adventure, taking some of the Zancas’ panoply into the wilds and dangerous hinterland.

The arms and armor of the Zancas tend to be of +2 to +3 powers, are of more common/less knightly make; brigandine/ armor, flail/godentag/falchion/boar spear/etc. as weapons. They tend to enhance the owner’s wisdom, counter illusions etc., and will give the owner a luck bonus. However, the owner will also be totally loyal to the Quesada family and will follow them even when wisdom points against it.

Friston, or more properly titled El Sabio Friston – ‘the Wise Friston’

All heroes must have a nemesis, to the Quesada, and the Hermandad, El Sabio Friston is that nemesis that opposes and tests them. Friston is reportedly a generations spanning magician and illusionist who habitually hinders the Quesada family. He stirs up trouble whenever possible, uses his magical and illusionary powers to aid the enemies of the family, and misdirects and tricks the family members and their followers. Additionally, the Friston will always attempt to acquire any magical or historic books, manuscript or texts etc. that the Quesada possess.

However, even the Quesada, though loth to do so, will begrudgingly admit that El Sabio Friston may actually not be overtly or openly evil. Though he does cause mischief he tries to avoid direct open confrontation with the family. As such never will he directly harm a Quesada or a Manchegos. He may assist tribes of goblins, orcs, ogres, etc. and bands of highwaymen and robbers to band together, give them guidance on how best to fight the Quesada and Manchegos, and even provide them with minor magic to aid them. However, he will never be involved in the combat or cast a damaging spell against the Quesada and Manchegos. Additionally, there are times he will misadvise the minions in order to deliver them into an unplanned fight with the defenders of the Mancha and Alcarria.

This for the most part is true; however, more correctly, El Sabio Friston is the elder magician of the Friston family. As such the Friston leads an extended family many of which have magical and illusionary skills, and many of which are true magicians and illusionist.

The reason for the animosity between the Friston and the Quesada family has been lost to history. However, over the generations it has led to many confrontations between the mage and the Lord of Almansa and Defender of Mancha and Alcarria and his extended family. Two of the more notable are: the theft of Lady Dulcinea’s books – a multi volume set of courtly poems, romantic stories etc. All of which were locked in a hidden alcove in the lady’s bed chamber; and the beguiling of Sir Lorenzo - in the midst of a raid by a tribe of ogres and hill giants – as the ogres and giants fled the combat, Sir Lorenzo chased them up a ridge topped with multiple wind mills. However, the Sabio Friston’s illusions were powerful enough to hide the ogres and giants amongst the windmills. In frustration, Lorenzo surrounded the ridge and began to burn down all of the windmills and tearing down the other buildings.

In more than a few times, twists of fate have resulted in the members of the Quesada family becoming close friends with members of the Friston, at least once - possibly 3 times – a 2nd or 3rd child of

De Quesada has married a Friston – how do you think the Friston that stole Lady Dulcinea’s prized books knew where the alcove was hidden -

The Sabio Friston commonly passes his or her – and yes there have been various female magicians and/or illusionists to hold the title and power of El Sabio Friston – staff, robe and power to the most worthy younger member of the extended family when he or she has grown tired of the mischief making and intrigues associated with being El Sabio Friston. All members of the family are then oath tied to the newest El Sabio Friston. Then he or she receives the paraphernalia associated with the position. These items are family heirlooms and tied together by fate. Because of this, if the items are lost, stolen etc., the family will put every effort into recovering them. Additionally, the items will by their own will begin to work towards slowly forcing their new non Friston owner to return the items to a proper member of the family.

Some of the El Sabio Friston’s items are:

The Staff of Friston: A powerful magic item that gives its owner both magical and illusionary powers. First, the staff improves the owner’s intelligence to the point where he or she gains an additional positive modifier (up to a +4). Second the staff gives the owner levels in either illusionary or magical abilities (which ever the owner does not possess) at 1/3 his or her level – a 9th level magician would gain the powers and spells of a 3rd level illusionist, or a 12th level illusionist would gain the powers and spells of a 4th level magician.



[6]

Additionally, the staff grants the owner the ability to speak and understand any non-magical language. Note

these powers are experienced by the staff’s owner even when he or she is not in possession of the staff. Additionally, when holding the staff, the owner can, when concentrating, teleport without error into and away from any location in the Quesada’s castle. Also, he or she, when in critical danger (i.e. approaching death, in danger of being captured etc.) be teleported to a place IVO a fellow member of the Friston clan.

The Robes/Cloak of Friston: A set of clothing that can change, depending on the owner’s will, into either a common looking traveling cloak, or the classic magician’s robes. The robe/cloak gives the wearer the abilities to move silently, open locks, and detect traps as if he or she was a thief equal to his or her current level. Also, the robe/cloak gives the wearer a +3 to all saves. Additionally, anyone seeing the wearer will be at -4 to remember any specific information about the appearance of the wearer. Even to the point of being unsure of the sex of the wearer.

The library of the Fristons, a magical location (in either a cave, basement, tower etc.) that is used to store the books, text, scrolls etc. that the various Fristons have acquired from the Quesadas over the generations. The Sabio Friston can teleport to and away from the location once per day, but other members of the Friston clan can travel to the location through other magical or mundane means. The library protects all works contained from all damage – no molding, dry rot book worms etc. Additionally, the library contains vast amounts of historic, and to a lesser extent magical, information that can aid one in researching various subjects. Furthermore, the magic of the library aids a researcher, especially one of the Fristons, to more easily find pertinent information despite the voluminous content. This will reduce any research time by 25-50%, if the DM/CK deems the library has the needed information.

Additionally, like the Quesada’s items, there are various other more minor items available to lesser members of the family. Because of this, a party may find an item resembling the above mentioned staff but will less potent powers.

MAGIC ITEMS for the PRACTICAL JOKER

Part V in a Trilogy

by Todd Pote © 2017

Expelling Mug/Tankard: This common looking tankard or mug is charmed to appear similar to other such vessels nearby, part of the set as you will. It can be filled with any sort of beverage and left to set, keeping the beverage at the perfect temperature to enjoy. However, Whom-so-ever picks it up and attempts to take a drink from it will get a bit more than they expect. The mug will forcibly expel all of the beverage it contains into the face of the unfortunate victim. The tankard can be drank from. The imbiber just must use a straw.

Fast Food Seasoning: This magical powder appears similar to pepper in appearance with a scent leaning slightly more towards fruit. When sprinkled upon food, whatever it is sprinkled upon will immediately sprout chicken legs, jump up, and take off running in a random direction until it hits something at which point it will rebound and take off in some other random direction until hitting other obstructions, or it is caught, or twenty minutes have passed. Fleeing food cannot be affected by slow, hold spells, or any other movement restricting magic. A dispel magic will cause the legs to disappear but not the momentum built up by the food, so care should be exercised in the timing of such a casting.

Fickle Flipping Coin of Fate: This silver piece appears as nothing more than a well-worn coin of the realm. Once given to someone it cannot be gotten rid of without a remove curse, always appearing in that person's possession within an hour of being spent, given or thrown away. If the person possessing the coin flips it then their luck will be changed accordingly, be it for good or ill. Heads and their luck is improved and they gain a +1 bonus on their next die roll for combat, saving throw, or check of whatever sort. If it is tails then one of the following will happen in the next ten minutes;

- 1) Pigeon flies overhead and unloads on their pate.
- 2) Manages to step in that one pile of rather nasty stuff.
- 3) Random member of the opposite sex walks up and smacks them hard across the face expressing their displeasure about a recent date.
- 4) Random member of the same sex does the above #3.
- 5) Pants/skirt falls down to their ankles.
- 6) Rock flies out of nowhere and hits them in the head.

DM/CK may assign damage as appropriate. In the case of 3-4, the perpetrators may be members of the prevalent creature species in whatever area the possessor may be if not in town.

Fuzzy Slippers: When some unsuspecting victim wears these inviting fur lined slippers hoping for warm toes they must make saving throw vs magic or slowly have fur start sprouting from their skin all over their body. This fur is usually a bright unnatural color such as blue, pink, red, yellow, or even neon green. Within ten minutes the victim will soon resemble something like a technicolor plushy and remain that way for up to a day unless a dispel magic is used. Removing the slippers has no effect once the hair growth has begun.

Granny Pants: This pair of common looking, if not very out of date fashion-wise, trousers are the perfect means to humiliate that particularly loathsome person in your life. Upon donning these pants, the wearer will appear to morph into an elderly female of their species wearing nothing but their undergarments with plenty of sag and drag, very old fashioned and ugly horn-rimmed glasses, and sporting a towering beehive hairdo of blue-gray hair. They will of course be unaware

of this until they happen to see themselves in a mirror or reflective surface since the magic is only an illusion-based appearance. The pants are unable to be removed without a remove curse spell and dispel magic will only nullify the illusion for 10 minutes per level of caster.

Gramps Suspenders: This is the male counterpart of Granny Pants. The appearance cast over the wearer is that of a feeble old man with a huge pot belly, no teeth, balding head with only a few stray gray hairs in a badly maintained comb-over, thick coke-bottle glasses, and dirty boxers that threaten to fall down at any given moment. In all other respects, these suspenders behave the same as Granny Pants described above.

Groping Gloves: Appearing as a well-made pair of soft leather gloves used by middle class and gentry these gloves can get the wearer in lots of trouble. Once donned, they will be unable to be taken off without a remove curse. The curse will not activate as long as the wearer is by themselves. Once in the company of others however, the curse will force the wearer to grope the arse of any person, regardless of sex, within arm's reach. If several are within arm's reach, then each hand will go for the arse nearest them. The wearer has no control and is as much of a victim as those being groped.

Lip Trap: These nefarious items of prankster warfare appear as innocent napkins set out for tea or meals. When used by someone to dab their mouths, the napkin's magic activates and the victim's mouth disappears, leaving only smooth flesh where lips once were. This state will last for an hour unless a dispel magic is used prior to the duration expiring. Some of these traps go to the added measure of having their victim's lips appear to be laying on the lip trap napkin used.



MYSTERIES COME IN THREES

Part I of a 2nd to 4th level adventure for four to six characters

by Kirk W. Olsen © 2017

This is a short insertion adventure for players that need an ethical dilemma in the Castles & Crusades game system. This module was originally created to test the ethical metal of the adventuring party. The adventure should readily plug into any current CnC campaign with a setting similar to Tolkien's Middle Earth or 8th Century Celtic England or Gaul with knowledge of the Scandinavian countries. This tri-lobed adventure offers obstacles of various natures, from the allure of the dark arts to the mysteries of Norse Runes [17, 18, 19, & 20] to a weighty consideration of evil.



[21]

SETTING: Ideally this challenge takes place in the foot hills of a great mountain range or rolling, wooded hills off the beaten path in or near a mature/thick forest interspersed with open meadows and dark quiet woodland streams. Any season works. In the original running of this adventure the party was hired to help crew a longboat, pack in supplies to a cranky old woodsman named Ole, and then return to the longboat after purchasing his best furs and smoked meats. Any method to get your adventuring party, on foot, through the woods and to the trapper's cabin works. The

adventure can begin at the first smell of too much smoldering wet wood (and charred rotting flesh to those with a sensitive nose) or even before that, with a random encounter or two, on the woodland trek to the cabin.



[22]

With deference to how and why the party arrives at the cabin of Bjorn the Old, they should have learned, or already know, at least two to six of the following rumors/facts/beliefs (3, 7, & 10 recommended):

- 1) Bjorn is a highly skilled woodsman, hunter of game, and a superior tracker, second to none.
- 2) Bjorn the Old is also known as "Ole" and sometimes "Crazy Ole".
- 3) **Inside info:** Any Ranger, Bard, or Druid may have heard of "Ole the Giant Slayer" a famous ranger known for his clever methods to slay frost and fire giants in the north countries, but several years ago he was grievously wounded, both head and foot, and never heard from again in the North.
- 4) Bjorn is part giant.
- 5) Bjorn is mean, nasty, and cannot be trusted.
- 6) These woods and meadows are the home of the trouping fairies.
- 7) There are ancient Celtic burial mounds within these woods that should never be disturbed – powerful magic protect their sanctity.
- 8) Recently Gnoll packs have raided small homesteads and been seen around larger boroughs.
- 9) These woods are still thick and foreboding, but there have not been trouble with hill giants, ogres, bugbears, or trolls in years.
- 10) Not long ago a small group of men at arms and their dandy of a leader ventured into these very woods on some sort of expedition/exploration.

ADDITIONAL SCENERY:

http://en.wikipedia.org/wiki/Mountain_ranges_of_Norway
<http://www.bing.com/search?q=mountains+of+Halogaland&src=IE-TopResult&FORM=IE10TR>
<http://www.bing.com/images/search?q=danish+woodland+scenes&qpv=danish+woodland+scenes&qpv=danish+woodland+scenes&qpv=danish+woodland+scenes&FORM=I GRE>.

SUGGESTED RANDOM ENCOUNTERS: Anytime the party ventures more than one half mile from Ole's cabin there is a one in six chance of a random encounter with each passing hour.

- 1) Gnoll pack (one per PC plus leader with +3 Thunderstone [CMT] tipped spear).
- 2) Mother Badger and three cubs (half sized and ornery/hungry).
- 3) Breeding pair of Cooshee.
- 4) Hangman's Tree.
- 5) Black Bear
- 6) Ogre Zombie.
- 7) An overcurious and tailing magpie searching for shiny objects to pilfer (flees with first theft).
- 8) Wounded Wild Boar (arrow head festering in flank).
- 9) Pack of Blink Dogs (one per PC).
- 10) Goblin hunting party (two per PC plus leader/shaman who has The Hand of Glory [CMT] about its neck).

ENCOUNTER WITH OLE: *Light precipitation and an overcast day do not paint a warm or friendly setting for your trek through the woods to old Bjorn's cabin.* The DM/CK should decide how long the trek takes, the severity of the weather, and what time of day the party sets out and should arrive at the cabin (day trip or overnighter?).

The cabin and its little earthen clearing are not far from a small but deep stream in the heart of the darkest section of the woods. The party must traverse the woods and stream along an animal (one man) path to arrive. Once the party finally nears the cabin anyone can smell smoldering wet wood fires at 100 – 10,000 yards out from the cabin. Those with scent can also detect rotting and burned flesh. *Ole's cabin is a simple one room structure with one stilted out building. The camp is no longer tidy, but the site of a massive, but largely unburned (failed) funeral pyre which still smolders in the ever present dampness of these dark woods. Even the most casual observer will notice humanoid bodies within the stack of logs, branches, and brush.*

No matter when or how the party approaches the campsite it will be recently abandoned. Only the most skilled ranger or druid (CL 8) will note and recall that the old badger they spooked on the way in was actually a sentry warning call to Ole. The badger is a good friend of Ole's (see NPC write up of Ole and his **badger animal friend** p 45). Ole will have slipped off into the surround woods a great distance and doubled back, weapons in hand, to hide and observe his visitors (employing his *Frost Giant Boots* to gain speed and mask his normally human tracks). He hides in a prepared ambush blind which gives him an additional +5 to *conceal*. His prepared hiding location (75 feet

away) gives him an excellent view of most of his cabin, its clearing, and the most likely approach to his hiding place (the path he ran up leaving the big, deep tracks of a giant). There is a cleverly disguised straight line path directly into his camp and the approach path should he need to charge for some reason.

Assuming the players can see when they enter camp (daylight or sufficient light to permit casual searching), *the camp is plainly the site of a battle within the last few days (three days of light rain have obscured much of the battle signs; prints, blood, and gore). Most of the camp's furnishings have been overturned and kicked about in the muddy clearing, many items have been broken. The door and single shuttered window to the cabin have been deeply gouged with animal claw marks but these sturdy trimmings remain whole* (oddly the claw marks are all higher above the ground than is typical, four to five feet up; a bear?). *Both shutter and door are closed* (and barred from within).

The central clearing's once tidy fire ring is now the site of a most horrific funeral pyre. Brush, branches, and significant logs have been stacked ten feet high in a roughly twenty foot diameter. Layered within the wood are humanoid (rotting) bodies. Closer visual inspection shows both humans and **gnolls**; some were cleanly dismembered. A detailed and/or clerical inspection show them all to have been **ghouls** at the time of death. *However, nothing in the camp stands out as obviously as the ghastly sight, or smell, of a flayed human strung taunt on the trapper's bear hide skinning rack. The stench of vile, decayed flesh is obvious and over powering* (within 60 feet of the flayed human). Anyone who approaches within 30 feet suffer a gut retching revulsion (save vs CON or suffer per *stench* of a **ghast**). This once human creature died not as a human, but as a **ghast**, with grotesquely distorted features; canine teeth, sharp claws, and rotting flesh. *Additional to its ghastly visage, the creature's remains are made even more heinous by its taut, spread-eagle hanging within the skinning rack; gutted and flayed.* Close inspection of the ichor and gore at wrist and ankle may lead one to believe it may not have been destroyed prior to its gutting. The clothing remnants of the **ghast** are of highest quality and atypical of hardy adventuring folks as are present on the human **ghouls** in the pyre stack. *A great (and formerly fine) cloak sits in a heap behind the strung up corpse.*

How the PCs investigate the cabin and immediate grounds will be watched closely by Ole. He will not approach them until their intentions are clear. At the first sign of friendly gestures, stating their business, or calling out his name he will quietly (*move silently*) and casually walk toward the clearing on the path with

hands away from his belted weapons. If he can surprise them he will. He will simply announce himself when within 10-20 feet of the closest party member if possible, ***“Quiet the mess I’ve made of these beasts, no?”*** Addressing the most likely mage &/or priest, ***“You got magical fire to set this pyre a blaze and rid this world of these filthy undead?”***

Ole (per NPC description page 44) is an even bigger mess than normal. ***As the huge, grizzled, old trapper limps into your midst, you cannot help but notice his cloths are covered in mud, blood, and who knows what else although his face and hands have been recently washed. Through his shredded leather coat one can notice his chainmail shirt remains whole beneath, but many of his other clothing items did not survive unscathed. His exposed flesh looks gashed and torn in too many places (much of the dried blood could be his own). His one foot seems mangled and half missing.*** If he removes his helm, a disfiguring head wound cannot be missed.

A GHASTLY BATTLE FOR OLE’S LIFE & SOUL:

The events of the previous night were actually the events of three nights prior. Ole has been on the verge of death, barely conscious, for the past three days, unaware of the passage of time. Only this morning did he rouse himself to full consciousness enough to wash in the creek, attempt to bind and heal his wounds, and slake a ravenous hunger with smoked meats, stale shortbread, and flat beer.

Ole’s battle with the undead ended when several **ghouls** fled the fight after their leader (a **ghast**) was brought down by Ole with a collar bone to hip wound from his featheredged axe. Ole’s wounds were far more serious than he could comprehend while battle lust was still upon him. In a haze of blood and anger he stripped likely items of power off the spell casting **ghast** and strung it to his bear skinning rack to help ensure the creature was truly decommissioned. With what wrathful energy he had left in his body he piled bodies on his fire pit and layered them with all the cut wood he had. Unfortunately, heavy precipitation snuffed out the pyre as well as Ole’s rage and consciousness. He’s still trying to work out details.

A TAINTED SOUL: Rather it be Bjorn’s luck or his Norse half-troll soul, his near death at the claws and fangs of a ghastr and ghoul pack have left his body and soul straddling two worlds. His normally good aligned soul has been faintly tainted by evil he can feel and innately struggles against (and magic can detect). His body does not take well to healing, be it natural or divine, in many ways it seems to be slowly dying. Food and drink do not slack his ravenous hunger and all things living make his mouth water (further disgusting him). In some ways he is both a mortal

human and an undead ghastr, in others he is fully neither (DM/CK should make this as confusing to the PCs as possible; inside/specialized info only where it belongs).

The players (and the DM/CK) must work out what has happened to Ole, with or without Ole’s help. Not only what happened during the battle, but what is going on within his body and soul. Although Bjorn is a lawful creature, he is private and grumpy in the extreme. His current condition and inner turmoil do not aid in making his disposition any more friendly or forthcoming. Eventually Ole and the players must decide: a) what to do about the immediate camp, b) what to do about the remaining ghouls, and finally c) what to do with Ole himself.

Ole will insist that the bodies be burned immediately (eight **gnoll ghouls** and four human **ghouls** plus the strung up **ghast**); more (dry) wood/fuel is needed. Cut and tossed from the **ghast’s** body can be found a belt and belt pouch filled with spell components & 37 pp, a mummified black human hand on a gold chain (broken), a brass and leather map case, and a great grey cloak covered in occult symbols (black stars – the symbols of Nuada). The map case contains a map of a burial mound excavation in detail (new) and a second, much older, map showing its location relative to a nearby river as well as a necromancer’s scroll containing *remove disease x2, cure critical wounds, dispel magic, and remove curse*.



Chambered Burial Mound, Denmark.

Some players, especially rangers, druids, or bards should be encouraged to find reasons to side with Bjorn once it becomes clear to them this is truly Bjorn the Giant Slayer, a fact he will reluctantly confirm. This adventure should cause discussion, and possibly friction within the group, relative to the right things to do, especially with Ole and his endangered soul.

If the party keeps trust with Bjorn he remains stable and in control. All magic and attempts to understand Bjorn yield he is human with a taint of Norse troll blood and something darker, some negative energy, fused within his body. Throwing spells at Bjorn

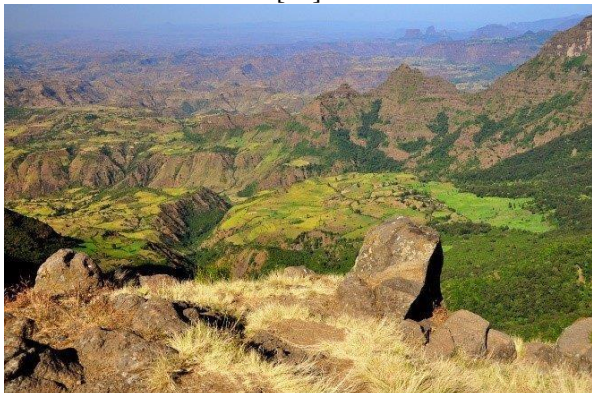
without permission should evoke an immediate and angry response from Ole. If everyone works together Ole will help confirm there is a raven shaped burial mound not far away (a third of a day's travel) that is both ancient and the site of entombed power. Although he will not accompany the party to the burial mound he urges them to immediately follow the trail of the ghouls, destroy them, and seek out the burial mound to investigate what could have caused the creation of these ghouls. Aside: Bjorn will follow the party at a mile or two distance within one or two hours after they depart.

If the party decides to attempt to destroy, or convince Bjorn he must die, he will defend himself (trying not to kill) and flee the area quickly (permanently?). This leaves the party to decide for themselves what to do next. The DM/CK is encouraged to give sufficient clues with the maps and obvious passage of the ghouls to bring them to the burial mound without Ole's suggestions. Aside: Bjorn will track the party at a mile or two distance.

THE BURIAL MOUND AND TWO MYSTERIES: The travel through the woods and occasional meadow to the burial mound should take not less than five hours, but not more than eight. The details of the mound and its entombed mysteries will have to wait for Issue IX.



[16]



A STUDY ON LIGHT & VISION

by Kirk W. Olsen © 2017

The ability to see is central for most classes and characters. It is possible to play a blind character or race, but many special considerations would be required and detailed work with the Castle Keeper (DM/CK) would be a must. Barring such a special character, sight and the ability for our characters to see their enemies and allies alike can be a constant struggle when darkness closes in, be it from the setting sun or a simple underground adventure. The Players Handbook (PH) offers anyone with a few coppers, torches, and, if you have some gold, lanterns. The four spell casters offer their parties weak torch-like *light* for ten minutes per level and three of the four casters can even offer permanent torch-like light with *continual flame*, as well as the much brighter 60-foot radius *daylight** (the reverse of *darkness*) for ten minutes per level. Finally, several races see well at dusk, by starlight, or even in absolute darkness. All the races, except humans, have some ability to see when (or as) the sun goes down. Three of the seven can see in the absolute darkness of the subterranean. Aside: See page 150 of the Castle Keepers Guide (DM/CKG) or page 182 of the PH for more details.

Magic items can be created to shed light, special “high tech” items could be permitted to shed light when needed, alchemical brews could be mixed to phosphorous, lightning bugs and fire flies could be jarred, and some folks believe some civilizations are already significantly advanced in their ability to conquer darkness (Figure 3). But for now, let us focus on what we have. I think you will agree with me: with just a few new spells and clever items we can keep the darkness around us at bay. The below spells offer a daylight-bright, permanent light source and the druid is given his due.



**Figure 3: Lighting of the Egyptians
(Painting from the Dendera Temple)**

CONTINUAL DAYLIGHT*, Lvl 4 cleric, 3

illusionist, 4 wizard

CT 1 min **R touch** **D permanent**
SV none **SR none** **Comp V, S, M/DF**

Much like the spell *bless water* creates holy water, a permanent magic item, *continual daylight* creates a permanent daylight bright light source as described in the spell *darkness*. Similarly, the reverse of this spell, *continual darkness*, works in the same manner. The key to the creation of a permanent, magical light source is the use of a solid gold or platinum mass with a value of at least 80 gp, or a single diamond, ruby, sapphire, or emerald (250 gp value minimum) as the item to receive the spell cast upon it. The five pound or one half pound mass of precious metal or single gem stone can then be set into another device or object for easy carrying or concealment, but must initially be loose for the caster to hold in both hands while the spell is being cast upon it. Such continual light or darkness sources are commonly mounted on the end of a staff, into a small lantern, onto the top of a helm, or simply stored within a light tight pouch or pocket. Note: The choice of the material focus does affect the cast and hue, but not the value, of the light shown forth. Aside: At 80 coins/pound, the weight of the metallic mass would reduce to just one pound of gold or 1/10th pound of platinum.

LIGHT BOMBS (LESSER OR GREATER):

A full set of lesser light bombs contains at least five objects, which have had *continual flame* cast upon them. These items are generally two one-inch diameter spheres, two similarly sized cubes, and one short, thin brass rod. One sphere and one cube are made of a substance that floats in water and the others not. Wood and copper or brass are typical materials of choice. The set comes in a small (light-tight) leather case with internal subdivisions. When new, all items are coated with hardened and embrittled clay. A small gob of soft, malleable tree sap or sticky wax is the final item in the kit (which is occasionally enchanted also). Aside: It is rumored that a greater set of light bombs has been made with the spell *continual daylight* by an extremely wealthy adventuring illusionist, but the cost of such a set was in excess of 2,000 gp.

COST = 375 gp, WGT = 1 lbs. & EV = 1.

EYES OF A HALFLING, Level 0 druid

CT 1 **R touch** **D 1 hr./lvl.**
SV none **SR yes (h)** **Comp V, S, M/DF**

This spell simply grants dusk vision to one targeted creature plus one additional creature for every two caster levels. All creatures must be holding hands with the caster at the time of the casting. The material component is one hair from the foot of a halfling. Should a halfling be present within the circle of hands, the caster can affect twice as many creatures. Note: The druidic magic permits this enhanced vision to be fully additive with the recipient's racial base vision.

EYES OF AN ELF, Level 1 druid

CT 1 **R touch** **D 1 hr./lvl.**
SV none **SR yes (h)** **Comp V, S, M/DF**

This spell simply grants twilight vision, without enhanced range, to one targeted creature plus one additional creature for every two caster levels. All creatures must be holding hands with the caster at the time of the casting. The material component is one hair from the head of an elf. Should an elf be present within the circle of hands, the caster can affect twice as many creatures. Note: The druidic magic permits this enhanced vision to be fully additive with the recipient's racial base vision.

EYES OF A GNOME, Level 2 druid

CT 1 **R touch** **D 1 hr./lvl.**
SV none **SR yes (h)** **Comp V, S, M/DF**

This spell simply grants dark vision (60' range) to one targeted creature plus one additional creature for every two caster levels. All creatures must be holding hands with the caster at the time of the casting. The material component is one hair from the beard of a gnome. Should a gnome be present within the circle of hands, the caster can affect twice as many creatures. Note: The druidic magic permits this enhanced vision to be fully additive with the recipient's racial base vision.

EYES OF A DWARF, Level 3 druid

CT 1 **R touch** **D 1 hr./lvl.**
SV none **SR yes (h)** **Comp V, S, M/DF**

This spell simply grants deep vision (120' range) to one targeted creature plus one additional creature for every two caster levels. All creatures must be holding hands with the caster at casting time. The material component is one hair from the beard of a dwarf. Should a dwarf be present within the circle of hands, the caster can affect twice as many creatures. Note: The druidic magic permits this enhanced vision to be fully additive with the recipient's racial base vision.





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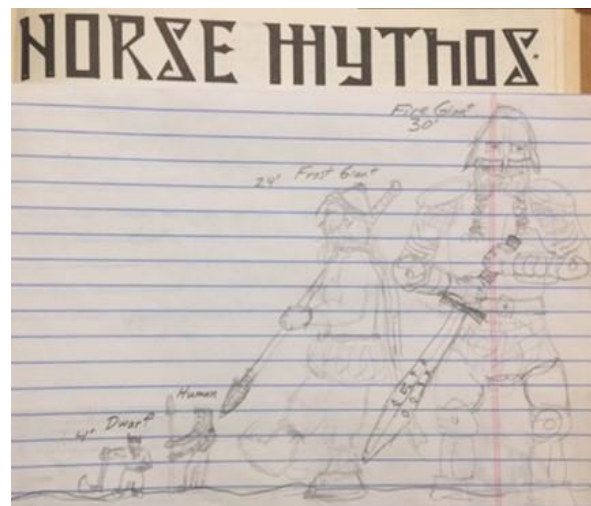


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Eight Immortals Crossing the Sea (to get drunk)



Why I should not be allowed to draw!

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