

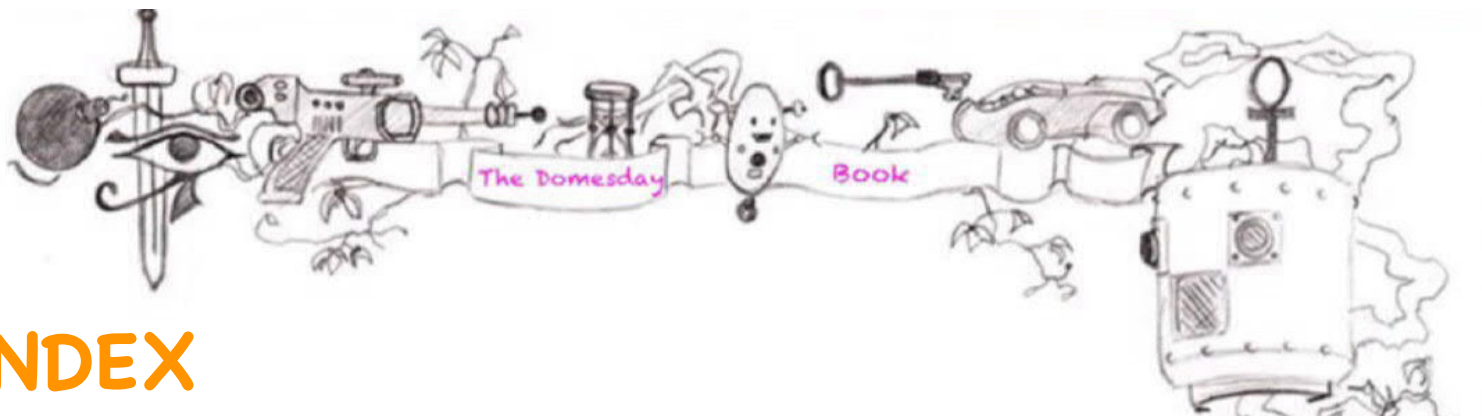
A Publication of the Castles and Crusades Society

The Domesday Book



Monster Mayhem
Spell-casters'
Scriptorium
Noted Notables
The Castle Keeper's
Chum
The Droll Troll
and other features

ISSUE X



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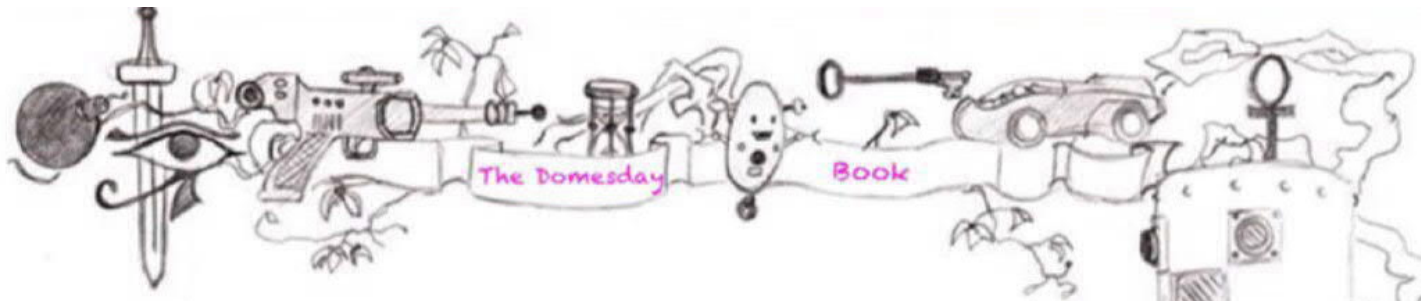
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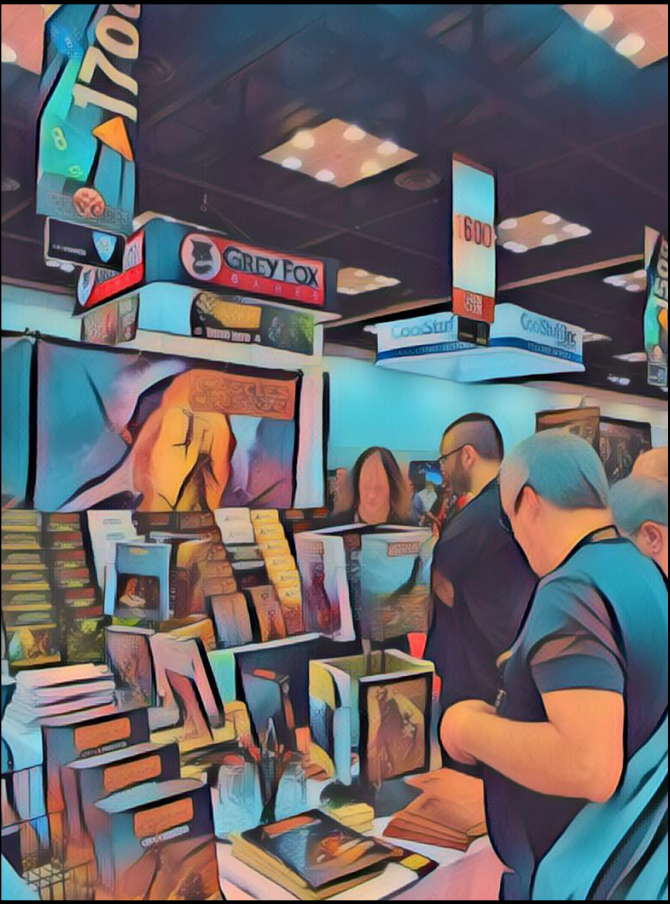
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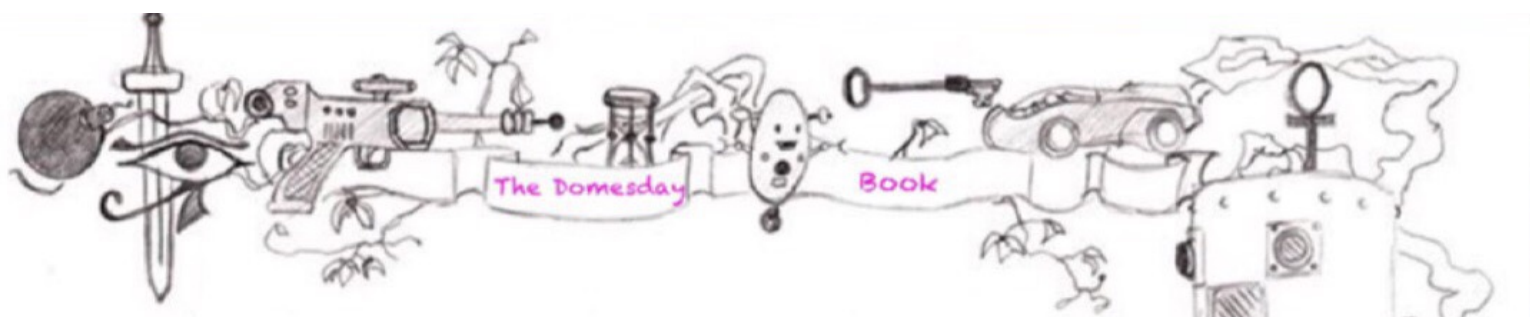


OUR FEARLESS OVERLORDS AT TROLL LORD GAMES





Monster Mayhem:
Devious Deviants for Your
Dungeon



ALTERNATIVE MUMMIES

BY LES ROUELL AKA 'LURKER'

THE BASE IDEA FOR THE BELOW COMES FROM THE THREAD ON TL6 AND AS SUCH HAS IDEAS MIND FOR POSTERS ON THE THREAD - SERLERAN, RHUVEIN, AND FIZZ

Mummies, creatures of desert nightmares buried deep under Egyptian Pyramids and in other ancient middle eastern ziggurats and burial temples. Undead created by foul practices and rites designed to preserve the physical body of the one chosen for the curse/blessing of mummification. A horror of the dried husk of the human body warped in linen bandages and dusted with pricey balms and incenses. A brute relentless in attack, unswerving in the foul task of protecting the temple/treasure hoard it is doomed to eternally guard, battering those foolish enough to desecrate the mummy's abode. A foul creation that spreads dreaded mummy rot with each blow, causes fear to those unfortunate enough to encounter it and immune itself to fear and other spells.

The monster manual version of the mummy is perfectly acceptable for a desert/Egyptian base monster tasked/cursed to guard the temple complex/pyramid it is doomed to protect through eternity. However, the real world offers a more diverse regions of origins, societies and processes that produced mummies. As such the game world should also have various alternative forms of the mummy.

First, the Egyptian mummy of the M&T, is a perfect representative of a mummy made of a pharaoh's loyal guard or trusted slave tasked to guard a god-king's wealth in the after life. However, what of the mummies of the pharaoh themselves or the great priests and satraps - with wealth, power, and importance that approach that of the pharaoh themselves. As people they were greater than the common slave, guard, or soldier made into a





common 'guardian' mummy, so their mummy should also be more powerful than the mummy made of slave and servant .

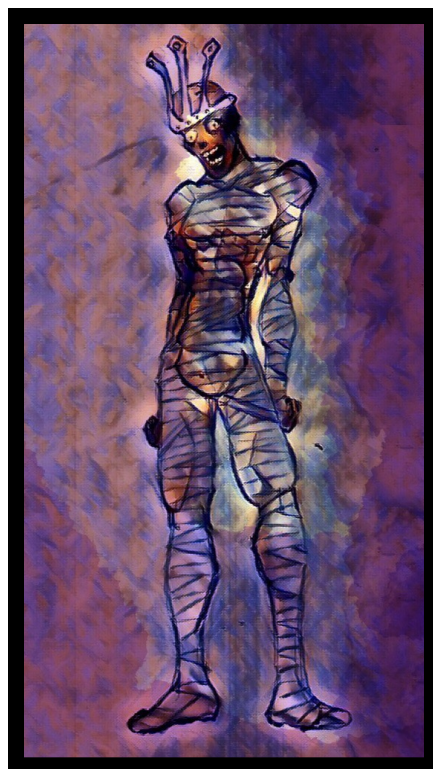
GREATER MUMMY

These greater mummies should be considered unique undead for turning purposes, and have increased HD, and additional powers above and beyond those of the common guardian mummy.

HD for these undead should be increased to a range between 8 - 11 HD, and the greater mummy will have either 2 fist attacks per round at d8 damage or the standard slam attack at 1d12 damage. In some cases the mummy will have a weapon (most likely of archaic design - a bronze Sickle Sword / Khopesh , bronze ax or mace being the most likely) However, possessing more intelligence than the common guardian mummy, the greater mummy will only wield weapons if they have a better chance to hit and damage (due to blessing/magic or exceptional craftsmanship) than their fist or slam attack.

The greater mummy's intelligence should be considered moderate, and the saves should be considered both P & M.

Furthermore, the greater mummy will have a (well hidden and greatly protected) item, gem or jar (similar to the 'magic jar' spell) that their existence is tied to. Even if defeated and damaged to the point of 'death'



in combat, the greater mummy will





not be utterly destroyed. It will eventually gather itself and its physical form will regenerate – taking weeks/months/years (what ever best fits the DM's story arch) . The greater mummy will remember those that were involved in its defeat/ damage and hate them for eternity. Even seeking revenge on the descendants of those that dared to desecrate it tomb and damage its mummified body. The only way to destroy the greater mummy completely is to find the item and destroy it. Then and only then will the mummy physical body be destroyable, and it's soul will be banished to the dark realms to face the punishments it has justly earned.

Additionally, the greater mummy can have one/some/all of the following spell like abilities usable 1 to 3 times a day – depending on the power of the mummy the DM wishes it to have facing the party :

Grasping Sand – similar to Druid 1st level spell entangle – the desert sand shifts underfoot pulls down on any creature in the target area

Dust Cloud – similar to Druid 1st level spell obscuring mist – dust fill the air – additionally, any in the target area must make a CON check to avoid sneezing and coughing for d4 rounds

making any action requiring concentration/speech difficult

Pass without trace – only in a desert environment
Summon swarm – as per druid spell

Dust Storm – similar to 4th level Druid spell *Sleet Storm*, but also does 2d6 damage / save dex for half damage

Call Undead – can summon and command any nearby lesser undead – any intelligent undead that are called will appear, but after that they can resist the mummy's command with a successful CHA check – this resistance may not mean the lesser undead won't fight the mummy's enemies but they won't charge blindly into the fray..

New Types of mummies – based on the area and method of their creation

THE DESERT MUMMY

NO. ENCOUNTERED: 1–8

SIZE: Medium

HD: 5 (d10)

MOVE: 20 ft.

AC: 18

ATTACKS: fist (1d6) twice a round, or Slam (1d10)

SPECIAL: Despair, disease , summon dust devil, Darkvision 60 ft., Vulnerability – fire , Subject to Raising

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Extraordinary Undead

The desert mummy are, like the guardian and greater mummy, created in a dry desert





environment. However, unlike the more powerful guardian and greater mummies, the desert mummy is not created with a specific focused rite aimed at creating a powerful undead guardian or ensuring a great and evil individual maintains its physical existence till the end of time. A desert mummy is normally created by accident when an evil desert dweller is driven from his tribe or camp and dies in the waterless desert, or when a hapless soul is lost in the desert and succumbs to the harsh desert environment in a cursed or effreet haunted region of the

desert.

However, at times a desert mummy may be created purposely by a weaker priest or as additional mummies in an area so that the greater mummy can summon lesser mummies as required. From a distance, the desert mummy appears to be a person long lost

in the desert, clothed in tattered rags of once worn clothing that have seen too many dust storms. However, a desert mummy created purposely for a sacrifice may have clothing of higher quality (though even it will be over-worn, threadbare, and dust covered) and may have jewelry hanging from its wrists and neck. The mummy slowly walks stumbling and stoop shouldered, aimlessly wandering in its area, or sitting listlessly. However, as one nears the mummy it becomes obvious that it is no lost desert nomad. The mummy's





skin is sun darkened and dried, flesh shriveled and barely covering it's skeletal frame. And what was once listless and aimless becomes a focused hatred on any living creature that dares to enter and desecrate the mummies area.

As the powers that create the desert mummy are accidental or less focused than the rites used to create guardian and greater mummies, the desert mummy is weaker than their more powerful cousins.

Combat and mummy despair as per MM mummy entry.

Disease – the desert mummy carries various diseases. Anyone struck by the desert mummy must make a con save or contract a sickness – specific disease and effect is up to DM – however, unlike the mummy rot carried by the guardian and greater mummy, the disease carried by the desert mummy do not resist magical healing.

Summon Dust devil – x3 a day)summons a hot dry desert whirl wind – similar to the air elemental whirl wind – 5 ft wide at the base 15 ft wide at the top and 20ft tall – does 2d4 damage (dex save for half) and throws anyone in the vortex 2d10 feet in a random direction – Str save to avoid the throw

Vulnerability – fire , Subject to Raising as per M&T

THE ICE MUMMY

NO. ENCOUNTERED: 1–6

SIZE: Medium

HD: 5 (d10)

MOVE: 20 ft.

AC: 18

ATTACKS: per weapon (stone/bronze ax, spear club bow/arrow) or fist d6 attacks or slam (1d10)

SPECIAL: Despair, frost grasp, disheartening wind, Darkvision 60 ft., Vulnerability – water , Subject to Raising

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Extraordinary Undead

The ice mummy are, is a creature of the high snow capped mountains or the frigid wind swept tundra steppes. Ice mummies are created by the freezing dry air of those location, and the winds that blow near the cold inhospitable places. Like the desert mummy, the ice mummy is not created with a specific focused rite aimed at creating a powerful undead.

A ice mummy is normally created by accident when an evil tribesman is driven from his tribe or camp and forced into the heights of the unforgiving mountains or onto the featureless arctic planes, or when a hapless soul is lost in those places and succumbs to the harsh freeing environment in a cursed or





haunted cave or region of the steppe. However, at times a ice mummy may be created purposely by a tribal shaman to punish the person with undeath and tie them to a location esteemed/feared by the shaman/ war leader/tribe.

Ice mummies appear to be what they are, corpses of one that died due to exposure to the brutal cold. They are clothed in the garments they wore at the time of their death/making. Normally wool, leather, and fur, coats, pants boots and cloak. Some, being sacrificed or purposely made, will be better clothed and bejeweled. However, regardless of the clothing worn, the ice mummy will normally be seen setting or standing listlessly or unmoving. Some may have frost, snow, or ice partially covering and hiding them. However, when any living creature enters the mummy's air it's seemingly lifeless and unmoving body will be filled with cold fury and the mummy's eyes will glow with frigid hate.

Similar to the desert mummy, the powers that create the ice mummy



are accidental or less focused than the rites used to create guardian and greater mummies, the ice mummy is weaker than the more powerful cousins.

Combat

The ice mummy may possess archaic weapons that it possessed when it died. However, though it may use weapons in attack, it does not have the sufficient intelligence to plan or use tactics. It attacks brutally and viciously with unrelenting fury until it is destroyed or those that have entered its domain are destroyed or





flee and the mummy is somehow unable to follow.

Mummy Despair as per the M&T mummy entry.

Frost grasp – the ice mummy, if it is successful in landing both fist attacks on one target in one round, on the following round may grasp and hold its foe. When grasped the heat and moisture of the target is pulled away into the hands of the cold created mummy. This does 1d8 cold/frost damage and drains 1 point of constitution and strength every round until the its grasp is broken. The mummy must only maintain its grasp with one hand, so it will be able to attack other foes with its free hand. The target of the grasp can avoid the grasp attack with a successful dexterity save. Once the mummy is successful in grasping its target the save to break the hold of the mummy (after taking damage for that round) will be a strength save. - Lost constitution and strength will return at point per day with warmth and rest.

Disheartening wind (1 a day lasting 5 + 1d4 rounds) – calls forth the endless frigid winds that were part of its creation – 100 foot radius centered on the mummy (moving with it), winds do 1d10 damage make speech difficult, and have the knight's demoralizing ability

THE BOG MUMMY

NO. ENCOUNTERED: 1-8
SIZE: Medium
HD: 6 (d10)
MOVE: 30 ft.
AC: 22

ATTACKS: claw claw bite d6 d6 d4, or Slam (1d10)

SPECIAL: Despair, disease, acid grasp, stinking cloud, pass without trace & freedom of movement, Darkvision 60 ft., Vulnerability -, Subject to Raising

A Bog mummy purposely created by witches/hags/dark druids may have additional spell like abilities

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Extraordinary Undead

The bog mummy, unlike the previous mummies, is created in a moist environment. However, the mummy is not created in any average swamp, the bog that produces this type of mummy is exceptionally high in tannin and other natural acids. These acids 'tan' the mummy's body and turn it into a leathery mummy.

Even at a distance, it is impossible to confuse a bog mummy with anything other than a cursed thing of undeath. Most of what ever the mummy was wearing when it was cast into the bog that created the cursed mummy will have been eaten away by the bog's acid. Though items of heavier cloth and leather may remain, but even they will have suffered from their submersion in the bog. The mummy's flesh is darkened and leather hardened and drawn in





tight around the mummy's bones. This pulls the flesh away from the finger tips and the lips back from the mouth. This exposes the bones and teeth, both of which are stained oaken dark by the bog's acid, and hardened. The bog mummy is more active and animated than the other types of mummies, but even so, its movement will be mindless random wandering thru the area it is tied to until it senses a living creature foolish enough to invade it's cursed bog.

A bog mummy is normally created by accident when an evil forest or highland dweller is driven from his tribe or camp and forced into and dies in the peat bog, or when a hapless soul is lost in the bog and succumbs to the sucking bog mud in a cursed or witch/hag coven haunted region of the bog. However, at times a bog mummy (or mummies) may be created purposely by a coven of witches / hags or evil druids or tribal shamans to guard a location or punish curse one.

Combat and mummy despair as per the M&T mummy entry.

Disease – the bog mummy carries various diseases. Anyone struck by the mummy must make a con save or contract a sickness – specific disease

and effect is up to DM – however, unlike the mummy rot carried by the guardian and greater mummy, the disease carried by the desert mummy do not resist magical healing.

Acid grasp (3x a day)– similar to shocking grasp, but the damage is from the acids critical in the creation of the bog mummy. If the attack is successful the target received 1d8 +3 points damage (dex save for half) on the first round. The acid will continue to burn the victim for 1d6 rounds (unless nutilized) causing d4 damage a round

Stinking cloud (x2 a day) per spell pass without trace & freedom of movement (only in swamp bog locations) x3 a day – per spell

THE TAR MUMMY

NO. ENCOUNTERED: 1–8

SIZE: Medium

HD: 5 (d8)

MOVE: 20 ft.

AC: 18

ATTACKS: claw bite d6 d6 d4, or Slam (1d10)

SPECIAL: Despair, disease , acid grasp , stinking cloud pass without trace

freedom of movement (bog swamp only), sticky body Darkvision 60 ft. Vulnerability – fire , Subject to Raising

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Extraordinary Undead

The tar mummy is similar to the bog mummy. However, where the bog mummy is created in tannin acid





filled locations, the tar mummy is created in places with tar and oil seeping into the bog waters and contaminating the natural environment. As such, the tar mummy appears like and has the same powers of a bog mummy. However, the tar mummy is weaker than the bog mummy due to the effect the tar and oil has on the tanning effect of the acidic bog. Additionally, the tar and oil give the mummy additional effects, but at the cost of a great vulnerability .

Combat and mummy despair as per M&T mummy entry.

Disease – the bog mummy carries various diseases. Anyone struck by the mummy must make a con save or contract a sickness – specific disease and effect is up to DM – however, unlike the mummy rot carried by the guardian and greater mummy, the disease carried by the desert mummy do not resist magical healing.

Acid grasp (3x a day)– similar to shocking grasp, bit the damage is from the acids critical in the creation of the bog mummy. If the attack is successful the target received 1d8 +3 points damage (dex save for half) on the first round. The acid will continue to burn the victim for 1d6 rounds (unless unsterilized) causing d4 damage

Stinking cloud (x2 a day) per spell

pass without trace & freedom of movement (only in swamp bog locations) x3 a day – per spell

Sticky body – The oil and tar that coated the mummy during its creation makes the mummy's body exceedingly tacky. Anything that contacts the mummy during a physical attack may become stuck to the mummy. Whether it is warriors sword, cleric's mace, or a shield used to block a mummy's relentless blows. Any time a physical blow lands on the mummy, or the mummy attacks and the



target's armor or shield cause the mummy to miss the attack, the mummy's foe must make a dex check





to avoid the item being stuck to the mummy. If an item is stuck, the next round the mummy's foe must make a STR check to not lose its hold on the item. It takes 2 consecutive strength checks to rip an item free from the mummy. However, the mummy itself may use one if its claw attacks to dislodge an item from itself and cast it asides..

Also, the mummy can focus both claw attacks on a target, and if they both hit, the mummy can attempt to draw the foe into a tar sticking bear hug (dex check to avoid). Anyone in the tar enhanced bear hug will be unable to free itself and unable to act and the mummy will automatically succeed in hitting the trapped foe with both claw and bite attacks. If the trapped 2 consecutive strength checks followed by a dex check (thus taking at least rounds to escape the bear hug, all the while being damaged by the mummy's claw claw bite attack).

Vulnerability – fire the tar mummy is exceptionally susceptible to fire attacks. Any time one uses fire to attack the mummy – whether it is mundane fire from a torch, or magical fire like burning hands may cause the mummy to catch fire. (however, explosive spells like fire ball, due to the short lived explosive fire associated with the spell, do not risk a tar mummy catching fire) When a fire based attack is successfully used against the mummy, it must make an additional dex save to avoid catching ablaze. Each following successful fire based attack add a negative modifier to the mummy's save (the 2nd attack will cause there to be a -1 to the mummy's save, the 3rd attack causes there to be a -2, etc). Once the mummy fails it's dex check, it begins to burn taking d8 damage from the

fire. However, the fire is so intense, anyone within a 15 ft radius of the burning mummy takes d6 damage from the heat. Additionally, if the mummy is ablaze when it dies (drops to -10 hp) it explodes in a fiery discharge doing 3d10 to anyone trapped in the mummy embrace, and 1 d10 to all within 30ft radius .

ACCIDENTAL / NATURAL DISASTER MUMMIES

The final two types of mummies are created only by accident from a natural disaster. There are none of these types of mummies purposely created by evil rite, or sacrifice of an individual by evil clerics or dark druids.

These mummies are created when a natural disaster strikes a location or a city and kills all the inhabitants, or when a disaster befalls an evil temple complex killing all present. Regardless, the individuals in the area most deserving of the curse of mummification and punishment of undeath are tied to their physical form and walk the earth as a mummy.

As these mummies are created purely by accident and normally to a population center (though some are





created when a few travelers or a merchant caravan are in a remote location that the disaster befalls) These mummies are weaker even than the desert, ice and bog mummies, but as they normally created out of a larger population, there may be a greater amount of these mummies in the area of their creation.

THE VOLCANIC ASH MUMMY

NO. ENCOUNTERED: 1-12

SIZE: Medium

HD: 5 (d8)

MOVE: 15 ft.

AC: 18

ATTACKS: claw claw d6 d6 , or slam (1d10)

SPECIAL: Despair, searing grasp, burning hands, ash cloud, reduced damage - slashing attacks & immunity piercing attacks, danger to non magical weapons Darkvision 60 ft., Vulnerability - concussive/crushing attacks, spells effecting stone & rock, -4 to initiative, Subject to Raising

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Extraordinary Undead

The volcanic ash mummy (or ash mummy for short) are created when hot volcanic ash and mud descend on a location, covering, destroying, and preserving all present. As such the mummy's physical form is of a body covered in hardened heated ash.

The mummy appears to be a human covered in ash or sculpted from hardened compressed ash and mud.

As the ash mummy is formed by compressed ash encasing the body of the one cursed with mummification it is slow and cumbersome in its actions

Combat and mummy despair as per the M&T mummy entry.

Searing grasp - if the mummy successfully attacks a single target with both claw attacks, the target must make a dex save to avoid being grasp by the mummy. If so grasp, the heat from the volcanic ash that created the ash mummy sears the mummy's foe - doing 2d6 damage (1 d6 from the bone crushing grip, and 1 d6 from the mummy's heat). One being held must make a str save to break free from the mummy.

Burning hands - (x3 a day) - as per spell

Ash cloud - (x3 a day) - as spell obscuring mist, but also does 1 d6 damage to any in the area due to the heat and suffocation and scorching of the hot ash cloud.

After each use of burning hands & ash cloud, the mummy must make a con save or be stunned due to it tapping into the primal volcanic fires searing its soul. If stunned, the mummy is at -2 to all rolls and goes last in the round regardless of its initiative





Reduced damage / immunity – any slashing attack on the mummy does half damage, and any piercing weapon does only 1 point of damage

Danger to non-magical weapons – any none magical weapon used to attack an ash mummy is in danger of being damaged or destroyed. Every attack that utilizes a normal weapon and successfully damages an ash mummy, the weapon must save or be destroyed due to the hard ash shell of the mummy's form. Even a weapon that saves will be damaged – edge blunted , haft cracked etc etc

Vulnerability – any attack that does most of its damage from blunt/ concussive force, the damage caused by the attack is doubled. This includes spell effects like fire ball, and ring of ram spell like effects etc

Any spell that focuses on effecting stone or rock my damage the ash mummy

THE MUD MUMMY

NO. ENCOUNTERED: 1–12

SIZE: Medium

HD: 5 (d8)

MOVE: 15 ft.

AC: 18

ATTACKS: claw claw d6 d6 , or slam (1d10)

SPECIAL: Despair, disease, suffocating grasp, reduced damage – crushing attack

Darkvision 60 ft.,

Vulnerability – spells effecting mud & rock, -4 to initiative, Subject to Raising

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Extraordinary Undead

The mud mummy is created when an area is covered in mud and earth, either due to earthquake or rain causing a mud slide, or a tsunami pushes silt sand and mud inland covering a coastal area.

The mummy's physical form is that of a person covered in mud or clay and the mud infusing the person.

Combat and mummy despair as per the M&T mummy entry.

Disease – the bog mummy carries various diseases. Anyone struck by the mummy must make a con save or contract a sickness – specific disease and effect is up to DM – however, unlike the mummy rot carried by the guardian and greater mummy, the disease carried by the desert mummy do not resist magical healing.

Suffocating grasp – if the mummy successfully attacks a single target with both claw attacks in one round, the target must make a dex save to avoid the mummy forcing the mud that infuses it's form into the target's face – thus covering its nose and mouth. If the dex save fails, some of the mud sloughs off the mummy and lodges in the victim's air way and begins to suffocate the victim.. If so, the target must make a series of con saves as suffocation sets in . Once the first con save is failed, the victim is at -3 to all rolls (including the con save to keep from further suffocation). Once the con save is failed for a 2nd time all rolls are at -6. When the con save is





failed for the 3rd time, the victim passes out and will die in the number of rounds equaling his con score.

To remove the mud from the victim's airway, the target must make 2 consecutive dex checks (at -2 to the roll due to the cursed mud's attempt to avoid removal and kill the victim). The -2 to the dex check is in addition to any negatives associated with the series of failed con saves. Another may help the victim to try and remove the mud and clay, thus eliminating the -2 on the dex roll. If the victim has passed out before making 2 consecutive dex checks, another may try an clear the victim's airway. They must make 2 consecutive dex checks at -3 to remove the mud suffocating the victim.

While the victim is choking, the mud mummy is free to attack others in it's area. The mud mummy enjoys (if one considers any ability for a cursed mummy to enjoy any experience) nothing more than to see a group of those foolish enough to enter it's cursed domain writhing as they all succumb to its suffocating attacks. Even if the mud mummy is destroyed, those suffering from suffocation will continue to be in danger of dieing due to the mud filling their air way.

Reduced damage – any crushing concussive attack (whether physical or magical) on the mummy does half damage.

Vulnerability – Any spell that focuses on effecting stone or rock my damage the ash mummy

Author's note

None of these mummies have been play tested, so they may be more powerful than intended. As such, any one that uses them should modify them as needed to not over power the party (unless the DM's idea is to over awe an over confident and full hardy party).

Additionally, none of the mummies have experience points in the write up. This is one skill in monster making/development that I have yet to master. As such, one should estimate exp from similar monsters and use that as a base line. That or seek guidance from those wiser than I in the art of monster creation.

WYVERN, SPIKE-TAIL

NO. APPEARING: 1, 2-4, 2-12 (CLAN)

SIZE: L (25' LONG, 40' WING SPAN)

HD: 6D12

MV: 80' FLY*; 20'

AC: 18*

ATTACK: BITE* (2D6), TAIL

SLAM* (4D4), 2X CLAW* (1D4)

SPECIAL: TWILIGHT VISION, SPOT, SCENT, PHYSICAL REINFORCEMENT, SR 3, SWOOPING STRIKE, ENHANCED ROAR

SAVES: P&M

INT: AVERAGE

ALIGNMENT: CHAOTIC NEUTRAL

TYPE: DRAGON

TREASURE: 6

XP: 660+6

The Spike Tail Wyvern is a rare breed of wyvern that is both stronger and more dangerous than their lesser but better known cousins. The reason for this is due to their limited ability to use and resist magic as well as slightly better intelligence. Unlike their dumber cousins, spike tail wyverns do not kill simply for the

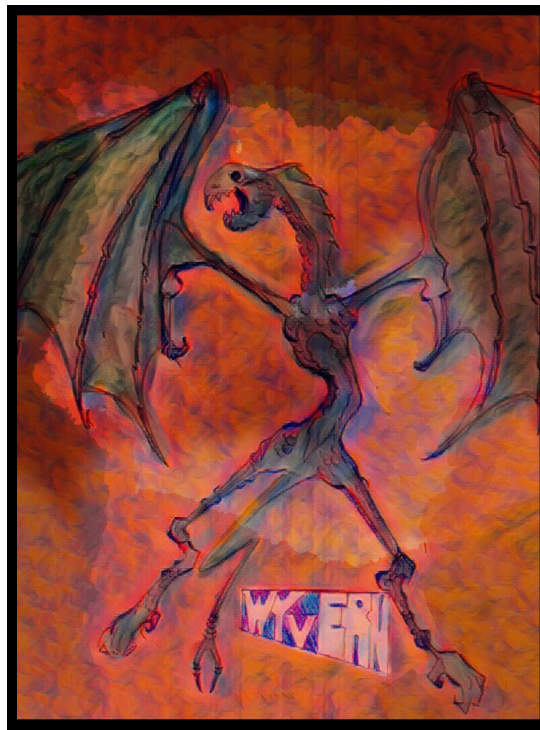




love of killing and if the means is made available are perfectly willing to communicate if approached in peace and with a suitable bribe, be it food or treasure. They are also more communal and will use actual teamwork to defeat more powerful enemies in defense of their nest and territory.

At first glance this breed of wyvern looks like a smaller version of their dumber cousins though closer attention will note several visible differences. The most obvious difference is the spiked ball-like end to their tail as opposed to the vicious stinger of the common wyvern. The spike tail is also more of a blue-green color with a lighter underbelly and more stream-lined with their musculature. This should not make those considering attacking a spike tail wyvern believe that it is weaker than the common wyvern. Those that have made that mistake usually do not survive to make it a second time due to the nature of the spike tail's magic ability.

Spike Tail Wyvern usually begin any attacks against prey or enemies from the air, swooping down at high speed and striking with their tail as



they speed past. Usually this attack happens faster than the enemy can retaliate against and does heavy damage to even well armored creatures. Once the prey has been weakened, the wyvern will land and use its roar to further impair their foe and finish them off after using its physical reinforcement on itself. Spike Tail Wyverns are intelligent creatures and can be trained as mounts, guard beasts, and even familiars if raised from the time they hatch. Wild Spike Tails are unlikely to be tamed but may be convinced





(read bribed) to form temporary alliances or partnerships if they bear no enmity against those approaching them. Spike Tail eggs are usually laid in clutches of 2-4 and may be sold for up to 1000 gold pieces in the right markets if still alive. Other parts of the wyvern can be used in the production of light armor, weapons, and magical creations with correspondingly appropriate prices from interested parties.

Spike Tail Wyverns can be found in the same climes as their more common cousins and often end up fighting them, griffons, and even dragons with enough numbers for territory. The general hunting range of a Spike Tail Wyvern clan is up to 100 miles from their nest.

ABILITIES:

Swooping Strike - The Spike Tail Wyvern is adept at making high speed fly-by attacks with its tail against enemies. It goes by so fast most enemies are unable to counter-attack and the damage done by the spiked tail is far greater than if on the ground. Only opponents that have prepared their attack (delayed initiative) or are going in the same initiative segment may counter-attack the swooping wyvern with melee weapons. Missile weapons and magic suffer a -1 to hit due to the speed of the moving target involved. The tail damage is tripled similar to a charge attack should it hit its target. If the target is M size or smaller, a STR

check is required to avoid being knocked off of their mount or feet.

Enhanced Roar - The Spike Tail Wyvern uses its magical power to enhance the volume of its roar making it sound more fearsome. Creatures of equal HD or less to the wyvern must make a CHA save to avoid being petrified by fear for 1d3 rounds. Creatures of 4HD or less suffer a minus two (-2) penalty to this save. The wyvern gains a +2 bonus to hit any creature affected by its roar. This ability is usable a number of times per day equal to the HD of the wyvern.

Physical Reinforcement - The Spike Tail Wyvern is able to use magic within itself to reinforce its physical defense and abilities up to four times per day. Each use lasts ten minutes per HD of the wyvern. When this ability is in effect the wyvern gains a bonus to its AC and all attack damage equal to its current HD. It may also double its movement rate per round if it forgoes increasing its defense.

SAND SALAMANDER

NO. APPEARING: 1

SIZE: L (20' LONG + TAIL)

HD: 9D10

MV: 50'; 30' BURROW OR CLIMB

AC: 24

ATTACK: BITE (2D12), CLAW X2 (1D6)

SPECIAL: TREMOR-SENSE 80', VISION IMPAIRED, SCENT, BREATH WEAPON, THICK SCALES, CAMOUFLAGE, MAGIC RESISTANT

SAVES: P&M

INT: LOW

ALIGNMENT: CHAOTIC EVIL

TYPE: DRAGON

TREASURE: 9

XP: 1700+9





The Sand Salamander lives in most desert and badlands regions known for high temperatures and dry heat. It is a blood thirsty predator that tends to bury itself in the sand with

just the top of its head above the ground much like an alligator lurks in water. Due to the thick, knobby scales covering the top half of its body and six claw tipped legs, it appears as nothing more than a pile of stones from a distance. By the time victims are close enough to tell the difference they are already close enough for this sadistic creature to attack them.

Ironically, the Sand Salamander can only see clearly within ten feet of itself and not at all past thirty feet. It has developed the ability to sense vibrations in the earth to locate prey though it is nearly helpless against flying opponents with only its sense of smell to use to detect such enemies. If it is attacked from the air and survives the initial strike, it will burrow into the ground to escape or wait for the enemy to land where it can attack from below.

The Sand Salamander is cousin to both Salamanders and Earth Dragons though it is not properly of either family. In terms of classification

though it adheres more to the draconic species than salamander with the inborn sense of avarice and other abilities common to dragons. It is a solo hunter and seldom found with another of its species. Sand Salamanders tend to mate then part with the female tending the eggs



alone until they hatch. Young are driven off after the first week or eaten by their mother or any other Sand Salamander that might find the nest. The young will turn on each other after three weeks if they are





still together with only the strongest of the dozen or so young surviving the first six months of life.

Sand Salamanders collect the treasure of their victims in their underground nests and defend it viciously.

ABILITIES:

Tremor-Sense - The Sand Salamander can detect vibrations caused by creatures walking upon the earth up to eighty feet away no matter how carefully they tread.

Vision Impaired - The Sand Salamander can only see clearly within ten feet of itself. It is effectively blind beyond thirty feet away. Due to this poor eyesight, the Sand Salamander gains a +2 bonus to spells and spell-like effects that are vision based such as illusions, hypnotism, etc.

Breath Weapon - The Sand Salamander is able to breathe a cloud of colorless, odorless gas twice per day that will fill a twenty foot cubic area in front of it. Any creature within the gas cloud must save versus Breath Weapon or become petrified for 4d4 days. The fact that the gas is all but undetectable has given many the mistaken impression that this is a gaze attack from the Salamander. Creatures petrified in this manner may be shattered by attack damage equaling twenty or more points. Shattered victims are instantly killed.

Thick Scales - The Sand Salamander has incredibly thick scales over the upper half of its body and limbs. These scales resemble stone and provide incredible protection against

physical attacks. Normal edged weapons will only do half damage when attacking anything but the underside of the monster. Magical edged weapons will do damage as normal. Bludgeoning weapons will do no damage at all with even magical weapons of this type only doing their magical bonus in damage.

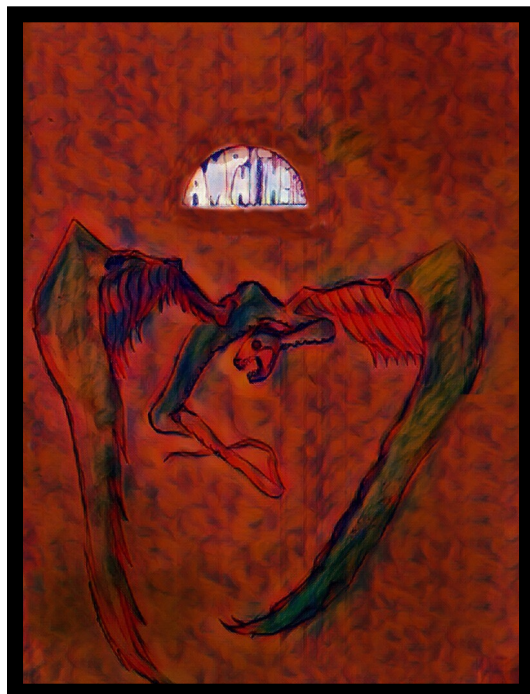
Camouflage - Sand Salamanders that are buried in the ground when encountered by other creatures gain a +3 to surprise rolls as they attack if not spotted beforehand since they look like nothing more than a pile of rugged stones.

Magic Resistant - Sand Salamanders are highly resistant to magic but not to the degree that their cousins the true dragons and salamanders are. The Salamander gains a +3 to saving throws versus magic spells and spell-like effects. Against Heat and Fire based magic this bonus is doubled.

AMPHIPTERE

The Amphiptere are a species of winged serpents closely related to dragons though far inferior to their greater cousins. These dragonkin are not truly serpents either, merely serpentine in form since their only limbs are their wings and their bodies covered in thick scales with tails that are often split into up to three or otherwise adorned with spikes and additional membrane similar to their wings. Primarily found in tropical to





temperate regions away from settlements and the territories of true dragons which tend to see them as prey despite their distant kinship. Amphiptere are fast and maneuverable fliers but lack both the intelligence and breath weapon that make true dragons greater threats than their physical abilities. However, these creatures do boast a resistance to magical attack and a strong poison administered through their fanged bite. While rather stupid, they

are still greedy predators that consider anything smaller than an ogre as a potential meal. Like serpents they will swallow their prey whole rather than rip chunks of meat off of it then regurgitate anything not digestible such as bones, metal, stone, etc. a week or two afterwards.

There are several subspecies of Amphiptere with varying size, coloration, and hunting habits to suit their preferred habitat. The most commonly known subspecies are noted below.

NIGHTWING AMPHIPTERE

NO. APPEARING: 1 (5% CHANCE OF A MATED PAIR)

SIZE: L (12' WINGSPAN, 10' LONG)

HD: 5D10

MV: 80' FLY/ 10'

AC: 17

ATTACK: BITE (1D8)+POISON OR TAIL LASH (2D6)

SPECIAL: DARKVISION 60', TWILIGHT VISION, SCENT, HIDE, MAGIC

RESISTANT, SWALLOW, POISON

SAVES: P&M

INT: INFERIOR

ALIGNMENT: NEUTRAL EVIL

TYPE: DRAGON

TREASURE: 5

XP: 420+5

The Nightwing Amphiptere is around ten feet long with a wingspan of approximately twelve feet and covered in dark grey and black





mottled scales. Its eyes tend to be an iridescent slate grey and the tail is finned like an eel-fish. The Nightwing prefers to hunt in darkness taking advantage of its coloration to blend into the shadows and dwells in caves or cellars in ruins. It is noted to be rather vile tempered and will follow prey or those that have angered it for days waiting for a chance to kill them. It is most commonly found in subtropical and temperate mountainous terrain.

ABILITIES:

Hide - The coloring of the Nightwing gives it a +4 bonus to hide in shadows and dark caves.

Magic Resistant- The Nightwing gains a +2 to all saving throws versus spells and spell-like effects, both arcane and divine.

Poison - The Nightwing has a venomous bite that requires a CON save to avoid suffering 3d4 damage. A second saving throw is required two rounds later if the first is failed. Failing the second saving throw will result in an additional 3d4 damage plus blindness for 1d6 hours.

Swallow - Amphiptere have no limbs with which to hold prey so they swallow their prey whole. The Nightwing is able to swallow any man-size or smaller creature it bites on the following round if it so chooses. The victim is allowed a STR save to break free of the Nightwing's jaws but if it fails, they will be swallowed completely and suffer 2d6 damage

per round from stomach acid and constriction. They are unable to move due to the tight confines and may not cut themselves out. The victim's body will take a number of days equal to their constitution score to fully digest. Once that has happened, their belongings will be vomited up by the Nightwing and their body unrecoverable by any means short of a wish.

MOSSYBACK AMPHIPTERE

NO. APPEARING: 1-4

SIZE: S (4' WINGSPAN, 3' LONG)

HD: 3D10

MV: 70' FLY/ 10'

AC: 16

ATTACK: BITE (1D3)+POISON

SPECIAL:

DARKVISION 30', TWILIGHT VISION, SCENT, HIDE, MAGIC RESISTANT, POISON

SAVES: P&M

INT: INFERIOR

ALIGNMENT: CHAOTIC NEUTRAL

TYPE: DRAGON

TREASURE: 2 (X2 COINS/GEMS)

XP: 90+3

The Mossyback Amphiptere is around three feet long with a wingspan of approximately four feet and covered in mossy green and black mottled scales. Its eyes tend to be an iridescent gold and the tail is split into three. The Mossyback prefers to hunt during the twilight hours taking advantage of its coloration to blend into the forest or jungle canopy where it dwells with nestmates. It is noted to be inquisitive





and loves small shiny objects which it obsessively collects when opportunity presents itself. It is most commonly found in subtropical and tropical jungles or rainforests. Its favorite prey are small mammals around the size of rabbits and squirrels.

Hide – The coloring of the Mossyback gives it a +2 bonus to hide in trees and jungle vegetation.

Magic Resistant- The Mossyback gains a +3 to all saving throws versus spells and spell-like effects, both arcane and divine.

Poison - The Mossyback has a venomous bite that requires a CON save to avoid suffering 1d4 damage. A second saving throw is required two rounds later if the first is failed. Failing the second saving throw will result in an additional 2d4 damage plus falling into a delirious fever for 1d3 days.

MISTHUNTER AMPHIPTERE

NO. APPEARING: 1 (5% CHANCE OF A MATED PAIR)

SIZE: L (24' WINGSPAN, 20' LONG)

HD: 8D10

MV: 100' FLY/ 20'

AC: 21

ATTACK: BITE (2D6)+POISON OR TAIL LASH (2D8)

SPECIAL: DARKVISION 60', TWILIGHT VISION, SCENT, HIDE, MAGIC RESISTANT, SWALLOW, POISON

SAVES: P&M

INT: INFERIOR

ALIGNMENT: CHAOTIC EVIL

TYPE: DRAGON

TREASURE: 10

XP: 1400+8

The Misthunter Amphiptere is around twenty feet long with a wingspan of approximately twenty-four feet and covered in light grey and blue mottled scales. Its eyes tend to be an iridescent sea-green and the dual tail is finned like an eel-fish. It is the largest of the Amphiptere family and most aggressive. The Misthunter prefers to hunt in the twilight hours and foggy conditions taking advantage of its coloration to blend into the mists and sky. It primarily dwells in caves or ruins near shorelines of oceans or large lakes, though it has also been found near large waterfalls with heavy mists as well. It is noted to be highly aggressive and will attack anything it perceives as prey on sight including small ships or caravans. It is most commonly found in temperate or subtropical regions noted for heavy fog or cloudy weather.

Hide – The coloring of the Misthunter gives it a +2 bonus to hide in fog and mists.

Magic Resistant- The Misthunter gains a +2 to all saving throws versus spells and spell-like effects, both arcane and divine.

Poison - The Misthunter has a venomous bite that requires a CON save to avoid suffering 2d8 damage.





A second saving throw is required two rounds later if the first is failed. Failing the second saving throw will result in a very painful death within 1d4 rounds.

Swallow – Amphiptere have no limbs with which to hold prey so they swallow their prey whole. The Misthunter is able to swallow any ogre-size or smaller creature it bites on the following round if it so chooses. The victim is allowed a STR save to break free of the Misthunter's jaws but if it fails, they will be swallowed completely and suffer 2d12 damage per round from stomach acid and constriction. Man-size or smaller creatures may cut themselves out if they have a dagger or similar small cutting implement and can inflict 15 points of damage before they succumb to the stomach acid. The victim's body will take a number of days equal to their constitution score to fully digest. Once that has happened, their belongings will be vomited up by the Misthunter and their body unrecoverable by any means short of a wish.

XP: 3,000 to 10,000 +10 to +18

The ancient Egyptians and later the Greeks were the first peoples to encounter these eternal wyrms. These bi or quadrupedal serpents are some of the oldest and rarest of dragon-kind even in their native climes. Only one Atlantean author



has ever documented these creatures with much detail. Their very nature makes them difficult creatures to study, capture, or kill.

These armor plated, serpent like creatures can come in all the chromatic wonders of nature, but tend toward a randomized color blend much like the leaves of a tree in autumn. Some believe the

UROBOROS

NO. ENCOUNTERED: 1

SIZE: Large (20-40 ft. long)

HD: 10d8 to 18d8 (+2d8 per 5 feet of length)

MOVE: 40 feet walk/swim

AC: 27

ATTACKS: Bite (2d8), 2x Claws &/or Wings (d8), Tail Smash (d10)

SPECIAL: Charge, Roll, Regeneration, Heal, Rebirth, Twilight Vision, Scent

SAVES: P & M

INT: Inferior to Low

ALIGNMENT: Neutral

TYPE: Magical Beast (Dragon-kin)

TREASURE: 7 to 13





creature can slowly change color to blend with the surroundings of its chosen hunting grounds! But no matter the color presented, their scales reflect light with a metallic sheen; each scale is streaked with patterns of great detail and complexity in its own metallic hue. **REGENERATION & HEAL** An Uroboros always regenerates at a rate of three hit points per round from any damage source. However, when an Uroboros grasps its own tail in its mouth for one full round the Uroboros's regeneration increases as if affected by the spell heal. This tail grasping power may be used but three times per day at rate of once every d3 rounds. The Uroboros' power to heal can be performed on creatures beside the Uroboros itself by simply grasping (not biting) a target within its great toothy jaws.

Whenever an Uroboros is killed, ten to 18 young will burrow free from the dead body within 5-9 turns to continue the species. The fully functioning young are 2-4 foot long miniature versions of the adult, but with great color variation, both chromatic and metallic in hue. These juvenile Uroboros are skittish by nature but also ravenous hunters eating anything in their path, alive or dead, animal, vegetable, or mineral. Due to their insatiable and varied diet

a juvenile reaches adulthood very quickly; less than one year! Unknown aside: Adult Uroboros are both male and female, when they mate they impregnate each other but do not finish gestation until their death.

Mating is brief, indiscriminate, and the two quickly move apart to return to their solitary hunter lifestyle.

MOVEMENT: Although Uroboros can have small wings, they do not support true flight. The Uroboros instead moves along the ground, or through the water, in a serpentine fashion where their legs and wings only help them along in tricky terrain or through tight spots. Their appendages also help the Uroboros to charge at 3x their normal move instead of 2x.

The Uroboros does have an alternate mode of locomotion and attack, the rolling hoop. The Uroboros must first execute a full charge move which will end in a mighty serpentine leap 10 to 15 feet into the air. At the height of the Uroboros' leap it executes a dive roll where, with great dexterity, it grasps its own tail (see below). The Uroboros becomes a seven to 13 foot diameter hoop capable of rolling over enemies and scrubby terrain at a rate of 60 feet per round. Anyone hit by this rolling charge suffers d20 points of damage unless they dive out of the





way with a successful DEX save for half damage. Within d3 rounds of forming the hoop the Uroboros must either invert its body so that its legs and wings (if it has them) can help propel it along or it loses momentum from the initial dive and must end its rolling hoop move. The rolling hoop and inversion is normally performed to heal and flee at 60 feet per round; Uroboros are not ones to fight to the death for any reason.

COMBAT: The Uroboros is an incredibly dexterous beast. Its bodily movements are sinuous, near constant, and blindingly fast. Any time the creature is grounded, not moving, it can attack with a lightning fast, snake-like strike with a reach of seven to 15 feet. This bite gains an additional +4 to hit due to its binding speed and indirect line of attack. Any creature to the rear of an Uroboros is not immune from the bite due to the flexibility of the creature's neck. Additionally, the Uroboros can also strike out with its armored tail in scorpion-like fashion also with a reach of 7-15 feet. Although the creature's scaly hide is stronger than plate mail, most of the creature's unnaturally high AC comes from its ability to not be wherever someone attempts to attack, the sinuous circular motion of the body deceives both the eye and the hand.

The scales of the Uroboros appear streaked with metallic patterns and in fact are laced with metallic alloys not the least of which is a fair quantity of mithral. Little is known of the creature's youth, but scholars have surmised their youth may be spent deep in caverns or in remote areas consuming no small amount of minerals and ore along with living creatures. Their unusual diet coupled with a phenomenal growth rate yield thick bio-metallic plates of exceptional strength and toughness. **Aside:** Armor made primarily from these plates gain a non-magical +3 bonus. If the Uroboros has wings, they can also be used to whip up dirt and debris into the eyes of anyone within 30 feet in a 180 degree arc. Those in the area of effect can become temporarily blinded for 2d2 rounds while they clean the debris out of their eyes if they fail a DEX save. They can also claw &/or wing slap while charging through enemies; up to four opponents can be attacked in this manner.

GHOST OF POSSESSION

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 5d8

MOVE: 35 feet

AC: 18

ATTACKS: Special

SPECIAL: Possession, Incorporeal

SAVES: M



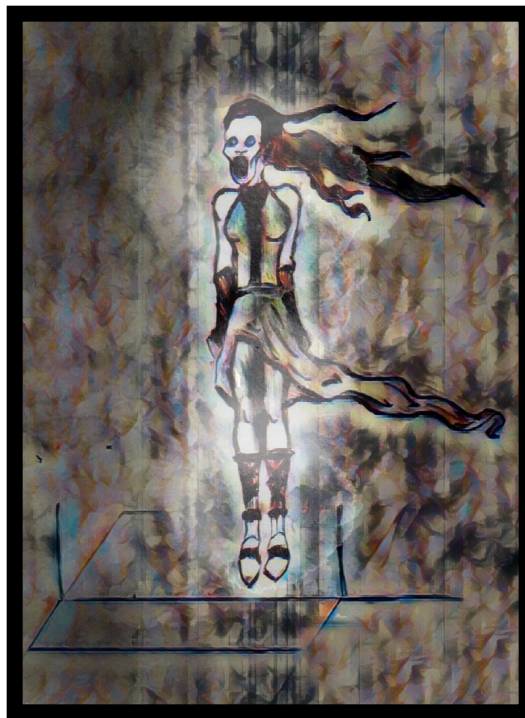


INT: Average to High
ALIGNMENT: Evil (Chaotic)
TYPE: Undead (Unique)
TREASURE: 5
XP: 320+5

Unlike their more powerful cousins, a possessor ghost must get a living, corporeal creature to do its bidding and permit it to feed upon the fleeing life forces of its victim/host. They do not have the powers of *telekinesis* to affect the world around them nor *touch of death* to age the living and feed upon their psychic force. Ghosts of possession are the undead spirits of evil, manipulative, controlling humanoids. In life, these people were always trying to control others to do their bidding or improve their lot with no regard for those they used; cruel use and utter ruin were their hallmark. At their deaths, their spirits were forced to remain bound to the physical world in perpetual torment in a never ending continuation of their self-centered manipulative lives.

COMBAT: Ghosts of possession are sadistic and malevolent, they take great pleasure in cruelty and in the suffering of others at their hands. They do not personally enter combat, but quickly move to the most powerful looking, well armored, yet weak-willed member of a party in hopes for a quick and complete possession of said person. The possessor ghost has

a better than average chances of finding the optimal host to possess within any given party. Their goal being to control the bodily movements of their host and have their host body immediately and ruthlessly attack the cleric(s) in the group, followed by paladin(s), to minimize the chance of being turned. A possessor ghost can identify the clerics and/or paladins in a group at a range of 30 feet. Once



the clerics &/or paladins in the group are neutralized, the ghost controlled host is free to kill indiscriminately. Anyone with magical weapons that can harm the ghost within its host body also become targets to





neutralize quickly. If the host body is brought to unconsciousness, or killed outright, the ghost moves to the next most likely host and begins its control anew. Alternately, some possessor ghosts will attempt to possess a lone cleric in a group knowing that if they can control the cleric, the more risky possession attempt will ensure the cleric cannot turn the ghost after possession.

INCORPOREAL: Ghosts of possession exist only partially within the mortal realms, most of their essence resides in the ethereal. A creature on the mortal realms cannot attack a ghost except with magical weapons of +1 or better, though a creature in the ethereal can attack the ghost's manifestation there with normal weapons. Recall that only the magical bonus of magical weapons does damage unless the weapon is a holy weapon, specifically tuned to damage incorporeal undead, or is a fell weapon.

POSSESSION: Ghosts of possession must simply make a touch attack to inhabit the same bodily space as their victim. Once within their victim, they can still be seen as a ghostly shadow over the entire body of their victim roughly matching arms, legs, and head locations. They can still be attacked once inside a victim, but all (most) attacks against the possessor ghost also affect/damage the host body. Spells like magic missile could be focused on just the possessing ghost.

Once inside the victim, the next action of the evil spirit is to take physical control of the host body. The victim must fail a CHA save for the ghost to take possession of the victim. The ghost can attempt to take possession but every other round

when within the body of its victim. Once in control, the control is complete over the physical body of the victim. The victim is also mentally compelled to act efficiently against its former companions. Unfortunately for the victim, the victim remains aware, but can only watch its body attempt to kill its former party members to the best of the character's physical and magical ability; attacking by weapon, magic, or special class ability. The ghost compels the character to use every special power or magic item with abandon. The feeling of utter helplessness to do anything but watch will be a soul-scarring horrific event should the victim somehow survive.

SU-MONSTER

NO. ENCOUNTERED: 1-12

SIZE: Medium

HD: 5+5

MOVE: 20 feet

AC: 14

ATTACKS: Bite (2d4) & 4 Claws (d4)

SPECIAL: See below

SAVES: P

INT: Average

ALIGNMENT: Chaotic

TYPE: Magical Beast

TREASURE: 5

XP: 249 + 6

Su-monsters inhabit forsaken wilderness areas and suitable subterranean lairs as well. They have prehensile tails which they use to swing from limb to limb or to hang upside down. From such a position they can attack with all four of their clawed feet as well as their jaws. All four feet are prehensile and armed with long and extremely sharp claws.





Su-monsters are fully arboreal - at home upright or hanging upside down - the latter being one of their favorite methods of lurking for prey.

If more than four are encountered it is likely (50%) to be a troupe of males and females in roughly equal numbers without young offspring. Otherwise, the group will be a family unit with one male, one female, and young. Females are treated as males and young are treated as 25% mature (1+1 HD, 12 AC, d3 bite and but 1 hp damage from claws). The female will fight at double value (+4 to hit and +2 to damage from each attack) for six rounds if the young are attacked, and the male will fight at double value for four rounds if the female is attacked.

Adult su-monsters have latent psionic ability which enables them to deliver a psionic attack once per day. Young su-monsters can only use this power if trapped and fearing imminent death. The attack comes in one of three forms (select randomly): Psychic crush, psionic blast, or mind thrust. Psionic defense is not necessary as the su-monster is not itself subject to psionic attack.

Psychic Crush: This massive assault upon one opponents' brain attempts



to burn out all the neurons with a single massive overload of signals. If the target fails a CHA save they suffer the effects of feeblemind.

Psionic Blast: This cone-shaped wave of mental force (60 foot long cone ending in a 20 foot diameter) overwhelms the targeted creature(s) with stunning news &/or emotions. The effect on the target(s) is that of the spell command with the command to "die" lasting 2d4 rounds.

Mind Thrust: Is an individualist stabbing attack seeking to short the synapses of the target. If the target fails an INT save they suffer the effects of head fog.

DESCRIPTION: The fur of a su-monster is dirty gray. The creature's tail and face are black, its paws and rump are bloody red.





ROT GRUBS

NO. ENCOUNTERED: 5-20

SIZE: Tiny (1"-3" long)

HD: 1 hit point

MOVE: 2 feet

AC: 13

ATTACKS: Bite (1 pt.) & Borrow (0 pts.)

SPECIAL: Painless bite & borrow

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Vermin

TREASURE: Nil

XP: 9+1

Rot Grubs can survive on any form of carrion, preferring the offal. These nasty little nematodes must feed on both dead and live protein to complete their full life cycle. Rot grubs mate in and on carrion, but end their lives to lay eggs in a healthy host. They do this by biting and borrowing into the living flesh of any warm blooded creature that gets near their adult stage in/on carrion.

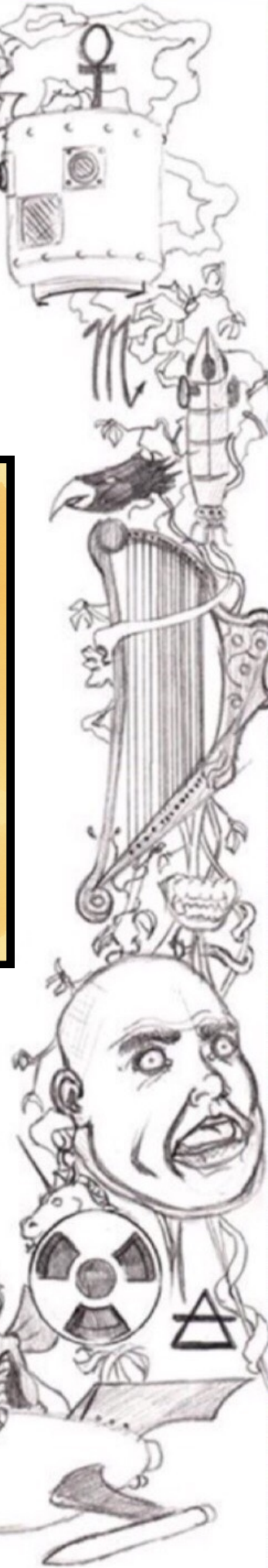
BITE: When the rod grub comes in contact with living flesh it will immediately bite and begin to borrow its entire body into the flesh of its new host. Their bite is utterly painless due to their powerful anesthetic saliva. Within 3-18 rounds the rod grub will have borrowed into the body cavity of its living host to end its life (3-18 more rounds) infesting the internal cavity with hundreds of eggs. While the rot grubs borrow through the flesh

they can be burned or cut from the flesh, one at a time, but such drastic counter measures inflict d6 damage per application. If left unchecked, these eggs hatch in just 3-6 days and the tiny larval rot grubs will immediately begin to consume the heart of the host, weakening the



victim through the loss of one CON point per day of active infestation until the victim dies at zero CON. With the death of the host, the rot grub life cycle begins again.

Curing spells will not regain CON loss induced hit point reductions. Cure disease will only kill the eggs and larval rot grubs, not the adults. Further, Cure disease cannot reverse all the heart damage they may have





caused, only half of the CON damage will be reversed. Regeneration or heal, and not restoration, will fully reverse all CON damage.

GAS SPORE

NO. ENCOUNTERED: 1-3

SIZE: Medium (3' major & 1.5' minor axes)

HD: 1d8 (always 5 hit points)

MOVE: 8 feet (fly)

AC: 13

ATTACKS: 1

SPECIAL: Rhizomes or Explosion

SAVES: P

INT: None

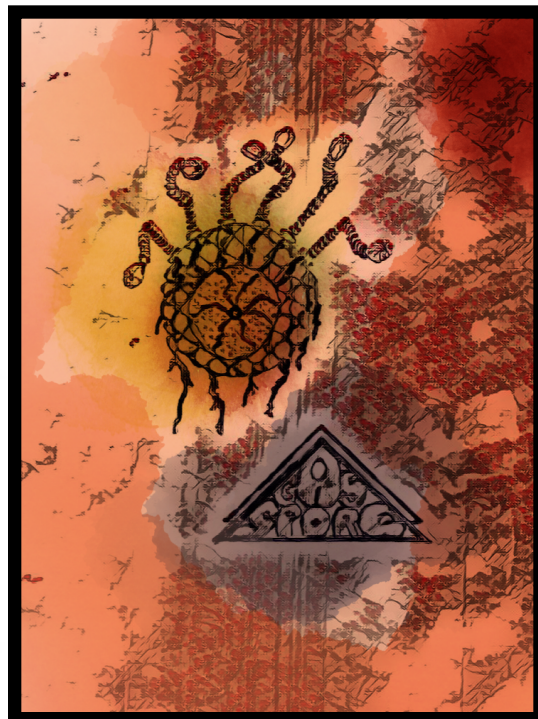
ALIGNMENT: Neutral

TYPE: Aberrant Plant

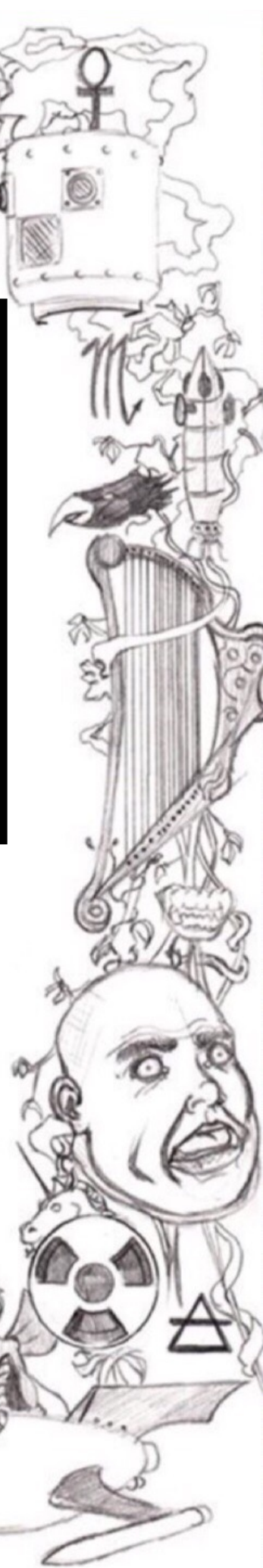
TREASURE: Nil

XP: 9+1

At any distance greater than ten feet a gas spore is 90% likely to be mistaken for a Nonocculus or Prysmal Eye (should the viewer know what a Nonocculus actually looks like). Even at close ranges there is a 25% possibility that the creature will be viewed as a prysmal eye, for the ellipsoidal gas spore has nine false eyes situated equidistantly around its exterior. Their hide is tough and studded by recesses and grooves. The underbelly of these floating fungi-like plants has what appears to be an orifice surrounded by rough tentacles which are actually rhizomes ready to attach themselves to any victim unlucky enough to touch them or be



struck by the gas spore. Gas spores float due to the buoyancy of their gaseous interiors and move only through the waiving motions of their rhizomes. The gasses within a gas spore are a toxic mix of methane, ammonia, and hydrogen as a result of their unusual decomposition/digestion of food stuffs. Due to their fungal nature and inability to move quickly, they dwell only in underground areas devoid of bright light, extreme temperature changes,





or air currents; they are utterly helpless against strong thermals or air currents of any kind.

RHIZOMES: Gas spores normally scavenge dead and decaying animal and plant matter of only the most unusual natures to meet their dietary and aeronaut needs. However, their life cycle requires a living host at their final stages. As such gas spores are attracted to warm blooded creatures greater than medium size. They will attempt to touch, or "hit", such creatures with as many of their rhizomes as possible. Any single hit, or touch, to exposed flesh, or cloth covering, will permit the mature gas spore to quickly invert all its rhizomes and interior body mass out and onto the victim within one combat round. Such an action is messy, noxious, and potentially deadly for the targeted creature. The rhizomes will immediately cover and bond with all exposed flesh and writhe under cloths and armor causing d6 points of chemical burning damage. All that will be left of the gas spore is an empty ammonia smelling shell, its adult life over. The infected victim will have but 12 to 36 hours to live or be killed by the massive invasion of flesh eating rhizomes. No amount of scrapping or burning will remove or slow the invasion and only hasten the death of the victim. Conventional healing will not harm the rhizomes or slow/reverse the infection. Only cure disease, or similar spell, will destroy the rhizomes. Creatures who are immune to disease take d6 points of damage per round that the rhizomes attempt to take over their body for the duration of 3d2 rounds or until the rhizomes take 10 points of damage. After this time the rhizomes have used

their stored energies and simply perish. **Note:** Any damage done to the engulfing rhizomes will be also applied to the victim unless there are special circumstances (ex. magic missile). Any victim killed by a gas spore and not cremated will be the source of 2-8 small gas spore "fruit" or "buds". These immature gas spores are 1/5 size adults who detach themselves from their host and float away to feed and grow to full size (just 2-8 days if "food" is plentiful).

EXPLOSION: Despite their tough hide, gas spore anatomy is basically a thin hollow shell filled with light weight organs and noxious pockets of ammonia, methane, and hydrogen gasses. Open flames or physical attacks which cause more than three points of damage in a single blow will cause their shells to crack and their gas sacks to rupture and explode violently. Every creature within a 20 foot diameter sphere takes 6-36 hit points of damage (3-18 if saving throw versus "breath weapon" is made). **Note:** Gas spores are not smart enough to remain a safe distance from one another when feeding.

THEORY: There is an unsubstantiated rumor/belief among sages, druids, bards, and illusionists that gas spores were created by, or at the very least, cultivated by primordial eyes for their own protection as decoys/warning systems.





The Spell-casters' Scriptorium



STICKS TO SNAKES*, Level 4 cleric

CT 1 R 30 ft. D

2 rounds/level

SV none SR yes Comp V, S, DF

By means of this spell the cleric is able to change one stick to a snake, within a ten cubic foot volume, for each level of experience he or she has attained, i.e. a 9th level cleric can change nine sticks into nine snakes. These snakes will attack as commanded by the cleric. There must, of course, be sticks or similar pieces of wood (such as torches, spears, arrows, etc.) to turn into snakes. Note that magical items such as staves and spears which are enchanted are not affected by the spell. Only sticks within the area of effect will be changed. The probability of a snake thus changed being venomous is 5% per level of the spell caster, so that there is a 55% probability of any given snake created by the spell being poisonous when sticks are turned to snakes by an 11th level cleric, 60% at 12th level, etc. The effect lasts for two melee rounds for each level of experience of the spell caster. The material components of the spell are the casters holy symbol, a small piece of bark, and several snake scales. The reverse changes snakes to sticks for the duration appropriate, or it negates the sticks to snakes spell according to the level of the cleric countering the spell, i.e. a 10th level cleric casting the reverse spell can turn only 10 snakes back to sticks.

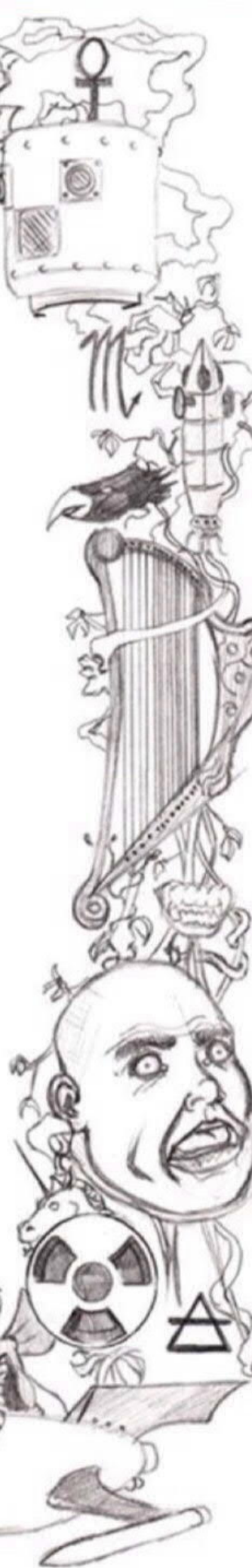
LESSER REGENERATION*, Level 4 cleric, 5 druid, 6 illusionist

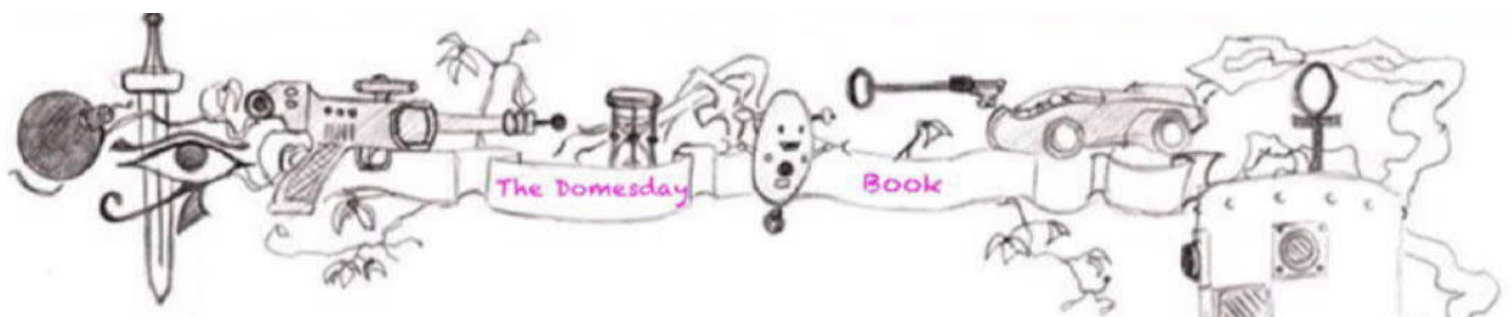
CT 5 R touch D

permanent

SV none SR yes (h) Comp V, S, DF

This spell causes the subject's scars, burns, broken bones, and damaged organs (eyes, liver, etc.) to heal to their original state. Lesser restoration will no work on missing body parts or any damage older than one day per caster level. After the spell is cast, the physical regeneration will be completed in 2d10 rounds to complete. Lesser Regeneration also cures 1d4 points of damage +1 point per caster level. It can only be used on one creature.





NOTED NOTABLES: 4 NPC'S FOR YOUR CAMPAIGN

By LEM SHECKY

Alona Flamemane

Alona Flamemane is a very troubled fighter with borderline personality disorder. She maintains unstable relationships with other people, an unstable sense of self, and unstable emotions. She cycles between passionate interest in people and complete rejection. Alona cannot maintain relationships with others on a consistent basis. She is addicted to thrill-seeking behaviors. Alona is a whirlwind. Her charm and beauty attract a multitude of admirers but her instability leaves a trail of emotional wrecks in her wake.

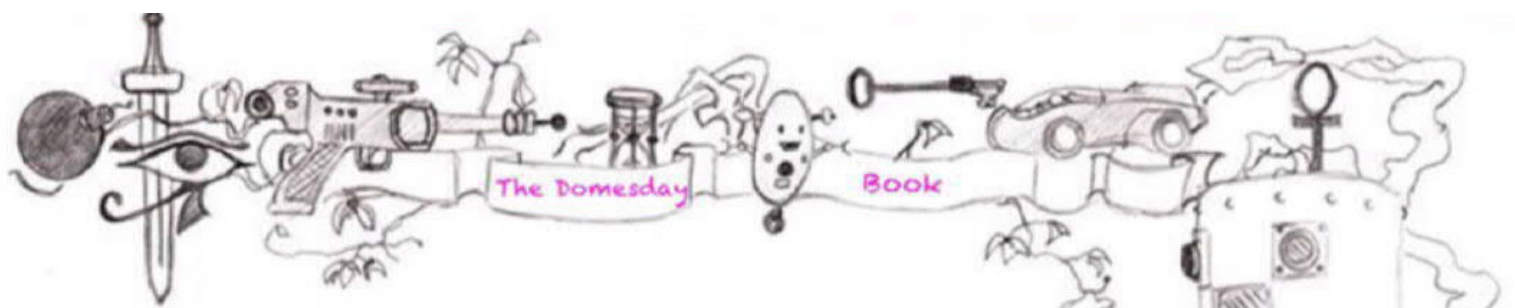
Traits: She has soft, sunburned, reddish skin highlighted by delightful freckles. Strikingly handsome and tall with a long braid of flaming red hair. Beautiful but cruel. Her violet eyes are desperate and heavily dilated. She has the appearance of someone

under the heavy influence of drugs. She is someone who is used to having a large amount of sex appeal. She also lacks a concept of privacy and shares just about everything. She has a habit of



throwing herself into exceedingly dangerous situations.





She stands 5'10" tall and has a athletic build.

She has an oval, handsome face.

She is deaf from in left ear

She is very courageous, to a fault.

She used to be bullied as a child and learned to fight so that it wouldn't happen again.

She has a crude sense of humor

Alona Flamemane 3rd level

fighter (She is a chaotic evil, human 3rd level fighter whose statistics are HP 33, AC 15. Her primary attributes are strength, dexterity and constitution. Her attributes are : Strength 18, Dexterity 18, Constitution 16, Intelligence 9, Wisdom 8, Charisma 15. Alona wears chainmail and a conical helm, 4 +1 javelins, a sword, and a pair of daggers.)

Recent Past: Alona had a recent run in with the clergy of (good deity). The deity has informed his/her clergy of Alona's transgressions and they are to shun her. She is unable to access any aide from the clerics of the deity.

Alona Flamemane 6th level

hero, (She is a chaotic evil, human 6th

level fighter whose statistics are HP 50, AC 17. Her primary attributes are strength, dexterity and constitution. Her attributes are : Strength 18, Dexterity 18, Constitution 16, Intelligence 9, Wisdom 8, Charisma 15. Alona wears chainmail and a +1 conical helm, 4 +1 javelins, a sword, and a pair of daggers.)

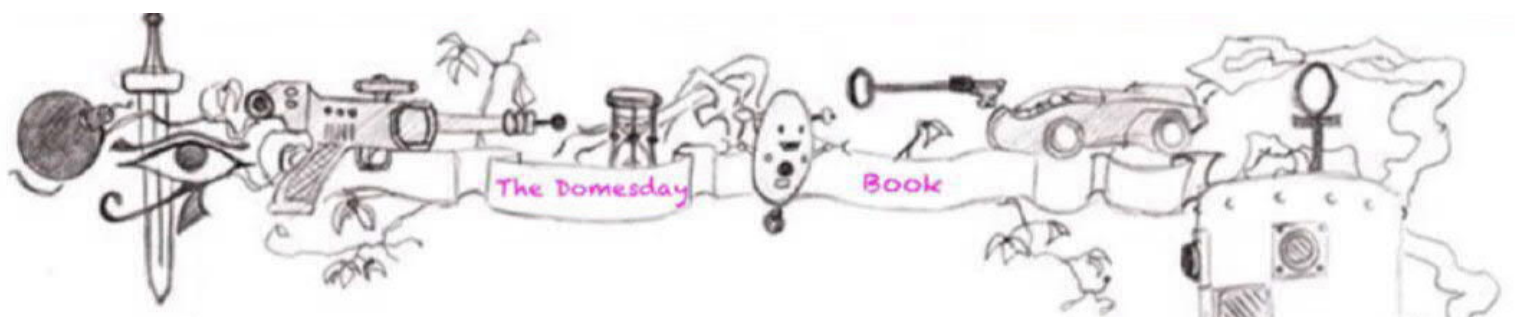
Alona needs the party to deliver a magical gem to her brother. She seeks revenge against the sister who betrayed her. Engaging with Alona will result in a total immersion in her epically dysfunctional family.

Alona Flamemane 9th level

lord, (She is a chaotic evil, human 9th level fighter whose statistics are HP 79, AC 18. Her primary attributes are strength, dexterity and constitution. Her attributes are : Strength 18, Dexterity 18, Constitution 16, Intelligence 9, Wisdom 7, Charisma 16. Alona wears +1 chainmail and a +1 conical helm, 4 +1 javelins, a +2 sword, and a pair of daggers.)

After a failed relationship with a paladin, Alona has taken to going to church to pick up sexual partners. It has become an obsession of hers. Alona desires to change her ways and fall in love





with a man/woman who will 'redeem' her but is completely unable to break out of her self-destructive behaviors.

Alona Flamemane 12th level

champion of evil, *(She is a chaotic evil, human 12th level fighter whose statistics are HP 125, AC 20. Her primary attributes are strength, dexterity and constitution. Her attributes are : Strength 19, Dexterity 18, Constitution 17, Intelligence 9, Wisdom 6, Charisma 17. Alona wears +3 chainmail and a +1 conical helm, she carries 4 +1 javelins, a +3 sword of life draining, and a pair of daggers of wounding.)*

Alona has been enslaved by a lust demon. She now has difficulty controlling any of her passions. Alona is wanted by numerous legal entities and she has a death-mark placed on her head. Alona has taken the leadership of a band of marauders and is raping and pillaging throughout the land.

Beryla Pathfinder

Beryla Pathfinder is a tall (6 foot), regal looking mage who comes

from a noble lineage. She has taken service with the king and travels throughout the realm on missions that promote His Majesties' interests.

She has silky golden skin.

She stands 6" tall and has an athletic build.

She has a square, slightly fanciable face and a noble nose.

She loudly worships the nature goddess

She is very impatient.

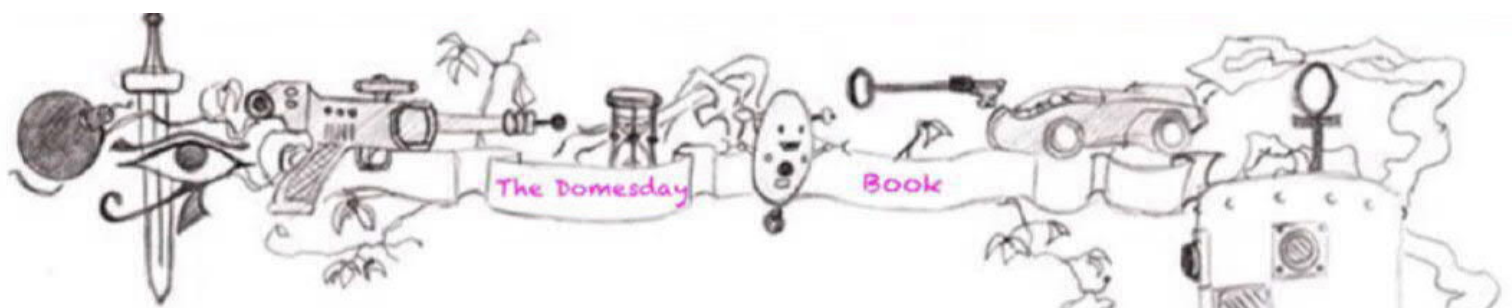
She is very talkative.

She sees divine omens in everything.

She knows all the gossip around town

She is always joking, even at inappropriate times.





Beryla Pathfinder 3rd level

agent of the king, (she is a lawful neutral human 3rd level wizard whose statistics are hp 17, AC 14; her primary attributes are intelligence, dexterity and charisma. Her attributes are Strength 15, Dexterity 18, Constitution 16, Intelligence 18, Wisdom 12, Charisma 13. Beryla has a +1 quarterstaff and a spellbook.

Recent past: Beryla has become aware that the realm is in a state of unrest. The target of the unrest is the current king.

Beryla Pathfinder 6th level

spy, (she is a lawful neutral human 6th level wizard whose statistics are hp 17, AC 14; her primary attributes are intelligence, dexterity and charisma. Her attributes are Strength 15, Dexterity 18, Constitution 16, Intelligence 18, Wisdom 12, Charisma 13. Beryla has a +1 quarterstaff and a spellbook.

Beryla needs help fighting a rebellious organization who wants to take control of the government.

Beryla Pathfinder 9th level

rebel, (she is a lawful neutral human 9th level wizard whose statistics are hp 17, AC 14; her primary attributes are intelligence, dexterity and charisma. Her

attributes are Strength 15, Dexterity 18, Constitution 16, Intelligence 18, Wisdom 12, Charisma 13. Beryla has a +1 quarterstaff and a spellbook with the following spells:

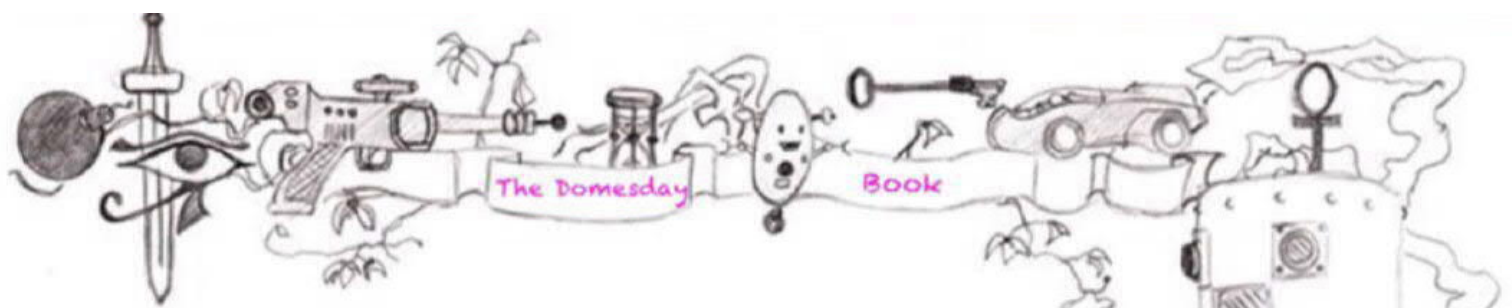
Beryla has become disenchanted with the oppressive rule of the king. She feels a great deal of guilt for her unquestioning support of his rule in the past. She is part of a secret rebellious organization who wants to take control of the government.

Beryla Pathfinder 12th level

accursed wanderer, (she is a lawful neutral human 12th level wizard whose statistics are hp 17, AC 14; her primary attributes are intelligence, dexterity and charisma. Her attributes are Strength 15, Dexterity 18, Constitution 16, Intelligence 18, Wisdom 12, Charisma 13. Beryla has a +1 quarterstaff and a spellbook.

Beryla Pathfinder is being haunted by the ghost of the dead king she helped overthrow. Beryla has gained possession of The Infernal Esoterica of Desuxandereus, an exotic tome bound in rowan plates inlaid with platinum. It is said to be sought by the arch-devil Mephistopheles.





Beryla's 3rd level spellbook (4/3/2):

Cantrips- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue.

1st - Detect Undead, Feather Fall, Identify, Magic Missile, Ray of Enfeeblement, Shield, Unseen Servant. 2nd - Continual Flame, Web.

Beryla's 6th level spellbook (4/4/4/2):

Cantrips - Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue.

1st - Detect Undead, Feather Fall, Identify, Magic Missile, Ray of Enfeeblement, Shield, Unseen Servant. 2nd - Continual Flame, Web. 3rd - Hold Person, Magic Circle against Law

Beryla's 9th level spellbook 4/5/5/3/2):

Cantrips - Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue.

1st - Detect Undead, Feather Fall, Identify, Magic Missile, Ray of Enfeeblement, Shield, Unseen Servant. 2nd - Acid Arrow, Bear's Endurance, Blur, Continual Flame, Web.

3rd - 3rd - Flame Arrow, Gaseous Form, Haste, Magic Circle against Chaos, Magic Circle against Evil, Hold Person, Magic Circle against Law, Phantom Steed, Rage, Suggestion.

4th - Confusion, Crushing Despair, Dimensional Anchor, Lesser Geas, Shadow Conjunction, Solid Fog.

Beryla's 12th level spellbook

(4/5/5/5/4/3/2): cantrips- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue.

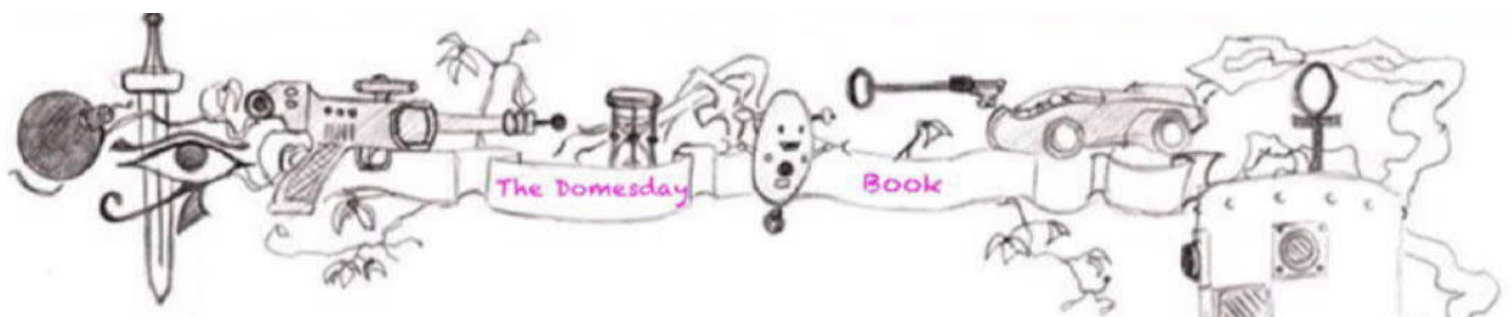
1st -Detect Undead, Feather Fall, Identify, Magic Missile, Ray of Enfeeblement, Shield, Unseen Servant. 2nd - Acid Arrow, Bear's Endurance, Blur, Bull's Strength, Cat's Grace, Command Undead, Darkness, Hypnotic Pattern, Minor Image, Pyrotechnics, Spider Climb, Touch of IdiocyContinual Flame, Web.

3rd - Flame Arrow, Gaseous Form, Haste, Magic Circle against Chaos, Magic Circle against Evil, Sleet Storm, Stinking Cloud, Hold Person, Magic Circle against Law, Phantom Steed, Rage, Suggestion.

4th - Confusion, Crushing Despair, Dimensional Anchor, Lesser Geas, Shadow Conjunction, Solid Fog. 5th - Blight, Hold Monster, Magic Jar, Persistent Image, Seeming, Stone Shape, Symbol of Pain, Transmute Rock to Mud.

6th - Analyze Dweomer, Guards and Wards, Planar Binding, Stone to Flesh.





Pretty Pretty Penelope

Penelope, known as the pretty pretty one, is favored of her deity. She is renown for her piety and steadfast devotion in the face of adversity. Unbeknownst to her, her deity has decided to test Penelope. After gifting her with beauty, grace and prosperity, the deity has decided to visit upon her misfortune after misfortune. Should she pass, Penelope will rise high in the ranks of the clergy and become the Matriarch of her faith.

Pretty Pretty Penelope, 3rd level favored of the deity *(she is a lawful good human 3rd level cleric whose statistics are hp 26, AC 15; her primary attributes are intelligence, wisdom and charisma. Her attributes are Strength 16, Dexterity 16, Constitution 18, Intelligence 13, Wisdom 18, Charisma 18. Penelope has a +2 club. She wears chainmail armor in combat.)*

Traits: Her face is full, her cheeks are rosy, and she always seems to sport a perfect smile and a twinkle in her amber eyes. She has curled, black hair in the style of pig-tails and blue eyes.



She has creamy white skin. There is an open innocence to her whole demeanor.

She stands (5'8") tall and has a slim build.

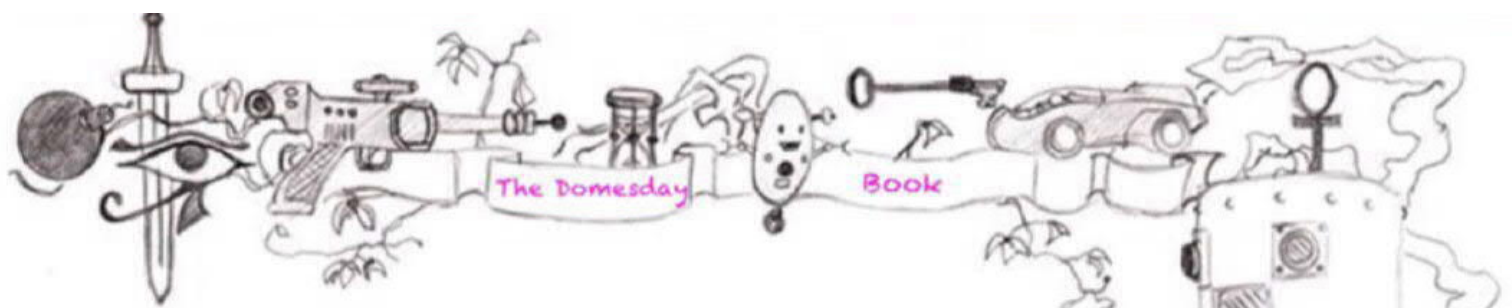
She has an angelic face.

She smells of flowers but is lightly allergic to flowers

She is very benevolent.

She judges people by their actions, not their words.





She will sporadically pray at inopportune moments.

She spaces out often, lost in thought.

One of Penelope's acolytes has fallen hopelessly hopelessly in love with her and has begun to follow her around ceaselessly.

Pretty Pretty Penelope, 6th level bastion of the faith (she is a lawful good human 3rd level cleric whose statistics are hp 48, AC 13; her primary attributes are intelligence, wisdom and charisma. Her attributes are Strength 16, Dexterity 16, Constitution 18, Intelligence 13, Wisdom 18, Charisma 18. Penelope has a +2 club

The local baron has made it clear that he would marry Penelope, whether she will it or not. Her church has been eaten by a purple worm. Further inspection of the tunnel reveals a complex cave system. The caves lead to an evil cult's sanctum.

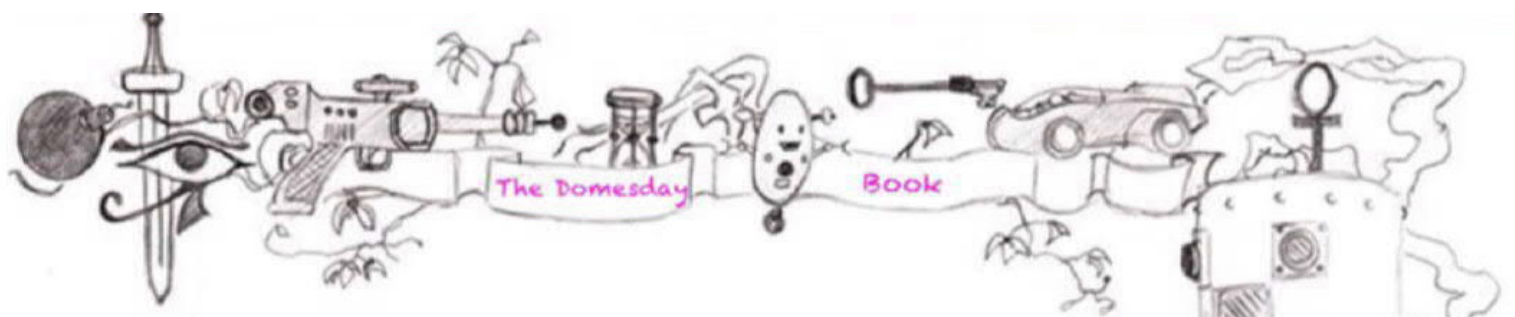
Pretty Pretty Penelope, 9th level paragon of the church (she is a lawful good human 3rd level cleric whose statistics are hp 57, AC 17; her primary

attributes are intelligence, wisdom and charisma. Her attributes are Strength 15, Dexterity 16, Constitution 17, Intelligence 13, Wisdom 18, Charisma 18. Penelope has a +2 club and +2 chainmail.)

Sadly, Penelope's church was recently destroyed by a mysterious earthquake. One of the holy relics of the church has gone missing. All of the church's prayer books are invisible. The cult that Penelope and her comrades have destroyed has targeted her for assassination. A local satyr has decided that Penelope is his muse and he has written hundreds of love ballads of her beauty, causing a multitude of curiosity seekers to flock to her church to see if the stories of her beauty are true.

Pretty Pretty Penelope, 12th level prophet of humility (she is a lawful good human 3rd level cleric whose statistics are hp 87, AC 17; her primary attributes are intelligence, wisdom and charisma. Her attributes are Strength 15, Dexterity 16, Constitution 16, Intelligence 14, Wisdom 19, Charisma 19. Penelope has a +3 Mace of Smiting as well as +2 chainmail.)





Two true and noble Paladins of the faith have decided that Penelope is the paragon of beauty and faith and cannot live without her (chaste and courtly) love. Both believe that only they represent the chivalrous ideal that Penelope could return affection towards and are on a path of mutual destruction. Also, her church was recently destroyed by a mysterious tornado. Penelope remains steadfast in her faith despite all of her trials. She refuses to condemn her deity for the misfortune she has experienced.

Nevermore Lenore

Lenore, known as Nevermore Lenore because of the attentions of an obsessed and jilted lover, is a thrill-seeking hedonist. Unlike The aforementioned Alona, she is not inherently self-destructive, although, ironically, the two were involved in a tumultuous relationship in the past. Like all of Alona's relationships, it ended on a spectacularly bad note. Lenore likes to make people angry or surprised. She spends most of her days drinking in the Inn, the rowdiest and most dangerous establishment in town. There she

gambles, wrestles and listens to stories told by travelers.

Traits:

She is very good at causing tensions and conflict.

She is very courageous, to a fault.

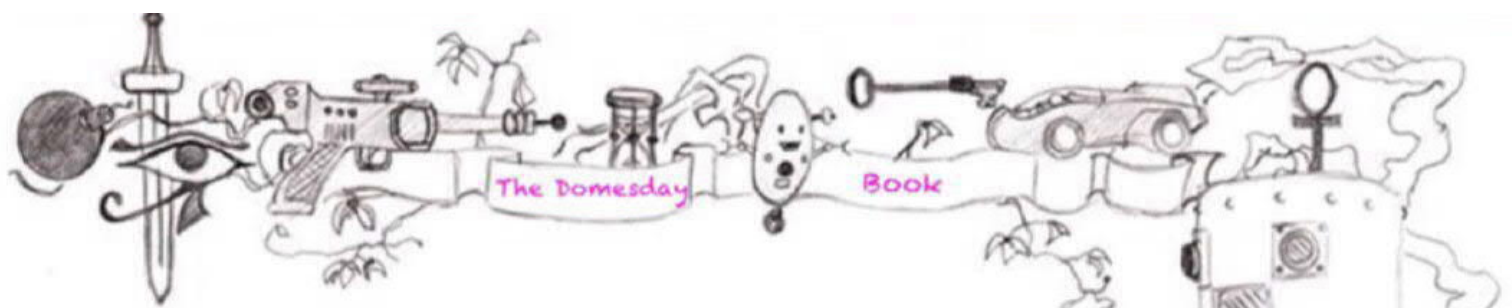


She enjoys tavern brawls.

She has a story for everything.

She is sultry and seductive.





Nevermore Lenore, 3rd level

cat-burglar (she is a chaotic neutral human 3rd level rogue whose statistics are hp 15, AC 14; her primary attributes are intelligence, dexterity and charisma. Her attributes are Strength 15, Dexterity 18, Constitution 12, Intelligence 12, Wisdom 14, Charisma 18. Lenore has a 3 +1 daggers and a trio of +1 throwing knives.)

Lenore is being stalked by one or more kenku. She is followed day and night by a critically speaking crow.

Nevermore Lenore, 6th level

larcenist (she is a chaotic neutral human 6th level rogue whose statistics are hp 15, AC 14; her primary attributes are intelligence, dexterity and charisma. Her attributes are Strength 15, Dexterity 18, Constitution 12, Intelligence 12, Wisdom 14, Charisma 18. Lenore has a 3 +1 daggers and a trio of +1 throwing knives.

It appears that the kenku that have been dodging her every move have decided that her (very annoying and sarcastic) crow is an omen that Lenore is an avatar of the kenku deity. Despite all her attempts to dissuade them from their reverence, the kenku are literally flocking to her. Lenore is

really really put-off by all of this attention.

Nevermore Lenore, 9th level

pilferer (she is a chaotic neutral human 3rd level rogue whose statistics are hp 15, AC 14; her primary attributes are intelligence, dexterity and charisma. Her attributes are Strength 15, Dexterity 18, Constitution 12, Intelligence 12, Wisdom 14, Charisma 18. Lenore has a 3 +1 daggers and a trio of +1 throwing knives. Lenore has a +3 **Dagger of Venom**. She also possesses a **Bag of Tricks**.)

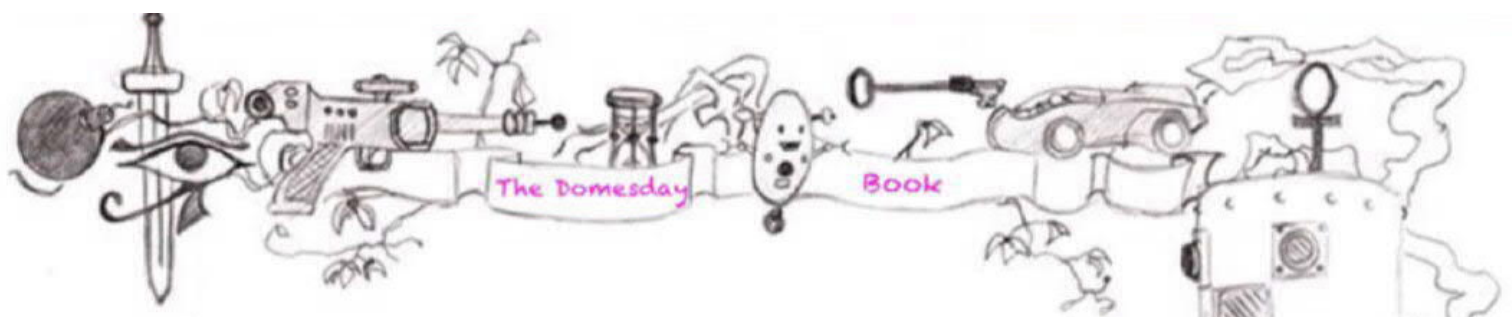
Lenore needs help stealing a precious amulet from a nearby castle. As typical of the kenku, they have abandoned her when she could have used them.

Unbeknownst to her the castle is the stronghold to the cult of Mephistopheles.

Nevermore Lenore, 12th level

arch-criminal (she is a chaotic neutral human 3rd level rogue whose statistics are hp 15, AC 14; her primary attributes are intelligence, dexterity and charisma. Her attributes are Strength 15, Dexterity 19, Constitution 12, Intelligence 12, Wisdom 14, Charisma 18. Lenore has a 3 +1 daggers and a trio of +1 throwing knives. Lenore has a +3 **Dagger of**





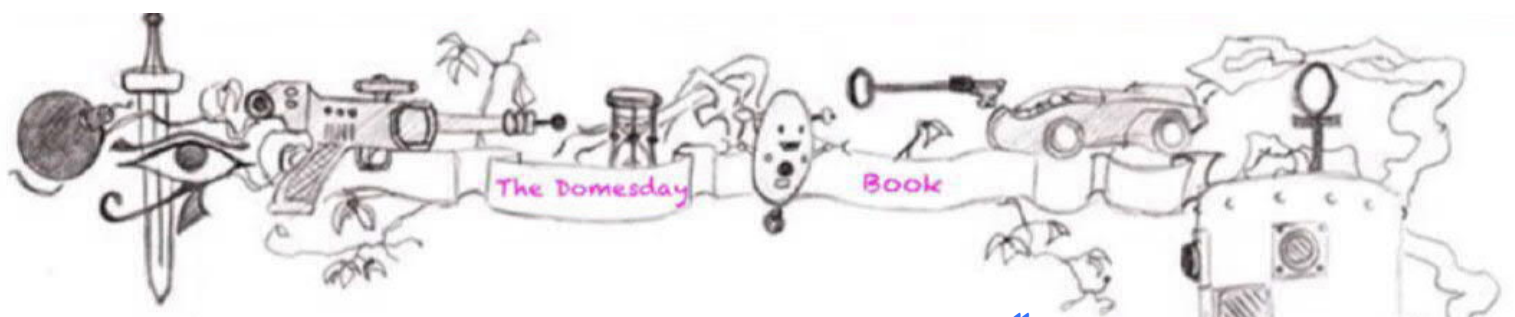
Venom. She also possesses a **Bag of Tricks** and **Boots of Speed.**)

She has angered the Arch-devil Mephistopheles and needs help avoiding the consequences. Lenore is in possession of the Cursed Hell-Fire Opal of Mephistopheles. It is mounted on a fine gold chain encrusted with lesser opals (4000 gp). The item is a relic of the cult of Mephistopheles and Lenore cannot remove the item from herself because of the curse. The cult will stop at nothing to regain possession of the relic. A cleric of Mephistopheles can use the relic to cast the spell fireball 3x daily. The Opal also allows a cleric to commune directly with Mephistopheles monthly. Lenore, not being a cleric of the cult, cannot access these powers. However, the kenku have their



"avatar's" back (even if she is unaware).





Milun Gilad Foix De' Canard - Milun the Duck"

By Lesley Rouelle

Milun Gilad Foix, the 2nd son of Sir Cirl Gilad Foix's - Lord and Duke of Foix nicknamed de'Chien (the hound) - 3rd wife (Avtil) - 14 sons total and at least 11 daughters to 3 wives and 2 mistresses. Though he was of noble blood, his father's ability to father so many children (giving a reason for the right naming of him as lustful heart and earning him the nick name of the hound) left little need or interest for Milun. So, through his youth he lazed through life. Putting half hearted effort into the learning the skills needed to be a noble courtier, and less effort into learning the skill of a warrior. So, with little care Milun was sent to **** insert the name of an appropriate city / school ***. To attend school, better himself - and mainly to be out from under De' Chien's feet and get away from the disappointed and un-caring stares.

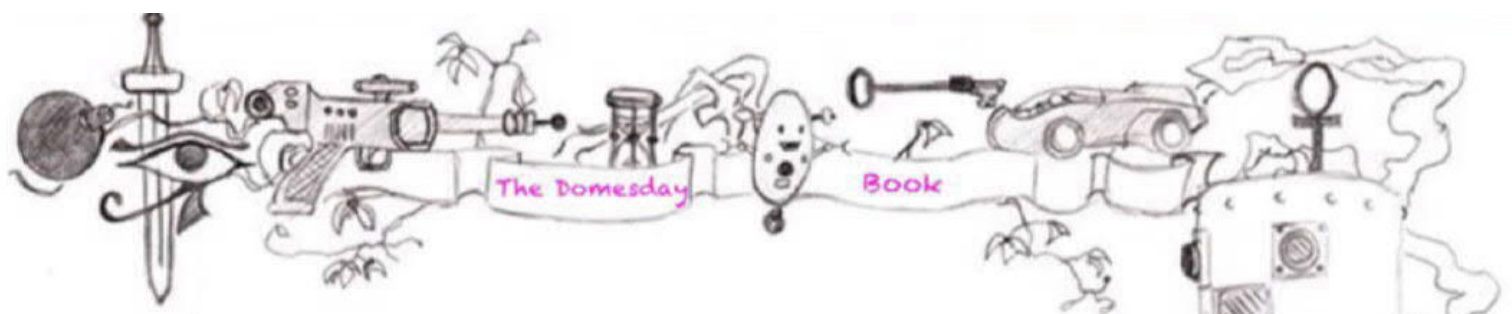
In school he put little effort, but he did display flashes of hope that showed he could quickly and easily

grasp philosophy and learning, if he would just put effort into the work. Which of course he didn't. However, he did, even at his young age, find joy in the nightlife surrounding the town. As such, he was a regular in all the dives and watering holes the town offered. Also, he was quick to take a dare - or be the one to dare others to race on horseback (stolen/ borrowed for the night of course) and steeple races. He was notorious for the rooftop steeple races crossing the city and ringing a church bell or blowing a trumpet at the race's finish just to be chased by the city watch. He and his friends were well know terrors throughout the city.

Once he even led a 'raid' into the nearby nunnery to steal the abbesses' silk cloak - the raid failed and half of the youth were caught, A young Lady Cleric Margherita de' Mardoli spied Mulin's followers as they skulked through the shadows, and she







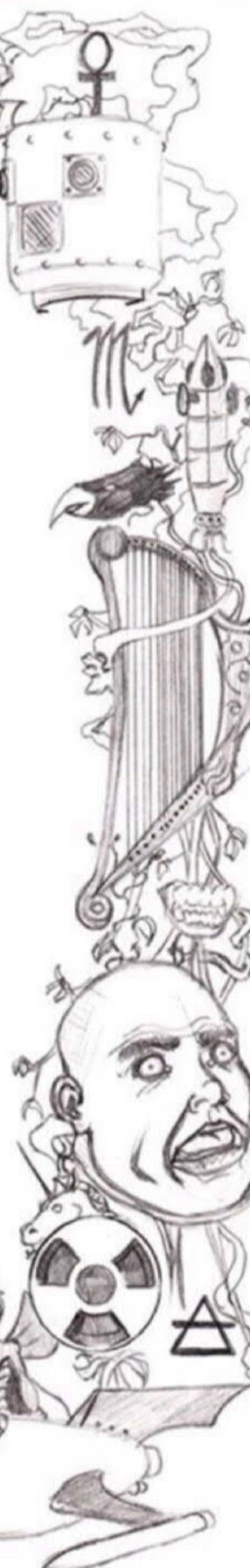
a second of that life would be better than the gray waste of the other path.

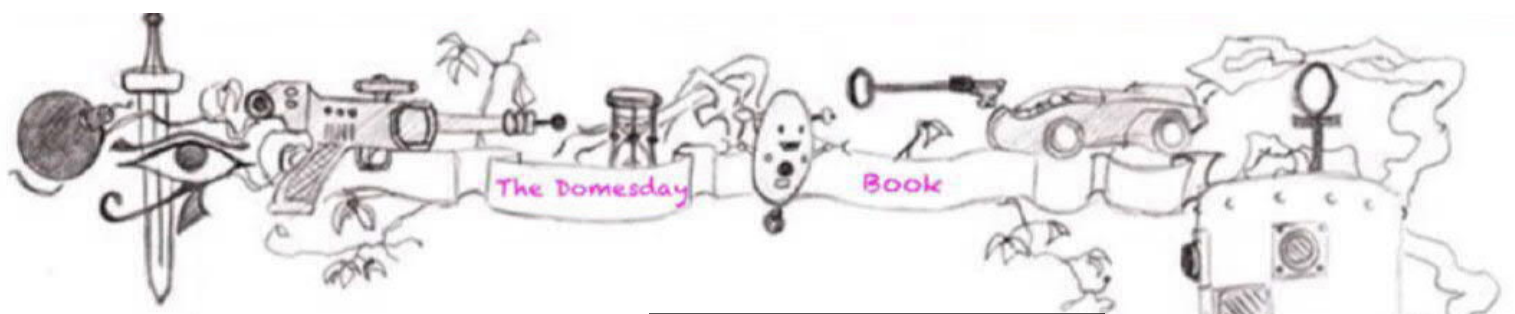
He chose the light. When the angle / messenger lifted him, he saw a hay pile a mere 10 feet below him and knew he would have been safe if he fell, but he did not regret his choice. When he finished the thought, the angel gave him a first real smile, kissed his cheeks (in each kiss there were visions and things that he can't quite remember) Then she whispered, "The answer to your question tomorrow is the water fowl , the Canard" then she was gone.

The next day in class, there was a guest teacher - Durante Poggio. In his talk he asked the class a question. Of all the birds and winged beasts that fill the gods' sky, what is the one to be best like. The class burst into argument, eagle, hawk, falcon, dragon, griffin the argument raged back and forth. Then from the back (the class was set in order from best students at the front to the

worst at the back, and Mulin was counted as a solid back rower) he stood, smiled and quietly said 'Canard' . The room fell silent (almost magically silent) then Master Poggio asked why "because the Canard is happy in all weather, whether it is sunny, or cold wet sleet, it calmly sets in life's water, but under the water, he works and goes where he will". Durante Poddio burst into laughter, moved him up to the middle of the class, and quietly marked the youth to become is apprentice. Also, this answer earned him the name most now know Mulin by De' Canard

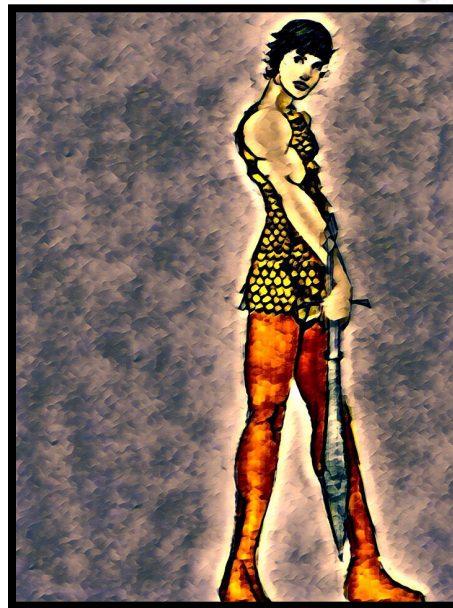
Over the next months, Mulin / De' Canard applied himself to school and quickly moved forward - though not to the first row, his mastery of philosophy and logic was excellent, but he even with work was weak in enough areas to keep him bared from the first row. However, this improvement impressed Laghiero of Elisei - the school master - who within 6 months agreed to release Master Milun Gilad Foix De' Canard from





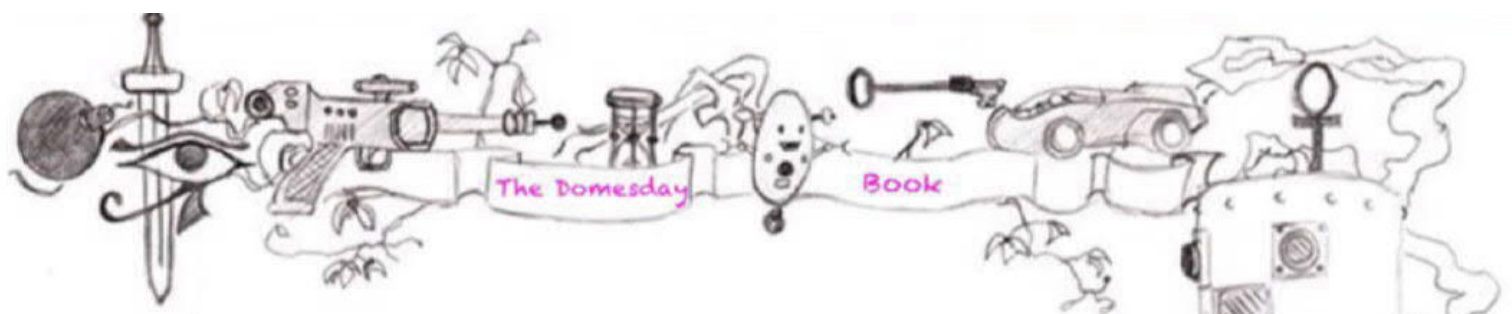
his school work and become Master Durante Poggio's aid and assistant.

Durant is an accomplished scholar in his own rite. However, he has never spent significant time teaching and lecturing in any house of learning. He does offer lectures and speaks when he is around a school long enough to do so, but that is a rarity. That is why his close friend Laghiero was so surprised that Master Poggio stayed so long at the school. Durante is too adventurous and has too much of a wonders spirit to simply set in a classroom lecturing children of rich patrons and a few gifted students. As such, he spends the vast majority of his time traveling. At time going from one court to another and from one school to another. However, he prefers even more to go to lost and abandoned areas looking for old artifacts and lost books/letters/manuscripts/scrolls. Anything that introduces new ideas and information (or completes that which is already glimpsed) draws the attention of Durante.



Since the age of 16, De' Canard has traveled and apprenticed with Master Durante Poggio. In the those 4 years he has continued his academic studies, but more importantly learned the skills needed to travel in a dangerous world and recover the ancient artifacts and works that are so sought after . This learning has heightened his natural abilities of quiet movement through the shadows and finding and disarming traps. However, it has also included divine powers focused from the power that sent





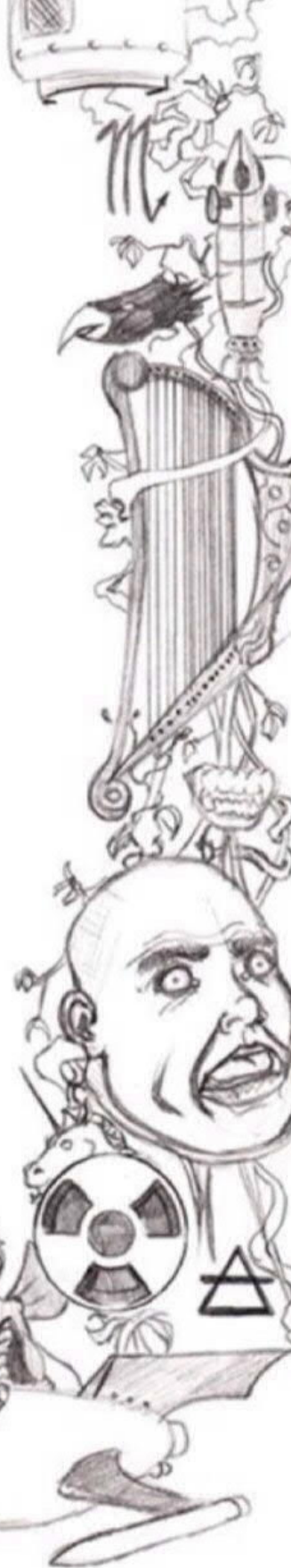
the angel that fateful evening –
Deneir.

However, though Canard turned his back on horse stealing and racing and roof top steeple chases, his personality did not overly change. He is more studious, but he is not overly serious. Like his new adopted name sake, he is always calm and humorous in all situations and is even known to laugh and “flap his wings” even in the worst weather. He has a taste for good wine and an ear for song, and is quick to dance. But also like his namesake, under the surface, he is always diligent and working towards whatever goal is set before him.

Additionally, his tutelage with Master Durante Poggio has reintroduced him to Lady Cleric Margherita de' Mardoli, an accomplished philosopher and writer and copyist/scriptor in her own right and a pinner of fairly accomplished poems – all skills that Canard has learned to admire greatly, but also skills he knows he does not possess. Lady de' Mardoli

is now a cleric of And manager of the library and scriptorium. As such she is keenly interested in all works that Canard and his master/mentor/teacher find. And though she teases him about her catching him in a youthful prank, she has begun to respect the young book hunter, and looks forward to helping him research or translate a find he bring into her library.

However, over the years, Canard has seen twinges of darkness , somehow he is drawn to scraps of works from an unknown philosopher and researcher. These scraps and partial letters and fragments of works as tied to V.R. or Van Richt or Ricten . Try as he might, De Canard and his mentor can gather little about who V. R is or what his area of study is. However, in the scraps he has found there have been odd gems of information hidden in the . Additionally, when he sees a gypsies' camp, he gets a cold chill and a wave of foreboding washes over him.





"Do you see Young One, how easily
THE MIGHTY
DUNGEON MASTER
plays with your old
FRIENDS?"

The Castle Keeper's Chum

POTION RECIPE GENERATOR

By TODD POTE

There are many many potions within the typical fantasy RPG and as many monsters, plants, and other items that are noted to be useful as materials for said potions. But not many are very particular about what goes into potion making or even what is needed for any particular given potion in detail though be aware that this is by no means a comprehensive listing of materials.

What follows is a set of random tables that the Game Master can use for generate such recipes on the fly for their world or even in advance as a means of providing impetus to player characters and NPCs to go forth and kill, pillage, and loot those poor innocent monsters and despoil nature of her many offerings (and thus annoying many druids or demi-humans as well). Of course if you care not for such granularity in your campaign it is likely that this work will be of interest to you. In either case, enjoy.

Step 1:

Determine the number of components the recipe will require. This is done by a simple roll of five four-sided dice (5d4).

Step 2:

Determine if the brewing/lab equipment needs to be made of any special material(s) and what the piece(s) are. The GM is not limited to just a single piece of equipment either and may make multiple rolls or roll a single d4 to determine the number of potential special items needed.

Roll a single d10. If the result is Y (yes) then roll the d10 for material type and then for the equipment piece required. If the result is N (no) then proceed to Step 3 or continue confirming the number of potential special items needed as indicated by the previous d4 roll noted above.

Table 1: Special Equipment (d10)

Roll	Material Required Y/N	Material Type	Equipment Piece Required
1	Y	Brass	Retort
2	Y	Silver	Cauldron
3	Y	Gold	Filter Flask
4	N	Ceramic	Two-neck round bottom boiling flask
5	Y	Bronze	Funnel
6	N	Glass	Evaporating Dish
7	N	Clay	Beaker
8	Y	Wood	Stirring Rod
9	Y	Iron, cold	Mortar/pestle
10	N	Copper	Crucible

Step 3:

Determine if the classification of the required components for the potion as indicated in Step 1. Roll a single d8 for each component (or a number of times equal to the number resulting from the Step 1 die roll if this is easier to understand). Once completed and the results noted proceed to Step 4.

The Domesday Book

Table 2: Component Classification (d8)

Roll	Classification
1	Mineral
2-3	Organ/Flesh
4-5	Liquid
6-7	Plant
8	Bone/Hide

Step 4:

This step is the start of the busy steps. Roll on the appropriate Mineral Table indicated in Step 3 for each mineral-based reagent of the potion recipe.

Table 3: Mineral Table (d6)

Roll	Mineral Category
1	Rare Earth
2	Gemstone
3-5	Alchemical Compound
6	Metal

Table 3a: Rare Earths (d12)

Roll	Rare Earth Type
1	Gadolinite
2	Allanite
3	Flourite
4	Paritsite
5	Zircon
6	Plumbago

7	Monazite
8	Titanite
9	Apatite
10	Cerite
11	Stillwellite
12	Synchysite

Table 3b: Gemstone (d100)

Roll	Gemstone
1-3	Coral
4-6	Jade
7-8	Ruby
9-10	Sapphire
11-13	Garnet
14-16	Pearl
17-18	Turquoise
19-21	Opal
22-23	Emerald
24-26	Onyx
27-30	Quartz, Clear
31-32	Peridot
33-34	Amethyst
35-38	Amber
39-40	Agate
41-42	Lapis Lazuli
43-45	Jet
46-47	Jasper

48-50	Hematite
51-53	Diamond
54-55	Kunzite
56-57	Tiger Eye
58-60	Cats Eye
61	Rhodonite
62-63	Topaz
64-66	Moonstone
67-68	Tourmaline
69-70	Malachite
71-72	Bloodstone
73-74	Carnelian
75-76	Aquamarine
77	Labradorite
78-79	Serpentine
80-81	Chalcedony
82-83	Spinel
84-86	Sunstone
87	Heliotrope
88-89	Chrysoprase
90-91	Ametrine
92	Cordierite
93-94	Beryl
95-96	Nephrite
97	Sodalite
98-99	Scapolite
100	Spessartite



The Domesday Book

Roll	Alchemical Compound Type
1-2	Bismuth
3	Blende
4	Blue Vitriol
5-6	Brimstone
7	Cadmia
8	Calamine
9-10	Caustic Potash
11-12	Caustic Soda
13-14	Chalk
15	Chrome Green
16	Chrome Orange
17	Chrome Red
18	Chrome Yellow
19-20	Cinnabar
21	Copper Glance
22-23	Corrosive Sublimate
24	Cuprite
25	Dutch White
26	Flowers of Antimony

27	Fulminating Silver**
28	Fulminating Gold**
29	Glass of Antimony
30	Glauber's Salt
31	Green Vitriol
32	Rouge
33-34	Gum Arabic
35-36	Gypsum
37	Horn Silver
38	Luna Cornea
39	Lapis Solaris
40	Lead Fume
41	Lime
42	Magnesium
43	Liver of Sulfur
44	Lunar Caustic
45-46	Lye
47	Massicot
48	Mercurius Praecipitatus
49	Stannic Sulfide
50	Naples Yellow
51-52	Soda Ash

53	Nitrum Fammans
54	Orpiment
55	Pearl White
56	Philosopher's White
57	Powder of Algaroth

Table 3c: Alchemical Compound (d100) Highly Explosive when dry/concussed.**



The Domesday Book

Table 3d: Metals (d20)

Roll	Metal Type
1	Meteoric Iron
2	Orichalcum
3	Tin
4	Iron Pyrite
5-6	Lead
7-8	Silver
9-10	Mercury
11-12	Gold
13-14	Copper
15-16	Iron
17	Platinum
18	Magnetite
19	Mithril
20	Adamantite

Step 5:

This step is the busy step. Roll on the Organ/Flesh, Liquid, Plant, or Bone/Hide Tables below for each non-mineral component as indicated in Step 3.

Table 4: Organ/Flesh Table (d100)

Roll	Organ Type/ Flesh Part Required
1	Embryo/Fetus

2-3	Testical/Ovary
4-7	Spinal Nerves
8-12	Brain
13-17	Eye Ball
18-2	Heart
23-2	Liver
28-3	Gallbladder
34-3	Lung
37-4	Kidney
41-4	Tongue
44-5	Muscle
51-5	Ligament
54-5	Tendon
57-5	Pancreas
60-6	Pituitary Gland
64-6	Pineal Gland
67-6	Vocal Chords
70-7	Lymph Node
74-7	Optic Nerve

78-8	Ear Drum Structure
81-8	Stomach
83-8	Artery
85-8	Fat
87-8	Tear Duct
89-9	Sweat Gland
91-9	Venom Sac
94-9	Tentacle
97-9	Antenna
99-1	Spinneret

(GM is left to determine the creature from which the organ/flesh is to be obtained. Creature should have some connection to the intended effect of the potion being concocted.)

Table 5: Liquids (d100)

Roll	Liquid Type
1-3	Oil of Vitriol
4-7	Milk of Sulfur
8-10	Spirit of Box
11-13	Spirit of Hartshorn
14-17	Sweet Vitriol



The Domesday Book

18-21	Turpeth Mineral
22-26	Blood
27-29	Saliva
30-35	Pure Water
36-41	Alcohol (not the drinking kind)
42-44	Ichor
45-47	Venom
48-49	Slime
50-52	Oil
53-55	Bile
56-57	Tears
58	Semen
59-60	Sweat
61-63	Optic Jelly
64-65	Mucus
66-67	Acid
68-69	Sap
70-71	Nectar
72	Yolk
73	Egg White
74-79	Rain Water
80-81	Aqua Fortis
82-83	Aqua Ragia (turpentine)
84-85	Aqua Regia
86-87	Aqua Tofani
88-90	Aqua Vitae (ethanol)

91-93	Fulminating Gold
94-95	Bitumen
96-98	Oil of Antimony
99-100	Caustic Volatile Alkali

(GM is left to determine source of the liquid be it from a creature, plant, spring, etc.)

Table 6: Plant (d20)

Roll	Part of Plant Required
1-2	Bark
3	Fruit/Berry
4-5	Root
6	Petal
7	Stalk
8	Stamen
9-10	Pollen
11-12	Seed/Nut
13	Leaf/Needle
14	Vine
15	Pistil
16	Thorn
17	Bud
18	Peel/Rind
19	Pulp
20	Bulb/Tuber

(GM is left to provide name of the plant from which the part needs to be obtained. Plant should have some relation to the effect of the potion being concocted.)

Table 7: Bone/Hide (d20)

Roll	Bone or Hide Required
1	Rib
2	Pelvis
3	Eggshell
4	Vertabrae
5	Skull
6	Thigh
7	Femur
8	Tibia
9	Claw/Talon
10	Fang/Teeth
11	Hide/Fur/Skin
12	Scale
13	Horn
14	Beak
15	Jawbone
16	Stinger
17	Spine/Spike/Needle
18	Bone Nodule
19	Metacarpal
20	Wing

(GM is left to determine the creature type from which the Bone/Hide is to be obtained from. Creature should have some relationship to the effect of the potion being concocted.)



Step 6:

This step is the last step and could be considered optional at the GM's discretion. It determines any special conditions that the potion must be brewed under or affected by at some point in the process. First roll a single six sided dice (d6). If the result is odd then yes, a special condition for the potion is required. If the result of the roll is even then no special condition is required and the recipe can be considered complete.

Table 8: Special Condition Required (d10)

Roll	Special Condition Required
1	During a solar eclipse
2-3	Under a full moon
4	During a Thunderstorm
5	At high noon
6	In freezing temperatures
7	In high heat
8	GM Choice
9	Perform an enchantment ritual
10	During a lunar eclipse

Step 7: COMPLETE THE RECIPE

Basically, record all the information determined from the tables above in Steps 1-6 in a game friendly format. (ie> **Potion of Strength:** Requires brass cauldron, 1 crushed hematite, arm muscles of a giant, 2 units Marine Acid Air added in freezing

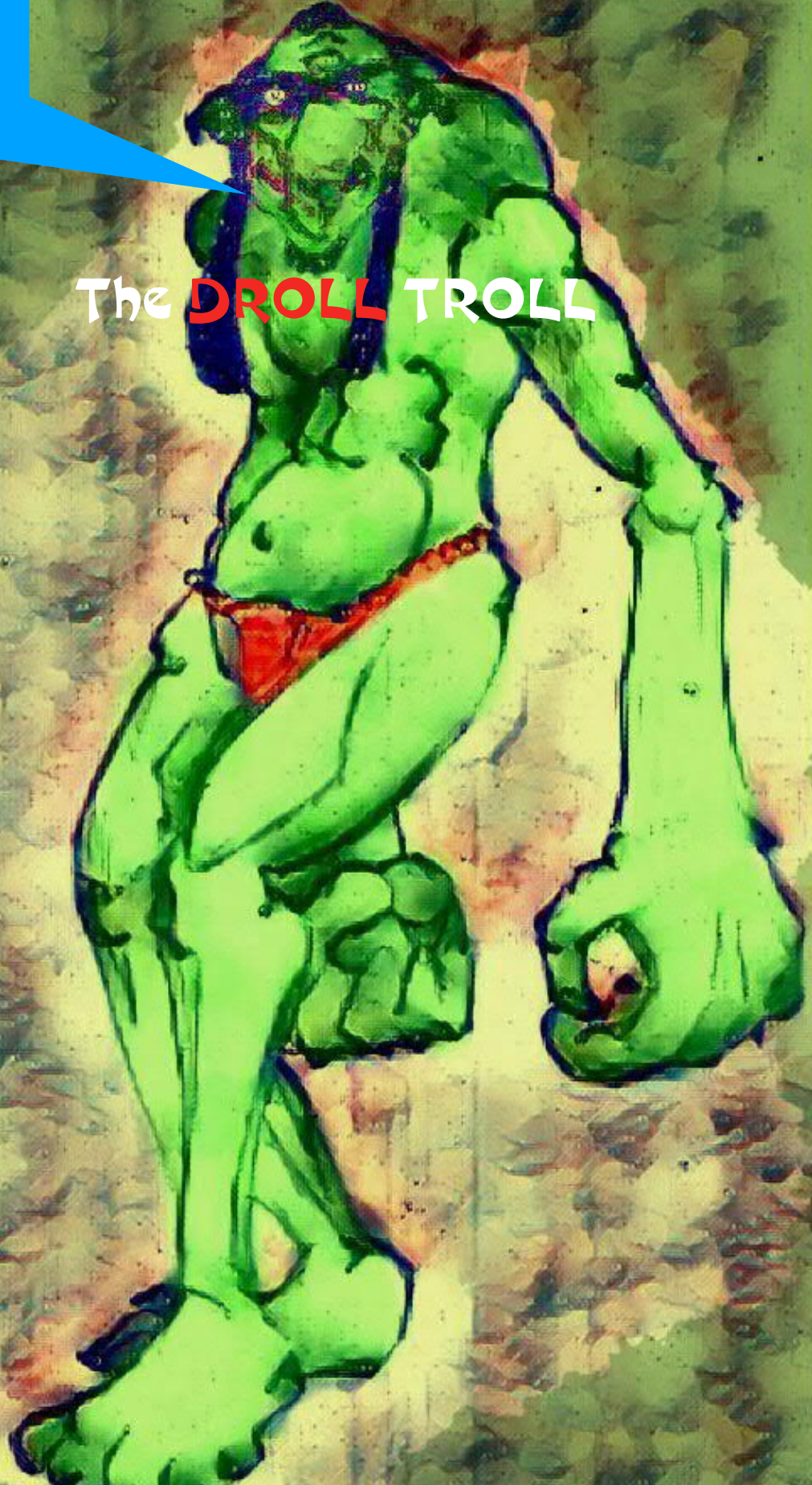
temperature, 3 liters of Ox Blood, and the powdered femur of a ogre.) Note that the GM has to fill in some of the miscellaneous information such as units, state of the components when used, and creature types. All the better to fit into your campaign/ game. Enjoy!



Hallo hoomun! R U
readdi fer sum
humour?"

2 bads bekause
you gonna get
sum!

The DROLL TROLL





"A guy walks into a vampire bar and orders a beer. Bartender says, 'Sorry we don't serve **food** here.'"

'Did you hear about the guy who invented **gold pieces**? They say he made a **mint**.'

"Whenever we drive past a graveyard the mummy says, 'Do you know why I can't be buried there?' And we all say, 'Why not?' And he says, 'Because I'm not dead yet!'"

Why did the **Hippogriff** give the **Unicorn** a glass of water? Because he-"was a **"Little_horse"**

"How do **CLERICS** make holy water? They boil the **hell out** of it."



Good news everyone.
We've got Kobolds

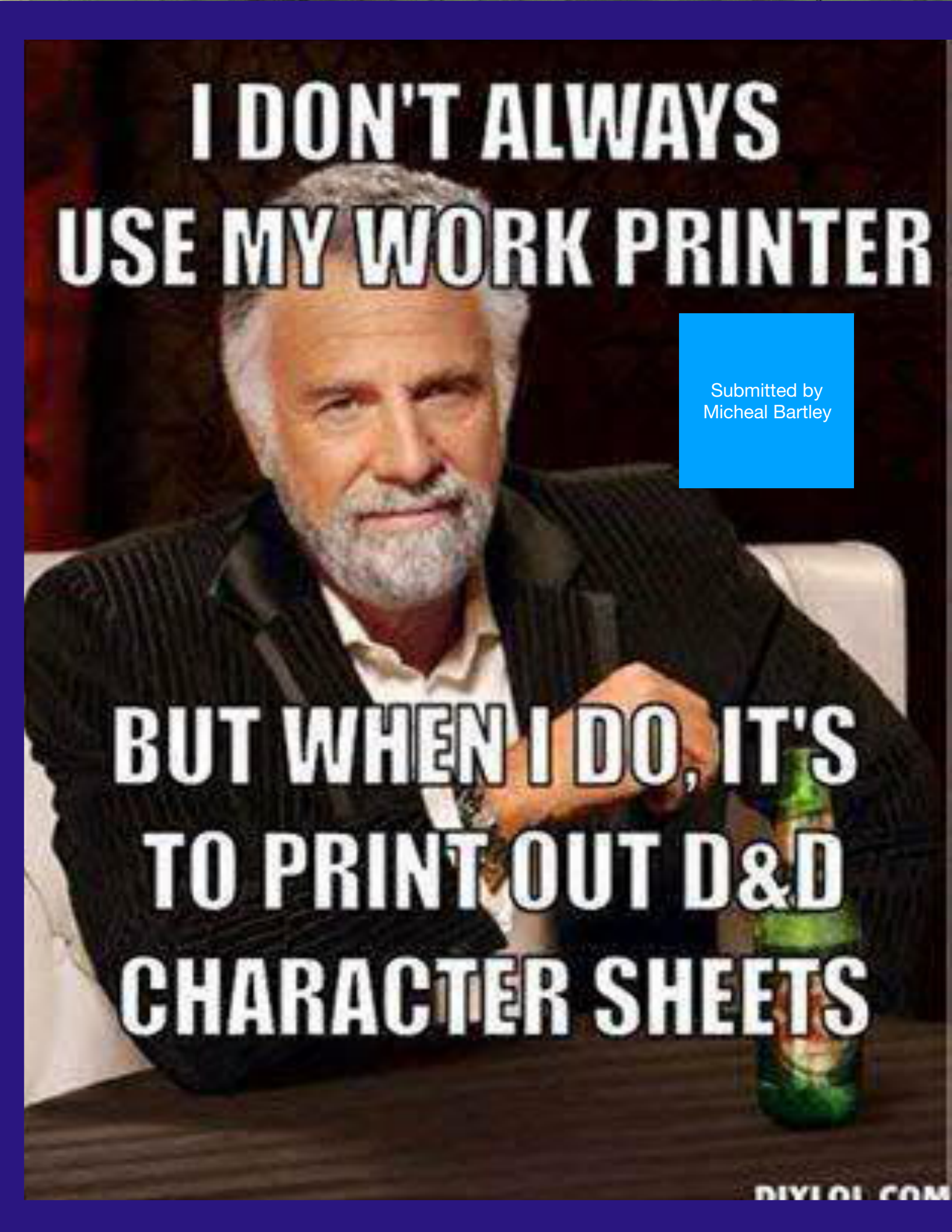
Submitted by
Tim Hawkins

**The Hooded Shades of Death have
come to reap your soul for the Dark Lord**



**and also take Mr. Quincy Fluffins for
a walky walky to go boom boom**

Submitted by
Charles E.
Kettering



**I DON'T ALWAYS
USE MY WORK PRINTER**

Submitted by
Micheal Bartley

**BUT WHEN I DO, IT'S
TO PRINT OUT D&D
CHARACTER SHEETS**

REMEMBER TO R.E.S.P.E.C.T. THE DUNGEON

Simple tips to survive even the cruelest of crawls

Submitted by Tim
Hawkins

RESEARCH YOUR DESTINATION

Location's history?
Local Legends?
Curses?
Regional News?
Environment?
Travel times?



EXPLORE THOROUGHLY & CAUTIOUSLY

Move quietly
Watch your back
Don't rush in



EXERCISE TEAMWORK

Buff your buddies
Aid with skills
Focus Fire
Heal!



CHECK FOR TRAPS & SECRET DOORS

Doorways?
Long Hallways?
Treasure?
Paintings?
Statues?
Mimics?



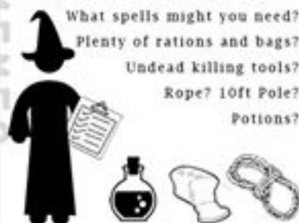
STAY TOGETHER!

Don't split up too far
Always know where your team is
Stay in contact



PREPARE ACCORDINGLY

What spells might you need?
Plenty of rations and bags?
Undead killing tools?
Rope? 10ft Pole?
Potions?



TAKE EVERYTHING THAT ISN'T NAILED DOWN

Check the bodies!
Detect Magic!
Hire Henchmen!



REMEMBER: IF YOU CAN'T FIND A TRAP WITH YOUR EYES
YOU'LL EVENTUALLY FIND IT WITH YOUR HIT POINTS

Submitted by
Tim Hawkins

DID YOU KNOW:



The Beatles were huge fans of Dungeons & Dragons. Their 1964 hit “A Hard Day’s Night” was about an all-night session in the Tomb of Horrors while on tour. After Yoko Ono convinced John Lennon to play GURPS instead, the band dissolved.

True Story.

Valhalla Science Fiction
and Fantasy



Last week, I was a loser on the fast-track to Nowheresville!

...I was working 120 hours a week in a bait shop delivering nightcrawlers to burly fishermen! I was at the end of my ropes! Then something miraculous happened! I discovered...

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Thank's to VU's excellent training program, I now have a bachelor's degree in Advanced Quantum Mechanics! I still work at Twinky's Bait Shop, but now I have hope, self-worth. In no time I'll be able to open up a gate to an alternate reality where Mr. Twinky's my slave and I'm a Roman Centurian on my way to the planet Mars for an extended vacation! I can't wait to have my revenge! Thank you Valhalla!

- Paulie DeBartolo

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Circle ONE of the following degrees:

B.S in Advanced Quantum Mechanics

B.S. in Wormhole Technology

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Doctorate in Fusion Engineering

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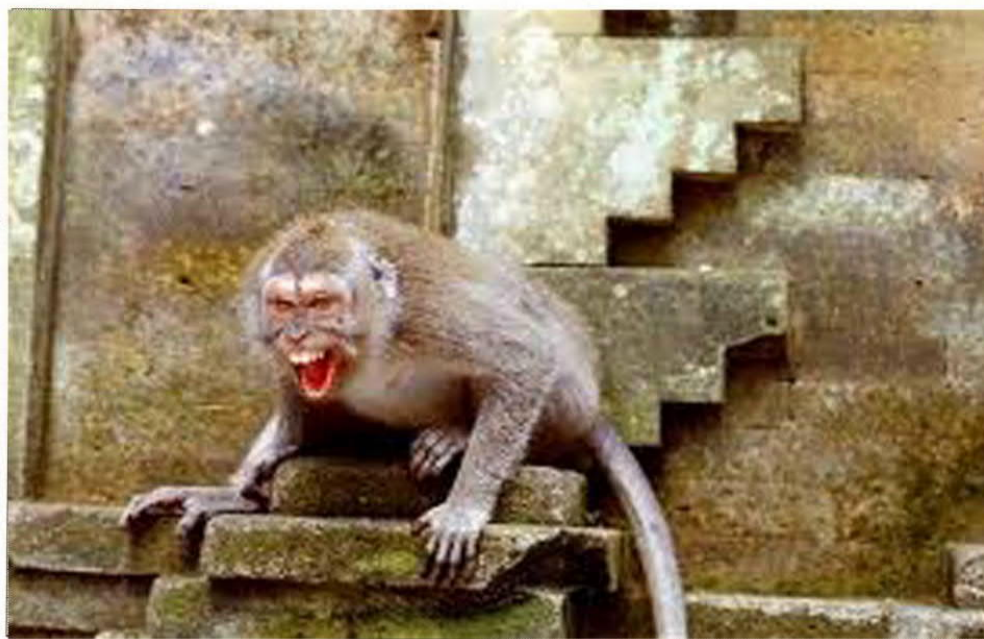


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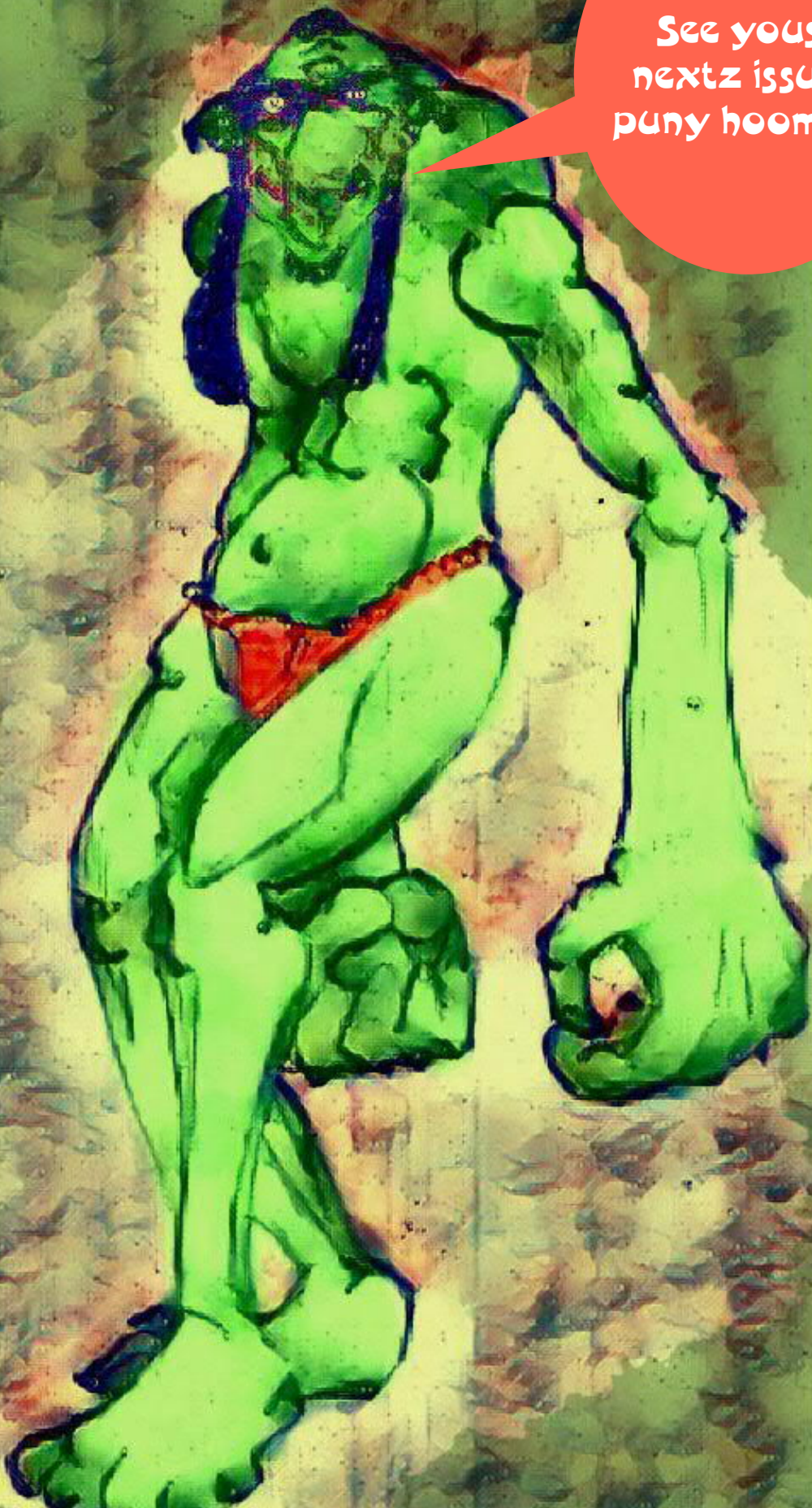
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See youse
nextz issuez
puny hoomun!

DEITY RESPONSE CHART

By Todd Pote

So your players are in a real pickle and the Priest or one of the more devout members of the party make a serious and fervent prayer to whatever deity or power it is they follow. The tables below cover the more common types of prayers and how likely they are to be answered, including the effect of any sacrifices made in conjunction with said prayer(s) and provide a set of guidelines for use in game.

The GM should feel free to modify or interpret the results however they wish to fit their campaign and personalities of the deities within the pantheon of the world.

PRAYER TYPE BEING MADE

DILEMA

Form of Answer Desired	Answer Rating	Base Chance of Success
Omen or sign	Average	1% per Priest Level +1 per WIS bonus
Vision	Rare	1% per Priest Level
Verbal*	Miracle	1% per every 3 levels of Priest

* May be a voice from a bright light, a nearby person/animal starts speaking in a weird voice, their beer starts talking to them from the mug, etc.

AID

Form of Aid Required	Response Rating	Base Chance of Success
Turn of Fortune (see sub-table 1)	Average	1% per Priest Level +1 per WIS bonus
Temporary Power Increase (see sub-table 1)	Rare	1% per Priest Level
Divine Intervention (see sub-table 1)	Miracle	1% per every 3 levels of Priest

Sub-Table 1 (d6)

(Duration is equal to 1+WIS bonus of petitioner in rounds)

Roll	Fortune Turned	Temporary Power Increase	Manner of Intervention
1	-2 to all attacker rolls	+1 character level (full)	Primary Agent of Deity Appears to Defend Petitioner (angel, deva, subordinate demi-god, etc)
2-3	-1 to all attacker rolls	+1 spell casting level	Barrier of Divine Power separates enemies from Petitioner and party.

4-5	+1 to all character rolls	Healing spells max result	Just the right type of help arrives in the nick of time in the form of allied forces.
6	+2 to all character rolls	Healing spells become Mass Heals (entire party affected)	The Petitioner and companions are removed to the nearest safe shrine of the Deity.

BLESSING / CURSE

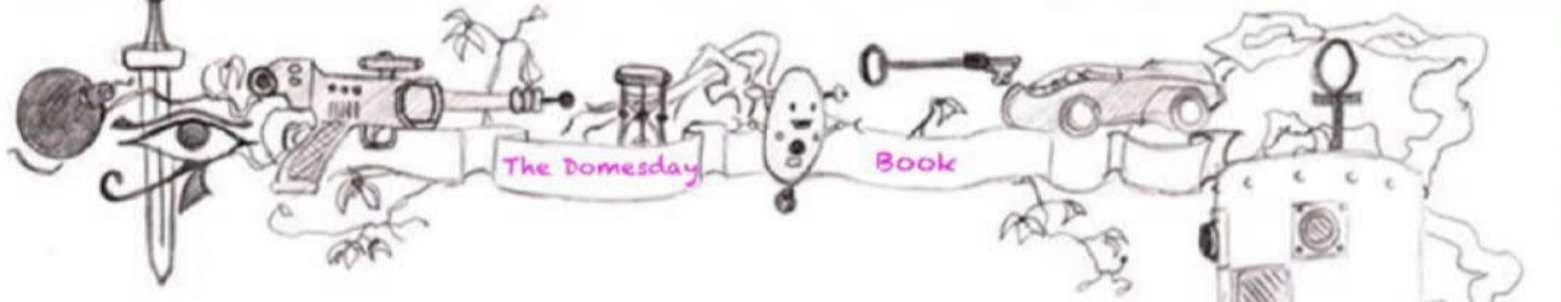
Form of Blessing/Curse	Response Rating	Base Chance of Success
Bless (per spell)/ Curse (reverse of spell)**	Average	1% per Priest Level +1 per WIS bonus
+1/-1 to Level temporarily*	Rare	1% per Priest Level
Recipient is immediately cured of all Damage, status debuffs, curses, Poisons, etc./ Recipient is immediately struck down by the deity	Miracle	1% per every 3 levels of Priest

**Duration of the blessing or curse is generally one week. If the cursed person undertakes a successful atonement for the actions resulting in them getting cursed it may end sooner.

SACRIFICE MADE

If the Petitioner offers up a sacrifice with their prayers it will alter their chances of successfully receiving a response accordingly. It may also insult the deity being petitioned if the sacrifice is unsuitable or deemed 'cheap'.

Sacrifice Value	Base Success Modifier
Everything the Petitioner possesses (no matter where or what it is)	+50%
Of great value (10000+ gp) or a recovered relic of the deity's church	+30%
Of high value (1000+ gp) or a recovered treasure of the deity's church	+20%
Of average value (100+ gp) or a powerful magic item of some sort	+10%
The life of a powerful enemy to the deity's faith	+1% per enemy level/HD
Of poor value (you just insulted the deity you cheap bugger)	-25%



**THE VIRTUOUS THE VAUNTED AND
THE VILE; A SURVEY OF
SUPERHUMANKIND PT 2
BY MUCROFT HOLMES (AKA, MIKE
STEWART AND KEVIN MORTON)**

I am glad that your Lordship found my first dossier useful. As a part of my services to Her Majesties government I have prepared a second dossier for the agents of The Service."

On a personal note, I wish to express my deepest sympathy to your Lordship following his recent mishap in Exeter."

It is my understanding that you should recover fully from your injuries, and indeed, the lisp is hardly noticeable. Good news."

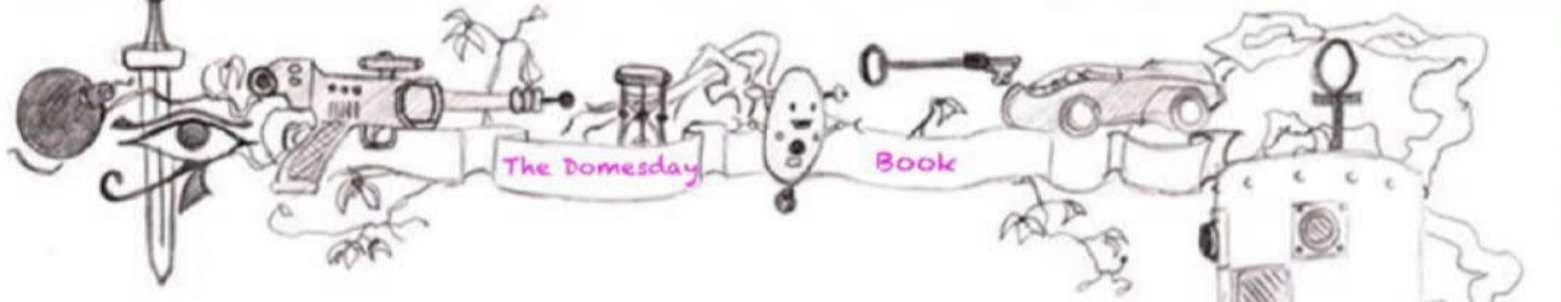
It needn't be said that such information is privy only to those active agents in The Service and is not meant for public consumption."

"For your eyes only", and all that."

**THE VIRTUOUS- THE FABULOUS
FEARNOT**

Past: The Fabulous Fearnot was christened Morris Micklewhite, the child of two stage actors. Unlike his out-going parents, young Morris was





terribly shy and was considered unlikely to engage in his parents' chosen profession. Despite his stage fright, however, young Morris was enamoured of the freedom and creativity that their lifestyle provided (if not quite as enamoured of their modest incomes). Morris would have likely engaged in a career on the fringes of the performing arts, perhaps as a director, or more likely, a menial job such as a stage hand had not fortune intervened.

During a performance of the comic-stage magician Haverdeen the Humorous, and according to legend, the ill-lucked mystic accidentally summoned a genie.

A true genie.

As the story purports, the genie was NOT amused by this summoning a prepared to wreck havoc upon both the performers and audience alike.

Until the young Morris, hitherto a vertible wallflower, boldly walked

forward and challenged the genie. As the story goes, the demon, much impressed by the moxy of the boy granted him a boon- no matter how dangerous a situation young Morris found himself in, the genie would, it is said, always ensure that the boy would survive and prosper.

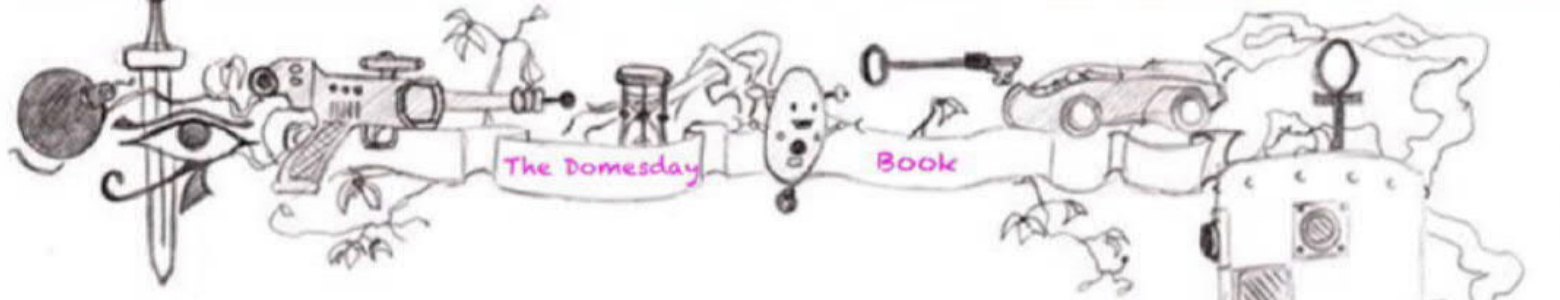
Thus began a long-standing game, as Morris would place himself in some sort of dire predicament, and the genie would find a way to extract the youngster from harm.

Along the way, as more and more on-lookers observed these acts, Morris Micklewhite lost his fear of performing in public and began to play to the crowd.

Thus, the Fabulous Fearnot- the Man Who Knows No Fear was born.

Of course, that is all silliness. Morris Micklewhite is nothing more than a man. A man with notable strength, agility, speed, coordination and reflexes, along with incredible stamina.





As his legend has grown, Fearnot has branched out into other activities; he has, for example, performed acts of espionage for Her Majesties' government, daring rescues trapped civilians and engaged in fistcuffs with members of the criminal underworld.

All without showing slightest indication of the fear of death.

Personality: The Fabulous Fearnot is quite unusual in the annals of Superhumankind in that he does not shun the limelight- in fact he reveals in it. Fearnot is a showman, at times the premeir showman of the age, based off of box office reciepts. Fearnot's stage act involves feats of escapism and death defying stunts.

Powers: Fearnot is a man of superb physical prowess and conditioning. He is graceful, acrobatic and strong. Fearnot has engaged in numerous contests and feats of strength- he is an accomplished strong-man and pugilist.

Fearnot also seems to have uncanny luck. I discount tales of the supernatural, but it is clear that fortune and chance seems to ALWAYS work in Fearnot's favor. Always. No matter how strange or unlikely an event would seem.

THE VAUNTED- THE ENIGMATIC SHADOW KNIGHT

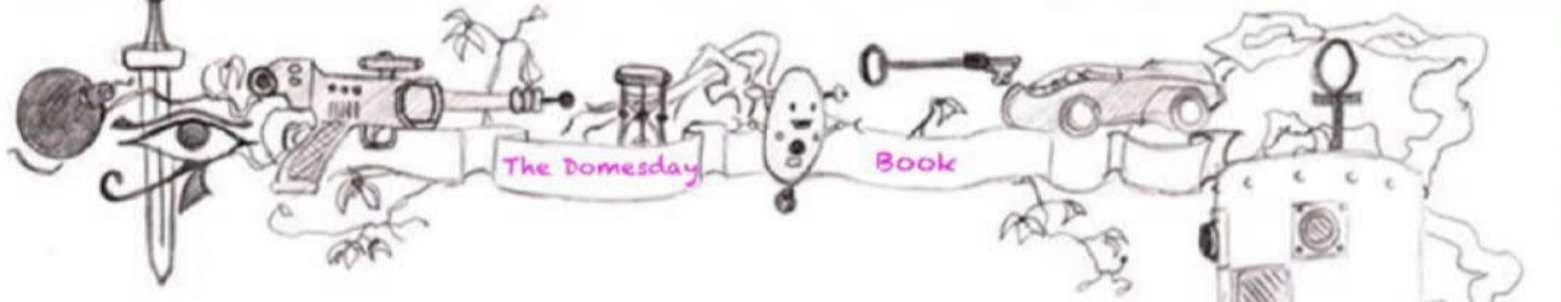
Past: Nothing is known.

Of course, many legends have arisen around the past of the man known as the Shadow Knight- he is a man driven by vengeance, he is a supernatural punisher, he is an exiled nobleman, he is a reformed criminal. One, quite foolish man even claimed he is my younger brother Sherlock.

Nothing can be proven. All are speculations (although I am QUITE sure he is NOT my sibling).

I must admit that I am quite vexed by this man (I AM sure he's just a man). Given enough time and mental effort I can pierce almost any veil of





secrecy. This is not a boast- it is a statement of fact, and the reason I am so handsomely rewarded by Her Majesty's government.

I have nothing on the Shadow Knight. Nothing at all. Just rumors and legends.

The Shadow Knight has engaged in a war with the criminal underground for the past five years. He has been supremely successful in these endeavours. Strangely enough, there seems to be no fixed agenda for this man. One week he will strike against political anarchists, the next he will bring down common pimps and bawds; then he will be seen attacking the criminal empires of Moriarty or Mortimer Machivelli. He also has had uncanny success in countering the actions villainous superhumans such as Lady Ermine, Jack Straw and Boss Diamond.

There is even rumours to the effect, and I offer this as MERE speculation- that the Shadow Knight encountered the being known as Palladium. For reasons UNKNOWN, the

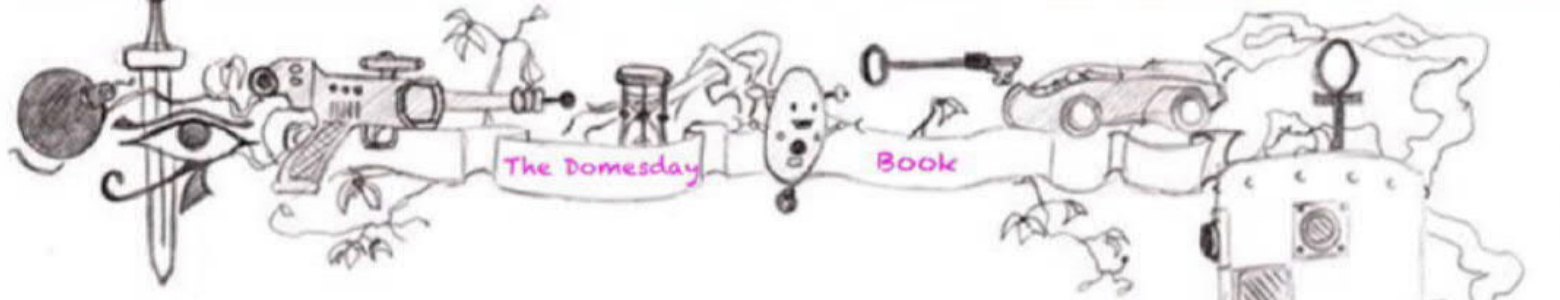
two became embroiled in conflict and it was the Shadow Knight who walked away VICTORIOUS. Of course, since the existence of the being referred to as Palladium OFFICIALLY does not exist (as you recently letter made ABUNDIANTLY clear) there is no point in ruminating on this matter any further.

Personality: Given my statement above, anything following MUST be regarded as pure speculation. The Shadow Knight is driven. That much is very clear.

Powers: He is resourceful. He is very intelligent. He is a master of both hand to hand and armed combat. His strength is on par with known strongmen. His skills as a detective quite refined.

It should be noted that the Shadow Knight has had unparalleled success in combating the entity known as the Rapscaillon. Given that the Rapscaillon has the ability to negate any powers of superhumankind, it stands to reason that the Shadow





Knight has none. He is merely a supremely talented man.

I must highly recommend that the Service devote as many resources as possible towards the recruitment of the Shadow Knight as an asset as humanly possible. The mere fact that I know so little about this man speaks to his potential as an agent of Her Majesties' government.

THE VILE- THE DEVASTATING DREADNOUGHT

Past: In my youth, I often had remarked that my younger brother Sherlock was "an inhuman rage machine" or an "impetuous man-child".

I have come to regret those words, not because my sibling found them hurtful, but because experience has taught me the folly of such grandious verbiage.

Through the newspaper accounts and agent's reports we have seen what constitutes "an inhuman rage

machine" and an "impetuous man-child". It is far, far worse than any mischief poor Sherlock would engage in.

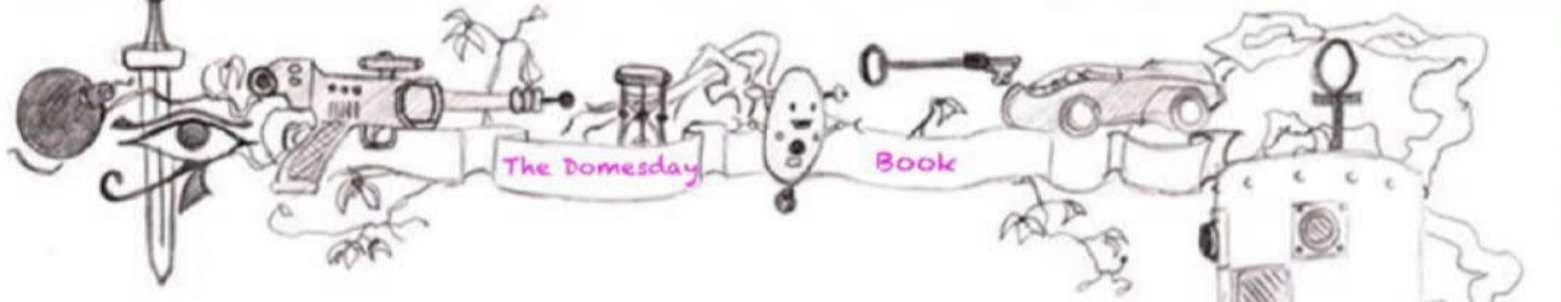
The infant le terribal that is known in the press as the Devastating Dreadnought is a tempestous child trapped in the form of the strongest being on this planet.

I use that descriptor very carefully, knowing the rumours of the abilities of the assest known only as 'Palladium', but without firsthand knowledge of that subject I must rely on obsevational data.

In this case, the utter destruction left in the wake of the Dreadnought.

The Dreanought quite literally burst onto the scene three years past in the town of Brisbane. There, as we can most closely surmise, was an accident involving the use of the elements Lord Rutherford has recently termed "Thorium X". The effects of Thorium X are still unknown and hotly debated in the scientfic community, but what is





incontrovertable is its ability to produce mutations in living organisms.

The accidental release of Thorium X upon the population of Cambridge resulted in 879 fatalities.

And two mutations.

One of which is the creature known as the Dreadnought.

After carefully shifting through the records of the citizenry of Cambridge and dutifully looking at the characteristics of the known deceased and the still, heretofore homo-incognito, I have narrowed the possible identity of the Dreadnought to two personages.

One was a young child of a mere two years of age by the name of David Bruce.

The other a thirty-six year old Prussian scientist by the name of Eugen Goldstein. Goldstein was a

guest lecturer at Trinity College, at Cambridge and was engaging in the exploration and experimentation of what he termed as "Kathodenstrahlen" (known to English language speakers as Cathode rays). Goldstein was demonstrating the use of electron beams in vacuum tubes when an accidental release of Thorium X occurred.

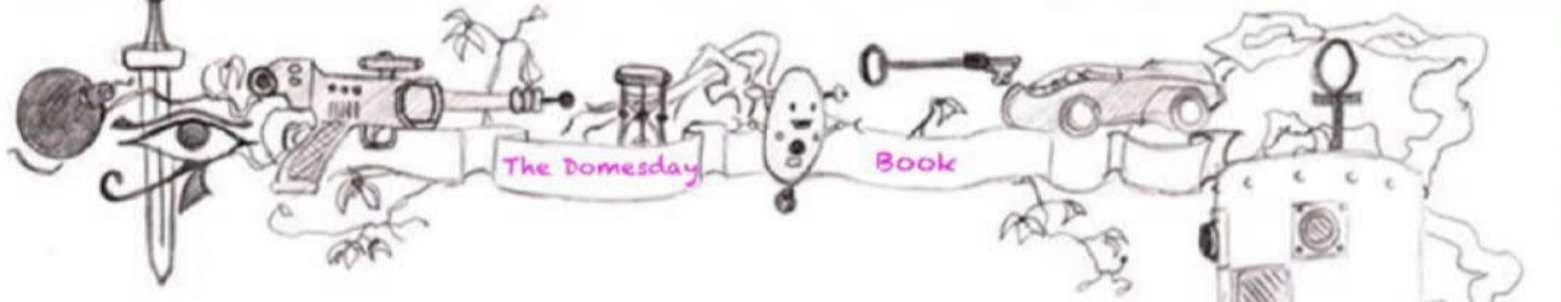
Most of the attending scientists perished in the accident, as did a number of nearby locals.

Based on the characteristics that the Cambridge Mutates displayed I believe it is reasonable to hypothesize that David Bruce transformed into the physical powerhouse known to us as the Devastating Dreadnought whilst Eugen

Goldstein became the mutate creature known as the Coryphaeus.

Personality: The Devastating Dreadnought is a child. At least mentally. As such, he is driven by a





child's needs: food and security, friendship and love. Because of the Dreadnought's prodigious powers, the aforementioned are hardly an issue.

To be blunt, what the Dreadnought wants, he takes.

The secondary needs are far more complex and difficult to provide. How does one comfort a scared child that can lift 20 tonnes and bend chromium steel? How does one discipline a child that can burst through brick and mortar as easily as you or I rip a sheet of parchment?

There are no easy answers to this conundrum.

The being known by the codename "palladium" might be a physical equal to the beastly child, but how does that being confront the Dreadnought without exposing untold thousands to ruin?

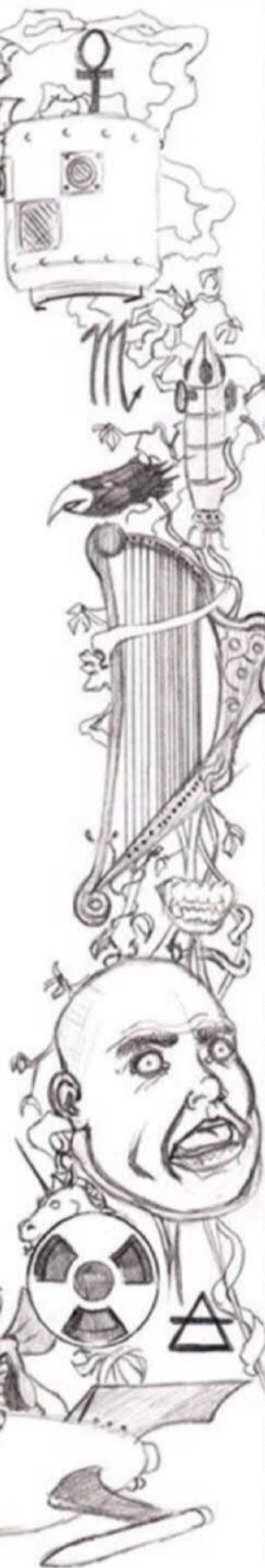
Powers: The Dreadnought is a physical being on par with the legendary strength of Heracles or Gilgamesh.

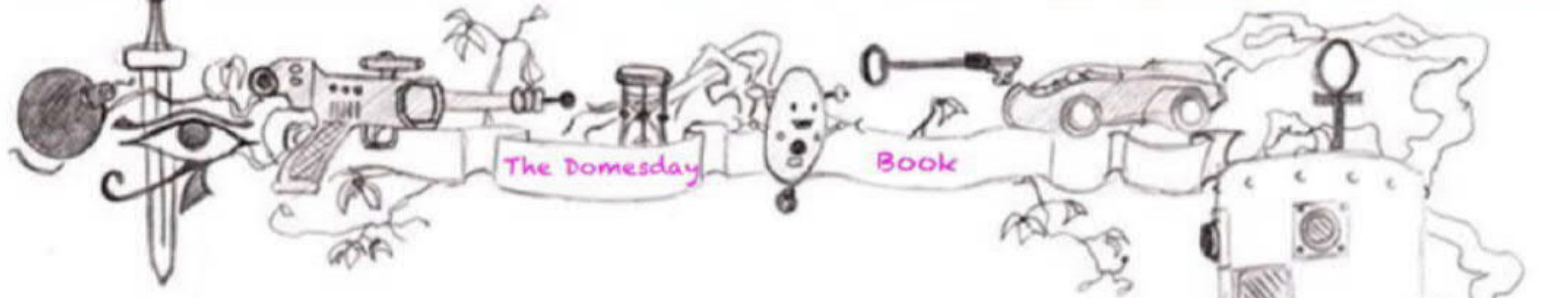
Capable of lifting 20 tons. As powerful as charging rhinoceros. Able to leap a league or more in a stride. Reports of 18 pound artillery shells bursting on the beast's skin without causing harm are confirmed by both Agents of the Service as well as army officers.

In part one of my dossier of superhumankind I detailed the abilities of Sir Charles Huffington III, code-named the Behemoth. In the Spring of this past year, in the farming community of Wiltshire a confrontation between the Behemoth and the Dreadnought took place.

The Dreadnought was the clear and undisputed victor.

I am told Huffington had to eat liquid meals for over a month. Huffington, of course, hardly elicits sympathy from source, but I've included the anecdote in an attempt to illustrate the vast disparity between the beast's strength and that anything the





Service might bring to bear against the creature.

Agents are therefore cautioned not to confront the Dreadnought under any circumstances whatsoever.

That directive may not sit well with our agents, especially when the lives of civilians are at risk. Standing idle while ruin is heaped upon innocents will very likely to be abhorrent to Agents of the Service, but I assure anyone that there is literally nothing they can do to effect the beast. Confrontations will only provoke the

Dreadnought and lead to more loss of life and limb.

The only course of action at this time is to treat an encounter with the Dreadnought as one would treat a natural disaster.

Save whom you can save.

Mimimize casulties.

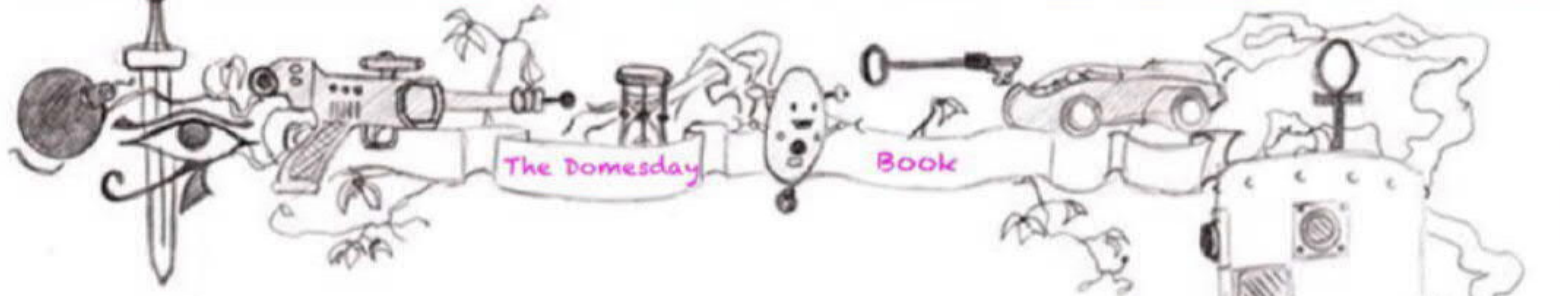
Protect yourself.

Just as a reminder to our agents, any references to "Palladium", "The Director" or "The Service" made to non-Service personnel lower than Acolyte rank is considered treason against Her Majesties government and punishable under the 1845 Covenant Act."





The Devastating Dreadnought



NOM DE GUERRE: DEVASTATING DREADNAUGHT

PROPER NAME: DAVID BRUCE

***STR: 48 (+18)**

INT: 6 (-1)

WIS: 7 (-1)

***CON: 30 (+10)**

DEX: 16/10 (+2/0)

CHA: 9 (0)

(* = Primes)

Init: 0

Actions: 1 per round

Armor Class: 10

Defensive: +9 Temporal, +6

Mystic, +3 Attribute, +6

Knockback

Hit Points: 66

Level 2

Alignment: Evil

SKILLS

History/Legend: Neighborhood

Supernatural Powers

Theme (Gargantua) rank

12

Attribute rank 6

Invulnerability +9

Temporal, +6 Mystic, +3

Attribute

Super-Movement (Jump)

960 feet rank 6

Might 2d12 rank 6

Gigantism rank 2 (always on)

+6 STR, +6 CON, -6 DEX,

+6 vs. Knockback

SHORTCOMINGS

Enemy: Most British

SuperMankind +4 ranks

Fame

Inhuman (a 3 year old boy mentally)

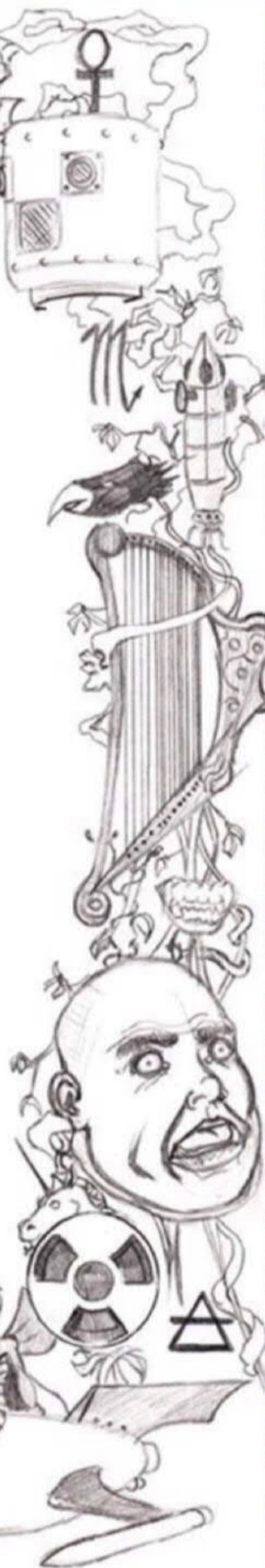
Notorious

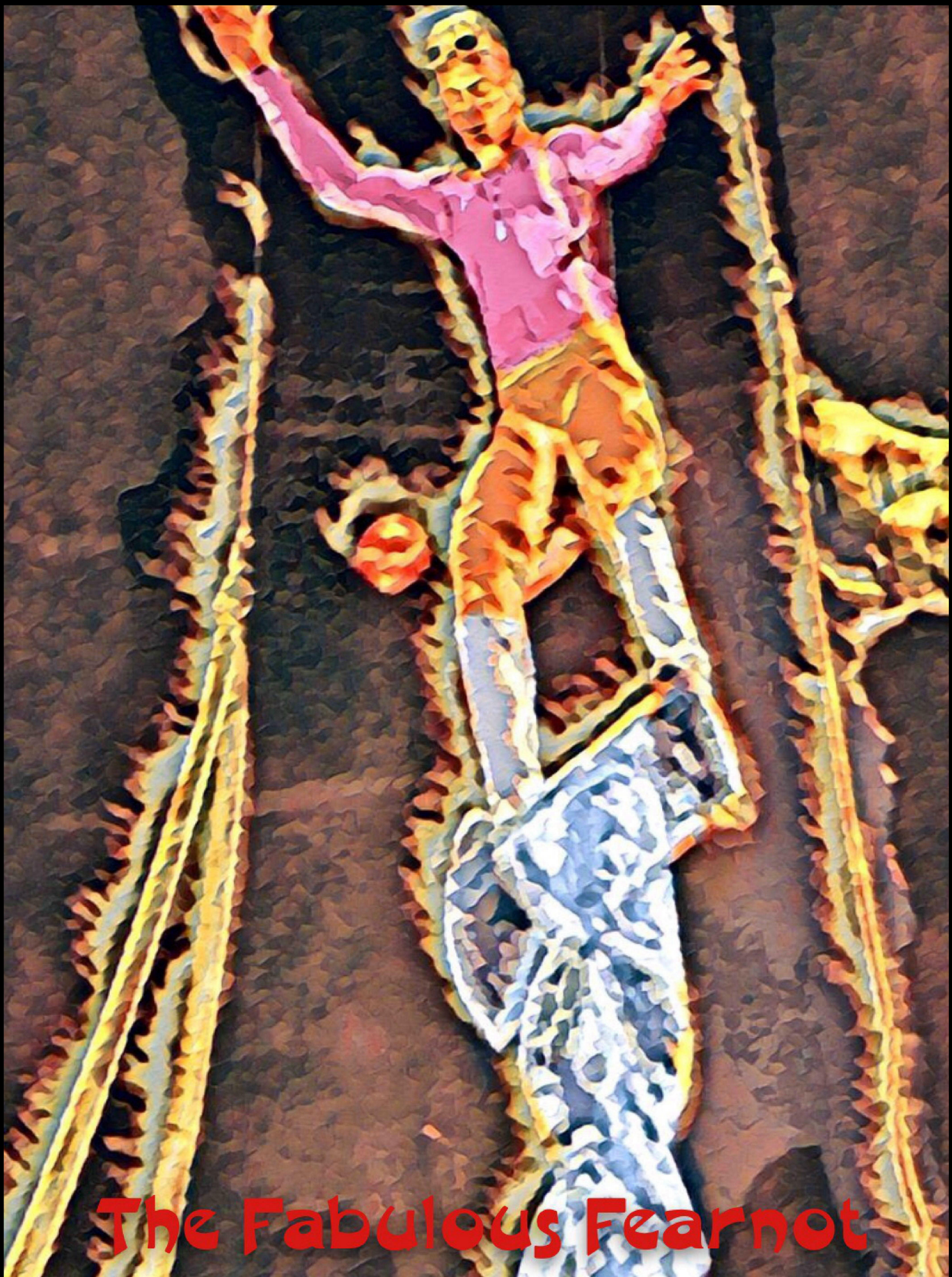
Odd Appearance (Hulking Monster)

Phobia: Hair Trigger

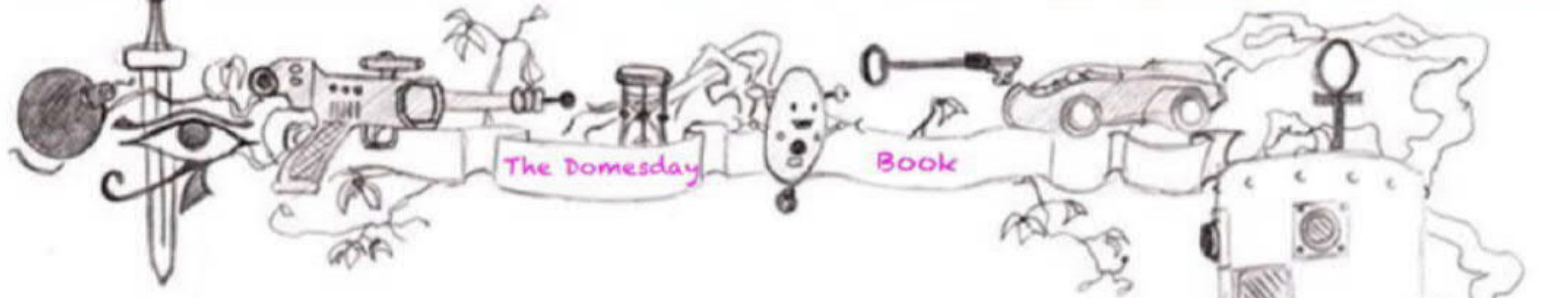
Temper (save vs. WIS or fly into a rage and attack nearest target, regardless of situation)

Poverty





The Fabulous Fearnot



NOM DE GUERRE: THE FABULOUS FEARNOT

PROPER NAME: MORRIS MICKLEWHITE

***STR: 22 (+5)**

INT: 13 (+1)

WIS: 15 (+1)

***CON: 19 (+3)**

DEX: 21 (+4)

***CHA: 20 (+4)**

(*=Primes)

Init: +0

Actions: 1/round

AC: 13

Defensive:

Hit Points: 44

Level 3

Alignment: Good

Victory Points: 6

SKILLS

Acrobatics

Etiquette, Polite

Martial Arts

Melee

**Prime (Strength and
Constitution)**

Roguary

Thespian rank 2

Supernatural Powers

Attribute rank 3

Intuition rank 2

Luck rank 3

Invulnerability

SHORTCOMINGS

**Enemy: Surite' (French
police)**

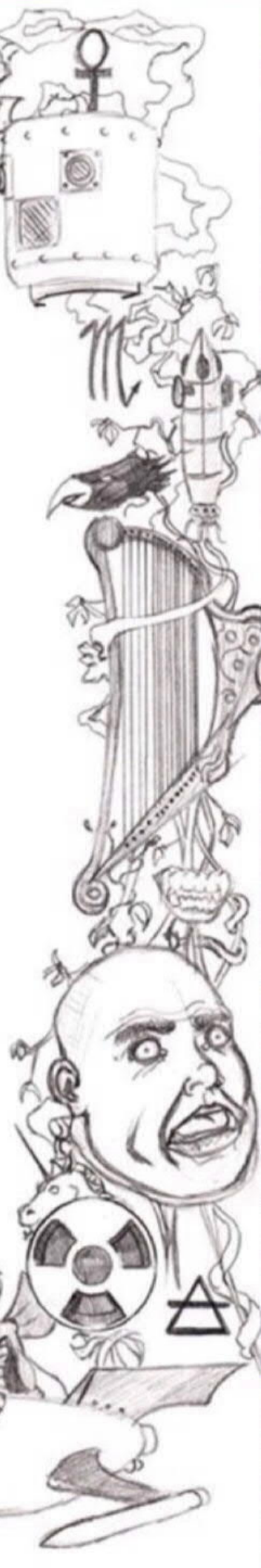
Fame

Looking for a Broom

Closet

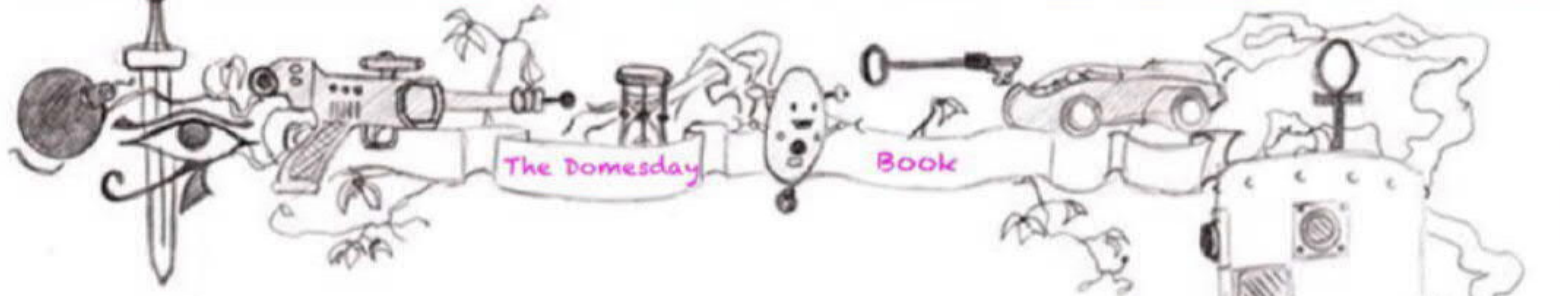
**Notorious (Stage
magician)**

Phobia: Fearless





The Shadow Knight



NOM DE GUERRE: SHADOW KNIGHT

PROPER NAME: ?

***STR: 18 (+3)**

***INT: 16 (+2)**

***WIS: 17 (+2)**

CON: 18 (+3)

***DEX: 20 (+4)**

***CHA: 18 (+3)**

(* = Primes)

Init: +0

Actions: 1/round

AC: 18/19/23

Defensive: +3 Temporal, +3

Mystical

Hit Points: 50

Level 5

Alignment: Good

Victory Points: 2

SKILLS

Acrobatics

Criminology rank 2

Etiquette, Polite and Crass

Linguist (French, English native)

Martial Arts rank 2

Primes (Strength, Intelligence, Wisdom, Dexterity, and Charisma)

Roguary rank 2

Science

Survival: City

Target

Wealthy rank 3

Supernatural Powers

Attribute rank 2

Battlesuit rank 2

Armor +8 AC

Climate Resistance

Invulnerability Temporal +3

SuperMovement:

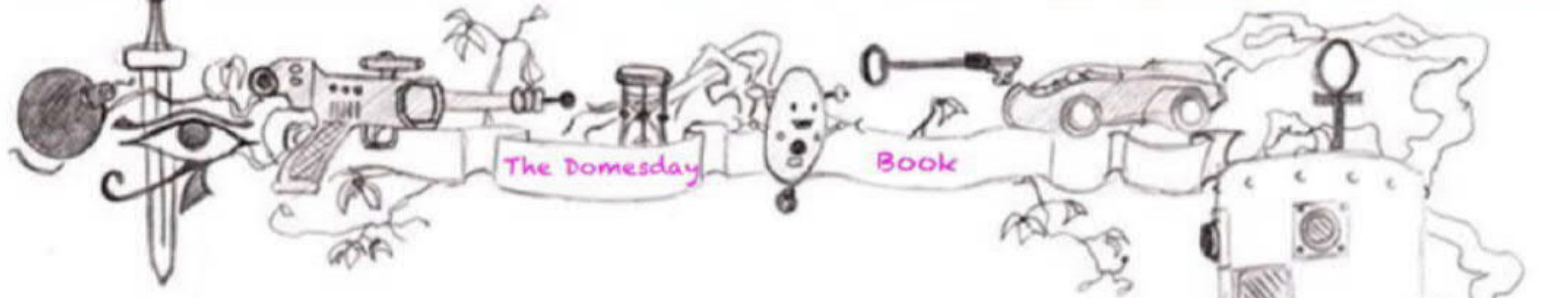
Swinging 30' grapnel pneumatic projector.

Gadget: Electric sword

Damage: 1d8 of damage plus up to 4 electric charges a day

Electric charge: Constitution saving throw at -2 or be stunned for 1-6 rounds. If





the user is in water
then they must also make a
Constitution save at a +2
bonus or also be stunned
for 1-6 (1D6) rounds.

Gadget: Fireflash Mace

Damage 1d6 plus 4
flame charges

Fireflash: 1D4 per round
for 1D4 rounds. The
emergent jellied
accelerant will continue
burning for 1-4 rounds of
combat (1D4).

Gadget: Roundel Shield

+1 to Armor Class plus 4
Force Screen charges
Force Screen: When

activated it provides an
additional +5 to Armor
class so long as the
wielder doesn't move
that round. Movement
reduces the benefit to +2
AC. A charge lasts one
round.

SHORTCOMINGS

Enemy: Rapsallion, Jack

Straw, Lady Ermine

Looking for a Broom Closet

Notorious (Vigilante)

Phobia: Driven

Prior Engagement (wealthy
socialite)

Secret Identity





Furious Fighters:
3 New Character Classes for Your
Campaign



IMPERIAL LEGIONNAIRE

The soldier-fanatics of the Sol Invictus. The Imperial Legions are rightfully feared throughout the lands of the city-states. Taken at an early age from common stock but trained with ruthless efficiency, the average legionnaire is battle-scarred and hardened even in

comparison to the elite citizen-soldiers of the city-states.

Most legionnaires serve for life, but PC legionnaires exist as refugees from destroyed armies, disgraced men from disbanded legions, honored veterans from triumphant battles or even active service members on a long-term secret

mission. The PC is encouraged to create their own back story to accompany their characters.

Although many other soldiers often accompany Imperial Legionnaires in battle, the legionary properly is a highly disciplined heavy infantryman experienced in building fortifications, conducting siege work, and fighting in highly versatile manipular maneuvers. The Imperial Legionnaires battle kit typically consists of an bronze helmet, shield, armor and pilum. The main weapon of an Imperial Legionaire is a bronze gladius used for stabbing in combat. Legionary equipment is well-constructed but more functional than ornamental. Only elite Praetorian units are outfitted with more than common, mass-produced gear.

The average Imperial Legionaire is a

hardened warrior, able to endure hardships that would







assault must contain at least three characters within five feet of another. All warriors must be engaged in melee combat and not otherwise incapacitated by spells or wounds. The warriors may in any formation as long as the five foot radius criteria is met. All characters in the formation must attack on the same initiative count for the benefits of this feat to be applied, which means that some characters must delay their action.

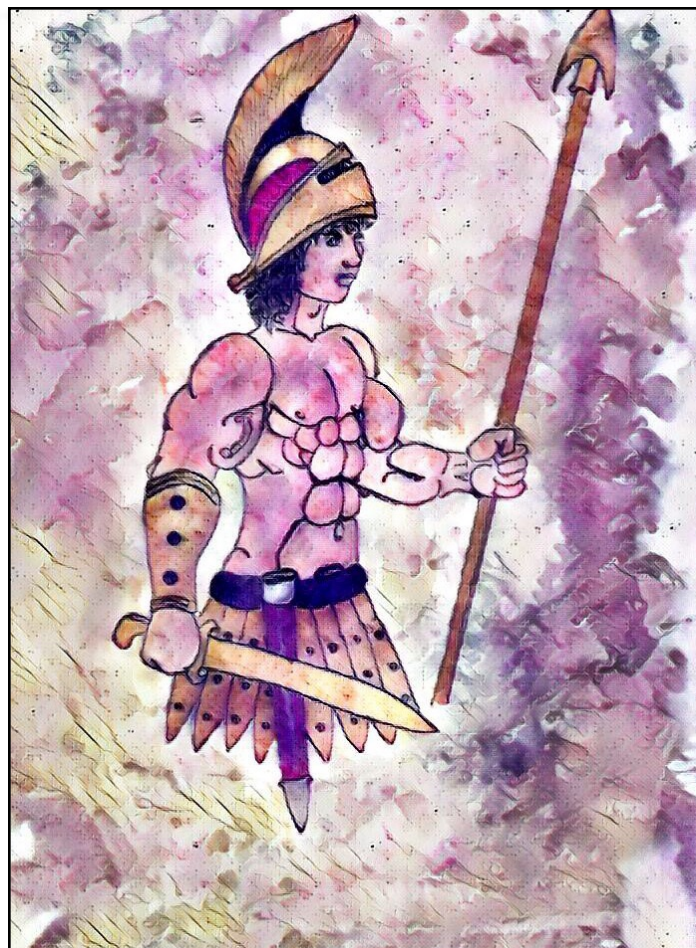
if they were disabled, they immediately fall into unconsciousness. When using this ability, legionnaires can take either a single move or standard action each turn, but not both, and they cannot take a full round action. The legionnaire can take a move action without further injuring himself, but if they perform any standard action or any other action deemed as strenuous, including some free actions they take one point of damage after completing the act. If

IMPROVED HEAVY INFANTRY

At 3rd level, whenever the legionnaire has two allied warriors adjacent to him, he gains a +2 circumstance bonus to his damage rolls with any melee weapon and a +2 bonus to his Parry score when using a shield. All three warriors must be on foot and in medium or heavy armour. This ability improves as the legionnaire rises in levels as follows: +3 at 6th, +4 at 9th.

DIEHARD

By the 7th level, legionnaires are exceptionally difficult to kill. When reduced to 1 or 2 hitpoints by wounds, they automatically become stable. They do not have to roll d% to see if they lose one hit point each round. When reduced to 1 or 2 Hitpoints, they may choose to act as if they were disabled, rather than dying. The Legionnaire must make this decision as soon as they are reduced to 1 or 2 Constitution. If they do not choose to act as





the legionaire reaches 0 hitpoints, they immediately die.

HOPLITE

Hoplites are citizen-soldiers of the city-states who are primarily armed with spears and shields. Hoplite soldiers utilize the phalanx formation in order to be effective in war with fewer soldiers. The formation discourages the soldiers from acting alone, for this would compromise the formation and minimize its strengths. Hoplites are primarily represented by free citizens—propertied farmers and artisans—who are able to afford the bronze armour suit and weapons (estimated at a third to a half of its able-bodied adult male population). Hoplites are not professional soldiers although they function as well-trained militia.

Although some states do maintain a small elite professional unit, hoplite soldiers are relied on heavily and make up the bulk of city-state armies.

Individual hoplites carry their shields on their left arm, protecting not only themselves but also the soldier to the left. This means that the men at the extreme right of the phalanx are only half-protected. In battle, opposing phalanxes will exploit this weakness by attempting to overlap the enemy's right flank. The right flank of the phalanx are typically guarded by either peltasts or calvary.

The phalanx is an example of a military formation in which single combat and other individualistic forms of battle are suppressed for the good of the whole. By forming a human wall to provide a powerful defensive armour, the hoplites become much more effective while taking fewer casualties. The hoplites are disciplined and are taught to be loyal and trustworthy. They have to trust their neighbours

for mutual protection, so a phalanx is only as strong as its weakest elements. Its effectiveness depends on how well the hoplites can maintain this formation while in combat, and how well they can stand their ground, especially when engaged against another phalanx. The more disciplined and courageous the army, the more likely it is to win; often engagements between the various city-states are resolved by one side fleeing after their phalanx had broken formation.

Each hoplite provides his own equipment. Thus, only those who could afford such weaponry fought as hoplites; hoplites have customized armour, the shield is decorated with family or clan emblems. The equipment might well be passed down in families, since it would have been expensive to manufacture.

The linothorax was the most popular type armour worn by the hoplites, since it is cost-effective and provides decent protection. The richer upper-class hoplites typically have a bronze cuirass of either the bell or muscled variety, a bronze helmet with cheekplates, as well as greaves and other armour. Often the helmet is decorated with one, sometimes more horsehair crests, and/or bronze animal horns and ears. Helmets are often painted as well. Hoplites carry a large concave shield called a *hoplon*, measuring roughly 3 feet in diameter and weighing about 16 pounds. This large shield is made possible partly by its shape, which allows it to be supported on the shoulder. The *hoplon* shield is put together in three layers with the center layer made of thick wood, the outside layer facing the enemy made of bronze and leather made up the inside of the shield

The main offensive weapon of a hoplite is a long spear called a *doru*, or *dory*. It is held with the right hand, with the left hand holding the hoplite's shield. Soldiers usually hold their spears in an underhand position when





approaching but once they come into close contact with their opponents, they are held in an overhand position ready to strike. The spearhead is usually a curved leaf shape, while the rear of the spear has a spike called a *sauroter* ("lizard-killer") which was used to stand the spear in the ground (hence the name).

Hoplites also carry a sword, mostly a short sword called a *xiphos*, but later also longer and heavier types. The short sword is a secondary weapon, used if or when their spears were broken or lost, or if the phalanx broke rank.

LVL	HD	BtH	EPP
1	d10	+0	0
2	d10	+1	1750
3	d10	+2	3500
4	d10	+3	7150
5	d10	+4	14450
6	d10	+5	28900
7	d10	+6	57950
8	d10	+7	116050
9	d10	+8	232100
10	d10	+9	464400
11	+3	+10	928800
12	+3	+11	1103800

PRIME ATTRIBUTE: Strength
ALIGNMENT: Any

HIT DICE: d10
WEAPONS: Any
ARMOR: Any
ABILITIES

STARTING GEAR

Hoplites are elite soldiers and receive the benefit of standardized armor and weaponry befitting that status. The hoplite starts his career equipped bronze breastplate, helmet, and greaves, a short sword and long spear, and a hoplon shield rimmed in bronze.

STEADFAST SPEAR

The Hoplite gains a +1 bonus on attack rolls with readied attacks made with a spear or polearm.

BRAVERY

At the third level the Hoplite gains a +1 bonus on saves against fear. This bonus increases by +1 (+2 at level 6, +3 at level 9, +4 at level 12).

POWER CHARGE

Once you start a charge, you become extremely dangerous. When using the charge action, the character deals double damage with a melee weapon. Only the weapon's damage doubles, not the bonuses from Strength, magic, or other factors.

IMPROVED OVERRUN

Hoplites know just how to barge into an opponent and knock him over. When a hoplite attempts to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.





KORAXIAN PHLANGITE

Phalangites are professional soldiers from the city-state of Koraxium (the City of Ravens), and are among the finest troops ever to be assembled, thereby allowing them to execute complex maneuvers well beyond the reach of most other armies of the City-states. They fight packed in a close rectangular formation, usually eight men deep, with a leader at the head of each column and a secondary leader in the middle, to provide maneuverability to the sides if more frontage is needed.

Each phalangite carries as his primary weapon a sarissa, a double-pointed pike over 18 feet in length. The secondary weapon is a shortsword called a kopis, which had a heavy curved section at the end. The sarissa allows the phalangites to keep the enemy out of range, tirelessly and effortlessly pushing back the opposing forces' charges and breaking every frontal assault of both cavalry and infantry with unmatched effectiveness while

taking nearly no casualties. Phalangites can stick the bronze tip of their sarissa to block the most powerful enemy charges (mostly cavalry's, but sometimes chariots' and elephants') and they have the reputation of invincibility in frontal assaults. They are also the ideal troops to hold a defensive position as they are able to push their opponents back and keep them out of range as long as the phlanagites kept good cohesion.

LVL	HD	BtH	EPP
1	d10	+0	1900

LVL	HD	BtH	EPP
2	d10	+1	3800
3	d10	+2	8000
4	d10	+3	16400
5	d10	+4	32800
6	d10	+5	66400
7	d10	+6	132800
8	d10	+7	265600
9	d10	+8	531600
10	d10	+9	+175000
11	+3	+10	+175000
12	+3	+11	+175000

PRIME ATTRIBUTE: Strength

ALIGNMENT: Any

HIT DICE: d10

WEAPONS: Any

ARMOR: Any

ABILITIES

PHALANX FRONT RANK

The famous phalanx formation allows warriors to band together side by side for mutual defence. You cannot form part of a phalanx if there are less than 3 warriors wielding a shield. When in phalanx formation, warriors are tightly bunched and covered by each other's shields,





allowing little chance for an enemy blow to penetrate. Characters in a phalanx formation receive a +3 bonus to armor class. The person on the right hand end of a phalanx does not gain this benefit, though he does contribute to the formation. To be in phalanx front rank formation, a character must be standing alongside another character with this feat. Such characters must be adjacent to their neighbours; if they are as much as five feet away from them, they do not count as part of the formation.

HEAVY INFANTRY

Whenever the legionaire has two allied warriors adjacent to him, he gains a +1 bonus to his damage rolls with any melee weapon. All three warriors must be on foot and in medium or heavy armour.

PHALANX REAR RANK

At the 4th level, phlanagites have been trained to fight in the rear rank of a phalanx and are competent to defend the rear against arrows by raising their spear. When a full phalanx is formed by a large group of warriors, only the front two ranks of a phalanx have their spears lowered. Ranks behind the first two have their spears held upright. Any warrior with his spear upright in a phalanx rear rank formation gains a +4 bonus to armor class against missile attacks, as the forest of spears breaks up missile fire. To be in phalanx rear rank formation, a characters must be standing both beside one character with the Phalanx feats and behind another one. They must be adjacent to their neighbours; if they are as much as five feet away from them, they do not count as part of the formation.

IMPROVED HEAVY INFANTRY

At 3rd level, whenever the legionaire has two allied warriors adjacent to him,



he gains a +2 bonus to his damage rolls with any melee weapon and a +2 bonus to his Parry score when using a shield. All three warriors must be on foot and in medium or heavy armour. This ability improves as the legionaire rises in levels as follows: +3 at 6th, +4 at 9th.

MEAT SKEWER

At the 9th level, a phlanagite gains the meat skewer ability – a toned down version of the original term that the ancients' used for the formation, which involves the use of long spears to stab past the man in front of you in a phalanx. A warrior wielding a spear in a meat skewer formation gains a +3 to damage. This ability can stack with the damage ability of **IMPROVED HEAVY INFANTRY**.





HALF-ORC [RACE CLASS] -

BY MANUEL F. CARBONI, AKA "MORDEKAIB2"
ILLUSTRATION BY THE SAME AUTHOR.

No one is stronger than the half-orc. Prove me wrong or bow your head before his might. The only race in the basic ruleset awarded with a +1 strength must be something. But that's just a mechanical standpoint.

Lorewise, the half-orc is paramount. Born within the fringes of civilization, a scion of rape, violence and hate, life ain't a walk in the park for him. Often brutalized by other full-blooded orcs who see him soft and weak, he doesn't get luckier with primitive human tribes. Even if he survives childbirth, he might fall victim to some eugenetic practice more common among primitive humans than not. The only way is out. And out there, the wilderness awaits.

As half breed or mongrels, Half Orcs have a difficult time finding a place among the society of men and whichever path they choose, it's only by the superior strength of their arm that they get through the day. Sellswords, thugs, bodyguards or bounty hunters, those are the job opportunities available for such a kind and no one would bother to pay him dinner after the job is done. Just grab your earnings and hit the road. Be mindful not to wander the main streets while you leave, because you might bump into a couple of racist city watchmen. Then, you're alone in the wilderness again, repeating the same cycle until the day you get unlucky. And that's the end of it.

That would be in a nutshell the life of an adventuring half-orc so he must be indeed some tough nail to get this far. In any case, no one survives a journey like that being a

weakling. A very strong will and a profound survival instinct is in order to prevail this harsh life, but above all, a really mighty arm.

It's not a big problem anyway, because, as I said, no one is stronger than the half-orc. Prove me wrong or bow your head before his might.



ENHANCED RACIAL TRAITS & ABILITIES

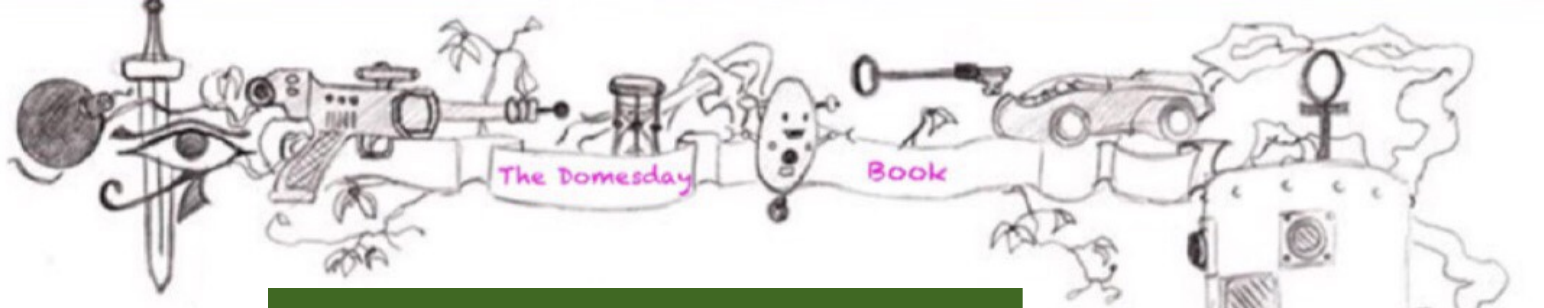
No PH abilities of the Half-Orc are changed other than the addition or enhancement of the following traits and abilities.

Half-Orcs are sterile, so they can bear no children of their own. They don't get many chances with women anyway.

DARK VISION: per half-orc.







ALIGNMENT: any non-lawful. Half-Orcs don't get along with law enforcement.

LANGUAGES: per half-orc plus rogue's cant.

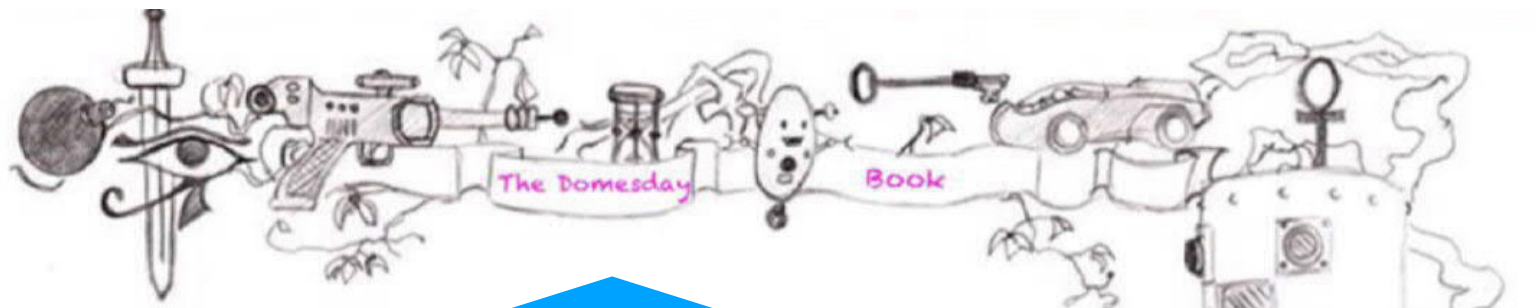
WEAPONS: any but those that require finesse. Usually crude and massive ones. Melee weapons more often than not.

ARMOR: Any but plates or ensembles. Nothing too flashy to avoid undue attention.

STARTING GOLD: per barbarian.

ABILITIES: enhanced or modified racial traits & abilities through cant, combat sense, deerstalker, intimidate, primeval instinct, whirlwind attack, unbreakable and blood of the forsaken.





MINIATURES
MADHOUSE A SAMPLE OF THE
MINIATURE ART OF JAVSON STEWART





