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ARCHMAGIC

Gamemaster Sourcebook



Scan by Kernunos13

Table of Contents

Introduction to archmagics

3

Archmagics

6

Artifacts

15

Grimoires

28

Archmagics

40

Archmagic:

Gamemaster Sourcebook

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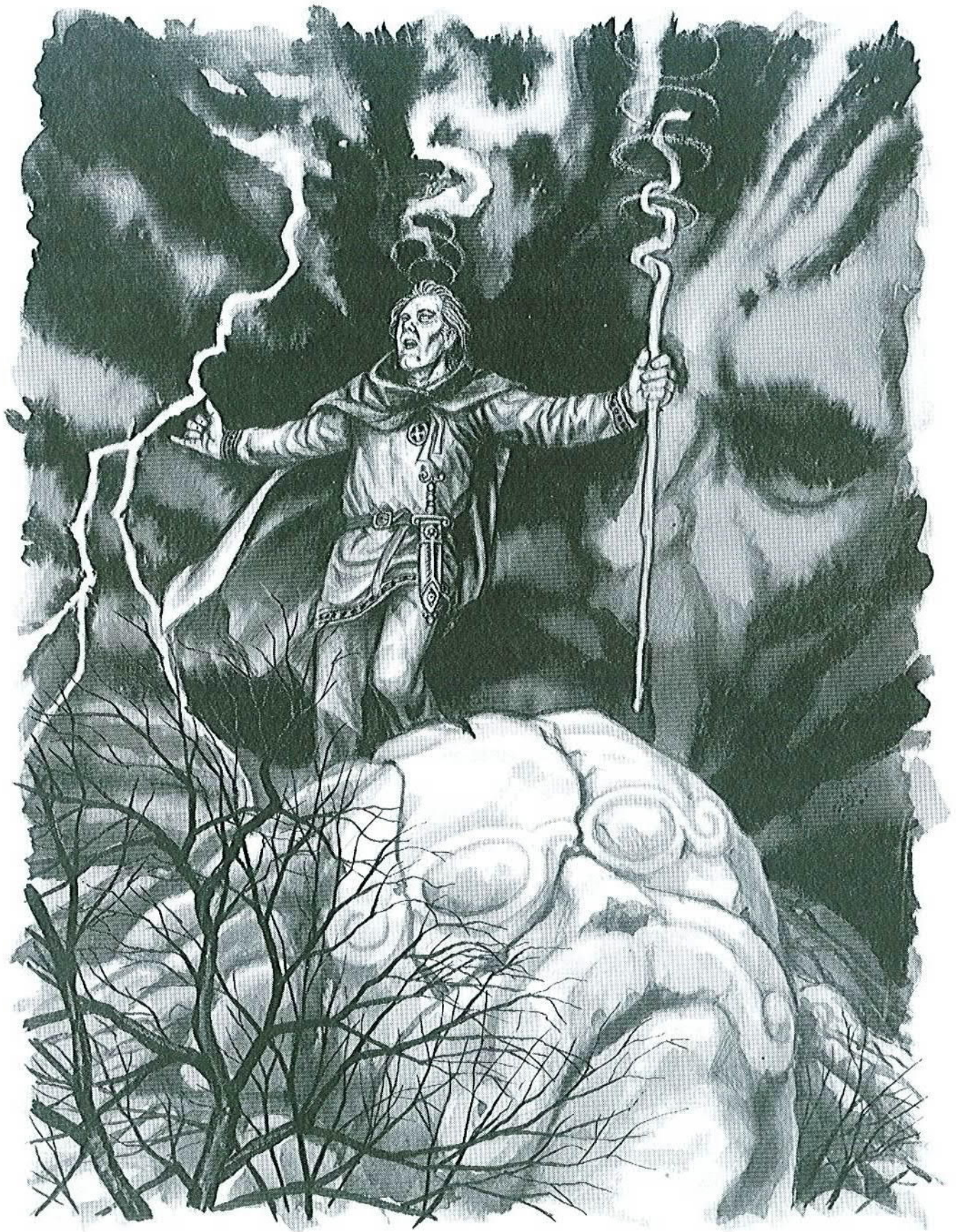
A Note on Language:

For the sake of convenience, the male gender is used as a neuter term throughout this product. This does not imply any chauvinism on our part, it simply takes up less space and makes for much smoother reading.

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760



Introduction to Archmagics

Welcome

The sound of rending wood signalled that the minions were upon us, but they were too late. The last syllable of the incantation hung in the room, causing the hair on the back of my neck to stand. Outside, beyond the hundreds of thralls, the sky was already darkening as the minions within our view began to disintegrate. A ragged, raging scream pierced the silence as Morphidius stormed into the chamber, the Ax of Euegothe held high. But before he could reach the perimeter of the conjuring circle, he had crumbled, and we knew that all across the world thousands of similar fates were taking place.

The great works of fantasy fiction are filled with tales of a single, unbelievably powerful magik capable of affecting, for good or ill, the entire world. In many cases such as these, only an unstoppable force is capable of defeating an unspeakable evil. Grand magic spells and mystical artifacts embody this unstoppable force, going far beyond the purview of "common" magic into the realm of *Archmagic*.

This Archmagic sourcepack contains information, examples, and helpful advice, all aimed towards helping you introduce powerful magics into your campaign world.

Common Magic

My eyes have been opened for the first time, and the world which spreads out before me must surely be endless.

Although "common" magic, the kind of magic typically manipulated by most wizards, can perform feats so miraculous they confound the mundane, it is severely limited in scope and duration by what is commonly known as the laws of magic. These laws dictate a number of things, such as that a spell may only effect a specific number of targets or that a spell's effects may last only for a specific time. There are also a number of arcane effects, typically reserved only for gods and other exceptional beings, which can be reproduced through common magic only in the most limited of ways, such things as immortality, creation and the manipulation of time.

Typically, most mages attempt to stretch the limits of their magic either through gaining more experience or by modifying existing spells through research. In almost all cases, however, their spells will always have limits in scope and duration.

Archmagic

There are those who are content to learn all there is, and there are those of us who will never be content with what has been provided by the gods of creation.

Archmagics are the "loopholes" which allow mortal wizards to bypass some or all of the laws of magic. It is not known by what means these immense powers exist, though some believe that the power was woven into the fabric of the universe by the gods of creation to tempt mortals or to provide the gods with energy while they walked the mortal plane. By creating spells which tap into this primal force, mages could aspire to the level of the gods themselves.

Immortality: Many have gone mad in their quest for life everlasting. When every magical means at their disposal is exhausted, those who are powerful in the mortal world grovel before gods, demons and other supreme magical beings to provide them with immortality, often at the cost of their souls.

Through the archmagical power of rituals and artifacts, men of the greatest resources and means can live forever without the direct intervention of the immortals.

Creation: Another ability that is the sole province of the divine is true creation. Mortal wizards can shape wisps of magic or fabricate whole objects from fragmentary samples but both methods are temporary. Only the most powerful can make the conversion permanent. Archmagics allow wizards to perform acts of creation, building items from the stuff of nothingness which are as real and permanent as any item in the world.

Time: Perhaps the only force as powerful as that from which archmagics spring, is the force of Time. While it is unwise to tamper with the slow moving stream that is time, the power of archmagics makes such a thing possible. Any changes which have been made or are made to the course of history are imperceptible to most, the new events being all and the old event having never existed. But to those with the correct vision, these alterations to time and space stand out like scarred over wounds.

Archmages

Those mages who have reached such an incredible level of experience during their lives to successfully use such powerful archmagics, are known as archmages. These archmages possess vast knowledge in the ways of the spellcaster and have only a handful of peers in the entire world or perhaps even in the entire multiplanar universe. Likewise, their lives are rather different from those of ordi-

nary mages. Archmages could as easily be visited by an elder dragon as by a traveling noble and could as likely be found living under the waves as in an isolated tower.

Artifacts

Artifacts are arcane items which are unique and immensely powerful. A single artifact is capable of performing miraculous feats and could easily be the single goal of a mage's life-long ambition. Artifacts frequently have the capacity to bypass the laws of magic to produce effects on a worldwide or universe-wide scale.

Grimoires

Like artifacts, grimoires are items of incredible magical power. They also contain immense amounts of unique, multi-layered information regarding magic and its use and often contain spells which are reproduced nowhere else. The comprehension of this knowledge alone is often enough to grant the grimoire's master significant abilities and magical insight.

Archmagics

Archmagics are greatest of the magic spells, rituals which are so powerful that no spellcaster could channel or produce sufficient magical energy to cast them. Those who cast archmagics must draw on the energies within magic items and other sources of magic to power the ritual's effects. Like artifacts, archmagic spells are powerful enough to alter an entire world or universe.

The Archmagic Sourcepack

Within the Archmagic sourcepack are several books and playing aids, all designed to enhance your enjoyment of utilizing powerful magics in your games. This box contains:

- The Archmagic Sourcebook, containing information on archmagic rituals, archmages and artifacts of immense power.
- The Adventure Book, which provides an entire campaign utilizing a number of spells and items found in the Archmagic Sourcebook.
- The Map Book, containing several beautiful maps for use with or without the adventures in the Adventure Book.

- Several game aids, props to enhance the gamemaster's storytelling ability and make the adventures in the Adventure book more exciting.

Archmagic Sourcebook

What you are now reading is the Archmagics Sourcebook. Within this tome you will find details on what life is like for those whom the world considers archmages, as well as two archmage NPCs (one good, one evil) for use in your campaign.

Also included in the sourcebook are examples of artifacts and sample grimoires, items of such magical power that few exist in the world, and those that do are coveted by their owners and warred over by nations.

Lastly, this sourcebook lists several archmagic spells, rituals of the most powerful nature. Some archmagics are so potent that they grant the ability to destroy the world or create it anew.

Adventure Book

The Archmagics Adventure Book contains detailed plans for introducing a number of the spells and items from this book into your high level campaign. These large encounters can be run individually; dropped in between other adventures of the GM's creation; or run as a single, epic campaign. Many parts of the adventure make use of the Map Book and the Game Aids mentioned below.

Map Book

The Archmagics Map Book contains eight beautifully detailed, fold-out maps as well as extensive text describing each magical land, realm or dimension. GMs can either utilize these maps during the adventures presented in the Adventure Book, or integrate them into their own campaigns.

Realms of high magic await you, such as the Red Room, the Macrodrone, the Gibbering Caverns and the City of Bones.

Game Aids

Also included in the Archmagics sourcepack are twelve game aids, or props, to use in your archmagical adventures. Many of the Archmagic game aids are specifically designed for use in the campaign presented in the Map Book.



Archmages

The Archmage Subclass

The path of magic is a long and twisting one. The skill 1 apprentice can no more see its end than can a skill 15 wizard. The archmage, while he still has so far to go, can begin to see the path's end. Though they may not realize it, both the apprentice and the wizard are slowly, magically evolving into those most skilled of spell-casters, the archmages. This evolution will bring with it a number of benefits as well as disadvantages.

The Archmage is a subclass of the Wizard character class. However, while most new classes and subclasses begin at skill 1, the archmage subclass begins when a wizard reaches skill 18. At this point, if he totally commits himself to the magical ways, he is known as a skill 18 archmage. The archmage continues to progress in skill level in the same manner as a wizard, becoming a skill 19 archmage at 3,375,000 XPs, a skill 20 archmage at 3,750,000 XPs, etc. Likewise, archmages use the same 4-sided HTK dice, saving throws, combat tables and spell progression as normal wizards. They also suffer the same restrictions of weapons and armor as their lesser spell-casting brethren.

Requirements

To complete the evolution into an archmage, a wizard must have an Intelligence and Insight of 17 or greater, an Agility and Stamina of at least 14, and a Strength of no less than 11. Thus far, only humans, elves and half-elves have been known to make the leap to archmage status. Archmage members of other races may exist, but their existence has never been documented.

Once a character makes the decision to become an archmage, he must dedicate himself to the ways of magic: he must forsake any other class he may be skilled in and may never again begin progression in another class. He must immerse himself completely in the ways of magic.

Characters who successfully become archmages gain the following benefits:

- If he does not already possess it, the archmage gains the non-weapon proficiency, Spellcraft. He does not, however, suffer the -2 Check Modifier when employing the proficiency.
- An archmage automatically receives a magic resistance equal to his skill level vs... spells cast by wizards of lower skill level than the archmage. Thus, a skill 24 archmage will have a 24% magic resistance against spells cast by wizards of skill 23 or lower.
- An archmage can *detect magic* within a 100' radius and will automatically have knowledge of what type of magic is being

detected (Alteration, Necromancy, etc.).

• Similarly, the archmage will instantly be warned whenever he is the subject of any Divination type spell, no matter how far away it is being cast. If the archmage saves vs... spells, he may also know exactly what the spell is and where it is being cast.

• Lastly, an archmage can create the effects of first level spells at will without the indicated verbal, material and somatic components or required time to cast (taking only 1 round to cast). At 21st level the archmage can cast 1 first level spell at will; at 24th level he can cast 2 different first level spells at will; etc. The spell must be chosen when the archmage reaches the necessary level and must be a spell which he normally has access to.

There are negative aspects of being an archmage as well. Upon reaching the status of archmage, the character constantly radiates magical energies, allowing him to be automatically detected by other mages within 10' (similar to a *detect magic* spell). This radiation is constantly emanating from the mage, whether he is magically active or not, unless he can somehow cloak or suppress it. An archmage is also a being of obvious magical power, and as such is often the target of those who would kill or subvert all those of such power (see Life as an Archmage, below).

Level Progression

Archmage Experience Levels		
Archmage Level	XP's Necessary	HTK Dice (D4)
18	3,000,000	10+8
19	3,375,000	10+9
20	3,750,000	10+10
21	4,125,000	10+11
22	4,500,000	10+12
23	4,875,000	10+13
24	5,250,000	10+14
25	5,625,000	10+15
26	6,000,000	10+16
27	6,375,000	10+17
28	6,750,000	10+18
29	7,125,000	10+19
30	7,500,000	10+20
31	7,875,000	10+21
32	8,250,000	10+22
33	8,625,000	10+23
34	9,000,000	10+24
35	9,375,000	10+25

To accommodate the archmage's achievement of skill levels beyond the 20th, a table is given above showing the XP level necessary to reach those levels. New HTK dice for the levels is also shown.

Spell Progression

Archmage Spell Progression										
Archmage Level	1	2	3	4	5	6	7	8	9	special
18	5	5	5	5	5	3	3	2	1	
19	5	5	5	5	5	3	3	3	1	
20	5	5	5	5	5	4	3	3	2	
21	5	5	5	5	5	4	4	4	2	*
22	5	5	5	5	5	5	4	4	2	
23	5	5	5	5	5	5	5	5	3	**
24	5	5	5	5	5	5	5	5	4	
25	5	5	5	5	5	5	5	5	5	***
26	6	6	6	6	5	5	5	5	5	****
27	6	6	6	6	6	6	6	5	5	
28	6	6	6	6	6	6	6	6	6	*****
29	7	7	7	7	6	6	6	6	6	
30	7	7	7	7	7	7	7	6	6	*****
31	8	8	8	8	7	7	7	6	6	
32	8	8	8	8	7	7	7	7	7	
33	8	8	8	8	8	8	8	7	7	
34	9	9	9	9	8	8	8	8	7	
35	9	9	9	9	9	9	9	9	8	

- * Can cast archmagic spells of 10th level.
- ** Can cast archmagic spells of 11th level.
- *** Can cast archmagic spells of 12th level.
- **** Can cast archmagic spells of 13th level.
- ***** Can cast archmagic spells of 14th level.
- ***** Can cast archmagic spells of 15th level.

As archmages frequently achieve skill levels considerably higher than other mages, they are capable of using more spells than are listed on the standard spell progression chart. Below is an extension of that chart showing how many spells are available at the higher levels.

Ways of the Elder Wise: Life As An Archmage

The lifestyle of an archmage is everything a wizard dreams... and fears. An archmage is content in the knowledge

that he is one of the most powerful wielders of magic in the world, and yet lives with the constant threat that that very power may eventually lead to his demise: an eternal balance. Their daily lives are as normal as they are strange.

Outlined below are various details of the lifestyles of archmages, from where they live to how they spend their daily hours, from how they survive to who they associate with, and from what motivates them to their eventual fates.

The Necessities of Life

Even archmages must pay some attention to the necessities of life (though there are, notably, more exceptions among archmages than other groups). Food, water, shelter, mortality: all must be attended to. These limitations, in fact, become a primary concern of many mages. Hours are spent on the researching and devising of spells which relieve the mage of these responsibilities to his own mortal form. The less successful, or less patient, even commit the ultimate sacrifice, selling their soul to demons or transforming themselves into such things as liches. Most, however, learn to deal with their own mortality and rely on themselves or others for the other necessities.

Magic is a rare commodity, and magic of the caliber which archmages can wield is even scarcer. Many benevolent or benign mages will often trade their services for the things they need to survive, either as a single large amount or as an ongoing source, depending on the service which was provided. Particularly kindly mages are treated with equal kindness by the surrounding residents, who will often provide the mage with a continuous supply of necessities, regardless of the amount of services provided in hopes that the mage will likewise continue his helpful services.

More sinister and self-serving mages see this as a waste of their strength. Why exchange their abilities when they might get what they need through coercion and intimidation? Many mages of this ilk build their strongholds in populated areas and extort the surrounding countryside for necessities and even servants. If the populace becomes uncooperative, they can lay about the region with their devastating magics. Not too much, however — the locals must still have enough to provide for him and to survive themselves so they may continue to provide, having learned their place. Many of these mages also have a considerable army of mercenaries or minions at their command. If the mage should grow



weary of dealing with the locals, he can simply send raiding parties to take from them what he needs.

Some more enterprising archmages will often hire mercenaries or adventurers to acquire valuable objects or treasure for them in exchange for some magic bauble or a percentage of the salvage and the chance for more assignments. This treasure can then be used to purchase the things the mage requires.

The last option is available only to the most capable of archmages who have researched ways and devised spells which can produce food and change mundane materials permanently into gold. Such mages keep these spells strictly to themselves as they are the most sought-after by greedy, short-sighted wizards across the lands.

Archmage Activities

Like those in the world around him, the daily interests and activities of the archmage vary widely. After a life of intense magical training and practice, often having traveled far and wide, most archmages like to settle into a single area and set up some kind of stronghold. Here, in a kind of "retirement," they may pursue their interests to whatever degree they choose.

While some mages prefer to enjoy "the simple things," such as gardening, writing, painting, etc., which they might not have had time for in their younger days, others continue to remain active in the field of magic. Ambitious mages strive to achieve world domination and doggedly apply their powers to these ends. While most simply crave rulership, others see the position as a way to improve the world around them by uniting the lands under a single, strong leader. This motivation also guides those archmages who are less ambitious. These mages practice their magic for the good of the world around them, curing disease, averting disasters, advancing technology or even attempting to correct the mistakes of history.

The Hunter or the Hunted?

The world is filled with people (and other beings) with a craving to be the most powerful being in the world. Though this list includes many archmages; dragons, demons, gods, and other primal entities all vie for world supremacy as well. All of these beings pose a significant threat to the existence of every archmage, for only by defeating these rivals can one hope to rule above all (or avoid destruction himself). Therefore, the archmage can assume either the role of the predator or the prey, and often both.

Archmages are targeted for only a few specific reasons.

One is because the mage is viewed as a threat- either to others of his kind or to the world around him. While evil mages typically hunt down other mages of considerable power in order to destroy them, they themselves are usually sought in order to eradicate the threat they pose to the world and those in it. A considerable amount of time is spent by these mages worrying about whom they might seek out and planning how they might avoid detection themselves.

Archmages are also sought out for a, perhaps only slightly, less threatening reason. These mages have usually, over the course of their lives, built up a vast storehouse of wealth and powerful magic items. There are those who would seek to slay them and pillage their holdings, or perhaps even force the mages themselves into doing their bidding.

To deter an untimely demise in this fashion, mages frequently employ a number of methods. Most merely hide from the world around them, isolating themselves from most of civilization and taking special precautions when casting their magics, lest they be discovered. Such mages disguise themselves as more ordinary folk whenever they must venture beyond their stronghold and develop false personas when dealing with others.

Other archmages take the opposite approach and flaunt their magical abilities to the extreme, presenting the most formidable figure they can. Though they hope that in this way they can intimidate and deter others from acting against them, the reverse is usually true; the mage is seen as a considerable threat and is systematically eliminated.

The Obedient & the Loyal

Even archmages are seldom so solitary that they associate with absolutely no one. Even the most sinister and paranoid of wizards usually has an apprentice or small retinue of faithful (but unambitious) servants to handle the mundane tasks of everyday life.

Servants

Ambitious mages (both good and evil) frequently employ a number of servants and guards. These commoners perform the variety of tasks which the mage cannot bother himself with while he works. Housekeepers are employed to maintain his keep; riders to deliver messages into the surrounding vicinity or fetch supplies; guards to protect him; and advisors, entertainers or concubines to engage in his leisure time.

Mercenaries can be hired by the hundreds to protect the mage, his keep and his lands, or to launch an assault on the surrounding area. These troops typically provide the mage

with a massive force of men whose loyalties will last as long as the mage's gold is good and continues to flow freely. They can prove unreliable, however, as they may be hired to betray the archmage by anyone capable of providing more gold.

Mages of good alignment will typically employ such servant, treating them well and paying them regularly. (It's important to keep them loyal to the mage.) Long-time servants of such mages are often regarded as close friends and are well treated and respected by the mage (an outstanding and comforting fringe-benefit for the servant).

Evil archmages usually employ less kindly means of securing their servants. Slaves are raided from nearby settlements and pressed into servitude in the mage's keep. In the opinion of mages such as these, these servants are easily replaceable and can literally be worked to death. Mercenaries are often hired, not only to defend the mage from outside assaults but to keep the servants in line as well. Life as a servant of such a mage is seldom pleasant and can only end in escape or death.

Some archmages acquire servants as a result of their station or in return for some service the mage has performed. In cases where the archmage is the ruler of a given area, servants, bodyguards, attendants, advisors, and messengers are provided to attend him, advise him and see to it that he is able to carry out his station as smoothly as possible while he pursues his other interests.

Often servants come into the mage's employ as payment for services rendered by the mage. It is common for the poor to sell their children or themselves into servitude in exchange for the wizard's aid in such things as ending blights, changing the weather, or destroying nearby raiders. In some cases this servitude is permanent, though usually it lasts for a specific, pre-determined amount of time.

Another type of servant, not usually available to lesser mortals, are automatons and creatures of the undead. Though less versatile and more complex to create, these creatures provide unswerving loyalty and often possess a number of abilities which ordinary servants lack. Golems and automatons provide unbeatable strength and durability while undead are able to follow more complex orders and cannot die while defending the keep. Creatures such as these are normally used, however, only by evil archmages or in more isolated areas where they will be less frequently interfered with by the surrounding populace.

Apprentices

While some archmages greedily hoard their secrets and skills, most, at some time or another, will take on apprentices.

These young hopeful wizards are taken in for a variety of reason (not all of them good).

Most archmages are willing to share their knowledge (at least to some degree) with these apprentices for noble reasons. They realize that they will likely not live forever, and wish to pass along their secrets or find someone to carry on their work. These mages take care to find candidates with the potential and dedication necessary to pursue a life as a wizard. The mage works closely with these young wielders of magic, showing them the necessary precautions as well as the normal ritual procedures. Such an apprentice often goes through a considerable portion of his life in the service of his "master". The archmage himself is usually of such skill and power, that the apprentice may become a skillful wizard in his own right and still have a great deal he can learn from his master. In most cases, the archmage dies long before all of his knowledge can be impressed upon his apprentice. Oftimes archmages come to regard these apprentices as dearly as children.

Likewise, an archmage's own offspring may be trained in their father's magic ways. The natural children of archmages frequently have great, inherent magical potential themselves, relieving the mages of a sometimes lengthy process of searching for an appropriate apprentice candidate. These apprentices achieve or exceed the power of their masters far more frequently than other apprentices.

Archmages sometimes take a more pragmatic, self-serving or sinister approach to the training of apprentices. Evil mages, ripe with paranoia, will often spread the word that they are seeking to train apprentices, and seek out those with exceptional magical potential. Once discovered, these candidates are spirited away to the mage's stronghold where they are disposed of, relieving the archmage of one more potential threat to his dominance.

Archmages (both good and evil) often train apprentices to assist them in their magical activities. A great many spells and rituals require advanced preparations; these preparations are too "menial" for the mage to perform himself and can't be left to unskilled servant, and so become the responsibility of the apprentices, who are capable of following explicit instructions and understanding arcane terminology. Apprentices serving in this capacity are also superior to mundane housekeepers in maintaining the archmage's labs and workshops since they are less likely to make the mistakes of placing volatile chemicals too near the firepit or leaving the lid off the salamander pot.

Some archmages are of the belief that magic is the next step in civilization. They believe that the responsibility falls to them to train as many as possible in the arcane ways. Mages such as these typically become tutors, instructors or school-



masters of magical colleges. They freely give of their extensive knowledge in the hopes of making the world around them a more prosperous, more glorious place after they die.

The Mysterious Callers

The lives of archmages are ordinary and yet strange. Ordinary in that the mages frequently accept visitors and socialize; odd in the types of people (and other creatures) they receive visits from or socialized with. Knowing observers are as likely to see the mage associating himself with a dragon or demigod as a boarder or blacksmith.

The archmage's power grants him a unique position in the eyes of other powerful beings. Other archmages call on him to further their own ends through some cooperative effort. Demons fear him because of the potential foe he represents and so, treat him with respect. Immortals recognize the mage's vast skill and experience and will occasionally seek his advise or confide in him some secret which they know he can keep. Fantastic and powerful creatures such as intelligent dragons see the archmage as a kindred spirit and peer, and will often seek to socialize with the mage to relieve the isolation of their lives.

Strongholds

Facilitated by their immense power and because they are frequently well-traveled, archmages can live nearly anywhere they want to. Often they have two or more houses, keeps, or strongholds- some or all of which are kept as secret as possible to insure the mage's anonymity and safety.

Location

Some mages choose to live in isolation, far from the nearest civilization. This could be for any of several reasons, depending on the motivations and personality of the mage. Some, realizing that they may eventually be hunted down by evil archmages, will seek to divorce themselves from society so that when the inevitable happens, no innocent bystanders will be harmed in the ensuing struggle. Though fatalistic, this attitude displays a deep caring for others.

In other cases, archmages are inspired by paranoia to place their strongholds in isolated locations. Fearing assassination by other mages or theft of their property, these mages use this isolation as a line of defense, in effect hiding from the world and from anything which might threaten their existence. A few of these solitary mages often go an extra step and fortify their keeps heavily, placing various guards or traps about the surrounding area.

Some of these archmages take their need for isolation to the extreme, building their strongholds on other planes of existence. This step is the ultimate barrier between the mage and any danger; the mage himself is typically powerful enough to travel easily from his domain to the prime plane. Mages who take this step have had to plan the move years in advance in order to study the necessary building techniques required for a potentially unusual environment.

Other archmages choose to live near or even amidst civilization. Typically, these mages either consider themselves powerful enough to repel any attacks on their persons or do not believe they are significant enough to be of interest to other powerful beings. Many of these mages feel they need the surrounding populace for their survival or crave the company of the common man.

These mages frequently feel the need to involve themselves in the lives of those around them. Many insinuate themselves into powerful positions, becoming the viziers or advisors of the area's rulers, or becoming the rulers themselves. Evil or self-serving archmages take this step to increase their power by ruling all they survey. Life under these rulers is usually harsh, and the citizens are typically forced to contribute money, goods or even themselves or family members to the mage in return for his "protection" from outside forces.

More benevolent archmages see this position as an opportunity to improve the lives of those around them. They constantly use their power for the betterment of those under their rule, typically doing such things as making the land more fertile, changing the weather, curing blights, repelling raiders, etc. Whether life under these rulers is prosperous or not is dependent on the abilities of the archmage, though most subjects are usually happy with such a mage's rule.

While some archmages enjoy this high-profile lifestyle, others prefer the company of humanity without the responsibility of office. Mages such as these will often live a "secret" life among the common man, living in ordinary appearing houses and going about their daily lives much as the common citizens would. Only within their homes does life change and the mages employ their powers to any degree, using them for such mundane tasks as cleaning, security, and maintenance. If some outside force threatens the city, however, they will usually drop this facade to come to the defense of the surrounding area.

Structures

The strongholds themselves vary widely depending on the personality and history of the archmage. Some mages use their wealth and power to erect massive strongholds capable

of repelling small armies. These fortifications are usually equipped with dozens of lavish rooms, extensive laboratories and libraries, labyrinthine catacombs, and magical servants and fortifications. Depending on the mage's power and resources, the outer walls of the fortification itself could be made of beautiful marble, carved with intricate reliefs and polished smooth. A keep such as this would typically serve an archmage who might be as concerned with his own personal comfort or appearance as the study of magic.

Other archmages, those with a narrower focus, might build towers or small keeps with fewer comforts or superfluous rooms, whose main purpose is to facilitate the mage in his study of magic. Such buildings would be rather sturdy to protect them from any harmful side effects of the mage's experimentation and to help it withstand the stresses of time so that the mage doesn't need to interrupt his work to repair his domicile.

As mentioned above, some archmages prefer to live in ordinary-appearing houses, perhaps within or nearby a city. These buildings could actually *be* common houses, but more typically they are structures which have been significantly "renovated" through various magics to be significantly bigger, more comfortable, more secure, etc. on the inside. What from all appearances is a mere hovel on the outside, could actually be an expansive palace on the inside, allowing the mage all the comforts and facilities he craves, without concerning his neighbors or attracting meddlesome thieves.

Other archmages like to make use of existing facilities. Some have either found vacant or, more commonly, taken over an existing castle or keep after destroying or driving off its previous owner. Here they go about setting things up to their likings though there are frequently unknown factors (rooms, curses, neighbors, etc.) which the previous owners were aware of, but now must be dealt with by the archmages. Another disadvantage to these "used" strongholds is that they could be of any age, and hence, in any condition; stairs might be unsafe, walls unsound, timbers infested, etc., requiring the mage or his minions to invest time and resources in repairs.

Another type of stronghold which the archmage would not have to build himself, is the royal palace. In situations where the mage is filling the roll of vizier or ruler, he will, of course, be living in the royal palace. Here he could go about his everyday business of dealing with matters of state without having to trouble himself with the mundaneries of upkeep: there are a plethora of servants and subjects to do these things for him.

The last type of "pre-existing" stronghold, usually found

in isolated areas, which are often made use of by archmages are caves and caverns. These massive underground expanses provide a significant amount of open space within a sturdy stone confine. The mage will usually modify these chambers to suit his purposes, adding doors, furnishings, security, and other necessities, but leaving the areas primarily natural. Such strongholds are frequently quite fantastic, having enormous halls lined with naturally formed columns, bathing chambers with underground rivers and waterfalls, and furnishings ornately carved into the very stone of the cavern.

Also on the fantastic side, are keeps built into gigantic trees, domed cities beneath the sea, or strongholds built on the clouds which roam lazily over the unsuspecting countryside. Fantastic though they are, strongholds such as these are commonly within the power of archmages to construct. Journeys to keeps such as these are often an integral part of fantasy adventures.

Motivations

The ultimate deciding factor in determining the lifestyle of archmages are, of course, their motivations. These motivations are commonly forged from birth, starting with the typical racial personality of the mage. This mental foundation is then influenced by the mage's life experiences as he grows from child to adult and from novice to wizard. A mage who was taken in as a child and taught to respect nature and selflessly live in harmony with other creatures will have a radically different lifestyle as an archmage than one who was abused as a child and constantly harassed by more powerful magicians.

A character's motivations, in game terms, are represented primarily by their alignment. In the above example, the first wizard described would have an alignment of lawful good while the other would likely end up neutral evil. This is not a hard and fast rule; life experiences are handled differently by different people. The abused mage in our example could possibly have overcome his adversities and developed a chaotic good or at least neutral alignment. A character's alignment, however, will still be a good representation of his motivations.

Another determining factor in the archmage's lifestyle is his drive or ambition: how actively he pursues his beliefs. Is he content to lay back and let things happen around him, possibly believing this is the way things are meant to be? Or does he doggedly strive to take an active roll in the world around him? Such a motivating factor will primarily determine where he lives and how much the archmage will effect those around him.

I have never in all my days met a man quite like Estidian Estelore. The heartless world which surrounded us today would have caused better men to pale, but Estidian stole himself and held fast against the hordes of the Pit. I am blessed to know him and find myself wishing our glorious exploits could go on until our dying days.

Estidian Estelore was, many long years ago, a young hopeful conjurer of the College Bifrens. He had trained to fair competence among his peers but was summoned from his schooling prematurely to serve Viscount Ephemere in his war against the renegade troll tribes of Walhore.

Serving aboard well-guarded wagons near the forefront of the battle, Estidian and his fellows launched destructive magics at the misshapen troglodytes until they could no longer stand by their own strength. Only then would the wagons be withdrawn and the mages allowed to rest.

After this routine had gone on for many months, Estidian and some of the other mages, along with several of the infantry, eventually chose to pursue a bold plan to end the war. Working together, the mages cast an ancient spell, transforming the troll warlords into humans. The resulting insurrection among the troll ranks set the tribes against each other until none was a threat.

Estidian and his allies returned to their homes as heroes but could not stay long, adventurlust now in their blood. The band traveled for years

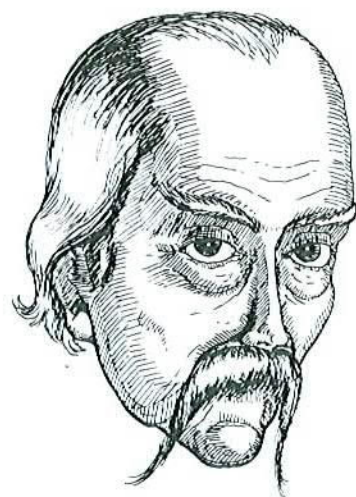
Estidian growing in power all the while. The downfall of Erith-Kol; the cleansing of the caves of Portward; the slaying of the beast, Clanag; the safekeeping of the six Tomes

Mangen's Thoughts: all could be traced to the actions of Estidian and his comrades. Ultimately, it was not enough to keep Estidian satisfied. His skill began to bring with it a sense of responsibility. With the defeat of the sinister Lord Snathmat, Estidian chose to curb his wanderings and claim the dead Lord's holdings as his own. The manor and grounds were fraught with traps and unexpected legacies of Snathmat's life, but all were eventually eradicated. Here Estidian set up a small school, teaching young apprentices, two to six at a time, in the arcane arts and impressing upon each the need for self control and the respect of others.

When the allies returned and bade him accompany them on one last quest, Estidian was resolved. Only when he learned that the prize to be had was the soul of his closest comrade, did Estidian consent. The quest was long and arduous, costing the life of more than one of his fellows, but in the end the imprisoned soul was freed to travel to its final reward. Only the body remained, inhabited and made animate by the offending demon. Using his magic, Estidian forever bent this demon to his will and returned to the city where he first trained to retire. The trials of the past days had taken their toll, and Estidian wanted nothing more of his past life, only the semblance of a normal life and the enjoyment of the simple things long denied him.

In the city, he purchased a small, secure domicile and tied it extradimensionally to his former keep on the coast. By this arrangement he could tend the small gardens outside his city cottage and socialize with his neighbors, while still enjoying the security of his stronghold where he could dabble in the mystic arts at his leisure. The demon, Fargus, in the body of his former comrade, serves as his manservant. The fiend is still under Estidian's control but constantly defiles the mage verbally. Estidian ignores these ramblings, knowing the demon is impotent to harm him.

These days, Estidian feels his health failing. Though he does not wish to prolong his existence, as other archmages do, he feels the urge to pass his knowledge along to one who is worthy. To this end he has begun a search to find the ideal candidate for his apprentice, screening each carefully and passing them on to more traditional schools of magic. He grow impatient, however, and may be forced to settle for less than his ideal in hopes of fulfilling his dying wish.



Estidian

Estelore

RACE: Human

SKILL:

Skill 32 Archmage

STRENGTH: 11

INTELLIGENCE: 18

INSIGHT: 18

DEXTERITY: 16

STAMINA: 14

APPEAL: 15

ALIGNMENT: Neutral Good

ARMOR CLASS: 10

HTK: 52

THACO: 10

NO. OF ATTACKS: 1

DAMAGE: 12"

MOVEMENT:

MAGIC RESISTANCE: 0% (32% vs skill 31 wizards and below)

PROFICIENCIES: Dagger, Staff, Agriculture, Ancient History, Animal Handling, Astrology, Cooking, Fire-building, Heraldry, Languages

(ancient), Reading/Writing, Religion, Riding (land), Weather Sense

WEAPONS: +4 Quarterstaff, +2 Dagger of Throwing

SPELLS: 8 each, 1st-4th level; 7 each 5th-9th.

MAGIC ITEMS: Ring of +3 protection, wand of paralyzation, gem of seeing, potion of extra healing.

SPECIAL ABILITIES: Spellcraft, Detect Magic (100' radius), Spell-like effects: Cantrip, Protection from evil, Read magic.

Gods, the world is a beautiful place, filled with wonder and magic. If it were not for the things that I have seen and done, I could believe it a paradise. The evil is there though and cannot be denied, proof ever before me in Fargo's presence. If I thought the world would be as well without my meddlings, I might die quietly, but it is not to be. I must pass on all I know and more, or the world will indeed be the sadder for it.

The man called Morphidius is an abomination of humanity. Even his appearance is no longer human. While his form and figure are relatively normal, he has been scarred in several ways by his dealings over the years with powerful fiends and the failure of hurriedly-wrought spells.

Knowing the scope of demonic power, Morphidius sought the support of powerful demon lords in his quest for world domination. The lords, however, demanded the soul of a virtuous maiden-warrior. When Morphidius failed to produce the soul, the lords took his eyes and fingers in exchange, giving him tiny creatures of the Infernus in there places. Now the diminutive fiends ride upon his knuckles, dancing about as mock-digits, and sit in his empty eye sockets, whispering descriptions of all that lies before him. Due to the terms of the demonic pact, these small demons must serve him as normal appendages and he is completely unhampered by them.

Morphidius began his life of magic as the toadying apprentice of Laxlor, a court wizard. Laxlor took several unfavorable stands towards the decisions of his king and eventually became "untrustworthy" in the royal eyes. Morphidius' ambitions drove him to accept an offer to replace his former master and murdered Laxlor in the king's name.

Patiently nurturing the king's trust, Morphidius became, unofficially, a very powerful man in the operations of the kingdom. He carefully fed the king's ambitions of uniting the lands under a single, strong ruler, guiding and assisting him until all the outer land's defenses were broken. Simultaneously he fomented the king's paranoia and distrust of his senior officials, eventually ordering their executions himself, in the interests of the kingdom.

It was during this time, that Morphidius failed at his first casting of a minor archmagic, attempting to destroy all the champions of the surrounding lands in a single blow. The force of the repercussion left Morphidius disfigures and distracted, allowing several local nobles to drive him out of the stronghold during his weakness.

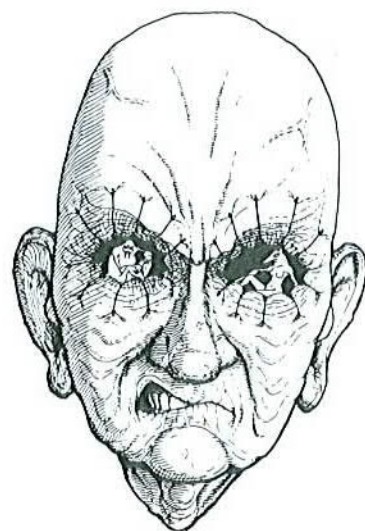
Hiding out in the Legorum mountains, Morphidius planned the downfall of the kingdom for years, his greed and ambition involving him several times in the affairs of other powerful mages and priests. Many times he tried to topple the united lords, sometimes with magic, sometimes with military force, but every time failing. Eventually Morphidius chose to immerse himself in his art, hoping to achieve enough power to overwhelm any opposition. His isolation and the tamperings with the primal forces slowly drove him insane, though his arcane genius survived.

Through his scryings of the ether, Morphidius learned of the existence of a gateway into the infernal realms, long sealed, and of the re-emergence of the Knighthood of Ages, long thought destroyed. Predicting their eventual involvement, Morphidius drew together several skilled assassins and a legion of mercenaries, and sent them to destroy the Knights. Meanwhile, he could concentrate on how to best utilize the infernal gate.

He devised an archmagic which would allow him control over any being which passed through such a gate, but needed an immense source of divine energy to power it. After long months of delving into ancient religious texts, Morphidius learned of the gods of old, who lived in a city in the clouds. Built of the essence of the gods themselves, the city was said to track a lengthy but regular course through the lands.

Recently, Morphidius has determined the existence of the cloud city and its location. Just days before he would be captured by the Knights of Ages, he transported himself and his efforts to the city. There, he could use the natural essence radiated their to power his spell and open the gate.

Now he waits: for the proper alignment of the stars and for the cloud city to pass above the the thrice-sealed gate. His renewed and rejuvenated assassins stand ready to thwart the Knights and anyone else who might stand in his way.



Morphidius

RACE: Human

SKILL:

Skill 29 Archmage

STRENGTH: 14

INTELLIGENCE: 18

INSIGHT: 17

DEXTERITY: 17

STAMINA: 15

APPEAL: 11

ALIGNMENT: Neutral Evil

ARMOR CLASS: 10

HTK: 59

THACO: 11

NO. OF ATTACKS: 1

DAMAGE: 12"

MOVEMENT:

MAGIC RESISTANCE: 0% (29% vs skill 28 wizards and below)

PROFICIENCIES: Dagger, Dart

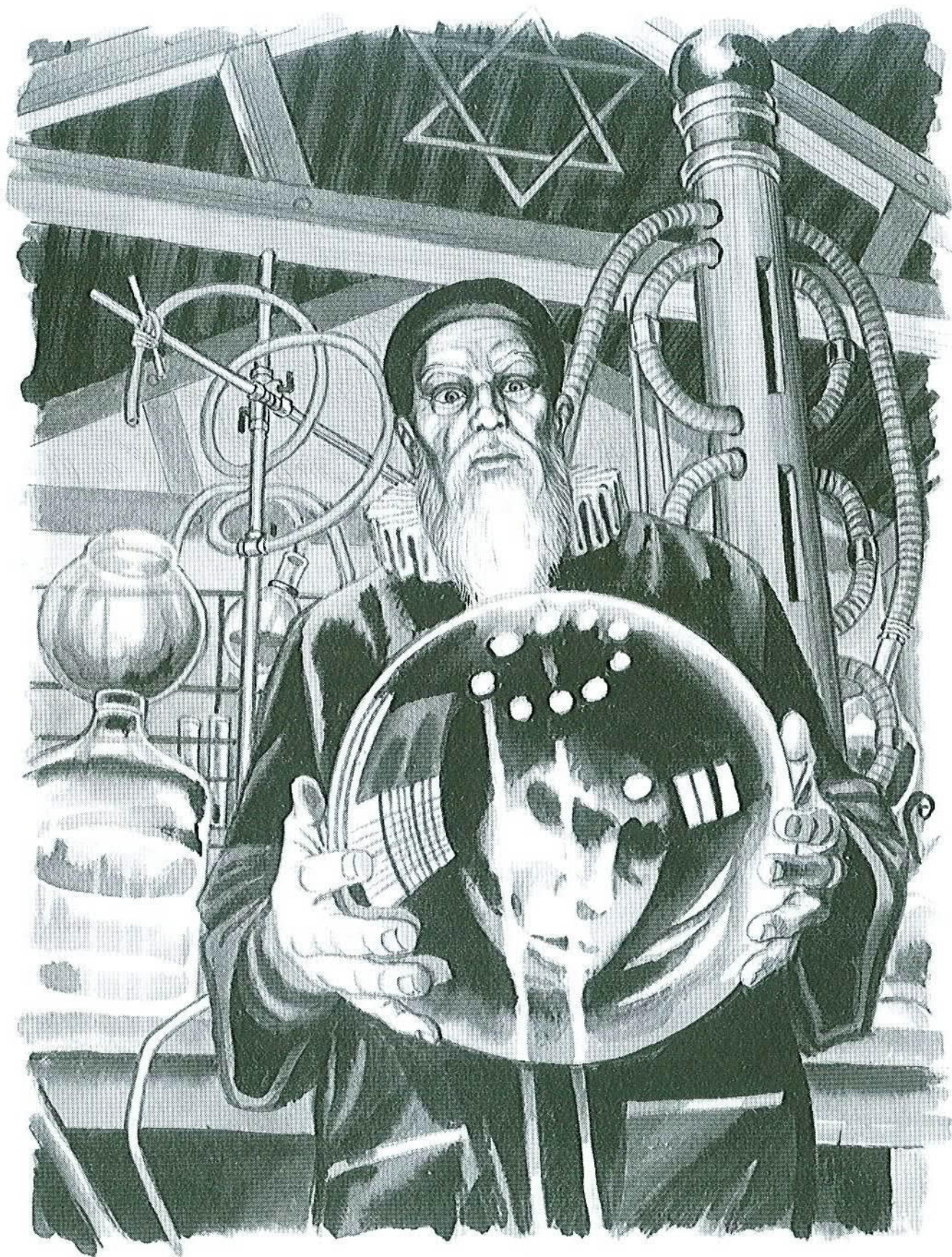
WEAPONS: +2 Dagger of Venom, +3 Darts of Venom (4)

SPELLS: 7 each, 1st-4th level; 6 each 5th-9th.

MAGIC ITEMS: Bracers of defense (AC 3), staff of the magi, amulet of life protection, mirror of mental prowess, efreeti bottle, ring of elemental command.

SPECIAL ABILITIES: Spellcraft, Detect Magic (100' radius), Spell-like effects: Magic Missile, Charm Person, Chill Touch

"Together we could rule all." he said, "Together!" As if he could in any way facilitate my inevitable rise. Fate did him a far kinder turn really, than I would have. Up until the unfortunate failure of the ritual, I had decided to embed his fists in the stone of my chamber and peel the flesh from his living body as entertainment for my Dark Lord.



Artifacts

Artifacts

The enchantment was complete. As I gasped for cool breath in the fresh night air, I reflected on my condition. Yes, it would not be long before the world and I parted, but my heart was less heavy now. Steaming in the moist grass before me was the golden scepter, wrought by my own hands, which would see to it that my lands would never more fall to darkness.

The conjurations of mortal wizards are often as fleeting as their all too brief lives, but the magic items they create can achieve the immortality their spells are denied. Many powerful enchanters labor to craft artifacts that will be the ultimate expression of their power. These artifacts are the most powerful magic items in existence.

Commonly called artifacts, these most potent of magic items are always unique in all the world. Even the same mage could not duplicate the same artifact under the same conditions.

Artifacts should never be casually introduced into a campaign as they are of such power that they could easily unbalance the game within a very short time. Artifacts *should* be frequently encountered by the characters, however, through myths, legends and the stories of bards. These veiled and distorted references should be used to whet the characters' appetites so that when the time does come to encounter one, its significance will carry the proper weight. If PCs should ever go questing for such items, 9 times out of 10 they should be following false stories or encounter some less powerful item (which may or may not work at all). When an artifact is introduced into play, it should be one of the most significant things that can happen in the campaign, perhaps the goal of a long, arduous quest occupying many months.

Power Bleed

Most magic items are an anchor point for a complex "knot" of spells. Artifacts contain such powerful magic that their energies tend to "bleed" into the immediate environment if they are left in one place too long.

The exact effect of extended exposure to an artifact's energy depends on its powers and the length of exposure. A few hours will have little effect, but after a day or so, perceptive characters may start to notice subtle changes. Over the course of decades the change can be quite dramatic, and if an

artifact is left in one place for centuries, the area is often remade in its image.

For instance, a crown that gives the wearer the ability to command fire would raise the ambient temperature in the immediate area in a matter of hours. In a day or so any nearby plant life would begin to die, and over the course of the first year, the surrounding earth would become cracked. If the crown was abandoned for decades, the area would attract the attention of creatures drawn to flame such as elementals. Centuries of exposure could open a gate to the elemental plane of fire, transforming the immediate area into a volcanic wasteland.

This process is a good way for gamemasters to rationalize the creation of dangerous adventures which would make obtaining artifacts a real challenge.

Conservation of Magic

An artifact contains a great deal of energy. In worlds where there are a lot of magic items, the amount of magical items and artifacts may eventually reduce the amount of available ambient magic in the area, hence making spell casting more difficult to perform.

If some powerful wizards realize this is happening, they may decide that the easiest solution is to destroy a few artifacts, releasing their contained energies back into the ambient flow. This is easier said than done but will have the desired effect.

There are two ways a gamemaster can use this principle in his campaign. First, the characters could be hired by a wizard who explains the principle and convinces them that something must be done. The adventurers will be sent to acquire and destroy an artifact to release the power it contains.

If characters already possess an artifact, they may be stalked by agents of a wizard who has decided one of the artifacts they possess must be among the first to go. At first the adventurers will not know what is going on, but even if they figure it out, the wizard may be able to convince the heroes to destroy their own magic items.

Creation of the Relics Arcane

Creating an artifact is an arduous and dangerous undertaking attempted only by the most ambitious or powerful mages. The successful enchanting of such an item is the ultimate goal in the lives of many archmages.

The potential artifact must be either an item which already possesses some great magical significance beyond

that of ordinary magic items (such as the hand of a lich or stone from the throne of a god) or else must be crafted by the the enchanter himself or those under his personal direction. The craftsman (craftsmen) must achieve at least 5 points above the necessary Proficiency Check to create the item and it must be made of the finest materials available for 100 miles.

The enchanter continues by collecting no fewer than 6 magic items of exceptional value and power (worth at least 30,000 XP combined), which are drained and rendered useless in the artifact's creation. The items must be in pristine condition and unaltered by magic. The enchanter must surround himself with these items and meditate on them undisturbed for at least 37 hours to discern the pattern of eldritch harmony which will be created by their combined energies.

With this design foremost in his mind, the enchanter inscribes the pattern on the ground using a combination of 60% gold dust, 33% ground semi-precious stones (of various types) and 7% cinnabar (or similar mineral). The collected magic items are then arranged in their positions of significance about the pattern along with the item to be enchanted.

Now begins the hazardous ritual of *Artifact Enchantment* (see page 39 for more details). Each of the following steps must be successful or the enchantment will fail.

- Each item must make a save vs... lightning. This occurs as the enchanter channels his magic into them and back to himself.
- The enchanter, acting as a synchronous conduit for this energy, must save vs... death at -3 or be consumed.
- The intended artifact must save vs... death as if it were a spellcaster of significantly lower level than the enchanter (-1 level for each of the collected magic items).

Once this procedure is completed, the new-made artifact must be quenched in the darkness of a moonless night until dawn. The timing of this last step is crucial as the item could become warped by the newly-imbued energies and explode or have its magic slowly leak away.

The enchanter of a new artifact must take extra care, however, as any archmage or near-archmage within 100 miles will certainly know of the enchantment.

Destroying Artifacts

The destruction of an artifact is potentially as dangerous a task as its creation which is undertaken only by the most brave, foolish or needful of souls. Destroying an artifact is always dangerous. Either the procedure itself is immediately life-threatening (such as submerging it into the lava of an

active volcano), or the procedure is harmless, but the trek required to accomplish the procedure is hazardous (infiltrating the cavernous temple of a humanoid death god and placing the item on the altar).

Every artifact has its own unique means of being destroyed which is typically unknown, even to the person who created it. Only the most powerful of beings such as gods and demon lords can "pre-program" the means by which the artifact they create can be destroyed.

To begin the quest for an artifact's unmaking, a spellcaster of at least 18th level must cast a *legend lore* spell. The caster must have possession of the artifact to be destroyed, along with 3 or more powerful magic items (whose combined XP value is at least 15,000) which are completely drained by the ritual. At the completion of the spell, the caster must make a save vs... rods or suffer 10-60 points of damage as the magic of the artifact lashes out.

After this, the caster must immediately sleep undisturbed for 16 hours during which time he will dream of the object's unmaking. As this knowledge comes in the form of a dream, the information may be clouded or misleading. Spending a week in contemplation of this information or spending 5 days in discussion with a competent diviner or gifted seer has a 30% chance of adding some clarity to the dream.

An artifact could respond to its unmaking in a number of ways, from magnificent to anticlimactic. There is only a 10% chance that the dream of destruction will foretell of this event. Some items explode, annihilating everything for hundreds of feet around; some merely crumble into dust; others transform in a burst of light into small creatures; while others simply lose their magical abilities while retaining their form. Many other effects are possible and GMs are encouraged to determine effects which are appropriate to the artifact and the campaign.

Some examples of methods by which artifacts may be destroyed are:

- An enchanted weapon is rendered inert by plunging it through the breast of its creator.
- A powerful cloak must be wrapped thrice in ripe raspberry vines and plunged into an active volcano.
- A mystical construct must be disassembled by the infant son of a storm giant king.
- A powerful weapon must be used to slay one of highly disciplined purity and honor.
- The artifact must be breathed upon by an ancient, acid-breathing dragon.
- A magic device must be doused in the life-blood of an immortal.

The Bastion

The Bastion was ours at last, but the prize stood motionless atop the glistening horde, silently daring me to master its secrets. I tried to find some hook or clasp that might be used to unfasten the breastplate or loose the helm, but to no avail.

The Bastion looks like a massive suit of armor forged from iron plates half an inch thick, bolted together with steel and inlaid with silver runes that cover most of its surface.

The Bastion was forged out of an earth elemental by a dwarven wizard who bound the creature's spirit into the armor.

To don the enchanted armor a warrior of Skill 9 or better must (speaking in dwarven) command the spirit to awaken and receive him. If these conditions are not met there is no way to put on the armor short of a *wish* spell. The Bastion gives the wearer the following advantages:

- The armor offers protection equivalent to platemail +4.
- The armor will absorb half of all physical damage inflicted on the wearer. The armor has 125 hit points and regenerates 5 points per round. If the armor is ever "killed" it will collapse, reverting to the earth and stone from which it was forged.
- The elemental bound in the Bastion will manipulate the armor to mimic and amplify the wearer's actions, giving him the equivalent of a 23 Strength while he wears the suit.
- There is an arbalest built into the shoulder of the suit that can fire once a round, in addition to the characters normal attacks, with a THACO of 11. The bolts are +2 weapons that do 2-12 points of damage. The suit never needs reloading.
- The armor has spiked gauntlets that are the equivalent of +2 weapons that do 2-8 points of damage (plus Strength bonus).
- The armor will continue to fight when the wearer is unconscious but will stop when it runs out of opponents or if the wearer dies. It has a THACO of 11 and can attack once per round with both of its mailed fists.

The only danger to using the suit is the living spirit within it. The earth elemental will occasionally decide that it wants something and will try to wander off. If the suit is being worn, the occupant may save vs... spells to keep the Bastion under control.

The creature's desires are infrequent but bizarre...

Helpless as an infant, I could do nothing but watch as I tore through the guard. Gauntlets dripping with the blood of my comrades I burrowed through the castle wall. On the other side we stopped at the foot of a well. The suit bent down and touched one of the rocks, absorbing it like water to a sponge. We had come all this way for a chunk of sandstone. Somehow the humor of it escapes me. I pray the cursed armor is never recovered.



Long had the craftsmen labored into the night, a hundred hammers echoing like hard rain in the vast cavern where the sorcerer orchestrated the final stages of the armors assembly. When complete, the Bastion resembled nothing so much as a monstrous mannequin. Engraving the final rune in the faceplate of the great helm, the artisan commanded his creation to awake.

The Crystalline Matrix

The Crystalline Matrix looks like a multifaceted staff made of a material that resembles diamond. It was created to serve as a focus for mortal wizards. Grown slowly over the period of several decades, it was carefully crafted to serve as an efficient conduit for magical energies.

The Crystalline Matrix can only be used by wizard characters of skill 9 or better who have an Intelligence of 17 or better and an Insight of 15 or better. If an unqualified character tries to use the artifact, he is stricken by a *feeblemind* spell and loses 1 skill level permanently (which only a *full wish* can restore). In the right hands the matrix confers the following abilities:

- **The Matrix speeds memorization.** The wielder may memorize spells at the rate of 1 minute per skill level.
- **The Matrix speeds recovery.** The wielder does not need to rest before memorizing spells.
- **The Matrix aids recall.** The wielder does not need a spell book to memorize a spell he has already learned.
- **The Matrix aids retention.** The wielder may save vs... spells to retain any spell he casts with a penalty equal to the skill level of the spell he wants to keep (for instance, when a Wizard casts a skill 3 spell, he may save vs... spells at -3 and retain the spell in his memory).

Over decades of use, the Matrix has accumulated some of the memories of those who have used it. Sometimes the wielder will learn how to communicate with one or more of the residual personalities in the staff, allowing him to use the Matrix as an advisor (these phantoms may never cast spells).

One of the risks of extended use of the Matrix is that the wielder will subconsciously absorb some of the memories imprinted in the staff. After each 10 uses of the staff's power, the wielder must save vs.. death. If the character fails, he suffers a subtle personality change. If 5 such fails occur in a row, the character

is "possessed" by one of the previous wielders for a period of days equal to the amount the last save was failed by.

Previous Wielders

These are a few examples of the kinds of personalities the current wielder could encounter when using the matrix:

Arovon the White: A scholar who used the staff as a tool to aid him in his studies. After he died, the staff was lost for generations. Outgoing for a spirit, the "old man" would be delighted to give advice to the new wielder of the crystalline staff.

Betral Madrigorik: A rogue wizard who used the staff to further his ambitions but was never recognized as an archmage. Selfish and amoral, Betral will try and convince the wielder to bring him back from the limbo of the Matrix.

Vodor Ebonhearth: An evil sorcerer dedicated to world conquest. He used the staff in forbidden experiments in necromancy and demonology. When he died, they buried the Matrix with him. For a villain, Vodor is a personable fellow.

The Guardian: Vodor's apprentice only used the staff to keep it out of the hands of people like his master. The Guardian will seldom communicate with the current wielder, and when he does it is usually very important.

As I meditated on the fiery heart of the staff, the spells came easily. Nearing completion, I thought I heard a whispering voice coming from the crystal. It was true then. I was far from the first and my predecessors were here with me. What counsel could I expect from these lingering echoes of greatness long past?

Three times I had walked the spiral and three times had my challenge gone unanswered. All who would oppose me were defeated and the door was open at last. In the tomb of the archmage I received the symbol of office. It was cold and hard to the touch but I could feel the life within. The Matrix was mine.

AFTER YEARS OF TRAINING, THE TIME HAD COME. AS THE LAST RAYS OF THE SUN FADED INTO GOLDEN MEMORY, WE ENTERED THE SANCTUM. USING THE TALISMAN TO CALM THE GUARDIAN, WE CHANGED INTO THE ROBES OF PURITY AND PREPARED OUR SILVERED MASKS. THE TANK WHERE WE WERE TOLD IT WOULD BE AND AT THE BOTTOM WAS THE TINY SLIVER THAT WOULD GROW INTO THE MATRIX IF OUR ORDER WAS STEADFAST.

The Hammer Resounding

The weapon moved easily in my hands. I strode through the enemy ranks unopposed, clearing the way with long strokes of the hammer. Shields shattered and armor shredded as I waded through a sea of flesh. A thunderclap heralded my arrival at the castle gate.

This mighty weapon can only be used effectively by a character with a strength of 23 or better. It is possible for weaker characters to use it, but they receive a -1 to hit for every point under 23, to a maximum penalty of -5. The Hammer has the following abilities:

- The Hammer is a +4 weapon that does 5-30 points of damage.
- When used against fortifications, each blow from this weapon does structural damage equal to a battering ram.
- The Hammer can destroy any item vulnerable to crushing blow in one swing. No saving throw is allowed unless the object is magical, in which case it may save at a -2 penalty.
- A successful attack with the Hammer will destroy the victim's armor or shield (wielder's choice) unless the armor or shield is magical, in which case it saves as stated above.

The Hammer Resounding is made of living metal that remembers everything its wielders have experienced. This subconscious reinforcement can be quite educational to warrior characters. Fighters of skill level 6 or less earn triple normal experience while using the Hammer in combat, and those of skill 7 to 12 earn double experience.

Once a day the Hammer may be used to strike the earth itself. The force of the blow reduces the wielder's Strength and Stamina by 2 points for 3 days, and the superhuman exertion reduces his maximum hit point total to half for an hour.

The blow causes tremors with the same effects as an earthquake spell cast by a skill 18 Priest and create a torrent of debris that rains down with the same effects as a meteor swarm spell cast by skill 20 Wizard.

The living metal of the Hammer Resounding has ambitions and desires that may not coincide with those of the wielder. If the wielder does not engage in melee combat on a regular basis, the artifact will try to lure the wielder onto the battlefield by entering his dreams and implanting suggestions that will influence him during their waking hours. These powers work like the dream and suggestion wizard spells.

It calls to me again. I have been away too long, but I no longer follow the warrior's path. Every night I find myself walking the parapets, listening for the sounds of battle. I am afraid to admit I miss it because if I do, there will be nothing I can do to resist the call. The Hammer and I are one, and it is only a matter of time before the resounding blow is struck once more.



Sometimes I dream of a battlefield where I know everyone, though I do not recognize their faces. Wandering through the field of dead and wounded, I stumble on the gore only to be helped to my feet by a giant of a man with an easy smile...

Life's Wellspring

Life's Wellspring appears to be a fragile sphere of finely-blown glass filled with water. Around the circumference of the sphere are 24 glyphs, each carefully engraved in the surface of the glass. If one looks closely into the sphere, tiny organisms can be seen swirling about in the water.

The Wellspring was created to create rivers in vast, barren landscapes where they do not or cannot exist. In preparation for the unimaginable torrent of water which the Wellspring creates, the user must prepare the course of the intended river by traveling along the desired course. Beginning at the point where the river is designed to end (at a sea, river delta or other major body of water), the user clears and prepares a small patch of ground. Here he inscribes a replica of one of the sphere's glyphs into the ground and performs a brief ceremony, anointing it with a drop of his own blood. The user continues to travel the intended course, stopping periodically to inscribe a new glyph, until he reaches the location where the river is to begin. Here he inscribes the last glyph and, instead of anointing it, smashes the sphere to the ground at that location.

A stream of water immediately begins to issue forth from the Wellspring, growing in volume, and flows towards the site of the next glyph. It follows this course from one glyph to the next until the water reaches its intended destination, at which time the glass sphere reforms and may be retrieved for use again; the river will continue to flow. The water's course is entirely predetermined by the glyphs and could easily follow a path which defies the laws of nature: the spring is born of endary waterways which flow uphill or follow some other impossible course.

If the Wellspring is broken prematurely (either by accident or without proper instruction), the water will still issue forth as before, but will follow a natural course (possibly flooding inhabited areas along the way) until it reaches a river or sea.

The sphere is as fragile as an egg and could be broken by

accident in some inconvenient place. If it should ever be roughly jostled and fail to save (as ordinary glass), it will burst. If it is broken in a room or other enclosed area, the water will quickly rise, filling it to one quarter full in one turn, half full in two turns and filling it in four turns (regardless of the room's size). If the room has no openings larger than 1 square, the flow will stop and the Wellspring will reform (allowing accidents to be contained by simply securing doors and windows). If the flow is not contained, it will continue as described until it reaches a major body of water.

Once formed, the waters begin to expand and alter the surrounding area.

- **Within 24 hours**, the spring will be the size of a large stream. Aquatic life the size of large fish will be living in it, and plantlife will begin to grow in the water.
- **Within 2 days**, the stream will be the size of a small river. Plants will begin to grow along the banks regardless of the land's previous condition. By this time, the stream will have reached its destination, and the Wellspring will reform.
- **Within 1 week**, the stream will be the size of a large river. The banks for 100 yards will become alive with plantlife, regardless of the land's previous condition. Local animals will begin to frequent the area for water and to graze.
- **Within 1 month**, the river's growth will have stabilized. The river's banks for a mile will become rich and fertile. Animals will begin to reside in the region.

Surveying the surrounding area from the hillock, I shook my head with chagrin. If not for the encounters of the previous days, I would have thought him insane to be attempting what he was doing. Once he had finished the familiar inscribing of the earth, he took from a small box a glass ball. He hefted it casually once and then dashed it to the ground... So help me, I thought he'd opened a door to the sea.

FOR HEAVENS SAKE
GARAMOND. KEEP THE
THING SECURE WHILE YOU
TRAVEL AND IN YOUR HOME!
YOUNG SNEIDING IT FROM THE
SHELF WHILE CLEANING. AND
BEFORE WE KNEW IT. THE
ENTIRE ROOM WAS AWASH.
MY CAREFULLY COLLECTED
HERBS AND INSTRUMENTS
RESEMBLING SO MUCH
FLOTSAM.

The sights around me were of wonder. Women along the shore were weeping, or drinking from the torrent. Children nearby tentatively splashed water at one another. Wading a short distance into the water, a man swept down and hoisted into the air a plump fish the size of his forearm.



The Lode Arcane

The Lode Arcane is a magical storage battery whose energy is so vast it can power the casting of archmagic spells. Said to be hewn of the very stone from beneath which magic sprang, the Lode is said to be attuned to all natural magics of the world and cannot be affected by any spell.

Extreme care must be taken in handling the Lode Arcane as its slightest touch can drain all magic. Anyone wishing to wield it risks being magically 'sterilized' by the Lode. Unless he saves vs., Rods at -4, anyone who picks up the Lode is cleansed of magical potential. If the holder is a non-mage and fails to save, that person may never pursue life as a mage or cast any type of spell (though magic items still function). If the holder is a wizard and fails to save, he is immediately reduced to skill 0 and can never again practice the mystic arts. These conditions are permanent and cannot be reversed, even through a *wish* spell. If the save vs., Rods is successful, that person need never fear touching the Lode again.

The Lode does, however, have one additional drawback: it ages its wielder at twice the normal rate, effectively draining the magic of life from his body. This effect cannot be saved against and continues for as long as the wielder is holding or carrying the Lode.

Aside from the ability to power the casting of archmagic spells (mentioned later), the Lode Arcane possesses a number of other abilities:

- Any magic item touched to the Lode is permanently drained of all magic and rendered useless (artifacts and relics may save vs., lightning at -2).
- Any magic item which has been drained or spent of all its charges (unless drained by the Lode itself) is recharged by touching the Lode. At the restoration of each charge, however, the item must save vs., lightning at a cumulative -1 or be burned out by the power of the Lode.
- The Lode gives its wielder the ability to detect magic to a range of 1 mile. As its wielder becomes attuned with it, he may know the exact nature of the magic by making an Insight Check. The initial Check is made at -10 though this improves by +1 per week the Lode is held or carried.
- The Lode enables any wizard wielding it to cast spells without the need for any components: Verbal, Somatic or Material. The Lode Arcane provides the magic normally drawn from the components. No other aspect of the spell changes, however (time to cast, duration, etc.).

The Lode Arcane's most powerful ability, however, is its ability to power the casting of archmagic spells. When casting these supreme magics, the Lode can take the place of any material component which does not serve a specific purpose in the casting and is merely destroyed as a result. The Lode also prevents any side effects (not backfires) as a result of the casting, such as the loss of Attributes.

In preparation for use as an archmagic casting battery, the Lode Arcane must be charged, a potentially devastating procedure in itself. This is best accomplished in as deserted an area as possible since the charging drains *all* magic within a 10 mile radius.

This event is so notable that all archmages in the hemisphere will automatically know it has occurred (though perhaps not where).

When this charging takes place, all magic items in the area are immediately and irreversibly drained of power (artifacts and relics may save vs., disintegration), as are spellcasters (as previously described). Archmages may save vs., death to retain their power. Even magical creatures must save vs., death or be destroyed. Those that do save may live but are rendered completely non-magical: freaks and aberrations.

Even priests are wiped clean of their spellcasting abilities. Their situation is reversible, however, if they are *Blessed* by a priest of 12th level or higher or by their deity himself.

The arc pulsates with mystic energies undreamt of. The world itself would soon be helplessly mine. As I reveled in my imminent godhood, a speck appeared on the horizon and grew steadily larger. It was Gredon, the drake from the Seven Crag. Legend told that he was an ancient dragon-mage of unmatched ability... We would see.

The Mantle Immortal

This unique artifact is a cloak which has the power to grant its master godlike power. Its origins are shrouded in mystery, but it is believed to have been created by the gods themselves as a means to test mortals in the face of divine power.

Some of the powers of the mantle take effect as soon as the cloak is worn. Others take a while to develop properly. The following abilities are available from the onset:

- **Vitality:** All the character's Attributes lower than 15 will be raised to 15, and all Attributes 15 to 18 are increased by 1 point. In addition the character's best Attribute is increased by another point.

For instance, a character with Str 18, Int 13, Ins 16, Sta 9, Dex 17 and Apl 15 becomes Str 20, Int 15, Ins 17, Sta 15, Dex 18 and Apl 16 when he dons the Mantle.

- **Immortality:** The wearer will not age so long as he wears the Mantle. Spells and attacks that cause aging will have their effects limited to 1 month for every year normally inflicted.

- **Invulnerability:** The wearer is immune to mundane poison and disease and regenerates 1 point per round. In addition, the wearer is only harmed by +1 or better magical weapons.

- **Authority:** The wearer's presence is so powerful that he can issue a *command* at will that has the same effects as the skill 1 priest spell but is only effective against lower level characters.

- **Magic Tolerance:** The wearer receives a Magic Tolerance equal to twice his skill level, making him all but immune to spells cast by low level wizards.

When the character has worn the mantle for a month or more, he receives an Insight Check every week to understand the mysteries of the Divine Shadow. When he is successful, he gains the following additional abilities:

- The wearer will be attended by *unseen servants* who will see to menial tasks such as opening doors and fetching drinks without need for conscious instruction.
- The wearer can cast *shadow magic* at will, but each use causes 5 points of damage. In time, the regeneration bestowed by the cloak will catch up with the loss, but in

the heat of close combat any delay can be deadly.

- The wearer can *teleport* himself and anyone in physical contact with him to a palace in a pocket dimension which serves as his domain. The palace is opulent but ephemeral and afflicts mortal visitors with an inexplicable loneliness.

One year after the character has mastered the Divine Shadow the power of creation will be revealed to him, granting him the last of the mantle's special abilities:

- The wearer can cast a combination of *major creation* and *fabricate* that does not require a material component, allowing him to create objects out of thin air at will.

At the gamemaster's discretion, extended contact

with the mantle can give the character truly divine abilities such as super-human attributes or innate spell use. It is even possible that this artifact has the power to bestow godhood, but this would require decades or even centuries of continuous use.

The danger of assuming the mantle of the divine is that the existing cosmology will accept the character at face value and begin to interact with him as though he is what he seems to be.

In time, the character will begin to accumulate worshippers or will receive a visit from the minions of a "rival god" who demands satisfaction for some unintentional affront. When these "symptoms" start to occur on a regular basis, it is time to consider casting off the mantle and returning to mortal life...

Drawing the cloak about me, I reveled in the sensation of what I was becoming. Every nerve was alive, charged with unknowable power. A nimbus of energy clung to me, blazing gold in the dimly lit chamber. As my destiny descended, I was reborn, far better than fate ever intended.

Marriage to a goddess seemed like a good idea at the time. I had no way of knowing how her sire would feel about our betrothal or the unfettered fury of the many suitors who had gone before. If only I had left the cloak in the wardrobe where I found it. I would still be the master of my own destiny today...

THERE IS MORE TO THE MANTLE THAN THE BECOMING. LATELY I HAVE NOTICED SHADOWS THAT RESPOND TO MY WILL ECHOING MY DESIRES. I BELIEVE THESE SHADOWS TO BE EXPRESSIONS OF THE ESSENCE DIVINE. THIS THEORY IS SUPPORTED BY MY NEWFOUND ABILITY TO SHAPE THE STUFF OF SHADOW INTO MAGICKS I COULD NOT NORMALLY PERFORM.



The Mount Fantastic

D parchment-like eyelids lifted exposing black, wrinkled eyes. Its neck joints creaking, the horror whipped its neck around to face me. I feared for a moment that I had not given it enough of my life, but then it knelt impatiently down for me to mount.

The Mount Fantastic is a fiendish, terrible creature, consisting of the corpse of a huge, dragon-like creature overlaid and fused with a massive device of bronze gears and crude mechanisms: the oldest of long-dead beasts made animate through the forced infusion of magic and technology. Desiccated, leathery wings sprout from bleached bones and are supported by rods of rivetted steel. Muscles and cartilage which normally manipulate the wings and tail are replaced by huge bellows which pulse and hiss with inhuman life, and the decomposed head swings securely at the end of a long, articulated neck of interlocking plates.

The Mount Fantastic can be ridden only by the most skilled riders, requiring an Airborne Riding proficiency Check at takeoff and during any difficult maneuvers.

This successful fusion of the arcane and the mundane provides the Mount with a number of unique abilities:

- The Mount Fantastic is highly resistant to both magic and technology. It has a magic tolerance of 70% and Technology Tolerance of 45%. When faced by any non-magical resistance, the Mount generates an improbability field which (in 45% of all situations) causes the laws of physics being used against it to occur abnormally: a sword bonding with its body instead of doing damage, winches being pulled into the ground instead of lifting the creature, etc.

- The Mount's supernatural/technological wings can carry it (and its rider) at speeds up to 45' and allow it to travel within the Ethereal and Astral planes.

- The Mount can spew forth gobbets of decomposed flesh from somewhere deep within its iron-laced ribcage. These gobbets are spit at targets and have an effect similar to the touch of the undead, draining 2 life levels from any-

one they hit.

- The Mount, like undead creatures, is immune to sleep, charm, hold, death and cold based spells.
- The Mount can be partially repaired in a number of ways. Spells such as *cure light wounds* and *cure serious wounds* will have full effect on the creature. Anyone making a successful proficiency Check using Blacksmithing, Leatherworking, Healing, or Herbalism will restore 1-4 points to the creature. The effects of these proficiency rolls is cumulative.

The creature has an Armor Class of -4, a THACO of 4, and makes 3 attacks per round. It can inflict 2-12 points of damage with its claws or tail and 4-24 points with its bite. The Mount has 80 HTK points (remember to apply the Mount's Technology Tolerance to each attack). When the Mount reaches 0 HTK, it ceases to function. It can only be completely destroyed by doing an additional 160 points of damage (against which the creature's Technology Tolerance will not function) and filling its skull cavity with molten gold (about 10,00 gp worth). If this last step is not completed, the creature can be full repaired.

The Mount's undead nature also makes it susceptible to turning by priests. If successfully turned as lich, the mount will retreat from the priest to a distance of 100 yards, though it may still follow him at this distance.

If discovered in its dormant state, the Mount Fantastic can be reanimated and attuned to the will of a specific "master" who must be of skill 15 or higher and have an Insight of at least 13. The potential master must engrave onto plates of purest silver (worth 50 sp each) the various commands he wishes the Mount to respond to (up to 4 per plate). These plates are placed into the creature's skull cavity along with an item of personal significance to the master, which must be worth at least 10 gp and have been carried by the master for over 5 years. Lastly, the master must spill half of his own life's blood (half the character's HTK points worth) into the Mount's mouth. The "drinking" of this blood will bring the beast to life.



The great thing was nearly indescribable. It appeared to be a vast pile of incomprehensible mechanisms draped almost completely by the mouldering carcass of some great, winged beast. Brushing the dust and small parasites from the area behind its eyes, I located the flap of hide which concealed a silvered hatch. Steeling myself as if it would attack, I opened its head.

On the forth strike, the defender's blade struck true, sending shavings of metal and bits of rotten flesh sail away in an arc. I whistled to the beast thrice, and it scythed out with its tail, causing a distasteful sound as its bones sheared through the plate armor.

The Serpentine Galleon

The Serpentine Galleon is a peculiar ship made out of iron, brass, copper and a strange red wood that will not burn. It cannot float, but the Galleon can sail on the air as swiftly as a dragon flies (30"). Massive claws can be made to grasp, serving as efficient anchors or physical weapons that can rip decks and shred sails.

The ship is manned by a crew of automatons who work the gears that drive the oars, wings and rudder. Cunningly crafted of bronze and wood, the automatons have rudimentary intelligence coupled with superhuman strength, a potentially dangerous combination. Each of the automatons has 30 HTK points and an Armor Class of 4 but will not attack under any circumstances. The gears cannot be turned by anyone with a Strength of less than 18.

The ship is powered by an inferno in its belly. This power source can be used as a weapon. Bellows force superheated gas out of the figurehead's mouth, causing the dragonship to breathe fire that does 9-72 (9D8) points of damage. This attack may be used as often as once every 3 rounds with no loss of mobility. Each use beyond this

rate reduces the galleon's movement by 5." If the ship's movement reaches 0", the ship will fall.

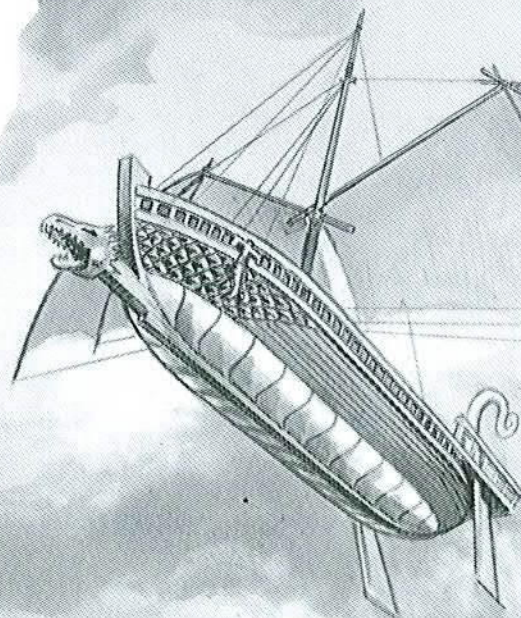
The Serpentine Galleon has the power to sail between worlds. Dimensional travel is difficult and requires the active guidance of a wizard of skill 12 or better who has learned a series of command words by casting legend lore on the ship.

This artifact has existed in many forms on many worlds. There are those with cause to despise the Galleon and those who would sail her. These ancient enemies hunt their prey on lesser ships of similar design and may appear from time to time, anxious for a fight. Few of these vengeful captains will be willing to explain their presence, or stay their swords, without a fight.

Staring at us was the dragon's head, positioned like a combination figurehead and battering ram. The ship was broad beamed with sails that stretched out from the deck like wings. From the aft, a long rudder twitched, a wooden tail that lashed the sky with its bronze barb. It was not seaworthy, but it had no need to be.

The creature was upon us, swooping down from the overcast sky, its talons set to rend our wings. At the captain's order, two of the automatons manned a bellows mounted just below the masthead. To our amazement our ship breathed a jet of flame that scorched the beast, driving it away.

STRANGETH OF ALL WERE THE FACELESS CREWMEN. CLOCKWORK SAILORS OF BRONZE AND WOOD. WITHOUT INSTRUCTION THEY WENT ABOUT THEIR TASKS. MORE EFFICIENTLY THAN ANY HUMAN CREW. DURING THE ATTACK SEVERAL WERE STRUCK DOWN BUT NONE WOULD ANSWER AN ATTACK IN KIND. FORTUNATELY, THE MAGISTER COULD REPAIR THEM.



The Singularity Engine

The Singularity Engine is one of the most powerful artifacts ever created, but the only part of its vast mechanism that appears on the plane prime is a rather ordinary looking key.

When a mortal touches the key, he must save vs... death or be consumed by the engine. If this happens his mind, body and soul are utterly destroyed and only a full *wish* can bring them back. If the save was successful, the character becomes attuned to the power of the key and is immune to the destructive effect from that moment forward.

The key is cold to the touch and carries a mild electrical current like a static charge. It cannot be deformed or destroyed by any mortal power and has a 85% Magic Tolerance that it can use to resist spells like *locate object*.

Though most believe the key to be the artifact, the Singularity Engine actually is composed of several complex devices carefully placed in four different dimensions.

These devices draw two worlds together, using their essence to create a third world that is composed of half of the other two. The remaining essence is siphoned into the engine where it is stored.

The possessor of the key can draw on the awesome energy of the engine through an act of will, using the artifact to create any object he desires, regardless of size or complexity.

Once a character is attuned to the key he can use it to produce any of the following effects:

- **Create small objects at will.** If the object is something the character could carry easily in one hand, he may create it with minimal effort. A handful of coins is no problem.
- **Create moderately sized objects once a turn.** These objects may be no larger than the caster. On the following round the caster is stunned from the required effort and may take no action save recovery. Large weapons and armor can be easily produced with this power.
- **Create large objects once an hour.** A large object is no bigger than a small hovel. Using this power stuns the character for a full turn and reduces the caster's current hit points by half.
- **Create huge objects.** There is no upper limit to this power, but if the caster fails a save vs... spells the attempt simply fails, and the character loses his attunement to the key. Using this power is so strenuous that it stuns the character for an hour, reduces his current HTK points to 0 and his Stamina to half. Lost Stamina returns at the rate of a point per day of uninterrupted rest.

The key can be used to create living things or magic items, but the objects it creates may not be permanent. It cannot recreate something which already exists (existed) since it creates all items from scratch.

One of the dangers of tapping into the raw essence of another dimension is that some of the original world will be woven into the new construct. When creating a huge object there is a 16% chance that the conjuration will have unexpected results.

If primal entities exist in the campaign world, there is a 1% chance ever time a small object is created that it will attract the attention of a planar guardian. This chance is raised to 2% for moderate, 4% large and 8% for a huge objects.

26
arrived at the top of the hill just in time. The magister withdrew a key from a pouch at his hip. Concentrating he reached out with the peculiar token, and the world seemed to split open. The skies flickered and the earth shook, and in less time than it takes to relate the tale, a stone wall stretched across the pass, cutting off the invaders. Believe me, that wall was no mere phantasm. I know for a fact it stands to this day.

Believing ourselves safe, we followed the magister into the fortress. The great keep resembled the south tower of Haven but there were subtle differences that were difficult to spot but proved very unsettling when viewed as a whole. Making our way to the throneroom, we were surprised to discover several grey skinned lizard men already in residence...

Throne of Earthly Omnipotence

The origins of the Throne of Earthly Omnipotence, or Earth Throne, are shrouded in mystery and largely unknown. The Throne lies at the bottom of a vast cavern complex within the Earthspine mountains. The surrounding area is believed to be infested with giants and patrolled by dwarves who, it is said, have sworn to secure the Throne.

Legend has it that a long-forgotten god of the underworld once held his court upon the Earth Throne, using its immense power to meddle with impunity in the mortal world. The documented powers of the Throne certainly support this belief.

Anyone who mounts the Earth Throne must save vs... petrification at -5 to survive the surge of magical energies released during the attunement. Those who fail are horribly transformed, their stone faces joining hundreds of others which adorn the surrounding walls. Should anyone attempt to harm the Throne, these faces grow from the wall and take the form of stone golems which will attack the offenders.

Those who successfully attune themselves to the Earth Throne may utilize any of its powers:

- Those attuned are given the power of World Sympathy for as long as they are seated there. By concentrating, they can hear all that happens in or on the world. Those who are unprepared for this sudden wash of sensation must save vs... death or go irreparably insane. By making an Insight Check, those seated may focus on one conversation in particular or pay attention to one area. World Sympathy also grants the ability to know when events which affect the earth take place, such as earthquakes, avalanches, mining, etc.
- For as long as the attuned is seated, he will have no need for food or water. This ability must be used cautiously, however, as each full day the Throne is suckled from, the attuned must save vs... petrification. Failure inflicts the attuned with effects similar to *Flesh to Stone*, transforming the attuned into immobile stone within 6 days.
- The attuned may determine the exact location of any mineral deposit and know how large that deposit is.

- The attuned can create constructs of earth and stone at will. He may create small constructs (furnishings, cages, walls, etc.) up to 100 miles away and can create large constructs (buildings, huge walls, shafts, etc.) up to 25 miles away.

- Likewise, the attuned can create clay and stone golems anywhere within 50 miles which will do his bidding. 1 clay golem can be created every turn, and 1 stone golem every 10 minutes.

- Lastly, the attuned can cause earthquakes and avalanches over a 20 square mile area and cause mountains to thrust upwards as far away as 50 miles. Similarly, existing volcanoes within 100 miles can be made to erupt at will.

Being an artifact of immense power, the Earth Throne is frequently "owned" by one powerful entity or another. These beings commonly place substantial guards and wards about the Throne, the chamber, and even the mountain to prevent others from utilizing its power. Likewise, these entities frequently launch campaigns to snatch the Throne away from each other. The surrounding area shows evidence of these assaults: trees blasted, rock faces melted smooth, cliffs weakened and unstable, etc.

So powerful is the Throne, in fact, that those mortals who are able to make use of its abilities for any length of time frequently become corrupted by the might at their control. These twisted souls often go to great lengths to remake the world around them into their image of perfection, much to the suffering of the surrounding populace.

Though it appeared to be almost a natural formation, the seat pulsed with earthly warmth and, bending forward, one could hear the whispers of those who had come before us. Here was the Earth Throne, the artifact that would heal our father's kingdom and bind my brother to me.

I BELIEVE THAT BY NOW ALL OUR RANKS MUST BE BROKEN OR TRAPPED AS WE ARE. THE DARK USURPER SOMEHOW KNEW OF OUR PRESENCE. DESPITE OUR WARDS. AND WAS PREPARED WITH AN ARMY OF STONE TEN COLUMNS DEEP. AS THE MEN FIRST RETREATED. AND THEN FLED. WE WERE SEPARATED BY THE WALLS HE THREW UP BEFORE US. NOW, COMPLETELY CAGED. WE AWAIT THE FOUL PLEASURES OF HIM WHO I ONCE CALLED MOTHER.

I would sketch for you his face, so engraved is it in my memory. From foot to head he was slowly transformed, every inch a new torture. When finally he sat there, a statue, he melted into the seat. All that was seen again was his face as it took its place on the wall.





Grimoires

Grimoires

From the first, I knew what the tome would contain. The legends promised the key to ancient mysteries and forbidden magicks that would burn me with the golden fire of knowledge. Aching with anticipation, I turned the first page, my eager eyes devouring the arcane passages with manic intensity. As I read, time stood still, holding its breath lest it disturb my studies. When at last I awoke from my reverie, I realized that several days had come and gone without food, drink or sleep and that my devotion had nearly meant the death of me...

Many magicians write books, but only a few of these are considered grimoires. The difference between a mundane magical reference and a grimoire is inspiration. The theories contained in inspired works have practical applications that give the reader special powers or advantages that spells cannot provide.

Even in societies where printing is possible and books are readily available, grimoires are few and far between. These tomes are effectively magic items and often reach legendary status. An example of this kind of notoriety is the infamous Necronomicon. Most magicians will recognize a grimoire by name and have a rudimentary understanding of what it contains.

Creating a Grimoire

To write a grimoire, a character must be a wizard of skill 18 or better with an insight of 15 or better and an intelligence of 17 or better. In addition, the character must be inspired.

Inspiration is hard to come by. Most wizards seek inspiration through obsessive research into the great mysteries. The success of this research can only be determined after the manuscript is completed. There are alternate means of inspiration such as the intervention of a muse or deity, but these are very rare and must be introduced by the gamemaster.

Drafting the grimoire's text takes 4-144 months (2D6 x 2D6) of research. If the author does nothing but write, this time can be reduced by as much as 50%; however, if the author spends a lot of time away from the project, the time can be doubled or even tripled.

When the book is finished the author may check to see if his work was *inspired*. There is a percent chance equal to the lowest of his Intelligence, Insight and Skill Level that he achieved inspiration. If the manuscript proves to be a true grimoire, the gamemaster will have to determine what secrets it contains.

If inspiration was not achieved, the author may try again. For every attempt after the first, the author's chances improve by 2%. Creating a grimoire is usually the culmination of a wizard's career and should not be attempted lightly.

Obtaining a Grimoire

Most grimoires contain knowledge and power prized by any magician fortunate enough to get their hands on one. Once they have a grimoire in their possession, they will be loath to part with it or share its secrets.

The most likely way for player characters to obtain a grimoire is to recover one that has been lost. Questing for lost lore is a classic plot that can be the centerpiece of an exciting adventure.

When word of a grimoire's discovery gets out, the new owner will be contacted by those who will insist that the knowledge be shared. Many attempts will be made to purchase the book outright and some of these offers will be very tempting.

If attempts to purchase a grimoire through legitimate means fail there are always alternatives for the resourceful and the unscrupulous. Wizards who want exclusive access to their discovery are well advised to look to the defense of their precious property.

Studying a Grimoire

Learning a grimoire's secrets requires more than simple perusal of its contents. A wizard must study diligently to master the secrets these very special books contain. There are three levels of mastery: familiarity, comprehension and enlightenment. When a wizard has reached enlightenment, he is said to have mastered the grimoire.

Each level has a time and intelligence requirement. When a character decides to try and master the next level of a grimoire, the gamemaster secretly rolls to determine how long he will have to study. The grimoires in this section have study times listed for each level of mastery. These times are cumulative.

When designing new grimoires, the average times are 2-12 days for familiarity, 2-12 additional weeks for comprehension and 2-12 additional months to achieve enlightenment.

After the time has passed, the researcher will master the level he is studying if his Intelligence is high enough. If it is not, the gamemaster should explain that the character does not understand the text and that further study would prove useless.

If a character does nothing but study, he can master a level in half the normal time, but if he spends a lot of time away from his studies, the time requirement can be doubled or even tripled.

Mysteries

At each level of mastery there is the opportunity for the student to gain some special knowledge or ability. These so-

called "mysteries" are what separates grimoires from other books of magic.

The listings of each of the grimoires on the following pages indicate what mysteries can be learned and when they become available.

When creating a new grimoire, the gamemaster should carefully examine these examples for a clearer picture of the appropriate power level for any mysteries he intends to include. Bear in mind that grimoires are major magic items and the powers they bestow should live up to the players' expectations.

Perils

All power has a cost and grimoires are no exception. Mastering a grimoire is often a perilous process that can endanger the student's life, sanity or even his soul. Many mysteries burn the mortal mind and are a mixed blessing at best.

Most of the grimoires in the following section have one or more perils listed either with the description of the entire book and its contents or with the level of mastery where they come into play.

When creating a new grimoire, the gamemaster should include one or more perils to balance the mysteries he has designed. The examples are a good starting point, but original perils will be more effective.

Wizard Spells

Most Grimoires contain wizard spells that can be learned as a student gains mastery. These spells usually have some thematic connection to the subject of the Grimoire or its author. For instance, a "book of the dead" probably contains Necromantic spells.

Mastering a level gives the character access to certain spells but does not mean he can automatically cast them. All available spells must be learned and memorized normally. Mastery simply makes them available.

The Grimoires in this section have a list of spells with each level of mastery, but the gamemaster should add several more if he wants the grimoire to be useful as a spell book. Original spells are also often uncovered with a grimoire's mastery. Each of the grimoires presented here include examples of new spells which that grimoire contains.

Archmagics

This sourcebook contains 20 spells of incredible power that can change the course of an entire campaign. Enchantments of this potency are not readily accessible to mortal wizards. Grimoires are one of the few places where such magicks may be found.

If the Gamemaster decides that a Grimoire will contain an Archmagic, it should be chosen to reflect the subject matter of the book. It is recommended that a single tome contain no more than one Archmagic. Most grimoires will have none at all.

Grimoires that contain Archmagics are considered Artifacts and as such they are magic items, but they do not emanate magic. Only reputation or spells such as *legend lore* will reveal the grimoires' enchantment.

The existence of the Archmagic is not suspected until the student gains familiarity with the grimoire. At the level of comprehension the student will gain some inkling of the spell's nature, and the archmagic may not be fully understood or used until he reaches enlightenment. Archmagics learned from a grimoire cannot be used unless the book is present when the spell is cast.

Copying a Grimoire

It is possible to reproduce a completed grimoire, but it is a difficult and time-consuming process. Only a wizard with the ability to ink scrolls who has mastered a grimoire may attempt to copy it.

Creating a copy takes 6-36 weeks, plus one day per level of every spell the grimoire contains, of uninterrupted labor during which the wizard must reflect on each lesson the grimoire contains so that he may faithfully reproduce it. The original grimoire must also be on hand. It is inadvisable to copy a copy.

When the wizard has spent the allotted time, his work is complete, but he must check to see if he successfully reinterpreted the inspiration that gave life to the original work.

He has a percentage chance equal to the total of his Intelligence, Insight and Skill Level minus the level of the spell. If this roll is unsuccessful the author has created a flawed copy that will automatically backfire. If this roll is unsuccessful but the author makes a save vs... spells, he has created a flawed copy that contains some of the power of the original. One week of study and a successful Insight Check will allow the researcher to recognize a flawed copy.

Special Properties

When dealing with grimoires the axiom "knowledge is power" is literally true, but there is often more to these books than the inspirations they contain. The wizards who write these masterworks go to great lengths to protect their contents.

The grimoires in this section explain which special properties they possess. When designing a new grimoire it is advisable to assign these powers deliberately based on the content and significance of the book, but it is a simple task to randomly select one.

These are far from the only powers a grimoire can possess, but they are the most common. Gamemasters are encouraged to create special properties of their own to add mystery to their creations. The power level should match those listed here.

Insidious Subtext (1)

Grimoires with this enchantment have a hidden message beyond the obvious subjects presented in the text. This message can influence anyone who reads the book and fails a save vs... spells. Usually the message is a simple *suggestion*, but it can have far more radical effects such as permanent alignment change.

Elusive Enlightenment (2-3)

The text of any grimoire protected by this power is simple enough to read, but the meaning evades understanding at all levels of mastery. In addition to the time and Intelligence requirements for each level, the student must save vs... spells or he has learned nothing and must begin the level again.

Exclusive Mastery (4)

The grimoire will only serve one master at a time. To anyone else the text appears to be gibberish and cannot be deciphered by any means. If the current master dies or fails to read from the book for more than a year, the next person to achieve familiarity will be the grimoire's new master.

Addiction (5-6)

Once a character starts studying a grimoire with this power, he tends to lose track of time. If the character fails a save vs... spells, he become obsessed with reading the grimoire. The grimoire's study becomes his only concern, even beyond the need for food and water. Unless forcibly interrupted, anyone so afflicted will read until he dies of starvation.

Indestructibility (7)

Many grimoires are blessed with supernatural durability. In some cases this comes from the materials from which the book was fashioned, but as often as not it is the power of the written word that protects the medium. Such books can only be undone by a specific method which can only be discovered by means of a *legend lore*, *limited wish* or *wish* spell.

Inevitable Reconstitution (8)

The grimoire can be destroyed, but it will reform itself no matter what precautions were taken to prevent it. This regeneration is very quick if the book was ripped or torn but is much slower if more thorough means are devised. Burning the book and dividing the ashes between five isolated loca-

tions could prevent the grimoire from reforming for centuries.

Mutable Form (9-11)

The grimoire can assume many different forms and will have a different appearance every time it appears. Only the content is unchanged. A *dispel magic* can cause it to resume its rightful shape for a single round, after which it will change again.

Narrative Voice (12-14)

The grimoire can be instructed to read its text aloud. While useful for study, this power will not allow the wizard to command the grimoire to cast one of the spells it contains, even if the spell only requires a verbal component. The narration also does not allow the student to master the text any faster than normal.

Uplifting Prose (15-16)

The grimoire has a minor levitation spell that allows it to be set in thin air as if on a bookstand; it will hover indefinitely. Some versions of this enchantment allow the book to follow the reader around so that it may pace or travel with the reader.

Diminishment (17)

The grimoire has a minor enchantment that reduces its size and weight to one tenth normal. Note that the text and diagrams are unreadable at this size.

Persistent Inspiration (18)

The grimoire can be destroyed but will be rewritten over and over again by unwitting wizards who are misled by the disembodied text into believing that they have found inspiration. Only a *wish* spell cast on the currently inspired mage causing them to forget, can break the chain and destroy the book forever.

Secret Genius (19)

Grimoires with this enchantment have the power to disguise themselves as mundane text. Most of the time the grimoire will appear to be a normal book of roughly the same size and weight. A *detect magic* will reveal the book and its text for the duration of the spell.

Venomous Text (20)

The knowledge contained in the grimoire is toxic to the mortal mind. When a character first reads the grimoire he must save vs... spells or unknowingly lose a 1D6 HTK points. At each level of mastery he must save again or lose another 1D6 point.

The Codex

Margus of Midwater was known as the Mad Magus, an explorer of the boundaries of the mystic arts. His experiments eventually led to his imprisonment by the king of Evenmoor for destroying the king's coastal keep and surrounding lands.

Margus was forgotten in the prison for many years. His cell was covered with the ramblings of other prisoners, one of whom was a former court mage. As his own sanity slipped away, the mage came to realize the significance of the crude scrawls that covered the walls of the tower room. While patiently awaiting his release, Margus transcribed the notes and formulas in his own blood upon the skins of rats which he caught and killed in his cell.

Physical Characteristics

No larger than a small loaf of bread, the Codex is composed of folded layers of ratskins which have been cleaned of hair. It is resistant to damage and will reform if torn or disassembled, but it can be unmade by reading it from back to front.

The Twilight of Reason

Margus was a brilliant man, but by the time he scribbled these notes, his reason had been warped by loneliness, leaving him truly as mad as his nickname implied. Anyone who reads his work has a chance of going insane as well, as they try to follow the mages logic and keep up with his deductive leaps.

When next the rainbow wall appears, I will be ready. The pigments have all been assembled from my room and from my body, and the tints of my mind and soul are complimentary.

AGAIN THEY ASK THE COLOR OF MAGIC. I SAY YELLOW. YOU SAY RED SO THEY AGREE IT MUST BE ORANGE OR NOTHING AT ALL BUT I PREFER TO SEE YELLOW SO YELLOW IT IS. SEE WHAT YOU LIKE BURNING BRIGHT AS YOUTH. BUT LOOK OUT FOR GREEN (IT TENDS TO CREEP UP ON YOU WHEN YOU LEAST EXPECT IT).

Mastering the Codex

Familiarity (requires 2-12 days & Int 14+)

Nothing is gained through the passing familiarity with the Codex, save a clear picture of the depths of Margus' insanity.

Upon achieving familiarity, the student may learn any of the following spells (as long as he is of sufficient level):

Affect normal fires, audible glamor, dancing lights, mending, read magic, spook, blur, fool's gold, forget, misdirection, web, delude, feign death, tongues, entomb, protective surroundings and smart-fire.

Comprehension (requires 2-8 additional weeks & Int 15+)

Eventually the wizards ramblings start to make sense, like pieces of a puzzle coming together. At this point the following spells may be learned: Confusion, contagion, hallucinatory terrain, minor creation, plant growth, polymorph self, shadow monsters, dream, feeble-mind, shadow magic and rock-slide.

The tattered man says he wears a coat of many colors, but they all look grey to me. It is probably green, but it is hard to tell these days, what with the weather and all...

Upon achieving comprehension, the student may detect invisibility with a successful Intelligence Check.

Enlightenment (requires 2-12 additional months & Int 18+)

Once the Codex is completely mastered, Margus' ramblings will no longer seem insane, however, the student must make a save vs. spells or suffer from a mild insanity himself.

Upon mastering the Codex, the following spells can be learned: *limited wish*, *shadow walk*, *vanish*, *vision*, *binding*, *mind blank*, *sink* and *weird*.

Once this level is achieved, however, the master permanently loses 1 point of Insight. A *wish* spell can restore the lost Insight, but everything the wizard has learned from the Codex will then be forgotten.

OLD MATERIAL, OF COURSE, ARE THESE. AH, BUT NEW ONES I HAVE, HAVE I, CREATED FROM THE FABRIC OF MY MIND AND WOULD LIKE TO SHARE THEM WITH YOU..

ENTOMB

SKILL LEVEL: 3

RANGE: 100'

DURATION: 1 TURN/LEVEL

AREA OF EFFECT: 1 CREATURE/LEVEL WITHIN A 50' RADIUS

COMPONENTS: V, S, M

TTC: 3 ROUNDS

SAVING THROW: NEG.

THIS SPELL CAUSES THE EARTH TO RISE UP AND TRAP WHOMEVER THE CASTER WISHES. THIS ROCKY CASING COVERS THE VICTIMS FROM FEET TO NECK, COMPLETELY IMMOBILIZING THEM. THIS CASING EVEN PREVENTS THE CASTING OF SPELLS WHICH MIGHT ONLY HAVE VERBAL COMPONENTS AS THE ROCK EXTENDS UP UNDER THE CHIN, PREVENTING PROPER SPEECH.

THOSE WISHING TO BREAK FREE MUST MAKE A SUCCESSFUL BEND BARS CHECK. A SUCCESSFUL ROLL ALLOWS THE VICTIM TO BREAK FREE OF HIS STONE CASING IN 1 ROUND. LIKEWISE THOSE OUTSIDE THE STONE TOMBS CAN FREE THOSE WITHIN WITH A BEND BARS CHECK.

PROTECTIVE SURROUNDINGS

SKILL LEVEL: 2

RANGE: 10'

DURATION: 1 TURN/LEVEL

AREA OF EFFECT: 10' RADIUS

COMPONENTS: V, S, M

TTC: 1 TURN

SAVING THROW: NONE

THIS SPELL, WHEN CAST ON AN ORDINARY OBJECT, CAUSES IT TO PROTECT THE CASTER, INTERPOSING ITSELF BETWEEN THE CASTER AND ANY NORMAL ATTACK. THE OBJECT NORMALLY SITS MOTIONLESS UNTIL SUCH TIME AS THE CASTER IS ATTACKED. IT THEN LAUNCHES ITSELF INTO THE AIR, TAKING THE ATTACK. EACH TIME THE OBJECT INTERCEPTS AN ATTACK IT MUST SAVE VS. CRUSHING BLOW (OR IN SOME CASES: ACID, NORMAL FIRE, ETC.). IF THE OBJECT FAILS ITS SAVE, IT IS DESTROYED OR DAMAGED BEYOND THE ABILITY TO PROVIDE ANY FURTHER PROTECTION.

THOUGH HIGHLY USEFUL IN SOME SITUATIONS, SUCH AS PROTECTING A LONE TRAVELER WHILE HE SLEEPS, THIS SPELL HAS ITS LIMITATIONS AS WELL. A SINGLE OBJECT OBVIOUSLY CANNOT DEFLECT MORE THAN ONE ATTACK PER ROUND. THEREFORE IT IS SOMETIMES PRUDENT TO CAST THE SPELL ON MULTIPLE OBJECTS. ALSO, THE OBJECT WILL NOT MOVE WITH THE CASTER, THUS, IF USED WHILE TRAVELLING, IT MUST BE CARRIED, THOUGH NOT IN A PACK OR OTHER RESTRAINT, AS IT MUST BE FREE TO MOVE.

SMARTFIRE

SKILL LEVEL: 2

RANGE: 180 YARDS

DURATION: SPECIAL

AREA OF EFFECT: 1 TARGET

COMPONENTS: S, M

TTC: 2 ROUNDS

SAVING THROW: SPECIAL

THIS SPELL CAUSES A FINE LINE OF BLAZING HOT FIRE TO SPRING FROM THE CASTER'S FINGER WHEN HE TOUCHES THE GROUND (OR SOME OTHER SURFACE) AND STREAK TOWARDS ITS TARGET. THIS FIRE WILL CONTINUE TOWARDS ITS TARGET, MOVING OVER OR AROUND OBSTACLES AND COMPENSATING FOR THE TARGET'S MOVEMENTS, UNTIL ITS TARGET IS STRUCK OR MOVES OUT OF RANGE. ONLY WATER CANNOT BE CROSSED. DUE TO THIS UNUSUAL TRAJECTORY, THE TARGET SAVED VS. BREATH WEAPON AT -2 TO AVOID HALF OF THE DAMAGE.

ONCE THE FLAME REACHES ITS TARGET, HE IS BRIEFLY ENGULFED IN A FLASH FIRE DOING 10D4 POINTS OF DAMAGE PER LEVEL (10D4 MAXIMUM, HALF IF SAVED). ANY OBJECT OR SURFACE WHICH THE FIRE CROSSED WILL BE SCARRED BY THE FLAME'S PASSING AND WILL CONTINUE TO BURN IF IT FAILS TO SAVE VS. NORMAL FIRE.

The Concordance Celestial

The gods have seen my work
and smile upon me. My labors will be
easier now, and I will have their cooper-
ation and blessings. At last, at last, I
can spread the teachings and the secrets
together as one verse.

Abuse and disillusionment
often spark radical change of divine
faith. Such was the case with Erol
Menelome, a young mage who
traveled for several years in the
religiously overzealous regions
of Sanddusk.

Hoping to demonstrate to the
magic-fearing fanatics that
the arcane arts could be as
beneficial as they could
malevolent, Erol was
eventually convicted of
local crimes and banished to an
isolation camp where he was abused terri-
bly. It was here that he began his study of the dif-
ferences between arcane and clerical magics and penned
the tomes of the Concordance Celestial.

Over the years he began to believe more and more that
the ultimate source of the two magics was a single unifying
power that went beyond even the deities themselves. However,
as the line between the two forces began to blur in his head, so
too did self-image and sanity. As he grew older and more
insane, he began to conceive of himself as being as much a
priest as a mage.

Physical Characteristics

The Concordance is composed of 10 ordinary-looking
volumes, each bound in brass and embossed velvet. To anyone
who is not a priest or mage, the text will appear to be an ordi-
nary work (large though it is) on the deities and their realms.

Those not of priest or wizard class who reads more than
a page must save vs. spells or be reduced to skill 0 and may
thereafter only advance in either the priest or wizard classes.
The tomes are indestructible except by fire, though burning
will cause the abuser to burn as well, suffering 2-12 points of
damage per round that the tomes burn. Should the concor-
dance be completely incinerated (taking 10 rounds of accel-
erated burning), they will reform in 1-8 days upon the alter
of the nearest church.

Divine Notations

The last several pages of
each volume are conspicuously
blank, and those few pages

I peered
today into the
shadows of
what might have
been, and still I
shudder with the chill of it
four hours later. I understand
now why the things of Never do not
exist and weep for any whose
reality they might influence.

before them seem to be messages aimed directly at the gods
themselves. Each of the 10 tomes, in fact, has a mate in the
domains of 10 gods. (This number, as well as the number of
volumes in the Concordance, can be adjusted to suit the theol-
ogy of the campaign.) Only a *legend lore* cast on an individual
tome will tell which god each is directed towards.

When the blank pages of a tome are written in, identi-
cal writing will appear in the tome of the gods. This writ-
ing will be noticed (and perhaps acted upon) by the deity
in 1-100 hours.

Mastering the Concordance

Familiarity (requires 4-24 days, Int 14+ & Ins 14+)

For the first several days of study, the Concordance will
seem logically flawed and near incomprehensible. Near the
end of the designated period, however, the first insights will
occur on the subject of
magical/divine energies.

Upon achieving familiarity,
the student may learn any of the
following spells (as long as he is
of sufficient level): *Affect normal
fires, charm person, detect
undead, protection from evil,
continual light, detect evil, glit-
terdust, know alignment, locate
object, pyrotechnics, whispering
wind, dispel magic, lightning
bolt, and protection from evil,
10' radius.*

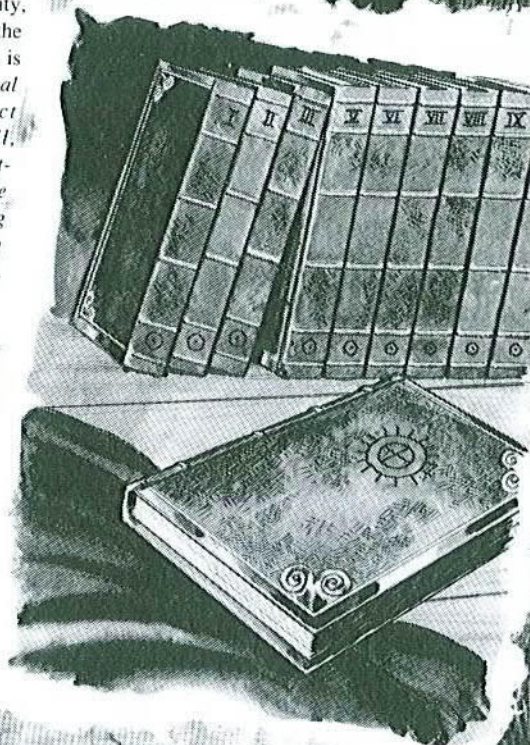
Familiarity with the
Concordance allows the mage
to effect clerical magic as if it
were arcane magic. Hence,
spells such as *detect magic,
dispel magic, extension, spell
turning* and *permanency* will
effect priest spells as if they
were wizard spells.

Comprehension (requires 3- 18 additional weeks & Int 15+)

Comprehension of the
Concordance shows that there is
a single, unifying force behind both arcane and divine magics;
something which goes beyond even the gods to the very nature
of existence. Mastery at this level grants the reader the
Religion Proficiency, even if he is a mage.

Upon achieving comprehension,
the student may learn any of the fol-
lowing spells: *Enchanted weapon,
enervation, magic mirror, minor
creation, plant growth, wiz-
ard eye, animate dead,
chaos, dismissal,*

The arcane, the
divine, the natural: all
are linked by this com-
mon vein. By bypassing
the primal infrastructure,
I have conjured a magik
whose nature the world
has never seen before.e.



false vision, major creation, sending, anti-waste shell, control weather, death spell, enchant an item, geas, move earth, part water, reincarnation and Gregor's dismissal.

At this level of mastery, the student has made the leap of faith and can turn undead and cast clerical spells as if he was a priest of a skill 10 levels below his own mage skill (a skill 15 wizard can turn undead and cast priest spells as if he were a skill 5 priest).

Enlightenment (requires 5-20 additional months & Int 18+)

Upon mastering the Concordance, the student must make a save vs. Rods at -4. Should he fail this save, he will lose all sense of his former class, losing all abilities in that class and will seek to begin anew as a priest. At this point, all priestly abilities formerly gained will be lost.

Upon achieving comprehension, the student may learn any of the following spells: *Banishment, control undead, finger of death, limited wish, sequester, vision, antipathy-sympathy, demand, trap the soul, gate, meteor swarm, wish.*

The enlightened student may, once per day, speak for 1 minute and be heard by a god of his choosing. This ability is seldom used, however, as the gods will usually not allow themselves to be disturbed very often.

THOUGH, WITHIN THESE PAGES WE HAVE DISCUSSED SEVERAL SPELLS OF THE ARCANES AND THEIR RELATIONSHIP TO THE PRIMAL FORCE OF THE DIVINE, THERE ARE OTHER SPELLS OF MY OWN DEVISING, WHOSE ENERGY CAN BE TRACED TO THE PRIMAL. I MENTION THESE BRIEFLY HERE.

EARTH SYMPATHY

SKILL LEVEL: 5 COMPONENTS: V, S, M

RANGE: 0 TTC: 5 ROUNDS

DURATION: 1 TURN/LEVEL

SAVING THROW: NONE

AREA OF EFFECT: 1/2 MILE PER LEVEL

BY CASTING THIS SPELL, A MAGE MAY KNOW EVERYTHING THAT IS HAPPENING ON OR IN THE WORLD WITHIN RANGE. WHEN THE SPELL IS CAST, THE MAGE'S MIND IS FLOODED WITH SOUNDS AND IMAGES WHICH ARE INCONGRUOUS AND INCOMPREHENSIBLE. IF THE CASTER MAKES AN INTELLIGENCE CHECK AT -2, HE MAY FOCUS ON ONE SPECIFIC LOCATION AND SEE AND HEAR WHAT IS GOING ON THERE.

GREGOR'S DISMISSAL

SKILL LEVEL: 4 COMPONENTS: V, S, M

RANGE: 120 YARDS TTC: 4 ROUNDS

DURATION: INSTANTANEOUS

SAVING THROW: NONE

AREA OF EFFECT: 100' RADIUS

THIS SPECIALIZED SPELL INSTANTLY DISPELS "SHADOW MAGICS," THOSE SPELLS WHICH DRAW SUBSTANCE OR ENERGY FROM THE PLANE OF SHADOWS. THESE SPELLS INCLUDE *SHADOW MONSTER, DEMI-SHADOW MONSTER, SHADOW MAGIC, DEMI-SHADOW MAGIC, SHADES AND SHADOW WALK.*

IT WILL ALSO BANISH ANY BEINGS FROM THE PLANE OF SHADOWS (WITHIN THE SPELL'S AREA) WHICH HAVE ENTERED THE PRIME MATERIAL PLANE. CREATURES OF 6 HTK DICE OR GREATER ARE BANISHED BACK TO THE SHADOW REALM; CREATURES OF 5 OR FEWER HTK DICE ARE DESTROYED.

INTERPLANAR DOORWAY

SKILL LEVEL: 7 COMPONENTS: V, S, M

RANGE: 0 TTC: 7 ROUNDS

DURATION: SPECIAL

SAVING THROW: NONE

AREA OF EFFECT: THE CASTER

THIS SPELL ALLOWS THE CASTER TO TRAVEL FROM ONE PLANE OF EXISTENCE TO ANOTHER. WHEN CAST, THE SPELL CREATES A PORTAL WHICH ONLY THE CASTER CAN SEE. BY STEPPING THROUGH THIS DOORWAY, THE CASTER TRAVEL TO THE ETHEREAL PLANE, A NEIGHBORING PRIME MATERIAL PLANE, OR TO ONE OF THE INNER PLANES (ELEMENTAL PLANES, POSITIVE AND NEGATIVE MATERIAL PLANES, ETC.). IT IS POSSIBLE TO USE THE SPELL TO TRAVEL TO THE ASTRAL PLANE AND THE OUTER PLANES, BUT NOT DIRECTLY: THE SPELL MUST BE CAST FROM EITHER THE ETHEREAL PLANE OR ONE OF THE INNER PLANES.

ONCE ON THE NEIGHBORING PLANE, THE SPELL MUST BE CAST AGAIN TO RETURN TO THE ORIGINAL PLANE (OR CAST TWICE TO RETURN FROM THE OUTER PLANES).

The Fallowmoor Scrolls

Argen Fallowmoor was an arrogant young mage who learned from many wizards but would call none master, as he believed none were worthy of his talent.

When Fallowmoor had become a wizard in his own right, his quest for knowledge took him beyond the veil of death. He sought out the remains of some of the greatest wizards who ever lived, forcing them to reveal their long-lost secrets. He transcribed these interrogations faithfully, forming a body of text known collectively as the Fallowmoor Scrolls.

Physical Characteristics

The Fallowmoor Scrolls are a series of 32 scrolls. Each is stored in a case fashioned of bone inlaid with silver filagree. Trying to open these cases without the command word will set off a glyph that will teleport the scrolls to a dark corner of a far-away library. The scrolls themselves are protected by a spell that renders the subsequent text invisible to anyone who does not read the first passage aloud. Both cases and scrolls are easily damaged or even destroyed, but doing so will bring down a curse that will kill the abuser within a week.

The Whispering Host

When a character reads from the scrolls, phantoms of the dead will try and dissuade him. These voices whisper and taunt, a chorus of the dead. At each level of mastery, the student must save vs. spells, or the voices have ruined his work and the level must be started over. In addition, a result of a 1 or 5 on this roll means the character receives a visitation by one of the fallen masters who has the same statistics as a lich. These masters seek only the downfall of any who would master the scrolls.

Mastering the Fallowmoor Scrolls

Familiarity (requires 2-12 days & Int 14+)

Familiarity with the Fallowmoor scrolls imparts

Existence everlasting is mine! At long last I know the secrets of Death herself and my presence can never be denied. Even unto death itself I will work my will in the world and those who scoffed will share a common fate.

some hints as to the morbid fascination which Fallowmoor had for death and the potential afterlives.

Upon achieving familiarity, the student may learn any of the following spells (as long as he is of sufficient level):

Cantrip, Chill Touch, Detect Undead, Spectral Hand, Feign Death, Hold Undead, Vampiric Touch, Lesser Shadowstrike.

Familiarity with the Scrolls grants the student the ability to speak with the dead once per day. The presence of the dead is not seen nor felt but merely heard, and the spirit is under no compunction to cooperate with the master though he must always tell the truth.

Comprehension (requires 2-12 additional weeks & Int 15+)

Further investigation of the scrolls reveals a surprising intuitiveness of death on the part of Fallowmoor. Mastery at this level imparts a +3 bonus to Spellcraft Proficiency Checks and when conducting magical research.

Upon achieving comprehension, the student may learn any of the following spells:
Contagion, Enervation, Animate Dead, Magic Jar, Summon Shadow, Deep Shadows, Greater Shadowstrike.

When comprehension is achieved, the master may speak with the dead once per hour. In addition, such a master may cast a spell on the round following their death. A spell that would cure

Drawing wind through a leathern bellows, the grotesque head of the corpse hissed its response, forming its words with sickening deliberation. Its rasping voice echoed faintly in the stale tomb as it spoke.

I CAREFULLY TRAN-
SCRIBED EVERY WORD.
CURSING MYSELF FOR FAIL-
ING TO ACQUIRE A CLEAR
GRASP OF ITS DIALECT.
WHEN I COULD NOT UNDER-
STAND SOME PECULIAR
PHRASE, I COERCED THE
CORPSE TO EXPLAIN LONG
THER. WORKING LONG
INTO THE NIGHT, I KEPT
VIGIL AT THE TOMB OF
ONE OF THE GREAT
MASTERS OF AGES PAST.

ROGER KAR BELGRAP
TREAL TORMAYIV

AUGUS
PEP
ROT
LAW
JULWAY KEEGT
THE TRIPLE
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more HTK points than the last stroke which killed him would restore life to the body. This spell is often used, however, for revenge, by launching a final attack or curse.

Enlightenment (requires 3-12 additional months & Int 18+)

Only after years of study, will the central mysteries of forgotten sorcery become apparent. If a save vs. spells is not made, a morbid fascination with death will grip the scrolls' master, and they will seek to progress only in spells of the necromantic arts. If the result of the save is a 1, the master's alignment will shift to chaotic evil. This change can be corrected only by a *wish* spell.

Upon achieving enlightenment the student may learn any of the following spells:

Death Spell, Reincarnation, Control Undead, Finger of Death, Clone, Energy Drain.

When enlightenment is achieved, the master may speak to the dead at will. In addition, he may tap the depths of the spirit's knowledge, unhindered by any attempts by the spirit to lie.

When the enlightened master dies, he may return whenever he likes as a spirit and may cast spells into the mortal world. While on the mortal plane, however, he can be turned as if he were a spectre.

NOW THAT I HAVE FULLY DELVED INTO THE COMMON SPELL OF THE NECROMANTIC ARTS, LET ME TOUCH UPON SOME SPELLS OF MY OWN DEVISING.

DEEP SHADOWS

SKILL LEVEL: 4 COMPONENTS: S, M
RANGE: 5 YARDS/LEVEL TTC: 4 ROUNDS
DURATION: 1 ROUND/LEVEL SAVING THROW: NONE
AREA OF EFFECT: SPECIAL

THIS SPELL CAUSES ITS VICTIM TO SINK INTO ANY SHADOW HE STANDS ON AS IF HE WERE STANDING IN QUICKSAND. THE VICTIM SINKS AT THE RATE OF 18" PER ROUND (A HALFLING WOULD SINK OVER HIS HEAD IN 2 ROUNDS; DWARVES, ELVES AND GNOMES IN 3 ROUNDS; AND HALF-ELVES AND HUMANS IN 4 ROUNDS).

A CHARACTER WHO HAS SOMETHING (CAPABLE OF SUPPORTING TWICE HIS NORMAL WEIGHT) WITHIN ARM'S REACH CAN TRY TO KEEP FROM SINKING FURTHER. IF THE CHARACTER MAKES HIS OPEN DOORS CHECK BY MORE THAN THE EXACT AMOUNT, HE CAN PULL HIMSELF FREE IN A NUMBER OF ROUNDS EQUAL TO THE NUMBER OF ROUNDS HE WAS SINKING. IF HE MAKES THE CHECK BY THE EXACT AMOUNT, HE CAN PREVENT HIMSELF FROM SINKING FURTHER BUT MUST CONTINUE TO MAKE CHECKS ON THE FOLLOWING ROUNDS UNTIL HE SUCCEEDS BY MORE THAN THE REQUIRED NUMBER OR FAILS (IN WHICH CASE HE CONTINUES SINKING).

ONCE COMPLETELY SUBMERGED, THE AIR IS IMMEDIATELY FORCED FROM THE CHARACTER'S LUNGS AND HE BEGINS TO DROWN, MAKING A STAMINA CHECK WITH A CUMULATIVE +2 PENALTY PER ROUND (+0 THE FIRST ROUND, +2 THE SECOND, +4 THE THIRD, ETC.). IF THE CHECK FAILS, THE VICTIM DROWNS.

LESSER SHADOWSTRIKE

SKILL LEVEL: 2 COMPONENTS: V, S, M
RANGE: 10 YARDS TTC: 2 ROUNDS
DURATION: 1 ROUND/LEVEL SAVING THROW: NEG.
AREA OF EFFECT: 1 CREATURE

THIS SPELL ALLOWS THE CASTER TO HARM AN OPPONENT BY ATTACKING HIS SHADOW. ONCE CAST, THE CASTER MAY LASH OUT (USING A WEAPON OR HIS FISTS) AT HIS FOE'S SHADOW, DOING DAMAGE TO HIS VICTIM AS IF HE HAD ACTUALLY STRUCK HIM (WOUNDS ACTUALLY APPEAR). FOR PURPOSES OF DETERMINING IF AN ATTACK IS SUCCESSFUL, ASSUME THAT EACH ATTACK IS MADE AT +5 UNTIL THE TARGET MAKES A SUCCESSFUL INTELLIGENCE CHECK TO REALIZE WHAT IS HAPPENING. ONCE THIS CHECK IS MADE, ALL SUBSEQUENT ATTACKS ARE MADE AT +2.

THIS SPELL TRANSMITS TO THE TARGET ONLY THE NON-MAGICAL DAMAGE WHICH A WEAPON MIGHT DO (MAGICAL WEAPONS HAVE NO DAMAGE BONUS, DAGGERS OF VENOM DO NOT INJECT POISON, ETC); HOWEVER, BONUSES FOR STR AND BACKSTABBING APPLY NORMALLY.

GREATER SHADOWSTRIKE

SKILL LEVEL: 5 COMPONENTS: V, S, M
RANGE: 10 YARDS/LEVEL TTC: 5 ROUNDS
DURATION: 1 ROUND/LEVEL SAVING THROW: NEG.
AREA OF EFFECT: 1 CREATURE

THIS SPELL HAS THE SAME EFFECTS AND RESTRICTIONS AS LESSER SHADOWSTRIKE. HOWEVER, IT ALLOWS ANY CHARACTER WHO IS WITHIN REACH OF THE TARGET'S SHADOW TO STRIKE OUT AT IT, DOING DAMAGE TO THE VICTIM.

The Lexicon Arcanus

With this last entry, let me warn all those who might follow in my footsteps that, while the path I have led is fraught with dangers, they are nothing compared to the inevitable doom that awaits those who complete the Study. The primal beings are jealous rivals and will not long stand the existence of one who has learned as much as I.

Orius of Estilon's grand curiosity led him to question every aspect of magic he could conceive of. He eventually found that he if quested long enough, he was actually able to find the answers he sought. These findings he put to paper and bound into a single, massive tome which he labeled the Lexicon Arcanus.

Physical Characteristics

The Lexicon is composed of hundreds of handmade, deckle-edged pages covered with minute text. These are bound in leather and gold and sealed with a golden symbol of the arcane.

Anyone who is not a mage of at least skill 10 who begins reading the Lexicon will permanently lose 1 HTK point per page read. If the reader dies from this process, his life energy (HTK points) are absorbed into the tome, which seems to breath when pages are turned.

The Simulacrum of Life

The Lexicon is like unto a living thing, and can only be destroyed by "killing" it. It has an AC of 10 and 80 HTK points (plus any it absorbs). It will appear unharmed as it is being damaged and will heal at a normal rate any damage short of its total HTK points. Once it is "killed" it will begin to decompose as if it were a thing of flesh, being completely unreadable after 10 weeks. During its decomposition, the Lexicon can be read for content, but no special abilities will be gained.

Mastering the Lexicon

Familiarity (requires 4-16 days & Int 14+)

No mere tome of sheaves and skins could contain the knowledge I wish to put to them: only the living could retain the full comprehension of the Arcane. Let this stand as a warning to those who read my Lexicon.

Once the student is familiar with the Lexicon, he will understand aspects of magic he never knew existed, even if he is of a high skill level. Even this knowledge is only a smattering of what the book contains and hints at deeper secrets yet to be learned.

Upon achieving familiarity, the student may learn any of the following spells (as long as he is of sufficient level): *Alarm, color spray, erase, feather fall, identify, mount, sleep, taunt, wall of fog, alter self, deep pockets, ESP, invisibility, irritation, levitate, strength, blink, fireball, haste, secret page and wind walk.*

Having achieved this level of understanding in the ways of magic, the student will know how to most economically cast his spells and how to apply the saved energy to its effects. He can now cast spells as if he were a wizard of 1 skill higher and the spells will act as if under the effect of an *extension 1* spell.

Comprehension (requires 3-18 additional weeks & Int 15+)

Having attained this level of mastery, the student will understand exactly how most spells work and why. Any attempts at spellcraft will automatically succeed.

Unless a save vs. petrification is made, however, the student will become obsessed with the further study of magic beyond the tome and will seek out magic items, attempting to unmake them and study the results.

Upon achieving comprehension, the student may learn any of the following spells:

Charm monster, emotion, fire charm, illusionary wall, phantasmal killer, rainbow pattern, solid fog, advanced illusion, cloudkill, distance distortion, hold monster, magic jar, stone shape, anti-magic shell, disintegrate, glassee, legend lore, move earth, air identity, earth identity, fire identity and water identity.



Like several pupils interpreting the same event in several unique ways, so too can magic be interpreted. Be undaunted in your quests. Step back and view the forest, for perhaps, one tree is as good as another. The same lumber can be made from both.

Enlightenment (requires 4-16 additional months & Int 18+)

When the Lexicon is finally mastered, the student's mind will be fill with the whirling of the equations arcane. His Intelligence and Insight are permanently raised by 1, and if he fails a save vs. magic, he will seek naught but the contemplation of the tapestry of magic.

Should he push his knowledge too far and attempt to utilize it too often, the attention of various primal entities will be attracted who may seek to banish, kill or remove the mage's power.

Upon achieving comprehension, the student may learn any of the following spells: *Banishment, control undead, duo-dimension, finger of death, mass invisibility, phase door, monster summoning V, power word, stun, teleport without error, clone, mass charm, permanency, trap the soul, energy drain, gate, shape change and artifact enchantment.*

Upon complete mastery of the Lexicon, the student will be able to cast 2 spells simultaneously, and if he makes a successful Intelligence Check at -4, may cast 3. Though their total TTC must be waited in its entirety, all other effects will occur normally.

THE SPELLS EXAMINED THUS FAR ARE, OF COURSE, FAMILIAR TO MOST MAGES AND MAGICAL COLLEGES. HOWEVER, THERE ARE SOME FEW SPELLS WHICH FEW KNOW OF. THEY ARE THESE:

AIR IDENTITY

SKILL LEVEL: 4 COMPONENTS: V, S

RANGE: 0 TTC: 4 ROUNDS

DURATION: 2 TURNS/LEVEL

SAVING THROW: NONE

AREA OF EFFECT: 1 CREATURE

THIS SPELL CAUSES THE TARGET TO BE TRANSFORMED INTO AN AIR ELEMENTAL WITH 12 HTK DICE, A THACO OF 9, AND ALL OTHER NORMAL ATTRIBUTES OF AN AIR ELEMENTAL. THE TRANSFORMED CHARACTER MUST SAVE VS. SPELLS TO RETAIN HIS OWN INTELLIGENCE AND INSIGHT; FAILURE RESULTS IN THE CHARACTER ADOPTING THE MENTAL CAPACITIES OF AN ELEMENTAL.

EARTH IDENTITY

SKILL LEVEL: 4 COMPONENTS: V, S

RANGE: 0 TTC: 4 ROUNDS

DURATION: 2 TURNS/LEVEL

SAVING THROW: NONE

AREA OF EFFECT: 1 CREATURE

THIS SPELL IS IDENTICAL TO THE AIR IDENTITY SPELL ABOVE, THOUGH IT CAUSES THE TARGET TO TRANSFORM INTO AN EARTH ELEMENTAL.

FIRE IDENTITY

SKILL LEVEL: 4 COMPONENTS: V, S

RANGE: 0 TTC: 4 ROUNDS

DURATION: 2 TURNS/LEVEL

SAVING THROW: NONE

AREA OF EFFECT: 1 CREATURE

THIS SPELL IS IDENTICAL TO THE AIR IDENTITY SPELL ABOVE, THOUGH IT CAUSES THE TARGET TO TRANSFORM INTO A FIRE ELEMENTAL.

ARTIFACT ENCHANTMENT

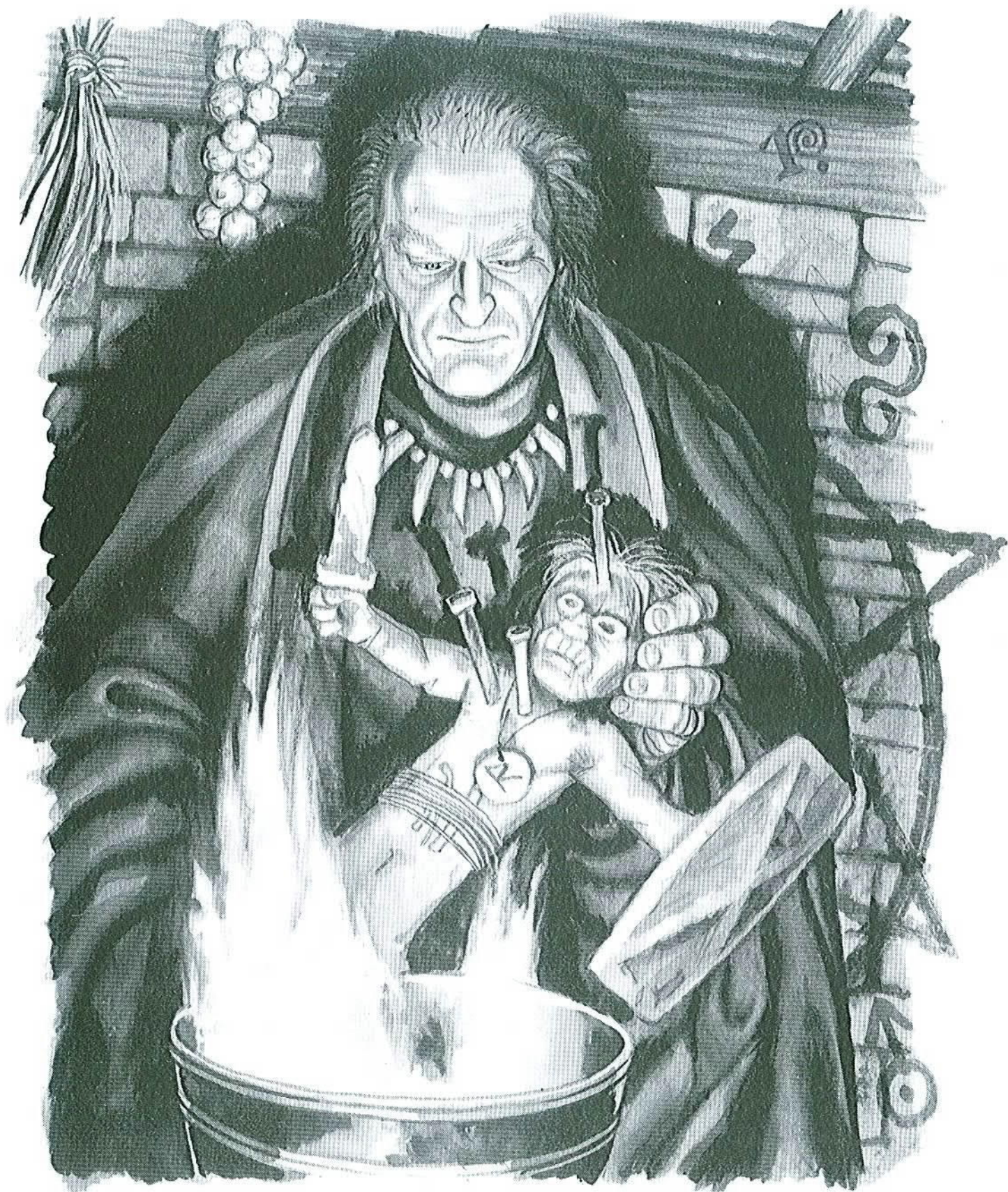
SKILL LEVEL: 9 COMPONENTS: V, S, M

RANGE: 0 TTC: 9 TURNS

DURATION: PERMANENT SAVING THROW: SPECIAL

AREA OF EFFECT: 1 ITEM

THIS IS THE ONLY DOCUMENTED SPELL BY WHICH AN ARTIFACT CAN BE ENCHANTED (THOUGH THERE MUST CERTAINLY BE OTHERS). WHEN CAST, THE SPELL FACILITATES THE TRANSFER OF MAGICAL ENERGY FROM 6 OR MORE POWERFUL MAGIC ITEMS INTO ONE FINELY CRAFTED ITEM. THE COMPLETE PROCEDURE OF ARTIFACT ENCHANTMENT IS GIVEN ON PAGE 17.



Archmagics

Archmagics

Scribing the last of the runes on the wall of the cave, she waited anxiously for the first of them to arrive, clutching the knives to the pounding in her breast. Only a minute or so passed but it seemed like an eternity. When the spirit rose up, the sorceress nearly missed it with a deft dagger stroke. Soon they were all around her, dozens of wounded shades howling their anguish. When they had been chastised to the last, she ordered the phantom legion to go forth and devour the hope of the living...

Archmagics are rituals whose effects transcend the limitations of mere spells. As rare as they are powerful, these magicks allow mortal wizards to perform tremendous miracles that can change the course of an entire campaign.

Obtaining Archmagics

My minions had travelled to the far corners of the known world and beyond in search of every arcane reference known to the Order, but none awarded the prize. These tomes held the compiled wisdom of the ages but none contained the power I had been promised. When I had all but given up hope, my apprentice brought me one of the scrolls that I had somehow overlooked. Since we had acquired the manuscript, sections of the text had changed, and it was clear that the new passages described one of the greater rituals I had sought. My destiny was at hand.

Many archmagics have the power to change the world. Such spells are valuable and are carefully looked after by those who created them and those fortunate enough to have obtained copies of them.

Getting access to an archmagic should be one of the most difficult things a player character can aspire to. Convincing the owner of an archmagic to share his secrets would be nearly impossible, and discovering a lost spell would be the object of an extensive and probably dangerous quest. If obtaining an archmagic is too easy, then what should be an epic occurrence is robbed of its significance.

Casting an Archmagic

The master stood alone on the mountaintop clad only in the white robes that symbolized purity. I watched for hours as he repeated his mantra over and over again until he cleared his mind of all distractions and signalled to me that he was ready to begin. As an apprentice, I had assisted in the casting of all manner of spells, but there was something different about this one, something dangerous that seemed to shake the old man's confidence to the core. As things turned out, he would pay dearly for his lack of faith. Late at night I can still hear him screaming...

Archmagics are so powerful that they cannot be cast like normal spells. The required energies could not be impressed on the mortal mind, making memorization impossible. Wizards must read the archmagic directly from the manuscript. Also to cast an archmagic spell, a wizard must be of sufficiently high level (as shown on the table below). If an attempt is made to cast an archmagic by a wizard of insufficient skill level, the mage must make a save vs spells. If the mage fails the save, the spell merely fails. If he successfully saves, he has channeled enough magic to activate the spell but not successfully, and the spell will backfire. See individual spell descriptions for exact effects.

ARCHMAGIC SKILL REQUIREMENT

Spell Level	Skill Level Necessary to Cast
10	20th
11	22th
12	24th
13	26th
14	28th
15	30th

Researching Archmagics

Since the master's return from the far reaches, he has spent most of his time in the tower's room.

Occasionally he sends me out to acquire some peculiar material. Last summer I brought him a chalice filled with mare's sweat. I have no idea what he could do with such a thing, but my position is not to question. In rare moments of lucidity, we discuss his work, but little of what he says makes sense to me any more. All I know is that he is obsessed with the impossible...

It is possible for player character wizards to create archmagics of their own, but the process is so time consuming that most prefer to seek out existing magicks.

To research an archmagic the wizard must be skill level 12 or better and have access to an extensive library containing at least 20,000 gold pieces worth of books and scrolls. In addition, the prospective researcher must have a combined Intelligence and Insight of at least 32 to have a chance of success.

The player begins with an idea of what kind of ritual they hope to create. This idea should be discussed in detail with the gamemaster who will decide if it possible and how long it should take.

Running Archmagics

Obviously, these powerful rituals are more than additions to the wizard spell list. The casting of a single Archmagic can be the turning point for a character's career or for the entire campaign. Fantasy fiction contains many examples of powerful spells of this kind. Just be aware that when a gamemaster decides to include an archmagic in his campaign, he is making a decision that could have an irrevocable effect on his game.

Copying Archmagics

As archmagics can never be memorized, making a copy of one is a difficult and time consuming process. Only a wizard with the ability to ink scrolls may attempt to copy it.

Creating a copy takes 2 days per level of the spell, of uninterrupted labor during which the wizard

must have access to the original text of the archmagic. As with Grimores it is unadvisable to copy a copy.

When the wizard has spent the allotted time, his work is complete, but he must check to see if he has copied it correctly. He has a percentage chance equal to the total of his Intelligence, Insight and Skill Level minus the level of the spell. If this roll is unsuccessful the author has created a flawed copy that will automatically backfire. One week of study and a successful Insight Check will allow the researcher to recognize a flawed copy.

Creating Archmagics

Creating original archmagic spells is one of the most difficult, dangerous, costly and time consuming tasks that a mage can undertake, requiring a great amount of skill, time and gold.

To begin work on an archmagic spell, the researcher must be an archmage of at least 5 skill levels higher than required to cast the potential spell, and have an Intelligence and Insight of 16 or greater. He must also construct a magical laboratory or workshop (and potentially a library) which is one of the most extensive in the world. Not only must the workshop itself be exceptional, but the very area which it is constructed on must be unusually in tune with the harmonies of magic. Such areas are the former lair of a lich, the temple of an ancient diety, a mine rich in magic elements, etc. To determine if an area has the magic potential, the mage must cast a *legend lore* spell utilizing the finest spell components obtainable for 100 miles. Failure to use the proper components will reveal an unsatisfactory location and the ultimate failure of any research.

Once the proper location has been discovered, the workshop must be constructed and equiped. Note that a workshop designed for research into archmagic spells is different in many ways than a workshop designed for the construction of artifacts. Such a workshop must be built sepratly and would include equipment which would focus on various craftsman

or construction skill rather than those skills required for pure magical research.

The archmagic workshop must be well equipped with numerous types of tools and materials, from extensive alchemical equipment to exotic spell components to powerful magic items. Depending on whether magic tomes are conveniently available, the mage may also need to assemble a formidable library. Construction of such a lab requires 1 week and 10,000 gp per level of archmagic to be researched. While this cost is extremely high, it is necessary for the type of workshop required, as no workshops or labs which might be available to mages on a rental basis are equipped with the things necessary to research archmagics.

An extensive library must also be readily available to the mage because of the exhaustive amount of time that must be spent in written research. To this end, the mage must either assemble a great many texts on magic at his workshop or have a sufficient library nearby to study in. Such a library might be found in a large city, at a magic college or owned by a private collector. The table below illustrates both the cost of a custom library and the amount of time which would have to be spent in an existing library searching for the necessary texts.

Library Requirements for Archmagic Research

Spell level to be researched	GP value of library	Time to locate necessary texts
10th	94,000	19 weeks
11th	124,000	7 months
12th	170,000	10 months
13th	247,000	15 months
14th	388,000	21 months
15th	680,000	2 1/2 years

Once the required workshop (and library) has been constructed, the research into the spell may begin. During this research time, the archmage must pay an ongoing expense cost of 1,500 gp per week of research. This cost covers the cost of materials, addi-

tional texts and equipment as well as food and other necessities for the mage. The mage is best served devoting all of his waking time to the spell's research. However, many of the spell levels require an amazing amount of time to research, and the mage may not wish to (or be able to) devote his full attention to research for that long a period. Such mages, for example, often still engage in "adventuring," requiring a considerable amount of time away from home. The table below shows the amounts of time necessary to successfully conduct magic research in a given spell level. Both the "fully devoted" and the "adventuring" research times are shown.

Required Archmagic Research Time

Spell level	Fully devoted	"Adventuring"
10th	20 weeks	43 weeks
11th	22 weeks	48 weeks
12th	24 weeks	52 weeks
13th	26 weeks	56 weeks
14th	28 weeks	60 weeks
15th	30 weeks	65 weeks

"Fully devoted" assumes that the mage is spending most of his waking time (12-16 hours a day) in intensive study and research: studying text, confirming references, conducting experiments, and making notes. "Adventuring" assumes the mage is spending time abroad in the world, though an average of 36-48 hours per week must still be spent at home conducting research. The GM may reduce this time by 10% if the mage is on an adventure which specifically relates to the research (locating a rare, necessary tome; obtaining dangerous components; etc.).

Every month (4 weeks) of research, the mage must make an Intelligence Check. Success indicates that the research is going smoothly while failure indicates a setback, adding 1 additional week (2 weeks if adventuring) of research time. If the mage rolls a 1 on the Check, a breakthrough is indicated, and the mage may subtract 1 week from the required research time.

During the research time, the mage typically spends 1-3 hours in meditation on the spell and the potential formulas which might be used in its creation. Various components (verbal, material and somatic) are then tested to see how they react together. It is this stage of the research that is the most dangerous; when most accidents happen. On the Intelligence Check mentioned above, if the result was a natural 20, the mage must then save vs. spells. If the save is unsuccessful, an accident has resulted. The GM may either roll an explosion of 5D6 +1 point per level of spell being researched, or may determine another appropriate effect (the mage is shifted onto another plane, a demon or elemental is summoned, etc.).

At the end of the research time, the mage checks to see if his research has been fruitful. The player rolls D100 (percentile dice) and checks using the following formula.

Success chance = (researcher's Intelligence + Insight + skill level) - level of spell being researched.

For example, assume that a 25th level archmage with an Intelligence of 17 and an Insight of 16 has been researching a 12th level archmagic spell. The mage's chance for successfully completing the spell is 58 (17 + 16 + 25) - 12, or 46%. If the Check is successful, the mage has created the new spell and must then carefully scribe its details in much the same way as a magic scroll is written. If the Check fails, the research has failed and the mage must begin again, though he need only devote half the indicated time due to his previous experience. If the mage failed, but was within 10% of the required roll, he believes that the research was successful and will scribe an incorrect spell. The fizzling or potentially dangerous effects of this spell's casting are left to the GM, though they should be spectacular or appropriate to the setting.

GM Guidelines

We have included 20 Archmagic rituals to give

gamemasters a clear idea of how they can be used, but the most effective spells will be those whose mysteries are only known to the gamemaster. When creating new archmagics, there are a few things the gamemaster should bear in mind:

- **An archmagic must be more powerful than a wish.**

Until the advent of archmagics, the upper limits of mortal magic was defined by the skill 9 *wish* spell. As archmagic rituals are of higher skill level, it follows that they must be more powerful than a *wish* spell. This isn't as difficult as you might think considering the restrictions on what a *wish* can and cannot do coupled with the ability of an archmagic to be far more specific and wide ranging in its effects.

- **An archmagic requires significant preparation.**

It is impossible for a wizard to gather the immense power needed to cast an archmagic quickly. The caster would either go mad or his body would be consumed, and in neither case would the spell function properly. All archmagics take at least an hour to cast and usually a night or more. During this time the wizard must work slowly, constructing matrix wards to contain the power.

- **An archmagic requires unusual materials.**

Some materials have magical power inherent in their physical form, either by themselves or in combination with other materials. Using manna-rich material components reduces the amount of ambient energy the wizard has to gather to cast the spell, making it easier to cast. Objects with a powerful magical charge are rare and usually expensive.

- **An archmagic is always dangerous to cast.**

Calling upon the primal forces of the universe to cast one of the most powerful spells known to god or man is a perilous affair. The mortal who dares such a feat usually risks death or the permanent reduction of skill level or attributes at the very least. This cost will help maintain game balance.

Bane Divine

This spell creates a weapon capable of wounding a god who is named when the spell is cast. The exact mechanics for such a weapon depend on how gods are dealt with in your campaign.

In campaigns where gods are little more than extremely powerful characters who can only be killed on their home plane, this spell creates a +4 *Defender* that does triple damage against the chosen deity and double damage against his minions.

In campaigns where gods are beings whose true nature is beyond mortal understanding, it may be that weapons of this kind are the only things that can even hurt a god, let alone kill one.

Only the gamemaster knows the full truth about the gods and how they may be killed. It is possible that there is no way to kill them and that this spell is little more than a lure for blasphemous fools who will be consigned to eternal torment for their arrogance. ("You were going to kill ME? with THAT?")

Regardless of the spell's effects, the cost is always the same. The caster must permanently surrender 2 points of Stamina, 8 hit points and 1 point from his highest Attribute to create a bane.

Preparations

Every time the spell is cast it requires very different components so the ritual demands an extensive laboratory outfitted with all manner of raw materials from simple metals to rare compounds that cost thousands of gold pieces.

Precautions

When preparing a weapon designed to kill a god, mortal sorcerers should be careful to keep their work hidden from the eyes of the enemy. Concealing anything from a god is difficult, but not impossible. Begin with a conjuring circle scribed with the names of those gods who stand in opposition to the intended victim and close with the immaculate ward.

Even with these precautions in place there is a 13% chance that the minions of the intended victim will sense a disturbance and will arrive to investigate, so it is wise to employ

powerful defenders while invoking this ritual.

Casting the Spell

Weapons designed for mortal hands are very different from those capable of wounding the essence divine.

To begin, the wizard must first determine the shape of his weapon. This requires a divination of great power and fiendish complexity taking anywhere from 10 to 25 days. Those willing to traffic with demons can readily find allies who will reduce this time by half or more.

When form and function are clear, the wizard must craft the weapon. From this point onward the ritual is different every time as the requirements vary with the victim's nature.

Completion takes anywhere from a week to a year and must not be disturbed or everything you have gained will be lost, and you may not begin again for a year and a day.

When the weapon is complete, you must give it a Name and state its purpose aloud to confirm its destiny. Only the blood of the caster may mar the blade - etch the name with sanguine inks and celebrate your triumph while you are able.

Backfire

If the spell is not performed correctly, the intended victim will be aware of the attempted ritual and will take action against the wizard and anyone who tries to thwart the vengeance of the divine. This intervention is usually brief but absolute.

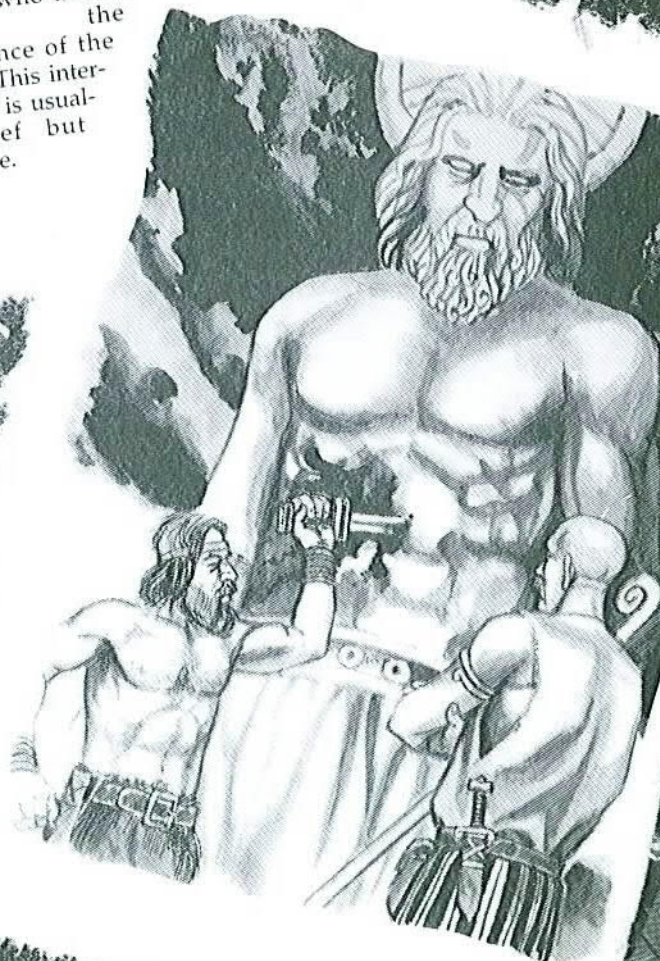
The Crusade has taken an unexpected turn. For generations we have struggled with the infidel at the borders of the dark lands. Our magister has given us the means to end the war once and for all. He has given us a weapon capable of destroying the immortal incarnation of their vile lord. When our heroes reach the base of the ebon stair they will bring the war to the thrice-cursed throne of our eternal enemy. Victory is ours!

SKILL LEVEL: 13
COMPONENTS: V. S. M
RANGE: 0
TTC: SPECIAL

DURATION:
PERMANENT
SAVING THROW:
NONE

AREA OF EFFECT: 1
WEAPON

Mouthing the final passage. Before he could raise up the bane, something dark stepped out the shadows and lopped off his head with a single flick of its spatulate tail...



Blight

Skill Level: 15
Components: V, S, M
Range: 0
TTC: 5 nights
Duration: Permanent
Saving Throw: None
Area of Effect: Special

This spell is a potent and permanent curse that will cause the affected area to suffer from an insidious corruption of everything healthy and beautiful. The maximum area affected by this spell is a sphere whose radius (in miles) is equal to the casters skill level.

From the onset, no flower will bloom, which is one of the surest signs of Blight.

During the first month, animals will sense the coming malaise and will begin to leave the area.

By the third month only vermin will remain, crops and small plants will wither and die. Disease will become more common, and an unpleasant smell will settle over the area.

Six months of blight will begin to affect more durable features such as trees and man-made structures. Wood will rot, water will stagnate and foundations will crumble.

The only way to remove a Blight is for a priest of skill 15 or better to pronounce a *holy word* followed immediately by a *forbiddance* spell. This measure is temporary unless the priest has the *chalice* used to cast the *Blight* spell (see below.)

Preparations

To perform this ritual, a chalice must be crafted of virgin silver. The caster must etch his name rune into the basin three times. He must then cast *enchant an item* on the chalice, followed immediately by three *cure* spells.

Every night for a year the caster must invoke his own spirit, pronounce the Third Violation and spill his blood into the chalice until his vision blurs. In the course of an hour the silver will drink the blood, turning dark with it. On the last night, the vessel will turn black as midnight.

This process will weaken the caster considerably, causing the permanent loss of a point of Strength and a point of Stamina.

Apparently there is fus-
tice in the world
as I have suf-
fered the fate I
hoped to inflict on your
kingdom. Confession is all
I have left - hope fled weeks
ago leaving me frightened and
alone.

My rite of vengeance has gone horri-
bly wrong. With every passing day I grow
weaker and soon I will lack the power to lift my
quill. Until then I will write daily to keep you
appraised of my condition. Fear not - I know of no
cure. Victory is yours.

Precautions

Calling upon the wasting spirits is a dangerous process. After each of the seven nights of the ritual, the caster should have his body purified with a *cure disease* spell cast by a priest of skill 9 or better. If this precaution is not observed, there is a 13% chance each night, that the caster will contract a deadly plague.

Casting the Spell

Before you begin, determine the exact center of the area you want to effect. This is where the ritual must be performed. The ritual takes one hour per night for five nights.

On the first night wear the robes of grey and black, speak the first and second passage and recite the *Invocation of Dread*.

On the second night wear the black robes, speak the first and third passage and anoint the ground with blood.

On the third night wear the robes of black and red and speak the fourth, fifth and sixth passages.

On the fourth night wear the grey robes, speak the seventh and eighth passage and recite the *Desolate Lament*.

On the fifth and final night wear the robes of red, speak the seventh passage and pour the rest of the blood into the earth.

Backfire

If the spell is not performed correctly the power of the spell will inflict the caster with a wasting disease that will cause him to wither away to nothing. Every day the victim must save vs... death or lose a point of Strength, a point of Stamina and a point of Appeal. When the character's Stamina reaches 0, the character dies and will rot away to nothing in the space of a single night. A full *wish* followed by a *regeneration* spell will halt the process for a year and a day, but there is no permanent cure.



Haven was no longer the paradise we remembered. Gone were the hanging gardens and the golden groves. The colorful banners of the village were gone, and the buildings had fallen into disrepair. Rats the size of small dogs roamed the streets, competing with street urchins for scraps of food...

Celestial Realignment

This ritual is so potent that it is actually capable of rearranging the stars in the heavens. When properly cast, this spell allows the wizard to reorganize moons, stars and entire constellations.

Once completed, only the caster will know the new constellations and the paths they will take. All other star-watchers must carefully plot the paths of the remade heavens for a full year before they can be certain of future alignments.

Needless to say, any magics which involve the alignment of heavenly bodies will, at best, not function when they are supposed to and will likely never function again. Many powerful mages will not be pleased.

In campaign worlds where fortunes are told by the celestial alignments and the caster is proficient in Astrology, the stars can be organized to provide favorable (or unfavorable) portents to upcoming events and projects. In some worlds these portents will actually provide bonuses (or penalties) to the appropriate actions.

During the spell's casting, the wizard can "preprogram" the fall of meteors anywhere within his view for a period of 24 hours after the spell's completion. This has the same effect as a meteor swarm spell providing double the number of missiles.

Preparations

For a full year, the caster must plot the position of each star in the sky and from these notes, carefully determine each star's intended new position. When this has been done, twenty-five cords of wood must be collected from at least ten dead oaks during a single, moonless night. During the following day, the wood must be taken to a flat meadow which is at least 1/2 mile square. There it is placed in piles so that the meadow is a representation of the intended new configuration of the stars. At the center of each pile is placed a single fire opal worth no less than 50 GP, and each pile must be sprinkled with the ashes of a burned priest's robe.

The wizard's body, screaming and twisting, rose into the air. A piercing beam shone down from each star in the heavens and, as if in retribution for his audacity, the stars snatched the man from the mortal plane, never to be seen again...

SKILL LEVEL: 14
COMPONENTS: V, S, M
RANGE: SPECIAL
TTC: 1 DAY
DURATION: PERMANENT
SAVING THROW: NONE
AREA OF EFFECT: SPECIAL

Precautions

During the day prior to the spell's casting, the wizard must have assistants carry out the precise alignment of the woodpiles, as the wizard himself must fill his vision for the entire day with images of his intended view of the heavens. If his vision is interrupted for even a moment, the spell will fail.

Casting the Spell

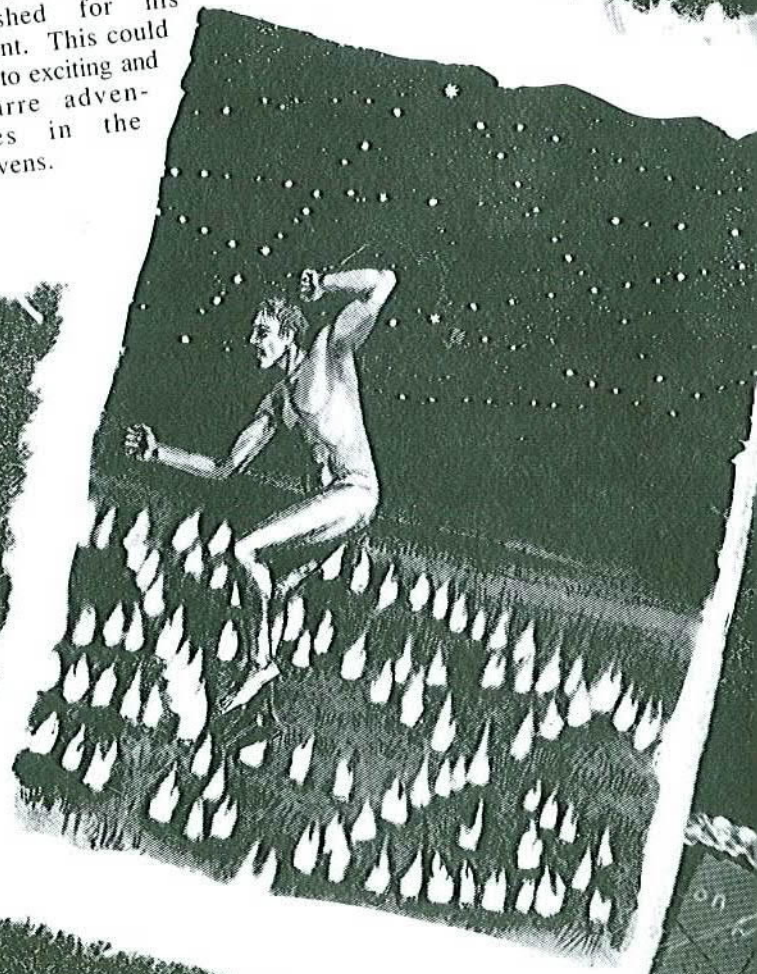
At the moment the sun has completely set, the wizard begins a blindfolded dance amongst the piles, lighting each as he passes. Those which represent the dimmest stars are lit first and those representing the brightest, last. All must be lit before the first rays of dawn. When all fires are burning, the mage removes the blindfold and stares directly at the heavens as the stars take their new places in the sky.

The casting of this spell is so taxing that it immediately reduces the caster's HTK points to 0 and permanently reduces his Insight and Stamina by 1.

Backfire

If the wizard fails to perform the spell correctly, he is whisked away into the sky and vanishes. The stars, of course, retain their normal alignments. The wizards can be assumed dead though, if the GM wishes, he may merely have been spirited away by the stars to be imprisoned or punished for his affront. This could lead to exciting and bizarre adventures in the heavens.

Gods! At first I thought it was the wizard who was mad, but now I realize it must be me! He laughed maniacally when I realized my despair that the only spell which could help us must be cast when the moon was in the greater alignment with the tiger star, an event which was not to take place for nearly a century. Now, after his hours of frenzied dance, the very constellations in the sky begin to swirl...



Dual Identity

Skill Level: 10
Components: V, S, M
Range: 0
TTC: 1 night
Duration: Permanent
Saving Throw: None
Area of Effect: 1 person

This spell allows the subject to pursue two different destinies simultaneously. In game terms, this means that the character may advance in 2 classes at the same time, always using more favorable tables, and disregarding most multi-class restrictions. (GMs note: this spell constitutes a significant cheat of the rules and should only be introduced into play if there is a good campaign reason to do so.)

The subject of the Dual Identity spell receives the following bonuses:

- The character may pursue any combination of classes, regardless of his race.
- Class advancement is simultaneous. Awarded XPs are added to *both* classes for determining advancement.
- The character always uses the higher HTK die when determining HTK points.
- The character always uses the more favorable saving throw of the two classes.
- The character may use whatever equipment he wishes (armor, weapons, etc.) so long as their use is permitted by one of his classes. Furthermore, the spell magically compensates for any conflict between the two classes. For example, a warrior/mage would be able to cast spells while wearing armor.

Preparations

Before the *Dual Identity* spell can be cast, the subject must somehow have his Dexterity, Intelligence, Insight and Stamina each permanently increased by 1 point. An unused *rod of absorption* must also be obtained and sterilized by steaming over mint leaves and juniper berries.

Precautions

Care must be taken that the rod of absorption be fully sterilized and that the mint leaves and juniper

berries are free of fungus and parasites. Failure to do so will result in the unsuccessful casting of the spell and the growth of a duplicate of the character which will spring from the subject's chest.

Casting the Spell

The subject is lain naked on a slab of dew covered granite. He is then placed in a trance through the use of a *suggestion* spell cast by a mage of at least 10th level. The sign of spiritual destiny is then painted on the subject's chest using the blood of the caster, leaving the wall of the fourth host unconnected. Her the caster makes an incision and inserts the end of the rod of absorption beneath the subject's flesh until its other end rests on the forehead. Blood from the wound is collected using clean cloth before it is allowed to spill onto the stone.

Now the caster invokes the Lords of Destiny, placing the subjects ambitions and desires to the priors lords. Should the Lords not find him wanting, they will grant the subject's wishes, imbuing him with identical life essence. This life essence will fly from the sky like lightning, only striking the subject properly if the *rod of absorption* has been accurately placed.

Once the spell is finished, the *rod of absorption* is broken and the subject's wound is carefully tended. The subject must now spend 6 weeks in contemplation of his future, taking time out only to eat and sleep.

Backfire

Should the spell not be properly cast or if the subjects wishes be rejected by the Lords of Destiny, a bolt of primal energy will strike down from the ether. The subject will instantly and painfully be drained of all his experiences. His skill level will be reduced to 0 and he may never again advance in level, no matter how he attempts. Only a wish spell cast by the subject's deity can restore his ability to advance, though lost levels can never be restored.

The energy struck home with far more intensity that I thought right. The rod glowed, burning deep within the noble's chest, and he shrank visibly in stature before my eyes. He arose painfully from the stone, tears welling in his eyes (whether from the experience or the stinging injury, I know not). "They're gone," he sobbed, "they're all gone."

It was like there were two people thinking my thoughts but both of them were me. Siddy with the transformation, I strolled into the night to organize my mind. The full effects of the spell hit me when I rounded the facade of the building and was confronted by the ruffians. In a moment I had calculated both an appropriate spell to drive them off, and the most vulnerable point on their leader to strike with my dagger.



Doom Inexorable

This spell destroys all of the caster's opponents, regardless of number, type or power. It is as effective against an entire army as it is against an ancient dragon.

When successfully cast, this ritual causes a black wave of consuming fire to spring from the wizard's hands. This wave quickly grows into a massive wall which travels forth from the caster, passing over those who are allied with or neutral towards him, and consuming anyone who is opposed to him. This consumption is nauseatingly complete, leaving nothing of its victims but a blackened, steaming skeleton.

This spell normally effects all foes of a single confrontation, from a single opponent to an entire battlefield. However, if the caster successfully makes an Insight Check at -6, the devastating effects of the spell will continue beyond the immediate area, consuming all beings who are actively opposed to the caster.

Only deities and other truly immortal creatures are allowed a save vs... death to avoid the full effects of this spell, though the results could ultimately be the same. If an immortal being saves vs... this spell they are not immediately consumed, but suffer 100-400 (10D4 x10) points of burning damage.

Preparations

A torch must be fashioned from the branch of a 100 year old mahogany tree and the lining from a robe of stars (the robe is destroyed). This torch must then be soaked for four hours in the blood of a king. Once the blood no longer drips from the torch, immerse its end into a portal leading into the negative material plane. This will ignite the torch with ebon fire.

Precautions

When lighting the torch, take care to handle it with gauntlets which have been blessed by a priest of at least skill

The smirking, self-righteous fools. When the flames as black as night arose from the arms of their magus, they thought that they had won the day and that the master's forces would be destroyed. We learned later that it was one of their own, a lowly priest who knelt at the wall begging that we be spared, who provided the unfortunate distraction.

5. lest you be drained of 3 life levels. Likewise, do not leave the torch's end within the plane for more than 45 seconds as those who inhabit the plane will be drawn to it and attempt to drag it and its holder into the plane.

Casting the Spell

Giving thanks to the Lords of Light and Darkness, use the torch to ignite a brazier commanding fire elementals. Keep this brazier nearby when the spell is cast, regardless how hot it becomes.

Summon to your consciousness thoughts your most palpable hatred, nursing it for the eternity of a second. As tears come to your eyes, sweep your hands into the brazier (they will not burn) and launch your hatred, black as the fire, at your foes.

Though the ritual is now complete, focus your anger most sternly at the Fates and foes unknown. Maintain this fervor and rail at the sky until your immediate foes have been consumed, and all of your enemies will perish.

Backfire

If the wizard fails to perform the spell correctly or his hatred is in any way diminished during the spell's casting, the flames of darkness will rise up and instantly consume him. If the caster fails to save vs... spells, all those in the immediate area who are allied with him are consumed as well.

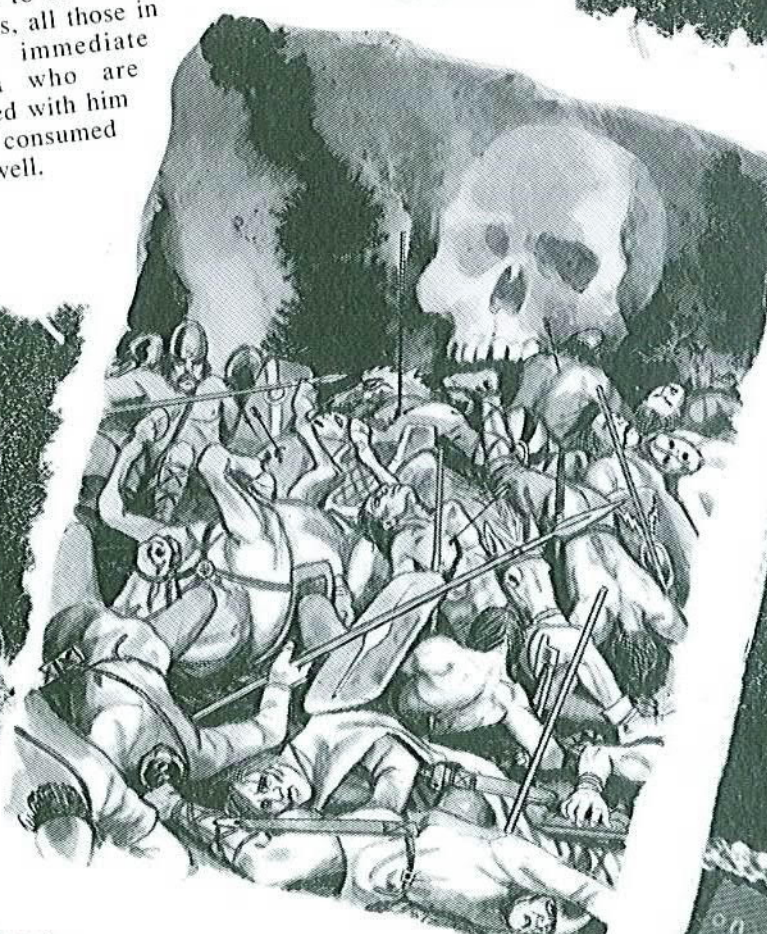
As the archmage raised his arm, a blackest flame sprang up in the air before him, and swept towards the battlefield, growing all the while. It picked and chose its victims as if self-aware, passing over our foes and their beasts, searing the flesh from their bones and leaving our troops unharmed. As it consumed the last of the enemy ranks, it broke up, bits of dark flame hurtling away into the distance. I suspected then that what the magus said was true, that all of his enemies would die this day.

SKILL LEVEL: 14
COMPONENTS: V, S, M
RANGE: 0
TTC: 6 HOURS

DURATION:
PERMANENT

SAVING THROW:
SPECIAL

AREA OF EFFECT:
SPECIAL



Enslave the Sky

Skill Level: 15
Components: V, S, M
Range: 0
TTC: 5 hours
Duration: Permanent
Saving Throw: None
Area of Effect: Special

This spell does exactly what it says. If performed correctly the subject gains limited mastery over the heavens, which gives a mortal character the following abilities.

- The character can cast *conjure bound storms* at will with no material components and can maintain control of up to 3 of these creatures at a time regardless of range or line of sight.
- The character can hear anything that takes place under the open sky and may send messages on the wind. This power works like a *crystal ball* with *clairaudience* that has no visual element but allows two-way communication.
- The character can command the skies to lift him up, allowing him to fly with the speed and maneuverability of a dragon. The winds can also lift other objects like a *telekinesis* spell.
- The character can *control weather* at will, and if he makes a storm he can *call lightning* from it. This control takes precedence over the spells or powers of other characters.

Preparations

This ritual requires a *censer* controlling air elementals that has been used at least 7 times over the course of no less than 13 years. A new *censer* created for use with the spell will cause the ritual to backfire automatically.

Precautions

Casting this spell will create massive disturbances in weather patterns for

The magister gathered the clouds about him as the ritual neared completion. Winds whipped through the canyon like shrieking banshees, but his voice rose above it all. Suddenly he faltered and was forced to repeat a passage. The response was immediate and decisive. In the blink of an eye, fragments of his body were strewn from one end of the canyon to the other.

miles in all directions. The freakish windstorms can cause a lot of damage and can alert the locals to the caster's presence, so it is best to perform the ritual some distance from civilized areas to minimize the chance of interference.

Casting the Spell

The ritual must be cast on a high place such as a mountaintop but cannot be performed within a hundred feet of earth, water or fire. This can be avoided by building a wooden tower and performing the spell on a platform high above the ground.

To begin, disrobe completely and shave all of the hair off of your body. When you stand naked in the wind, draw in a hundred and one short, sharp breaths. This will make you quite dizzy but it must be done to cleanse the lungs of impurity.

Incant the seven verses of the ritual. By the third verse your throat will go rough and the words will be silent, but read on. By the fifth verse your throat will bleed, and your voice will return, but read on. The seventh verse will thunder out of you, echoing across the vast expanse of the heavens.

When the spirits of the sky begin to rise up, show them the censer, and destroy it with three blows of your bare fist. Fear not, the ritual will empower you. Upon seeing your might the creatures will begin to lament. Silence them with the Intervention.

Draw the spirits into the vessel of your soul with the final passage, and the sky is yours to command.

Backfire

If the spell is not performed correctly, the spirits of the winds will turn on the caster in a vicious rage. The caster is killed instantly. It is possible to *resurrect* a character the spirits have torn asunder, but all of the parts need to be located first, and a *wish* or *regenerate* must be used to rejoin them.

As we marched, the sky continued to darken. We were several days into enemy territory so there was nowhere to take refuge from the coming storm. When we received the order to set up camp, I knew we would never make it in time. I pulled back my unit just in time to save them from the first of the thunderbolts, but we could not escape the hurricane riders...



Entropy Unbound

This ritual forges the raw essence of chaos into a mindless juggernaut capable of incredible destructive power. The juggernaut is one of the most potent weapons available to mortal wizards and can lay waste to mountains and devour seas.

The juggernaut never looks the same way twice but is usually some kind of energy construct. From time to time it will assume a more physical manifestation such as whirling knives or the dreaded "war wheel," and there are at least two reports of living incarnations, both ravening beasts of immense size.

When the ritual is complete, the juggernaut springs into being. The mere sight of it is enough to cause fear in characters of skill 3 or less. Its presence will disrupt local weather, causing violent electrical storms that last for days after its departure.

The caster can only maintain the juggernaut for a number of rounds equal to his skill level. During this time he may command it to destroy anything within his line of sight. Each attack takes three rounds as it travels to the target on the first, destroys it on the second, and returns to the caster on the third.

Nothing can withstand the juggernaut. A single attack can bring down a mountain, a castle or just about anything the caster can imagine. Unfortunately the juggernaut is too large to manipulate accurately enough to destroy an individual.

Preparations

The caster must prepare a tiny sphere of glass. The sphere must be perfect or it is useless. There can be no air bubbles, no discolorations or flaws of any kind.

Every day for three phases of the moon the wizard must cast *enchant an item* and *major creation* on the sphere, reciting the greater invocation of substance. When the sphere is ready the wizard must cast *permanency* on it to seal the wards.

Precautions

Manipulating the raw essence of chaos is extremely

dangerous, especially when other magical forces are involved. The caster should make sure there are no magic items within one hundred yards of where he intends to perform the ritual. When the spell is cast, every magic item in a hundred yard radius has a 1 in 6 chance of exploding, causing 6-36 points of damage to everyone in a 15" radius.

Casting the Spell

To begin, scribe the Arach Configuration using bone dust and silver powder. Work the pattern slowly, repeating the invocation of outer essence to maintain constant focus.

When the warding rings of the Configuration are in place, light a candle for every year you have lived. Wait until the flames burn green to complete the final rune.

Set the orb before you and reach beyond, grasping the heart of decay with an iron fist of will, dripping its fiery blood into the vessel of glass. When the sphere is filled to bursting, smash it against a silver coin and unleash the Juggernaut.

Backfire

If the spell is not performed correctly, the gathered power will simply discharge, destroying the caster in some bizarre and usually spectacular fashion. When dealing with chaos, any demise that tickles the gamemaster's fancy would be appropriate. The only restrictions are that the backfire is always lethal and is always restricted to the caster. Be creative. Only a *wish* spell and a subsequent *resurrection* spell can restore the caster.

The skies darkened, black clouds loomed over the desolate plains. Green lightning stabbed at the pool, drawing blood that spread quickly across the surface. The sorcerer cried out for obedience and something shuddered, shifting the earth for miles in all directions. Suddenly the clouds abated and the pool cleared. Standing at the bank was our nemesis, turned to glass by the spell that was going to bring the kingdom to its knees. We all kept a fragment as a souvenir...

Out of the sky dropped a whirling ball of lightning which struck the ground with earth-shattering power. In the space of a skipped heartbeat, it skittered out of the crater and bounced along the plains towards the keep, uprooting trees and boulders as it meandered towards us. When it collided with the outer wall, masonry powered, fittings rusted, planking rotted, and the whole thing collapsed, sagging into a massive pile of useless rubble.

SKILL LEVEL: 13
COMPONENTS: V, S, M
RANGE: SPECIAL
TTC: 1 HOUR
DURATION: 1 ROUND / LEVEL
SAVING THROW: NONE
AREA OF EFFECT: SPECIAL

Exclusive Essence

Skill Level: 15
Components: V, S, M
Range: 0

TTC: 1 night

Duration: Permanent

Saving Throw: None

Area of Effect: up to 1 sq. mile per skill level

This spell allows the caster to take control of the ambient magic in his immediate area so that he can choose who may cast spells and who may not, or even decide what spells may be cast. These decisions must be made when the spell is cast and may not be changed thereafter unless the spell is repeated.

These restrictions may be lifted for specific individuals and spells or under certain circumstances but these exceptions must be clearly defined when the spell is first cast.

For instance, it is possible to create a ward that makes it impossible for anyone save the masters of a specified magical order to cast direct damage spells. It is also possible to build in restrictions such as passwords and skill level limits.

Wizards who are less than half the caster's skill level may not cast magic of any kind. Those who are half the caster's skill level or better may cast magic if they save vs... spell. This save must be made every time the character tries to cast a spell, and if the save is failed, the spell fails and is no longer memorized.

Spellcasters who are higher level than the spell caster may cast spells equal to the difference between their skill levels. For instance, if the wizard who cast *exclusive essence* is skill level 16 a skill 20 wizard can freely cast spells of skill 4 or less. Higher level spells require a saving throw.

Preparations

Ten uncut gemstones of no less than 500 gold piece value total are required for every square mile the ward will affect. A jeweler must be employed to shape them into the symbolic forms, specified by the ritual, which can be very expensive and time consuming as the required cuts are very sophisticated and delicate. A *wand of negation* is also required to complete the ritual.

"I was a wizard once, almost became an archmage. You couldn't tell it to look at me now, grizzled mercenary is more like it. What happened? I had this great idea: cast a spell that would make me the only wizard in the land. I should have been beautiful if it had worked. I was in such a hurry to wrest absolute power from the guild that I failed the invocation. Now I can't manipulate magic at all, and my brother wizards want me dead. Serves me right I guess, but it would have been so sweet..."

Precautions

When the ward is first established there is a backlash that can shatter enchantments. It is wise to keep any magic item not directly involved in the spell out of the intended area of the exclusion. Any permanent enchantment exposed to a new ward has a 1 in 8 chance of giving way before this greater magic.

Casting the Spell

Begin by invoking the spirit latent in each of the gemstones you have readied for the spell. If you intend a large area, this can be a laborious process that could be expedited by assistants of at least skill 6.

Surround yourself with three interlocking wards. Work the stones into the pattern as incidental nodes but recite the rhythmic inspiration to align their energies with your focus.

Empty your mind of all memorized magics, pouring them into the earth unspoken. When the power has passed, purify yourself with words, will and water.

Complete each canto of the ritual in turn and, before each passage, anoint each of the gemstones with the indirect light cast by a hooded lantern or a corpse candle.

When all of the passages have been properly pronounced, cry out the final invocation and snap the *wand of negation* in half. As the ward begins to manifest, issue whatever demands you may have before the light fades from the last of the gems.

Backfire

If the spell is not performed correctly, the ward fails to take shape and the energy called up by the ritual will feed back on the caster, afflicting him with a binding that prevents him from ever casting even the simplest of spells. Not even a full *wish* can reverse this lamentable condition.

As we entered the necromancer's inner sanctum, my companions and I prepared the spells that would undo the usurper's guards and wards, clearing the way for the brothers to put an end to his evil with their twin blades. The doors swung wide and, instead of a burst of energy to herald our arrival, our spells simply failed. Muttering a prayer I ordered a retreat.



Genesis

This ritual calls into being an entire new world. This world is complete in every way, having mountains, seas, plantlife and animal life. The only thing not created is sentient life (though this too would eventually come into being after many centuries).

This new world (actually an entire universe) is on a prime plane all its own, existing alongside the plane of the caster's origin (note that this new plane could separate the plane of the caster's origin from any surrounding plane).

The world created is normally created entirely at random though if the caster makes an Intelligence Check at -8, he may have some rudimentary role in the creation (determining how much water there will be, how rich in minerals the mountains are, where great caverns will be, etc.).

Once the spell is complete, the caster will have a number of links to his world:

- The caster gains a kind of sympathy with his new world and will instinctively know if it is threatened, though he will not automatically know by what.
- He will never be harmed by any creature of this world, though he might still be susceptible to natural accidents.
- If he travels to another dimension, he will always be able to return to his world at will as *teleport without error*.

Preparations

Before he can conduct this ritual, the caster must first obtain the essences of Earth, Air, Fire and Water, as well as the essences of Life, Death and Magic. These essences must be kept safe within vessels of purest crystal until the spell is cast. Even the mere gaze of corruption will spoil these components. The mage must also gain the approval of his god or gods, for it is their energy which will power his spell.

Precautions

Absolute care must be taken in casting this spell. If it is not cast into the ether, as stated below, but cast into an existing material plane, the resulting overlapping of elemental matrixes will be devastating for hundreds of miles around. Entire portions of the world will be inextricable altered as all things, living or not, will

be warped or destroyed (including the caster).

Casting the Spell

Casting Genesis is a relatively simple procedure compared to the hardships which must be overcome to obtain the spell's components.

The mage must first cast *Interplanar Doorway* (see page 35) or similar spell to open a portal to the ethereal plane. This portal must be maintained throughout the casting. It is highly advisable to have strong allies to protect the caster as creatures from the ether may take notice of the portal and attack the mage. These protectors are free to enter into the ether in their defense of the caster but must not be there just before the spell takes effect.

The caster must beseech the realm of Creation and summon the expected energy of his patron. The mage then acts as a conduit for the power divine for a day, during which time he will age ten times ten months and have his Strength and Stamina permanently reduced by 2.

One minute before the spell's completion, the mage must open the essence containers, before him allowing the divine energies to spray the essence into the ether where they will coalesce into the new world. When the spell is finished, the caster and anyone in his immediate area will be transported to the new world.

Backfire

If the spell fails, the area for 100 miles around the mage will be laid waste in a single, massive blast. The caster himself will be transformed by the divine power into an immortal creature like an undead and driven irrevocably mad.

I suppressed the urge to fall to my knees weeping before the magus. He had done that which I had thought only the gods of creation could do. As far as I could see, a world was aborning; mountains rising up, plants sprouting, clouds forming overhead. Here, he said, the outcast races could start life again, safe from all of their oppressors.

As we cautiously approached the edge of the blackened waste, a lone skeletal figure approached from within, and my blood went cold as winter.

SKILL LEVEL: 14
COMPONENTS: V, S, M
RANGE: 0
TTC: 1 DAY & 1 MINUTE

DURATION:
PERMANENT

SAVING THROW:
NONE

AREA OF EFFECT:
SPECIAL



Skill Level: 11
 Components: V, S, M
 Range: 0
 TTC: 1 day
 Duration: Permanent
 Saving Throw: None
 Area of Effect: 1 person

Glory Everlasting

This spell permanently transfers a character's personality into a magical weapon. Once there, neither his soul nor his mind will ever die. Once transferred, the personality possesses complete awareness of everything around it as if it had normal senses, and retains the Intelligence and Insight it possessed when alive. In addition, the personality may guide or even control anyone who uses the weapon. If the personality is placed into a +1 weapon:

- If the person wielding the weapon makes an Insight Check, the personality may speak telepathically with the wielder.

If the personality is placed into a +2 or +3 weapon:

- The personality may automatically speak with the wielder whenever it wishes.
- If the wielder fails a save vs... paralyzation, the personality may control the wielder's movements whenever the weapon is held for a period of minutes equal to the number the save was failed by.

If the personality is placed into a +4 or better weapon:

- The personality may automatically speak with the wielder whenever it wishes.
- If the wielder fails a save vs... paralyzation, the personality may control him completely (whether the weapon is being held or not). The wielder will not remember this period, typically assuming he was asleep or unconscious.
- If the personality makes a successful Intelligence Check, the weapon may fly of its own accord for a period of minutes equal to the amount the Check was made by. During this time, the weapon will have a Strength equal to the personality's Intelligence.

If the personality is placed into an artifact:

- The personality may possess all the abilities listed under +4 weapons.
- If the personality was originally a spellcaster, he may cast those spells which he had memorized when he was placed in the

weapon. These spells are permanent and need not be rememorized.

Preparations

Before casting the spell, the caster must obtain a gemstone worth no less than 10,000 gp and a vial of *oil of timelessness*. He must also determine what magic weapon the personality will be placed into.

Precautions

Choose the receptacle weapon with care. Though many exist which are magical, most of these are unsuitable in some way. If a weapon is chosen which has an alignment and this alignment is other than the subject's, the personality will suffer an alignment change when it is fused with the weapon.

Casting the Spell

The caster begins by casting a modified *magic jar* spell on the subject using the acquired gemstone instead of the usual magic receptacle. Once imbued with the subject's personality, the gemstone is wrapped in a hank of virgin wool. Soaking the wool in the oil of timelessness, the caster then fully oils the weapon, reciting the mantra of everlasting fortitude all the while.

Now, casting a dominate spell, the caster animates the now-spiritless body, instructing it to take up the weapon and smite the soul-filled gemstone. If the subject makes a successful Check vs... System Shock, the personality will be transferred into the weapon and the evacuated body will drop lifeless.

Backfire

Should the spell not be cast properly, the personality will become trapped at some stage of the transfer, typically in the gemstone. At any of these unintended stages, the personality will be aware of its surroundings but will be completely unable to affect them in any way. The only way of extracting the soul at this stage is to destroy the receptacle, killing the personality.

Though the spell was cast, never again did we know of Delvin's presence. The sword that he was to be still hangs in my home..

Delvin had always gloried in the fight and now mourned bitterly, knowing his days were ending. As I neared his keep, I prayed he would let me grant him this one last, ultimate favor.



Greater Apocalypse

This spell is the ultimate destructive force which a mortal can possess: it destroys the world. Originally there was only one spell of this nature, but dozens of variations have been written which is odd considering one apocalypse is all one could need.

Obviously this is a spell which might only be used by the darkest villains, who often seek to destroy the world, or by heroes in the ultimate of dire, universe-threatening situations.

The effect of the spell creates a wave of annihilating force which sweeps over the world's entire surface in 1 turn; nothing is spared from its power. The entire world is consumed, immortal artifacts or gods visiting the mortal plane are all that will be left, floating in the void where the world once was.

Preparations

The archmage who wishes to cast this ultimate spell had best seclude himself far from the nearest civilization and protect himself securely with guards, traps and wards. By some as yet unknown nature of this spell, all characters of skill 5 or greater within 250 miles of the spellcaster will come to learn of the intended casting. This foreknowledge is seldom spontaneous in nature, and seems to be more a direct manipulation of fate as the characters will happen upon rumors of the spell's existence or impending casting, or stumble coincidentally into the mage's plans.

The mage must also fortify his constitution in such a way that he can withstand the grueling casting time of 1 month which must be performed, uninterrupted by the need for food or rest, without distraction. In addition, the caster's Stamina must be increased to 19 or better.

Precautions

Few precautions other than the ones stated above can

be taken. The mage must, of course, be absolutely certain of his intent. If his resolve wavers even slightly, once the casting has begun, he will be removed from the world to a plane of eternal torment where he suffers the dying moments of every being who has ever, and will ever exist, until the end of time.

Those around the mage are free to go about their business, oblivious to their impending dooms. Those who have been somehow forewarned, but have given up hope of saving the situation, might consider substantial amounts of strong drink.

Casting the Spell

As he begins the spell, the mage must somehow accomplish the following feats. None of them may be easily achieved through known magical means, though perhaps devised through lengthy spell research.

- He must ward himself from direct intervention by the gods.
- He must speak aloud the causes of every being who has ever wished the world to end.
- He must inexorably link himself, body and soul, to the world.

It is often at this point that would-be world saviors will appear to interfere with the mage's casting. At this time he is most vulnerable and cannot be distracted by anything, relying fully on his security measures.

Backfire

Certain damnation (see Precautions above).

The warlock paused just long enough to notice us approaching the conjuring circle on the narrow bridge. We lost the bag king to the gargoyles at the gate, but we were still there against one, and he was deep in trance. I nocked an arrow, took aim at the brazier and opened fire. In an instant fire leapt from the shattered vessel onto our hapless foe, who was vanished in agony before we could do anything to help him... not that we would have.

When we first learned of the ritual's existence, we were more amazed than alarmed. Who would write such a thing, and who would dare use it? When the Grimoire was stolen, our rhetorical curiosity became a more immediate concern. Someone obviously wanted the ritual enough to steal it. I pray it is a collector.

SKILL LEVEL: 15
COMPONENTS: V, S, M
RANGE: 0
UTC: 1 MONTH

DURATION:
PERMANENT

SAVING THROW:
NONE

AREA OF EFFECT:
1 WORLD



Knell of Darkness

Skill Level: 15
Components: V, S, M
Range: Special
TTC: 5 days
Duration: Permanent
Saving Throw: None
Area of Effect: Special

This dread spell closes off all contact between the prime plane and the void, or negative material plane. This has the effect of destroying all undead wherever they may be in the world, and any other creature whose existence is tied to the negative plane.

Some believe that evil itself could be cut off from the world through this spell, thinking it to be inexorably linked to the negative plane. Whether this is indeed true must be determined by the GM though the completion of such a spell would certainly end the campaign. (What adventure is there to be found in a world without evil in it?) This larger effect, however, could be entirely legendary, though the spell would certainly destroy all creatures of the undead.

Preparations

The materials to be collected in preparation for casting this spell are extremely dangerous to acquire. The caster must seek out and defeat 6 liches and locate the phylacteries containing their life essences. Obtaining these, he must suspend them within the inner sanctum of a church, surrounded on all sides by icons, while he completes his preparations.

He must next trace the lineage of 10 generations of vampires and inscribe onto a sheepskin what each said with its dying breath. These he carries with him at all times while he makes his final preparations, memorizing and reciting them in his free moments. After four days of this recital, the mage should begin to have dreams in which the implied subtext of the words begin to appear. These too must be written down and memorized. If the subtext does not make itself known, the mage has incorrectly determined the vampires' lineage and must begin again.

Lastly, the mage must locate a necromancer of skill 16 or greater and strike off his head. The flesh is cleaned from the head, and the skull is left to bleach in the sun

When the drying brain can be heard rattling within the skull, the spell may begin.

Precautions

Caution must be maintained in protecting the essence phylacteries as the liches' undead minions will surely attempt to recover them. While they are well sealed within the church, many cunning undead will devise ways to get them back such as though coercion or by destroying the church. If a phylactory is recovered, the offended lich will stop at nothing to exact its revenge.

This danger is compounded by the fact that, as components are gathered, ghosts, liches and other powerful undead creatures will grow uneasy. With the complete accumulation of the phylacteries the undead will know what is happening, and with the memorization of the vampiric subtext, they will be able to determine the spellcaster's location through scrying. At this point it becomes imperative that the spell proceed as quickly as possible.

Casting the Spell

Shearing the top from the necromancer's skull, the mage removes and discards the desiccated brain. Taking each in turn, the mage then breaks open each phylactory, pouring its life essence into the brain cavity while incanting the final vampiric subtext between each essence.

The brain cavity is resealed using a mixture of holy oils and sealing wax and closed with the ward of Final Binding. At this point, the magus must chant the prayer of cleansing or save vs. death. Failure results in an irreparable alignment shift to chaotic evil and the discontinuation of the spell. If the mage can continue, he then lowers a black cloth over the eyes of the skull. As he does so, a black shade will fall over the sun and the dark life-essence of all unliving creatures will be drawn into it.

Backfire

If the preparations and casting of the spell are not precisely done, the spell will fail and a portal between the planes will open for 13 days. All corpses which have not been properly laid to rest will absorb the negative energy and rise in 2-8 days as creatures of the undead.



The army of night knew they were beaten. Even though they had organized nearly all the world's creatures of darkness against us, the spell was now made. The eclipse had begun: it was just a matter of time before they all would go to their eternal rest.

The legions of the damned rise up all about now. I can hear them outside, pounding at my fortifications. This is my doom..

Manifest Destiny

This rare spell has the awesome ability to grant a character his destiny, bypassing all of the effort required to achieve it. If cast correctly, a character who would one day have become king will become king immediately. The risk is that the character was not destined to become king in which case the subject is killed.

If the subject wants to fulfill a destiny well known to the gamemaster, the outcome of the spell can be a simple arbitration but if the gamemaster doesn't know whether or not the subject would be successful, a random element must be introduced.

The subject's success is based on an Insight Check. Modifiers should be assigned to reflect the scope of the subject's ambition. A modest destiny such as knighthood would be fairly easy to achieve for a fighter who has shown reasonable potential (+2 or 3) but outrageous requests such as world domination or godhood should be nearly impossible (-10 or more.)

When a subject is killed by this spell, his unworthy corpse slips into an alternate timeline from which it can only be recovered by a full *wish* or powerful dimension travel magicks and must then be *resurrected*.

Preparations

The caster must not sleep for three days before this spell is cast to prevent his dreams from mingling with those of the subject. A *potion of vitality* is recommended to ensure awareness.

Precautions

Destiny is one of the most powerful of the primal forces and should not be tampered with unless the caster feels there is no other recourse. This spell can create ripples that effect the entire campaign. There are no precautions that can resist the sheer power of this archmagic. If a character dares to cast this spell he is at the gamemaster's mercy.

Casting the Spell

Dress the subject in robes of virgin white stained with the runes that mark the path of his life. Bind the garment with

a red sash embroidered with the runepath of the life you intend to invoke. Do not speak until the sash is tied.

Surround the subject with silver-backed mirrors, each etched with the likeness of his ambitions. Be sure that the image in the subject's heart matches that on the mirrors, or they will shatter, and the spell will surely fail.

Utter the invocations of the lesser cycle and shield your eyes with your palms. When the last word is spoken silence must prevail until the subject falls asleep. Spells cannot be used to enforce the silence or to speed the embrace of sleep.

When the subject drifts he will dream. Each dream will be reflected in the mirrors. When the subject dreams of his ambitions, recite the rest of the spell in a whispered monotone lest you disturb his slumber and conjure dangerous nightmares.

If you have done everything the ritual demands, the mirrors will dissolve into a shimmering mist that will bathe the subject in the light of judgement. Do not look into the light lest your soul be blinded. Be warned that the light may anoint the subject, crowning him in glory, but it can also destroy him.

Backfire

If the spell is not performed correctly it will alter the subject's destiny. This effect is difficult to define in game terms but can lead to exiting adventures. The victim will be destined for something that he never intended and has no knowledge of. The actions of others will provide the only clues to his new identity.

For a moment nothing seemed to happen. As hopelessness overwhelmed us, a bright light filled the conjuring room, a lance of gold piercing the prince through the heart. Eternity paused to judge him worthy and moved on. When we recovered our senses, the first thing we noticed was the crown on his head. It was done...

Ten years had come and gone since the magister tried to make me archmage. The ritual was as potent as we had been promised, but it had not done what we thought it would. I was prepared for the possibility of the ignominious death that would come with failure, but the old man had not bothered to warn me that the spell could also thwart my destiny completely.

SKILL LEVEL: 13
COMPONENTS: V, S, M
RANGE: 0
TTC: 1 NIGHT

DURATION:
PERMANENT

SAVING THROW:
NONE

AREA OF EFFECT:
SPECIAL



MINIONS

Skill Level: 11
Components: V, S, M
Range: 0
TTC: 1 week
Duration: Permanent
Saving Throw: None
Area of Effect: Special

This spell will create a race of servitor minions who serve their creator with mindless loyalty. This loyalty is genetic and will be passed on to future generations. The ritual also gives the caster several means to enforce his will.

- First, the master has the power to heal. He may lay hands on each of his minions once per day, curing 1-6 points of damage at a touch. Once an hour he may also cure poison or cure disease on one minion. Once per day he may heal or regenerate, and once a week he may raise dead at the cost of the permanent loss of 1 hit point.

- Second, the master has the power of authority. His word is law to his minions. He may utter a command at will that affects any minion within earshot. Once per round he may cast charm person or suggestion on any minion in line of sight.

- Third, the master has the power to destroy. Inverse recitation of certain of the ritual's key passages will unweave the minion's essence. A single phrase takes two segments to utter but will do 6-36 points of damage to all minions in a 18" radius. An entire passage takes a full round to pronounce but will kill any minion in line of sight who fails a save vs... death.

Preparations

The spell requires a minimum of forty humanoid captives. At least half must be female and all must be skill level 0 and have Intelligence and Insight scores of less than 13, or they will be able to resist the effects of the spell. Since these values are difficult to test for, most wizards will simply gather more captives than necessary just to be sure. One hundred and one is monstrous but traditional.

The captives must be kept in the dark for a year and a day, during which time they must eat only red meat. If the name of any of

the gods of nature is spoken aloud in their presence the ritual will fail so they are kept gagged. Particularly cruel enchanters may have their tongues removed for convenience.

Precautions

The first generation of minions created by this spell are none too bright and are easily disoriented until they become accustomed to their new forms. To prevent confusion over the identity of their master, any attendants or assistants should wear masks or hoods lest they be mistaken as master. Some wizards will seal the first generation in their cells, using them exclusively as breeding stock for the reliable generations to follow.

Casting the Spell

After reciting the names of six imposters of gods, the caster inflicts in the flesh of each, the sigil of transformation. A limited wish is then cast and the heart of each potential minion is removed and burned in a mass cremation.

The minions created by this spell are hideous humanoid creatures whose description should be dictated by the cruel whims of their creator. They have limited intelligence and a doglike lifespan. They have 2+2 HTK Dice, an AC of 8 and may make 1 unarmed attack per round for 1-6 points of damage. Other details vary depending on the minions' description.

Backfire

If the spell is not performed correctly the prisoners will be transformed, but they will harbor a hatred of their "master" that may not surface until the second or third generation. When rage finally consumes reason, the caster's destruction will become the guiding purpose of the entire race. There is no way to blunt this single minded crusade but charm spells will override the genetic imperative for as long as they are effective.

The legends mentioned the Minions, but we had always assumed that they were the evil men who served as his army. During our descent into his underworld palace, we learned how wrong we were. These hideous creatures were twisted into a cruel parody of humanity. Apelike, but with scales on their chests and backs, they leapt at us like massive frogs, flapping vestigial wings uselessly with each bound...

No matter how far I flee, they always catch up with me, and no matter how many I slaughter there are always more. They transmit their hatred to one another like a disease, a racial crusade whose only purpose is my brutal demise. Long have I sought the arch-magic that offers genocide, but I fear I will never be free. If only there weren't so many of them..

Open Gate

This unholy ritual opens a gateway to a dimension populated entirely by demons, devils and the souls they torment. It can only be used to free the evil creatures imprisoned there. Useless to any but the most corrupt of mortal wizards, the only possible reason to use this spell is as part of a bargain with one of the lords of hell. Dominion and immortality are the traditional rewards.

Preparations

A gate to the abyss can only be opened in dead earth where no prayer has been uttered since the dawn of man. Such places are very rare, and their suitability can only be verified with a *contact other plane* or *legend lore* spell.

A gate to the abyss requires the sacrifice of thirteen virgin souls. It is more difficult to determine the spiritual purity than their physical condition but a *dream* spell would help.

A gate to the abyss must be marked with five swords crafted by blind smiths who have sold their souls for talent. These weapons must be quenched in blood and enchanted by the caster, at a great cost of Stamina (five *permanency* spells must be cast.)

Precautions

When the hordes of the abyss begin their tireless march into the world of mortal man, the caster will receive no special treatment. If the ritual was performed as part of a bargain with one of the lords of the underworld, the caster would be wise to ask for some kind of token to guarantee his safety.

Casting the Spell

To begin, clear a conjuring circle and cover the ground with ash. Set the tools of the art before you and recite the lesser cleansing over each. Dress yourself in red, your assistants in black and each sacrifice in robes of purest white. Light the braziers and invoke your infernal sponsor. It

Whirlwinds whipped around him as lightning flashed in the distance. The passages from the black book echoed across the valley, drawing tears of blood from the clouds looming overhead. Taking up the staff, the renegade knocked twice on the key-stone arch, calling forth the gatekeeper. Imagine his surprise when the doors were flung wide by an invisible hand, and a host of flying maggots descended on him, stripping flesh from bone before he could conjure any kind of defense.

will make its presence known with signs of blood and pain. When you are certain you have made contact, read the first canto.

As you work, the darkness will gather, making it difficult to see and to breath but do not falter or the blind spectres will pry open your inner eye and torment you with phantasms.

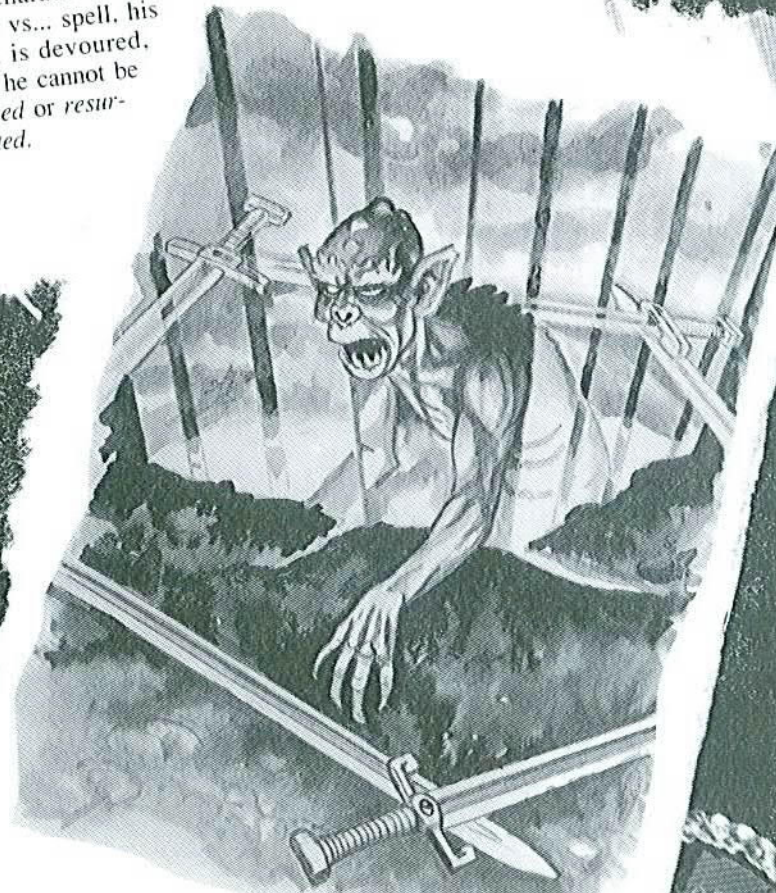
One at a time, the virgins will be set before you by your assistants. Offer the final temptation to each, and curse those who falter to eternal damnation before you spill their life on the ash. If you are marked by their tears you must change your robes lest you fall to the venom of sympathy. When all have fallen, have the bodies removed from the conjuring sight and dismiss the lingering spirits of the slain.

Take up each sword and awaken the fire within, plunging it fiercely into the earth. When the five stand before you, complete the ritual recitation over the wound they have marked. If your heart is black and your will as strong as your desire, the pit will open, and you will have your gate.

Backfire

If the spell is not performed correctly the ritual will rattle the gates but will not open them. This will invariably attract the attention of a demon lord whose frustration can only be satisfied by the violent demise of the foolish wizard who dared disturb his infernal slumber. There is no way to survive this backfire, and if the character fails a save vs... spell, his soul is devoured, and he cannot be raised or resurrected.

The damned fools had done it. Below us, the valley was slowly filling with a sea of creatures, bloated insects clamoring to be the first out of the crater. We could no longer make out the standing stones, let alone the renegade guardian. Someone suggested trying to get away, but there didn't seem to be much point to it. The gate was open. It was only a matter of time...



SKILL LEVEL: 13
COMPONENTS: V, S, M
RANGE: 0
TTC: 1 NIGHT

DURATION:
PERMANENT

SAVING THROW:
NONE

AREA OF EFFECT:
SPECIAL

Persistent Rebirth

Skill Level: 15
Components: V, S, M
Range: 0
TTC: 1 hour
Duration: Permanent
Saving Throw: None
Area of Effect: 1 character

This ritual permanently binds the subject's spirit to the plane prime, bestowing a peculiar form of immortality. When the enchanted character is killed, his soul cannot travel to the afterworlds so he is reincarnated. The spell ensures rebirth as a child of the same race and sex. From birth the character will be a normal child but as adolescence nears, the spirit begins to reassert itself, and the personality will be reborn. The character regains all of his memory and ability on the 16th anniversary of his birth. The only way to prevent rebirth is to destroy or capture the soul with spells such as *finger of death* or *trap the soul*.

Preparations

This spell requires a very special ruby mask. The mask must be one piece, so the ruby required to craft the mask must be of enormous size. Such gemstones are only found at the heart of certain mountains or on other planes of existence. The stone must be shaped to resemble the subject's features, a feat that requires the skills of an expert craftsman. When the mask is ready, it must be kept out of direct sunlight until the spell is cast.

Precautions

When a character is reborn, he will often have an identical twin that is the child that should have been. The twin of a reborn character will not have the extraordinary bond most twins share and is unlikely to feel any kinship at all. The subconscious realization that there is something wrong will create ill will that can develop into deep-seated resentment or even hatred.

Outnumbered and over-matched, I allowed myself to be backed into my confining room to build the tension. I would show them real power. They would rue the day they dared oppose my will. When I returned, I would hunt each of them down and slaughter their families, or so I thought. The fatal stroke did not send me soaring into the future. I was trapped in my dead flesh, disoriented and vulnerable. My nemesis was kind enough to leave my head intact so that I could ponder my failure.

The reborn should take steps to deal with their twins as soon as they remember what the dangers are, or the twin may deal with them first. Sometimes murder is the only alternative. For this reason those searching for the reborn should ask after the surviving twin of pairs that have recently suffered a "tragic loss."

Casting the Spell

The subject is clad in red robes bound with three black cords. Begin the ritual one hour before dawn. The timing is critical, so be sure to consult a reliable astronomer.

Invoke the silent voice and call out to the future spirits to hear your demands. Console them with the rhythmic mantra, or they will be angered by your arrogance.

Raise up the ruby mask and recite the first four passages of the spell. Feel the power gather in the facets of the great stone. Wait until the eyes begin to glow and place the mask over the subjects face, completely obscuring his features.

Complete the spell, watching for the shadows of forbiddance. If any of the grey spirits begin to manifest..... banish them with Gregor's Dismissal. When you have read the final passage the mask will vanish, and the subject will be bound.

Backfire

If the spell was not performed correctly, the subject's spirit will be bound so securely that it cannot escape the body when the character is killed. Upon the cursed character's death, he becomes a zombie with a number of hit dice equal to his former level. When these points are lost, the body can no longer move until something is done to heal the damage.

The lessons had always come easily for the boy. At first my arrogance led me to believe it was my skill as a teacher, but as we progressed, it became obvious that his extraordinary talent was responsible. Curious about the source of his gift, I asked an associate to do some delving. She came up with nothing of interest about his past, but she recognized his distinctive casting style and warned me that he might not be who he claimed to be...

Saving Grace

This spell has the power to grant a person the opportunity to relive one event in his own history. The person is effectively transported through time to the exact point when the event took place, while retaining the full knowledge of his experiences since the event. With this foreknowledge in mind, he may then proceed with his life however he wishes.

History will proceed from this point on, sometimes completely altered by the adjusted event. GMs may either replay campaign history from this point on for accuracy (a potentially boring procedure), or he can create a new history which has been altered by the changed event.

Once the event has been relived, the person will begin to lose his memory of future events. He may attempt to retain his memory by making a save vs... spells every day. Each day, however, this save is made at a cumulative -1 (-1 the first day, -2 the second day, etc.). Failure means the character's memories and experience are reduced to those appropriate to the time he is now in.

Preparations

The caster must first calculate the time of the event to be changed to within one-quarter of a day ("before dawn of the 122nd day of the year", "just past midday of the 65th day of the year", etc). This date must be penned in the blood of an immortal creature onto a fresh leaf from the Tree of Ages.

A *potion of youth* must be obtained for every 5 years between the present and the event to be changed, and a dispel magic cast on the entirety of the *potions* by a mage of at least 10th skill level.

Before the spell is cast, the caster and intended target must travel to the exact place the event took place; if such is not possible, an *amulet of the planes* must be worn by the target during the casting.

Precautions

Time is not to be tampered with lightly. As this spell

will inalterably change the flow of time, the greatest care must be taken to determine that the intended change will not produce negative results far down the timestream.

Casting the Spell

72 minutes before the spell is cast, the character must drink the dispelled *potions of youth* and (if necessary) don the *amulet of the planes*. Burn the inscribed leaf from the Tree of Ages and sprinkle the ashes beneath the character's feet while beseeching the two-faced Lords of Chaos.

Burn the palms of the subject with coals until his resistance breaks and he cries out in pain. Then bind the wounds and allow the victim to sleep, all the while chanting the mantra of the Underlord. When the subject awakens naturally, he will appear as he was at the exact time and place of the desired event with his memories intact.

Backfire

If the spell fails or the subject is prematurely awakened, the spell will instantly fail and the subject will be eradicated from the events of the world in which he once lived. His spirit will be swept eternally through the timestream, unable to reach the banks of any era.

In the world from which he once belonged, all actions which the subject performed during his lifetime are undone, except the event which he sought to change which will take place in ways totally unrelated to the character.

I embraced the prince, weeping like a child. When I attempted to babble an explanation, his guards shoved me away. I'm sure they thought me crazed. It matters little though for the man is alive again, the man I killed so long ago. Who would have imagined that that one act would set events into motion that would bring the world to ruin.

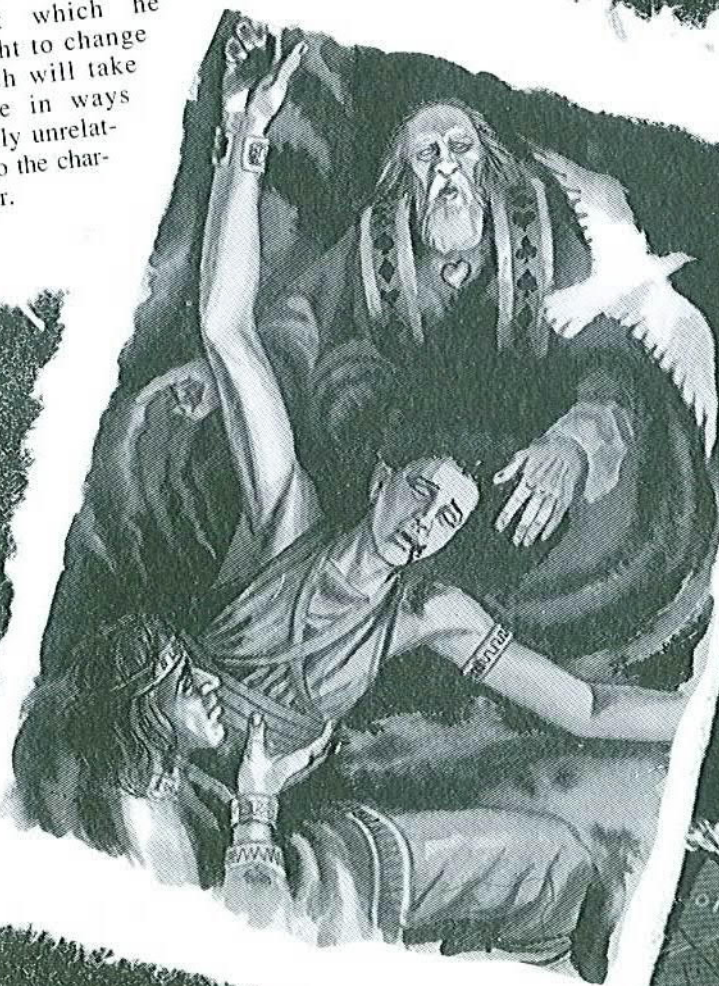
Have you ever felt the icy hand of Fate, as it moved its pieces inexplicably across the board of the universe, withdraw his fingers from you... as if you were... for a moment in time, a crucial component in some divine strategy.

SKILL LEVEL: 12
COMPONENTS: V, S, M
RANGE: 0
TTC: 1 NIGHT

DURATION:
PERMANENT

SAVING THROW:
NONE

AREA OF EFFECT:
SPECIAL



Twisted Path

Skill Level: 10
Components: V, S, M
Range: 0
TTC: 1 night
Duration: Permanent
Saving Throw: None
Area of Effect: 1 character

This spell allows the subject to reinvent himself by choosing another path for his life. In game terms, if the spell is successfully cast, the character may change character class and any or all of his proficiencies to suit his new career.

For instance, if the spell is cast on a skill level 9 fighter who decides he wants to be a wizard, the experience points he has earned stay the same, making him a skill level 10 wizard. He could have chosen to be a priest, a thief or just about class or class combination his race and attributes qualified him for.

Note that this transformation is just that. It does not alter history in any way, just the result. The subject's memories are unchanged even though he may end up a very different character.

Sometimes the character's clothes and equipment will change to suit his new destiny. This is an uncontrollable side effect of the spell that sometimes produces peculiar anomalies such as a note from someone the character has never met.

Preparations

Before the ritual is performed, the subject must prepare a series of scrolls which detail the new path his life will take. These scrolls are created by peering into an alternate timeline using the techniques in the spell text and a trance brought on by a *suggestion* spell cast by a wizard of skill 12 or better.

Every night the subject enters the same trance and the wizard places a quill in his hand. When he sees what might have been more clearly than what is, he will begin to write. These sessions vary in intensity and duration. Sometimes the subject will only write a few words, but in others he will be active for hours.

The entire process takes a month or more. It is important that the subject limit his

exploration to the trance so he must never be allowed to see the manuscript when he is conscious. Most casters prefer to seal the scrolls as they are written to be sure that no one violate the subject's privacy.

When the scrolls are finished, the subject will wake from the final trance with a start. He will be disoriented because he has just reached the point in the alternate timeline where his chosen past and his current past become one.

Precautions

As discussed, the ritual will sometimes alter the subject's gear to suit his new path. This side effect can extend to magic items, so any valuable equipment should be removed before the spell is complete.

When magic items are transformed they will usually become magic items of equivalent purpose or value. For instance, magic armor or a magic shield worn by a warrior reinvented as a wizard, might become *bracers of protection* or a *ring of protection*.

Casting the Spell

The subject is surrounded by the fourth ward of time and the seal of destiny, broken by the greater sigil of transformation. The caster speaks the mantra of rebirth as he tears the scrolls and confines them to the fire of faith. When the document is destroyed, the past, present, and future will collide in a cleansing wave that will recast the subject in his chosen image.

Backfire

If the spell is not performed correctly, the character's personality will be affected by the new life he has chosen. He will actually experience the alternate past and may like it better than the original version. What this will mean, is up to the gamemaster, but it can result in some fascinating adventures.



The
magister came
down from the
mount clad in sil-
vered armor adorned
with a colorful crest fea-
turing a leaping boar. He
had obviously received the boon we
had quested for, but something was
wrong. When he spotted us he drew his
sword and called a greeting in some foreign
tongue. Not only did he not recognize us, but
he seemed to think we were enemies...

One moment I was look-
ing at one of the most cunning
thieves I had ever encountered,
and the next a rakish swords-
man had taken his place. For a
moment I feared some trick,
but the features were similar,
and the grin was unmistak-
able. It was the same man but
with a new life. This would be
a fine disguise...

Unbearable Insight

Valued by those of all classes this spell permanently changes the way a character thinks, allowing him to learn twice as fast as other characters. All experience awards received by a character under the influence of this spell are doubled.

The down side is that the subject becomes obsessive and moody. He will seldom sleep and when he does his rest is fitful. After the first full month of this, the character's Stamina is reduced by a point. His Stamina is reduced by another point at the end of the first year and by another point after the third year.

Stamina loss caused by this spell is the direct result of long-term fatigue and can be counteracted by the combined power of a *potion of vitality* and a *restoration* spell or a *limited wish*, but this will only reset the clock, so the character will lose a point of Stamina after another month unless the process is repeated.

Preparations

This spell requires a special helmet crafted of steel and silver. The helm has no visor or opening through which the wearer could view his surroundings. The inner surface is covered in runes that bind the outer eye. To be of any use in the ritual, the helmet must be enchanted to rob the wearer of all sensory input. A wizard of skill 15 or better must use *enchant an item*, *blindness* and *deafness* to empower the runes and ready the helm.

Precautions

When the spell takes effect and the character begins to see with new eyes, the sudden rush of information may be overwhelming. It is best to reintroduce the senses one at a time over the course of a week or more. Most subjects develop a lust for knowledge and will actively resist such precautions, but if this warning is ignored the consequences can be dire. If the subject is exposed to his expanded understanding too quickly, he must save vs... spells or suffer the effects of a *feblemind* spell.

You would have had this sooner but I write more slowly than I used to. The words are so difficult now, but I had to warn you. You must be careful with the ritual. I know you have made up your mind, but you should know how dangerous the spell can be. If your will is not absolute and your technique flawless, a cloud will fall over your mind and your ambitions will die.

Casting the Spell

The subject must fast for a week's time. Only unleavened bread and clear water is allowed. Bathe the subject no more than once a day during this period and invoke the undine when you do lest the waters taint the flesh.

Blindfold the subject and lead him to the conjuring chamber. Seat him on a stone chair and surround him with candles, circling him five times forward and three times back.

Place the helm over the blindfold, reciting the silent mantra as the magik closes off the subjects senses. Over the course of a week the subject's outer eye will turn inward. Make sure that the wards are secure so that nothing of the outside world disturbs his reverie. If you are disturbed you must begin again.

When the ritual has shown the subject the path to enlightenment, he must remove the helm of his own free will. Douse the candles, destroy the device, and the spell is sealed.

Backfire

If the ritual is not performed correctly, the spell will have the opposite of its intended effect. Every experience award received by the character will be halved, making it twice as hard for him to advance in levels. A *wish* spell will put an end to this curse but will not restore any lost points. Casting the ritual again on a character suffering from a backfire, in hopes of reversing the effect, will automatically reduce the subject's Intelligence and Insight to 5 and drive him irrevocably mad.

Since she returned from her communion, the magister has been acting very strangely. She seems more intense to be sure, and her powers have certainly not suffered from her newfound devotion, but I question her judgement. The captain noticed that she seems to have abandoned sleep, and the guardmen have heard her talking to herself on several occasions...

SKILL LEVEL: 12
COMPONENTS: V, S, M
RANGE: 0
DTC: 1 WEEK

DURATION:
PERMANENT

SAVING THROW:
NONE

AREA OF EFFECT:
1 CHARACTER

Unnatural Fortitude

Skill Level: 12
Components: V, S, M
Range: 0
TTC: 1 week
Duration: Permanent
Saving Throw: None
Area of Effect: 1 character

Properly performed, this spell will greatly enhance the subject's vitality. His Stamina will be permanently increased by 2 points, and his HTK points are raised to the maximum possible for a character of their skill level and Stamina.

For instance, if *unnatural fortitude* is cast on a skill level 9 fighter with a 15 Stamina and 54 hit points, it would increase his Stamina to 17 and his HTK points to 117! Furthermore, as the character advances in level, his HTK points will always reach their maximum level.

The cost of enhanced vigor is accelerated aging. From the moment the ritual takes effect, the subject will age twice as fast, and all penalties for advanced age are doubled.

Preparations

This spell may only be cast by a wizard who has learned the healer and herbologist proficiencies. If the caster does not have these skills, he may employ an assistant who does. In either case, a proficiency Check is necessary.

The caster will need an *amulet of life protection*, a *potion of vitality* and seven *potions of extra healing*, all of which are consumed during the casting process.

The ritual requires a special tank in which the subject's body will be stored while his vital essence is transformed. This tank should be crafted of virgin marble lined with beaten copper.

The ritual also requires a complex mechanism constructed from glass and brass tubing. The mechanism takes a team of skilled craftsman three weeks to construct.

Precautions

In spells which affect the vital essence of mortality, it is widely believed that the blood should be kept as pure as possible

Time had stolen his vitality as surely as it had withered his ancient body, but the magister was convinced that he had found the miracle he had been searching for. Suspecting that his reason had abandoned him with his health, we assist the old man in what we were sure would be his last experiment. If only we had recognized the signs, we would have been able to stop him. Insanity and vitality are a dangerous combination...

The intended subject should refrain from eating red meat for three full days before the spell is cast. If this precaution is not observed there is a 13% chance the subject will acquire lycanthropy during the transformation process.

Casting the Spell

Bathe the subject, marking his flesh with the twelve greater runes of persistent preservation and the eight signs of twilight. Some use charcoal dust or silvered paint but purists use the tip of a razor-edged knife anointed with corrosives to ensure scarification.

Place the *amulet of life protection* about the subjects neck, invoking its inherent powers three times. Combine the potions and drink in no less than nine swallows.

Recite the rest of the spell, asking the subject to repeat each passage in turn. The response must be echo perfect lest the words become meaningless. Repeat the recitation until you are satisfied with the subject's performance.

Placing your left hand over the subject's eyes; kill him with your right. It must be done in one stroke and cannot maul the body beyond the ability of the spell to restore. Many techniques have been used successfully, but death spells are the most effective.

When the subject's life force takes refuge in the *amulet*, lay the body in the copper tub and open the gate of blood, attaching the posterior tubing and the primary harness.

For seven days the subject's essence will flow through the mechanism where it is mingled with potions infused with the power of the ritual. On the seventh day the subject will rise again, more powerful than ever before.

Backfire

If the spell is not performed correctly the process will thin the blood, afflicting the subject with unnatural weakness that lowers his Strength and Stamina to half. The only way to reverse this loss is the use of a full *wish* followed by a *heal* spell.

When the black prince began to writhe in the sanguine pool we struggled to free him of the web of tubing and bandages that bound him to the marble basin. Tearing the last of the cloth from his face, the warlock glanced down at what had become of his body and ordered my immediate execution...



Life you have been living lie
Open your eyes and see
This is the path to
Life you have been living lie
Shake off slumber, and bow
WAKE A WAKE
HIMY HITYM
Shake off slumber, and bow
WAKE A WAKE
HIMY HITYM
Shake off slumber, and bow
WAKE A WAKE
HIMY HITYM

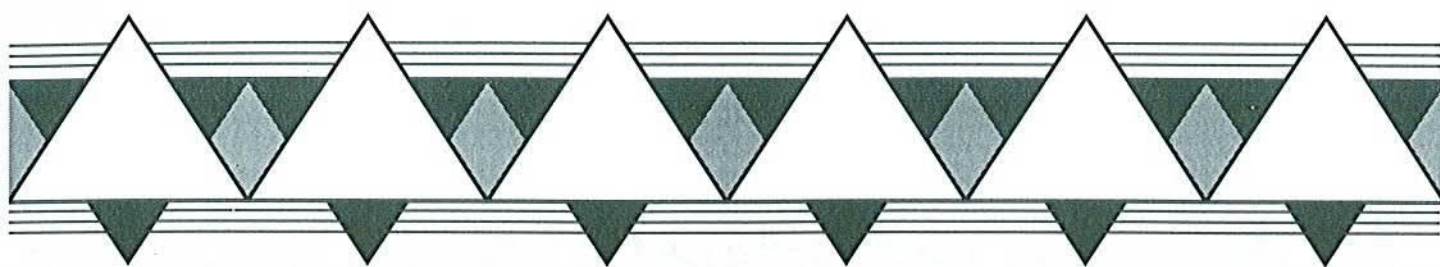


Worse Things



Archmagic Adventure Book

Scan by Kernunos13



Archmagic - Worse Things: Archmagic Adventure Book

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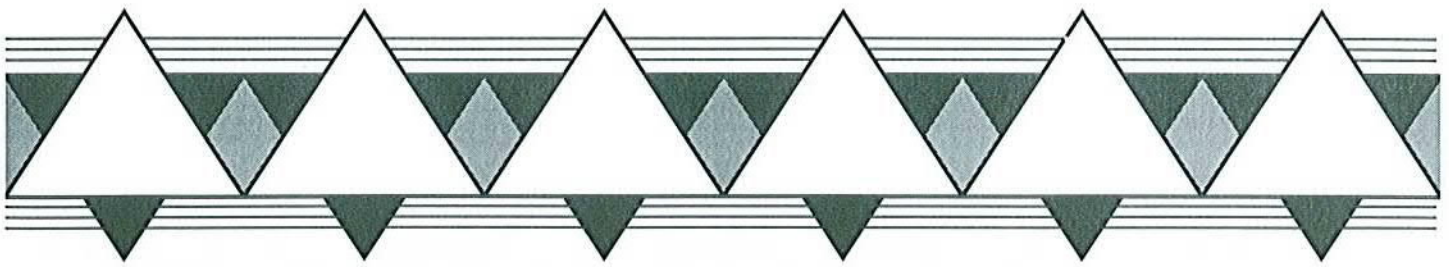
A Note on Language:

For the sake of convenience, the male gender is used as a neuter term throughout this product. This does not imply any chauvinism on our part, it simply takes up less space and makes for much smoother reading.

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Worse Things: an overview

The following adventure is designed to introduce players and gamemasters to mystical places of ancient magic, unique items of power and the secret agendas of archmages. "Worse Things" is an episodic adventure revolving around the restoration of a archmage's destiny and becomes a race to save the world from destruction. The adventure is designed for 4 to 8 players of 6th to 8th level. The characters do not need to be wizards to enjoy this adventure.

Adventure overview:

The characters will be swept up in the plight of a young mage whose master, the archmage Terwin Bluehood's, very existence is in jeopardy. Characters will travel to the enigmatic Red Room, a alternate dimension created by a mad mage; the Earth Tree, the world's giant, arboreal regulator of magic; the Macrodome, a site where the destinies of the world are played out; the City of Bone, a giant necropolis; The Gibbering Caverns, a giant living cave complex; and the dreaded Lair of Roharrow, a beast whose existence will mean the end of the world.

Gamemasters note:

Be sure to read over and be familiar with the entire adventure before attempting to run it. Parts of the adventure will make references to the **handouts** or **Protectors and Places**, the map book; locating them beforehand will make for easier and smoother play. Gamemasters may also wish to photocopy sections of the map book maps and pass them out as additional handouts during play.

The adventure consists of six parts. The characters may have the opportunity to move in and out of the adventure between several sections, allowing old characters to re-equip and new characters to enter, replacing dead or disabled characters.

The adventure follows a set course of events but is still open enough for the gamemaster to add adventures of his own between episodes. If the adventure is successfully completed, open plot lines have deliberately been left for the GM to create his own adventures around using the same characters and locations.

The land in which this adventure is set has not been named nor given set location. GMs are encouraged to place the locations into their established campaign worlds. The adventure begins in Spring and may encompass several months or years of the characters lives due to the unpredictable passage of time in several of the locations.





Section One: The Invitation

The adventure opens with the characters being approached by Garmawin Blackburn, a young mage posing as a servant, and his manservant, Toulene Stichtend. Garmawin offers the party a job to assist the town's archmage Tegwin the Bluehood. Now the mystery sets in: no one has ever heard of Tegwin, and the meeting place, a tower clearly visible in the center of town draws blank responses from all the locals. Accepting Garmawin's invitation, the party travels to the tower and discovers that Garmawin is not a servant but an apprentice mage, and that a terrible disaster has befallen the archmage Tegwin. The players will need to act as emissaries to the archmage's twin brother Fordan, to seek advice on saving Tegwin.

The Adventure Begins

The adventure begins towards the middle of spring, the days are growing longer and the weather is pleasant, offering prime conditions for adventure and travel. Play opens in a local tavern, perhaps one the party likes to frequent. No map or stats are given for the bar or its patrons. The gamemaster may feel free to improvise them or use existing stats from elsewhere if the need arises. The tavern is moderately filled with patrons, mostly low level local adventurers and wanna-be's. Most of the bar's action centers around the PCs; the party has just finished a long adventure and are enjoying some well deserved relaxation. The GM should encourage the players to brag and banter amongst themselves. Stress the idea of putting on a show for the bar's patrons. The mood should be light-hearted. When things begin to get rolling along at a good pace, introduce Garmawin.

"The bar is old and poorly illuminated by a single, large chandelier hanging above the center of the room. The bartender winks at the group while thumbing a silver piece which had recently belonged to them. The barmaid brings over the tables latest round of drinks. Everyone present is enthralled by the tales of your adventures, they all laugh, gasp, cheer and toast your well being in pace with the tales. That is, all but two men sitting at one of the shadowy corner tables. They are both dressed as servants of nobility, one in his thirties, the other in his fifties. The younger of the two appears nervous and is intently staring at the

group, but when you make eye contact he averts his stare. The other man urges the younger to approach the group. Reluctantly, he rises and walks slowly, awkwardly in your direction. Quietly and with visible nervousness, "I...I need your help."

The man is Garmawin Blackburn, a mage of some considerable power and apprentice to the archmage Tegwin the Bluehood. He is dressed as a servant to avert attention from himself and is as truly nervous as he seems to appear. Tegwin is the town's protector and archmage, and Garmawin has been his apprentice since he was 14, a good portion of every day devoted to Tegwin's teachings. The only exposure to people he's had since has been the archmage and his servant, only briefly being introduced to the Archmage's visitors. Garmawin is completely lacking in social and communicative skills, and a terrible fate has befallen Tegwin, leaving the responsibility of what to do resting on Garmawin's shoulders. By nature he is shy and introverted, and what he attempts now is highly uncomfortable for him: not only does he have to leave the confines of the Archmages tower but he must surround himself with strangers and speak to people he has only seen from a distance.

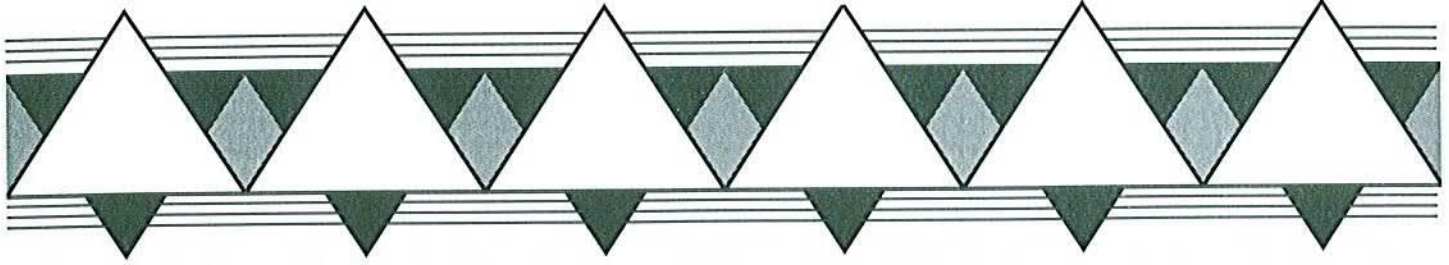
He will remain standing there dumbfounded until someone asks him how they can help him. If any of the characters offer him a drink, he will nervously but politely refuse, and will not sit down. Garmawin does seem very familiar to all of the characters but none of them can place his face.

"Your existence has long been known to my master, the archmage Tegwin, and he has requested your presence tomorrow morning... tomorrow morning at the tower in the center of town. He really needs your help."

He then leaves a pouch on the table, ignoring any comments or questions that may come from the group and, breathing heavy sighs of relief, almost runs back to his table. The man sitting there throws him a prideful smirk and rises. As they both begin to leave, the older man addresses the party, "Do not forget, the day yonder. At sunrise, come to Tegwin the Bluehood's Tower, the tower in the center of town. All will be explained," he says. "And don't be late." he loudly scorns as they reach the door and exit.

If the characters chase after the men, they will seem to have disappeared the moment they left the tavern. This event has not changed the mood in the bar but should have been consequential enough to spark the characters' curiosity.





Garmawin Blackburn

Human, Skill 7 Wizard

STR: 11 INT: 16

INS: 14 STA: 9

DEX: 11 APL: 10

HTK: 27

AC: 10

THACO: 18

AL: Lawful Neutral

WPN PROF: Quarterstaff

WPNS: Quarterstaff

Armor: None

Magic Items: none

Spells: 4-1st level, 3-2nd level, 2-3rd level, 1-4th level.

Description: Garmawin is a slim, average looking man of medium height in his early thirties. His appearance is slightly disheveled, and commonly dresses to his station in violet robes with a blue hood, belt and trim.

Personality: Garmawin is lacking any real experience beyond his home, and although he is powerful, he is not confident in his skills. He thinks of Toulene as a father but fears Tegwin, although the archmage has showed Garmawin nothing but kindness.

Mannerisms: Garmawin is shy and introverted, lacking almost any social skills, his time spent on studies. When interacting with people, he will never look strangers directly in the eyes and sometimes breaks into a nervous stutter when trying to express thoughts or feelings to strangers.

Toulene Stichtend

Garmawin's overseer, Tegwin's manservant

Human, Skill 0

STR: 12 INT: 10

INS: 12 STA: 15

DEX: 11 APL: 9

HTK: 9

AC: 10

THACO: 20

AL: Lawful Neutral

WPN PROF: Shortsword

WPNS: None

Armor: None

Description: Toulene is a tall, lanky man in his mid fifties. He has long hair, peppered brown/grey, which he keeps pulled back in a pony tail. He is impeccably groomed, suited in an expensive, grey velvet servant's uniform.

Personality: Toulene is unshakably loyal to Tegwin and has been in his employ for many years. Overseeing Garmawin since he was just a teen has made Toulene regard him as his own son and is very fatherly (more so than Tegwin). He realizes that he is a servant but considers himself an equal to his masters and is a little overbearing, though a sharp look from Tegwin puts him in his place.

Mannerisms: Toulene is extremely maternal from his years of attending the two preoccupied mages. He will correct anyone who displays overtly bad manners.

What's Known about the Tower

If the characters are from or familiar with the town, they will know that there is a large tower in the center of town which seems to be as old as the town itself, they will all believe that they have been there before but can't remember when or why. If any of the locals are asked about the tower, they can direct the party to it but their memories become fuzzy on who, if anyone, lives in the tower or its purpose. However, they all convey a strange sense of security that it is there.

If anyone asks about Tegwin the Bluehood, they will have the same reaction.

The tower is, in fact, the stronghold of Tegwin the Bluehood who, up until a few nights ago, was well known and respected by the town and the characters. He was rarely seen but kind and thoughtful to the townsfolk. He took on the role of protector of the town if problems arose that the local law could not handle. The event which no one can remember happened to Tegwin, and is explained in the section **Arriving at the Tower** below.

What's in the bag

The pouch is of red velvet with a fancy border design stitched into it with thread of gold. The pouch itself is worth around 3 gp. When the bag is opened, it will be revealed to contain 20 gold coins and a silver vial, about 2 1/2 inches long and 1/4 inch in diameter. The vial contains a potent healing potion. The small dose that the vial holds will heal 2d4 points of damage and may be diluted in any drinkable liquid to make three doses that will heal 1d3 points of damage apiece.

Arriving at the Tower

The tower is located in the exact center of the town. It is a massive stone building with a plain,





wooden door and no identifying marks. The wooden door has a large, inviting iron knocker in the shape of a rams head on it. For further details on the tower and its general layout, refer to the generic tower handout: **Archmage Stronghold-The Tower.**

The knocker feels heavy in your fingertips... familiar, as if you had handled it before. In fact the tower itself is very familiar, but you still cannot place it in your memory. The knocker falls and a dull, hollow thud can be heard echoing throughout the tower. It takes a few moments for the door to be opened, swung wide by the older servant from the previous night.

Without changing the stern expression on his face he exclaims, "Master (fill in character's name), it is good to see that you are as punctual as ever." (If the characters arrive later than sunrise, change punctual to late.) "Master Blackburn is awaiting you in the downstairs study."

The players may be curious how the servant knew the character's name. If asked about it or anything else, he will respond "Master Blackburn will answer all inquiries."

You are led into the tower. The interior is exquisite, filled with the finest tapestries ever seen, weapons and amazing objects, glowing of their own accord, are displayed on the walls. The servant leads the party up a flight of stairs and into a small study which is similarly opulent: rare tomes line the wall and a large oak table sits in the room's center. At the table is the other servant from the bar, however, he is dressed quite differently. He is wearing robes of burgundy with a blue hood. It seems as if he belongs in this garb.

It strikes the party at once: the details are too vivid, you have all been in this room before. The man at the table senses the parties apprehension. "So, you do have some recollection. Perhaps all is not lost." He is still a bit nervous but the empty wine flagon on the table has helped calmed him a bit. "Please sit down," he offers belatedly.

Garmawin starts by rattling off details of several of their latest adventures, stating that he knows the characters. If the characters protest that he may have merely heard stories about them, he recants more personal facts like "You have a scar above your left knee that your received from a bullies knife when you were 15." Players are encouraged to ask questions to find out what's going on. While the questioning is taking

place, Toulene will enter with drinks and food. Some likely questions and their answers are:

"How do you know so much about us?"

Garmawin will respond that they had worked extensively for his master, the archmage Tegwin the Bluehood. The characters will remember the adventures quite vividly, but not being patroned.

"Who are you?"

Garmawin's responds that he is apprentice to the archmage, Tegwin. He insists that he has meet the characters before, briefly, in this very room. He does seem familiar to the characters.

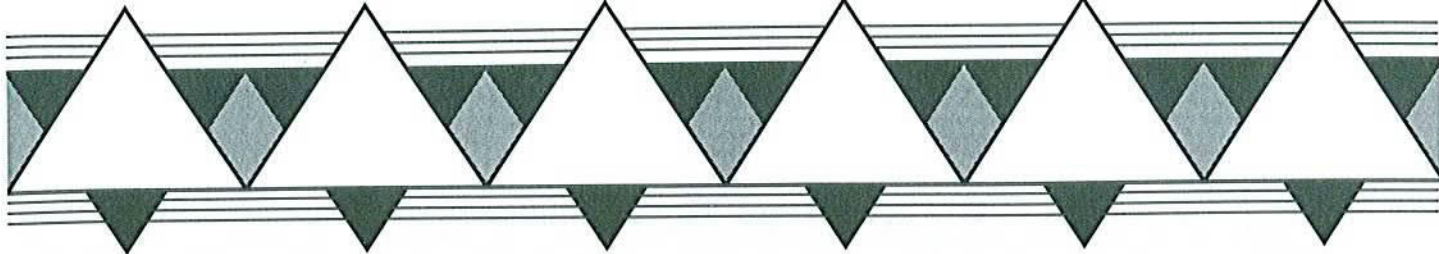
"Why are we here?" or "Who is Tegwin the Bluehood, and what does he want with us?"

The mage answers that he desperately needs their help and that a great tragedy has occurred.

"It was around a week ago: the master was working in his study and had just made final preparations on a spell which he had been preparing for a year and a half. I asked him repeatedly what the spell was, but he refused to tell me any details, only that many innocents would die if he did not finish in time, and it had to be cast precisely on the mid-spring equinox, more than that was too dangerous for me to know. My curiosity got the better of me, and I spied on the casting, which took place just upstairs. He had almost finished, you know, but on the last incantation he just... just. It's too hard to explain. I think I should show you." He rises and leads the party to the stairwell in the center of the room, up several flights and to a heavy, double-bolted door.

The party may make any precautions they wish. However, stress that Garmawin is leading the group. The party senses that he is powerful but is not a threat to the group.

Slowly, somewhat cautiously, the door is pushed open. The room is a rather large study and conjuring area. A slight smell of incense, wild flowers, and burnt cedar hangs in the air. Books and strange objects line the walls, several heavy oak tables scarred here and there by acid burns are covered with alchemical looking devices, tubes, flasks filled with cloudy liquids, and strange sealed metal containers that glint in the daylight streaming through the windows. Most of the floor is covered in strange markings drawn in chalk or



plaster, and a podium with a large book on it stands near the far corner, several open books written in ancient, alien scrawl lie about it on the floor. The whole nature of the room is magical, even non-spellcasters can feel the energy in the air here.

"He is here," Garmawin meekly states, "behind the casting podium."

You look again towards the podium, and the hair on the back of your necks stand up. There is something - no - someone there, an old man dressed similarly to Garmawin with his arms outstretched as if in the middle of casting. His body is translucent, almost invisible.

"It helps if you look at him from the corner of your eye," Garmawin adds matter of factly.

As you do, you shudder a little. From the corner of your eye you can view him more clearly and a sense of déjà vu washes over you. You remember him, but the memories are like ghost images in your head that conflict with memories already in place, like memories of something you have imagined.

Garmawin breaks the stunned silence, "I would like to reintroduce you all to the esteemed archmage, Tegwin the Bluehood. You may take a closer look if you wish. Don't worry about disturbing the lines, I've already ruined the casting. After I saw him "disappear," I rushed in and tried to complete the spell, but it was too much for me. I fouled the spell, and the equinox has passed."

More questions are bound to follow:

"Why us?"

Tegwin relied on the party to perform tasks for him in the past; the choice was obvious.

"What do you think happened?" or "Why are our memories of him so fuzzy?"

Garmawin does not know the answers to these questions. He does know someone who might, the archmage's twin, Fordan.

"What can we do?"

The party will have to seek out Fordan's advice on what to do.

"Could this be a side affect of the spell?"

Although it seems as if the spell had something to do with the event, Garmawin has never seen a side effect like this, and even though he is not use to such powerful rituals, he saw the casting in progress and now feels these effects must be due to something else.

"Can you tell us anything more about the spell?"

Garmawin only knows that it had something to do with the binding and destruction or dismissal of a great beast. Any wizards in the group can confirm this but will not be able to confirm details.

"He was your master, why don't you do something?"

Garmawin is doing something, he has asked for the group's help, and he is researching this effect and the archmagic spell. Fordan is not responding to his messages and Garmawin fears something has happened to him. He would go himself, but lacks practical combat experience.

"If we go, how do we get there (and what might we get in return)?"

Tegwin has set up a teleporting portal in the tower leading to his brothers stronghold, and will offer the group a +3 Weapon, a +2 Weapon, 2-3 magical items (of the GM's choice), and 4 flasks of extra strong healing potion (4-16 points per dose). Any other rewards will have to be established with Tegwin when he is revived. The characters do vaguely remember that Tegwin was extremely generous.

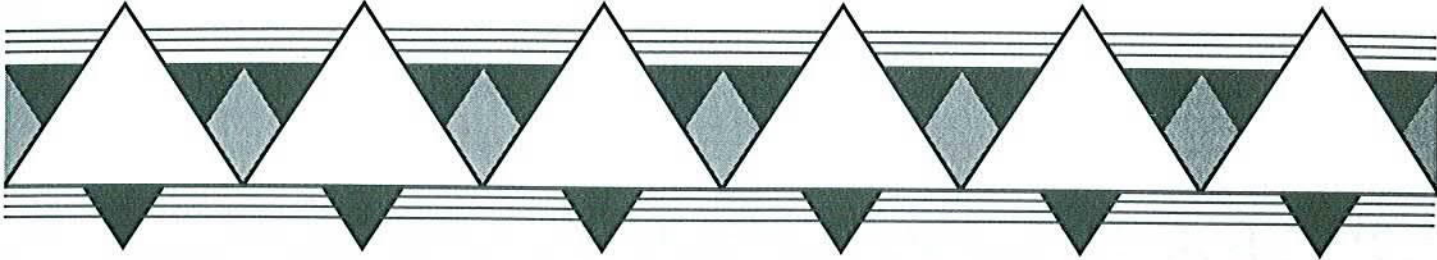
The Last Asylum: Fordan's Stronghold

The characters are lead to a device that looks like a silver mirror hidden behind one of the tapestries on the ground floor.

"This is a portal to Fordan's stronghold. Once through, you may use it to return." Garmawin recites a short phrase and the mirror appears to melt away into quicksilver, revealing a hole that should lead onto the street, but instead leads into another room, a room filled with cold air that smells like the ocean.

For reference, The Last Asylum is located in the **Protectors and Places** mapbook on the map of the Earth Tree. For a map of the interior of Fordan's stronghold, use the handout called **Archmage's Strongholds: Fortress in a Forsaken Place**. Some of the interiors may have no descriptions or may be slightly different than what is on the map. GMs may improvise should any discrepancies arise or if the players search areas not described.





The whole interior of the stronghold is ransacked, wall hangings are torn, furniture is broken and tumbled about, broken glass and ripped paper lies about, the cupboards are empty and there is a lingering scent of burnt cedar along with the seawater. The structure itself is a seven story building built atop a sea cliff. The coast doesn't seem familiar to anyone present.

The players will find nothing of value until they reach the 6th floor: the archmage's study. When they open the trapdoor at the top of the stairs that leads to the study, they will be attacked by a Malquin. The Malquin will get initiative from surprise.

Malquin	
RARITY:	Very Rare
NUMBER APPEARING:	1
% IN LAIR:	N/A
INTELLIGENCE:	9
ALIGNMENT:	Neutral Evil
HTK DICE:	3+3
THACO:	17
ARMOR CLASS:	8
NO. OF ATTACKS:	2 (claw/claw)
DAMAGE:	1-2/1-2
SPECIAL ATT.:	poison bite
SPECIAL DEF.:	none
MOVEMENT:	9" land, 15" flying
MAGIC TOLERANCE:	none
SIZE:	S
TREASURE TYPE:	none
XP AWARD:	300

Upon closer examination the creature seemed to be constructed from smaller parts sewn together with some kind of silvered cord. Bits of cat and bat were twisted into a vaguely humanoid form that twitched as it died on the floor. Some dark sorcery had given the thing life, steel had taken it away.

These creatures are created by mortals using a mixture of animal corpses, human blood and black magic. Similar in many ways to homunculi they are manmade monsters.

Combat

Malquins attack twice per round with their tiny claws. If they hit the same opponent with both claws in the same round, they may also attempt to bite, with a +2 to-hit bonus.

Their fanged mouths gouge for 1-3 damage and

deliver a potent venom that causes the loss of 1 point each of Strength, Dexterity and Stamina for a week unless the victim makes a save vs. poison. Both the effects and the duration are cumulative, so 3 bites cause a -3 penalty for 3 weeks.

Special

If a wizard casts *find familiar* while touching a Malquin he has created using his own blood, the creature will be bound to him. Bound Malquins can communicate with their master telepathically. A wizard can bind a maximum number of creatures equal to their Stamina.

Role Playing

Malquins embody the worst possible fusion of man and animal. Truly vicious, they take a childlike delight in inflicting pain. Particularly intelligent Malquins will resent bondage and will try to arrange the demise of their master, making sure it is humiliating and painful.

After the Malquin is defeated you take a good look around the room. Everything in the room is smashed and destroyed, except for a table standing in the corner with a broken tablet, some papers and one of the strangest device any of you had ever seen, sitting on it. It appears to be a sealed glass tube filled with human eyes!

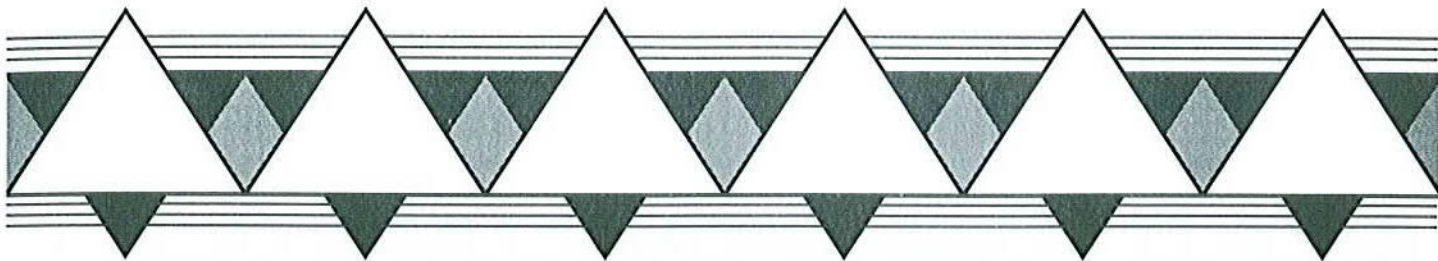
The Game master can pass the players the following, the three fold Red Room map from **Protectors and Places**, and the following handouts: **The Eye Jar**, and **Fordan's Diary entry**. Nothing else of any worth will be found in the study, however, there is a trapdoor in the ceiling. Playing with the Jar outside of the Red Room produces no results.

If the characters return to ask Garmawin's advice, he will tell the characters that they must find Fordan. He can offer them no more items which would help them on their journey. He will, however, look up the Red Room in one of his master's tomes, and offers forth the following information.

The Red Room

The Red Room is a very strange place where chaos and madness rule, but amazing insights into the true nature of the mortal plane can be learned by the reckless. It is a plane of it's own existence, and thus functions with its own laws and rules. The plane was either created or discovered by the dwarven illusionist





Everron, also known as the Laughing Dwarf, Everron the Erratic and Everron the Mad. He is rumored to have created a ring that could open dimensions and disappeared supposedly while perfecting it.

The Red Room is easy to get to if you know "the trick" but "the trick" is different for everyone who goes there. For some it is a whispered poem, to others a trip through a wardrobe.

Under "normal" circumstances only madmen and fools can learn "the trick," but it is possible for wizards to find a way in by studying the insane, courting insanity or using contact other plane to consult the Red Room directly.

Getting back home is a little more difficult. Once a mortal gets in, they lose track of time. What seems like hours can be months or even years, lifetimes may pass or mere seconds.

Getting There

On Fordan's roof, under a tarp, the players will find a circle around 2 1/2 feet in diameter made of a substance that crumbles into a green/black powder. This is flour impregnated with spider and scorpion blood. All the characters need to do is to throw 17 kidney beans from the table downstairs (look at the three fold Red Room map) into the circle and step in. From the other players perspective the character in the circle will simply disappear. Any ropes or other devices will drop as if they had been sheared at the circles edge.

Section 2: We're Crazy About You

In this section the players will enter the red room, the realm of madness and, with a little luck, locate Fordan, who has been driven mad. Through his ranting the players can figure out that he is in possession of the *Mantle Immortal*, an object of great power. In his vanity he has angered the gods themselves. To escape his fate, he stole his own destiny, though it seemed to do him no good so he escaped to the red room where the lords of chaos and creation could not reach him. In all actuality, he has mistakenly stolen his brother's destiny which will have to be placed straight.

The Red Room: Powers and Purpose

The Red Room is a bizarre manifestation of the collective unconscious. It contains many secrets, but they

are always perceived as puzzles or convoluted metaphors. Those with the patience and cleverness to decipher the mysteries of the Red Room can learn magicks dark and dangerous.

Many peculiar creatures live in the Room, but most are the dream-selves of sleeping madmen who have wandered in by mistake and hence have little of value to communicate.

The GM need not worry about maps. The Red Room functions as a giant random generator.

Aspects of the Red Room

Time Passage

The Red Room defies normal space and time. When the characters are in the Red Room, time in the prime plane may be passing at a slower or faster rate. When the characters exit, roll on the Time Passage Chart to find out the passage of time on the prime plane.

Strange Characteristics

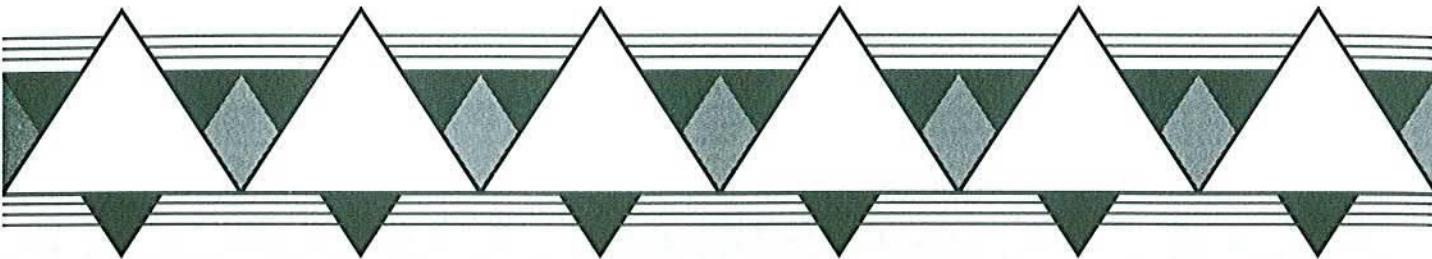
Handedness is reversed in the Red Room and all writing will appear backwards. A mirror may be needed to read scrolls, books and other written materials.

There is a pervasive, musty smell like a cellar in the room. The Red Room is deathly quiet, however the silence is occasionally pierced by horrible screams or weeping. Each room is as bright as daylight on a normal clear day, though the source of this light is unknown. Each character will only be able to see his own shadow not the shadows of those around them. Sometimes the shadow will appear to lag behind or seem to move just slightly ahead of the character by a second or two. Characters will not gain any knowledge of what to do next by watching there shadows. The players shadows get longer and more distinctive if the corners of the room are approached.

Insanity

By its very nature, the Red Room emanates the essence of madness and insanity, and just being there may have a negative mental effect on the characters. To reflect this, each character should make a System Shock roll each time a new room is entered. If they fail, roll 1D100 and consult the listings below. (The Insanity Table can also be found on page 32 of the Protectors and Places book) If they acquire an insanity, they need not roll again. However, if they roll a No Effect, Panic, or Startled/Paralysis result, add +5% to





their next System Shock roll (cumulative for each No Effect, Panic, or Startled/Paralysis result).

Explantation of insanities

- **No Effect (1-20):** There are no visible effects. See above.

- **Panic (21-30):** The affected character will run at his fastest movement rate through 1D6 rooms. Roll once on the location chart for each room. Some rooms, like the Beggar, may pose a threat and halt the character due to injury. If the room requires a specific act to exit, like the Ring Room, the character will continue to run through the curtains into the same room. There is a 50% chance per room (non-cumulative) that the character will drop anything that he is holding and a 10% chance per room (non-cumulative) that he will begin to strip off his clothes for some unknown reason while running. At the end of his run the character will undoubtedly be separated from the group unless other party members quickly follow him or are each holding open curtains following the path of the stricken character. Remember the number of the Empty Rooms on the location chart. If objects were dropped there, they will remain.

- **Startled/ paralysis (31-40):** When a character is affected, he will be unable to preform **any** actions. Roll 1D6 and apply the following results:

- 1-2: The character will shake visibly and breath heavily for 1D6 rounds then return to normal.

- 3-5: The character will be paralyzed until he is physically snapped out of it.

- 6: The character will be paralyzed for 10 to 60 minutes. Nothing the characters do will snap him out before the time.

If a character is effected by this mania in the Bone Fires, roll again on the Insanity table and manifest the new effect after this one wears off.

- **Spasms / motor function disorder (41-50):** The character will spasm erratically. The extent of this effect is left up to the GM. Symptoms can range from eye twitches to the constant shaking of an arm or hand, hindering the use of weapons.

- **Loss of attention / delirium (51-60):** The character is easily distracted: he may stop mid-swing in battle to check some insignificant detail or stare blankly for no reason. He will complain of clouded thinking, respond slowly to danger and questions. The character may mumble when speaking and only half complete his thoughts.

- **Incoherent (61-70):** The character will constantly mumble, shout out random thoughts, swing his weapons, make hysterical demands, etc. For the most part the character will be oblivious to reason and his surroundings.

- **Amnesia (71-80):** The character will have no memory of himself or his surroundings. He will act indifferently or confused towards everything and will fight only if attacked.

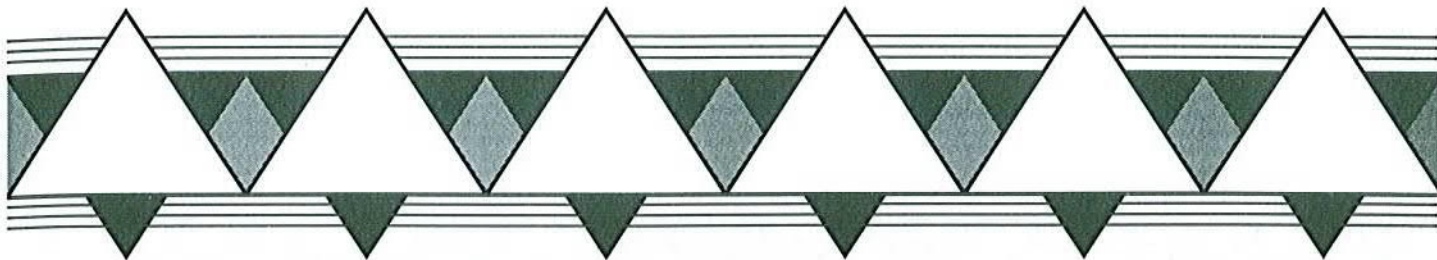
- **Argumentative (81-85):** The character will loudly and vehemently argue with any decision or instruction made. If the other characters go against his wishes, he may become violent, have a childish tantrum, collapse into tears or storm off. The character will not accept help and will insist that nothing is wrong with him. The effected character will have to be watched carefully or even restrained.

- **Hallucinations (86-90):** The victim of this affliction will see no difference between subjective and objective reality. He will see things that others do not and may become violent if others contradict him. Rooms may appear as fields of flowers, other characters as goblins, or the air may be filled with colors or monsters. The GM should decide the extent, nature and reaction to the hallucinations.

- **Paranoia / dementia (96-100):** The character believes that others are out to destroy him and may fabricate events or memories to support his claims. Such an affected character will be violent and loud. If the other characters continue on or ignore him, he will panic and rant on about abandonment. Such a character is also subject to violent mood swings (love to hate, fear to boldness) but will always lay blame on those around him

- **Simple minded / catatonic:** If this occurs, the party will be slowed by the burden of an unresponsive character. The effected has lost all his mental capacities, often drooling or ignoring other voluntary functions. Sometimes the character will just sit in place or curl into a ball, rocking forward and back. He may scream if moved or disturbed and will have to be guided if he can move on his own at all.

How effected afflicted characters become is up to the GM, however, it is stressed that the GM allow at least one character to remain sane to help the others exit. After leaving the Red Room, a character affected by an insanity may make an Insight Check to see if the insanity clears up within a day. If a character fails, he may try again on the next 4 successive days. If success is not achieved by then, the effect is permanent.



The Rooms

Each room is 40' x 40'. The floor is made of one foot square tiles of dark red marble with dark grey veins. No ceiling is visible. The tiles are actually the tops of pillars miles high. Crimson red curtains of heavy velvet surround each room. The rooms are kept fastidiously clean of dust, debris, bodies and such, presumably by the Baffling Enigma. Where this material is placed is unknown. Perhaps the extent of the Red Room is much larger than it seems, open only to the Enigmas and the truly mad.

Entering new rooms

New rooms can only be entered through the openings in the curtains on each side of the room. Whenever the curtains are opened, roll on the location table found on the Red Room map. After a room is entered and the curtain shut, the curtain "resets" and another roll must be made if the curtain is opened again.

The curtains

All the curtains open into similar looking rooms, and the openings in the curtain will sweep open quite easily. The curtains themselves bunch up on the floors. Only characters with a Strength of 16 or better may attempt to lift the curtains. The character may lift the bunched curtain 1 foot off the floor for every point of Strength they possess over 16, though they may never lift it completely from the floor. Attempts to wedge objects under to curtains will be useless, and the curtains are fire-, acid- and water-proof.

If a character attempts to slice through the curtains, their weapon's cutting edge will appear to pass through the curtain, however a thin wet line of blood will appear where the blade passed, dripping down the curtain. The curtain will bleed for 1D6 turns and is somehow obtaining the blood from the character attacking it. The character will lose 1 HTK point for each round that the curtain bleeds.

Climbing and flying

No matter what is tried, it is impossible to climb the curtains. A character with flight won't get higher than 20 feet but will have the sensation that he is still rising. Any character with climbing ability will bunch more curtain up under him and will not be able to climb.

If an object is thrown or shot upwards, no matter how much force is behind it, it will rise only 20 feet before falling.

Magic Use

Magic is unpredictable and dangerous to use here. Any wizard spell of less than 5th level or priest spell of less than 3rd level will malfunction. The GM should choose a random spell of the same level which will take effect in the room. *Healing* may turn into *fireballs* or *invisibility* to *audible glamor*. Any spell over the stated levels will function normally.

Encounters in the Red Room

There seems to be a rather large population in the Red Room, most of which are trapped victims, driven mad and wandering aimlessly, however the majority are a bit more bizarre.

Baffling Enigmas

RARITY:	Special
NUMBER APPEARING:	1-3
% IN LAIR:	See encounter table
INTELLIGENCE:	2 or 20
ALIGNMENT:	Special
HTK DICE:	5+10
THACO:	7
ARMOR CLASS:	4
NO. OF ATTACKS:	nil
DAMAGE:	nil
SPECIAL ATT.:	See below
SPECIAL DEF.:	+1 or better weapon to be hit
MOVEMENT:	12"
MAGIC TOLERANCE:	25%
SIZE:	M
Treasure Type:	none
XP AWARD:	1,000

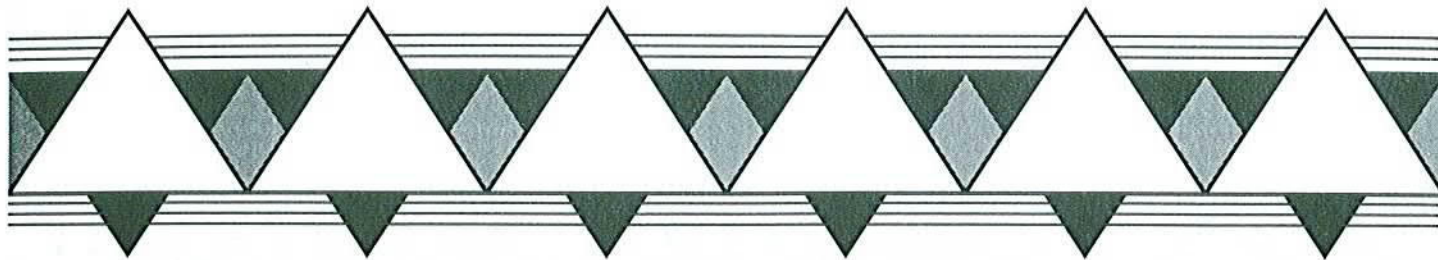
All teeth and gums, it smiled at me from the doorway, beckoning with the longer of its arms. It was obviously trying to be playful, which only served to make it more monstrous. The lunatic grin terrified me like nothing I had ever experienced, but I could not tell you why...

These creatures seem to be natural denizens of the Red Room, their origins are as much an enigma as they are. Enigmas come in all shapes and sizes, each one stranger than the last.

Combat

Enigmas will not fight. To some characters these creatures are so annoying that they may be driven to attack one, but even then the Enigma will not





retaliate in kind.

Special

These bizarre creatures can become *invisible* at will and can *teleport* anywhere in the Red Room once per turn.

Baffling Enigmas may appear however they like, but have a true form that can be glimpsed in mirrors or through the use of a *truesight* spell and is usually humanoid.

All Enigmas have the spellcasting ability of a skill 5 wizard, and their spells do not backfire like others in the Red Room. They prefer illusions and shun direct-damage spells.

Role Playing

Baffling Enigmas typically perform absurd actions (which have no real meaning) as if they were not only significant, but of supreme importance. For instance, an Enigma with a bird's head might appear with an expectant expression whenever a character gets angry, or a wolf-boy could claim that he is looking for the "silent gate back to nowhere" and insists the characters help him find it. Some favorite tricks of enigmas are climbing up curtains when characters enter a room (a feat impossible for the characters to preform) or appearing as a double of a character opening a curtain but on the opposite side of the room being entered. One last trick which they cannot resist is mimicking a character's shadow and doing outlandish things to tempt that character into doing them as well. Conversely, an enigma may spout out pieces of cosmic truth: answers to unsolvable riddles or dilemmas, or bits of the characters futures.

The Wandering Mad: There are hordes of insane travelling around the Red Room. Most are harmless but a few are hostile. They may follow or even befriend the party though they are all best left alone. The mad can be found in three varieties: spectral mad, mad mages and mad mortals. Roll 1D6 to determine what insanity the mad one possesses:

1	Lack of attention/delirious
2	Incoherent
3	Amnesia
4	Argumentative
5	Hallucinations
6	Paranoia/dementia

Spectral Mad: These are the dream essences of the

insane who dwell on the prime material plane. They appear as normal people but are totally incorporeal and cannot be harmed. Likewise, they can do no damage to the characters. Psionics or spells which effect incorporeal targets will have no effect on them. They will usually follow the group for a while, perhaps taunting or screaming at them, and then simply walk away. Startling them or telling them to "wake up" will cause them to disappear.

Mad Mages: These are wizards who have entered the Red Room, become trapped there and have gone insane. The skill level of these mages ranges from 3rd to 18th. If a mage becomes violent, he will randomly cast spells until all his magic is used up. Normally at that point, they just retreat or fall to their knees, begging for mercy.

Mad Mortals: These are unfortunates who have wandered into the Red Room by accident and have become stuck there. Weaponless and usually in rags, they wander aimlessly. All are Skill 0 and of varying races. If they become violent, they attack with fists at double damage until they are wounded, at which point they flee.

Points of Interest

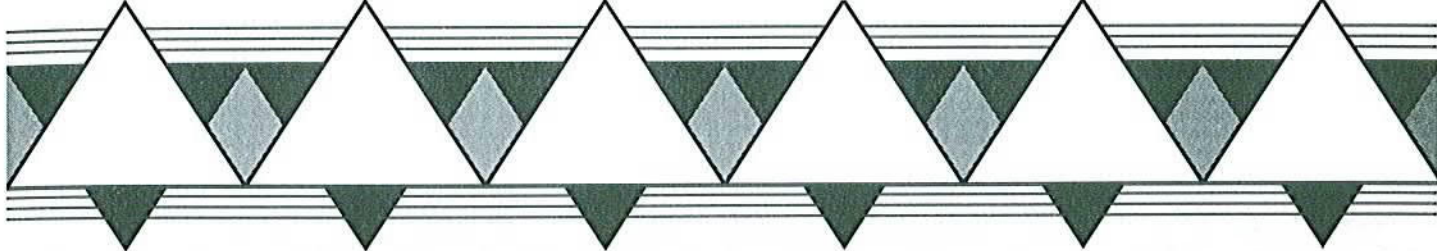
•The Dwarf Room (entrance)

Turning twice, I parted the curtain and stepped through the mirror. To my surprise it gave way easily, like a vertical pool of water. The Room was just as I had dreamt it. Giggling to itself, the dwarf welcomed me with open arms...

All characters entering the red room will arrive here. They will pass through a large 20' x 20' mirror that floats several unwieldy inches above the ground in the center of the room. Once the mirror is passed through it cannot be passed through again. The mirror only exists on one side. As soon as any characters pass behind it, it will seem to disappear, it can be passed through from the back as if nothing was there. Characters in front of the mirror will see themselves, the characters on the other side will see only the room before the mirror.

Constant laughter is heard throughout this room. Its source appears to be coming from behind all of the curtains.

Standing before the mirror is a lifelike statue of a clean-shaved, smiling dwarf, holding its arms wide-



spread as if to embrace. The statue is of Everron, creator of the Red Room. If the statue is not hugged or at least warmly greeted by the character, they will not be able to exit this room no matter which direction they head. To continue on, **all** characters must greet the dwarf, if any member of the party does not they will not continue on with the rest of the party. The dwarf need only to be greeted once per journey.

• Empty Room

Another one exactly like the rest. After several hours we weren't sure if we were heading straight or just in circles.

These are 40' x 40' empty rooms. If players leave objects in the rooms, note the room's number on the location table. If the character reenters that room, the objects will still be there.

• The Beggar

The floor stones were arranged in a pattern of different colors, the priest suggested it looked like a penitent man on his knees, perhaps we should have taken him more seriously. The ranger went first and made it across, though with the loss of four toes, but when the spears fell like rain, the rest of us wished we could be so lucky.

The curtains in this room are shredded and a "whooshing" sound is heard all about. The floor is a giant mosaic in colored marble tiles of a man begging. A diagram of the room and a safe path through can be found in Protectors and Places on page 32. Characters will always enter on the room's south end, near the beggar's feet. The only curtain that will exit the room is on the room's north end above the beggar's head. If the characters attempt to exit through one of the side curtains, they will wind up back at the Beggar's feet.

Crossing the room must be attempted by crawling along the safe path. In the room there is a constant barrage of projectiles flying at a height anywhere from 3 to 20 feet. The projectiles are wooden staves around 3 feet long and sharpened at one end. They constantly pass through one curtain and pierce the curtain across from it. If a character is standing, there is a 35% chance per round that they will be hit by 1D4 projectiles. Each projectile which hits will do 1D6+2 damage, and the character must save vs. poison for every projectile that hits or experience spasms and a general loss of muscle control as described in Explanations of

insanity (page 8).

To make crossing even more difficult, the tiles outside of the safe path are on springs. If more than 1 pound of pressure is applied to one of these tiles, it will push down revealing razor sharp blades nestled between them. The blades do 1D4 damage and if the character is standing has a 35% chance of falling onto more of the spring blocks causing an additional 3D4 points of damage.

If this room is passed, treat it as an Empty Room if rolled again on the location chart.

• The Lab in the Heart

When we pulled back the curtain, the mage began to laugh wildly. "This is it," he shouted, "the reason for the whole trip!" There was an entire laboratory set up here in the middle of the madness. The mage unslung the parcel he had been so careful about and which we had risked our lives to protect. At one of the tables he gleefully opened it: it was filled with mice.

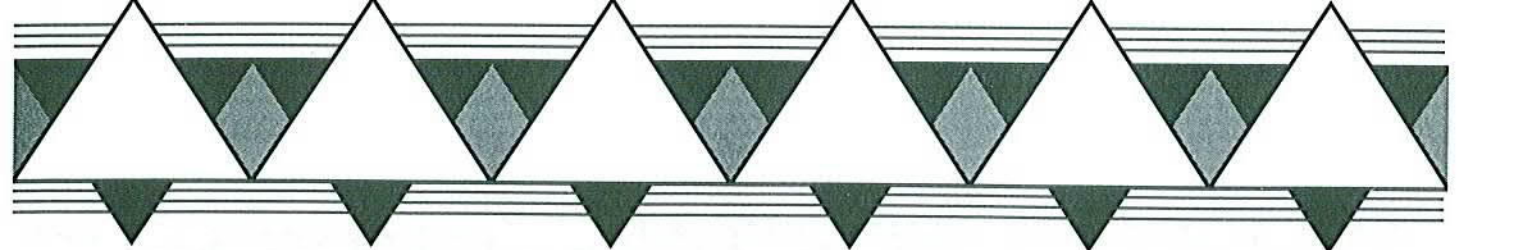
This is a complete alchemical lab. There are several heavy tables set up for the mixing of component materials as well as all sorts of containers and devices for mixing, grinding, distilling and storing.

How this equipment got here, or who brought it will forever remain a mystery, lost in time, however, careful scrutiny of the floors will reveal that the tables were dragged in. There are shallow ruts in the floor leading from one of the curtains to the tables' feet. Why it is here is no mystery though to students of ancient lore, "the lab in the heart" is well documented but still thought to be a mythic place. Due to the nature of the Red Room, spell components do not mix as expected here. The thoughts and belief of a mage affect the mixing and creation, if a spell asks for a rare bloom that no longer exists, it could be replaced here by a common wildflower. When the Red Room is exited, the spell will function properly. If a mage blindly mixes components here, he may wind up with an unpredictable but extremely potent bit of magic. The effects of such mixings are left up to the GM.

• The Mad Mage

At first I thought it was just a pile of black cloth, but then it lifted itself and he stared right through me with those yellow eyes of his.

In the center of the room is a crouching figure wearing an exquisite cloak. This is the archmage Fordan, Tegwin's twin brother. He is incoherent and



rambling. The cloak he wears is the *Mantle Immortal* (stats on this artifact are on page 23 in the Archmagic Sourcebook). He offers no threat to the characters and if he is attacked, if someone attempts to steal the *Mantle* or tries to move him (even with good intentions), he will vanish and will have to be found again. If he is disturbed a second time he will vanish and never be seen again leaving a stylized chesspiece in his wake. If the characters converse with him, he will drool while speaking and slur his words. He responds if spoken to but will answer no questions directly; instead he will ramble, speaking one of the following verses each time he is asked a question:

"A god became I, but tea they would not have with me, so I spat at them, and all the birds of Chaos flew at me."

"There minds can't touch me here. My thoughts are smooth... hidey seek, they can't find me."

"I have a pretty little chess piece. It's me and you can't have it."

"I told the lizard to hand me my future, but when I had it, they still knew where to find me."

(Smiling and pulling a chipped chess piece out of his cloak, he begins to laugh maniacally.) *"This is what you've come for. Its not yours, its not mine."* he exclaims before placing it back in his cloak. (Show players the **Chess Piece handout**.)

"Follow the eyes, they will show you the Giant."

"The tongue is the fish in the mouth. It likes to drink, warm and smooth"

"I thought the piece would lose me. Tegwin said it would work. He said it would work."

"My cloak keeps me warm inside as well."

"The cat-bat didn't like the beans and was afraid of the broken stones"

The characters will have to ask the mage 5 questions or touch him a second time to get the chess piece (the players will need the piece to complete the adventure).

•The Treasure Chamber

We had just set up camp, when the party returned through the hole in the tree. They were dragging the thief, who was crying hysterically. He just kept screaming "It was mine! All mine!"

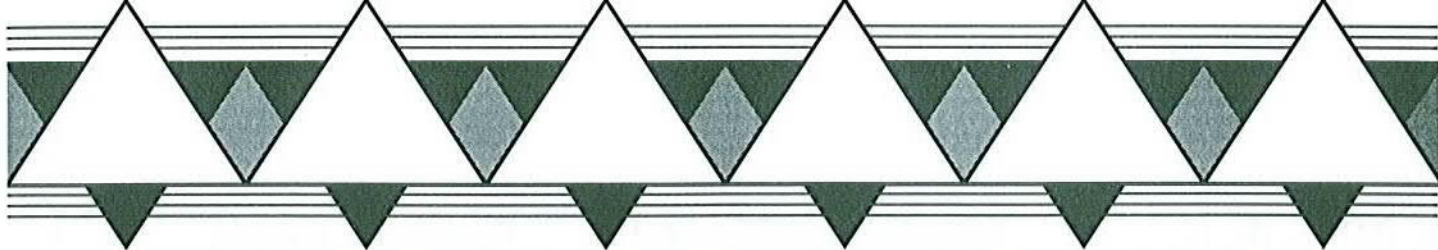
This room is empty except for a large pile of gold lying in its center. The gold is not an illusion; there are in fact, thousands of gold coins here. However, each of the coins is individually cursed. For **each** coin that is handled, the character must make a save vs. spells. If the save is successful, the curse on that coin is broken and can be handled safely. If the save fails, the character submits to a unique madness which will affect him even if he is already afflicted with one of the Red Room's madnenses: Myopic Avarice. This insanity is similar to the others in the fact that it may wear off when the Red Room is exited. A *remove curse* will instantly bring the affected to his senses. *Remove curse* will not effect the entire pile of coins, but it will work on any individual coin it is cast on.

The victim's eyes will twinkle with a strange light, and he will demand that the other characters leave immediately so he can be alone with his treasure. Violence will be forthcoming if his demands are not met. Similarly, he will jump into the pile and coo softly to himself scowling menacingly at any others in the room. A character thus affected will have to be physically dragged from the room and restrained or knocked out. If a restrained character should get loose, he will run off and attempt to find the treasure room again. If the affected character is in the gold and the others try to pull him off, there is a 22% chance that they will inadvertently touch a coin and have to make a saving throw.

•The Bone Fires

We were all occupied with the strange violet flames when it happened. Jonas, the barbarian, happened to look over at our guide. The guide just turned around and gave a little shiver. Next thing anyone knew, he was running the mage through on the tip of his sword.

The center of this room is dominated by a large bonfire, ten feet across. The fire is normal in all respects except that it burns with a violet flame, casting the entire room in shades and hues of purple. Also strange is the fact that the fire is fueled by bones: a heap of human bones. The flame is obviously burning the bones but the bones appear uncharred. The fire cannot be put out and is not an illusion. If a character looks at his own shadow in this room or turns his back



on the fire, he must roll on the Insanity Table. The strange light from the fire distorts the shadow in ways too frightening for the mind to comprehend. The easiest way to pass through this room is to constantly face the fire while passing through the room.

•The Ring Room

The tablet told us of the fabled Ring of Everron, but it was nothing as we had envisioned it.

In this room the players will find the naked skeleton of a dwarf missing his left thumb. This is the final resting place of Everron. Inlaid into the floor are 4 immense concentric rings made of black stone. Only a quarter section of the rings can be seen; the rest of the circles run under the north and west curtains. If characters leave through the south or east curtain, they will wind up in the same place. If they go north or west curtains, they will enter a room where the rings continue on.

If they follow the circle around for another two rooms, they will find themselves back in the first room with the skeleton, however the skeleton will now be missing a thumb *and* a finger, and there will be only three concentric rings embedded in the floor. If the characters do not follow the circle around through the curtains, they will return to the room as it was when they initially entered it. Each time the ring is followed completely around, the dwarf will be missing another finger and another ring will be missing. After four complete circles, the players will find themselves past this room.

If this room is randomly rolled again, treat it as an Empty Room.

•The Giant's Room (exit)

The eyes in the jar kept pointing us back to this place, but nothing we did helped us in exiting. With each failed attempt the crying we heard from a distance became louder.

This is the only way out of the Red Room. There is a large 20' x 20' mirror that floats inches above the ground in the center of the room, similar to the one in the Dwarf's Room. Constant crying is heard throughout the room; its source apparently behind the curtains.

There is also a statue of a bald giant in the room, standing in front of the mirror. The statue is around 9 feet tall and has a stern defiant look on its face.

The mirror is the exit portal from the Red Room,

emptying out back in Fordan's keep. It will let no character pass through, remaining solid, unless the statue is pushed over first. The statue need only to be toppled once. To knock over the statue the characters will need a combined Strength of 28 or more. A careful search of the area will reveal several marks in the floor tiles about ten feet from the statue in all directions.

Section 3: Trees and Ships

Briefly

In this section the players return from the Red Room and receive more clues to solving the mystery surrounding Tegwin. If the characters have returned with the strange chess piece, Garmawin will identify it as perhaps coming from the Macrodome, a legendary place where the destinies of man are played out.

Garmawin also has researched the spell Tegwin was casting: a spell capable of banishing a great, world-devouring beast. Tegwin must be found and returned with all possible haste to finish what he started. The chess piece must be the key to his predicament. The only way Garmawin knows to reach the macrodome is by using the legendary Serpentine galleon, a ship which sails the winds. Garmawin does not know its location but knows, by the legends, that it will need to be repaired using magic wood from the Earth Tree.

A Most Unhappy Reunion

The characters will undoubtedly return to Garmawin after their adventure in the Red Room, who offers them asylum and rest while they recover. They dine on delicacies and handle rare objects and treasures the likes of which they have never seen. During the next few days Garmawin's presence is missed. One stormy night Garmawin emerges from Tegwin's study and calls the party in.

Garmawin looks gravely at the group. It seems as if he has aged years in your absence, he also seems bolder and wiser. "I have been going through Tegwin's notes. He had been working for years to counteract a dire spell. A rival archmage, a megalomaniac, was setting forces in motion that could destroy the world. This mage was conjuring forth Rahorrow, an elemental force of great destruction. Tegwin's spell would have bound and banished Rahorrow. The incomplete spell may have done some good since we are still here.



However the only way to be sure, and we must make sure, is to return Tegwin with great haste."

"The chess piece you found in the Red Room is from the Macro dome, an ancient monastery where the fates of all the world's peoples are played out. I believe this piece is Tegwin's destiny, Fordan must have acquired it somehow. It does not belong here and must be returned to the Macro dome promptly."

"The only way I know of to reach the Macro dome is by using the Serpentine Galleon, a flying ship. I may be able to get you to the ship, but according to legend it is in ill-repair and will need special wood to be fixed. This wood can only come from the Earth Tree, a gigantic tree, magical in nature. The tree's guardian, a just creature named Lorix, will respond to your pleas."

"You must accept this quest. The fate of the world may hinge upon the return of Tegwin. I must stay behind to set up what secondary wardings I can muster to stop the possible encroachment of Roharrow."

The journey to Earth Tree begins at the Last Asylum, Fordan's fortress. The GM should hand out the smaller map on the **Earth Tree** map found with the Handouts.

Approaching the Tree

The map of the Earth Tree is purposely left without a scale, the GM can make the journey as long or as hard as he wishes. This is the perfect opportunity to add short adventures the GM may have planned.

Frozen Wastes, Cliffs of Sorrow & Crying Hills

These areas may offer some winter or rough weather/terrain encounters.

The Forest of Forever

The harshness of the terrain ends in a lush forrest. Characters may be curious why terrain that was getting steadily harsher and colder would end in a sprawling, temperate forest. The forest is indeed magical in nature. 1st and 2nd level priest and wizard spells have a 40% chance of failing, and 3rd level spells a 15% chance due to this magic. The trees themselves seem to absorb the magical energies. Adventures here could include magically resistant creatures of the GM's own devising.

The Earth Tree

At the heart of the dark wood was a vast valley. A walled city stood at its brink, but it seemed dwarfed by the trunk of a colossal tree, miles away, that stretched up into the heavens farther than the eye could see. It was the heart of the world and the the repository of all magic...

It is said that the Earth Tree stands where the world was planted. It was actually a normal sapling which grew on top of an ancient and extremely powerful elemental entity. The Tree and the magical, crystalline being merged together into the Earth Tree. The tree feeds on all the excess magical energy coursing through the prime plane. If the tree were to be felled, there would be a tremendous unleashing of magical energy resulting in a magical apocalypse.

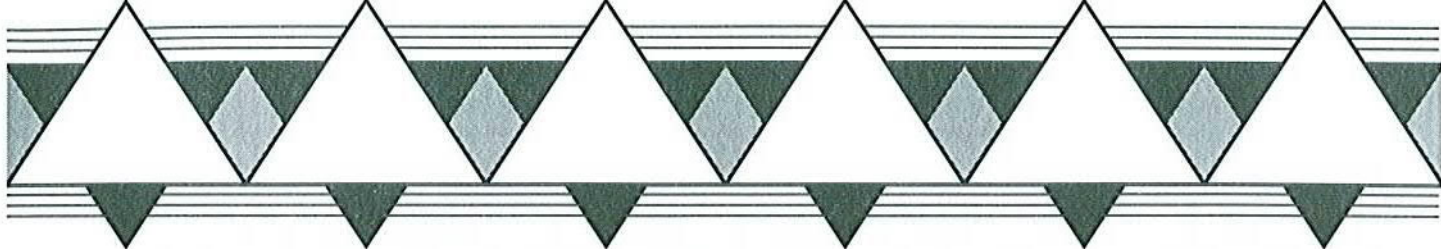
Because the tree feeds on magic, its wood retains a great deal of mystic energy, making it extremely resistant to magic and fire and can act like a battery for storing magic power. In fact the Forest of Forever has all sprung from the seeds of the Earth Tree.

The tree's roots stretch throughout the entire world, attracted to strong magics, and absorb magic from various sites like a plant draws water. If the tree, a sentient being, is questioned, it can locate almost any powerful magical source on or in the world.

The tree's magic energy has a price, however. Parasites have evolved to feed on the tree and its power: giant grubs known as Blight Grubs. To protect itself, the tree has created a guardian known as the Lorix. The Lorix will inevitably be encountered by those who seek the tree.

The Sleeper's Curse

The tree rests in a great valley where it has grown for almost an eternity. The tree is so old, in fact, that its magical emanations slow the growth of everything in its vicinity. To humanoids this effect appears to put them to sleep, but suspended animation is a more appropriate term. This effect is known as "the sleeper's curse." A mile from the tree, characters may feel slightly drowsy. Three quarters of a mile away, characters will feel extremely sleepy and will have trouble keeping their eyes open (save vs. spells or fall asleep, check every turn). A half mile away will even cause characters with supernatural constitutions to fall into a deep slumber (save vs. spells at -4 or fall asleep). The Lorix patrols the valley and will place any sleepers it



finds into the City of Sleepers, a small citadel constructed just to house them.

The City of Sleepers

The city is a repository for suspended travellers seeking the tree. The city is located a mile away from the tree near where the valley begins. It's location is still close enough to the tree to keep any suspended traveller stored there asleep. When the city was constructed, the tree was small and its emanations less powerful. A suspended person would have to be moved at least a half mile further away to revive.

The city is also home to a form of magic resistant ghoul, who roam the city in packs of 2-8 and grow fat on the easy pickings left there. These ghouls are normal but they are completely immune to Priest spells of 2nd level or lower, wizard spells of 3rd level and lower, and can only be damaged by +1 or better magic weapons.

The City of Sleepers is also the key to reaching the tree. Eating the seeds of the tree will provide immunity to the sleeper's curse, and a large quantity of seeds can be found in a shrine in the center of town. In the same shrine is an underground tunnel leading to the Gate House. A map of the City of Sleepers can be found on page 28 in the Protectors and Places book.

The Gate House

The Gate House is a large, empty structure sitting on a great bolder near the tree and must have been a grand structure at one time. Faded tapestries still hang on the wall, and a large stable stands close by. The amount of dust indicates that no one has been here in decades. A large bridge, 60 feet wide and 200 feet long, spans the gap between the tree and the gatehouse. It leads to the easiest ascent up to the tree, complete with steps, handholds and landings large enough to set camps on.

The Ascent (vertigo and blight worms)

The tree is unbelievably tall. The GM may wish to show the players sections of the three fold map in the Protectors and places book. The climb up into its branches will take approximately three days.

The size of the tree is grander than anything you have ever dreamed of. There are trails the width of roads leading up the tree, which you realize with a shudder are simply the grooves in the great bark. Every several hundred feet the path widens into large, open areas wide enough to comfortably set several tents on.

The canopy seems like it is still miles above, however the landscape stretching out before you is breathtaking.

The tree holds two dangers to climbers: vertigo and blight grubs. Due to the extreme heights any character standing near the ledge of the path or camp areas must save vs spells. If they fail, they will feel dizzy and begin to sway unsteadily but can stumble or be pulled back. If the save is critically failed (result of a 20), the character will fall over the edge. If another character is close by, they may make a Dexterity Check to catch the stricken character. Unless the plummeting character has the aid of devices such as a *ring of featherfall* or *carpet of flying*, the fall will result in certain death.

Blight Grubs

RARITY:	Very Rare
NUMBER APPEARING:	1-3
% IN LAIR:	45%
INTELLIGENCE:	3
ALIGNMENT:	Neutral neutral
HTK DICE:	6
THACO:	15
ARMOR CLASS:	8
NO. OF ATTACKS:	1
DAMAGE:	1-8
SPECIAL ATT.:	None
SPECIAL DEF.:	Regeneration, +1 or better to hit
MOVEMENT:	9"
MAGIC TOLERANCE:	60%
SIZE:	L (8')
XP AWARD:	975

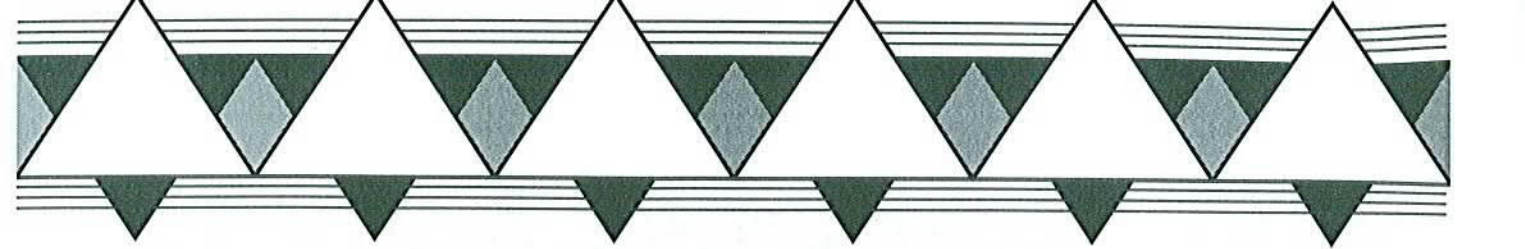
Blight grubs are parasites that have evolved to live on the Earth Tree. They have grown to immense size and are voracious eaters of anything they can find. They are a constant threat to the tree and must be kept in check by the Lorix. The grubs change into giant, harmless, iridescent blue moths that live in the tree's upper reaches. It is rumored that on nights of the full moon, the moths actually fly to the moon and back.

Combat

Blight grubs attack with bony ridges that serve as their teeth. Their bite is not very accurate but their jaws are strong and can leave nasty wounds.

Special

The grubs are highly resistant to magic. They are



immune to 1st to 3rd level spells (of both wizards and priests), and 4th and 5th level spells have a 35% chance of failure.

Blight Worms are simple organisms with redundant organs and miraculous recuperative abilities. They are hurt only by weapons of at least +1 magic and regenerate 1-4 points of damage every round unless the damage was caused by fire or electricity.

Role Playing

Blight grubs are near-mindless, highly aggressive creatures who attack without provocation and hence, don't have much personality. They live to eat and eat to live.

For every day spent in the tree there is a 60% chance of encountering a group of blight grubs while travelling and a 20% chance while encamped. On the evening of the third day of regular travel the group will reach the canopy.

Meeting the Lorix

The canopy is like a world all its own. Some branches are so wide that, when standing on them, the edges cannot be seen. Strange fruit that look like an enormous eggplants with thick skin grow in abundance here, and strange, giant moths flutter in the upper reaches of the branches. Lost in the beauty, you fail to notice the strange creature approaching you. It appears to be a living stump with insectal legs, brandishing a twig. It halts about ten feet away and barks out, "Who you?"

The Lorix

RARITY:	Unique
NUMBER APPEARING:	1
% IN LAIR:	100%
INTELLIGENCE:	18
ALIGNMENT:	Lawful Good
HTK POINTS:	90
THAC0:	6
ARMOR CLASS:	-2
NO. OF ATTACKS:	1
DAMAGE:	None
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapon to be hit
MOVEMENT:	12"
MAGIC TOLERANCE:	70%
SIZE:	M
XP AWARD:	10,000

The Lorix is a manifestation of the life force of the Earth Tree. It is caretaker, guide and keeper of the tree's secrets.

Combat

A peaceful spirit, the Lorix will not fight unless the safety of the Tree is threatened, in which case it will snap off a twig and use it like a wand. The wand does no damage but the victim must save vs. spells or be turned to dust.

Special

If it is badly wounded (reduced to 70 HTK points or less), the Lorix will cast a *heal* spell on itself. It can do this once per round.

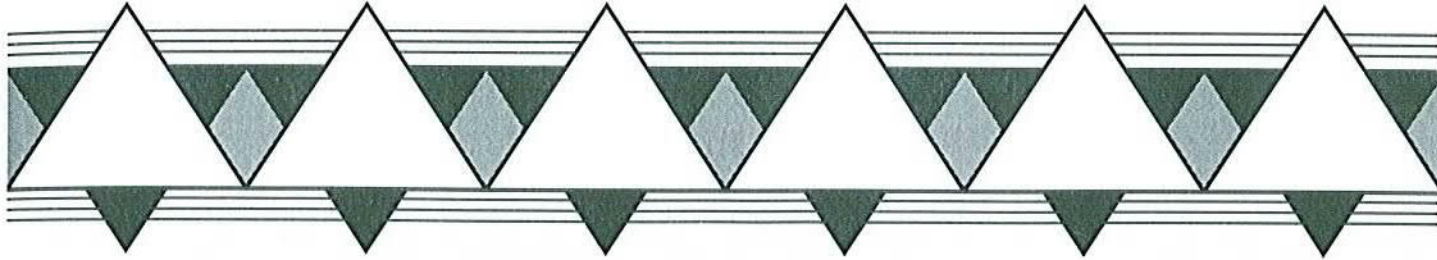
Role Playing

The Lorix is a benign spirit who protects the interests of the Earth Tree. It is innocent and somewhat naive. It speaks by barking out simple words but rarely forms complete sentences. The Lorix will always choose to converse with any non-threatening beings and will consider most requests. If it judges the request fair or just, it will grant it or take the petitioner to speak to the heart of the tree themselves.

The Room of Roots

"Follow now," the Lorix commands as it hobbles towards a wall of bark. The bark quivers and opens to form a cavity within the tree. No sooner has the group entered than the opening seals shut behind you. The floor shifts beneath your feet and you have the strange feeling that you are descending, however you cannot be sure exactly what is happening in the utter darkness. It seems like an eternity passes and you begin to mutter nervously among yourselves. The whole time you're in the darkness, no one can feel or hear the Lorix. Just as images of a trap spring to mind, the strange falling sensation stops and the wall opens again. The Lorix is standing there. "Follow now," he barks out again. You follow him through an immense cavern formed by some of the tree's roots. There is a strange, white glow coming from all about and the air smells of dirt. You follow the strange little creature around a grouping of roots. After a moment, you realize you have stopped. Before you lies the glorious heart of the Earth Tree.

This is the Room of Roots, the Tree's heart and brain. Nestled deep in the roots is what appears to be an immense crystal, in reality it is an ancient



and alien earth elemental that has merged with the tree. It is old and wise. It speaks by vibrating the surrounding roots in an unsettling harmony which imitates a human voice quite closely. It speaks very eloquently and is knowledgeable on many subjects.

The room itself is located deep beneath the center of the tree, some say in another dimension. The only way to reach the Room, short of digging through many tough, gnarled, magic-resistant roots, is by the tree's invitation. It will create an air bubble that will travel through the center of the tree to the Room of Roots.

The tree will answer questions, grant requests, or locate magic items for the characters. Now is the time for the players to ask for wood to fix the Serpentine Galleon.

The Tree's Message

"You have been fair to me and my spirit, I will grant you the wood that is needed to fix the galleon serpentine. I even have it in my power to teleport you to its location. I wish you speed and luck in your journey. But before you depart, I wish to impart some dire information to you so that you may pass it along to the world beyond: Something is severing my roots from across the world, I know not what it is, but I feel that it is ancient and evil. Soon I fear I will no longer be able to regulate this world's magical energies and they will wash across the face of the globe scouring it clean."

On that discordant note the party feels its surrounding begin to fade and new ones replace them. You appear in the mountains. Next to you is a large pile of reddish, translucent wood, and in the distance is a ship with a smashed hull. The ship has the head of a dragon and wings sprouting from its sides!

The Serpentine Galleon

Information on the serpentine galleon can be found on pg 25 of the Archmagic Sourcebook. A **deck plan** can be found among the player handouts.

The wood is too large and heavy for even the strongest character to carry and unless they can levitate it, they will have to leave it.

On the ship the players will find a large number of barrels held together by finely wrought, brass bands. Though the characters cannot open them, they will animate into the Bronze Sailors if tampered with. Give the player the **Bronze Sailors** handout

Bronze Sailors

RARITY:	Very Rare
NUMBER APPEARING:	20
% IN LAIR:	100%
INTELLIGENCE:	8
ALIGNMENT:	Lawful Neutral
HTK POINTS:	40
THAC0:	13
ARMOR CLASS:	4
NO. OF ATTACKS:	1
DAMAGE:	2-8
SPECIAL ATT.:	None
SPECIAL DEF.:	Immune to mental attacks
MOVEMENT:	9"
MAGIC TOLERANCE:	None
SIZE:	M
XP AWARD:	975

"All that remained was a crew. I was sure my lovely Galleon would outlive me so the crew would have to sail on long after their captain had gone. No mortal sailor would have the unswerving loyalty that would be required, so I would have to craft a crew of immortals."

These golem-like creatures are animatons of bronze and wood, and are only found aboard the Serpentine Galleon where they serve as its crew. When not in use, they retract into what appear to be barrels.

Combat

Bronze sailors will only fight if the Galleon is directly attacked. They care nothing for the captain or his crew, only the well-being of the ship they tend. When forced to defend the Galleon, the Sailors fight unarmed, attacking with bronze gauntlets and inhuman strength.

Special

The sailors cannot bleed or die. When they reach 0 HTK points they simply stop functioning. Fortunately, they know how to repair themselves and each other, and can recover 1-8 HTK point per day if they have access to the spare parts and forge located in the Galleon's hold.

Basically mindless, these creatures are immune to mental attacks such as charms and illusions.

Role Playing

Possessing only rudimentary intelligence and no

true self-awareness, these creatures operate more on preprogrammed instinct than anything else. They carry out their duties tirelessly, unaware that any other options exist. They cannot speak or interact and make dull shipmates.

On Your Way

The bronze sailors, once operating, will get the wood and repair the ship. As soon as one is shown the Chess piece, they will set sail for the Macrodome. The GM should roleplay the journey, allowing the characters to relax, explore the ship and enjoy the scenery. The bronze sailors can be comical or unnerving, and GMs should role-play their inhuman nature.

The strangest thing about the galleon was that, while we seemed to be flying faster than any bird I had ever seen, we didn't have much sensation of movement. There was no rush of air beyond a gentle fluttering and no difficulty moving from one part of the galleon to another. Knowing the places that the galleon was said to be able to travel to, we surmised that it must have powerful protective spells that kept us from feeling the effects of its surroundings.

Arrival at the Macrodome

As you step from the galleon, you immediately notice how thin and cold the air is around you. While mists cluster thickly, you guess that the galleon has taken you to some lofty mountain. There seems to be an obvious path leading up to a steep incline lying off to one side.

The mountains upon which the Macrodome rests are a highly magical place. They can only be reached by magical means and seem to exist solely to provide a location for the Macrodome. If the party attempts any exploration other than following the path to the Macrodome, they will become lost in the mists for some time. When frustration of panic sets in, they find themselves back on the path.

The Thirteen Statues

As you reach what appears to be the top of the climb, the mists finally break. You stand for a moment catching your breath and looking around. This is not the peak of the mountain, but rather a bowl-like valley surrounded on three sides by steep inclines which

become lost again in the mists higher up. Dominating the valley is a huge, exquisitely made building. It seems to be a strange mix of gothic cathedral and Byzantine domes and gives the impression of being ancient beyond imagining. Standing in a loose circle around the cathedral are several roughly carved stone statues on low pedestals. The statues are huge and have an almost primitive appearance next to the beautiful building beyond.

These Statues are promethean golems, the magical guardians whose duty it is to protect the Macrodome from those who would seek to change their destinies or who come uninvited. They will all attack anyone who tries to approach the cathedral, stepping heavily from their perches. They will not attack the party if they are shown the errant chess piece. If any of the party manages to get past them and enter the the Macrodome, the golems will not follow nor will they attack anyone on the way out (unless something has been stolen).

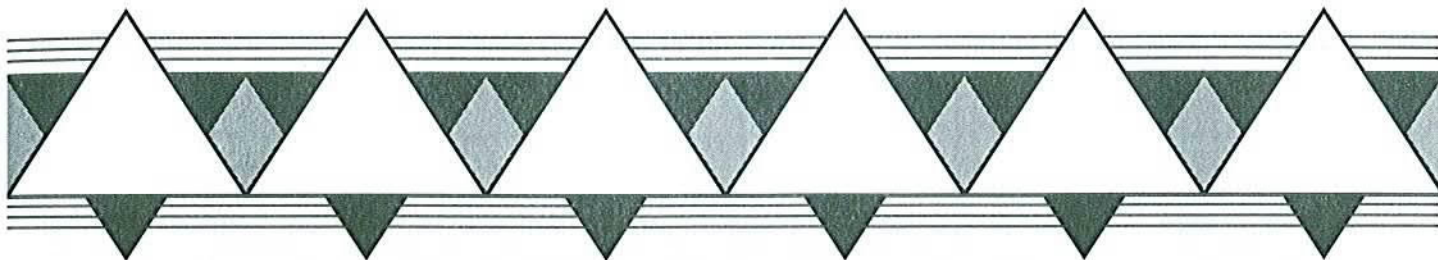
Promethean Golem

RARITY:	Special
NUMBER APPEARING:	13
% IN LAIR:	100%
INTELLIGENCE:	10
ALIGNMENT:	Lawful Neutral
HTK POINTS:	50
THAC0:	10
ARMOR CLASS:	6
NO. ATTACKS:	2
DAMAGE:	4-16
SPECIAL ATT:	envelop
SPECIAL DEF:	regeneration
MOVEMENT:	16"
MAGIC TOLERANCE:	25%
SIZE:	L
TREASURE TYPE:	none
XP AWARD:	2,600

The Promethean Golems were created by the monks of the Macrodome to protect their cathedral. they are actually made of clay, not stone, though this is not readily apparent until they attack.

Combat

In combat, the golems attack twice per round with their massive fists. If both fists hit the same opponent in the same round, the golem's clay body closes around their victim, enveloping them like a



vice; doing 2-40 points of damage per round until the creature or its victim is killed. The victim cannot move or attack while enveloped.

Special

The clay bodies of these golems repair themselves automatically, allowing them to regenerate 2-8 HTK points per round. Damage caused by fire-based attacks are harder to heal, and against these they only regenerated at 1 point per round.

Role Playing

Like most golems, these creatures have only a limited intellect. they follow their simple directive to protect the cathedral, and that's about it.

Entering the Cathedral

You burst through the great double doors of the cathedral and stare down the long vaulted hall that lies before you. The two-story hall is lit by several large candelabras which create deep shadows in the gothic arches lining the hall.

The cathedral is laid out in four symmetrical wings radiating out from a huge central domed hall. The only way to reach the other floors are by climbing the spiral staircases inside each of the four towers placed around the central hall.

The first levels of each wing generally have little traffic. They are merely ornamental approaches to the center. Two side halls parallel the main one here, separated by multiple archways. While there is no real reason for the party to enter the other two floors, if they choose to explore them, they will not be hindered. the top two floors of each wing are filled with the resting quarters of the monks, empty rooms, and rooms filled with thousands of shelved, playing pieces for the Macrodrone's spherical game-board.

The Monks will ignore the party completely in this part of the cathedral unless they are attacked, or the party attempts to remove a playing piece from one of the storage rooms. If either of these things occur, it will immediately be detected and swarms of monitors will appear, seemingly from nowhere. If the party is not thwarted by the steady stream of monitors, the monks will simply remove the player's figure from the game-board (see the effect this has on Tegwin).

The monks will only become interested if they are shown the chess piece that the party already holds, and then only if it is shown to one of the Grey monks

(it seems that the white monks find it advantageous to have the piece missing) If this occurs, they will be taken to one of the Monks in the main Dome (see following section for further reactions).

The Central Dome

As you walk through the last arch of the hall behind, an awesome sight fills your vision. This room is crowded with white and grey cloaked figures who bustle around the floor, but they are not what catches your eyes. The huge, circular room sweeps upwards, ringed by an elaborate system of balconies. These balconies each reach out at various heights and lengths to provide access to the room's main feature: an immense globe spins slowly in mid-air some distance above your head. The globe appears to be a intricate map, complete with the lands you hail from and many that are foreign to you. The surface of the globe crawls with small creatures, barely visible from the ground. Hundreds of monks seem intent upon the creatures moving objects from place to place upon its surface. Far above the globe is the main dome, the frescos that decorate it are barely visible.

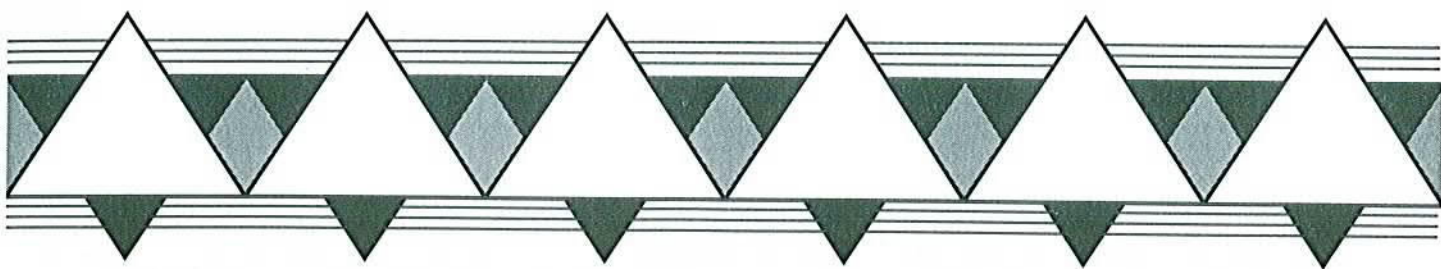
This is the great gameboard of the Macrodrone, the playing field of fate (a full description can be found on the map in Protectors and Places).The creatures that inhabit its surface are Monitors, the reptilian caretakers of the Macrodrone.

Monitor Lizard

RARITY:	Special
NUMBER APPEARING:	40-4000
% IN LAIR:	100%
INTELLIGENCE:	15
ALIGNMENT:	Lawful Neutral
HTK DICE:	2+6
THAC0:	12
ARMOR CLASS:	8
NO. ATTACKS:	1
DAMAGE:	1-3
SPECIAL ATT:	poison
SPECIAL DEF:	none
MOVEMENT:	18"
MAGIC TOLERANCE:	25%
SIZE:	L
TREASURE TYPE:	none
XP AWARD:	270

Combat

Monitors will only fight in self defense or in



defense of the globe, the playing pieces, or the monks. Though they are not very tough individually, there are so many of them (assume an infinite supply) throughout the cathedral that they could easily overwhelm any opponent. The bite of the Monitor causes paralysis for 3-18 turns unless the victim makes a Stamina Check.

Special

Because of their connection to the Macrodrone, the Monitors have developed a limited form of precognition that allows them to second guess their masters. This allows them to perform their duties with amazing speed and makes them almost impossible to surprise.

Role Playing

Though the Monitors cannot speak, they are clever creatures who understand not only speech but also a lot of what is happening on the globe they tend, giving them unusual insight into human nature and history. Those few Monitors who have left the Macrodrone make excellent companions for wizards and bards.

The Grey and the White

The Monks are numerous everywhere in this central area, the balconies, stairwells, and on the observational levels (attached to the middle balcony and reaching back some distance into each wing). The monks casually wager on the proceedings, merely observe, manipulate the pieces on the globe or stand around talking in their strange language (which seems vaguely familiar yet unintelligible). Here too, the monks seem intent on their business and ignore the party unless they are attacked or the game is interrupted. This will draw the same response as previously mentioned.

The Elder Monk

If the chess piece is shown to any of the Grey monks, they will take the party to the top balcony where a particularly aged Grey monk stands in conference with several monks of both colors. One of the monks who guided the party approaches the elderly monk and whispers in his ear. The elderly monk turns quickly in your direction with a sharp glance. He then approaches the party and speaks in their native tongue.

"Ah, the missing piece," he says, his expression relaxing into pleased relief, "We thank you. Few understand how dangerous it is to try to thwart fate." Then,

seeming to realize that you do not fully understand the situation, he narrows his eyes and asks, "How did you come upon this piece and how did you get here?"

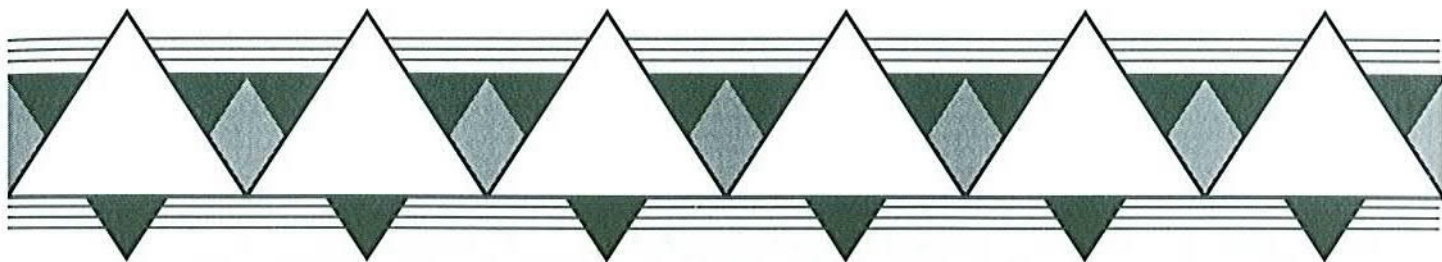
Weather or not the party fully discloses their adventure, the old monk nods as if he understands completely. When they are done, he sits in contemplation for a moment, then turns again to the party.

"Hmm. Fordan, who stole this piece, obviously knew less than he thought he did. You see, Fordan was trying to keep others from effecting his fate. He did not realize that, had he been successful in actually stealing the correct piece, he would have eliminated his own ability to control his fate as well." The old monk smiles as you realize what he is telling you, "Yes, Fordan accidentally stole his Brother's piece, not his own! And it is his brother's fate that is so crucial now."

The old monk (who will not speak his name) takes your arm for support and begins walking, eventually leading you to a balcony where there are several benches. He sits upon one and motions for you to do the same. "I shall try to explain. You see, Fordan obtained a great artifact some time ago, the Mantle Immortal. I shall not trouble you with its long and unfortunate history, but it essentially transforms the man who possesses it into something like unto a god. A minor one, perhaps, but a god nonetheless."

Unfortunately, like most mortals, Fordan had little idea what it meant to be a god, and he soon made many powerful enemies. Hounded and harried, Fordan began to desperately seek a way to escape his tormentors. Instead of doing the obvious and renouncing his power, he attempted to find another way. That was what led him here. Perhaps only an archmage could steal a piece from the Macrodrone and get away with it, but it did him no good, and it may have done the world a great deal of harm. Now," he says as he gets to his feet and walks to the edge of the balcony, "we must restore poor Tegwin! Unfortunately, that is more easily said than done. Come."

The monk leads the party down to the observation balcony below and bids them wait while he confers with his fellows. The party is on their own for about two hours, and are free to wander about the Macrodrone a bit more. The monks still seem to generally ignore them, but once in a while one will nod in greeting. The party, if they hang around the observa-



tional balcony for a time, will run into one of the rare guests of the Macrodrome, Uranged, a Gold Dragon in human form. She will talk fairly freely with the party as long as the conversation doesn't delve into her affairs. She is very non-committal, intent on her own secret interests, and should not be of any particular use to the party.

Tegwin Restored

When the Old monk finally returns, he seems somewhat crestfallen. He searches for a moment before finding the right words with which to explain the situation.

"Apparently, restoring Tegwin to his original state is not as easy as we had hoped. Being outside the realm of fate as he is right now, his form was impossible for us to synchronize with. Fortunately," He says, putting up a veneer of mock confidence, "there was another of similar power who made himself available to receive Tegwin's mind and fate. That may be all we can do. You see, the fate of your world revolves around Tegwin right now. Though not the ideal situation, Tegwin's destiny must be fulfilled, so we took this risk. And now you must hurry. He is in danger, and you must fulfill your destinies as well."

The old monk begins to hustle you toward the great double doors where you entered. He avoids any direct questions about what has occurred, muttering something about it not being yours to know yet, and that what must be done has been done. Then without so much as a by your leave, you are escorted through the ring of the golems and down the path.

Unless the party attempts something extremely defiant at this point, the old monk hurries them along to where the Galleon sits. Once the party is aboard, he says something in his strange language to the galleon. His farewell is almost lost as the ship sweeps upward.

"You must find him before sunset! Follow its nose!"

The City of Bone

The old monk has sent the party to this forsaken place for the purpose of rescuing a disoriented Tegwin who has just found himself in a new body. The City of Bone is built upon the colossal remains of one of the Great Beasts (see map book and the gibbering caverns). It has become a gathering place for many of the

world's powerful undead. A direct assault on a place such as this would be suicide, even for an archmage. But infiltration is possible, especially during the day.

Arrival in the Desert and the Wraith

With a wild skid and a cloud of sand, the Galleon comes to a halt. As the dust and sand settle, you feel the intense sun that burns overhead. You appear to be in the middle of a hot, sandy desert, and featureless dunes surround you on every side. Your thirst rises just by looking at the heat mirages that play along the sand...

The party is left without much of a clue as to what to do at this point. Eventually they will probably set out across the sandy waste, attempting to discover the reason for their presence there. If they head east, they will soon discover the City of Bone, a half mile distant (it can be seen from a greater distance, but is obstructed by the great dunes). If they head in any other direction, they will come upon a wraith in shade (standard wraith with reduced stats), dragging a bag full of bones across the desert toward the City of Bone.

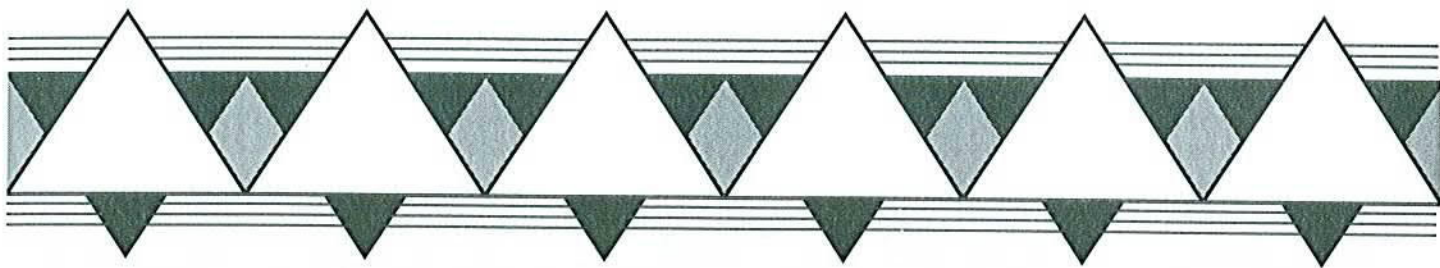
The non corporeal figure looks particularly weak and wispy in the bright sunshine, though odd that he is out in the sun at all, a strange sight indeed. As you approach, the figure turns its "head" and nods. It wearily sets down its load and wheezes, "Is it much further?"

If the party answers in a casual fashion, the exhausted wraith will respond with various degrees of enthusiasm according to their answer. Only if the party panics or becomes aggressive will the wraith even seem to notice that they are not undead. Upon noticing, however, it will attack furiously. Note that it is extremely weak and will not be much of a challenge.

If the party journeys with the wraith to the City of Bone, he will head toward the front gate and quickly lose the party once inside.

The Situation

The party has about six hours until the sun sets, and they had better make good use of it. Tegwin's mind has been placed in the body of one of the Lich Lords, the most powerful of the undead and the rulers of the City of Bone. This particular Lich was casting a



powerful spell to change his own fate and past. This allowed the monks of the Macrodrome the opportunity to place Tegwin's errant fate into a functioning body. (This does have some unpleasant side effects, as the party will discover later.) The unfortunate Tegwin has meanwhile awakened to find himself in a completely different mage's study, one dominated by necromantic implements and soon soon discovers that his body is now that of a mummified corpse!

Meanwhile, the party is preparing to enter the City of Bone. Both of the old monk's warnings are very important. The first, to find Tegwin before sunset, is the difference between life and death for the party. After nightfall, the City comes alive with undead: some of the most powerful forms of undead. During the day, there is only a 10% chance per turn of coming upon undead. After Dark, it will be inevitable. The second warning is a clue as to the likely location of Tegwin. Upon the nose of the great skeleton lies the citadel of the Lich Lords. This is where Tegwin has suddenly found himself.

Playing the Bone City

In addition to the obvious danger posed by the inhabitants, the City of Bone has other dangers. The buildings, ladders, stairs, and floors are all made of bone. Bone is not as strong as rock or wood, so heavily weighted characters face the possibility of the ground giving way beneath them whenever they take any sort of sudden movement (10% chance per level of encumbrance above normal. Damage will depend on the distance fallen but will be at least 1-4 points from the broken bones themselves). Additionally, no animals of any sort will enter the Bone City under any circumstances.

There are a few advantages players can exploit to increase their chances in the city of bone. The inhabitants of the city know how suicidal it would be for any living creature to enter their city, and so they are not very wary. Spells or makeup which change a character's appearance will not usually be closely scrutinized. Characters' chances of surprising are doubled, and the inhabitants avoid exposure to the sun, so are not likely to be about in the upper buildings during the day. Finally, true death cannot occur here. However, "life" as a minor shadow is hardly preferable. Any living creature who dies while within the city will revive 2-12 turns later as a ghoul. This condition holds even if the

dead/afflicted character is removed from the city.

The most direct route to the Citadel (short of magical means) is through the back gate, though this is well guarded (30% chance a turn of an encounter). This is true in the Skull's main cavity as well.

As you enter the gate, a tingling sensation fills you, as if the bones in your bodies feel out of place. Even the beams of sunlight streaming through the racks of great ribs above cannot truly brighten this dark place.

As most of the inhabitants have retreated into the darkest portions of the city, most encounters will be random. Use both the tables on the map for locations and types of undead. There are three locations of note, however.

The Temple of the Unlife

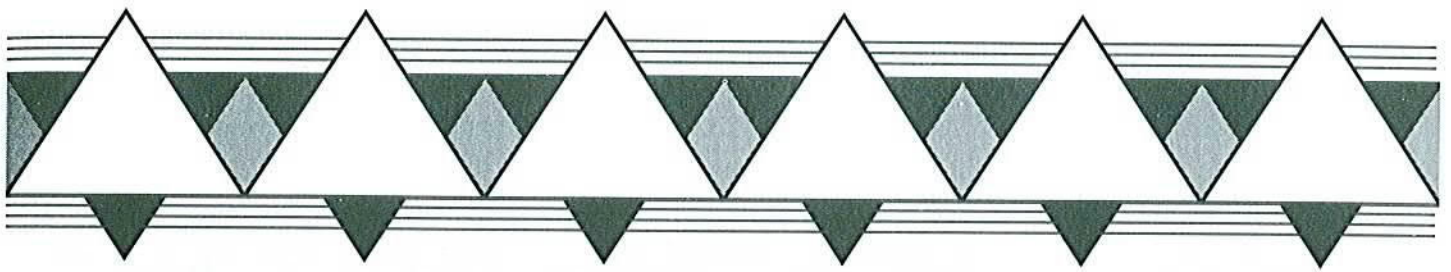
The Temple of the Unlife and the Dark Ward lies atop the highest vertebra of the city's spine. It is a circular structure built around an open portal to the negative material plane. The portal is a spherical area of non-light that floats about three feet above the floor. Negative energy arcs out of the portal and across the room, seeking to suck the life force out of any mortal creature that dares to venture in (save vs. death or lose a life level). Carved like a wound in the floor is the Dark Ward. This magical inscription is used to ward off Death itself. The undead's most persistent enemy is actually Death. Death sees them as a perversion of his work and would actively seek to destroy such a monument to Unlife. If the party should somehow be captured, it is here (to meet their unlikes) that they come.

The Dome of the Skull

Under the vast, protective Skull lies the city's center. Here sits the great market where nothing is ever sold. Bridges, towers, and palaces moulder under the ever darkened Dome. Here undead are sometimes active even during the brightest hours.

The Citadel of the Lich Lords

A cluster of five domes marks the location of the Citadel. Each dome is inhabited by a lich. Two of the liches were great mages during their lives, one was an evil high priest, another a powerful warlord who also practiced the dark arts, and finally one who combined the darkest powers of his clerical and wizardly paths. It is into the body of one of the



mage-lichs that Tegwin has been thrust. The domes are adorned with fascinatingly interwoven bones and bone sculpture (the art of working bone like clay has since been lost). Other undead enter this area only in the capacity of servants. If the party is fortunate, they will find Tegwin in the squat, wide dome.

Tegwin is Found

You have made it thus far, but your nerves are nearly shredded, and the sky is beginning to grow a bit orange with the impending sunset. The twisting curves of the bone around you cannot be natural, you think as you enter the richly appointed upper rooms. What you wouldn't give to see something green again! Suddenly, the door at the far end of the hall bursts open. A skeletal figure, wearing the remains of a rich robe and an iron crown stands there. It raises its head and two pinpricks of light that come from somewhere deep inside its empty eye sockets brighten as it sees you.

The Lich that begins to move toward the party is actually Tegwin. But, of course the party won't know that. For his part, Tegwin hasn't quite gotten used to the idea that his happy smile looks like he's about to eat someone. After their initial reactions, Tegwin will try hard to convince the group of who he is (he still recognizes the party from his previous dealings with them). However, if the party waded into him, swords flying, Tegwin may have to unleash a little taste of his power.

Tegwin The Bluehood (lich)

Human, Skill 24 Archmage

STR: 9 INT: 18

INS: 17 STA: 11

DEX: 13 APL: 14

HTK: 72

AC: 0

THAC0: 13

AL: Lawful Neutral

WPN PROF: all usable by wizards

WPNS: none

Armor: none

Magic Items: none currently

Spells: currently, only 1st-4th level necromantic spells.

Description: Tegwin, now trapped in the body of a

lich, has quite a gruesome appearance. Mummified skin hangs loosely on a tall skeletal frame. Luckily, most of this is hidden by rich robes of black and violet velvet. Eerie points of light float in place of his eyes.

Personality: Tegwin is now uncharacteristically schizophrenic, as he wrestles with his new form. He is normally obsessive about his work, going for long periods of time seeing no one but Garmawin or Toulene. As a result, he tends to be rather talkative when he is around others, attempting to make up for lost time, though he says little or nothing about his work or other personal affairs.

Mannerisms: Presently, Tegwin is gawky and mechanical in his movements, and driven in his quest to destroy Roharrow and return to his own form.

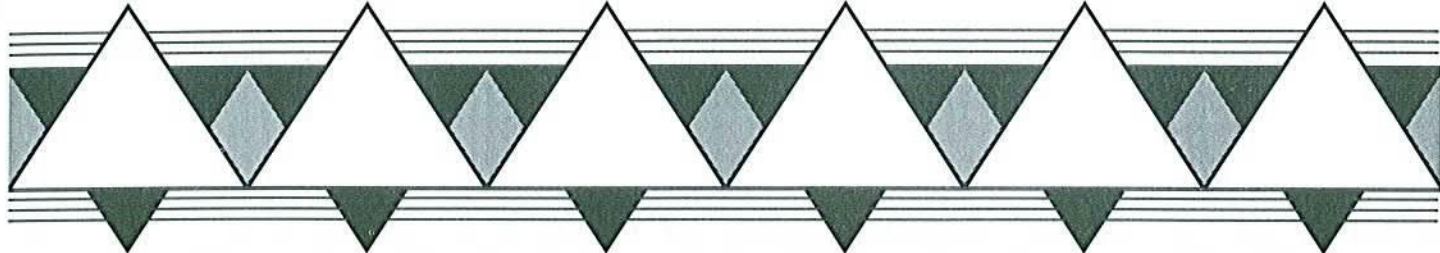
Tegwin's Story

"There isn't much time before sunset," Tegwin says, "You'll have to tell me what's happened on the way out." As you hurry through the darkening hallways, your sense of foreboding grows.

If the party has taken too long to find Tegwin, the archmage may be the party's savior. While still very weak from his ordeal, Tegwin is still an archmage, and has the added advantage of looking like one of the Lords of the city. He will question the party carefully about what has transpired, and once satisfied that they have explained enough, he tells the tale of the archmagical spell-casting that he was in the process of when he lost consciousness.

"...Then I began to chant the final stanzas of the spell, those that would bind and hopefully banish the soul of the mysterious creature called Raharrow, that had been awakened. But before I had finished, I noticed that I could see through my hands, and could no longer hear myself speak. Darkness flooded my mind then, and I found myself in a strange study. Ancient books lined the walls and the table I found myself leaning over was strewn with scrolls, vials, mortars and other magical components. I bent down and began to read one of the leathery scrolls. To my horror, I realized that this was an ancient Necromantic text, one that any mage worth his salt would have burned."

In truth, Tegwin quickly rifled through the study and has secreted three scrolls and a grimoire from the



shelf away in the folds of his robe. He did avoid the shunned text upon the table, but he was not such a fool as to pass up a look at another powerful mage's library. He will attempt to dissuade the party from doing the same, but if they insist, he will give in. Once inside the study, the party will discover mostly necromantic paraphernalia. Tegwin will refuse to let the party take any of this, insisting that it is far too dangerous. They also have a 25% chance per turn of finding a hidden *wand of fear* with 22 charges, but every passing moment brings nightfall closer.

The urgency of leaving the City should continually be stressed, and the GM should attempt to create a sense of increasing danger as time passes. If the Party is caught in the City of Bone after dark, they are likely to die. Leaving should be far faster than entering as they have already blazed a path. If the tragic should occur, and the party becomes trapped in the city after dark, the DM should have them beset by wave after wave of undead. They will die unless they come up with a brilliant escape plan.

Safely Away?

The Sun is just beginning to disappear behind the dunes as you come stumbling out of the accursed City. A ghastly moaning is just beginning in the deepest depths of the city and it's all you can do to keep from fleeing in terror. When you've put a few dunes between you and the city, Tegwin says that the binding spell has been ruined. Now the only way for him to continue with his year and a half spell is to confront Raharrow's physical form, and complete the incantation there. But Tegwin is unsure of where to begin looking.

After Tegwin contemplates the party's dilemma for a time aboard the Galleon, he will recall a vague reference to a great swamp and the alien creatures that dwell there. There was some theoretical connection to Raharrow's location mentioned. It's the best he has to go on. Tegwin has been able to summon the texts he needs, however, if the party decides that they want to go back to Tegwin's tower, they will be swept up in a bit of a side adventure, as the Lich who's body Tegwin now inhabits is, at that moment, being placed in *Tegwin's Body*. What will happen to poor Garamawin and Toulene when a Lich suddenly inhabits their master's body?

The Gibbering Caverns

The Gibbering Caverns are actually the interior organs of a colossal creature. Only the smallest

portion of the Caverns peek up through the swamp while the majority of its structure extends deep into the earth and radiates out into the furthest portions of the swamp.

The party should not realize the true nature of the gibbering caverns until they are far beneath the surface. The party has journeyed here to discover the nature of both Raharrow and the Caverns, and to discover Raharrow's Lair. The cavern's consciousness will not directly acknowledge the adventurers' presence until they actually reach the Eye, but rather will treat them as any other unwelcome intruder.

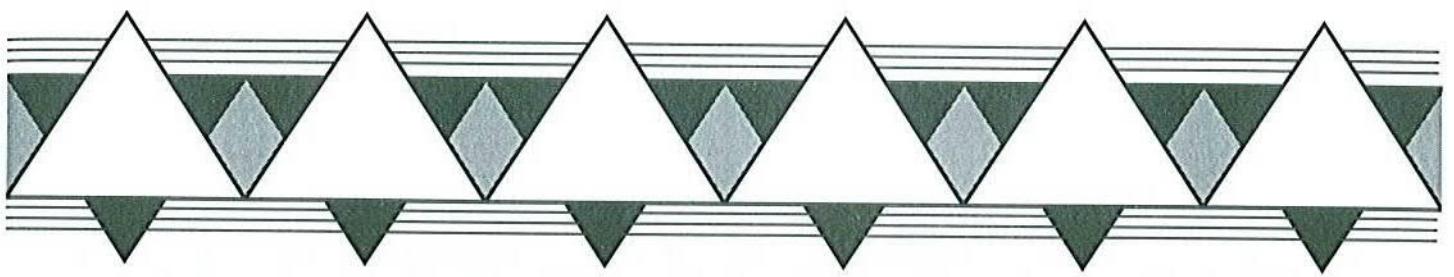
One of the most unusual features of the gibbering caverns is that it emanates such a strong life force that normally inanimate objects may begin to become "alive." Objects will begin to move on their own, make sounds, or even develop sentience. There is a 5% cumulative chance per half hour spent in the caverns that some belonging of the party will come alive. This transformation takes several weeks to become permanent, however, and will wear off quickly once the party has left the Caverns.

Another effect of this powerful life force is that any character who is wounded begins to regenerate at a rate of 1 HTK point per round. Thus, no one can truly die in the Gibbering Caverns. For encounters within the Caverns, see the Table in *Protectors and Places*.

The Entrance to the Gibbering Caverns

The Galleon lands softly in the water. As you gaze around, you see that you are floating in what appears to be a small lake surrounded by a marshy swamp. A bizarre mountain of some foreign looking material rises from the green water. Supporting "roots" arch out and over your boat while giant mushroom-like structures sprout from the peak above your head. But perhaps stranger than the mountain are the multitude of dog-sized grey creatures that swim back and forth in the water.

Known to the locals as "the Mound," this colossal structure rises about a hundred feet above the murky waters of the swamp. The Strange grey shapes that crowd the waters about the mound are "Mud-Puppies", and they carry bits of food to the Caverns. They appear to be entering two cave-like entrances at either side of the mound. Once the party decides to land or touches the mound in any other fashion, they discover that it has a firm but pliant texture, rather



like shelf fungus. The mud puppies will attempt to drag any party member that strays from the group into the mound and to the Great Maw. Tegwin will insist upon staying in the study of the Galleon to prepare himself for the great spell.

The Great Maw

As you begin to descend the pit, climbing hand over hand on the rocky outcroppings, a tremor shakes the pit. The outcroppings begin to shift in your hands as the pit begins to collapse inward.

This is not actually a pit, but rather a chewing organ at the mouth of the Acidic Passage. The "rocky outcroppings" serve as grinding teeth, doing 2-20 points of damage per round to anyone trapped within them. The teeth will begin grinding one round after any character enters the "pit." At this point, the party has two choices: they can either make a Dexterity Check to clamber out of the Maw, or drop blindly into the darkness below. Doing either of these avoids any further damage. The maw stops grinding two rounds after movement within it ceases.

The Throbbing Hall

The entire cavern pulsates around you, like a giant bullfrog. The seemingly solid floor undulates under your feet. As you wade through the three-foot deep muck covering the floor, (insert one of the smaller character's name here) is sucked under! Plunging your hands into the muck, you search frantically for some sign of your companion.

This chamber acts as a sort of pumping station, pulling the nutrient muck from the base of the Acidic Passage to the rest of the Caverns through small tubes. The adventurers need not be overly concerned about their fallen companion. The tubes are too small to draw a person through. A moment's groping will find the fallen hero attempting to stand up against the suction. With the help of his companions, he can easily stand again.

The Sphincter Chamber

The strange, twisting passage ahead looks forbidding. One would have to crawl through that narrow passage and the way it quivers...

If anyone tries to navigate this narrow, muscle-like hall, they will be immediately expelled the way they came. There is no way through this passage.

The Dermal Duplicator

Writhing tendrils grow from the walls, floor, and ceiling of this tall, oval cavern. Though they do not grab you, they seem to desire to bury you under their weight.

Any attempt to cut a tendril will be futile. Any damage done here is regenerated almost immediately. This room serves an unknown purpose for the Caverns and is a dead end to the adventurers.

The Chamber of Sound

As you enter this large, slippery cavern, the noise becomes almost deafening, not from the volume as much as the the number of sounds that assault your ears. They seem to emanate from a thousand narrow cubicles in the walls.

Anyone who stays in this room for more than a round must save vs. spells or run from the room in a random direction until they are out of earshot of the sounds (about 100 yards). If anyone manages to stay in the room, they have a 20% chance of screening out all but one voice which might supply the answer to one of that character's most burning questions.

The Acidic Passage

This spacious tunnel is slippery with a pale grey slime that occasionally drips from the ceiling onto your party. After the first drop hits, you can feel it burning your skin!

The acid that drips from every pore of this hall burns only exposed flesh, and if the party is able to cover themselves completely, they will avoid damage. Otherwise they must save vs. breath or take 0-2 (1D4-2) points of damage per round. It takes 20 + 1D10 rounds to successfully navigate this "intestinal organ."

Along the way, the party will occasionally encounter bits of carcasses and plants. There is a 3% chance of finding something of value here.

The Living Storage Cysts

You make your way up the narrow passage to the small room beyond. As the passage opens into the room, your eyes fall upon piles of mundane objects, swords, clothing, wheels, and other familiar objects. These are the only normal things you've seen since you've been in this strange place! As you look more closely though, they all begin to creep, jump and fly about the room.



As mentioned before, the intense life force that emanates from the Gibbering Caverns will bring inanimate objects to life if they are exposed for long enough. The GM should use this to add a bit of humor to the adventure. Completely mismatched clothing fight each other in a rush to dress the party, a fork attempts to flee the area with a spoon, and a chair insists that the group seat themselves (and stay seated).

Among the throng of interesting objects, there is only one of true value. In the furthest cyst is a sword whose pommel is formed into the face of an old man. The sword is a singing sword. It is +2 to hit and damage and protects the bearer from sound based attacks (+2 to saving throws of this kind). Unfortunately, the sword often breaks into song at the most inopportune times.

The Central Cavity

An enormous cavern falls away into the darkness, criss-crossed by a web of natural bridges. The "mud-puppies" march across these purposefully in great numbers. It looks as if many other caverns open out onto this huge Chamber, many with streams of water pouring from them. The sound of the water cascading into the darkness below echoes through the cavern.

This is a sort of crossroads in the caverns. Tunnels around the cavity in the walls reach across to the other side (what appear to be Bridges) or merely open up into the cavity. At the bottom of the cavity there is a tunnel that leads directly to the Neural Annex.

The "Mud-Puppy" Nursery

Thousands of watery sacs fill the deep chamber, bound to the wall with bonds of rubbery webbing. Making your way along the narrow ledge that spirals down, you peer into the first sac. Suddenly, something squirms toward your inquiring face!

This is a nursery where the "mud-puppies" are grown. All are at various stages of growth, but are completely confined in their sacs (though this doesn't stop them from startling the party some). If the party does anything to disturb the sacs, however, they will be set upon by a swarm of antibodies.

The Blue Pool

A pool of syrupy liquid fills this spacious chamber, the ice blue color of the center fading to a milky grey at the perimeter. Liquids of various viscosities flow down

into the pool from openings in the walls. As you watch, a bubble begins to form in the blue center, then begins to ooze toward the edge, retaining its shape and color.

This room serves a double purpose as the receiving end of the Acidic Passage and the birthing place for the Steletalps (see page 44 of Protectors and places). The mysterious bubble is an infant Steletalp. Once it has left the pool, it will ooze down a nearby opening and disappear from sight.

The Neural Annex

A fantastic sight greets your eyes as you descend into this chamber. It is a maze of translucent globes and tubes, each giving off a faint rainbow of light.

This is equivalent to the Cavern's brain. Pulsating flashes occasionally arc across the room, and the party feels strangely drawn to the center of the chamber (where the Eye awaits).

The Eye

An eye, nearly six feet across, is suspended in the center of the room by several thick strands of the translucent material. It follows you as you walk across the room, blinking slowly. Though it does nothing more than this, it seems to be beckoning you forward.

The Eye will attract the party's attention and begin to communicate with them telepathically, taking great interest in everything they have to tell it. A particularly observant party member may notice that the eye widens as in fright when the party begins to tell of Tegwin's spell casting failure. When they have finished, the Eye offers this tale:

The Eye's Story

"To fully understand what you are up against, I must tell you a story. Long ago, I was as a god. I and my four siblings had been given the duty of watching over this world, and the power to do the job well. Ah, those were glorious days! We watched the birth of mortals upon this world from our lofty thrones. But the dark ones came, with their lies and promises, making us dissatisfied with the privilege that we had. Raharrow was the first to fall. She was the lady of the sky, and perhaps overly proud to begin with. As she began to defy the Great Dance and step to her own whims, she spoke to us of the joy she had found. And one by one, we followed her lead. Great chaos followed for a time, and yes, a sort of newfound joy. But then the



heavens opened, and our neglect of our duties were made plain.

We were cast out! Banished to earth in the guise of Great Beasts, as you see me now. Most of us went to our exiles in shame, but not Raharrow! She fought and exhorted us to fight with her! Flames filled the sky that day, but finally she too was cast out. Down she fell, like a fiery comet. And where she struck, the earth burned, collapsed, and fell in upon her. We other Great Beasts now live quietly, but Raharrow, in the form of a gigantic worm, has lain brooding in her burning hole, nursing her hate until it has become all that is left. At least she has been content to brood until now. It seems that the mage, Tegwin, has discovered Raharrow's attempt to rise again. Raharrow will stop at nothing short of the destruction of us all.

The story told, The Eye asks if they and the mage are prepared to face Raharrow. If they say yes, the party is then guided to the Geas Node where The Eye gives them instructions on where to find Raharrow's Lair.

The Geas Node

The spherical room isn't of much interest, but you feel a sudden weight upon your mind. There is someone trying to get inside!

The Gibbering Cavern uses this strange organ to cast *geas*, *suggestion*, and other such mind affecting spells. If the party has talked things out with the Eye, the Node will be used to impart the location of Raharrow's Lair rather than attack the group.

Raharrow's Lair

Raharrow is gone from her lair for five out of every seven days, eating away at the Roots of the Earth tree. Tegwin's spell has had some effect on Raharrow already: she must return to the lair every so often to revitalize her failing energies with elaborate rituals. The party arrives two days prior to Raharrow's return and must survive in her lair, preparing to strike, for those two days.

Tegwin has reached a sort of semi-catatonic, trance-like state and must be dragged from place to place (he did warn the party about this being part of the spell, so they shouldn't be alarmed). The Spawn of Raharrow are on constant guard for just such intruders, though the lair is vast, and many of the spawn are

spread throughout the world on various sinister missions. There is a 25% chance per turn of encountering spawn near the Great Chamber, but this chance decreases to 10% in the outer passages.

The passages are all of slick, sharp, volcanic glass covered with an omnipresent layer of gritty ash that filters up from the various lava vents here and in connecting passages. The air is extremely hot and dry, smelling faintly of sulfur and brimstone. The entire area is dark except where the molten rock below provides a faint light. The Spawn do not rely on sight as much as their other senses.

The GM may wish to show players sections of the **Raharrow's Lair** map. The party will enter the map area from the far left side.

Arrival

The Galleon lands on a snowy mountainside. In the distance, the steaming plumes of still active volcanic mountains give sharp contrast to the frozen land around. The only other features nearby is a small trapper's hut and the crevasse that leads down into the very bowels of the earth.

The group must travel from the ship's resting place down into the crevasse and into the Lair.

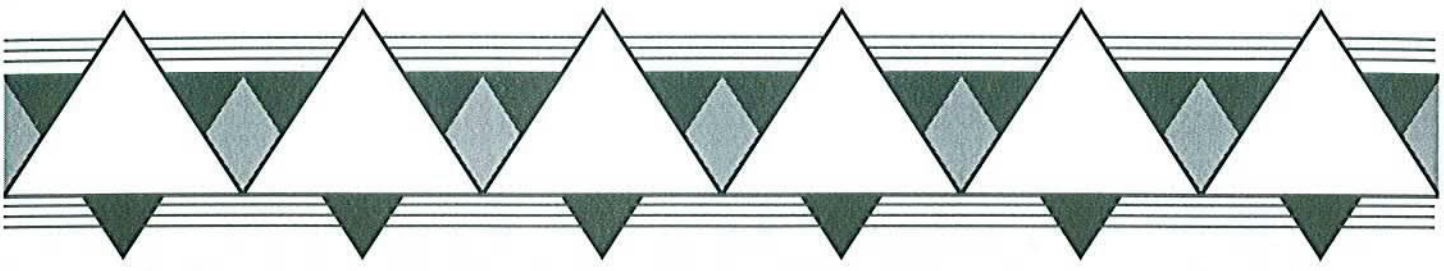
Lava Vent and the Forge

Here the sweltering heat of the tunnels becomes almost unbearable. However, the inky blackness that has surrounded you in the tunnels has been banished by an orange-red glow emanating from a pit in the floor of the chamber.

As you approach further, you see an elaborate apparatus surrounds the pit. Spawn swarm over this, pulling at chains and turning huge clanking wheels. A bit further off, larva send sparks flying as they hammer upon oversized anvils. You think that hell must look something like this.

This is a vast smithy where the Spawn forge weapons for war upon the surface dwellers. The Spawn make use of a vent in a lava dome which has built up underneath the room as their forge.

Around the perimeter of the room are several passages filled with all manner of steel-working equipment. Two roughly made carts stand in the shadows on the left side, one filled with raw ore and the other half-filled with larva-sized weapons. The Spawn are intent upon their work and will not notice stealthy adventurers.



Spawning Ground

You freeze. As you peer into the darkness, it appears as if the floor of the passage ahead writhes with a life of its own. You duck back as an adult Spawn comes around a bend and wades into the writhing mass.

The writhing mass is, of course, tiny larva, too small to join their brethren in battle yet. Several connecting passages are used as the spawning grounds. If the passages are searched, the party will discover that the larva are ravenous and will swarm upon any non-spawn that attempts to make his way through them. This will also alert the adults serving as nurses.

Strangely enough, no eggs of any sort can be found here. (The larva appear to come directly from Raharrow herself.) This area is best avoided.

Elder Spawn's Meeting Room

The round chamber is dominated by a long, low table with odd runes carved into it. One lone Spawn, larger than any you've seen, lies coiled at one end, apparently asleep. Otherwise the chamber is deserted, perhaps even unused.

Now that Raharrow is awake and active there is far less of a need for her servants to lead themselves. The command center of the Spawn now lies unused most of the time. The large Spawn is actually dead, but because of the alienness of its form, it is difficult to tell.

Map Annex

This passage comes to an abrupt dead end, but unlike the other dead end passages, this one seems heavily used. Large hides of leather with red runes upon them cover the walls. Most of the leather wall-hangings also have intricate maps drawn upon them. In the center of the passage sits a spherical, wooden grid. Red and white pins are stuck in clusters at various points inside the grid, radiating from one central cluster near the center.

This is the map room. From here, the Spawn plan their increasingly frequent raid on the surface and advise Raharrow on her own movements. Interestingly enough, all of the maps are rendered with the perspective of being underground, looking up at the surface.

Armory

The walls of this narrow crossway of passages glit-

ter with steel. Weapons of an alien design fill all available space. Merely imagining the army such a supply of weapons were created for makes you feel a bit tense.

There are usually several guardian Spawn here examining or sorting weapons. Anyone passing through will have to be especially careful not to attract their attention as they will summon aid which will arrive in 1-6 rounds.

The Forgotten Prison

The passage turns once again and there in the darkness you hear the noise again: a human moan and the clinking of chains. You hold your light higher, and there he sits: a bony, soot-covered man with a shock of graying red hair. His legs are shackled to the wall, the only occupant of a long row of chains hanging from the wall. Slowly, he raises his head to you, revealing eyes that have grown almost useless from lack of use. "Is that light," he croaks without confidence, "or just another dream?"

The forgotten prison dates back to a time before Raharrow awoke when the Spawn sought to revive her with human sacrifice and other dark sorcery. The man's name is Riely, and he remembers little about his former life. He was captured as a boy from his father's farm long ago. He has survived the neglect of his captors by drinking from a sulfery drip in the wall of his prison and occasionally capturing one of the tiny lizards which crawl through the passage. His chains are so old and rusted that they can easily be broken by a healthy character. While he will become a burden on the party and their resources, no compassionate person could leave him down here. Treat Riely as a skill 0 human with 3 HTK.

The Great Chamber and Raharrow's Pit

Immediately you are overwhelmed by the sheer size of the place in which you stand. The cavern must be the size of an entire town and the ceiling is so lofty that your lanterns cannot illuminate it at all. Dominating the floor of the cavern is the yawning mouth of a pit at least 100 yards across. Nearby, there looks as if there was an enormous bonfire, though only ashes remain now.

The polished, jet-black floor looks as if it is constantly swept of the drifting ash that dominates the rest of these passages. On this floor, the Spawn have



laid long lines of a yellow chalky substance radiating out from the remains of the bonfire.

The great pit is the original landing place of Raharrow all those eons ago. It leads to her many other passages that now riddle the world. Because of their sheer size, they are unnavigable by the party. When Raharrow rises out of the pit to bask in her Spawn's worship, only a part of her huge head enters the cavern. The bonfires, which surround the pit at regular intervals, and the yellow (sulfur) lines are all part of the restorative ritual that Raharrow goes through after each venture of chewing on the Earth Tree's roots. Traffic is fairly heavy here; Spawn are constantly cleaning up from the last ritual and setting up for the next.

The Final Confrontation

Raharrow's return is no secret here in her Lair. Preparations begin a day in advance. The bonfires are built and fresh sulfur is laid out. The players, however, may not have time to notice these subtle preparations, particularly if they have been discovered and are being chased through the Lair.

Tegwin finally comes out of his near cataleptic state (though he continues to mutter to himself constantly) and explains what must be done.

"I must confront Raharrow in person, probably in their central chamber. I need at least a full ten minutes to cast the final incantations, and I will be extremely vulnerable during this time, I need you to figure out a way to protect me during those ten minutes. We must then leave as quickly as we can."

The party will then have about half a day to set up their defense plan. During this planning period, feel free to repeat any clues or information which the players may need to prepare their strategy.

The tremors have grown more serious. The last one nearly knocked you all from your feet. From the central cavern, the Spawn can be heard chanting their low bass incantation in unison. There must be hundreds and hundreds of them in there, row upon concentric row surrounding the pit.

From within the pit a steady rumbling emanates. Then it appears that something is filling the pit, or rather, something is rising out of it. Almost gracefully, the tip of Raharrow's nose begins to fill the Chamber. The Cavern itself, which had once seemed so enormous,

now begins to feel cramped, as Raharrow's head emerges. Never before have you seen anything so large actually move! Her cavernous four-sided jaws open and you stare into what awaits all life if you fail.

Once Raharrow's head is fully visible, Tegwin goes into action. Stepping forward, his eyes roll back, and he begins to chant in his lyrical tenor voiced, a sharp contrast to the bass obscenities voices by the Spawn. The party will be noticed almost immediately (unless they are hiding and letting Tegwin take his chances), and almost as one entity, Raharrow and her spawn turn on you. Raharrow herself suddenly becomes transfixed, but her Spawn attack with everything they have. Hopefully the party has set up in a position to protect themselves and Tegwin against the waves of Spawn that surge forward. There are approximately three hundred Spawn clustered in the room (though, of course, not all of them can attack at once).

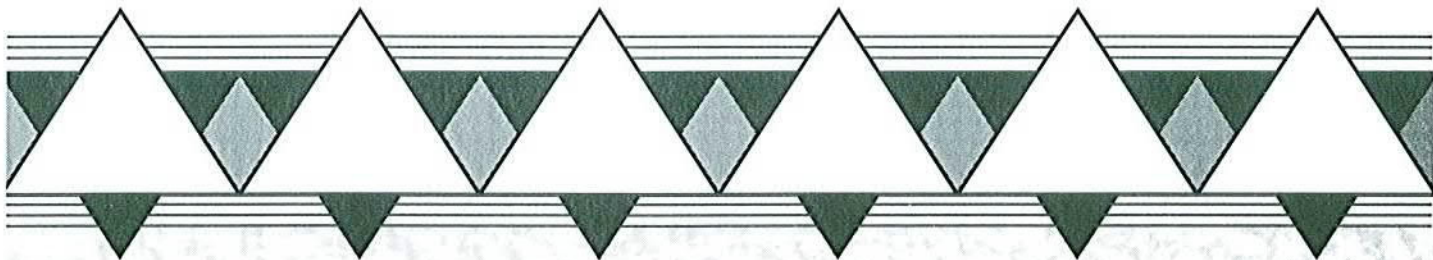
Tegwin takes a full ten rounds in which to cast his spell, and the party must remain alive until he finishes. If either they or Tegwin falls, all is lost.

If the party does survive, and Tegwin finishes the incantation, Raharrow lets out a deafening scream and begins to fall back into the pit from whence she came. The impact of her hitting the sides of the pit begins to bring the cavern down on top of party and Spawn alike. If the group has any magical means of escape (*teleportation, dimension door, etc*), now would be the time to use them. If not, Tegwin finds the energy for one last spell, and the party finds itself next to the galleon. The formerly extinct volcano upon which it sits has begun to erupt, so the party will have to make a hasty retreat.

Epilogue and Future Adventures

From here, several things can happen: The GM can have the party set out upon a mission to oust the Lich who has inhabited Tegwin's body. The GM may also wish to make an adventure of the mopping up of the Hundreds of Spawn that still roam the earth causing mayhem. Or perhaps Raharrow again finds a way to threaten the earth and the party must journey to the Untended Gate or the Fiery Hall to defeat her yet again.

Whatever the case, Tegwin will, as mentioned before, be very generous in his gratitude.



PROTECTOR AND PLACES: MAPS AND STATS OF MAGIC



Archmagic - Protectors and Places: Maps and Stats of Magic

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A Note on Language:

For the sake of convenience, the male gender is used as a neuter term throughout this product. This does not imply any chauvinism on our part, it simply takes up less space and makes for much smoother reading.

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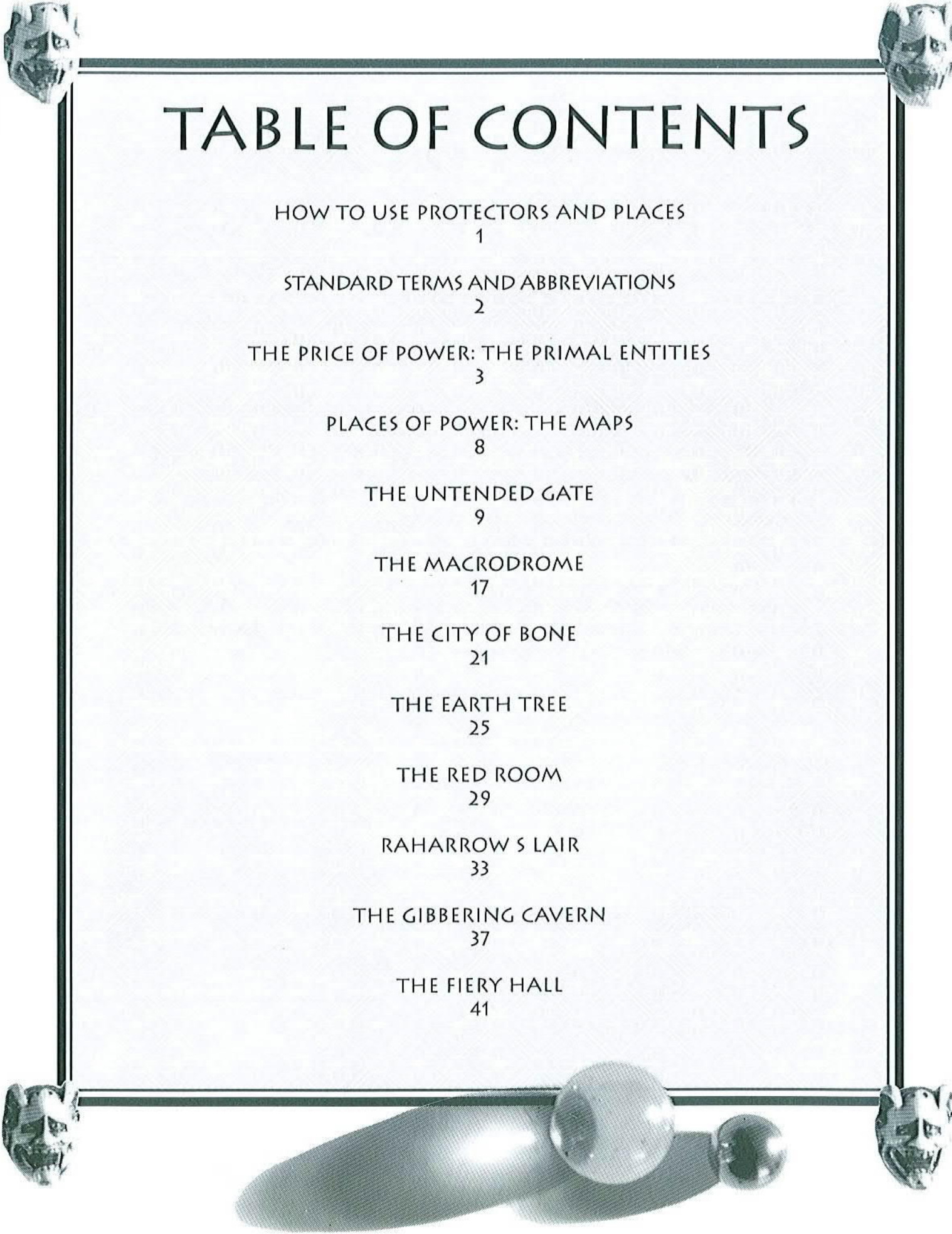


TABLE OF CONTENTS

HOW TO USE PROTECTORS AND PLACES

1

STANDARD TERMS AND ABBREVIATIONS

2

THE PRICE OF POWER: THE PRIMAL ENTITIES

3

PLACES OF POWER: THE MAPS

8

THE UNTENDED GATE

9

THE MACRODROME

17

THE CITY OF BONE

21

THE EARTH TREE

25

THE RED ROOM

29

RAHARROW'S LAIR

33

THE GIBBERING CAVERN

37

THE FIERY HALL

41



HOW TO USE PROTECTOR AND PLACES

What you hold is an idea book, it is intended to add detail or liven up existing campaigns. The material could also be used to start an entirely new campaign. It contains maps, creatures and concepts that are archmagical in nature. Stats are given for locations and creatures, but GMs are encouraged to use the information found within as a springboard for adventures of his own.

The material is broken down into three sections, the first deals with Primal Entities, fearsome and powerful protectors of the world and high magic. It includes stats and fully detailed descriptions of the Forgotten Gods, gods who no longer have purposes and wander aimlessly. The Guardians, powerful entities that protect the planes from dangerous magics. Five varieties are given; Divine, Elemental, Mystic, Planar, and Temporal. These entities can be used to return balance to a game gone wild or just add spice to an adventure.

The second section is maps of mystic places. There are eight all together: some frightening, some awe inspiring. Details are given for each location, some within this book and the rest fully detailed in the adventure book, **Worse Things**. The maps themselves are a variety of useful maps, player handouts, and a visual tour de' force, adding a visual sense to a game that no description could. GMs may wish to combine pieces of individual maps together to create entirely new and exotic locations.

The third section is a series of handouts concerned with wizard's strongholds. There is the Flying Castle, a place of mystery and wonder afloat in the air; the Hovel of Wonderment appears as a begger's shack whose interior is immense and opulent.; the Fortress in a Forsaken Place is an out of the way laboratory, far from prying eyes; the Tower, which can be used as a conjurer's tower or meeting place for socializing wizards; and the Wizards Caverns, a natural formation modified by powerful magic to be impregnable.

Realms and creatures of high magic await!

STANDARD TERMS & ABBREVIATIONS:

Abilities (or attributes, characteristics, or statistics) are derived from 3D6. The lowest score for a human is 3, and the highest score is an 18/00 (see standard rule book for more information).

Ability Checks against a Character's abilities work much like saving throws.

For example, when a character makes an ability check against his STR, the player rolls 1D20. If the resulting number is equal to or lower than the statistic, the save is successful.

Armor Class (AC) works on a scale in which a lower number is better. A Character with no armor is AC: 10 (unless otherwise stated within a Characters' race statistics). A shield improves AC by 1 to make AC: 9; chain mail is AC: 5; and plate mail and shield is AC: 2. (See the standard rule book for details.)

"D" is used as an abbreviation for "die" or "dice." 1D20 means one 20-sided die; 3D6 means three 6-sided dice; etc..

HTK (Hits To Kill) is the number of points of damage that a Character or monster may sustain before being killed.

HTK Dice is the number of dice rolled to determine how many HTK the creature has. The type of die used depends on the class of character.

Monsters always use 8-sided HTK dice to determine how many HTK they have.

Magic Resistance indicates whether or not a given creature is resistant to magic effects. If a percent is listed, this is the percent chance of a spell's failure on a given creature. This chance is based on a spell being cast by a Skill 11 spell caster, and must be adjusted upwards by 5% for each level below 11, and downwards for each level above 11.

Movement (MV) is the speed of a Character or monster on a constant basis. The creature moves the stated distance in tens of yards if outdoors, and tens of feet if indoors or underground.

If only one number is given, the creature can only move on land. Other terrains could be listed such as air, water, underground, web, etc.

Priest, unless otherwise stated, refers to clerics and druids.

Saving Throws (save vs.): are listed for each character class in the standard rule book. To make a successful saving throw, a Player must roll the saving throw value or higher on 1D20. A successful saving throw often reduces or negates certain types of damage.

Size indicates whether a creature is (S) smaller than man-sized (4' or smaller), (M) man-sized (4'-7'), or (L) larger than man-sized (7' or larger).

Skill refers to the level of the character or spell.

Spell Abilities: Many deities and monsters use certain spells and/or the magical abilities of specified character classes. See the standard rule book for descriptions of spells not described herein, and/or for more information on the

magic-using character classes mentioned.

THACO (To Hit Armor Class 0): When you know a Character's or monster's THACO, you will know the number required to score a successful hit on 1D20 (or multiply that number by 5 to get the percentage chance of success). A target's Armor Class is subtracted from the attacker's THACO to obtain the target number required on the 1D20.

For example, if a Character's THACO is 16 and his target is wearing chain mail with no shield (AC: 5), the Character needs to roll 11 or less on 1D20 (16-5=11) or roll 55% or less on a D% (11 x 5% = 55%).

Treasure Type indicates the kind of treasure the creature has on its person or in its lair (see standard rulebooks for details).

Value assumes that the value of one gold piece is about \$20 in current U.S. dollars.

Wizards, unless otherwise stated, refers to magic-users and illusionists.

ABBREVIATIONS

AC		Armor Class
AL		Alignment
APL		Appeal
ARM		Armor
ATT		Attack
C. Evil or CE		Chaotic Evil
C. Good or CG		Chaotic Good
C. Neutral or CN		Chaotic Neutral
cp		copper piece(s)
DEF		Defense
DEX		Dexterity
DM		Damage
ep		electrum piece(s)
GM		Game Master
gp or GP		gold piece(s)
HTK		Hits To Kill
INS		Insight
INT		Intellect
L. Evil or LE		Lawful Evil
L. Good or LG		Lawful Good
L. Neutral or LN		Lawful Neutral
M		Man-size
MV		Movement
N		Neutral
N. Evil or NE		Neutral Evil
N. Good or NG		Neutral Good
NPCs		Non-Player Character(s)
PCs		Player Character(s)
pp		platinum piece(s)
PROF		Proficiency
S		Smaller than man-size
sp		silver piece(s)
STA		Stamina
STR		Strength
SZ		Size
THACO		To Hit Armor Class 0
WPN		Weapon
XP		Experience Points



THE PRICE OF POWER: THE PRIMAL ENTITIES

Powerful magics not only effect the prime plane, they send ripples echoing through multiple planes of existence. The multiverse is a delicate structure and these ripples, when compiled, begin to affect its integrity. Like a spiderweb's trip lines, there are beings that detect magical energy expenditure. Some of these beings exist solely to safeguard the multiverse against excessive magical use while others are merely travellers who are constantly aware of these magical echoes. These powerful immortal entities are known as Primal Entities and can retrace the paths of magic, like a homing beacon back to its caster. Primal Entities that archmages (due to the nature of their occupations) are bound to encounter are grouped into two types: Forgotten Gods and the Guardians.

The Forgotten Gods

We found him alone in dangerous territory, so we offered to escort him to the nearest town. He was friendly but kind of quiet, what some would consider an ideal travelling companion. Something was familiar about the old man but I couldn't figure out what it was until we found his image in the ruins on the wall of an ancient temple...

Description

Some of these entities are all that remains of the faded gods of fallen civilizations. Sustained by immortality but bereft of purpose, they are eternal wanderers. Others are curious enigmas, ultra-powerful immortals who seem to be confined to the mortal plane. Perhaps they were beings on their way to godhood but never received worship. All Forgotten Gods can physically morph their appearance at will, making *truesight* useless. They all tend to appear humanoid, while race and sex seems to be unimportant. Some will retain the guise that they were worshiped under, while others might prefer that of a child, a goblin beggar, etc. These entities carry only a few possessions

(and perhaps a well concealed weapon) and are always humbly dressed, usually in rags.

Combat

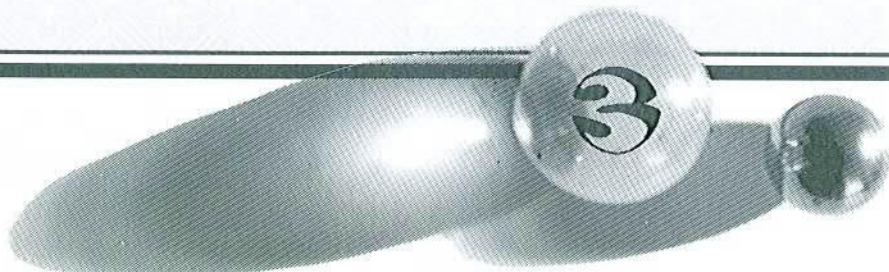
Most of the Old Ones carry magic weapons of great power among their few remaining possessions. These weapons are usually +3 or greater and possess additional powers such as life drain and vorpal attacks.

Special

In addition to immortality, Old Gods are immune to poison, disease, wizard spells of skill 3 or less and priest spells of skill 5 or less. They have exceptional attributes (19 in each) and the combined spellcasting abilities of a skill 16 wizard and a skill 12 priest. Some of the Old Gods retain more of their former power than others and may still have abilities related to their province. For instance a fallen fire god might be able to cast *burning hands* and *fireball* at will. Although they no longer possess the power they once had, they do retain a unique ability and are sometimes sought out for this sole power. If one is allowed to travel with a party and is treated with kindness, he will grant one character the chance to reinvent sections of his magical memory and replace 1D6 of the spells he knows with different spells of the same level, but only if asked. Otherwise he will not offer this service. Clerics, druids and mages of any kind can partake.

Role Playing

It has been so long since their fall, that the passions which once drove these quasi-divine beings have faded. Despite a wide variety of alignments and provinces, most of the Old Gods are very similar. They tend to be vague and easily distracted, the relentless assault of time afflicting them with apathy. They are always encountered as lone wanderers. For the most part, they are pleasant if not quiet. When they do speak, they speak only of unending loneliness, never offering details from their lives. If they





are purposely sought they will never allow themselves to be found. However, due to their extreme loneliness, they will seek out Archmages or any mage capable of casting 8th or 9th level spells. The chance of a Forgotten God seeking out a mage is equal to the number of 8th and 9th level spells he knows or less on a D100, rolling once per year. Any well received meeting of this nature will result in a friendship between god and mage. Only to the mage will the entity reveal past events and secrets from its existence. After the initial visitation, the god will return every 1D20 months of game time and will be able to find or aid the mage regardless of his location.

The Forgotten Gods

RARITY:	Unique
NUMBER APPEARING:	1
WANDER CHANCE:	N/A
INTELLIGENCE:	19
ALIGNMENT:	Various
HTK DICE:	100 hit points
THAC0:	5
ARMOR CLASS:	-3
NO. OF ATTACKS:	2
DAMAGE:	by weapon
SPECIAL ATT.:	See below
SPECIAL DEF.:	+2 or better weapons to hit
MOVEMENT:	12"
MAGIC TOLERANCE:	42%
SIZE:	M
XP AWARD:	15,000

The Guardians

Mystic Guardians are Primal Entities who protect the multiverse from the aberrations that can be caused by powerful wizard spells. The origins of these beings are forever shrouded in mystery. They may appear during or immediately after the casting of magic to extract a toll on the caster, no matter what wards are in place or any protections taken.

Guardians also are aware of the excessive use of magical weaponry and items. To the shock and

disbelief of non spellcasters, a guardian may appear and attempt to confiscate the character's coveted magic item.

The Guardians appear in five forms. Whether the forms are five different beings or five aspects of one being is not known, however, no more than one guardian has ever been seen at a time. The five Guardians are known as the Divine Guardian, Elemental Guardian, Mystic Guardian, Planar Guardian and Temporal Guardian. Each of the guardians oversee one realm of magic:

Divine Guardian: Spells that tamper with the divine.

Elemental Guardian: Spells that tamper with reality or the elements.

Mystic Guardian: Spells that tamper with the nature of magic.

Planar Guardian: Spells that tamper with the planes of existence.

Temporal Guardian: Spells that tamper with the time stream.

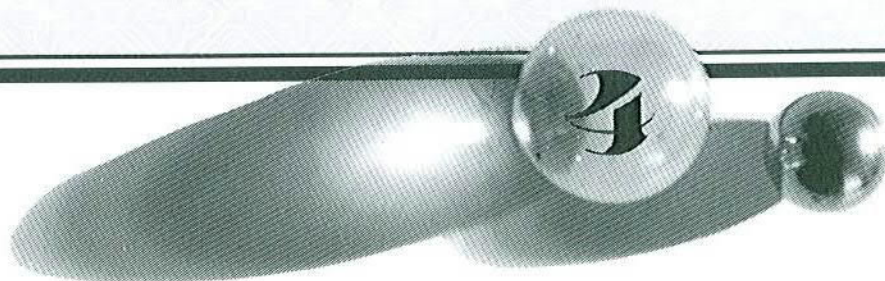
These beings can be used by the gamemaster to restore balance to games where powerful magic has gotten out of control. The threat of a Guardians intervention should be enough to dissuade all but the most foolhardy wizard.

Casting a spell of skill 7 or higher which tampers with the nature of magic specific to a Guardian, has a percent chance equal to the spell's level of attracting that Guardian's attention.

Using a magical weapon or item (of 2,500 XP value or more) that tampers with the nature of magic specific to a Guardian has a one in twenty chance of attracting that Guardian's attention per successful blow or charge used.

Descriptions

Mystic Guardians are massive humanoid creatures that are often compared to titans. They usually wear flowing robes that shimmer as the creature moves. The bodies of **Divine Guardians** appear to be made of light. The bodies of **Elemental Guardians** appear to be molten rock.



Mystic Guardians appear to the world as old men. The bodies of **Planer Guardians** appear to be a constantly shifting black form. The forms of **Temporal Guardians** are translucent.

All Primal Entities are able to change shape at will, and some travel the plane prime searching for forbidden magics. When they find a dangerous spell, their usual response is to destroy all copies and kill the creator.

Only *truesight* can detect a Guardian who has chosen to conceal its appearance and even then the caster must make a successful Intelligence Check or even the *truesight* is fooled.

Divine Guardians

The witch lord waited impatiently for the blood to boil, as blacksmiths worked gold into the brass blade, hammers sounding sharply in the cavernous chamber. Its form finally complete the weapon was plunged into the basin, quenching the red hot metal with the sanguine essence of life. At last, a weapon to challenge the gods. Plucking the bane from the forge with a triumphant cry, the wizard failed to notice the phantom that slipped behind him with a weapon of its own...

Combat

Divine Guardians seldom enter physical combat but, if forced, they will conjure a huge steel mace of +4 ability.

These creatures are only affected by weapons of +2 or better enchantment. In addition, they have a 5 point Damage Tolerance, meaning that the damage of each attack directed against them is reduced by 5 points. Any attack that does 5 points or less has no effect.

Divine Guardians are not affected by priest spells of the 4th skill level or less, they have an 85% Magic Tolerance against priest spells of the 5th skill level or better and a 65% Tolerance against all wizard spells.

Special

Divine Guardians exist to protect the essence divine from the mortal aracana. Wizards are seldom a threat to gods, but when they cross the line the Guardians are there to kick them back into shape.

Divine Guardians may cast any priest spell of skill 3 or less at will with no need for material components. They may also invoke the gods once per turn, receiving knowledge of any priest spell which must be cast immediately.

If the need is great, the gods will lend a Guardian

their power, which allows them to be as powerful as they need to be. If channeling proves insufficient, the Divine Guardians have the power to summon the gods, but this is a last-ditch measure that is seldom utilized.

Elemental Guardians

Raising the staff far above his head, the magister called out to the wind and the storm, wrapping the mists about him like a cloak fastened with lightning. As the conjuring circle burst into flame, a massive shape rose out of the ground behind the hapless wizard. He had dared to meddle with elemental balance and now he would pay the price...

Combat

Elemental Guardians can conjure a staff at will with which it can attack twice per round for 2-16 points of damage or once for 3-30 points.

These guardians are only affected by weapons of +2 or better enchantment. In addition, they have a 10 point Damage Tolerance (all attacks directed against them are reduced by 10 points).

Naturally magical beings, Elemental Guardians are not affected by wizard spells of the 3rd skill level or less, they have a 90% Magic Tolerance against wizard spells of the 4th skill level or better and a 60% Tolerance against all priest spells.

Special

Elemental Guardians command the physical world. They can create elementals at will but can maintain no more than 6 at a time. Creating an elemental takes only 1 round, and control is automatic.

These Guardians can create physical objects with ease. They have unlimited use of abilities that resemble the *minor creation*, *major creation* and *fabricate* spells but require no material components.

Elemental Guardians can also destroy any object of any size or composition with a single word. Important objects such as magic items receive a saving throw against the least favorable attack form to resist the unmaking.

Instead of making a normal attack, a guardian may command the earth to consume any opponent it can see, which works like the skill 9 wizard spell *imprisonment*.

Mystical Guardians

The first of the wheels began to turn. The others followed as it picked up speed. Slowly at first, and



then faster and faster. A rainbow of runes shimmering as the device drew the fabric of magic taut. Suddenly there was another figure sitting with us watching the new pattern develop. In mere moments he seemed to understand what we were doing, and with a wave of his hand the wheel was gone. He then cast off his mortal guise and turned his attention to us...

Combat

When physical force is required, Mystic Guardians attack with knives which they conjure out of thin air, but they prefer to use their magical abilities whenever possible.

These massive creatures are only affected by weapons of +3 or better enchantment. In addition, they are immune to the damage bonus of magic weapons. A +3 weapon stands an increased chance of hitting them, but it will only do normal damage.

Inherently magical beings, Mystic Guardians are not affected by wizard spells of the 5th skill level or less, they have a 95% Magic Tolerance against wizard spells of the 6th skill level or better and a 40% Tolerance against all priest spells.

Special

Mystic Guardians possess unmatched mastery of magic. They may cast any wizard spell of the third level or less at will without waiting the normal casting time or the need for material components.

Once per turn they may cast any spell of skill 4 to 6 with no material components but all time requirements are normal.

Mystic Guardians can extend their Magic Tolerance over as large an area as they like, effectively restricting the use of magic in their presence.

When a Mystic Guardian makes a Magic Tolerance roll by half or less, he may manipulate the disrupted spell, changing it to any spell of the same skill level and redirecting it wherever he likes.

A lightning bolt directed against a Guardian can become a fireball aimed at his attackers or even a *spectral force* that shows the entity shattering into dozens of tiny creatures, all intent on revenge...

Planar Guardians

When the device was set in motion, two planes would be drawn slowly together by the laws of similarity. The resulting collapse would generate unheard of energy that I could have tapped for

almost any purpose. As my assistants made the final preparations, I caught a glimpse of a shadow across the artifact that turned my blood to ice. No precaution could protect us from a Guardian. All was lost...

Combat

Planar Guardians can conjure up to three balls of energy per round which it can direct at any opponent it can see, doing 2-20 points of damage on a successful hit (save for half.)

These creatures are only affected by weapons of +2 or better enchantment. In addition, they can only be harmed by directly damaging spells or only the damage bonus of magic weapons. A +2 mace would only do 2 points of damage to a Planar Guardian on a successful hit.

Planar Guardians are not affected by wizard spells of the 3rd skill level or less, they have a 70% Magic Tolerance against wizard spells of the 4th skill level or better and a 35% Tolerance against all priest spells.

Special

Planar Guardians have extensive power over the planes of existence and travel between them. They can track characters unerringly across the multiverse and can disrupt or change the destination of spells such as *dimension door* and *plane shift*.

These powerful entities also have the ability to Banish their opponents instead of making a normal attack. The intended victim must save vs. spells or be teleported to another plane of existence until he finds his way back.

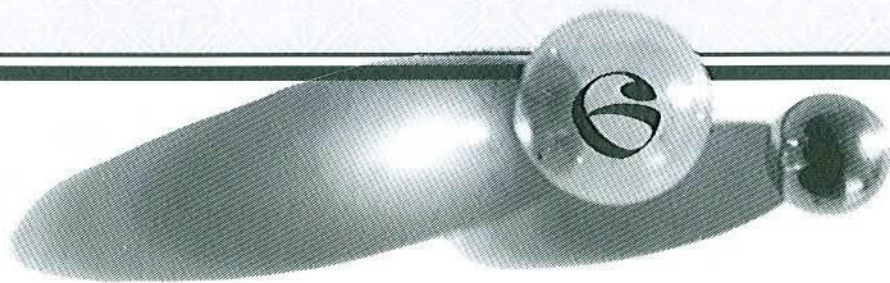
Once per turn, a Guardian may attempt a mass banishment of any number of characters. The character with the best save vs. spells is allowed a saving throw. If that save is successful, the banishment fails and no one is affected, but if it is failed, everyone is banished.

Temporal Guardians

The gateway emerged from the mist just as we had been told. Gone was the wasteland, replace by the lush forest that had been laid waste by the warlock in ages past. As we prepared to step into the past, something appeared at the threshold, a shimmering being of pure energy - the titan of time. Our trip was over before it was begun...

Combat

Temporal Guardians move very quickly,





attacking with crystalline weapons, resembling swords with extremely thin blades, which they can conjure at will.

These guardians are only affected by weapons of +2 or better enchantment. In addition, they have a 5 point Damage Tolerance (the damage of all attacks directed against them is reduced by 5 points).

Temporal Guardians are not affected by wizard spells of the 3rd skill level or less, they have a 70% Magic Tolerance against wizard spells of the 4th skill level or better and a 50% Tolerance against all priest spells.

Special

Any roll made against a Temporal Guardian must be made twice, and the worst of the two rolls must be used. This ability represents the Guardian's ability to manipulate the timestream and extends to all to-hit and damage rolls made against it and to saving throws made to resist any of its powers.

Temporal Guardians have the power to invoke Disjunction against their opponents. The intended victim must save vs. spell or he is removed from the timestream for however long the Guardian decides when it invokes the ability.

Characters affected by this power simply vanish, reappearing when the duration is up. No time passes for the victim; from their point of view there is a blinding flash of light and they "jump" forward in time.

Role Playing

Primal Entities exist to defend the laws of nature from the misuse of powerful magics and the resulting aberrations and are unyielding in their quest. These creatures are inhuman in aspect and outlook.

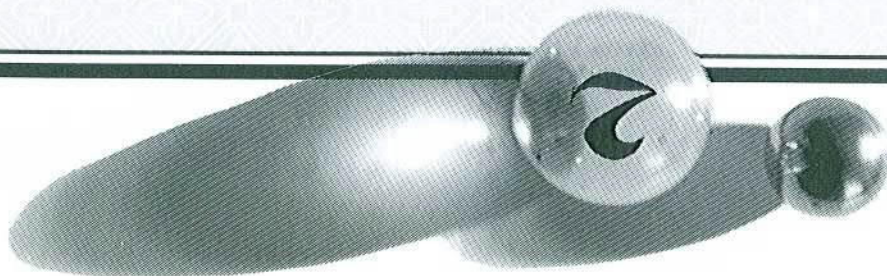
Guardians work within an enigmatic agenda. They may tend to ignore the casting of certain powerful archmagics, but cut down a mage casting a moderately powerful spell that may have been cast countless times before. Primal Entities can rarely be summoned purposely, commanded or detoured from their mission.

When a Guardian appears, it will explain what it is and why it has come and will accuse the offending wizard of "transgressions against the cosmos."

Quick-thinking characters may be able to talk their way out of summary execution, but no matter what approach they take, if they are allowed to live they must dedicate their life to the destruction of dangerous magics that are of that Guardians aspect.

Guardians

	Divine	Elemental	Mystic	Planar	Temporal
RARITY:	Very Rare	Very Rare	Very Rare	Very Rare	Very Rare
NUMBER APPEARING:	1	1	1	1	1
WANDER CHANCE:	N/A	N/A	N/A	N/A	N/A
INTELLIGENCE:	24	22	24	23	23
ALIGNMENT:	Lawful Neutral	Lawful Neutral	Lawful Neutral	Lawful Neutral	Lawful Neutral
HTK DICE:	18 (D12)	18 (D12)	17 (D12)	17 (D12)	19 (D12)
THACO:	4	3	5	2	3
ARMOR CLASS:	-4	-3	-4	-4	-5
NO. OF ATTACKS:	2	2	1	3	6
DAMAGE:	1-20	2-16	1-12	2-20	7-19 (4D4+3)
SPECIAL ATT.:	See above	See above	See above	See above	See above
SPECIAL DEF.:	See above	See above	See above	See above	See above
MOVEMENT:	Infinite	Infinite	Infinite	Infinite	Infinite
MAGIC TOLERANCE:	See above	See above	See above	See above	See above
SIZE:	L	L	L	L	L
XP AWARD:	25,000	25,000	25,000	25,000	25,000





PLACES OF POWER: THE MAPS

The next section contains maps or reference materials for 8 mystic place. Each location has a three page fold-out map and an additional fold over page of information devoted to it. The Untended Gate and the Fiery Hall have even more information devoted to them in the subsequent 4 pages. Further details on the other locations can be found in the adventure book, *Worse Things*, which utilizes these locations.

The Untended Gate- The land of the dead is closed to mortals, however there exists a hidden gate. The gate is long disused and all but forgotten, but the way is paved with danger. Clever and persistent adventurers who can locate the entrance can be reunited with dead loved ones or visit the dreaded Throne of Mortality.

The Gibbering Cavern- Local townsfolk are being taken by strange creatures. Intervention reveals the creatures to be part of a larger whole, a gigantic living cavern. The normal laws of nature don't apply here and resourcefulness will have to be the order of the day.

The Fiery Hall- The sun, fiery chariot of the gods, is generally thought to be flaming death to any foolish and powerful enough to travel there. However, there is a cool spot on the sun, mystical in origin. Who knows what mysteries lie within the flames.

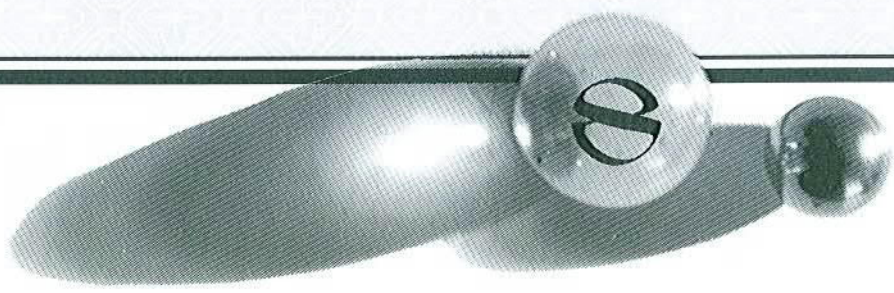
The Red Room- The mad and insane describe a strange, red curtained room which they visit in their dreams. Now the adventurers can travel to this realm of madness. Inside, clever puzzles must be solved and insanities faced head on, however the rewards and knowledge gain here can be beyond imagining.

The Earth Tree- At the very end of the world sits a giant, lonely tree. It is a magical regulator that keeps the world's magical flow constant. Legends speak of the tree's magical gifts, the dreaded Curse of the Sleepers and the all knowing "heart" of the tree. Will your adventures face the risks to reap the fruits of the Earth Tree?

Raharrow's Lair- Right under the character's feet, an ancient evil has been unleashed and is awaiting its chance to raze the world. A dangerous journey and powerful magics are needed to banish the creature forever.

The Macrodrome- The entire destiny of the universe is but a game played out by two factions on an immense, complex board. This game is being played out in a distant, hidden monastery and affects the very future of the characters an all life in the world. Perhaps the characters will have enough fortitude to brave the journey and become special guests of the Macrodrome.

City of Bone- Where do the undead go where they die? They drag their own corpses to the massive City of Bone and add them to its wall. The dangers are high but the rewards worth it. If characters enter the city, they had best hope to be out by sunset or they might never leave.



The Untended Gate

Legends speak of the hidden pathway to the land of the dead. If the characters take stock in legends, their journey will lead them to a quiet town called Dead Man's Passage, the first stage of a long journey. If the players need to retrieve the soul of a lost companion, this may be their only hope. The land of death also offers a greater treasure. There is a throne in the land of death which grants anyone who sits in it foreknowledge of when a person will die.

The ultimate spiritual end of a character is, of course, up to the GM. This location assumes that there is a god, Death, and that he takes the souls of the dead to his realm to spend the rest of eternity

Death

Skill 50 Fighter

STR:30 INT:40

INS:40 STA:50

DEX:24 APL:11

HTK:700

AC: -5

THAC0: 1

AL: Lawful Neutral

WPN PROF: all

NO. OF ATTACKS: See below

DAMAGE: 3-36

SPECIAL ATT.: multiple attacks

SPECIAL DEF.: +1 or better weapon be hit;

MOVEMENT: 12"

MAGIC TOLERANCE: 90%

SIZE: M

WPNS: Scythe

ARMOR: None (grey robes)

XP AWARD: 150,000

Description: Death appears as a pale, gaunt destitute man in grey robes who knows the exact time of everyone's "appointment" He is silent, in fact not even the other gods have ever heard him utter a sound.

Mannerisms: Death is humorless and a bit droll but extremely patient. If he is discovered on an errand or confronted and interfered with, he will attack. He can

be reasoned with though, and if a character is sincere enough, Death may let him go on his way. Any mortals found in Death's realm are considered to be a threat and attacked at once.

Special attack: When Death enters combat, a scythe will materialize out of thin air. Death will continue to attack the same target until they are dead. When Death attacks, he may continue to do so as long as he successfully hits. The first miss is his last attack for that round.

Dead Man's Passage

Dead Man's Passage is a thriving, quiet town nestled at the base of a great mountain range. The town does have some strange characteristics, however, that the characters may notice. The town's elderly population is quite large. In fact, many adventurers will retire here because of the large population of other elderly adventurers. The elderly population isn't just old, they are ancient, and most are healthy at well over a 100 years old. Death uses this town as one of his gateways to the Realm of the Dead. He has a secret path leading into a mountain valley which in turn leads to his realm, hidden in a shop basement. Most of its inhabitants realize the god of Death is nearby and give him the respect he deserves. Because of this fact, he looks upon them favorably and grants them health and longer life. All who die here pass peacefully in the night and never suffer painful demise.

History

The town receives its strange name from a local legend which tells of an army of the dead that passed through the mountain near the town. Some say the dead pass yearly and celebrate with a holiday called the March of the Dead. On this day the town will costume themselves as the dead and parade through the streets socializing with the actual dead. The March ends in a giant night-long feast. Death himself is usually present at these celebration and is rumored to have even cracked a smile of joy at the spectacle. Due to the town's obsession, many of its buildings



and streets have titles associated with death.

Town Overview

Dead Man's Passage is a thriving town. In its center is a large marketplace while south, overlooking the marketplace, are its public buildings and record hall. South of that are the towns rich quarters, mansions and noble homes adorn the streets. The north-west section is the laborers quarters. The west neighborhood is called Poor Town and is made up mostly of shanties. Poor Town has so much crime that the Beggar Street Gate is no longer even tended. This is the gateway Death most often uses to leave the city.

Rumors

Most rumors of Death will come from destitutes or unreliable sources. Most mention a strange man in grey either sneaking out of the city or coming into the city in the company of ghosts. He makes these trips often, bringing the dead through the city, to his realm. An idle place to spy this process is from the tree near the Beggar Street Gate. Rumors also state that he enters and leaves from a store whose title has to do with death. The town has three which rumors claim are the likely building:

Deadman's Retreat: This is a bar and inn. The proprietor is extremely unhelpful and obnoxious.

Death's Gate: Death's gate is the shop of a decent weapon seller. If the characters ask around, the proprietor will get nervous and ask them not to pass on any rumors.

The Rusted Scythe: The Rusted Scythe is a antique store containing mostly junk. The proprietor is a kindly old man. If he is bribed with interesting trinkets, he will tell the characters that the Grey Man passes through his shop regularly and will lead them to an ancient trap door in the buildings basement which he say is used by the man.

For further information on Dead Man's Passage, see the the three-fold Untended Gate map and the Dead Man's Passage city map handout.

The Near Undercaves

The near undercaves is the first leg of the journey to the realm of the dead. They are fraught with creatures called Stealers.

General Characteristics

The near undercaves are dank, dark, limestone caves. The putrid smell of death, faint and stale, permeates the air. The caverns are home to the Stealers (see the reference sheet on page 12). There is a 2% chance of encountering Death here (cumulative per hour).

Map Location Descriptions

1. The trapdoor into the basement of the Rusted Scythe lies in the ceiling, 20' above the floor.

2. This is a large empty cavern whose walls are covered with foul slime.

3. The corridor to this cave bends and opens into a Stealer's nest, an awkward heap of human bones. There are 4 Stealers here. There is a 30% chance that the bone nest may be concealing type W treasure.

4. Three Stealers sit in this room, semi-dormant. Unless they make an unusual amount of noise, PCs will automatically gain surprise.

5. On one wall of this 40' by 50' cavern is a 30' square mirror. In front of the mirror lies several corpses. Most are skeletal, and some are so old that they crumble if touched. If any character stares into the mirror, he will see his life as he wishes it could always be. He may be king, god, or anything else his heart desires. The character must make four consecutive saves vs. spells. If he successful, he can be turned away with only a feeling of deep regret. If he fails any of the rolls, he will stand paralyzed, and will fully resist any attempts to be turned away. A *remove curse* spell will dispel this effect. A momentary glance into the mirror will offer only the character's reflection.

6. This irregularly shaped, 40' x 50' cavern contains a pool of fresh spring water. The pool is 5' at its deepest.

7. This 15' x 18' cavern is empty except for a two foot wide hole in the west wall. A skeleton who appears to have bloated bones is wedged in the hole.



The skeleton can be yanked out with little difficulty.

8. This is a cramped, 8' x 8' room. It is empty except for a layer of white powder on the back half of the room. If the powder comes in contact with bare flesh, the character's body will begin to bloat, beginning at the exposed area. Within 4D6 rounds his body will be approximately three times its normal mass, movement is reduced by 1/2, THAC0 reduced by -3, and the character will not be able to squeeze out of the room. Washing the effected area with water is the only thing that will reduce the swelling.

9. This irregularly shaped cave ends in a Stealer's nest. Three Stealers are present (as in Room 3).

10. This cave is empty.

11. There is a lone Stealer in this room, searching for morsels to scavenge.

12. This room is dominated by a large tree made of silver with leaves of sharpened obsidian. The only apparent exit seems to be a small opening in the ceiling which the tree's branches nestle into. The tree will prove extremely difficult to climb due to the leaves' cutting edges. Climbing through the tree will cause damage equal to the character's AC minus 1D4. The hole, tightly-packed with the razor-edged branches, is no exit and leads only a few feet to some luminous fungi. The real exit to this room is a hidden door in the tree's trunk. 20 minutes of careful searching are needed to reveal the door, which opens easily.

13. This passage extends from within the silver tree's trunk to area 14 and is only three feet in diameter.

14. This room is split by what appears to be a shimmering curtain that stretches from floor to ceiling. The curtain is made from small shards of diamond that move at great velocity, when the shards hit the floor, they teleport back to the ceiling. Any character passing through the curtain will be stripped to the bone almost instantly (3D4x10 if passed through). The curtain will even blast through plate mail. The only other ways past the curtain are to teleport through or wait for Death to pass through. The curtain will remain inactive for 2 rounds after he passes.

15. This room is a perfect cube, carved into the rock of the cavern. From within this room the curtain

will appear to stop shimmering. This is only an optical illusion, however.

16. This is another Stealer's nest. Two Stealers are present.

17. This cavern is empty.

18. This six foot wide passage stretches for two miles, and there is a 20% chance (for every 1/2 mile traveled) of meeting Death here.

19. This room is occupied by two beings, Cali, a demon and Aria, an angel. They trade forms with each other frequently, switching between a beggar and a small child on a throne. They are here to watch over Death's acquisitions and will not allow any living person. The pair are overbearing and accusing, stating their nature and purpose. Actually, they have no power whatsoever and cannot physically stop or prevent the characters from continuing onward. Likewise, neither of them can be harmed in anyway.

Characters will have to lie quickly and well, or have a legitimate reason to continue on.

20. The west wall of this cavern is dominated by two large statues of Death holding his scythe. The statue's eyes will follow the characters wherever they may be in the room. The scythes cross each other at the Ceiling near a large opening. The opening is the only exit from the room. Short of levitating, the only option out is by climbing the statues, which are harmless. This portal from the near undercaves empties into the valley outside of Dead Man's Passage.

The Valley

The valley is bleak and grey, several miles long and riddled with small caves. These caves lead nowhere and are easy to get lost in (10% chance for dwarves, gnomes and rangers, 20% for others). Several miles down the valley the party will spy ruins.

The Red Monetary

Sitting amidst the ruins of several sprawling buildings sits the Red Monetary. The ruins themselves are of several opulent palaces of a long-fallen empire. The monetary houses 40 monks, known as



the Red Monks, and their 20 retainers. They guard the gateway to the realm of Death which no living being may pass through. Death accepts their roles as guardians, rewarding them with longevity. The monks are all skill 3 to 9 priests and their retainers are skill 1 to 3 fighters. There is also a high priest who is (skill 12 priest) and a guard captain (skill 9 fighter).

The Monks are members of an obscure sect who seek wisdom through the observation of death. Their research usually takes the form of bloody arena combat over valued commodities, such as the location of a secret path that leads to Death's realm. When the party arrives, their host will be happy to explain what form the "test" will take.

If the characters decide to go along with the monk's strange request, they will be enrolled in an elimination tournament, with every battle to the death. GMs should stage the battles making the opponents slightly stronger than the characters. Death may even appear during the battle. If Death sees the characters win gloriously, he may be lenient with them later, if he discovers them in his realm.

If the characters are successful, the monks will guide them to a ten foot hole further down the valley. They will explain that the passage leads to an unused entrance to Death's realm.

The Far Under Caves

These caves lead directly to the land of Death but are fraught with more dangers from the Stealers.

General Characteristics

These are limestone caves, similar in nature to the near undercaves. The complex is permeated, however, by a constant feeling of tension and unrest, as if someone were constantly watching or something bad were going to happen. There is no chance of encountering Death here. For more information see the reference sheet on page 10.

Map Location Descriptions

1. 35 feet above the tunnel floor is the disused

entrance which lies in the valley.

2. There are 3 Stealers and several bone nests here.

3. There are 2 Stealers and several bone nests here.

4. There are 5 Stealers and several bone nests here.

5. The large cavern is occupied by the Grand Stealer. It has attached itself to the room's stalactites and stalagmites and can never leave this cavern. Stats for this beast can be found on the page 16.

6. There are 3 Stealers and several bone nests here.

7. Sitting in the center of the room is a large skull four feet long. It is extremely old and appears to be from a huge dog. If the skull is touched, it will begin to emanate a barking sound, alerting any Stealers in rooms 4, 6, 8 and 9.

8. There are 5 Stealers and several bone nests here.

9. There are 5 Stealers and several bone nests here.

10. This tunnel leads to the land of Death. There is a gateway here, broken and rusted, as well as two large harnesses attached by chains to the wall. Both the harnesses and the gate are greatly damaged and appear to have been undisturbed for quite some time.

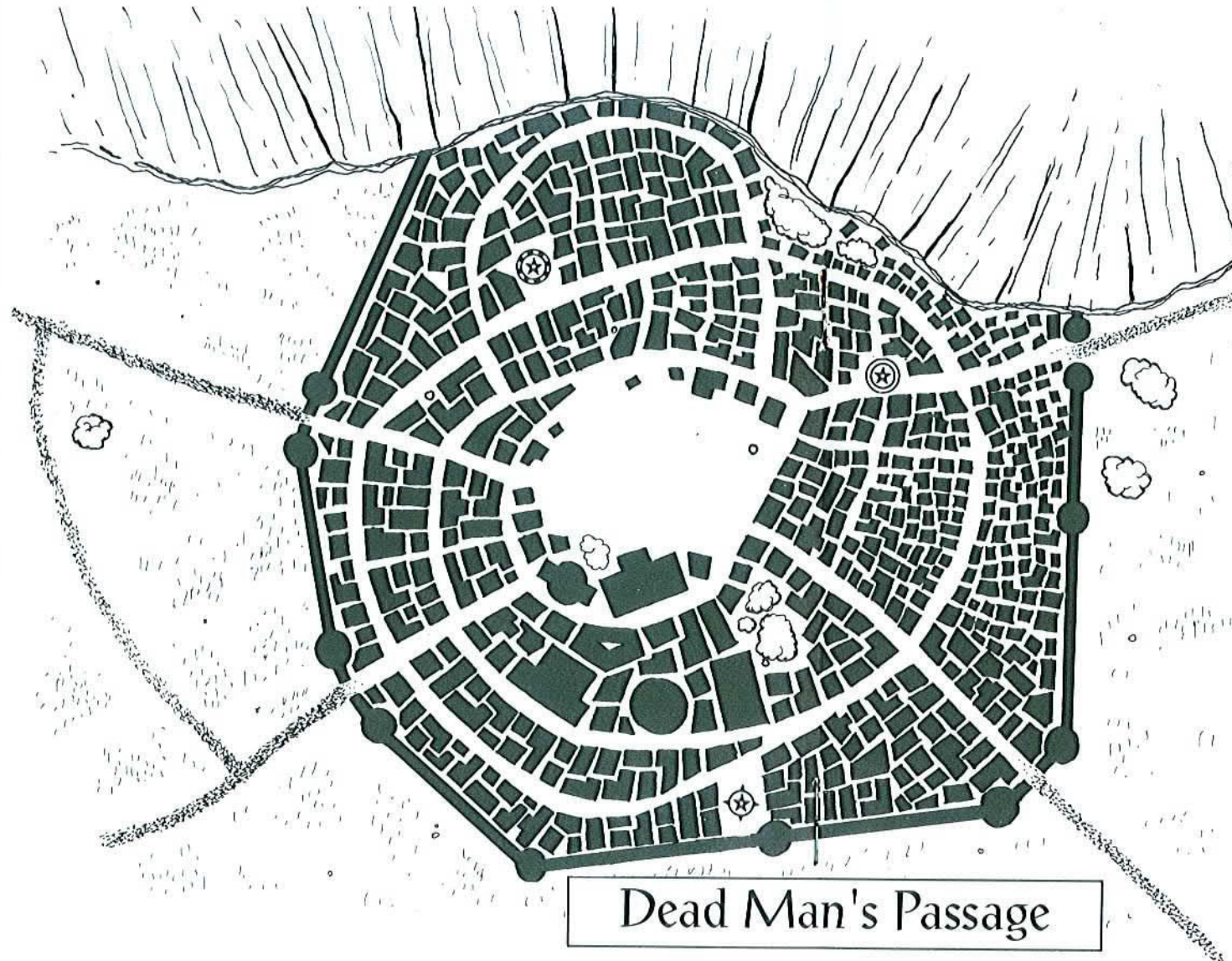
The Land of Death

Nothing grows here. The ground is covered with rocky dirt that seems to stretch on endlessly. A thin mist hovers over the ground. Upon entering the realm, the characters will be surrounded by intangible spirits of the dead. Any spirit in the area will flock to the living and hover near them. There is a 1 in 6 chance that Death is in his realm and, if he is, there is a 40% chance that the spirits' activity will attract his attention. After several hours' walk (2D6), the characters will encounter the Throne of Mortality.

The Throne of Mortality

The Throne is made of dark, crudely cut stone. Any character who sits in the Throne must make a successful System Shock roll or die. If successful, the character may know when a single person will die. Each character can use the Throne's ability once per day.

THE UNDERCRAWL



Dead Man's Passage

The Rusted Scythe

The Rusted Scythe is a worn down little shop near the bad side of town on Beggar's Street. It is crammed from wall to wall with all manner of worthless junk. The store smells of urine and dust and is not a pleasant place. Behind the counter is a door which leads to the basement. The basement is similar in appearance and smell to the store. The only addition is a small cot of straw in one corner. Hidden under some boxes is a trap-door. The kindly, old proprietor is Torm Melmay.

Torm Melmay

Human, Skil 0 (Proprietor of the Rusted Scythe)
STR: 7 INT: 11
INS: 14 STA: 6
DEX: 7 APL: 14
HTK: 4
AC: 10
THACO: 20
AL: Lawful Neutral
WPN PROF: Dagger
WPNS: Dagger
Armor: None

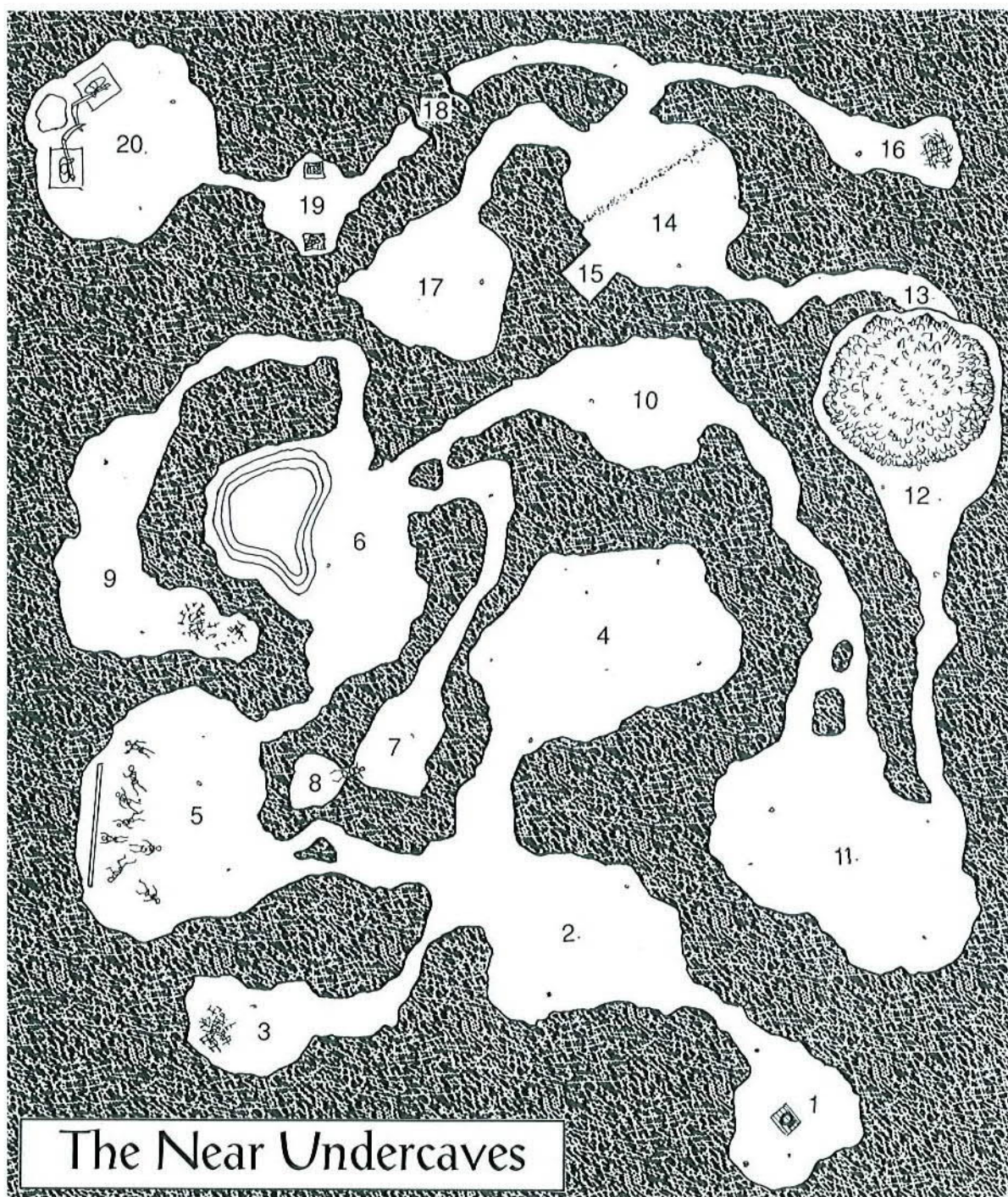
Description: Torm is extremely old and shabbily dressed. He maintains an almost manic smile at all times.

Personality: Torm is friendly and happy. Even though he has forgotten his exact age, he is always quick with a story from the past. The years have had some effect on him though and he is forgetful and slightly senile.

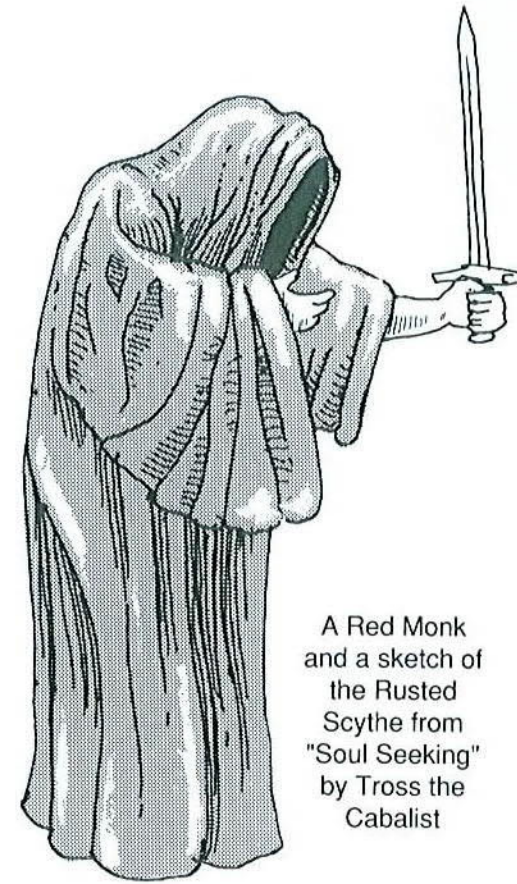
Mannerisms: Torm smiles and looks people in the eye when speaking. Everything seems to remind him of a story although he usually forgets them halfway through their telling. He shakes a little when he walks and is fair and truthful in his dealings though not a shrewd salesman. He is also use to hoodlums and is handy with a knife. He hides a rusty dagger in his boot and will fight if threatened.

Locations of the Possible Gateways

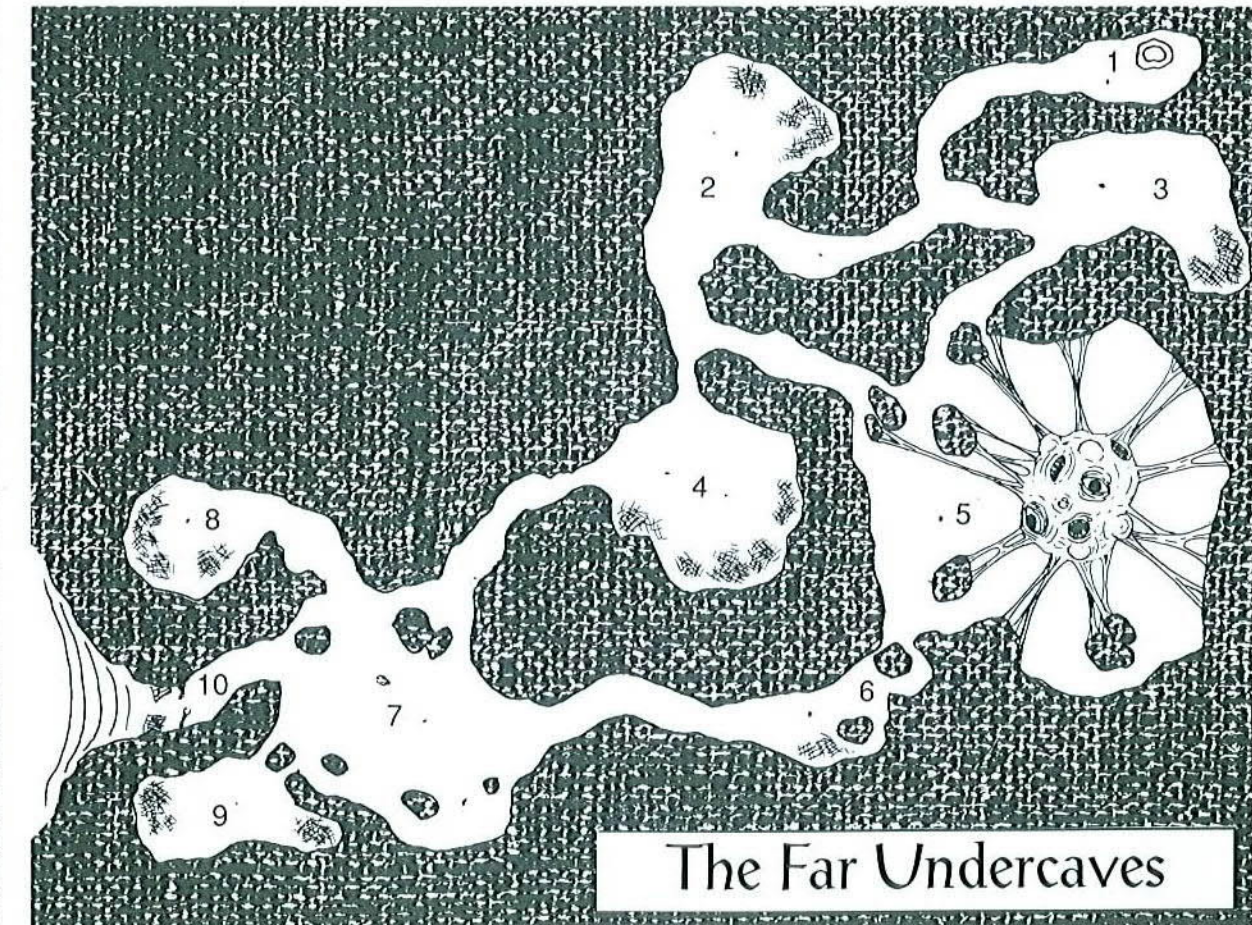
- ⊙ The Rusted Scythe
- ★ Death's Gate
- ☆ Dead Man's Retreat



The Near Undercaves



A Red Monk and a sketch of the Rusted Scythe from "Soul Seeking" by Tross the Cabalist



The Far Undercaves

CREATURES OF THE THE UNTENDED GATE

Stealers

RARITY:	Very Rare
NUMBER APPEARING:	1-20
% in Lair:	13%
INTELLIGENCE:	13
ALIGNMENT:	Neutral Evil
HTK DICE:	5+5
THAC0:	15
ARMOR CLASS:	3
NO. OF ATTACKS:	2
DAMAGE:	2-12
SPECIAL ATT.:	Life drain: see below
SPECIAL DEF.:	+1 or better weapon to hit
MOVEMENT:	9"
MAGIC TOLERANCE:	13%
SIZE:	M
TREASURE TYPE:	K
XP AWARD:	975

Stealers are scavengers that lurk along the path to the land of the dead. They fear Death and lurk in the shadows hoping to feed upon the life essence of any of Death's travelling companions who wander away from him. Stealers appear as twisted, undead human with giant claws and extremely elongated fingers. Their skin is a sickly yellow and they have large, yellow eyes. They are usually found resting in "nests" that they create out of bones and refuse.

Combat

Stealers fight with their claws. They always attack character with the highest skill level, attracted to the higher quality of their life essence.

Special

For any hit which causes damage, the character must save vs. death or lose a skill level. Stealers can be turned by priests as if they were 10 HTK dice undead.

Role Playing

Stealers are not cunning fighters and are single minded in their quest for life force. They will never retreat from combat if there is a chance to drain life unless it becomes obvious that they will die.

The Grand Stealer

RARITY:	Unique
NUMBER APPEARING:	1
% in Lair:	100%
INTELLIGENCE:	18
ALIGNMENT:	Chaotic Evil
HTK DICE:	9+2
THAC0:	7
ARMOR CLASS:	0
NO. OF ATTACKS:	6 tentacles
DAMAGE:	2-8
SPECIAL ATT.:	Life drain: see below
SPECIAL DEF.:	+2 or better weapon to hit
MOVEMENT:	0" (tentacles have a 30' reach)
MAGIC TOLERANCE:	45%
SIZE:	L (25' diameter)
TREASURE TYPE:	none
XP AWARD:	3,000

The Grand Stealer is an immense, bloated undead mutation. It appears as a giant tentacled ball with Stealers and bits of bodies imbedded in it. It is fed by a large number of Stealers which it has constant mental contact with. If it is attacked, it will summon 2D6 Stealers to kill the assailants and feed him.

Combat

In combat, The Grand Stealer lashes out with 6 bone-edged tentacles for 2-8 points of damage each.

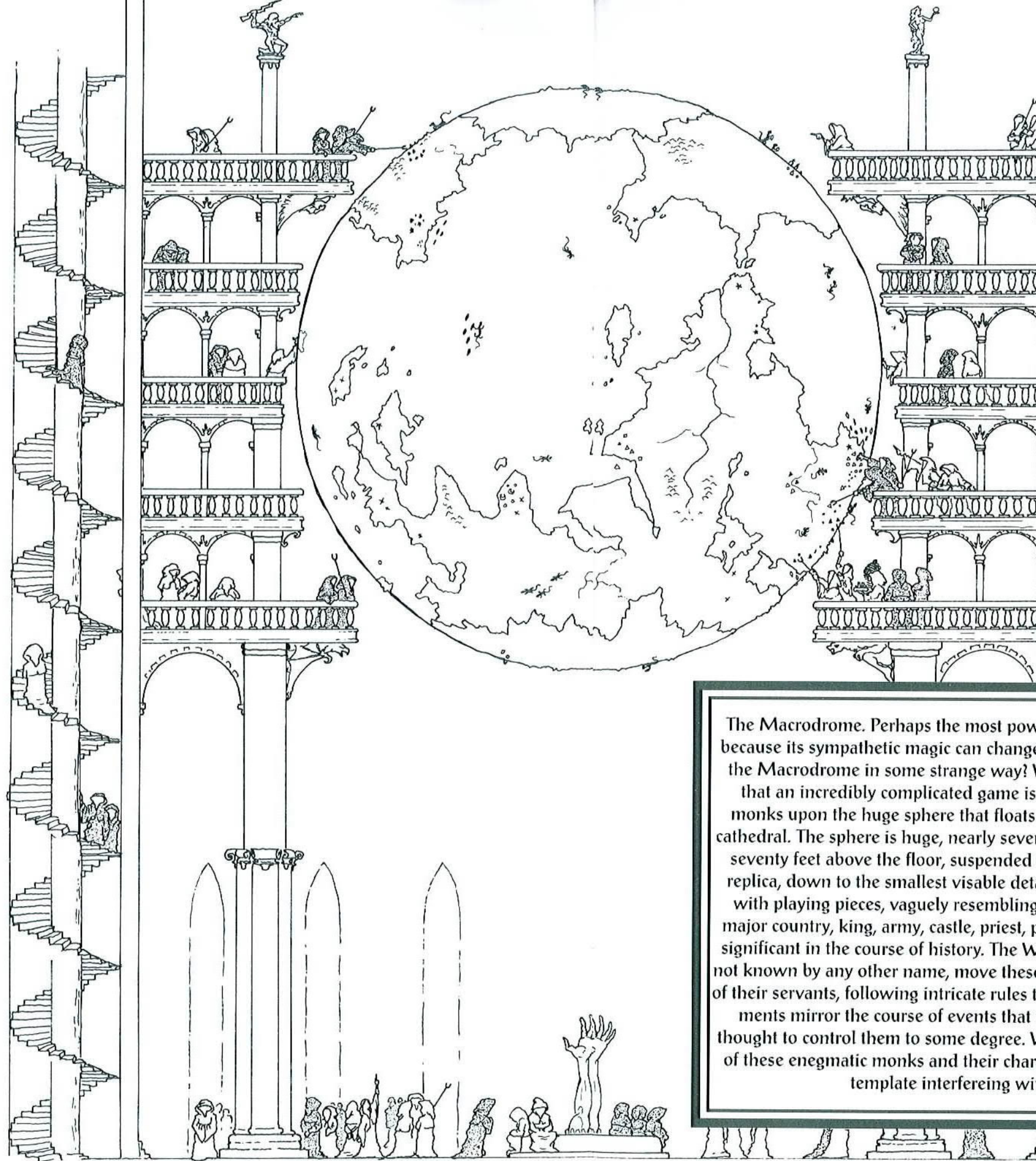
Special

For any hit that causes damage, the character must save vs. death or lose a skill level. If a tentacle hits it will grab on doing no additional damage but continuing to drain skill levels. A character can be freed by doing 7 points of damage to the tentacle or making a Bend Bars Check.

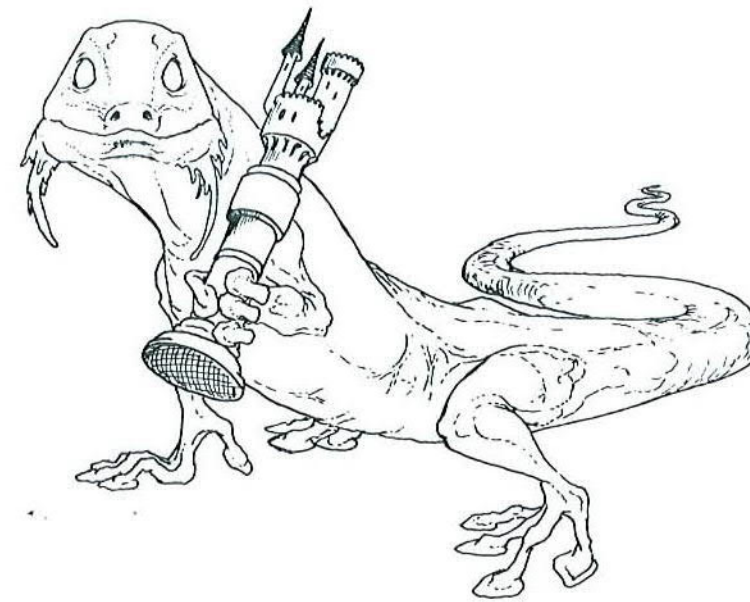
Role Playing

The Grand Stealer is a voracious beast which will fight fearlessly to the death.

The Macrodrome

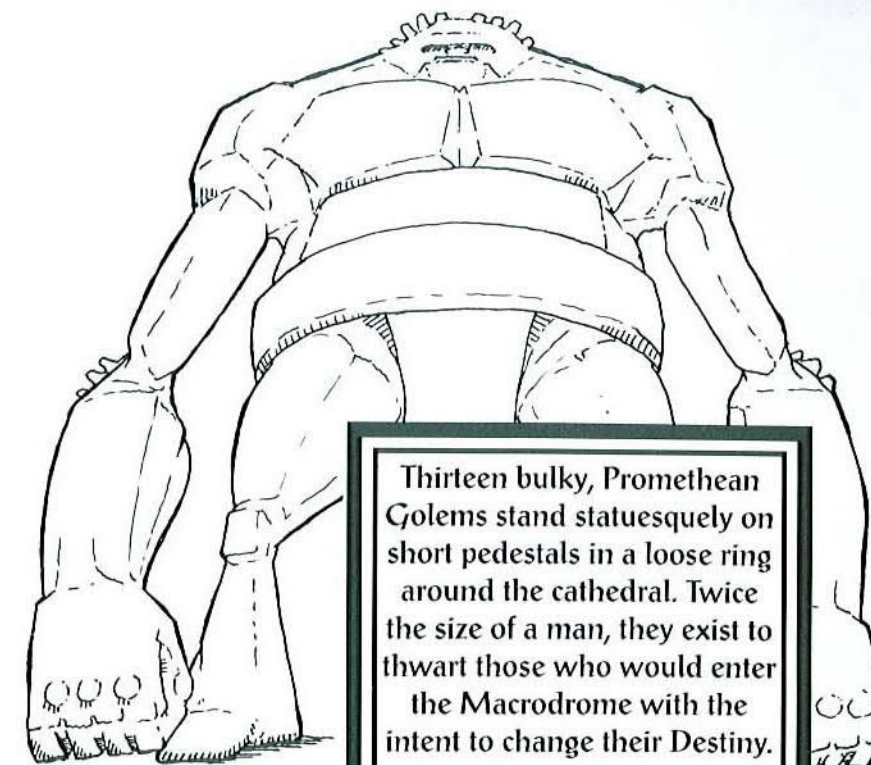


The Macrodrome. Perhaps the most powerful structure in the world. Powerful because its sympathetic magic can change destiny. Or does destiny control even the Macrodrome in some strange way? Whichever the case, what is known is that an incredibly complicated game is played by two mysterious orders of monks upon the huge sphere that floats in the central domed chamber of the cathedral. The sphere is huge, nearly seventy feet across, and slowly rotates about seventy feet above the floor, suspended by some invisible force. It is an exact replica, down to the smallest visible detail, of the world. Its surface is covered with playing pieces, vaguely resembling chess pieces and representing every major country, king, army, castle, priest, peasant, or anything else that becomes significant in the course of history. The White and the Grey monks, for they are not known by any other name, move these pieces around the globe with the help of their servants, following intricate rules that only they understand. These movements mirror the course of events that unfold in the outside world and are thought to control them to some degree. Whatever the motivation or inspiration of these enigmatic monks and their charge, it is surely dangerous to even contemplate interfering with the Macrodrome...

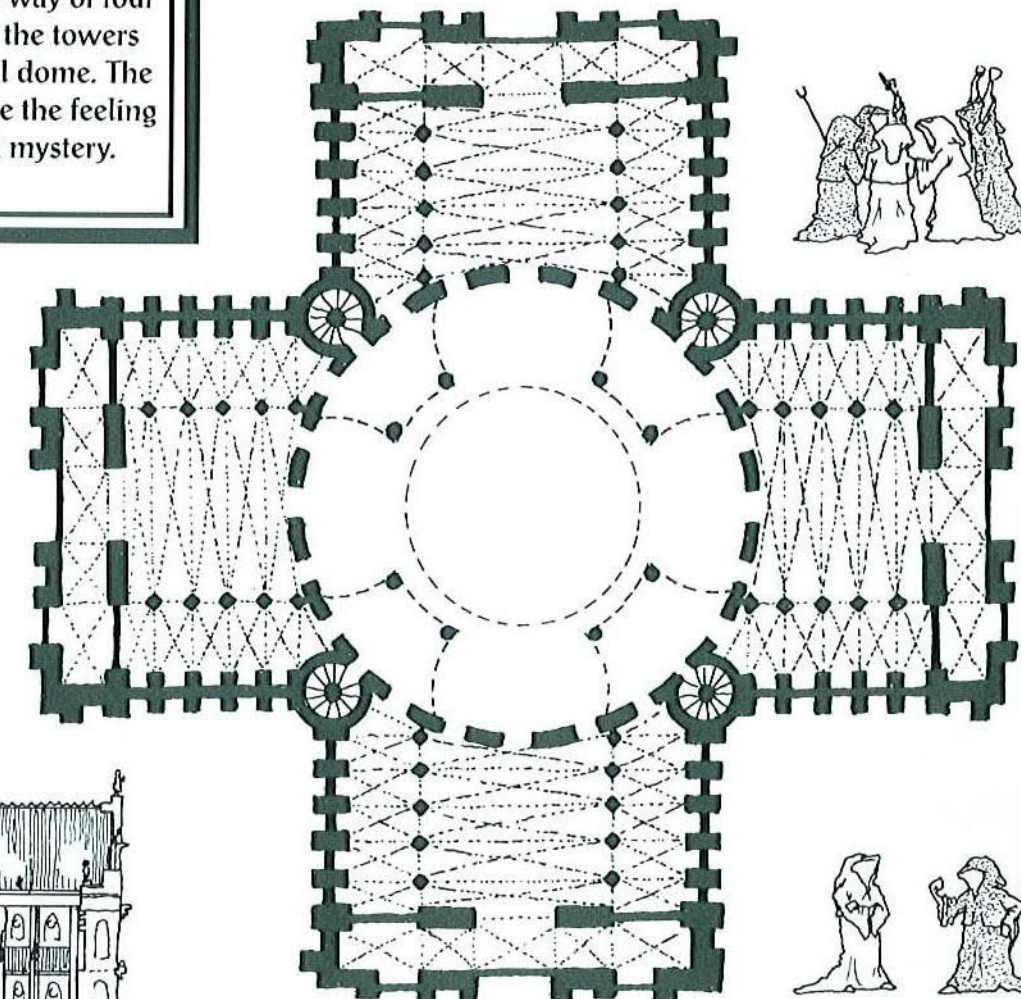
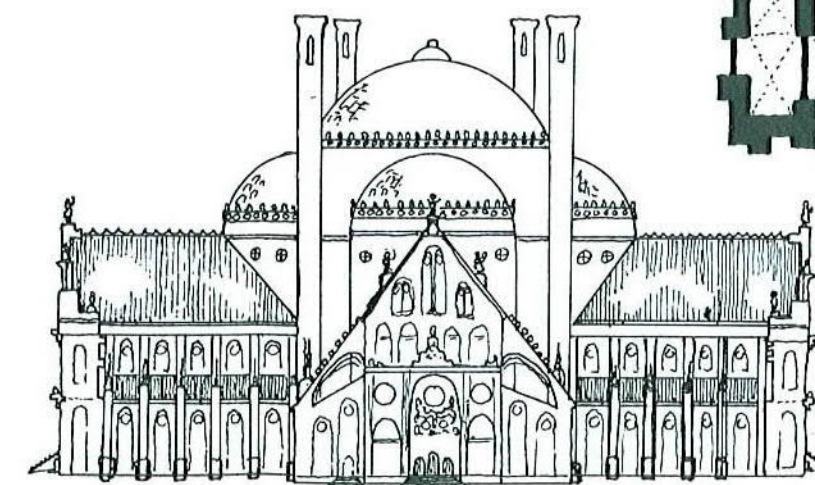


The Monitors are the cat-sized, gold-green, reptilian caretakers of the Macrodrome. They are usually seen scuttling over the surface of the great globe moving its pieces from one place to another, but they are sometimes seen scurrying along through the corridors on some mysterious errand.

The cathedral itself is a mix of Gothic flying buttresses and ornamentation, and Byzantine domes. Four symmetrical wings intersect in the open, central domed structure. The wings consist of high, vaulted halls; the monks' living quarters and meeting places; and galleries in which millions of individually carved playing pieces sit upon endless rows of shelves waiting to be fetched by the Monitors. The central dome is mostly open, with plenty of areas for observing the great sphere as the game progresses (it is rumored that outsiders are occasionally allowed to view this spectacle with the monks). Four multi-tiered balconies lie around the sphere, allowing the monks easy access to the sphere and communication with the Monitors. The various levels of the cathedral are reached by way of four spiral staircases within the towers that surround the central dome. The whole structure gives one the feeling of great antiquity and mystery.



Thirteen bulky, Promethean Golems stand statuesquely on short pedestals in a loose ring around the cathedral. Twice the size of a man, they exist to thwart those who would enter the Macrodrome with the intent to change their Destiny.



CREATURES OF THE MACRODROME

Monitor Lizard

RARITY:	Very Rare
NUMBER APPEARING:	40-4000
% IN LAIR:	100%
INTELLIGENCE:	15
ALIGNMENT:	Lawful Neutral
HTK DICE:	2+6
THACO:	12
ARMOR CLASS:	8
NO. ATTACKS:	1
DAMAGE:	1-3
SPECIAL ATT:	poison
SPECIAL DEF:	none
MOVEMENT:	18"
MAGIC TOLERANCE:	25%
SIZE:	L
TREASURE TYPE:	none
XP AWARD:	250

Combat

Monitors will only fight in self defense or in defense of the globe, the playing pieces, or the monks. They are not very tough individually, but there are so many of them (treat as an almost infinite supply) throughout the cathedral that they are more than a match for most opponents regardless of size. The bite of the Monitor causes paralysis for 3-18 turns unless the victim makes a Stamina Attribute test.

Special

Because of their connection to the Macrodrome, the Monitors have developed a limited form of precognition that allows them to second guess their masters. This allows them to perform their duties with amazing speed and makes them almost impossible to surprise.

Role Playing

The Monitors cannot speak but they are clever creatures who understand not only speech but also a lot of what is going on on the globe they tend, giving them unusual insight into human nature. Those few Monitors who have left the Macrodrome make excellent companions for wizards and bards.

Promethean Golem

RARITY:	Very Rare
NUMBER APPEARING:	13
% IN LAIR:	100%
INTELLIGENCE:	10
ALIGNMENT:	Lawful Neutral
HTK DICE:	50 HTK pointss
THACO:	10
ARMOR CLASS:	6
NO. ATTACKS:	2
DAMAGE:	4-16
SPECIAL ATT:	envelop
SPECIAL DEF:	regeneration
MOVEMENT:	9"
MAGIC TOLERANCE:	25%
SIZE:	L
TREASURE TYPE:	none
XP AWARD:	2,600

The Promethean Golems were created by the monks of the macrodrome to protect their cathedral. they are actually made of clay, not stone, though this is not readily apparent until they attack.

Combat

In combat, the golems attack twice a round with their massive fists. If both fists hit the same opponent in the same round, the golem's clay body closes around their victim like a vice, doing 2-40 damage a round until the creature or its victim is killed. The victim cannot move or attack while enveloped.

Special

The clay bodies of these golems repair themselves automatically, allowing them to regenerate 2-8 HTK pointss around. Damage caused by fire based attacks are harder to heal so it is only regenerated at 1 point per round.

Role Playing

Like most golems, these creatures have only a limited intellect. they follow their simple directive to protect the cathedral, and that's about it.

City of Bone

Constructs of the City are Made
of the Very Bones of those Spirits
who Dwell There.

The Temple to the
Unlife and the
Death Ward
Lie Here.

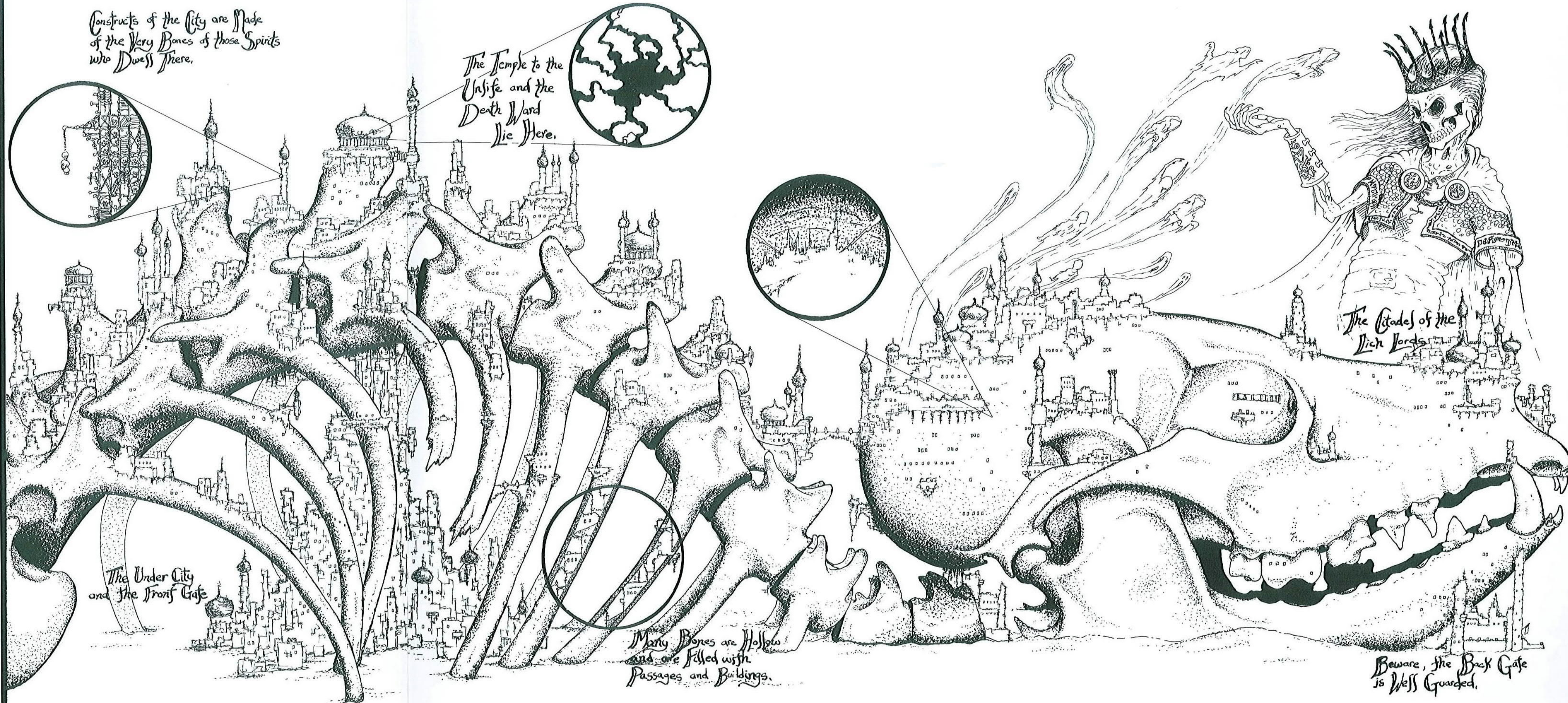


The Under City
and the Front Gate

Many Bones are Hollow
and are Filled with
Passages and Buildings.

The Citadels of the
Rich Lords

Beware, the Back Gate
is Well Guarded.



THE CITY OF BONE

Undead Encounter Table

Typically, this table should be checked for random encounters once a turn during the night and once an hour during the Day:

01-50	No encounter
51-60	1d8 shadows
61-70	1d4 wraiths
71-75	1-2 spectres
76-80	1 Ghost
81-90	2d10 shadows
91-93	Lich Lord
94-00	Roll twice (ignoring results of 94-00)

Random building Table

While the buildings of the City of Bone are rarely used for any real purpose, the undead who dwell here seem to feel the need to create grim shadows of the places they died. The buildings are actually quite competent replicas, complete with bone furnishings:

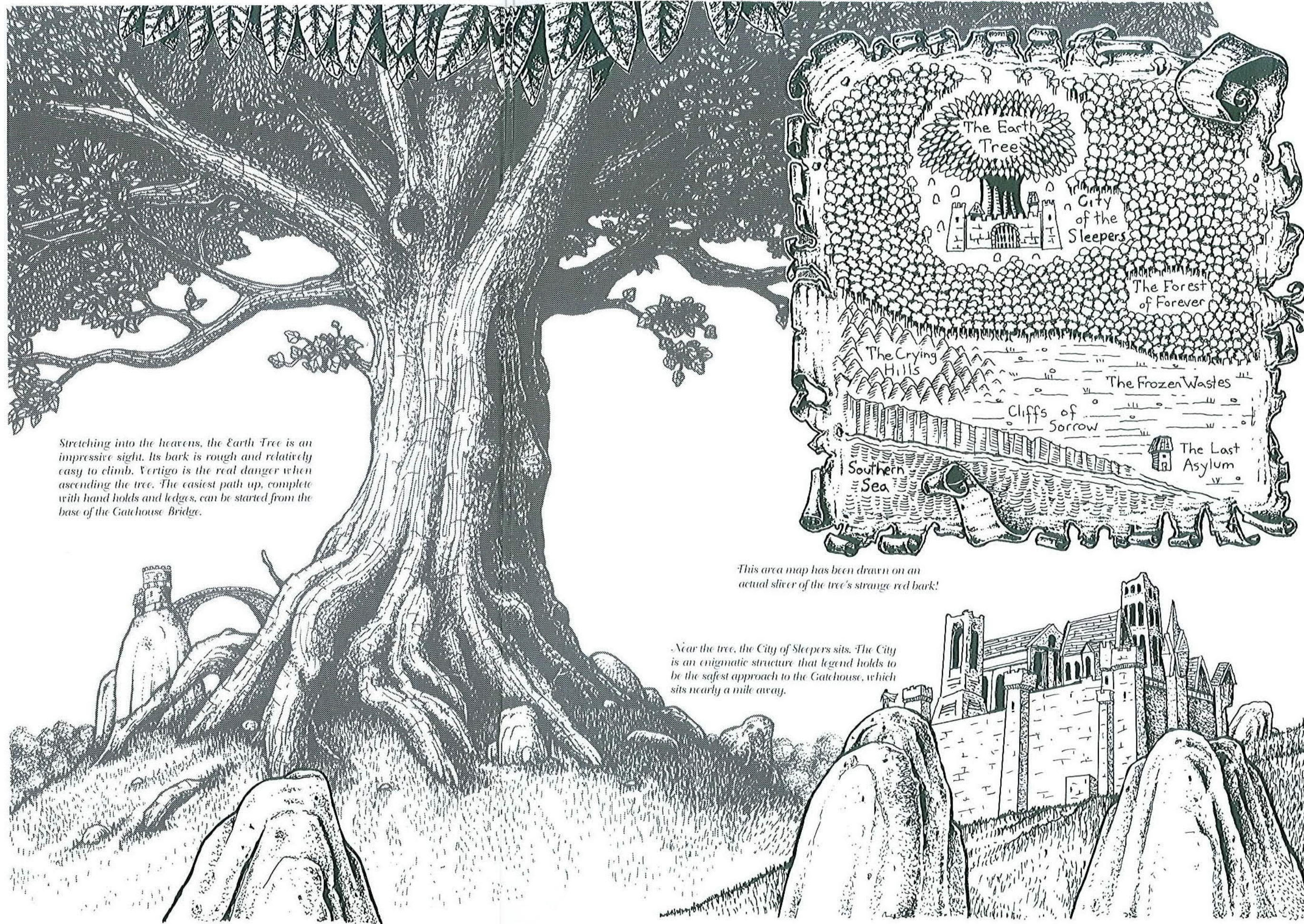
01-05	Large Store
06-15	Small Storefront
16-25	Tenement type of building
26-30	Small, separate home
31-35	Medium size home
36-40	Hovel
41-45	Warehouse
46-50	Maze-like governmental building
51-55	Large mansion
56-65	Fortress of some sort
66-70	tower
71-75	temple
76-85	prison
86-90	torture chamber
91-00	Miscellaneous (unique type)

The City of Bone is the colossal Skeleton of one of the five Great Beasts. It lies in a vast sandy desert where it died of hunger. Some great force, perhaps the residual magic inherent in these colossal creatures, or perhaps the great agony it must have died in, has drawn five powerful Lich Lords together. They, in turn, have summoned thousands of undead to their Necropolis. And still they come, dragging their bones behind them over the burning sands. The bones of the undead are used to construct the buildings of the city. Now the city covers the entire exposed skeleton, a grisly monument to the Unlife.

The city is a jumble of architectural styles brought together by the undead of many nations. Inside, everything is built of bone. This makes for sometimes brittle walls and floors. Also, light and sound can be seen and heard from a long way off because of the walls are rarely completely solid.

Fortunately for the rest of the world, the Liches seem to have become imprisoned within the city, and, plot as they may, cannot seem to escape with their massive army of non-corporeal spirits. At the same time, few mortals would dare to enter such a deadly place to challenge the Liches and their minions. Yet there might be a way the city might be defeated.

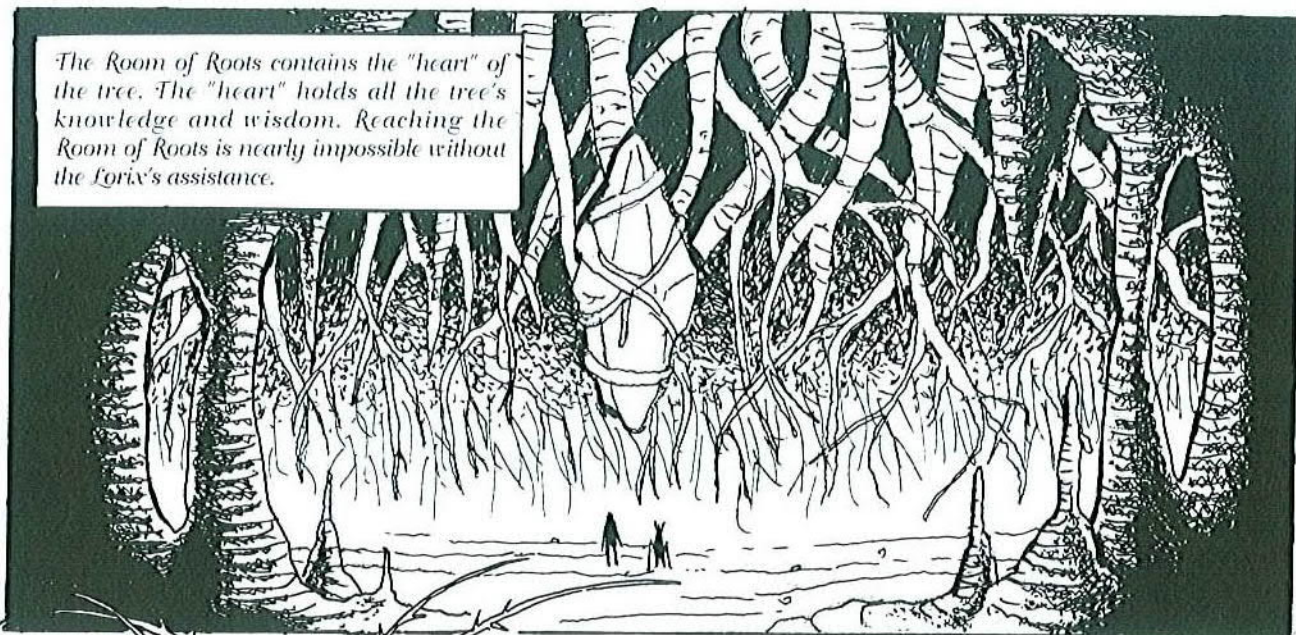
It seems that Death itself sees the necropolis as a vast blasphemy, and desires its fall. The liches have sought to deny him of his rightful charges, and to keep Death from interfering, they have built a temple to the Negative Material plane. Inside, they have constructed a huge magical rune that serves as a ward against Death's presence. Were that ward destroyed, he would most certainly seek to take back his own...



Stretching into the heavens, the Earth Tree is an impressive sight. Its bark is rough and relatively easy to climb. Vertigo is the real danger when ascending the tree. The easiest path up, complete with hand holds and ledges, can be started from the base of the Gatchhouse Bridge.

This area map has been drawn on an actual sliver of the tree's strange red bark!

Near the tree, the City of Sleepers sits. The City is an enigmatic structure that legend holds to be the safest approach to the Gatchhouse, which sits nearly a mile away.

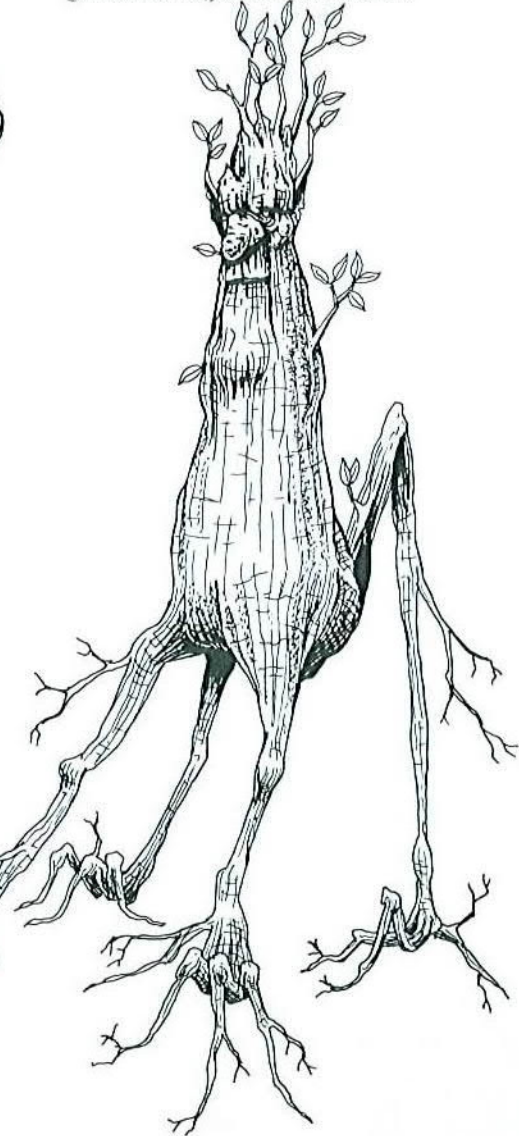


The Room of Roots contains the "heart" of the tree. The "heart" holds all the tree's knowledge and wisdom. Reaching the Room of Roots is nearly impossible without the Loric's assistance.



Blight Grubs
Magic resistant and dangerous, these giant larvae infest the tree's leaves and roots and pose a constant threat.

The Loric
The loric speaks for the tree. It is caretaker, guide, and key to the tree's secrets.



Gifts of the Tree

Buds (Green)



Limited Flight

Presfruit



Poison Bark



Magic Resistant

Flowers



Fire Resistance

Fruit



Magic Restorant

Seeds



Anti Sleep

THE EARTH TREE

City of Sleepers

The City of Sleepers is a strange mix of architectural styles and periods. Ornately columned buildings can be found next to adobe huts. Anyone wandering the city may notice that it could not have been a functional city: there are no shops, public buildings, not even a well. There is also a curious lack of vermin or other animal life. All the buildings are devoid of furnishings and most are single roomed. The buildings contain sleeping humanoids of all types, propped against the walls, oblivious to their surroundings. The city is also home to 3 special ghouls (see *Worse Things* book page 15). They have become fat and bloated on the abundance of "food." The sleepers will not awaken, no matter what is done and none have possessions of any worth.

Locations:

1. The Stables: Six horses and a few other creatures are found sleeping within these two buildings. Fast asleep are a manticore, a peryton and a young black dragon.

2. Small Mud Huts: These huts are empty. The bones of six humanoids can be found within.

3. The Mosque: Eight sleepers are within.

4. The Longhouse: Twenty four sleepers are stacked inside.

5. Tower 1: One of the ghouls lives here.

6. The Shrine: This is an ornate temple. On an altar is a wooden bowl filled with seeds. A secret tunnel leading to the Gate House can be found under it.

7. Common Building: This building is empty.

8. Cottage: Two sleepers are inside this small building.

9. The Big House: This building contains 10 sleepers and 8 remains. This is the dwelling of a ghoul.

10. Two Story Building: This building is empty.

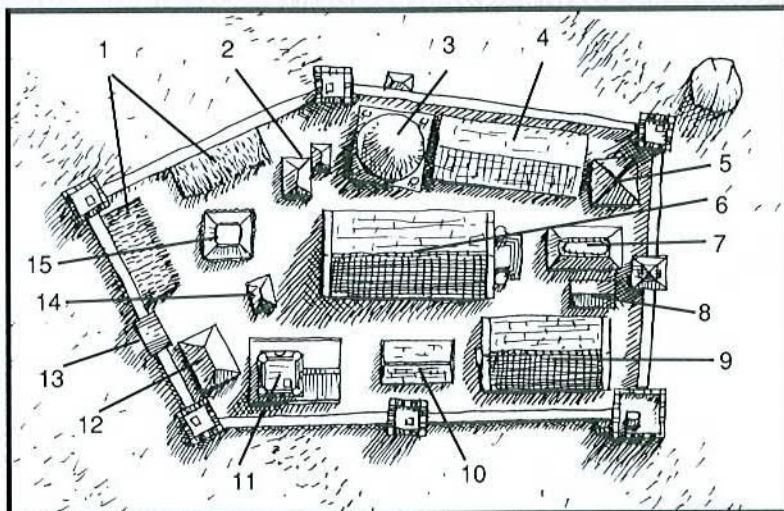
11. Tower 2: This tower is shorter than Tower 1. Fourteen sleepers can be found throughout its height.

12. The Gatekeeper's Shack: This edifice is the dwelling place of the last ghoul.

13. The Gate: This is the only entrance into the City of Sleepers, short of scaling the walls.

14. The Small House: This building is empty.

15. Log Cabin: This building is crammed with forty sleepers. It is the Lorix's favorite drop site due to its proximity to the gate.



Gifts of the Tree:

The tree produces flowers, fruits, and seeds. Buds, flowers, and fruits can simultaneously be found on the tree any time of year, however permission should be asked of the Lorix before taking anything from the tree.

Buds (green): Eating a bud will allow a character the ability of limited flight. The effect lasts 1D12 rounds per bud eaten.

Flowers: The flowers of the Earth Tree are highly resistant to fire, a character ingesting flowers can resist up to 8 points of fire damage per round for a day. Legends tell of armor which has been covered in petals to make it impervious to flame.

Immature Fruit: Immature fruit is poisonous. Anyone eating it must save vs poison: a successful roll indicates 2D6 damage, a failed roll indicates 4D6 damage and a System Shock roll. Failure of this roll means death.

Fruit: If ingested, the fruit of the Earth Tree will restore any previously-memorized spells which have been cast or forgotten.

Bark: The bark of the Earth Tree is 85% magically tolerant. It will drain the charges out of magic items it makes contact with at a rate of one charge per month.

Seeds: Eating these seeds renders a character immune to the effects of *sleep* spells and the like (including the effects of the Earth Tree) for a week.

The Red Room



THE RED ROOM: TABLES AND BEGGAR FLOOR PLAN DIAGRAMS

Insanity Table (1D100)

1-20	No Effect	71-80	Amnesia
21-30	Panic	81-85	Argumentative
31-40	Startled/Paralysis	86-90	Hallucinations
41-50	Spasms/Motor function disorder	91-95	Paranoia/Dementia
51-60	Loss of attention/Delirious	96-100	Simple minded/Catatonic
61-70	Incoherent		

Random Location Table (1D12)

1	The Dwarf Room (entrance)
2	Empty
3	Empty
4	Empty
5	Empty
6	The Beggar
7	The Lab in the Heart
8	The Mad Mage
9	The Treasure Chamber
10	The Bone Fires
11	The Ring Room
12	The Giant's Room (exit)

Time Passage Table (1D12)

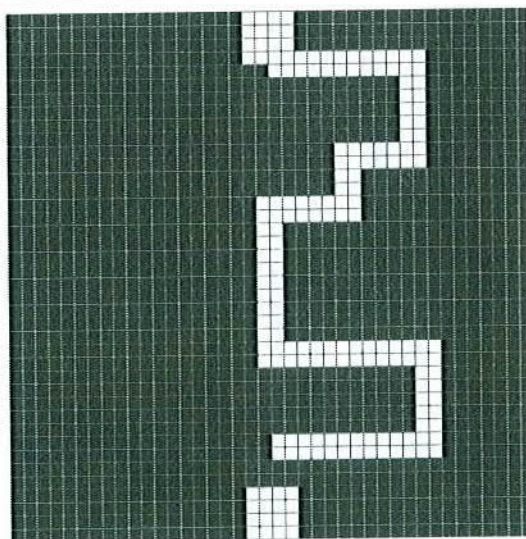
1	No time passed
2	Thirty seconds
3	Five minutes
4	One hour
5	Twelve hours
6	Actual time
7	Actual time
8	2 days
9	One week
10	One month
11	Six months
12	One year

Random Encounter Table (1D12)

1	Baffling Enigma
2	None
3	Mad Mage
4	Spectral Mad
5	Baffling Enigma
6	None
7	Mad Mortal
8	None
9	Spectral Mad
10	None
11	Baffling Enigma
12	None

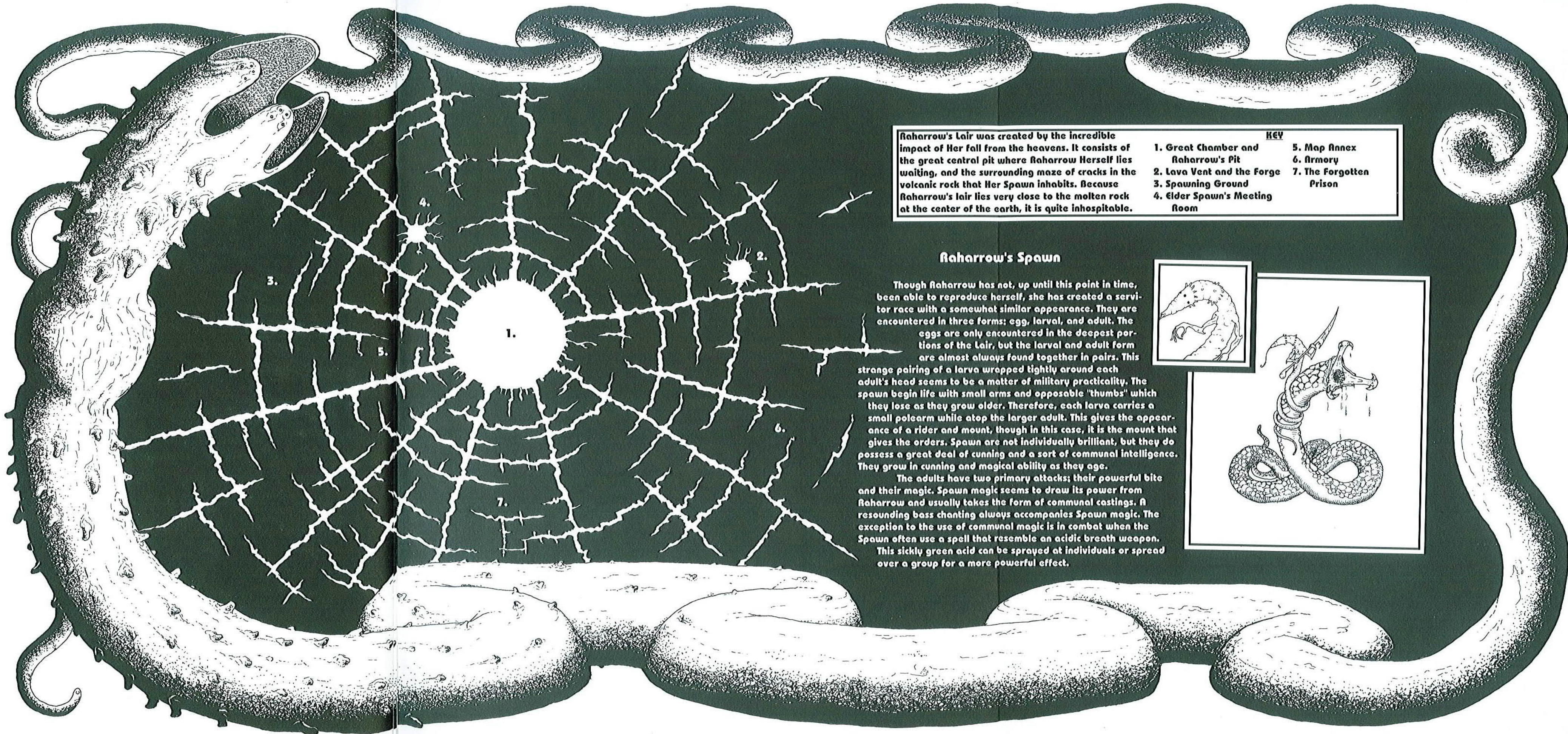


Beggar floor tile layout (1 square = 1 foot)



The Safe Path

Raharrow's Lair



Raharrow's Lair was created by the incredible impact of Her fall from the heavens. It consists of the great central pit where Raharrow Herself lies waiting, and the surrounding maze of cracks in the volcanic rock that Her Spawn inhabits. Because Raharrow's lair lies very close to the molten rock at the center of the earth, it is quite inhospitable.

KEY

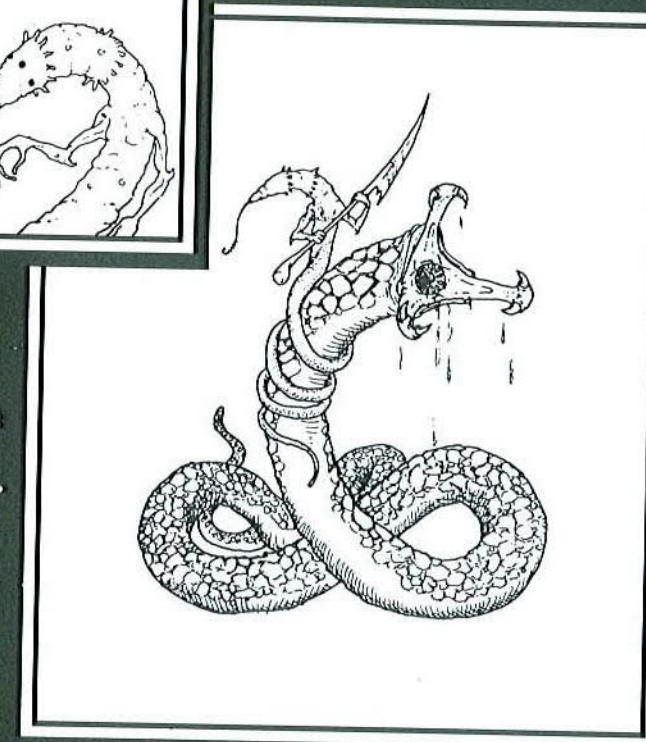
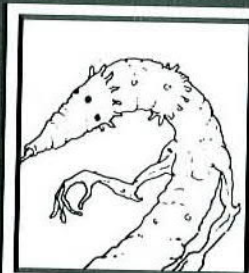
- | | |
|-------------------------------------|-------------------------|
| 1. Great Chamber and Raharrow's Pit | 5. Map Annex |
| 2. Lava Vent and the Forge | 6. Armory |
| 3. Spawning Ground | 7. The Forgotten Prison |
| 4. Elder Spawn's Meeting Room | |

Raharrow's Spawn

Though Raharrow has not, up until this point in time, been able to reproduce herself, she has created a servitor race with a somewhat similar appearance. They are encountered in three forms: egg, larval, and adult. The eggs are only encountered in the deepest portions of the lair, but the larval and adult form are almost always found together in pairs. This

strange pairing of a larva wrapped tightly around each adult's head seems to be a matter of military practicality. The spawn begin life with small arms and opposable "thumbs" which they lose as they grow older. Therefore, each larva carries a small polearm while atop the larger adult. This gives the appearance of a rider and mount, though in this case, it is the mount that gives the orders. Spawn are not individually brilliant, but they do possess a great deal of cunning and a sort of communal intelligence. They grow in cunning and magical ability as they age.

The adults have two primary attacks; their powerful bite and their magic. Spawn magic seems to draw its power from Raharrow and usually takes the form of communal castings. A resounding bass chanting always accompanies Spawn magic. The exception to the use of communal magic is in combat when the Spawn often use a spell that resemble an acidic breath weapon. This sickly green acid can be sprayed at individuals or spread over a group for a more powerful effect.



Raharrow's Lair

Raharrow's lair is deep within the crust of the world near its molten core. The easiest way to enter the area of her lair is through an enormous crevasse in a dormant volcano. The decent into the crevasse is possible, but very dangerous. The volcano sits in the far north where the snow lingers most of the year. A mad, old trapper lives in a small shack near the edge of the crevasse and thinks that he has some power that keeps the evil below from rising up and taking over the world. If pressed on this, he will not disclose the power (for, in fact, he has none).

Down in the Lair itself, The passages are all of sharp, slick, volcanic glass covered with an omnipresent layer of gritty ash that filters up from the various lava vents here and in connecting passages. The air is extremely hot and dry and smells of sulfur and brimstone. Except where the molten rock below provides light, it is completely dark. The Spawn do not rely on sight as much as their other senses.

RAHARROW'S SPAWN

	Adult Spawn	Larval Spawn
RARITY:	Very Rare	Very Rare
NUMBER APPEARING:	1-100	1-100
% IN LAIR:	50%	75%
INTELLIGENCE:	15	8
ALIGNMENT:	Chaotic Evil	Chaotic Evil
HTK DICE:	5+2	1+1
THAC0:	15	19
ARMOR CLASS:	3	8
NO. OF ATTACKS:	1	1
DAMAGE:	1D10	By weapon
SPECIAL ATT.:	Spit Acid	None
SPECIAL DEF.:	None	None
MOVEMENT:	12"	8"
MAGIC TOLERANCE:	0%	0%
SIZE:	L	S
XP AWARD:	420	65

Adult Spawn are twelve to eighteen feet long with rock-like skin and a bizarre, triple-jawed mouth. Larva Spawn are softer bodied, and have two arms which drop off when they reach adulthood.

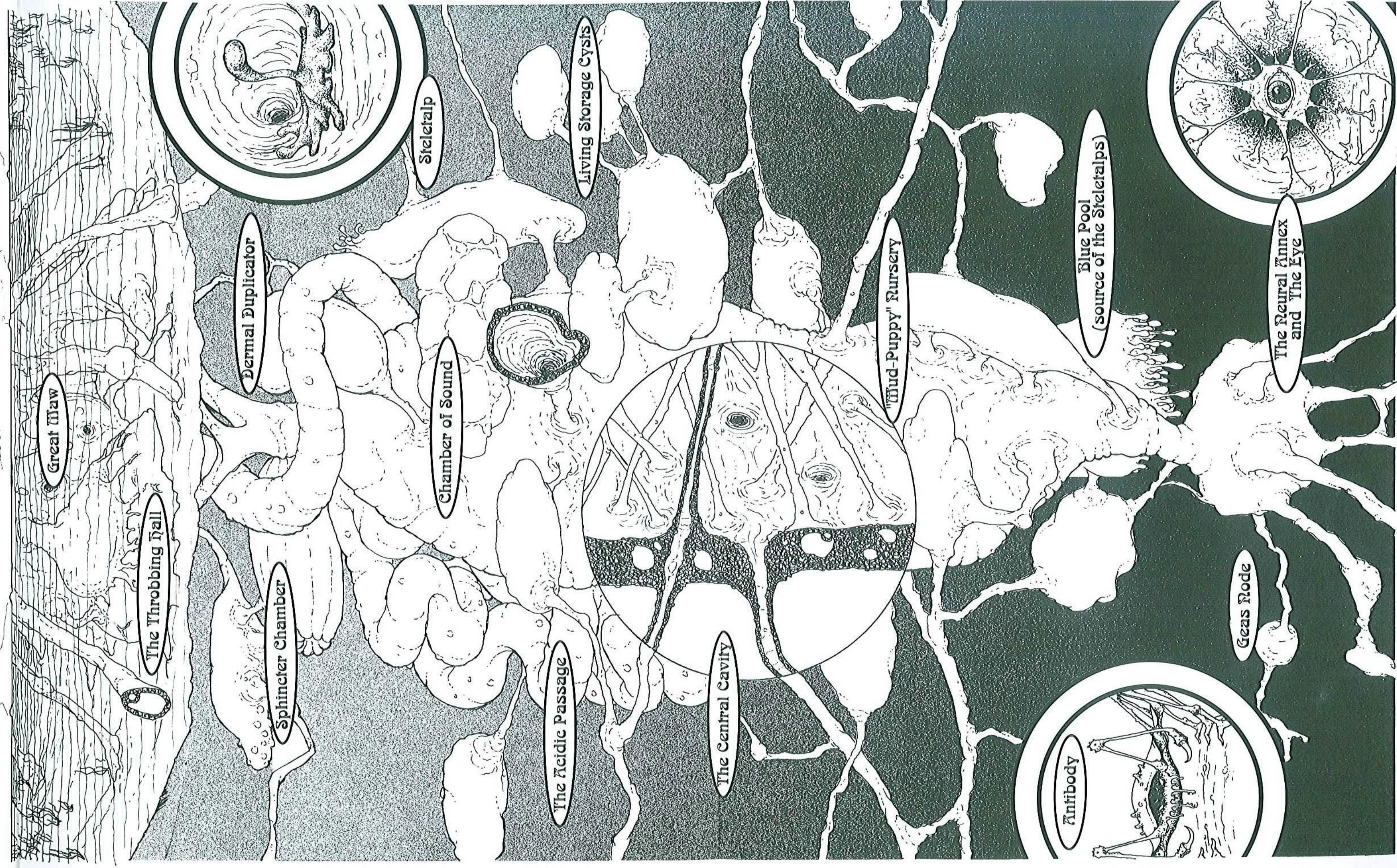
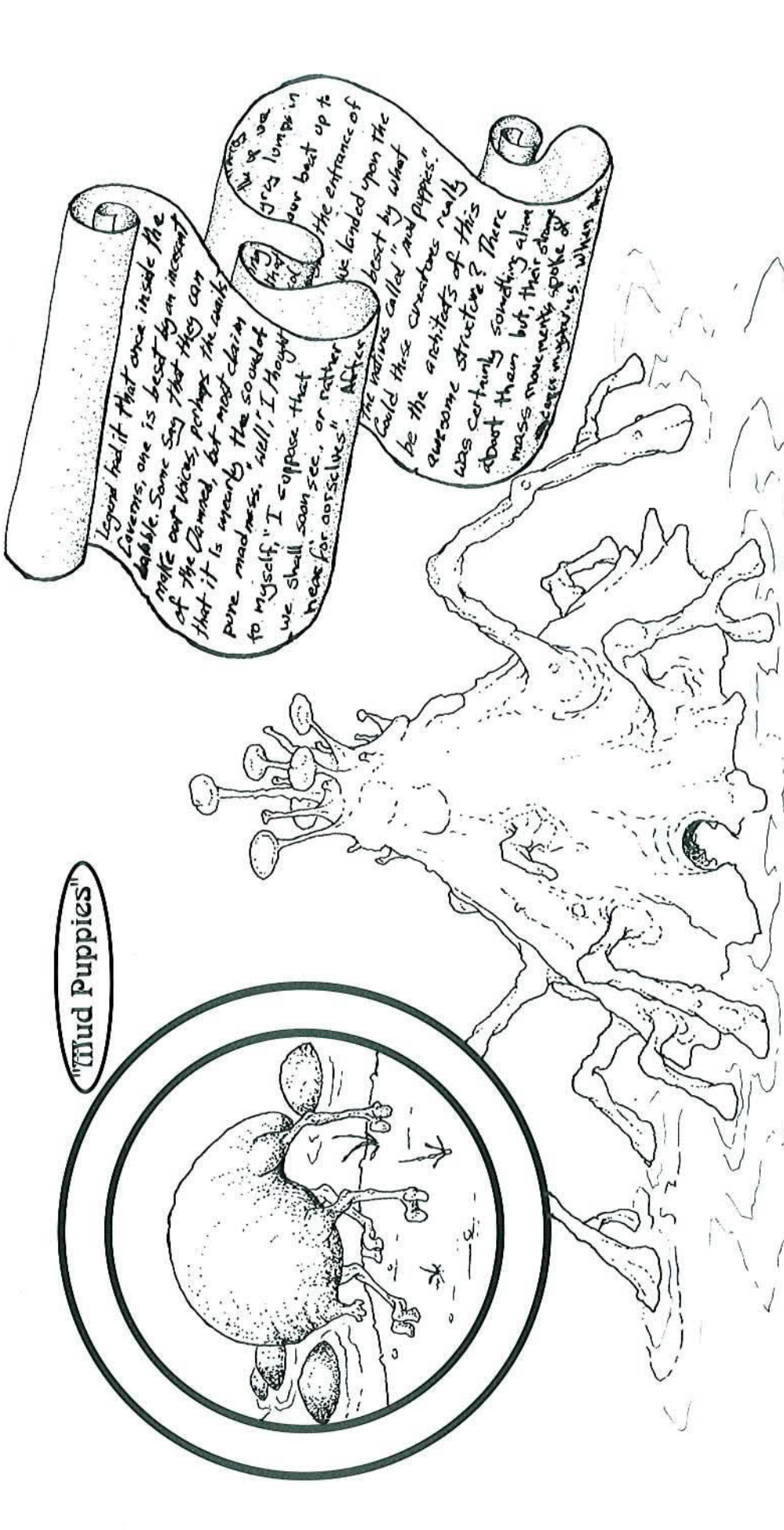
Combat

In combat, larva use weapons which they have forged themselves. Adults have two methods of attack, their powerful bite, which leaves horrible wounds, and their ability to spit a highly caustic acid which does 2D6 damage over 3 rounds. The acid is utilized as part of a Spawn ritual (see map).

Role Playing

Spawn are crafty, vicious and bloodthirsty. They occasionally learn human languages, but cannot duplicate the human voice. Spawn typically attempt to kill anyone they cannot frighten into submission within a single round.

The Gibbering Caverns



THE GIBBERING CAVERNS

Encounter table for Inside the Caverns (1D8)

While the characters are within the caverns, the GM should check for random encounters every turn. When an inhabitant of the caverns is encountered, it will be going about its normal duties:

1	No Encounter
2	No Encounter
3	No Encounter
4	1-4 Mud Puppies
5	2-8 Mud Puppies
6	6-36 Mud Puppies
7	1-2 Stelatalps
8	2-4 Antibodies

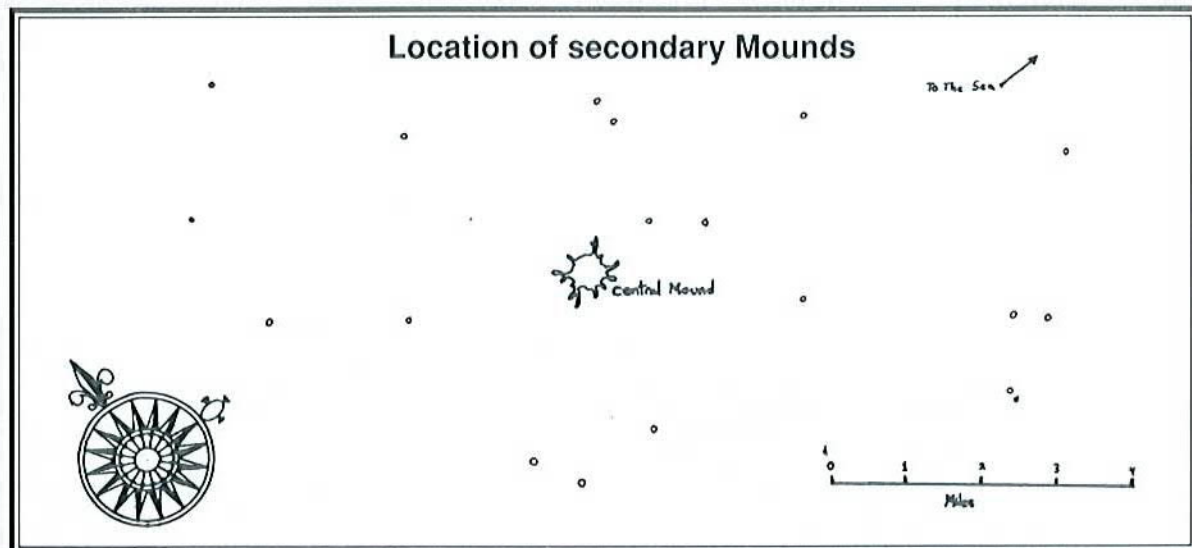
The Gibbering Caverns are located in a dense swamp of an area with a hot and humid climate. The normally lush swampland is made even more so by the powerful life force that the Caverns emanate. Several native tribes inhabit the perimeter of the great swamp, but they fear the interior and avoid it as much as possible. They have many terrible legends about strange, grey beasts that capture unsuspecting hunters and drag them to their

accursed temple at the swamp's center. There are other tales of boats, thought lost in the swamp's interior rowing themselves back. All of these stories are readily shared with interested adventurers.

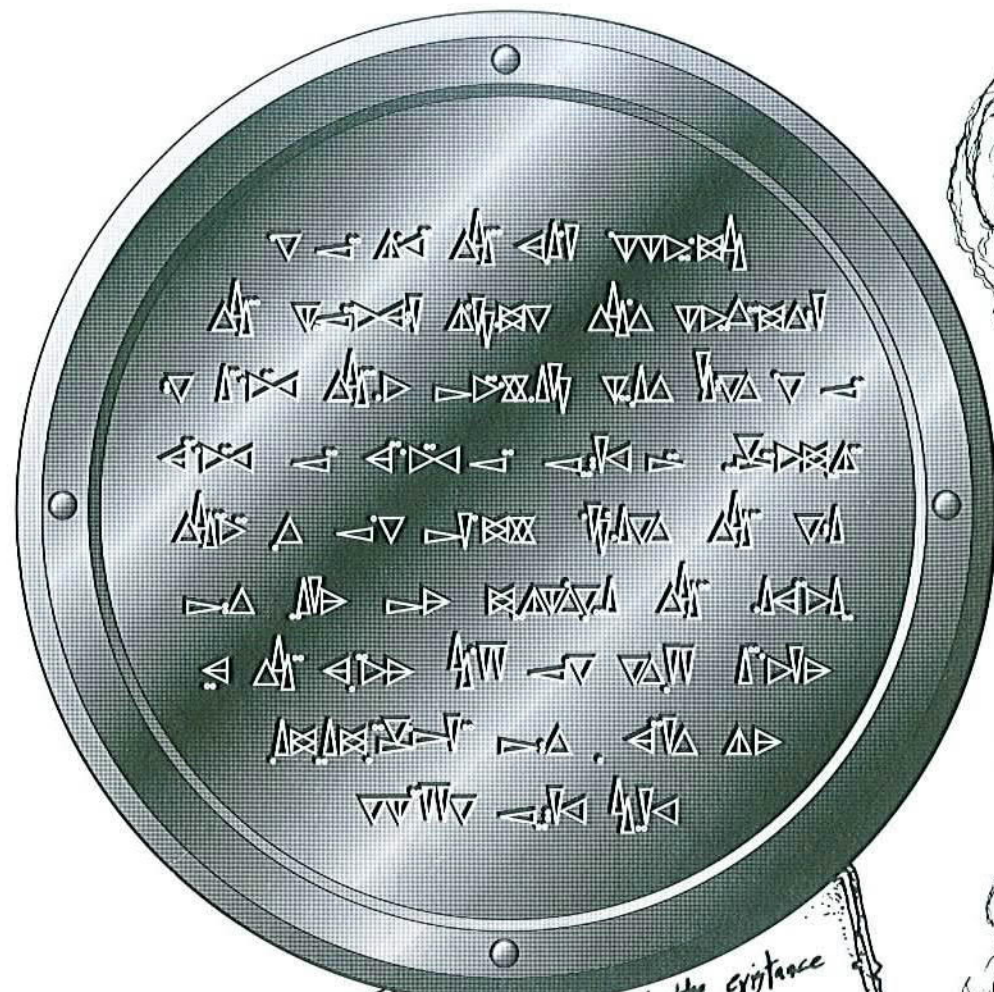
The Gibbering Caverns are actually a single, huge, immobile, creature: one of the five Great Beasts. It has spread its internal organs, like tunnels and caves, throughout the swamp. It is incredibly intelligent, although very introspective and its logic is rather alien to mankind. Its "brain," located at the deepest part of the Caverns, is known as The Eye. The Caverns can easily be entered and explored, likely without the explorers realizing they are inside a living entity. A traveler crossing the swamp will encounter several smaller versions of the "mound". These are breathing holes and entrances for the Mud-Puppies.

Mud-Puppies, and the other inhabitants of the Gibbering Caverns are actually parts of it. They act as blood cells would in a human's body, and each carries out a specific function. The Mud-Puppies (a name given to them by natives who have seen them swimming in the muddy water) gather food and other essentials, and act as transportation in the Caverns. The Stelatalps act as platelets would in the Human body, healing any damage that the Caverns sustain. The Antibodies are the guardians of the Caverns, attacking and driving out intruders.

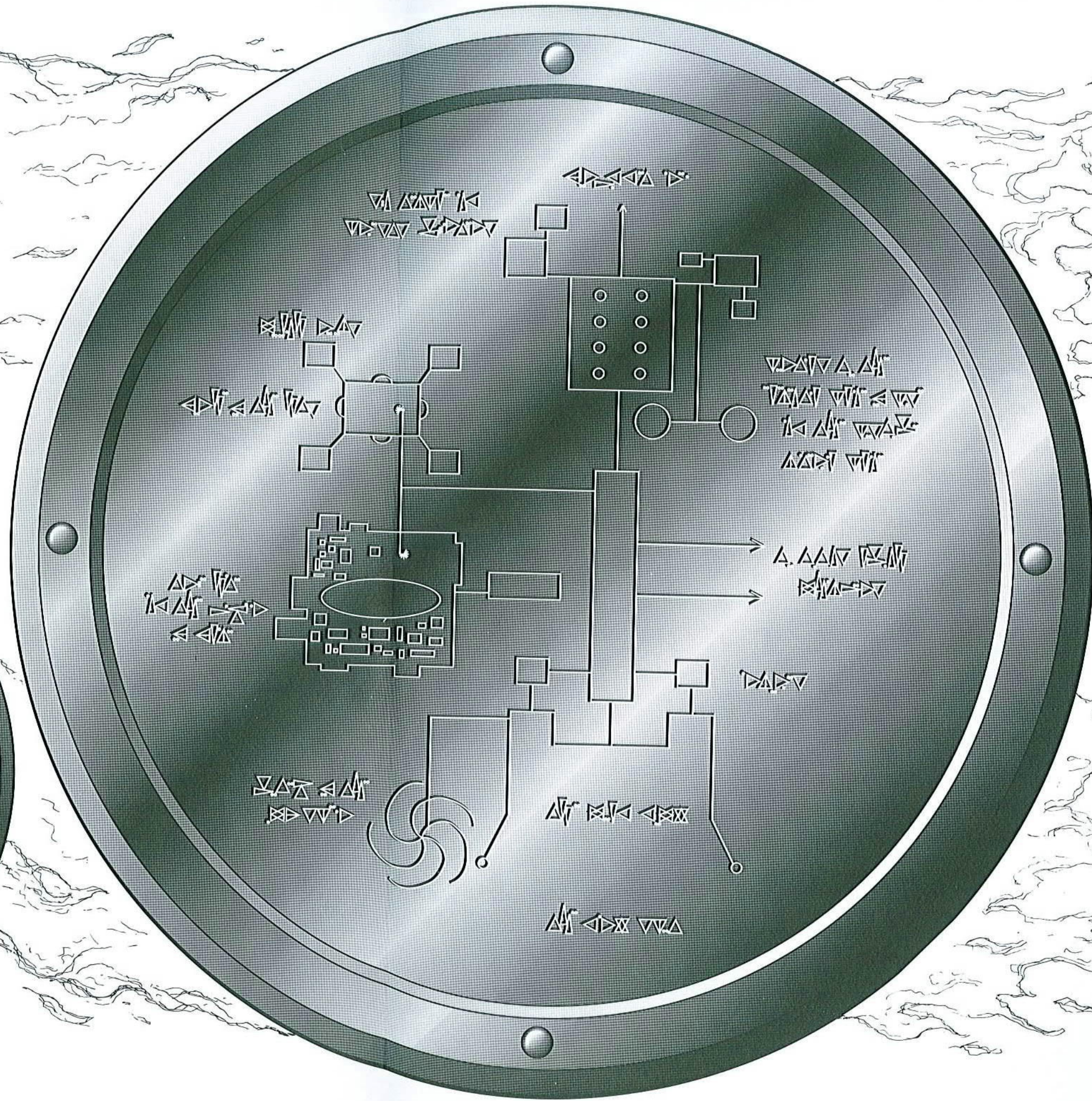
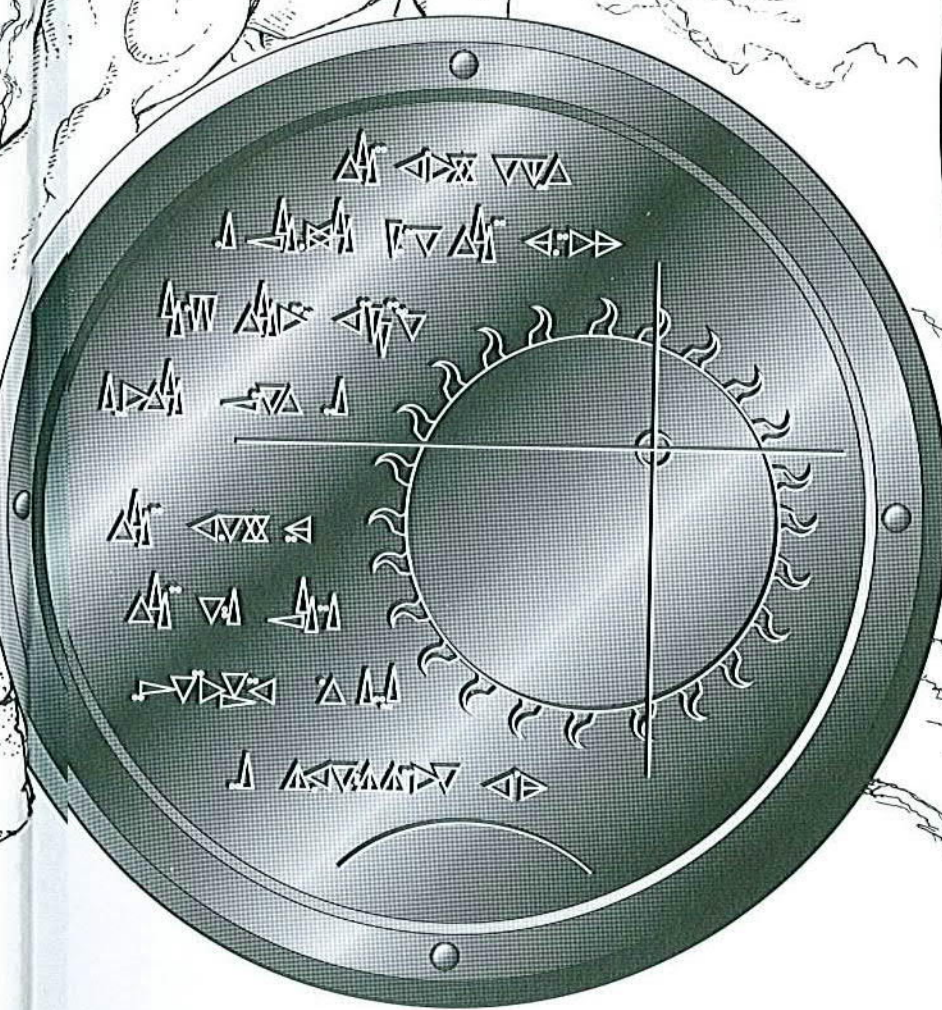
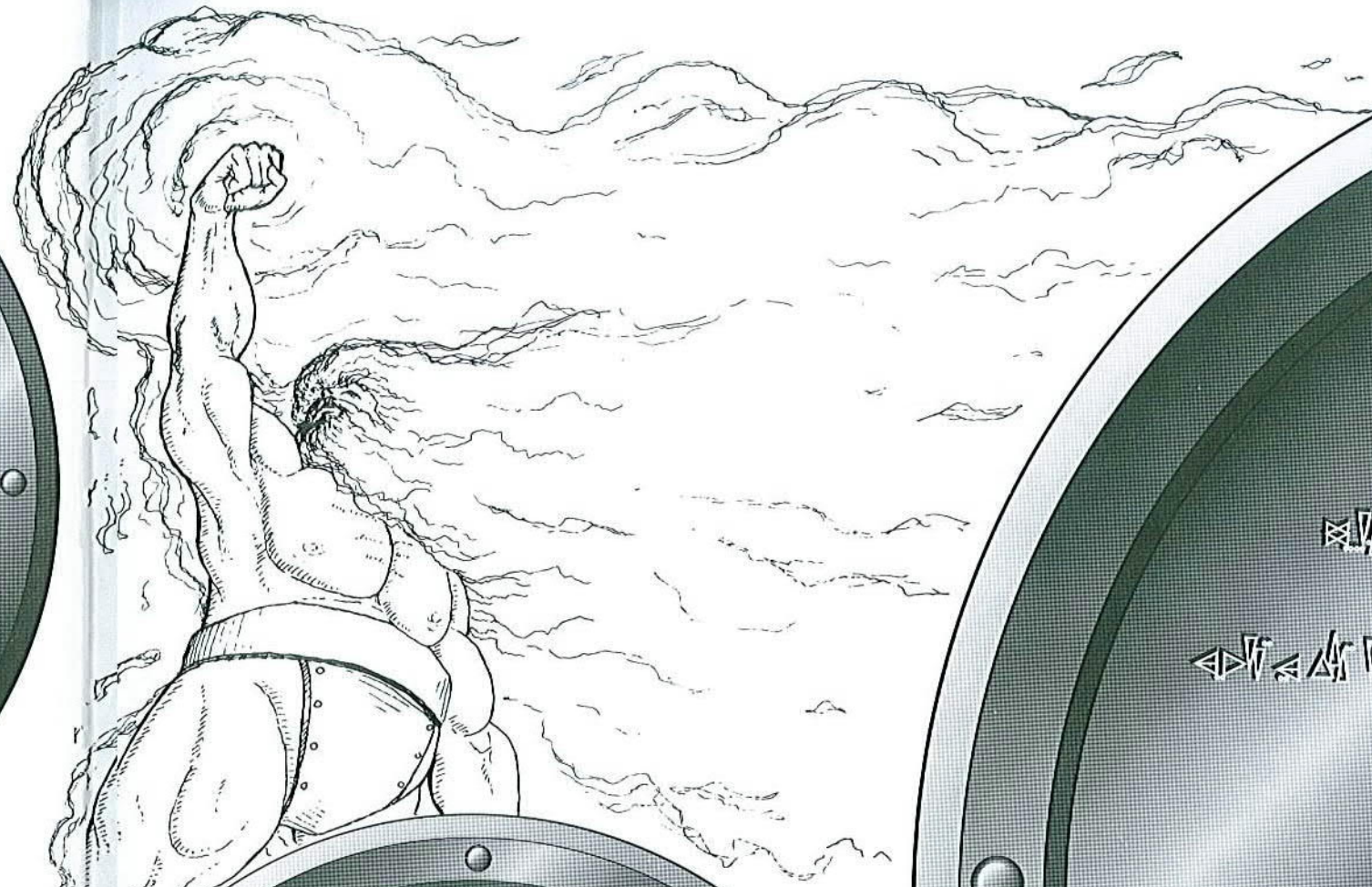
Location of secondary Mounds



THE FIERY HALL



Raman Singh, who was the first to record the existence of the Fiery Hall, engraved an account of his journey on a series of metal disks. The metal itself is not known to us, and was probably brought back from the Hall. Perhaps Singh found that this was the only way to keep a written record in the extreme heat of the Hall. We have recovered three of these disks; hopefully the recovered three of these disks; hopefully the most useful ones. They seem to be written in an easily transferable code, and the shapes used in the code probably correspond to Singh's limited selection of engraving tools.



THE FIERY HALL

Fire Titans

RARITY:	Special
NUMBER APPEARING:	1-10
% IN LAIR:	100%
INTELLIGENCE:	16
ALIGNMENT:	Chaotic Good
HTK DICE:	20
THACO:	10
ARMOR CLASS:	-2
NO. OF ATTACKS:	1
DAMAGE:	8-48
SPECIAL ATT.:	see below
SPECIAL DEF.:	+2 or better weapon to be hit, immune to fire
MOVEMENT:	15"
MAGIC TOLERANCE:	15%
SIZE:	L
XP AWARD:	15,000

The Fire Titans are the rulers of the Fiery Hall and are unique to that local. They appear as huge fire giants, but with flames for hair and beards. They are usually dressed in beautiful, ornately decorated, suits of giant-sized plate mail and carry flaming maces of immense size.

Combat

Fire Titans fight either with their gigantic maces or with flame based spells which they cast as skill 10 wizards.

Role Playing

Fire giants are quick to anger and quick to forgive, fully immersing themselves in both battle and pleasure. However, while whimsical in their moods, they are also quite shrewd from their dealings with the entities that live in the Inner Sun.

Getting There

The Fiery hall is a Fantastic palace built into the heart of the sun. It is the home to the Fire Titans, huge humanoids from the Elemental Plane of Fire. Powerful mortals might have reason to journey there in order to obtain the powerful magic items which the Titans are adept at forging. But getting there is, naturally, quite difficult. Not only does one have to deal with the extreme distance and other hazards on the way to the Hall, but one must endure the inconceivable heat of the place once one is there.

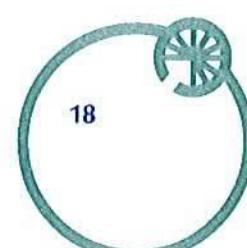
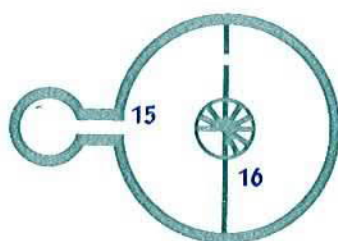
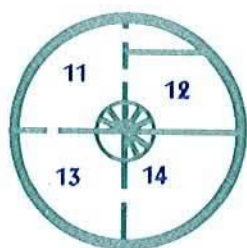
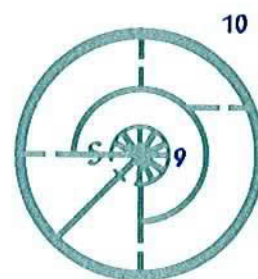
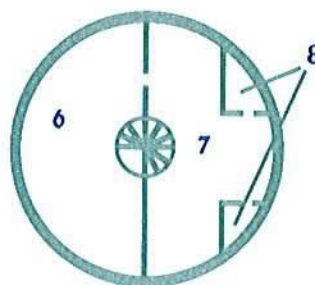
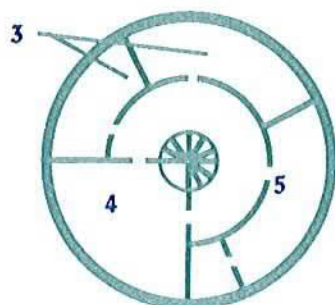
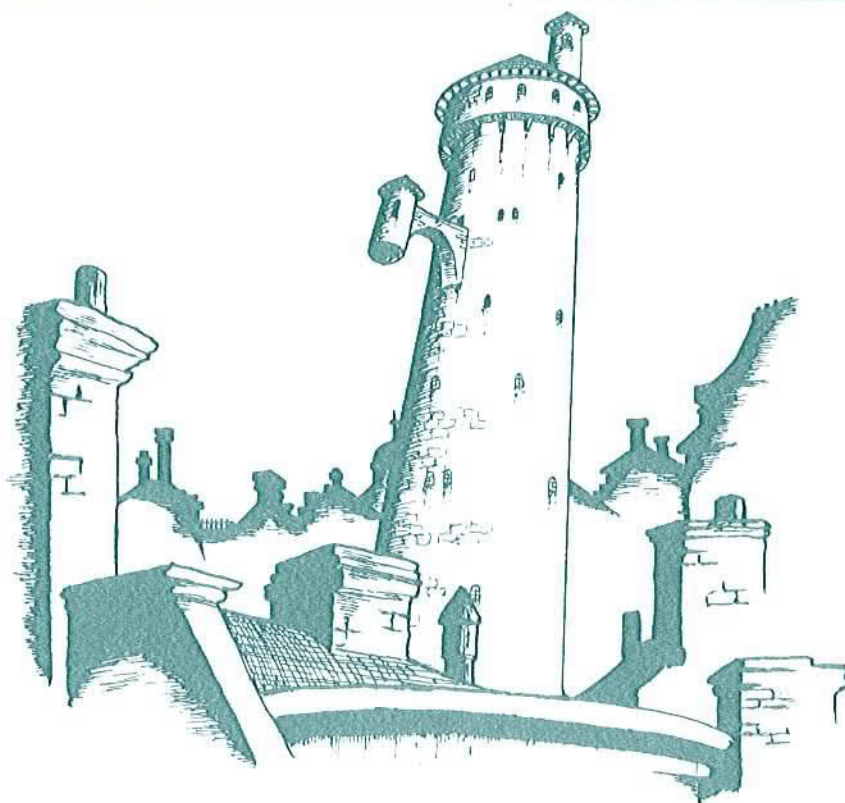
A few possibilities for getting there might be the use of the Serpentine Galleon, dimensional gates, or perhaps with the help of some powerful entity such as a god or demon.





The Tower

The tower stronghold can be found as often in a city as in the wilderness. While providing security and an imposing presence for the mage, it also caters to their natural affinity for lofty places. High above the streets, the mage can receive his other-worldly guests or mystically manipulate the lives of those below. Towers are particularly favored by mages with political ambitions and those who specialize in air or weather magic.



Typical Room Layout

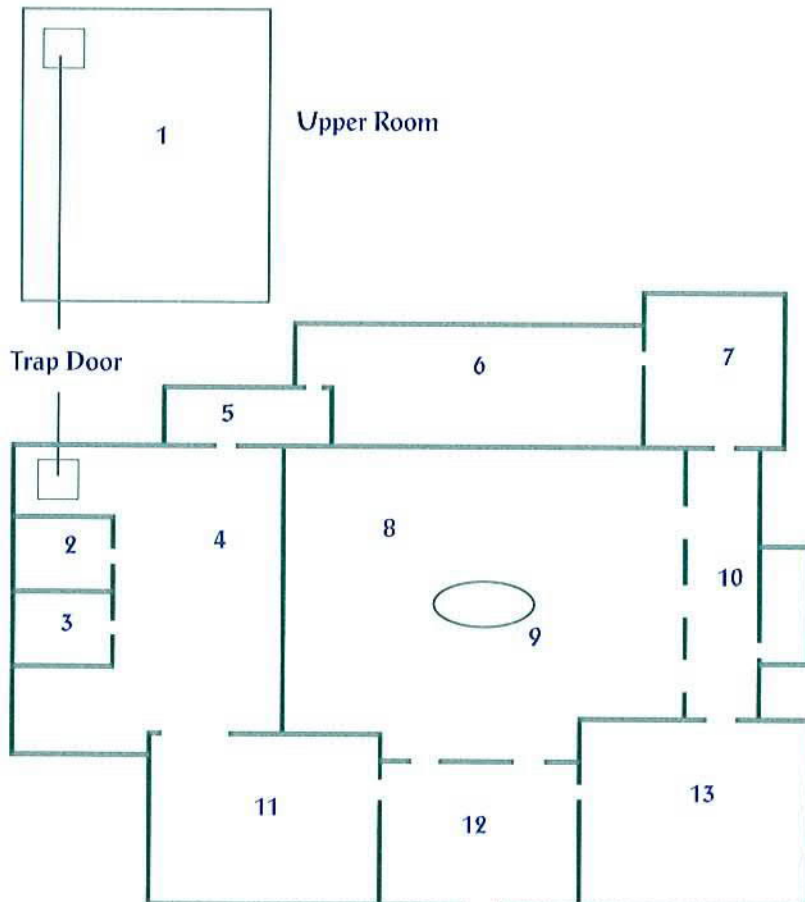
The layout of a place such as this will, of course, vary widely from mage to mage. This layout is common to many mages, though some will be considerably different, depending on the wizard's tastes and needs.

1. Entrance hall
2. Trophy room
3. Servant's quarters
4. Receiving room
5. Guest bedroom
6. Great hall
7. Kitchen
8. Storage room/Pantry
9. Secret chamber
10. The Gauntlet (for use in tower's defense)

11. Room of Books
12. Apprentice's chambers
13. Workshop
14. Lesser study
15. Map room
16. Magical components
17. Mage's private quarters
18. Conjurung room (Greater study)
19. Observation tower

The Hovel of Wonderment

These "Fortresses" look like common, unassuming dwellings of local peasants or craftsmen's widows, but inside, they are far larger than they appear. Some are virtual palaces, complete with every luxury. Many mages choose this sort of dwelling because it attracts little or no attention and their privacy and secrecy is assured. Occasionally, these huts are also equipped with actual "legs" of some sort, allowing them movement from place to place. They are often favored by mages who specialize in illusion.



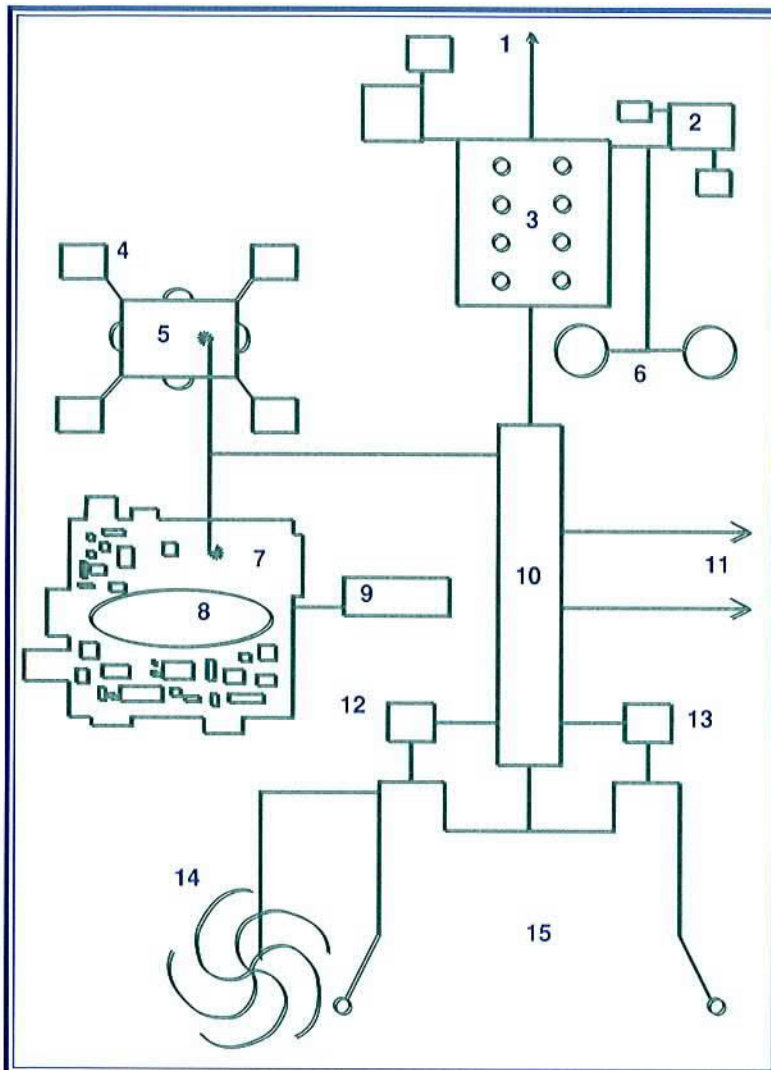
Typical Room Layout

The layout of a place such as this will, of course, vary widely from mage to mage. This layout is common to many mages, though some will be considerably different, depending on the wizard's tastes and needs.

1. The Mage's inner sanctum
2. Storage
3. Bathing room
4. Workshop and Broomroom
5. Drying room for magical components
6. Window room (sitting chamber)
7. Sleeping chamber
8. Mage's "herbal" garden
9. Magical fountain
10. Atrium and Garden shed
11. Room of heads and bones
12. The "hut" itself
13. The great kitchen (boiling kettles)

The Fiery Hall

Quick GM Reference



This guide should provide the GM with a complete translation of the runes upon the Fiery Hall map. The translations appear in parentheses. There is also additional material and room information added for the GM's convenience.

1. "To The Forbidden Area"

This area is carefully guarded. Neither the Fire Titans nor visitors are allowed to enter. It is rumored to contain magics that can control the heat of the Sun!

2. Chief Titan's Private Chambers

These lavishly appointed rooms are the domain of the Chief. Fire Titans choose their leaders by physical combat. This is not as primitive as it seems. Because of the near indestructibility of the Titans, the only way they are usually able to defeat each other is through clever ploys and tricks. The Chief is thus not only Physically tough, but clever as well (Treat him as a Titan with highest possible stats)

3. "Sun Temple and Priest's Quarters"

Decorated with elaborate frescos of multicolored metals, this room is a beautiful sight. Eight pillars of solid magical adamantium run down the center of the room, leading to a mithril throne

at the far end. The priest's quarters are off to one side, and are rather plain in comparison.

4. "The Cooling Rooms"

Magically cooled to only 130 degrees, these are possibly the only place in the Fiery Hall where a mortal might survive unprotected by magic. Cooling metal objects of every description hang on the walls.

5. "The Forge of the Gods"

The place where the most powerful magic weaponry and armor in the universe is forged. Powerful entities of every sort commission the Forge to create specialized wares. They are said to be able to make anything. This is the primary industry of the Fire Titans.

6. "Gates to the Elemental Plane of Fire And to the Prime Material Plane"

These two round chambers each contain a magical gate to the two realms the Titans are said to hail from. The Titans often travel to these two planes, though no one is quite sure why.

7. "The Bazaar of Flame"

This place is uncomfortably hot even for those with enough protection to roam the rest of the Hall. This is due to the presence of the True Gate (see below). Creatures from the center of the Sun come here to trade their fantastic with the Titans.

8. "The True Gate"

Leading to the center of the Sun, this descending path goes where no human has ever been. It seems that the dominant species below is a race that appears as glowing fire Salamanders.

9. Storerooms

These plain rooms are filled with goods the Titans intend to trade in the Bazaar of Flame.

10. Great Hall

The most fantastic feature of this immense hallway is a line of fountains running down its center. Each shoots out a fountain of liquid gems (diamond, ruby, emerald, and amethyst) which harden as they fall into the basin below.

11. "To Fire Titan's Private Chambers"

These passages lead to the Titans' individual quarters.

12. Guard hall

There are usually 10-20 fully armed Fire Titans stationed here at all times to protect the Cold Dock.

13. "Armory"

An extension of the Guard hall filled with hundreds of the Titans' titanic weapons.

14. "Vortex of the Icy Spear"

The vortex is created by a piece of pure negative energy left over from a colossal battle between the Titans and entities of the Negative Material Plane. It sucks anything which approaches it into its Negative Plane, and only the Titan's Herculean strength allows them to approach it at all. They use it as a type of garbage disposal.

15. "The Cold Dock"

Cold is a relative term here, for it is still far hotter than any normal fire here. It is somewhat cooler here though, because of the Vortex. This helps to protect the crafts which make their way here. Several unusual crafts will be stationed here at all times.

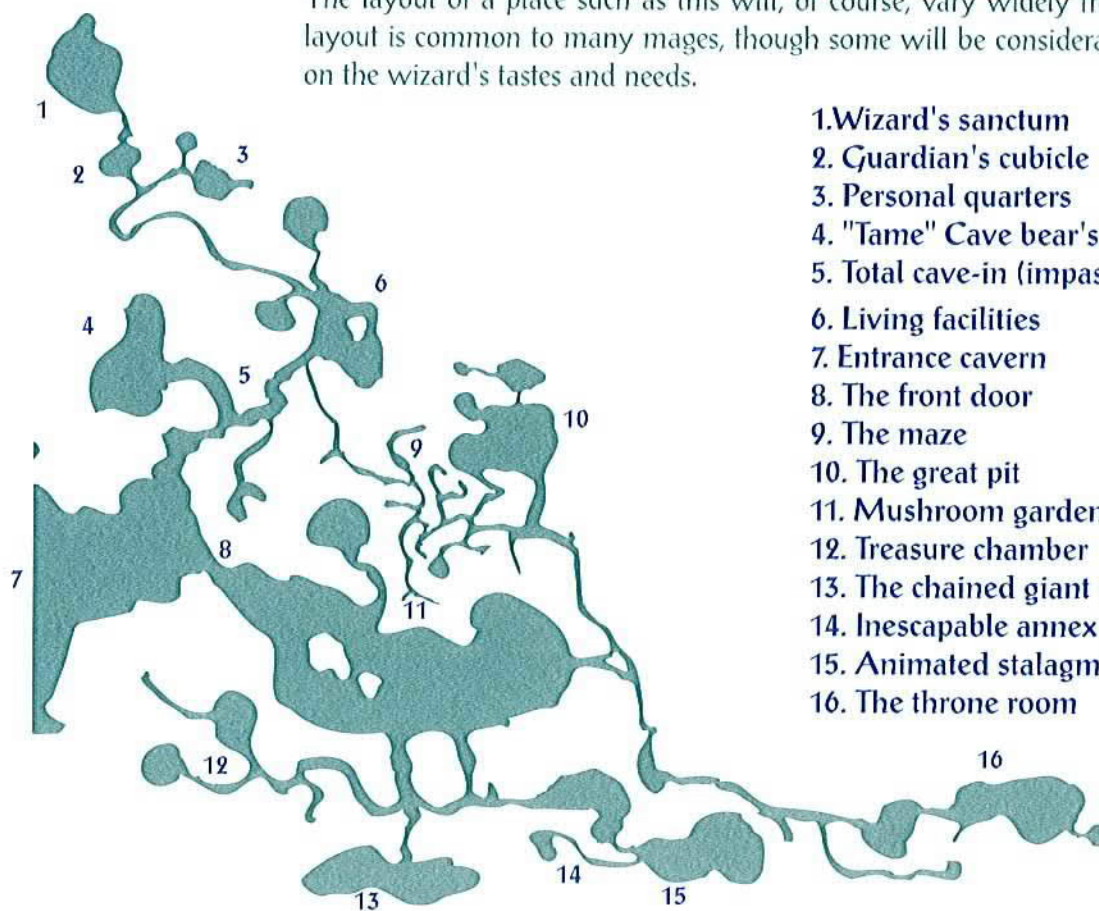
The Wizard's Caverns

Massive underground caves and cavern systems are sometimes the chosen domain of mages, because they provide a significant amount of open space within a sturdy stone confine. The mage will usually modify these chambers to suit his purposes, adding doors, furnishings, security, and other necessities, but leaving the areas primarily natural. Such strongholds are frequently quite fantastic, having enormous halls lined with naturally formed columns, bathing chambers with underground rivers and waterfalls, and furnishings ornately carved into the very stone of the cavern.

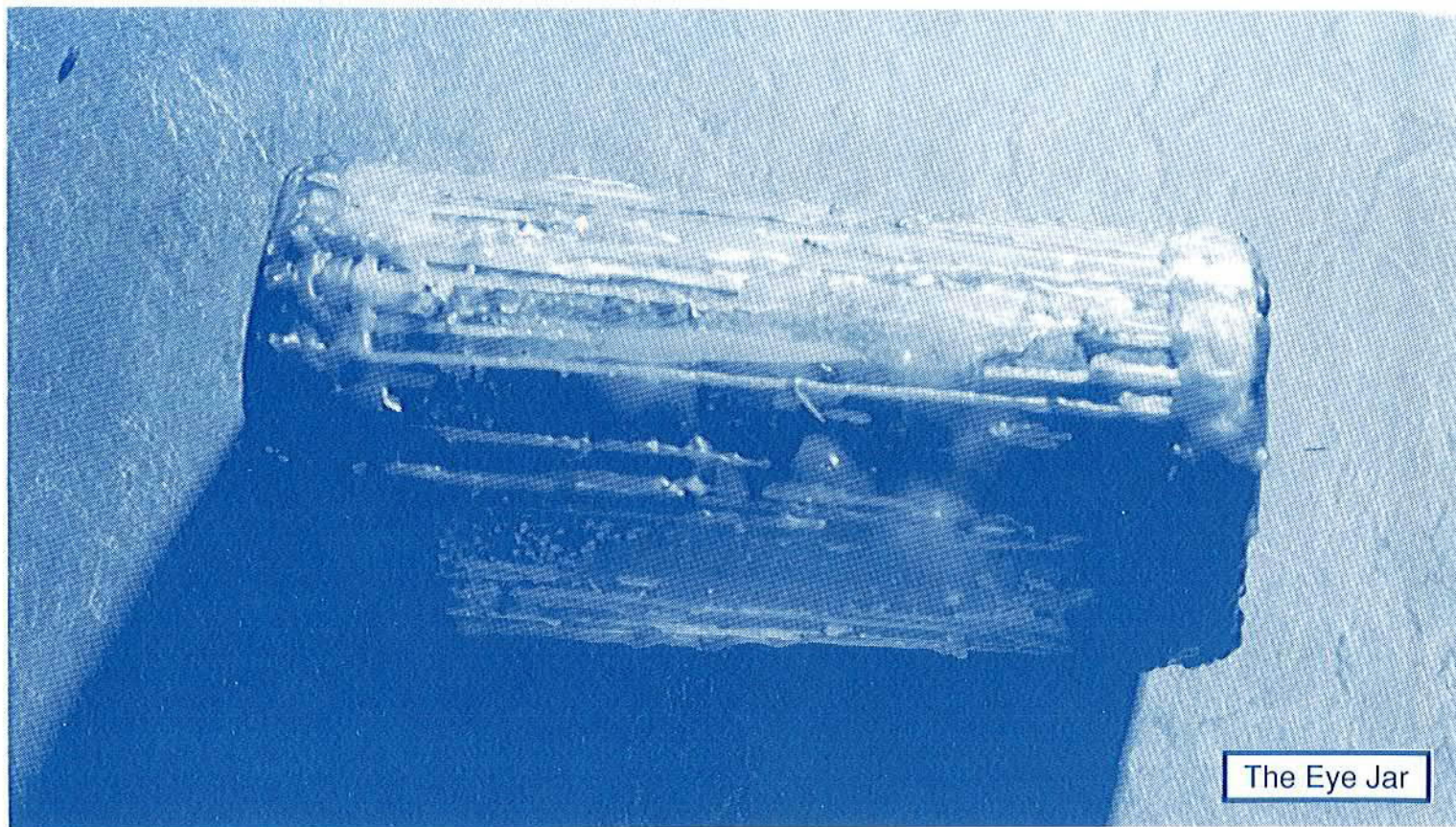


Typical Room Layout

The layout of a place such as this will, of course, vary widely from mage to mage. This layout is common to many mages, though some will be considerably different, depending on the wizard's tastes and needs.



1. Wizard's sanctum
2. Guardian's cubicle
3. Personal quarters
4. "Tame" Cave bear's lair
5. Total cave-in (impassable)
6. Living facilities
7. Entrance cavern
8. The front door
9. The maze
10. The great pit
11. Mushroom garden & the silver waterfall
12. Treasure chamber
13. The chained giant salamander
14. Inescapable annex
15. Animated stalagmites
16. The throne room



The Eye Jar

EYE JARS

These queer devices are used to help nagavate the Red Room. They appear to be ten inch long glass tubes sealed with wax. Human eyes can be seen peering from within.

CONSTRUCTION

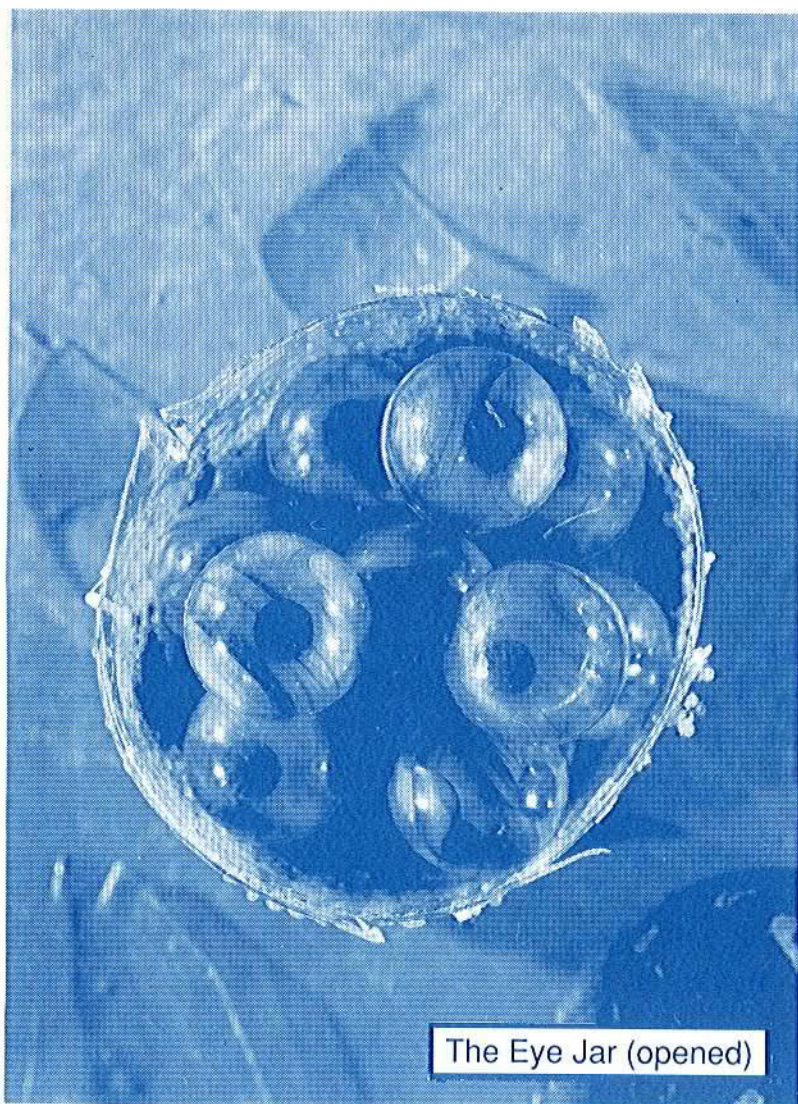
To create an eye jar, one must aquire the left eyes of ten madmen. They must be the left eyes and they must be fresh. The eyes are then placed into a glass tube . The ends are sealed with wax mixed with wild flower pollen and let to sit in darkness for at least 30 days. After this waiting period, the jar will function properly. These devices will only function in the Red Room.

HOW TO USE

When in the Red Room, crack open the jar and set it in the center of a room. All the eyes will orient towards one of the curtained exits. This path will lead closer to the exit.

GM NOTE

Every time an eye jar is used, add +1 to the Random Location Table (cumulative for each room used in).



The Eye Jar (opened)

EXIT

THE RED ROOM: THE BEGGAR

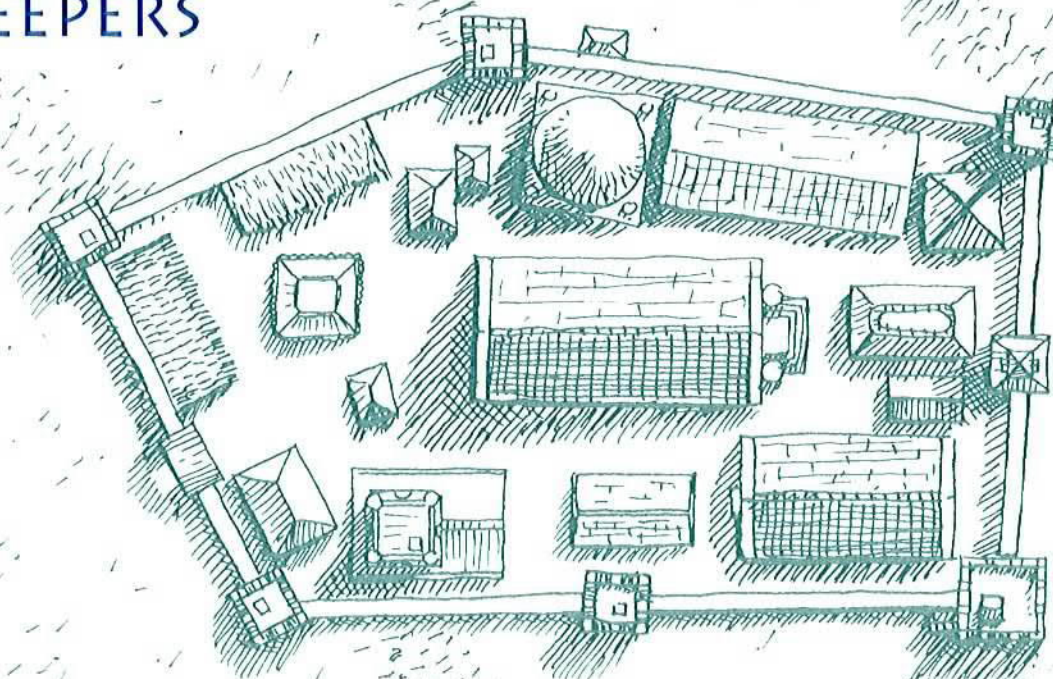
EXIT

EXIT

EACH TILE
IS A
SQUARE
FOOT

ENTER

THE CITY OF SLEEPERS



0 10 20 30
Feet

Serpentine Galleon

Poop Deck

Master
Bedroom

Cargo
Hatch

Deck level equip-
ment room

Main Deck

Trap Door and Ladder

Empty Study

Armory

Kitchen

Navigation
Room and
study

Cargo
Hatch

Bedroom

Bedroom

Dining Hall

Sitting Room

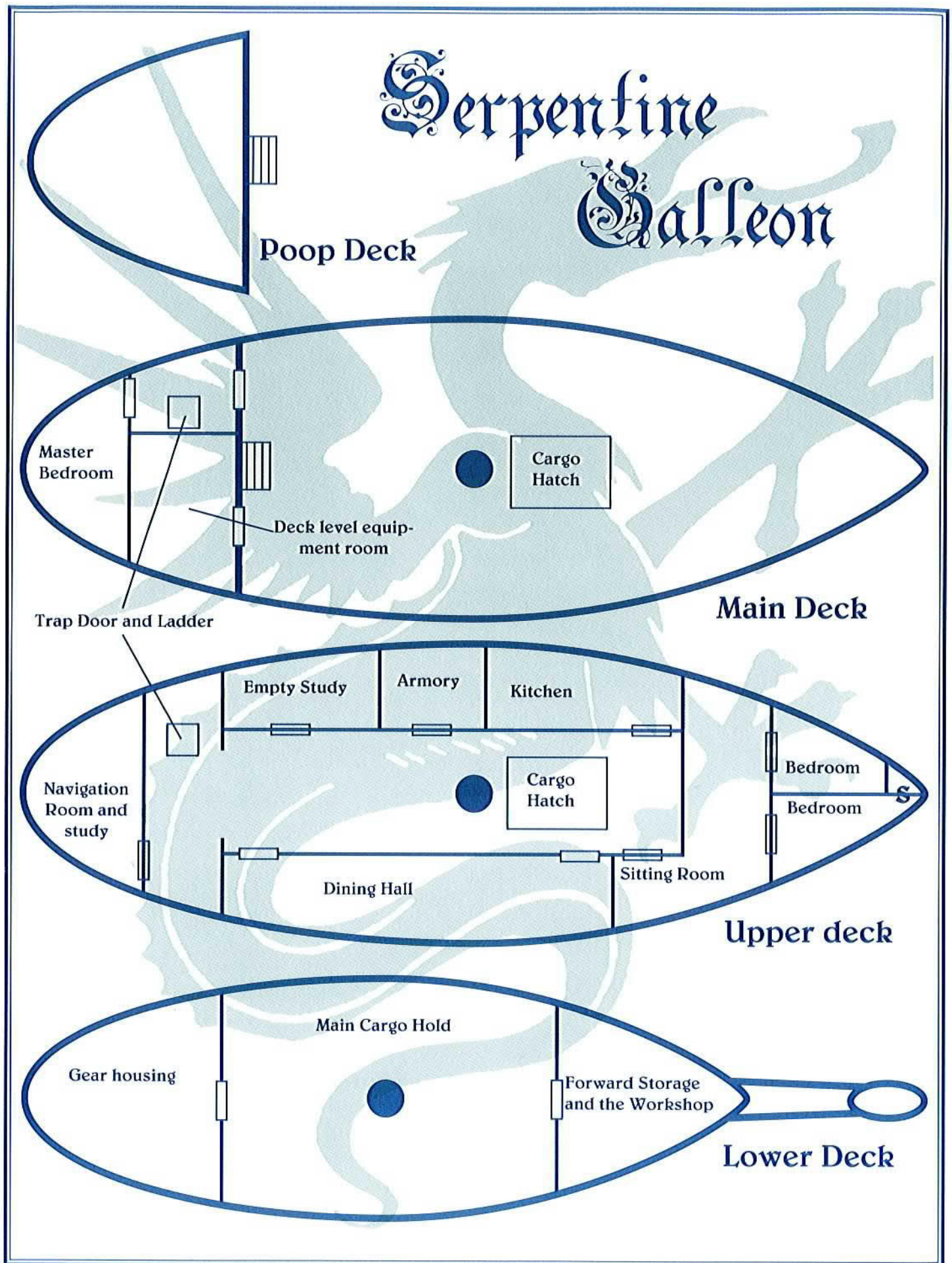
Upper deck

Main Cargo Hold

Gear housing

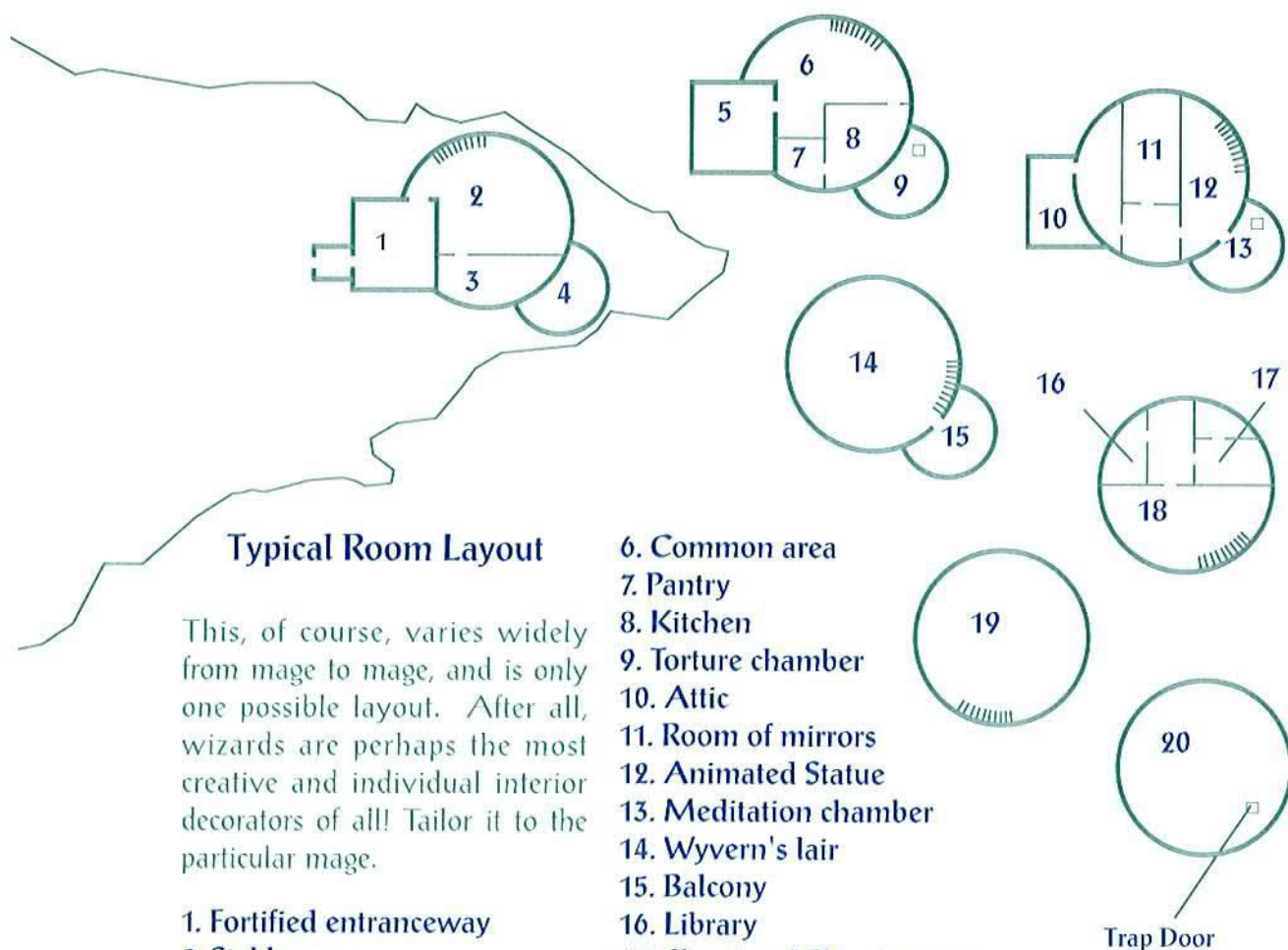
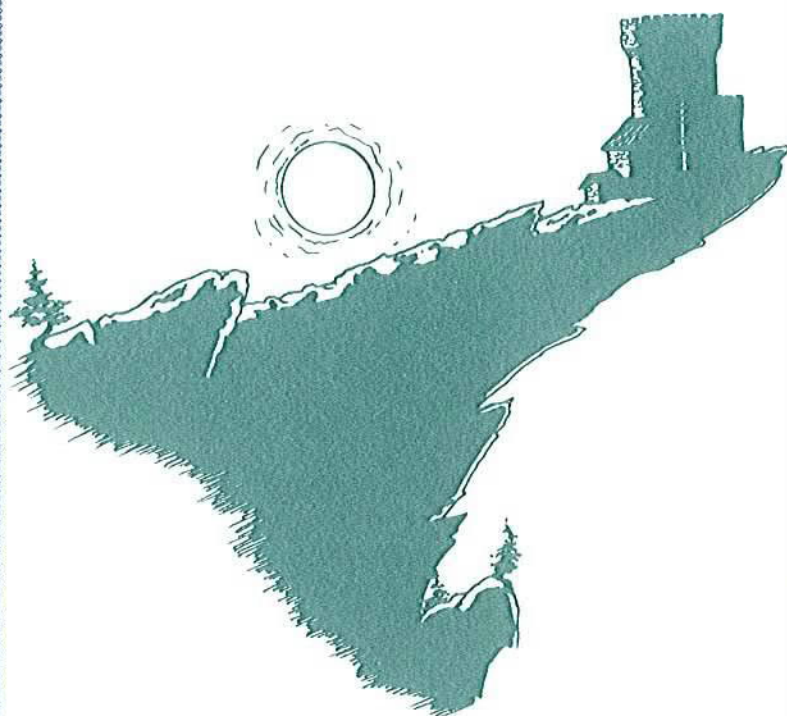
Forward Storage
and the Workshop

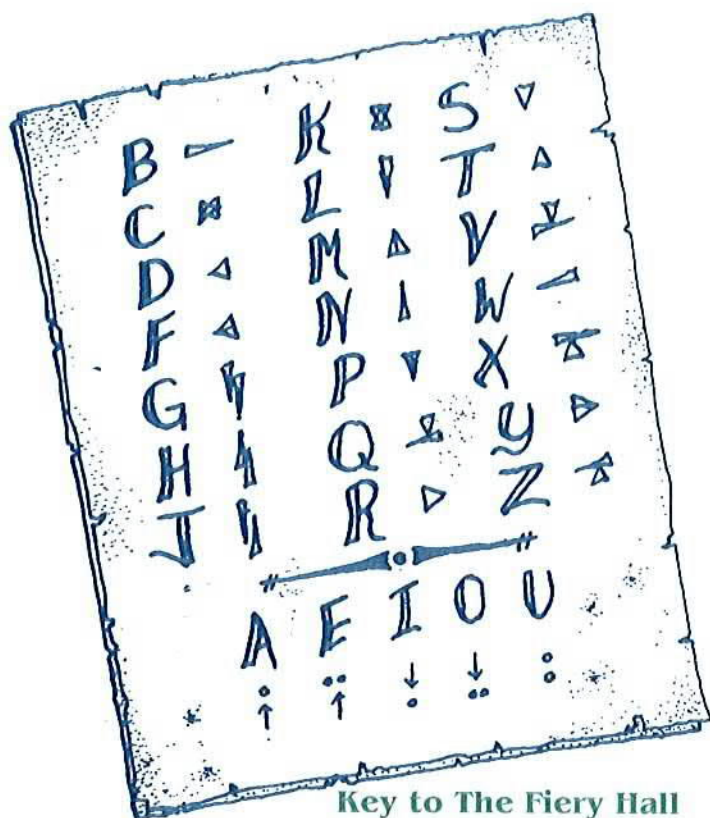
Lower Deck



Fortress in a Forsaken Place

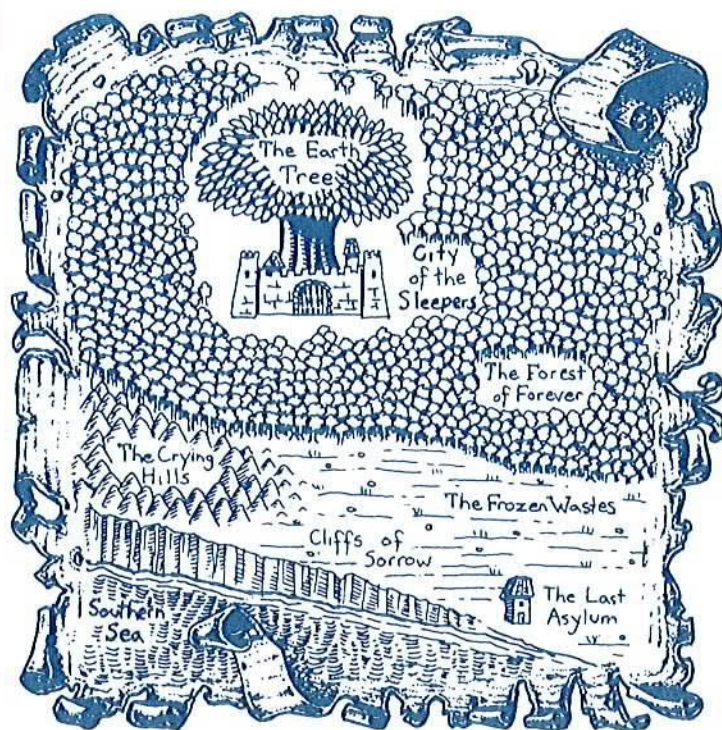
Usually located in some remote and easily defended location, this type of stronghold is most often chosen by the Archmage who values his privacy and security. The distance from large communities keeps superstitious townsfolk from prying into the mage's sometimes questionable experiments. Or if the mage has many powerful enemies, it is far easier to detect an approaching enemy from this desolate wilderness than in a crowded city. Often the location of the fortress can provide it with natural defenses as well, such as cliff walls or a wood filled with briars. Finally, by the time a mage has reached Archmage status, he is often merely tired of the trials and tribulations of the mundane world and merely seeks to be left alone.





Key to The Fiery Hall

Earth Tree Map



Garmawin Blackburn,
Tegwin's Apprentice

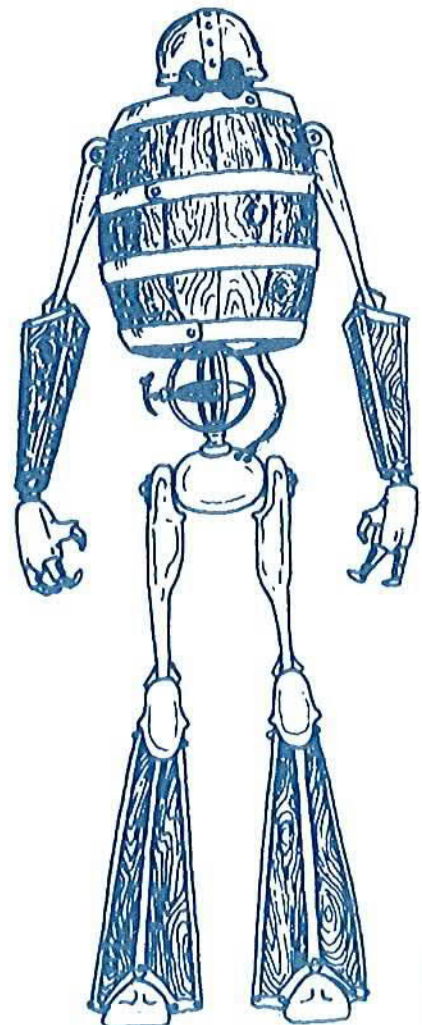


Toulene Stichtend,
Tegwin's Manservant

The item is in my possession now, still, the angered gods haunt my waking hours. Even sleep offers little asylum from visions of torments beyond comprehension. I have decided that my only hope is to reach the Red Room. Fickle are the fancies of the room, the only way in is by the room's invitation. I have heard of some who have gained entrance merely by walking down an unused alleyway, giving a sweet cake to a mad shopkeeper and politely asking for the gate to open, or through the recital of a simple child's verse! The Mad and Insane may enter freely for the asking and even slip there unconsciously in their dreams. For the adventurous, foolhardy and powerful, the invitation will not offer itself so simplistically, and drastic or flamboyant attempts will have to be made to gain entrance. Some openings are so dramatic that the Red Room will allow any attempter to enter. These methods are spoken of in dark tomes and by those who have been driven insane: Throwing seventeen beans that are the shape of lungs into a circle of flour impregnated with the blood of spiders and scorpions that have devoured their own young, then stepping into the circle will gain the thrower admittance. Similarly, disemboweling and crawling into the body cavity of a virgin executed by hanging for killing out of lust with a wooden weapon will gain entrance. The sex, race or even species of the virgin is not important. Removing your eyes and eating them while turning three times in the nude is supposedly a surefire method. Another one hinted of in dark knowledges, is dining on lilies with seven corpses then burying the corpses. The entrance will appear at the bottom of the last grave dug. These last few may seem a bit extreme but seems to have been effective at least once. Any method to enter the Red Room will amuse it only once per trier, so repeated trips will need a variety of methods, each more outrageous than the last. I have created a "jar" to help me in what lies ahead and can only hope the method I attempt now will be as effective as those I have researched. If any should find this, DO NOT at risk of your sanity, attempt to follow me.



The Chess Piece



Bronze
Sailor

Dead Man's Passage

Streets

- 1-Beggars Street
- 2-Death's Parade Road
- 3-Mountain Way
- 4-The Short Walk
- 5-Street of the Walkers
- 6-Way of the Traders
- 7-Gold Way
- 8-Skull Alley

Gates

- 9-Beggars Gate
- 10-Trade Gate
- 11-Short Gate
- 12-Mountain Gate

Points of Interest

- 13-Town Hall
- 14-Hall of Records
- 15-Jail
- 16-Marketplace
- 17-Lookout Tree

T-Temple

I-Inn

Scale
1/4" = 30'

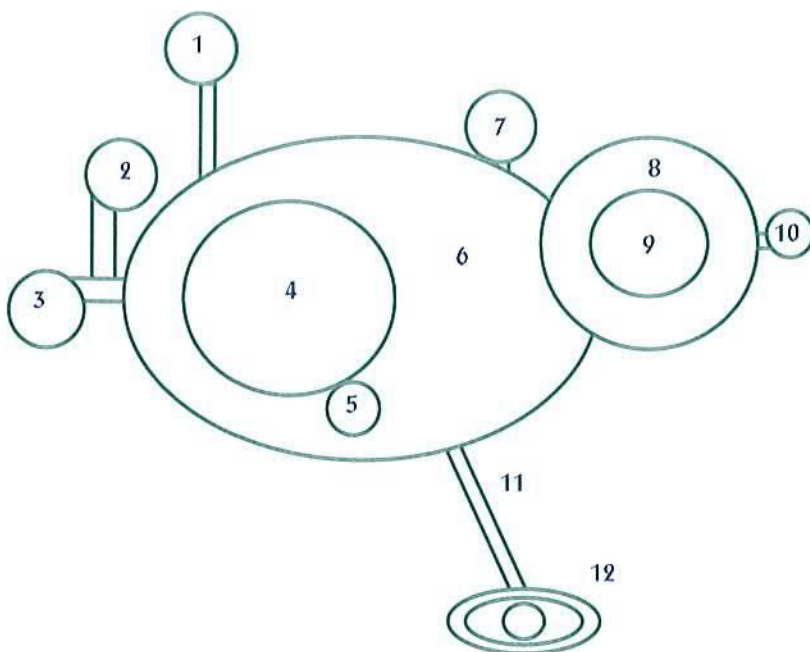


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Typical Room Layout



The layout of a place such as this will, of course, vary widely from mage to mage. This layout is common to many mages, though some will be considerably different, depending on the wizard's tastes and needs.

1. Far minaret (treasure tower)
2. Minaret of the Heavens (navigational tower)
3. Scarlet minaret (guest rooms)
4. Dome of pleasures (concubine's palace)
5. Minaret of vigilance (guardian's tower)
6. Great hall (main palace: includes throne room, bath house, banquet hall, etc...)
7. The shunned minaret
8. Secondary dome (mage's personal quarters)
9. Tower of wizardry
10. Eagle aerie
11. Cloud tunnel
12. Entrance gate and minaret

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