

OD&DITIES

The Original Dungeons & Dragons Fanzine

EDITORIAL

Welcome to Issue 4 of OD&DITIES, the OD&D fanzine. Some excellent articles this issue, including four new character classes. Probably the best of the bunch is the Necromancer, a nine-page article submitted by James Mishler, complete with his own spells (seven pages worth!). Other submissions include a Ranger class by the same author, and an article on Weapon Mastery by Dan Eustace, and a short story, 'The Dragon's Childhood' by Jason O' Brien.

As you will have noticed, OD&DITIES has undergone a format change, now available only in RTF and PDF format. The reason for this is a man named Shane Mclean, who has volunteered to convert OD&DITIES into PDF format, placing it in a far better form. If you haven't seen these new versions, check them out now - he has done an absolutely outstanding job, improving the layout tremendously. Heartfelt thanks to Shane!

On a more serious note, OD&DITIES will be undergoing another change. Henceforth, OD&DITIES will publish Mystaran material submitted to it, on equal terms to OD&D articles. (These must, however, be in OD&D format.) There are two main reasons for this. The first is that I believe OD&DITIES has to grow to survive, and the best direction for this lies towards Mystara. The second is that another excellent fanzine, the Tome of Mystara, recently published its final issue, and I believe that there is a need for a Mystaran fanzine.

Those of you who prefer the non-specific nature of OD&DITIES need not worry. To accommodate the new material, OD&DITIES will expand. Instead of replacing the old style of articles, OD&DITIES will add them on. Also, I am putting out an appeal for articles related to other gameworlds for OD&D, such as Thunder Rift or Pelinore (from the old, and excellent, Imagine Magazine). In short, keep the submissions coming, as fast as you can, and OD&DITIES will accommodate them. Happy gaming!

As always, please send any letters or submissions to Methuslah@tongue.fsnet.co.uk.

Richard Tongue
Editor

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Hi Richard, just thought I'd drop you a line to congratulate you on the quality of your Fanzine. The articles are well thought out and informative. I like the 'getting started' article, although I have played OD&D since '85 I think it is just what is needed for beginners. I agree with you on wanting to stick to OD&D instead of D&D3. Unfortunately my game has all but died, since my gamers all live too far apart. Keep up the good work, looking forward to future instalments.

Jason O'Brien.

Thanks Jason. Glad you like it. I hope you have better luck with your game than you are having at the moment - OD&D needs every gamer it can get.

Well done on an interesting and content rich set of pages. I started out with Traveller and T&T but Basic D&D was my first and only D&D game and I had good fun for 2 years running it. I then ran the Gazetteers using GURPS and then RQ and I have to say that the OD&D style is one I still like to 'feel' in my fantasy games. Keep it up, but maybe d20 D&D3e is actually a worthy heir?

Thomas H Zunder

Again, thanks you for your positive comments. I have run a 3E campaign, and I have to say that it does have its advantages, but also disadvantages. In many ways it is a different type of game - more rules heavy, especially during

character creation. 3E will remain popular, certainly, while WotC support it, and I think will replace 2E for most, but there will always be a place for OD&D, in my opinion.

Hi there,

I'm a big fan of OD&D, even though it was phased out several years ago. I began gaming in 1992 with the big black D&D boxed set, and I began campaigning using the Thunder Rift Setting and its related adventures. Anyway, I looked over your web site and I liked what I saw. However, in the information page, there doesn't seem to be much news past August of last year. Is OD&DITIES dead, or just in stasis? I'd love to crank out some articles for the magazine, but your submissions page made it seem that getting articles published would be rather difficult. Since your magazine doesn't seem to be cruising along right now, are you still looking for article submissions? I only ask because the tone of the submissions page and the tone of the information page seem somewhat at odds - the submissions page seems rather reserved, while the information page seems very eager and open. Let me know if you are interested.

Jacob E. Boucher

As I said in the previous issue, OD&DITIES is not dead. Indeed, the fact that you are reading this proves it! Pressure of other commitments and lack of contributions caused a bit of a hiatus, but now OD&DITIES is back, and better than ever! (I hope!) OD&DITIES always needs submissions, as many as possible.

By R.E.B. Tongue

This issue, three items are being reviewed, all part of the 'AC' series. Other products in this series of accessories, AC 9 and AC 11, were reviewed in Issue 1 of OD&DITIES. (AC10 : Bestiary of Dragons and Giants is to be reviewed for Issue 5.) As always, if you disagree with a review, or want to submit one of your own, please e-mail me with your comments at Methuslah@tongue.fsnet.co.uk.

AC 1 : The Shady Dragon Inn

(4.5 out of 10)

A item of mixed value here. It contains over a hundred pregenerated characters, all well detailed with equipment, spells and a sentence or two of background. Also included are characteristics for the lamentable series of D&D action figures, which have names such as 'Warduke', and 'Fox Fingers'. These are also divided into parties of various sorts which can be used directly. In addition, the cover folds out into a floorplan of the Shady Dragon Inn, but almost no description of the Inn is given.

As far as pregenerated characters go, these are reasonable. There is some attempt at background made, and the details are adequate for game use. However, the real question is how useful a pack of a hundred pregenerated characters is? If you need an NPC in a hurry, then this may be of some use. However, you could create a stable of such characters yourself and save your money instead.

AC 2 : Combat Shield and Mini-Adventure

(8.5 out of 10)

The first time I used this accessory, one of my players threw a selection of dice at it. When I asked him what he was doing, he replied that he was testing my Combat Shield under combat conditions. Unusual names aside, this is an good DM's screen, fairly well-laid out, with good tables on the inside. The outside, however, is a different story. The only tables for the PC's are experience point charts and spell progression tables - a real missed opportunity here, although you could paper-clip your own tables to the front. Still, it is solid and durable, as my player's dice throwing proved.

The adventure inside is a different story altogether. Although it is only eight pages, I honestly rated it as one of the best I had ever read, and as soon as my current party reaches a high enough level (3 - 6) I fully intend to run them through this. I won't give too much away to avoid spoiling it for any potential players, but it involves a trek through a swamp in Karameikos (although is very easy to adapt) in search of a long-lost treasure. In my view, the adventure was worth what I paid for this accessory, with the 'Combat Shield' a useful bonus.

AC 4 : Book of Marvelous Magic

This accessory promised much when I first opened it - 500 new magical items, including references to those in the Basic, Expert and Companion sets. Penned by Gygax himself, my hopes were high. Too high. This is an interesting compendium of new magical items, some serious such as

the Medallion of Empathy and the Armband of Healing, others comic, such as the Log of Snoring or the Ruby Slippers, although none are as bad as AC11. This book is quite useful, but a DM can manage quite easily without it. However, it is not the wonderful set of new magical items that I hoped (although some are quite useful.)

GETTING STARTED

By R.E.B. Tongue

Over the previous three issues, this article covered moving players up from Basic levels all the way through to the Expert boxed set. Now we are going to move to the field of campaign design. This issue, we cover the important issue of character creation, and the formation on a adventuring party.

Character creation is one of the admirable points about OD&D. It is simple, quick and easy. A new player can roll up a character in 10 minutes. The rules of this process are amply covered in the Basic boxed set, so that aspect will be skipped over. One little hint, however - try and get hold of the 'Dragon Cards' from the Challenger set. Included amongst these are seven that cover the creation of each type of character found in the Basic rules, and these can be of great use when creating a set of characters - simply pass these out to your players and leave them too it.

Although the players are the ones who seem to be making the decisions, you, the DM, also have a lot to decide at this point. As well as the Basic seven classes, there are also countless others available - the new creatures in Orcs of Thar and the Creature Crucibles, classes such as the Mystic, found in the Rules Cyclopedia, and others such as the Barbarian and Psionicist found in this issue of OD&DITIES. You have to decide whether any or all of them are available. Most of these decisions are easy - if your campaign does not take place near an ocean, using 'The Sea People' is out of the question. If in civilised regions, the Barbarian class might not be appropriate (but

don't assume this - a 'fish out of water' campaign can be highly interesting). These decisions must be made with extreme care - if a class does not suit your campaign, you should not include, no matter what your players demand.

Once this is done, you have the matter of equipment to consider. It can be a good idea to role-play this aspect of events, especially for beginners. A trip through the market can provide demonstrations of the rules, and even a fight can be thrown in to demonstrate combat. This also allows you to have influence on the equipment characters receive - will they need garlic for their first adventure? You can make sure they have some. You can also limit anything that you do not want them to have, or add any items of equipment you think are useful. Another idea might be to start the PC's off as prisoners in a dungeon, with no equipment (as in 'Escape from Zanzer Tem'), but in this case you must be very careful to allow for this in the first adventure.

Once each PC has generated their character, it is a good idea to ask the player to write to paragraphs about the character - one about his background, the other about his personality. Allow him limited free rein - the second son of a Noble is fine, but the Prince of a Kingdom is over the top. This will help the PC get to know the character, and give you some valuable plot hooks.

When they have finished the process, have them repeat it, once or twice. Even in OD&D, it is distracting to be rolling up another character in the middle of the game if one dies, so have replacements ready. If they are not used in any other way, they can be worked in as henchmen later on.

Next Issue : The First Adventure - Design and the Game.

By R.E.B. Tongue

This is a new, semi-regular section that will review some of the available netzines, covering OD&D, Mystara, or fantasy role-playing. OD&DITIES is not the only netzine around, fortunately, and it is our wish to encourage the readership of as many of the 'zines as possible, in order to encourage this aspect of the hobby. If anyone sets up their own netzine that covers any of the topics mentioned, or finds one on the net, please let me know on Methuslah@tongue.fsnet.co.uk so that it can be reviewed here.

World of Mystery

This is a newly established e-zine that covers Mystara, Al-Qadim, and some generic information. For a first issue, this seems fairly well put together. The format it is in (wordpad) is one that is easily read by any computer,

but does detract from the 'magazine' feel. What rules are present do not seem to correspond with any single edition of AD&D, seeming to be a hybrid of 2nd and 3rd (I am open to correction on this point) rather than OD&D, and so this may lessen its usefulness to an OD&D player.

The first issue is sixteen pages long, but seems a little light. There is an article on the 'Bellman', a town crier NPC class, which seems well designed if limited in usefulness, followed by an article on Tralardan food, which is little more than a list of dishes. This is followed by some NPC descriptions, detailing background and personality but lacking statistics. These do not seem to be designed for Mystara. Then comes part one of a series of rules on Hardball, a sport practised in Al-Phatia, which again seems well designed. However,

NETZINE REVIEWS

NETZINE REVIEWS
(cont'd)

I cannot escape the feeling that such territory has been covered before in games such as Blood Bowl. Then follows the first part of a twelve part sourcebook on Al-Qadim, something which could easily be adapted to Mystara, or to a campaign world of your own with an Arabian setting. This is the part of the fanzine that impressed me the most, with an excellent style of writing and many adventure hooks. After this comes 'Poetry Corner', which is interesting but again of limited use. Finally comes what might be the most useful article to Mystaran DM's, a article covering the appearance of the peoples of the different lands of Mystara, from the Alatian Isles to Ylaruam.

This e-zine seems of a reasonable quality. The writing is good, and the articles are mostly interesting, if of

limited appeal. However, two of the articles consist of lists and tables, which seem a bit light for full articles, although both are of some use. There are pictures in amongst the articles, of varying quality. Some are excellent, but others are actually difficult to make out. The rules system used seems odd, with Thieves Skills used as in 2nd Edition, but other Skills and Classes used as in 3rd Edition, but conversion to OD&D should not be too difficult.

There is one problem, however, that I can see - this e-zine will cost \$10 for 12 issues. This seems reasonable, but with some much available free on the net of similar quality I am unsure whether this is a sound decision. However, the first issue is free, and I recommend that you get hold of it. It can be ordered from Greenlantern@hotmail.com. I hope to see more from this e-zine in the future.

By Daniel Eustace

If used strictly as written, the rules for Weapon Mastery can present a serious challenge to game balance. The fighter class, especially, is given a huge advantage; few high level fighters would need to fear mages, as they could cut them down in a single round with multiple attacks and increased damage. High level fighters could weather most spells that a wizard could throw at them, by either making a routine save, or simply absorbing some annoying damage. Over the course of many years of gaming using the OD&D rules, I have established several house rules to harmonise the weapon mastery rules with similar benefits for other classes.

To begin with, I'll focus on the Weapon Mastery rules themselves. The first thing was to halve all of the hit roll bonuses for increased mastery levels. High level characters already can hit quite easily, so an additional + 8 to hit for a Grand Master seems excessive, and renders low Armour Classes moot. Here are the revised values:

Unskilled	No Bonus
Basic	No Bonus
Skilled	+1
Expert	+2
Master	+3 vs. Primary, +2 vs. Secondary
Grand Master	+4 vs. Primary, +3 vs. Secondary

I reduce the number of weapon choices available to Magic-Users, as follows:

one weapon to start
one additional choice at levels 6,11,17,23,30 & 36.

This reflects the fact that mages are dedicated to spell casting and not to weapons training.

The next major change is regarding the Deflect ability. This rule does not play well (a simple

save vs. DR to completely avoid an attack). Characters are hard enough to hit as it is, and when they can gain a saving throw to avoid combat damage altogether, it is a serious imbalance. However, it is reasonable that the weapons with this special ability (swords, staff, pole axe, club) would be useful in parrying attacks. My solution was to count the Deflect ability as a fighter's combat option to parry (-4 to AC, forego attacks). This gives other classes, and fighters below 9th level who gain knowledge in these weapons, the opportunity to defend themselves. I use the number of attacks able to be deflected as the "deflect factor". Higher deflect factors yield greater parrying ability, as follows:

<u>Deflect Factor</u>	<u>Bonus to AC</u>
-4	+1
-6	+2
-8	+3
-10	+4

If a character can already Parry as a Name level fighter, than I grant him an additional -4 bonus to AC, for a maximum possible bonus of -14. If the character wishes to exercise multiple attacks along with parrying, just use the AC Bonus as a fraction of the possible attacks. For example, a fighter with 2 attacks, and an AC bonus of -10 when parrying, could parry 1/2 and get a -5 AC bonus and make 1 attack. The same character, with 3 attacks, could parry 2/3 and gain a -7 AC bonus (round to nearest whole number).

I also adjusted the damage for the normal sword, since it seemed high relative to comparable weapons. The revised damages are as follows:

Basic	1d8
Skilled	1d10
Expert	1d12+1
Mastery	P: 2d6+4 S: 2d4+4
Grand Mastery	P: 2d6+8 S: 2d4+8

WEAPON MASTERY AND GAME BALANCE

WEAPON MASTERY AND GAME BALANCE (cont'd)

Aside from the modifications to the weapon mastery system, I made a significant change to spell casting by having ability score bonuses directly affect every spell that is cast. A fighter's strength score comes into play in every single round of combat; the additional hit probability and increased damage for an 18 STR fighter is of much value. However, in game play, an INT 10 wizard may not be much less effective than an INT 18 wizard. The same goes for clerics with various WIS scores. With the following system, the ability score bonuses become a key factor in most situations.

The INT modifier (WIS for clerics) will affect all spells cast, by penalising the Saving Throw vs. the spell (i. e. 18 INT = save at -3). Additionally, the modifier is added to each die used to determine the spell's effects (damage, # affected, etc.), up to the maximum for that die* (in other words, maximum of 6 for each d6 rolled. So for 18 INT, a roll of 3-6 would = 6). This system increases the effectiveness of spells based on the caster's abilities. Why wouldn't an 18 INT wizard be able to cast a Fire Ball better than a 13 INT one? This translates that into game play. Here's an example of how the average damage would be altered using this system for a 10-die Fire Ball:

INT	Modifier	Avg. Damage
9-12	--	35
13-15	+1	43
16-17	+2	50
18	+3	55

Note that this system also applies to clerical healing spells, so that clerics of higher WIS will heal greater damage (due to their increased understanding of the cosmos, faith, etc.).

This tends to balance out encounters between spell-casters and fighters, so that each should rightly fear the other. Since OD&D clerics have limited offensive spell abilities, I granted the ability to simply receive spells (instead of picking them each morning) once certain levels are achieved. This gives the cleric greater flexibility with regards to spell selection, and if a rare spell is suddenly needed, the cleric can cast it. By 36th level, the cleric does not need to mediate for spells at all, but can simply cast as

needed up to the maximum possible for each spell level.

Cleric's Level	Can Freely Cast
5th	1st Level Spells
8th	2nd "
11th	3rd "
18th	4th "
25th	5th "
30th	6th "
36th	7th "

For thieves, I made three modifications; two are technical changes affecting rules, and the third is an interpretative difference. Since a fighter or MU with this system could most likely slay a thief in a single round, with the right die rolls, a thief should be able to do likewise, when in his own element. This leads to the following increased Back Stabbing damage:

Level 1	x2
Level 12	x3
Level 24	x4
Level 36	x5

The second change is to the Pick Pockets skill. I changed the -5% per level of the victim, to -5% per level of the victim *above 8th*. This gives a Master thief a much more realistic chance to ply his trade on his colleagues of similar level.

The last change is simply to be very liberal with regards to the practicing of Thief's Skills. Thieves need to rely on stealth and the practice of their skills to thrive, so I let them get away with quite a bit. For example, a ring could be slipped off of a victim's finger (Pick Pockets), or a thief could Hide in Shadows, if he won initiative after a successful Backstab. These adjustments make thieves feared as much as the other character types.

When used together, these modifications work to balance out the additional power granted by Weapon Mastery, so that all classes become formidable in their own right. It really works quite nicely at high levels, but I have also used the system with PCs starting from 1st level, with good results.

WEST LONDON WARRIORS, WIZARDS AND WARLORDS

NEW RPG CLUB STARTING IN WEST LONDON ON THE FOURTH OF AUGUST! ALL WELCOME!
PLAYERS AND DM'S NEEDED!
(Timings: 1pm to 5pm)

The club will cost £12 / month (four sessions, to be paid in advance), and refreshments will be available. DM's needed to run any RPG's they wish - please contact me ASAP. I will be running an OD&D campaign based in Pelinore (the Imagine magazine campaign world). E-mail me for more details at Methuslah@tongue.fsnet.co.uk, as soon as you can. At least twenty people are needed to make this work. Thanks.

By R.E.B. Tongue

The psionicist is a class that uses the power of the mind to manipulate events, and matter. Unlike wizards who receive their power from arcane study, or clerics who receive their powers from their God or Immortal, psionicists use powers within themselves, the powers of Telepathy, Telekinesis and ESP.

Psionicist

The Psionicist's Prime Requisite is Constitution, required in their intense concentration on their inner selves, required to use their powers. They use D6 for hit dice and the cleric's saving throw table, as well as the rogue's 'to hit' table. He can use any small or medium weapon, and can wear any armour. He must always keep one hand free however, in order to use his powers. To use a power, the player describes the action, then makes a skill roll in the same manner as a thief.

Telepathy

This is the skill of reading minds at a distance, and communicating with others. When sending to a person who wishes to your thoughts, no modifier is required. A 5% modifier should be used if the person does not wish to hear your thoughts. When attempting to read thoughts, a 10% modifier should be used, doubled if the person does not wish his thoughts to be heard. When operating against another telepath, all modifiers should be doubled if the telepath does not wish his mind to be touched, and discounted if the telepath agrees.

Telekinesis

This is a skill of manipulation, of moving objects by thought alone. Examples could include moving a coin across a table (+5%), moving a key under a door (-5%), throwing a rock across a room (-20%), or drawing a sword from its sheath into your hand (-10%). this is an extremely versatile skill that is hard to make any strict rules on. The DM should judge each case based on the size of the object to be moved, the distance it is to be moved, and the speed at which it is to be moved, and apply a modifier accordingly. (For the examples, possible modifiers are given in parenthesis.)

ESP

This is the skill of Extra-Sensory Perception. In OD&D terms, it should be treated as a danger sense, constantly active, alerting the PC psionicist when trouble is near. When a party is about to be tricked or surprised, the DM should roll for this skill, with appropriate modifiers, and warn the PC if the roll is successful.

Further Powers

The powers of a psionicist do not end there. At 5th level, he gains the power of Biofeedback. This allows him to either purge himself of any natural poisons or diseases once per day (unnatural diseases such as mummy rot or lycanthropy are not affected) or to heal himself of 1d6 HP

damage for every three levels he possesses. 12th level brings the power of Mind over Matter. When using the power, the PC must make a Constitution check. If successful, he can then have a -10 modifier to all his Saving Throws for the next hour of game time. This power can also be used once per day. Finally, at 25th level he can choose one of two powers to attain - either Pyrokinesis, which enables the psionicist to start small fires at will, even on a foe's body (should be restricted to those of a Chaotic alignment) or Psychopathy, the power to dominate the thoughts and actions of another, for any purpose the psionicist wishes. For Psychopathy, the target should make a Saving Throw vs. Paralysis.

Psionicist Level Advancement

Level	Experience	ESP	TP	TK
1	0	25	20	15
2	2,000	30	25	20
3	4,000	35	30	25
4	8,000	40	35	30
5	16,000	45	40	35
6	32,000	50	45	40
7	64,000	55	50	45
8	120,000	60	55	50
9	240,000	65	60	55
10	360,000	70	65	60
11	480,000	75	70	65
12	600,000	80	75	70
13	720,000	85	80	75
14	840,000	90	85	80
15	960,000	95	90	85
16	1,080,000	97	95	90
17	1,200,000	99	97	95
18	1,320,000	99	99	97
19	1,440,000	99	99	99
+1	+120,000			

Psionics in OD&D

The Psionicist class is not one that should be incorporated into your campaign world without much careful thought and attention. Although the class itself is not that powerful, the implications of it are enormous. First of all, you have to decide whether it is needed in your campaign - with arcane and divine magic, are psionics truly necessary? This decision should not be made solely on the desires of your players - although you should involve them in the decision. The powers of the Psionicist are fairly limited, but can be very useful, with ESP causing some problems for a DM.

Next comes the problem of introducing it. If you are starting a new campaign in a new setting, there is no problem - simply introduce Psionicists as PC's or NPC's as desired. If, however, you are introducing this class into a established campaign or setting, you may find it more difficult. The origin of Psionics is a difficult question, as is answering the question of why it has gone unnoticed until this point. The best answer is to establish its origin as being from a place not yet visited by the PC's, a far-off country. (In Mystara, there is some provision for psionics on the Savage Coast.) Alternatively, the psionics of the world

THE PSIONICIST (cont'd)

may be kept hidden, as the Psionics of the world seek to escape persecution. To introduce Psionics into a campaign, especially if your players are unaware of their existence, one useful approach is to use one as a henchmen or an important NPC. Psionics can keep up the pretence of being a fighter or thief, using their powers carefully to avoid detection, and it may be some time before the players notice this. Then, the NPC can be worked out of the campaign if desired, or can be converted into a PC if the class has taken hold.

A Psionist character can cause problems to DM because his powers are left purposely vague. Telepathy and Telekinesis have many uses, which can be dreamed up by an imaginative player, and ESP acts as a sense to help keep PC's out of trouble, although it is very unreliable at its lowest levels. As with some Thief Skills, no player should ever make an ESP check, or your surprise will be spoiled anyway, no matter what the result. You should make sure to introduce other Psionics into the campaign also - any fantasy Inquisition will most likely make full use of such power, as will other nefarious organisations such as Thieves' and Assassins' Guilds. Always, care must be taken to keep this class balanced, but if it is taken, it can be a valuable addition to a fantasy campaign.

By James Mishler

The Necromancer is another new class for OD&D, recommended for NPC's only.

Prime Requisite: Intelligence.
Other Requirements: Chaotic alignment.

Experience Bonus: 5% for Intelligence 13-15
10% for Intelligence 16-18.

Hit Dice: Starting with 10th level,
+1 hit point per level,
Constitution adjustments do not apply.

Maximum Level: 36.

Armour: None; no shield permitted.

Weapons: Dagger only. Optional (DM's discretion): staff, blowgun, unholy water, and whip.

Special Abilities: Spells, necromantic abilities.

A Chaotic Magic-user of 9th level or greater may choose to study the secrets of Undeath more closely and intensely than other magics. If she does so, she changes character class and becomes a necromancer. To become a necromancer, the magic-user must seek out and occupy an ancient crypt, burial mound, or cemetery, where he establishes a sanctuary for the research of the mysteries of Entropy and Undeath. He must study there, undisturbed, for three to six months (1d4+2, rolled by the DM).

During this time the prospective necromancer will be contacted and tested by entropic entities. These spirits and lesser fiends will instruct the magic-user in the knowledge that enables her to further delve into entropic magics. Tests of the magic-user's worthiness may well include interruptions by good and lawful adventurers seeking to stop the magic-user from attaining her goals. These tests are welcomed by Entropy, as they will either strengthen the might of their follower while eliminating allies of life or eliminate an unworthy novice. After the initial period of testing and study the magic-user joins the ranks of the necromancers.

romancers.

A necromancer is solidly Chaotic. The pursuit of necromantic and entropic magic is an evil and chaotic act. They will associate with other aligned types only in order to use, abuse, and then discard or sacrifice them.

Abilities and Restrictions

Upon successful completion of the training period the new necromancer gains the following abilities and restrictions:

Magical and Necromantic Spells.

A Necromancer continues in levels and spellcasting ability as a magic-user of the same level. He may learn all spells normally allowed to a magic-user, as well as spells from the Necromancer spell list. He must still maintain a spellbook for his magic-user spells, as any normal magic-user, as well as create a new tome (during the training period), called a Grimoire.

The Grimoire is a separate spellbook for necromancer spells, and is used in all ways as a normal spellbook. When the necromancer first attains that status, her Grimoire will contain one spell each of levels one, two, and three. Other spells can be gained and added to the Grimoire by scribing them from necromancer scrolls, from another Grimoire, or by learning them from other necromancers or fiends. A necromancer may also create new necromancy spells, see below.

Ulzaq Familiar

A necromancer gains the service of an Ulzaq familiar (see DMR2 Creature Catalog page 57) upon completion of initial training. The beast will serve his master to its full ability, though not necessarily with joy.

Undead Liege Status

A Necromancer gains the ability to control undead creatures as if he was an Undead Liege equal to his level (Cyclopedia page 217). The necromancer may never be commanded as a Pawn. Note that skeletons and zombies created by an Animate Dead spell cast by the necromancer do not count toward the total Hit Dice of undead the necromancer may control.

A necromancer that later attains undead status as a vampire, nosferatu, mummy, or lich will be able to control three times his level in hit dice of undead rather than the standard two times.

Creating Magic Items and New Spells

A necromancer may create magical items and new spells as per the rules in the Cyclopedia, pages 250 through 255, however, any such item or spell must be at least partially necromantic in nature. Thus, any item created must have a necromancy spell as its base, while any new spell researched must be a necromancy spell, scribed in the necromancer's Grimoire. Thus, a necromancer may create a sword +1, but it must also have some other necromancy spell or related talent as well (a cursed item always counts as a necromantic item). A necromancer may only scribe necromancy spell scrolls.

New Necromancy Spells

Necromancy spells may only be learned, used, and cast by necromancers. A necromantic spell on a scroll will always somehow trigger as a curse against any magic-user that attempts to use or cast it (DM's adjudication).

Necromancer Spell Descriptions

Unlike standard magic-user spells, most necromancer spells require material components, usually rare and expensive, which are often consumed in the casting of the spells. Some spells require a sacrifice, either of an animal, an intelligent being, or of some part of the caster herself! Also, many necromancer spells will require an extended length of time to cast, as they are actually intensive rituals. Whether the ritual can be stopped and the spell nullified is described in the text of each spell.

Note that these are not all the necromancy spells that exist, not by far! Alternative spells exist that create more unusual undead, summon stranger fiends, and perform nastier rituals. However, those are rare and unusual, and may be found only in the most potent and well-guarded Grimoires. The ancient Taymorans knew hundreds of esoteric and potent necromancy spells, including entire Grimoires full that dealt with other entropic oriented creatures, such as lycanthropes and diaboli.

Animate Undead Army

Ninth Level

Range: 1-mile radius
Duration: One day per necromancer level
Effect: Raises an army of the dead

This 1-turn long ritual spell, when cast near an unhallowed graveyard or battle site, will temporarily raise an army of the dead from the ground, to serve and battle for the necromancer. Ten hit dice of skeletons and, if appropriate, zombies, will rise from the earth per level of the necromancer, provided the DM adjudicates that that many dead might be in the area. Note that this spell will not affect the dead resting in properly consecrated and maintained holy grounds.

The army will be armed if weapons are available (such as on a battlefield), as appropriate.

Material Components: The tibia of a Chaotic fighter of no less than 12th level, the thighbone of a Chaotic cleric of no less than 12th level, and the skull of a necromancer of no less than 12th level. Also, the necromancer must permanently sacrifice 1d4 hit points.

Animate Undead Dragon

Eighth Level

Range: 20'
Duration: Permanent
Effect: Animates one dead dragon

This week long ritual will create an undead dragon (DMR2, Creature Catalog, pgs. 32-34) that will be at the beck and call of the necromancer. The dragon to be animated must have been slain by the necromancer and his undead minions and pawns; random dragon corpses will not suffice. The necromancer can animate any dragon that has hit dice less than or equal to his level. Note that this counts hit dice before the halving after animation. Thus, only a 22nd or greater level necromancer can animate a huge gold dragon.

Material Components: One dead dragon, essences, unguents, and incense totalling in gold piece value equal to

The Spells of the Necromancer

First Level

Detect Undead
Molder*
Skull Sense
Summon Vermin

Second Level

Ghoul Touch
Minor Life Drain*
Wall of Worms
Withering Gaze

Third Level

Lesser Life Drain*
Speak with the Dead
Summon Least Fiend (Death Fiend)
Wall of Bones

Fourth Level

Corpse Call
Greater Life Drain*
Summon Lesser Fiend (Screaming or
Whispering)
Wall of Blood

Fifth Level

Energy Drain
Major Life Drain*
Summon Lesser Fiend (Croaking)
Wall of Souls

Sixth Level

Construct Bone Golem
Create Lesser Undead (Ghosts/Wights)
Living Death
Summon Lesser Fiend (Howling)

Seventh Level

Create Greater Undead (Wraiths/Mummies)
Mass Life Drain *
Summon Lesser Fiend (Groaning)
Wall of Death

Eighth Level

Animate Undead Dragon
Create Major Undead (Spectre/Vampire)
Summon Lesser Fiend (Hissing)
Wall of Doom

Ninth Level

Animate Undead Army
Attain Lichdom
Summon Lesser Fiend (Roaring)
Wail of the Banshee

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the base XP value of the original dragon, and the permanent sacrifice on the part of the necromancer of one hit point per final hit die of the undead dragon.

Construct Bone Golem

Sixth Level

Range: 10'

Duration: Permanent

Effect: Creates one bone golem

This week long ritual will result in the creation of a bone golem, which will be under the necromancer's complete control. Bone golems created through the use of this spell are cheaper to make and generally stronger than standard bone golems constructed through the normal enchantment process.

Bone golems created through this spell will never have less than five hit points per hit die; consider any roll of less than five a five. If the skeletons used in the construction were subject to the molder spell, then the golem will have maximum hit points.

Material Components: Two fresh human skeletons, plus 9,000-gp value in unguents, oils, and miscellaneous materials. Also, the necromancer must, at the end of the ritual, sacrifice one hit point permanently to awaken the golem.

Corpse Call

Fourth Level

Range: 360' plus 30' per level

Duration: 1 turn

Effect: Calls all of the necromancer's pawns and controlled animated undead to her

When this spell is cast all undead pawns and controlled animated undead of the necromancer that are within range suddenly drop whatever else they are doing and run at top speed to the location of the necromancer. They will not stop for anything, and will fight opponents only long enough to break away and continue on toward the necromancer's location. Should the necromancer move, they would know and change their route accordingly. Should the necromancer move out of range, they will stop and return to whatever they were doing.

Material Component: None.

Create Greater Undead (Wraiths and Mummies)

Seventh Level

Range: 20'

Duration: Permanent

Effect: Creates wraiths and mummies

This more powerful version of animate dead creates wraiths and mummies from the recent dead (or, more horribly, from the living). The casting of this ritual spell requires four full, uninterrupted hours to cast; if the spell is interrupted, it is lost, and the material components are wasted. These created wraiths and mummies will obey the necromancer until they are destroyed or until another undead liege usurps their loyalty. Note that in the latter case the necromancer may try to retake his former minions, but

then they will count against his total undead pawn hit dice.

Only humans, demihumans, and humanoids may be animated as (or transformed into) wraiths and mummies. A necromancer may create with one spell as many hit dice of wraiths and mummies as he has levels. A wraith will have three more hit dice than the base type, and a mummy will have four extra hit dice (+1 hit point) over the base type. Each also costs an additional two "hit dice" per wraith or mummy, due to their magical powers. For example, a standard human wraith would have four hit dice, one above the base for the normal of its type, and cost an additional two hit dice due to its abilities. An ogre mummy, on the other hand, would have 8+2 hit dice and count as 10 hit dice for spellcasting purposes due to its abilities.

If living beings are being turned into wraiths or mummies they may make a saving throw against spells to resist; if the save fails, they are slain and become wraiths or mummies. Living beings transformed into wraiths and mummies will generally have a higher intelligence (average the living being's intelligence with the standard creature's intelligence) and have maximum hit points. Living beings that have been transformed into wraiths or mummies can never be raised.

Material Components: The ashes of a body slain by a wraith for every wraith to be created, and the dust of one mummy for every mummy to be created, as well as the proper number of bodies to be animated or living victims to be transformed. Naturally, the living victims must be bound and conscious during the ritual for it to succeed. Additional costs are 750 gold pieces in incense, oils, and such per wraith and mummy.

Create Lesser Undead (Ghouls and Wights)

Sixth Level

Range: 20'

Duration: Permanent

Effect: Creates ghouls or wights

This more powerful version of animate dead creates ghouls and wights from the recent dead (or, more horribly, from the living). The casting of this ritual spell requires a full, uninterrupted hour to cast; if the spell is interrupted, it is lost, and the material components are wasted. These created ghouls and wights will obey the necromancer until they are destroyed or until another undead liege usurps their loyalty. Note that in the latter case the necromancer may try to retake his former minions, but then they will count against his total undead pawn hit dice.

Only humans, demihumans, and humanoids may be animated as (or transformed into) ghouls and wights. A necromancer may create with one spell as many hit dice of ghouls and wights as he has levels. A ghoul will have one more hit die than the base type, and a wight will have two extra hit dice over the base type. Each also costs an additional "hit die" per ghoul or wight, due to their magical powers. For example, a standard human ghoul would have two hit dice, one above the base for the normal of its type, and cost an additional hit die due to its abilities. An ogre wight, on the other hand, would have 6+1 hit dice and count as 7 hit dice for spellcasting purposes due to its abilities.

If living beings are being turned into ghouls or wights they may make a saving throw against spells to resist; if the

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save fails, they are slain and become ghouls or wights. Living beings transformed into ghouls and wights will generally have a higher intelligence (average the living being's intelligence with the standard creature's intelligence) and have maximum hit points. Living beings that have been transformed into ghouls may be saved from their fate by the casting of a raise dead fully upon them (within standard time limits), upon which they are restored to their natural life. Those that are transformed into wights, however, have no such out, as their soul has been mostly obliterated by the possession of an entropic spirit.

Material Components: The brain dust of one ghoul for every ghoul to be created, and the ashes of one wight for every wight to be created, as well as the proper number of bodies to be animated or living victims to be transformed. Naturally, the living victims must be bound and conscious during the ritual for it to succeed. Additional costs are 500 gold pieces in incense, oils, and such per ghoul and wight.

Create Major Undead (Spectres and Vampires)

Eighth Level

Range: 20'

Duration: Permanent

Effect: Creates spectres and vampires

This more powerful version of animate dead creates spectres and vampires from the recent dead (or, more horribly, from the living). The casting of this ritual spell requires eight full, uninterrupted hours to cast; if the spell is interrupted, it is lost, and the material components are wasted. These created spectres and vampires will obey the necromancer until they are destroyed or until another undead liege usurps their loyalty. Note that in the latter case the necromancer may try to retake his former minions, but then they will count against his total undead pawn hit dice.

Only humans, demihumans, and humanoids may be animated as (or transformed into) spectres and vampires. A necromancer may create with one spell as many hit dice of spectres and vampires as he has levels. A spectre will have five more hit dice than the base type, and a vampire will have six extra hit dice over the base type. Each also costs an additional two "hit dice" per spectre or vampire, due to their magical powers. For example, a standard human spectre would have five hit dice, one above the base for the normal of its type, and cost an additional two hit dice due to its abilities. An ogre vampire, on the other hand, would have 10+2 hit dice and count as 12 hit dice for spellcasting purposes due to its abilities.

If living beings are being turned into spectres or vampires they may make a saving throw against spells to resist; if the save fails, they are slain and become spectres or vampires. Living beings transformed into spectres and vampires will generally have a higher intelligence (average the living being's intelligence with the standard creature's intelligence) and have maximum hit points. Living beings that have been transformed into spectres or vampires can never be raised.

Material Components: The ashes of a body slain by a spectre for every spectre to be created, and the dust of one vampire for every vampire to be created, as well as the

proper number of bodies to be animated or living victims to be transformed. Naturally, the living victims must be bound and conscious during the ritual for it to succeed. Additional costs are 1,000 gold pieces in incense, oils, and such per spectre and vampire.

Create Vermin

First Level

Range: 30'

Duration: 1 turn

Effect: Creates 1 or more vermin type creatures

This spell causes vermin, as in insects, rats, or giant rats to appear to explode out of a corpse or zombie. The necromancer could even make it seem as though she vomited forth the creatures. The necromancer creates 1 hit die of insect swarm or 1d8 normal rats or 1d2 giant rats per six levels of experience (rounded up), to a maximum of 6 hit dice of insect swarm or 6d8 rats or 6d2 giant rats. The necromancer may mix and match as she chooses. The swarms and rats are under her control for the entire duration, and will attack as she commands. Note that the swarm will be 10'x10'x10' per hit die; the necromancer is immune to its effects.

Material Components: A corpse, zombie, or the necromancer herself. If a zombie is used, it is destroyed in the summoning. If the necromancer vomits forth the critters herself, she suffers 1 point of damage per six levels, rounded up.

Detect Undead

First Level

Range: 240'

Duration: 6 turns

Effect: Everything within 240'

When this spell is cast, the necromancer will be able to sense the number and type of undead creatures within 240', even through walls and doors (though not through a Protection from Evil barrier or through lead shielding). In addition, by concentrating for a full round on an undead creature that she can physically see, the necromancer can gauge the relative strength of the undead creature, including hit dice, current hit points, and special abilities. The necromancer cannot read the thoughts or intentions of the undead creatures.

Material Component: Eye of a ghoul, which must be swallowed during the casting of the spell.

Energy Drain

Fifth Level

Range: 0 (necromancer only)

Duration: 1 round per level

Effect: Allows the caster perform a double energy drain as a vampire.

This spell grants a terrible power to the necromancer, for when she succeeds with a successful melee strike from her bare hand or foot (or perhaps a kiss) she will drain two energy levels from the victim. The target may save versus spells; if successful, he loses only one level. ANY touch from the necromancer during the duration of this spell will cause this effect, though the power will not be transferred

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through a weapon, staff, or any other object.

The necromancer permanently gains one hit point per level thus drained. At no time may a necromancer's permanent hit points exceed the maximum allowed based upon her hit dice, constitution bonus, and gained levels.

Material Component: Dust from a destroyed vampire.

Ghoul Touch

Second Level

Range: 0 or touch

Duration: 1 turn

Effect: Grants the necromancer or recipient the power of the ghoul's touch

This spell transforms the hands of the recipient (or the necromancer) into those of a ghoul; green, ragged, and clawed. The recipient may make two claw attacks per round instead of a normal attack. An attack, if successful does 1d3 damage plus strength bonus, and may paralyze the victim, as per ghoul paralysis (see D&D Cyclopeda page 178). A simple touch will not cause the paralysis to take effect, it only works on a successful attack. The recipient may cast spells and otherwise use his hands as normal during the duration of the spell.

Material Component: A vial of ghoul's blood, which must be imbibed by the recipient of the spell.

Greater Life Drain*

Fourth Level

Range: 60' cone

Duration: Instantaneous

Effect: Drains the hit points of the victim(s) and transfers some to the necromancer

This spell is essentially the same as minor life drain, except that the lightning may be directed at one to four selective targets that are within a 60' cone, saving throws apply to all. If directed against a single target, that target takes 4d8 damage, if at two targets, each takes 2d8 damage, and if at three or four targets, each takes 1d8 damage. The necromancer is healed one-half that damage.

Material Component: None.

Lesser Life Drain*

Third Level

Range: 45' cone

Duration: Instantaneous

Effect: Drains the hit points of the victim(s) and transfers some to the necromancer

This spell is essentially the same as minor life drain, except that the lightning may be directed at one or two selective targets within a 45' cone, saving throws apply to each. If directed against a single target, that target takes 2d8 damage, if at two targets, each takes 1d8 damage. The necromancer is healed one-half that damage.

Material Component: None.

Lichcraft

Ninth Level

Range: 0 (necromancer only)

Duration: Permanent

Effect: Transforms the necromancer into a lich

This spell, the ultimate goal of any necromancer, will raise the necromancer to the highest level of undead stature. Upon completion of the month-long ritual, the necromancer must make a saving throw versus spells. If successful, she dies and becomes a lich, with attendant powers and abilities. If she fails the save, she dies permanently, and her soul goes on to its appropriate reward; she can never be raised.

Material Components: 100,000 gold pieces must be invested in the creation of the phylactery before the ritual may even begin. The ritual also requires the blood of a mortal king, the ichor of a Roaring Fiend, the heart of a huge red dragon, and the breath of a titan.

Living Death

Sixth Level

Range: 30'

Duration: Permanent

Effect: Curses one being with a horrid form of Undeath

This potent spell is a grand curse, a twisted variation on the standard death spell, which slays the target creature and then binds its spirit within its rotting husk. The necromancer may target only one being of level or hit dice less than or equal to her own. The target may make a saving throw against spells; if successful, the spell is negated. If the save fails, the target dies, and his soul is bound within his corpse. He can sense all that occurs within 10' of the body, but cannot move or speak or communicate in any way. Only a wish spell cast expressly for the purpose can release the being from the curse and allow his soul to go on to its just reward. Only after such is performed may a raise dead fully be cast.

Material Components: A pinch of dust from a destroyed lich.

Major Life Drain*

Fifth Level

Range: 90' cone

Duration: Instantaneous

Effect: Drains the hit points of the victim(s) and transfers some to the necromancer

This spell is essentially the same as minor life drain, except that the lightning may be directed at up to eight targets that are within a 90' cone, saving throws apply to all. If directed against a single target, that target takes 8d8 damage, if at two targets, each takes 4d8 damage, if at three or four targets, each takes 2d8 damage, and if five through eight each takes 1d8. The necromancer is healed one-half that damage.

Material Component: None.

Mass Life Drain*

Seventh Level

Range: 40' radius

Duration: Instantaneous

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Effect: Drains the hit points of the victim(s) and transfers some to the necromancer

This spell is essentially the same as minor life drain, except that the lightning fills an area of 40' radius around the necromancer. Every living being within that radius must make a saving throw or suffer 2d8 points of damage. The necromancer is healed one-half that damage.

Material Component: None.

Minor Life Drain*

Second Level

Range: 30'

Duration: Instantaneous

Effect: Drains the hit points of the victim and transfers some to the necromancer

This spell summons forth dark entropic energies, which manifest as a dark lightning that shoots forth from the caster's hands. This lightning may be directed at a single living target, who may make a saving throw against death ray to avoid the effects. If successful, the spell will deal 1d8 hit points of damage to the target and heals the necromancer for 1/2 that rounded up.

The reverse of this spell, minor entropic drain, will damage an undead being and restore hit points to the necromancer in exactly the same fashion. All higher-level life drain spells are also reversible thusly.

Material Component: None.

Molder*

First Level

Range: Touch

Duration: Instantaneous

Effect: Rots the flesh of the dead

This spell will cause the flesh of a corpse to instantly rot away into dust, leaving nothing but bone. This will prevent the target from being able to be raised through the use of the 5th-level clerical raise dead spell, though could still be the subject of the 7th level clerical raise dead fully spell. As a side effect, any skeleton subsequently animated from the target of this spell will have maximum hit points.

The reverse of this spell, Replenish, will restore fully the flesh of any creature that has been reduced to a skeleton by natural or other means, as long as some portion of the flesh still remains (thus, replenish cannot actually undo molder). The body will be counted as freshly dead for the purposes of raise dead and raise dead fully, and time of death will proceed from the time of the casting of this spell. Also, any zombie animated from the target of this spell shall have maximum hit points, and will never have its flesh wither or rot away (though damage through combat and otherwise might occur).

Material components: None, other than the target corpse or skeleton.

Skull Sense

First Level

Range: 120' / level

Duration: 6 turns

Effect: Allows perception through undead.

The casting of this spell allows the caster to see through the eyes and hear through the ears of any of his skeleton or zombie pawns (whether controlled or created) that are in range. The target pawn does not have to be seen to be affected by this spell; this is a side effect of the material component. The caster must concentrate to see through the eyes of his pawn, and cannot otherwise act. She may break contact with one pawn and switch to any other in range, a process that takes one round, during which the necromancer cannot see or hear through either pawn.

At 18th level the caster can speak through the mouth of the pawn and otherwise directly control its actions as a puppeteer, and at 27th level he may cast 1st through 3rd level spells through the pawn.

If a pawn is destroyed while the necromancer is using this spell to see through it, the necromancer will take 1d4 damage (no saving throw).

Note that any effect caused through sight (medusa or basilisk glare, certain spell effects) will affect the caster through this link, with normal saving throws applicable.

Material Components: A silver skullcap permanently enchanted with detect undead (reusable).

Speak with the Dead

Third Level

Range: 10'

Duration: 1 question per 9 levels of the necromancer, rounded up

Effect: Necromancer may ask questions of a dead subject

By means of this spell the necromancer may question a dead being, provided at least the skull and jawbone remains. She may ask 1 question per 9 levels, rounded up.

The subject must answer truthfully, though will usually answer in riddles, and does not necessarily have to add anything more than necessary (though often will add jibes and curses at the necromancer for disturbing it). The spirit of the dead being make take anywhere from one round to one turn to answer each question. The spirit can only answer questions that it would have known the answer to in life or might somehow have learned the answer to in the afterworld. If it doesn't know the answer it may speak in nonsensical riddles that will mean nothing, though it might confuse the necromancer (or it might just say it doesn't know).

A necromancer of 9th level may question those that have been deceased for no more than six years. Those of 10th through 18th level may question those that have been dead for no more than 66 years, those of 19th through 27th level may question those that have been dead up to 666 years, and those of 28th and greater level have no time limit.

Material Component: The skull of the questioned being, five lit black candles made of human fat, and the fresh blood of a black cat. The skull may be reused.

Summon Least Fiend (Death Fiend)

Third Level

Range: 30'

Duration: Special

Effect: Summons one Death Fiend to the service of the

THE NECROMANCER (cont'd)

necromancer

This spell summons a Death Fiend (described in DMR2, the Creature Catalog, pg. 26). As far as fiends go, this one is a small one, and has no additional limitations on its powers while working for the necromancer.

The summoning of the Death Fiend requires a six-hour ritual. The Death Fiend is summoned into a prepared magic circle, within which it is constrained (and which it cannot affect or directly cause to be affected) until it is sent on its mission by the necromancer, bound by the necromancer, or dismissed. It may also be released if the magic circle is broken by another being or action, upon which it will attack the necromancer and attempt to kill her or take her back to its home plane.

The Death Fiend may be required to perform one simple task, which should not take it more than 24 hours. Sample tasks include assassination, destruction of a small keep or village, acquisition of some well-guarded object, and the like. The task can include the revelation of a standard necromancy spell of fourth level or less, which will appear in full in the necromancer's Grimoire. This task may also be a pact for a future, unspecified service of the same sort, which may be called upon by the necromancer with the recitation of a simple word (requiring but one round to appear). A necromancer may have any number of such Fiends on call at any one time.

The Death Fiend may also be bound more permanently to the necromancer, and become her complete slave, if an additional sacrifice is made. The sacrifice for binding a Death Fiend is 1d4 hit points permanently, plus 1d4 hit points worth of the necromancer's blood every six days (these will heal as normal, though may not be magically healed). Provided the terms of the agreement are followed, the Death Fiend will serve indefinitely. If ever the blood sacrifice is missed by even a minute, the binding is broken and the Death Fiend is free to do as it wishes.

A necromancer may have multiple bound Death Fiends, though no more in hit dice than the necromancer has levels. Note that bound Fiends cannot reveal necromancy spells to the necromancer.

Material Components: A magic circle, drawn with white chalk, with five lit black candles, made of human fat, at the points of a pentagram; the necromancer's Grimoire; 1,000-gp value in incense, burned in two burners to the left and right of the necromancer; a virginal, conscious, Lawful human or demihuman with a 16 or greater Charisma; and a silver dagger, used to sacrifice the female, as well as to permanently carve out the necromancer's hit points if used in a binding of the Death Fiend. Only the dagger and the Grimoire are reusable. The summoning may be performed only on a night of the New Moon.

Summon Lesser Fiend (Croaking)

Fifth Level

Range: 30'

Duration: Special

Effect: Summons one Croaking Fiend.

The effects and requirements of this spell are nearly identi-

cal to that of summon lesser fiend (Screaming or Whispering), except for the following:

Croaking Fiends may reveal a single standard necromancy spell of sixth level or less as a single task.

A Croaking Fiend may be bound permanently to the necromancer, however, a Croaking Fiend requires the personal and permanent sacrifice of a point of Charisma. A necromancer may have no more than one Croaking Fiend bound to her at any one time.

Material Components: Identical to that in summon lesser fiend (Screaming or Whispering), except that the ritual requires the sacrifice of five victims.

Summon Lesser Fiend (Groaning)

Seventh Level

Range: 30'

Duration: Special

Effect: Summons one Groaning Fiend.

The effects and requirements of this spell are nearly identical to that of summon lesser fiend (Howling), except for the following:

Groaning Fiends may reveal a single standard necromancy spell of eighth level or less as a single task.

A Groaning Fiend may be bound permanently to the necromancer, however, a Groaning Fiend requires the personal and permanent sacrifice of a point of Strength, a point of Intelligence, and a point of Constitution. A necromancer may have no more than one Groaning Fiend bound to her at any one time.

Material Components: Identical to that in summon lesser fiend (Howling), except that the ritual requires the sacrifice of nine victims.

Summon Lesser Fiend (Hissing)

Eighth Level

Range: 30'

Duration: Special

Effect: Summons one Hissing Fiend.

The effects and requirements of this spell are nearly identical to that of summon lesser fiend (Groaning), except for the following:

Hissing Fiends may reveal a single standard necromancy spell of ninth level or less as a single task.

A Hissing Fiend may be bound permanently to the necromancer, however, a Hissing Fiend requires the personal and permanent sacrifice of a point of Wisdom, a point of Dexterity, and a point of Charisma. A necromancer may have no more than one Hissing Fiend bound to her at any one time.

Material Components: Identical to that in summon lesser fiend (Groaning), except that the ritual requires the sacrifice of eleven victims.

Summon Lesser Fiend (Howling)

Sixth Level

Range: 30'

Duration: Special

Effect: Summons one Howling Fiend

The effects and requirements of this spell are nearly identi-

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cal to that of summon lesser fiend (Croaking), except for the following

Howling Fiends may reveal a single standard necromancy spell of seventh level or less as a single task.

A Howling Fiend may be bound permanently to the necromancer, however, a Howling Fiend requires the personal and permanent sacrifice of a point of Strength and a point of Constitution. A necromancer may have no more than one Howling Fiend bound to her at any one time.

Material Components: Identical to that in summon lesser fiend (Croaking), except that the ritual requires the sacrifice of seven victims.

Summon Lesser Fiend (Roaring)

Ninth Level

Range: 30'

Duration: Special

Effect: Summons one Roaring Fiend

The effects and requirements of this spell are nearly identical to that of summon lesser fiend (Hissing), except for the following.

Roaring Fiends may reveal a single standard necromancy spell of ninth level or less as a single task. They may also establish contact with the Sphere of Entropy for prospective Immortals (DM's adjudication)

A Roaring Fiend may not be permanently bound.

Material Components: Identical to that in summon lesser fiend (Hissing), except that the ritual requires the sacrifice of thirteen victims.

Summon Lesser Fiend (Screaming or Whispering)

Fourth Level

Range: 30'

Duration: Special

Effect: Summons one Screaming or Whispering Fiend

The effects and requirements of this spell are nearly identical to that of summon least fiend (Death Fiend), except for the following.

Screaming and Whispering Fiends may reveal a single standard necromancy spell of fifth level or less as a single task.

A Screaming or Whispering Fiend may be bound permanently to the necromancer, however, a Screaming Fiend requires the personal and permanent sacrifice of a point of Intelligence, while a Whispering Fiend requires a point of Wisdom. The weekly blood sacrifices still stand. A necromancer may have no more than two Screaming Fiends and one Whispering Fiend bound to her at any one time.

Note that the natural form of the Whispering Fiend will be that of a female in the case of a male necromancer, and that of a male in the case of a female necromancer (in general - some occasions otherwise, at the desire of the necromancer).

Note also and most especially that Lesser Fiends summoned through these spells may NOT use Immortal Power Points. They will have the spellcasting abilities of a cleric equal to their hit dice modified by their Wisdom bonus, and the spellcasting abilities of a necromancer equal to

their hit dice modified by their Intelligence bonus. They memorise spells once per 24-hours, always at midnight (they have no need to sleep). They will not need to access spellbooks for their magic-user spells and may memorise any standard magic-user and non-summoning necromancer spells they wish. They may not Call Other while summoned or bound.

Material Components: Identical to that in summon least fiend (Death Fiend), except that the ritual requires the sacrifice of three victims, and in the case of the Whispering Fiend, the victims must be the same sex as the Whispering Fiend will be.

Wail of the Banshee

Ninth Level

Range: 60'

Duration: Instantaneous

Effect: All beings within range must save versus death ray or die

This spell allows the necromancer to wail like a banshee, which requires all beings within 60' radius to make a saving throw against death ray or die on the spot. Also, any beings outside that radius that can still hear the wail must make a morale check at a +4 penalty or flee.

Material Components: Ectoplasm from a banshee.

Wall of Blood

Fourth Level

Range: 60'

Duration: Concentration plus 1d6+1 rounds

Effect: Creates 1,200 cubic feet of blood

This spell creates a 1' thick vertical wall of viscous, burning red blood, of any dimension and shape, determined by the spellcaster, totalling 1,200 square feet. The wall is opaque and blocks sight. The wall cannot be cast in a space occupied by another object. The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it will remain standing for 2 to 9 rounds, then fall into a vast pool of blood; this blood will not disappear.

Creatures of less than 8 HD cannot pass through the wall. Creatures of greater than 8 HD may pass through the wall after passing a morale check. Those that pass through will take 3d6 damage from the boiling, frothing blood.

Material Components: The necromancer must cut his own hand with a knife, incurring 2d4 points of damage, and fling the pooled blood therefrom whence she wishes the wall to appear.

Wall of Bones

Third Level

Range: 60'

Duration: Concentration plus 1d6+1 rounds

Effect: Creates 1,200 cubic feet of bones

This spell creates a 1' thick vertical wall of jagged, clattering bones, of any dimension and shape, determined by the spellcaster, totalling 1,200 square feet. The wall is opaque and blocks sight. The wall cannot be cast in a space occupied by another object. The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it will remain standing for 2 to 7 rounds, then shatter

THE NECROMANCER (cont'd)

into dust and disappear in one round.

Creatures of less than 4 HD cannot pass through the wall. Creatures of greater than 4 HD may pass through the wall after passing a morale check, and then must also succeed at a Strength check to pass through the clawing, grasping, biting bones. Those that pass through will take 1d6 damage from the attacks of the bones.

Material Components: A skull or thighbone of a Lawful cleric, which is expended in the casting.

Wall of Death

Seventh Level

Range: 60'

Duration: Concentration plus 1d12+1 rounds

Effect: Creates 1,200 cubic feet of roiling black clouds

This spell creates a 1' thick vertical wall of roiling, greasy black clouds, of any dimension and shape, determined by the spellcaster, totalling 1,200 square feet. The wall is opaque and will block sight. The wall cannot be cast in a space occupied by another object. The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it will remain standing for 2 to 13 rounds, then fade and disappear in one round.

Any creature can pass through the wall after passing a morale check. Those that pass through must make a saving throw against spells or die.

Material Components: A vial of Lich ichor, which is consumed in the casting.

Wall of Doom

Eighth Level

Range: 60'

Duration: Concentration plus 1d20+1 rounds

Effect: Creates 1,200 cubic feet of glowering violet energies

This spell creates a 1' thick vertical wall of glowering violet energies, of any dimension and shape, determined by the spellcaster, totalling 1,200 square feet. The wall is opaque and will block sight. The wall cannot be cast in a space occupied by another object. The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it will remain standing for 2 to 21 rounds, then fade and disappear in one round.

Any creature can pass through the wall after passing a morale check. Those that pass through must make a saving throw against spells or die. Those that save still take 8d6 damage. Those that die on the passage through come out the other end of the wall as zombies under the control of the necromancer that cast the wall spell.

Material Components: A vial of Fiend ichor, which is consumed in the casting.

Wall of Souls

Fifth Level

Range: 60'

Duration: Concentration plus 1d10+1 rounds

Effect: Creates 1,200 cubic feet of screaming souls

This spell creates a 1' thick vertical wall of screaming, writhing souls, of any dimension and shape, determined by the spellcaster, totalling 1,200 square feet. The wall is semi-opaque and will mostly block sight. The wall cannot be cast in a space occupied by another object. The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it will remain standing for 2 to 11 rounds, then fade and disappear in one round.

Creatures of less than 12 HD cannot pass through the wall. Creatures of greater than 12 HD may pass through the wall after passing a morale check. Those that pass through will take 6d6 damage from the attacks of the screaming, gibbering souls.

Material Components: A dash of dirt from an entropic plane, which is consumed in the casting.

Wall of Worms

Second Level

Range: 60'

Duration: Concentration plus 1d4+1 rounds

Effect: Creates 1200 square feet of worms)

This spell creates a 1' thick vertical wall of wriggling, writhing worms, of any dimension and shape, determined by the spellcaster, totalling 1,200 square feet. The wall is opaque and blocks sight. The wall cannot be cast in a space occupied by another object. The wall lasts as long as the necromancer concentrates, unmoving, on maintaining it. Thereafter it will remain standing for 2 to 5 rounds, then dissolve into a pile of rotting worms and disappear in one round.

Living creatures must make a morale check to pass through the wall.

Material Components: A living worm plucked from grave dirt, which must be consumed by the necromancer during the casting of the spell.

Withering Gaze

Second Level

Range: 60'

Duration: 1 day

Effect: The necromancer's gaze causes the target to become extremely weak

When this spell is cast, the necromancer gazes at one target. That target must make a saving throw versus spells, or he is reduced to a Strength score of 1 for one full day. The victim will be unable attack or even move on his own if wearing armour heavier than leather. Spellcasting is unaffected.

Material Component: The necromancer must cut her own hand with a knife or dagger as she is casting the spell, causing 1d4 damage to herself in the process.

By R.E.B. Tongue

This article presents a new character class, the Barbarian, a warrior / rogue hybrid, as well as ideas on introducing barbarians into the game. One important item to note is that the Barbarian character class is as rare among barbarian tribes as classed characters are in a normal society - they are the exception, not the rule. When playing this character, it is important to note that material wealth is usually of little consequence - honour is usually of greatest importance. Also, the character will probably also have many superstitions to role-play, such as a fear of magic.

Barbarian

The Prime Requisite of the Barbarian is Constitution, an Ability that is vital for a warrior of this type. He rolls a d10 for hit points, with a minimum of 3 at 1st level (weaker characters would die on the plains, or be abandoned at birth. The Barbarian uses the Fighter saving throws, and the Fighter 'to hit' table. At 1st level, he can only use weapons, armour and equipment that are made from materials available in his homeland. If he moves to civilised lands, he can use all weapons and equipment, and armour up to Chainmail, once he has been in civilised lands for 1 game year. He has three special abilities - Move Silently, Hide in Shadows and Tracking (see OD&DITIES 2), which operate in the same way as Thieves' Skills.

At 6th level, the barbarian gains the ability of Rage, which he may invoke in combat once per day. Once in Rage, he ignores all hit point damage (even past death!) and has a +2 modifier to inflicting damage. However, he also suffers a -2 modifier to hit. The state of rage is left as soon as all enemies are killed. At this point, all HP damage catches up with the barbarian, and if he has run out, he dies. If he has lost more than half his hit points, he must make a Constitution check to avoid death (the effect of all the damage taking effect.) A Chaotic barbarian may become an Avenger at 9th level, or a establish his own dominion (establishing a splinter tribe.)

Homeland

The Barbarian character has to select his homeland when he creates his character. This is merely the selection of a Terrain type, e.g.. Arctic, Plains, Jungle. He may only begin with items that are readily available in that area. Although he begins with 3d6x10gp, this is an equivalency. His currency may be anything - shiny stones, twigs, or some other worthless item, or something such as pearls, which has value in civilised lands.

Barbarian Tribes in OD&D

Far too often, Barbarians are played simply as hulking brutes, as Conan clones wandering the lands killing indiscriminately and uttering strange curses from time to time. The historical derivation of barbarian stems from the Romans, who used it to indicate those who did not follow Roman culture. However, this is not much help either - 'barbarians' in this sense were actually civilised, who even dreamed of forming a Gothic Empire to replace the Roman one.

Barbarian Level Advancement

<u>Level</u>	<u>Experience</u>	<u>MS</u>	<u>HS</u>	<u>TR</u>
1	0	10	15	25
2	2,250	15	20	35
3	4,500	20	25	45
4	9,000	25	30	55
5	18,000	30	35	65
6	35,000	35	40	75
7	70,000	40	45	85
8	150,000	45	50	90
9	300,000	50	55	95
10	450,000	55	60	96
11	600,000	60	65	97
12	750,000	65	70	98
13	900,000	70	75	99
14	1,050,000	75	80	99
15	1,200,000	80	85	99
16	1,350,000	85	90	99
17	1,500,000	90	95	99
18	1,650,000	95	96	99
19	1,800,000	96	97	99
20	1,950,000	97	98	99
21	2,100,000	98	99	99
22	2,250,000	99	99	99
+1	+150,000			

It is probably better, therefore, to use a different model than either of these. In this case, a technologically and culturally backward society living in isolation. On some campaign worlds, where civilisation is still in its infancy, these should be fairly common, whilst on others they might exist only in limited terrain (the Atraghin Clans on Mystara are a possible example of this, living at a level behind societies such as Thyatis or Darokin.)

Such tribes will live in isolated, inhospitable regions, around areas where they can survive. Desert barbarians, for example, will live near an oasis, or at least near one, so that they can find water readily. Mountain barbarians may live in small valleys in a mountain chain. The two keys to location are that the area be remote, so that the tribe can have had little contact with the outside world, and that it is possible for humans to live there.

So far only human barbarians have been considered. On most campaign worlds, humanoids often live as barbarians anyway, in caves or in inhospitable terrain, but elves, dwarves or halflings can also be barbarians. In a sense, wood elves are barbarians living in the deep forest, and the other races could also be isolated. TSR's Dark Sun campaign setting had feral jungle Halfings, for example. Dwarves could be 'underground barbarians', cut off from their culture in deep caves and slowly degenerating.

When you have located your barbarians, the question of describing them comes next. Barbarian tribe will usually still be hunter/gatherers, so farming is not an occupation - hunting is the key. Their technology is primitive, so weapons are most often made of bone or stone, although primitive metal weapons might be allowed. Armour will be of the same nature, mostly leather or hide (treat hide ar-

THE BARBARIAN (cont'd)

mour as AC6). Depending on the level of contact with other cultures, some metal items might be evident - but should be extremely rare. (The chief may have a steel sword, captured in battle decades ago, for example.)

These cultures are usually tribal, with small groups of no more than a hundred - usually as much as the local terrain will support. If the area is large, there may be other tribes, but it is unlikely they will work together - warfare is far more likely, although every few generations a leader may unite the tribes for an assault on some enemy, often the encroaching civilisation.

Money will not be invented at this point, and normal currency will be all but useless. Barter will be the major innovation, and people from outside would do well to consider what might interest barbarians. This barter could be in the usual form of items, or could be in the form of labour ('I will mend your hut in exchange for an axe'.)

The tribes will usually be organised with one warrior at the top. Sometimes he will be hereditary, but more usually it will be the strongest warrior, who fought his way to the top. A shaman or witch-doctor could also be in evidence, or certainly a wise man. Whether he has any magical powers or not is up to the DM. If he does, using a Cleric (or a Shaman from GAZ 12 if available) is probably wise.

This is because magic is usually regarded by such tribes as an evil force (although this need not necessarily be so.) Magic items and powers are regarded with suspicion, as normal men cannot wield such powers. They are looked on with fear because they cannot comprehend how such powers can exist without evil. Clerical powers, deployed properly, tend to be more subtle, and more directly useful to the day-to-day activities of a tribe.

This is only a brief precis of barbarian culture. There are many sources to consider. Although it is now out-of-print, perhaps the best is TSR's Complete Book of Barbarians, an excellent resource for a barbarian campaign. Examining such cultures as the Early Vikings or the Celts could also be useful, depending on the flavour of campaign you are running.

Adventure Hooks

- Many years ago, an evil magic-user fled into the hills to escape justice after betraying his lord to the enemy. He was believed dead, but recently word has come back that he is living amongst a barbarian tribe in the mountains. The PC's are hired to track him down and kill him. After heading through the inhospitable terrain, and meeting other barbarian tribes, they find the villain, who has used his powers to take over the tribe. The PC's must try and defeat him, either through force of arms or by convincing the tribe that he is an 'evil magic-user' and must be destroyed. (Expert, levels 5 - 9)
- A young barbarian warrior is accused of a crime he did not commit, and is exiled from the tribe forever. He must now make his way in the world, and can do this either by setting off into the wilderness, seeking adventure, or heading into civilisation, which he will find extremely strange and confusing. His ultimate goal is up to him, either to return to his tribe and prove his innocence when he is strong enough, or to carve out a new life for himself in his chosen environment. (Campaign hook, starting at Basic, level 1)
- The son of the Tribe's chief is taken by slavers while on a hunting expedition. The PC's are told to follow the slavers and bring him back. The slavers have taken him to a city (of the DM's choice) and have already sold him. This could lead to a long chase after his new owner, or a brief fight scene with the slavers, followed by a longer one with the local authorities (to whom the slavers are in the right.) The PC's can then either return to their tribe or continue adventuring in the wider world, with or without the chief's son. (If the chief's son dies in the course of the adventure, the PC's might not be able to return!) (Expert, levels 4 - 6).
- A small group of young barbarian warriors are set to track a Troll that has been attacking the village recently. First they must find its lair, an abandoned stronghold, then must enter a dungeon and kill it. The stronghold will give them hints about the nearest civilisation, and they may wish to investigate that later. (Basic, level 1)

By James Mishler

Prime Requisite:	Strength.
Other Requirements:	Neutral alignment.
Experience Bonus:	5% for Strength 13-15, 10% for Strength 16-18.
Hit Dice:	Starting with 10th level, +2 hit point per level, Constitution adjustments do not apply.
Maximum Level:	36.
Armour:	None heavier than chain; wooden shields only.
Weapons:	Any.
Special Abilities:	Spells (all Druidic and some clerical), wilderness abilities.

A Neutral travelling fighter may become a ranger beginning at 9th level.

To become a ranger, a fighter must make a pact with a druid of at least 18th level. This pact will require that the fighter serve the druid as a knight, and the ranger gains all abilities, rights and responsibilities of a knight in regards to the druid, the druid's Circle and enemies, etc. This is exactly as outlined on page 18 of the Cyclopedia under the entry for knight. In return, the druid will accept the fighter into his Circle and teach him the mysteries of nature. The training period for the new ranger will require 1d3 months of time. During that time, the novice ranger must abide by all the restrictions of the ranger class, but will not have any of the benefits. Only once the training period is over, he will gain all the powers and abilities of the ranger.

Abilities and Restrictions

Upon successful completion of the training period the new ranger gains the following abilities and restrictions.

Restrictions

Rangers always travel light, and will donate any goods or treasures they find that they cannot carry to the Druidic Circle that sponsored them or to some other worthy cause.

Rangers are generally loner wanderers that tend to the wilderness. They rarely congregate in numbers, doing so only when a great threat must be fought by many. Thus, until a ranger is 18th level, he cannot hire retainers nor will he gain any followers. A ranger is always at the beck and call of his sponsoring Druidic circle and any allied groups.

Spells and Magic Item Use

A Ranger may use spells on any druid and cleric scrolls, provided the spell is listed on the ranger spell list (see below). A Ranger may use any magical items that are restricted to the use of druids. A ranger may never create magic items or scribe scrolls.

If the ranger's Wisdom score is 13 or greater, the

character can learn and cast spells from the list below as if he were a druid of one-third his actual experience level (round any fraction down). If a fighter becomes a ranger right at 9th level, he will immediately gain the spellcasting abilities of a 3rd level druid. If his Wisdom score is 12 or lower, the fighter can still become a ranger, but cannot cast spells.

A ranger must pray for spells just as a cleric or druid must.

Armour and Weapon Restrictions

A ranger may continue to wear armour and wield fighter weapons. Rangers are not quite as limited druids when it comes to wearing metal armour and using metal weapons. However, they will use as little metal as possible, and cannot wear metal armour heavier than chain mail.

Wilderness Abilities

The new ranger gains the Tracking skill, if he did not already possess it. If he already had the tracking skill, he gains a +1 to that skill for free. Thereafter, every 3 levels (12, 15, 18, etc., to +9 at 36th level) he will gain an additional +1 to tracking, above and beyond any skill slots he might use to improve the skill. A ranger also gains additional bonuses to the use of wilderness skills, at a rate of +1 per six levels earned as a ranger (+1 at 9 to 15, +2 at 16 to 21, +3 at 22 to 27, +4 at 28 to 33, and +5 at 34 to 36). The skills this bonus applies to are: fire-building, hunting, mimicry (animal noises), nature lore, signalling (rangers), snares, stealth (forest), survival (forest), and veterinary healing.

Special Enemy

A ranger is better able to combat the natural enemies of nature, and trains in ways to better defend the forests from their nasty ways. Thus, he may choose one enemy against which he will gain certain bonuses in combat. He may choose one of the following classes of creatures: Dragon and Dragon-Kin, Beastmen (bugbears, gnolls, goblins, hobgoblins, kobolds, ogres, and orcs only), Giant Humanoids, Monsters, or Undead. Against the specified type of creature he will gain a bonus to hit equal to the wilderness skill bonus, and a bonus to damage equal to the tracking skill bonus, as outlined above. Thus, a 15th level ranger that chooses Beastmen as his special enemy will gain a +1 to hit and a +2 to damage against any such being.

Ranger Lord

At 18th level a ranger may settle down somewhat and, if he wishes, build a stronghold. If he does so, he will attract 2d6+12 followers, generally fighters, elves, and halflings that live the rugged wilderness life and wish to aid the ranger in defending the wilds. These followers will be 1st to 3rd levels, with one lieutenant at 4th through 7th level. These followers generally will not be replaced if they are lost, unless the ranger lord properly avenges his lost followers. Note that a ranger stronghold will never take the form of a stone castle or a keep; such is not the

THE RANGER (cont'd)

ranger way. A cave, cunningly hidden behind a waterfall; a village hidden in the trees; perhaps, at best, a small wooden or dirt fort atop a hill. But rangers will never lair within the confines of artificially hewn stone.

Grand Huntsman

A ranger of 18th level that does not choose to settle down with a crew of merry men will continue to wander; he attracts an entirely different type of follower. Roll on the following chart:

D100	Follower
01-50	Ranger, 3rd to 7th level
51-70	Cat, Great, Mountain Lion
71-80	Bear, Black
81-90	Weasel, Giant
91-95	Roll once on Extraordinary Follower table
96-00	Roll twice on this table, ignoring rolls 96-00

D100	Extraordinary Follower
01-20	Bear, Grizzly
21-40	Centaur
41-60	Pegasus
61-70	Unicorn
71-80	Werebear
81-90	Actaeon
91-99	Dragon, Gold, Small, Spellcasting
00	Roll twice on this table, ignoring rolls of 00

If lost, the follower will not be replaced, however, the Great Hunter gets to roll on this table again at 27th level and a final, third time at 36th level.

Ranger Spell Lists

The ranger spell list is a mixture between that of the cleric and that of the druid, with a dash of magic-user spells, and a few special spells thrown in that are expressly for the use of the ranger. Rangers may never pray for any spells that are not listed on this list, nor may any other class ever learn to use the special ranger spells.

First Level
Cure Light Wounds
Detect Danger
Faerie Fire
Locate
Predict Weather
Resist Cold

Second Level
Heat Metal
Obscure
Produce Fire
Resist Fire
Speak with Animal
Warp Wood

Third Level
Cure Disease
Growth of Animal
Haste
Hold Animal
Protection from Poison
Water Breathing

Fourth Level
Cure Serious Wounds
Growth of Plants
Neutralise Poison
Plant Door
Speak with Plants
Summon Animals

By R.E.B. Tongue

THE GOLDEN EAGLE

This article has links to the 'Epic Heroes' article of the previous issue, presenting a potential threat to the PC's home area. It needs considerable fleshing out by a DM to suit his own campaign, but could occupy many hours of game play.

The Golden Eagle are a group of bandits and thieves that are dedicated to taking over his local area.. They operate from a small base, an ancient burial mound hidden in the deep forest. The actual organisation of the Golden Eagle is quite small, only ten full members, but they control considerably more resources than this would suggest. The organisation has under it's control six bandit groups (ranging for three members to twenty) and two tribes of orcs (the White Daggers and the Silent Moon), all of whom are led or 'advised' by Golden Eagle members.

In addition to these eight groups, there is a magic-user, Magnus the Red, who lives in the local town and runs a 'fifth column' (consisting of a dozen guard members and the innkeeper), and the leader, Dolfric, who controls a personal guard of 10 'Eagle Warriors' (2nd level fighters, armed with Battle Axes and Plate Mail Armour).

Dolfric maintains a tight control on his group, organising every aspect of the Golden Eagle, and keeping it's

resources in his fortified base. If he suspects a member of treachery, he sends one of his Eagle Warriors to supervise the suspect, with orders to eliminate him if required. This has happened twice. Also, he has access to a bounty hunter, Danverin, who is often given assignments to hunt down anyone who 'knows too much', but will not actually join the group.

The fortress of the Golden Eagle is built underneath an old burial mound, with two entrances - one main entrance, which is heavily guarded, and one way through the burial mound to use as an emergency escape (the mound is protected by Undead, but not so well protected as the main entrance.) This mound has been occupied for some time, and the upper level is now thoroughly occupied by the bandits. The lower level, however, is still off limits, filled with the creatures that were created to protect the tomb, only kept in place by magical enchantments. Dolfric suspects that these enchantments are wearing off, and is seeking a cleric to try and repair them.

The main advantage of the Golden Eagle is numbers. Dolfric can gather enough men to take and hold the local area, and defend it against an attack from the capital that would surely come. One of the things which is holding him back is doubts about the loyalty of his men - he now seeks ways to make their loyalty certain.

The other is a continued desire to stockpile money, supplies and weapons. He seeks any additional edge he can find - having large amounts of treasure available may allow him to hire mercenaries, for example. Giving Magnus

time to gain more magical power is also a consideration, and a not inconsiderable amount of resources is being funnelled to help sponsor his research.

At present, the Golden Eagle only provides an additional level of security to its members - back-up for large raids, for example. However, their leader's ambition to create a small 'Bandit Kingdom' will only benefit them in the long run, and they know it. It may take another year before they are ready to move, but when they do they believe that it will be decisive. They will first cause unrest through their fifth column, then lead a direct attack on the town. Afterward, Dolfric will crown himself Duke of the area, and proceed to build up a kingdom in his own image.

Game Statistics

This section presents game statistics for some of the NPC's mentioned in the article. No skills or languages are used, but can be added - languages should be added according to the setting. The equipment given is not intended to be complete, but represents their 'trademark' equipment.

Dolfric

(6th-level Chaotic Fighter)

Dolfric		(Chaotic Fighter, 6th Level)	
Strength	15 (+1)	THACO	17
Dexterity	14 (+1)	Armour Class	3
Constitution	16 (+2)		
Intelligence	12 (0)	Hit Points	(36)
Wisdom	9 (-1)		36
Charisma	14 (+1)		
Equipment : Chain Mail +1, Two-Handed Sword, Ring of Regeneration.			

Dolfric is a bandit who has spent his entire life in the wilderness, making his living from raiding civilised humans. His mother was a well-known bandit leader, who was trapped in an ambush by a group of guardsmen. He quickly seized control of the bandit gang, and managed to take his revenge on the leader of the guardsmen.

He views 'civilisation' with contempt, and feels that he can carve out a new, savage kingdom of bandits. He fears magic, and does not use magical items he knows about (he is unaware of the powers of his ring and armour.) Dolfric is adept at commanding men in the wilderness, but has little knowledge of siege warfare. He often underestimates 'civilised' individuals, believing all of them to be soft and weak.

Magnus the Red

(5th-level Chaotic Magic-User)

Magnus the Red		(Chaotic Magic-User, 5th Level)	
Strength	9 (-1)	THACO	19
Dexterity	14 (+1)	Armour Class	8
Constitution	7 (-1)		
Intelligence	17 (+2)	Hit Points	(16)
Wisdom	13 (+1)		16
Charisma	10 (0)		
Equipment : Dagger +2, Helm of Telepathy, Wand of Magic Missiles.			
Spells : Charm Person, Entangle x 2, ESP x2, Fireball, Sleep			

Magnus the Red learnt his trade in the city, and spent some time in the politics of the Wizards' Guild. He quickly grew tired of the petty politics and left to take up residence in a small town on the frontier. When collecting spell components, he met a bandit named Dolfric, and decided that he could use him to take over the area. He has been carefully manipulating Dolfric ever since, carefully preying on his fear of magic.

In battle, his chosen technique is to stay at the rear, using his spells carefully, but fleeing if he is in personal danger. Magnus' eventual goal is to gain political power on a wider scale - he will use any kingdom established by Dolfric as a base for further expansion.

Danverin

(3rd-level Chaotic Elf)

Danverin		(Chaotic Elf, 3rd Level)	
Strength	13 (+1)	THACO	19
Dexterity	17 (+3)	Armour Class	5
Constitution	9 (-1)		
Intelligence	14 (+2)	Hit Points	(18)
Wisdom	12 (0)		18
Charisma	13 (+1)		
Equipment : Long Bow +1, Short Sword, Elven Boots, Elven Cloak, Leather Armour.			
Spells : Light, Phantasmal Force, Sleep			

Danverin was always particularly brutal for an Elf, taking pleasure out of torturing animals. He was cast out from his tribe at an early age, and has wandered the land ever since. Finally, Danverin was forced into the role of a bounty hunter, bringing back targets dead or alive (hence his choice of spells), for a high fee. He took revenge on the clan that cast him out by slaying the Clanmaster with a poisoned arrow. Ever since then, he has been hunted by Elves himself, who seek revenge upon him, but has successfully eluded them so far. He first met Dolfric six months ago, and in exchange for the protection of the bandits' base and a large amount of money each month, acts as Dolfric's personal assassin, although he refuses to swear allegiance to him.

Advice for DM's

The Golden Eagle is an organisation that can be dogging the heels of the PC's throughout the early levels of the campaign, and with some alteration can be the focus of an entire campaign. For example, Magnus the Red could be the agent of a foreign government, or of another group, using Dolfric and his organisation to further their own ends.

The PC's can first encounter the Golden Eagle during their first adventure, when they are attacked by a group of bandits led by an Eagle Warrior. For a short time, adventures involving them should be in the background as the PC's complete their time under Basic rules, building up some strength. Bandit raids can increase, the local guard can increase in strength, a local official can be assassinated, and so on, but they should not directly involve the PC's. Then they can be hired to investigate the source of the raids, entering the lair of one of the Orc tribes and capturing the Golden Eagle 'advisor'.

THE GOLDEN EAGLE (cont'd)

This will bring then to the attention of Dolfric, who will send Danverin after them, which can be either a single adventure in itself or can be a continuing plot. Finally, the Golden Eagle can launch a full-scale attack which must be met by the PC's, using the War Machine rules or in a raid on their headquarters - or both. As a reward, they might be awarded the local area as a dominion, especially if they have risen to Name level over the course of the adventure.

This is just a broad outline of a possible campaign - other adventures can be added, and other activities involving the Golden Eagle. Some OD&D modules suggest themselves as possible for use in such a campaign. B1 : In Search of the Unknown can be used as the home base of the Golden Eagle, with suitable modifications. DD4 : The Dymrak Dread can be used as the base of a tribe of Goblins that has affiliated with the Golden Eagle - simply add an 'adviser', a first-level thief, to help provide a connection. X1 : Isle of Dread can be used also, if the campaign is set near a coastline - the PC's could be competing with Dolfric to find a rare artefact, hidden in the jungle.

One thing to remember when running the campaign is that the Golden Eagle will grow over time, and its members will become more experienced. More Eagle Warriors

will be brought into the organisation, new groups of monsters and bandit gangs will be brought in, and the leaders will gain in experience, always staying a step ahead of the PC's.

As mentioned in the 'Epic Heroes' article, it would be a good idea to construct a calendar of events, describing the activities of the Golden Eagle and other major NPC's and organisations, in comparison with the PC's. Such a calendar must be flexible, but it can provide assistance in planning adventures, particularly those where the Golden Eagle will not be directly involved.

The climax of the campaign should be memorable - a grand battle between the forces of the PC's and those of Dolfric, a raid into the heart of the bandit lair, or a duel to the death - the actual adventure will depend on the PC's, and the circumstances that have led to the final encounter. One final idea would be to allow one of the main enemies to survive, to remain as a future threat. Danverin would be a formidable enemy, as would Magnus the Red, and both are of the mentality that would encourage them to leave if the situation was desperate. To help this, make sure their deaths are not shown - Dragonlance had an 'obscure death' rule, where the bodies of villains were not found - something similar could be used here, to confound your players for many sessions to come.

By Jason O'Brien

The dragon was born on a cold wet and windy day in Kaldmont. His place of birth was in a large cavern high in the Altan Tepes mountain range on the border between the realms of the kingdom of Karameikos and the republic of Darokin. This dragon was considered slightly peculiar by his siblings. The reason for this was that unlike your average red dragon this one wasn't the slightest bit evil. As an infant his mother tended to and trained him, his brother and his two sisters in all the dragonly skills of survival and flight. He relished in the ability to fly and liked nothing better than to soar among the clouds and while away his time.

The day soon dawned when his mother deemed both himself and his siblings capable of taking care of themselves and she promptly chased them from the lair with a vicious series of blows. She attacked him first as she never really liked him, she thought he was too soft. His siblings exulted to see this assault on their hated, weird brother, but soon found themselves facing the same fate. He suggested they stay together and help each other only to be disappointed at their roars of vicious laughter. They all went their separate ways, and the poor little dragon flapped dejectedly off on his way south.

Now what this kind, good hearted little dragon did not know at this early stage of his life was that the star dragon, immortal ruler of all the good dragons on this world had chosen one of the dragon spirits over which she held sway and reincarnated

him in the body of an Yet unborn red to try and steal some of the followers from diamond the immortal ruler of all the evil dragons in this world. The plan was that as he grew the young red would first get a small number of converts of the same breed of dragon, which were the most powerful breed among the evil dragons in the two kingdoms on the edge of his birth sight. And then use them to work on converting the rest, and once all the evil dragons in this realm had been converted he was meant to expand his sphere of influence. This was a very risky experiment by the star dragon based on a method used frequently by the immortal Hel in the reverse form. Star had discovered what Hel was up to and decided that it would be worth trying for herself. Hence the birth of a kind good-hearted young red dragon. She knew it was going to be a struggle for the young dragon merely to survive its early life before it remembered its true purpose in life so she had arranged some help for him along the way, but we shall hear more on that later.

As we have already seen the poor young dragon was cast adrift in the big bad 1 world by a mother who didn't care for him and turned on by his greed driven siblings, heading south in search of somebody who understood him. He flew towards the growing line of trees that were the outskirts of the Raddleb woods, thinking to find himself a home there and possibly some friends to help him ease his lonely heart. Little knowing that dragons of all kinds were both feared and hated by most mortals on Mystara, as most were ignorant of the differences between one kind and another, although most who had ever had any dealings with dragon kin were of the general consensus that reds were by far the worst breed. So on he flew ever nearer to lands frequented by the mortal races.

He decided to land in the woods central most clearing so as not to be seen by anyone to soon. There he began

THE DRAGON'S CHILDHOOD (cont'd)

to build a lair for himself, working mainly by instinct he found a small cavern suitable enough for his needs in a wooded hill nearby. This he concealed by dragging various bushes and boulders around the mouth of the cavern.

While the dragon was out hunting for his supper one bright spring morning, he heard voices through the trees, they sounded very angry. He decided to listen to see what was afoot. The voices were those of large Elven hunting party from the nearby town of Rifflian, they were arguing about what should be done about the dragon in the woods. Some there wanted to hunt him out and destroy him, others wanted to wait until the dragon showed signs of being a danger to their community. The young red was surprised that the younger elves were so vehement in their belief that the dragon was already a danger to their community due to the very fact that he was in the area. As he sat and listened a deep booming voice echoed through the clearing in which the elves were holding their discussion.

"You should listen to the younglings, for as soon as I have destroyed you I shall destroy your whole community as well."

With a loud whoosh the clearing suddenly filled with a noxious green gas which felled most of the younger elves, the older ones retaliated with lightning bolts, but the huge green managed to dodge them easily enough, he then swooped in to finish off the few surviving elves in close quarters. The young red watched in horror as the green made short work of the elves. One of the elves though badly wounded managed to crawl into the bushes, unnoticed by the green. When the green had finished in the clearing he took to the air and flew to the north-east. The young red moved to where the injured elf lay. The Elf sensing the presence of something managed to look up, he gasped then said in a broken and defeated voice.

"Go on beast kill me and go join your comrade in the destruction of my village and my people, there is nothing I can do to stop you, and you have nothing to gain by gloating over the body of a near dead elf."

"But I mean you no harm " replied the red. "In fact I would like to help you if i could, I am shamed by the actions of my cousin just now."

"Is that so," said the elf sarcastically, "then rush off and rescue my people from him.", he said, not daring to believe this beast of the most brutal and savage variety of dragon. With a gasp and a shudder he died.

The poor red was so overcome by what he had witnessed that he resolved to do his best to aid the Elven village, so off he flew in pursuit of the huge green. He saw that the green had already begun his attack on the Elven community and several elves lay dead, but he seemed to be taking his time and toying with them. This enraged the young dragon who swiftly gained height and then dove on the green grip his throat in his jaws, and bearing him to the ground. The green was badly injured by the crash, but the red was cushioned from the brunt of the blow by the greens

body. The red quickly recovered and raked his claws along the body of the dazed green, then he quickly took to the air again, and before the green could recover he breathed his fiery breath in his face. The green recoiled in agony and howled out his pain for all to hear, but recovering quickly he turned and breathed his gaseous breath in a billowing cloud at the red, who just managed to dodge barely out of the way. This gave the green time enough to get back into the air, whereupon he prepared to make his next attack.

This was not to be though, for the defenders of Rifflian had mustered and were now counter attacking, this gave the red the opportunity to breath on the green again, a lightning bolt from below finished him off. The red thought that this would finish the problem of the attack on the elves but the elves were of the opinion that the two dragons were the cause of their problems and decided to rid them of the remaining threat. The little red was shocked to see that he was now the target of the elves anger and attacks, he flew as high as he could to escape their spells and headed back into the woods. The young red was now feeling a bit confused after all hadn't he done his best to save the Elven community from harm at the hands of one of his own kind and they thanked him by attacking him as soon as the danger was over. The young dragon decided he would have to be more careful in the future. He went to the clearing that night and recovered the bodies of the dead elves. Under cover of the night he flew to the edge of the woods near the town and landed, he knew elves could see in the dark so he approached the village very carefully and placed the bodies on the ground then took flight again, fully aware that he had been watched the whole time. He flew back to his clearing by a circuitous route to ensure he wasn't followed.

When entering the clearing he noticed various items lying around on the ground, which must have belonged to the dead elves, which he decided to keep, as he didn't fancy another trip to the Elven village, at least not just yet anyway. The most fascinating item there was a spell book dropped by one of the spell casters. This he decided to cuddle up with and study for a while.

A few weeks later while he was practising some of the spells he noticed a large shadow and looked up in time to see a large green female flying down into his clearing. She landed across the clearing from him and looked him over warily, then she asked in a sibilant voice.

"Can you help me, I am looking for my mate he went out to hunt food for our brood about two weeks ago and never returned."

" I am afraid he will not return, as he was killed in battle with another dragon", said the red.

" Who was this other dragon? " she asked suspiciously.

The red answered quite simply, "Me."

With that the large green broke into a fit of laughter, "you a young stripling of a red killed Murmaseph the great green terror of the Raddleb woods. That's a good one, and why pray tell did you do that oh mighty red." she asked sarcastically.

THE DRAGON'S CHILDHOOD (cont'd)

"He was attacking an Elven village with no just cause or provocation." "What. Without provocation or just cause? What sort of a pansy red are you, never mind prepare to die at the hands of the mighty Verthandir."

With that she leapt at him, but the red had been expecting this, after all you don't grow up with a family of red dragons who hate your guts and live to tell the tale, without learning to anticipate their attacks, so he leapt clear and burnt her with his fiery breath, and then raked her with his claws. The green was sent reeling as she had expected to catch him off his guard and wasn't quite prepared for the ferocity of his defence, she knew now she had grossly underestimated her young opponent, so she took to the air to give herself more room to manoeuvre, the red sent a trio of glowing missiles soaring into the air after her, which she tried to dodge in vain as she knew these magic missiles never missed, the sight of such a young red being adept at the magical arts unnerved her, as she had never been able for it herself, she reeled slightly from the impact of the small glowing darts.

The young red used her momentary hesitation to good effect, he launched himself at her throat and raked her with his claws, tearing great gouges in her relatively soft underside, the green roared in agony at this attack and lashed out with a series of vicious claw attacks of her own gravely wounding the young red in the process, he broke off and gave her another blast of his breath, but his injuries had robbed him of the strength to make it count, so he used it to cover his climb into a large cloud bank. The green raced after him only to be struck by another trio of glowing magical darts straight in the face, one of them destroying her left eye. She reared back in agony exposing her throat to another vicious attack from the reds teeth, and her underbelly to his razor sharp claws, which slid into her as far as they could before tearing out great lumps of flesh, as the now mortally wounded green fell from the sky she gasped out for the red not to kill her offspring. "I never intended to.", was his soft reply.

The greens lair was on the far western edge of the Raddleb woods, it took the red four days to discover it, and when he did he found four young greens just past the suckling stage inside, it was just as well that they were able for solid food as he wasn't equipped to care for them otherwise, so he gathered some food and began to raise the four baby greens.

After several months the young greens were old enough to take on the hunt and begin their training in the basic Draconic skills of flight and survival. By this time he young red had also advanced a small bit in his magical studies and was beginning to think of the immortal powers. It was at about this time that a wandering cleric of a little known cult devoted to the star dragon came in search of the red. This was just as well as the eldest male green had been badly injured while out hunting; the cleric approached the lair very cautiously so as not to startle the red he then called out his identity and purpose in the Draconic

tongue. The red asked him for a sign of his intentions so the cleric healed the young green. Thus was the red introduced to the clerical arts and began to practice these along with his mage craft, this was the time when his goddess decided to reveal the truth of his mission.

One night as he lay sleeping on the customary treasure pile he had a vision of a beautiful gold dragon with shining scales the colour of the morning sun gliding gracefully down on almost gossamer wings to land softly beside him. He instinctively knew who this was and prostrated himself before this heavenly being, or at least as near to prostration as one can get with a dragons bulk.

"Rise young Pyros, for that is indeed your name. You who have in past lives served me so well. Rise I say."

Pyros rose slowly to his feet and was instantly filled with love for this awesome being who stood beside him. He watched as one fore claw reached toward his head to take it in a careful grip.

"I will now return your memories to you so as you can continue with your mission, although you will still be fettered by the body of one so young. For if this mission succeeds you will be able to live another full and glorious life, dear Pyros."

Pyros flinched as he felt the unfathomable power of the immortals flow through his head and could feel the barriers on his memory being gently stripped away. He watched himself as a young impetuous gold trying to take on a much older red dragon and having to flee for his life, he saw himself gliding over the Adakian sound with his mate as they danced their way through the mating rituals, then witnessed the rise and fall of various dominions of the shorter lived races, both dark kingdom of high power living of the suffering of others, to lowly baronies of truly enlightened civilisations. All this swam through his head in one mind bendingly dizzying rush of memories both dear and unwanted, until he witnessed his death, whilst himself questing for immortality, at the hands of servants of Thanatos. This scene was followed by his brief existence as a dragon spirit in the halls of the star dragon. This he remembered with a sense of regret that it had ended and then he remembered the singular honour that had been offered to him in the form of this mission. When the images ceased to fly through his head and his vision had cleared he looked at the star dragon with a renewed sense of being and an increased sense of purpose. He also felt his mind all but humming with past experiences.

"Remember Pyros, you are my most beloved follower, if you need me I will come to you, just call." with that the vision faded and Pyros awoke in the cavern to discover that the greens had dreamt of the star dragon too. This was the true beginning of his mission and the prize was a second chance at life, which could lead to a second chance to quest for immortality and maybe even a seat at the star dragons right hand in the court of the dragons. With this heady wine to spur him on the time seemed to fly by, his studies of mage craft, and clerical magic had already increased ten fold due to his old memories, and had now advanced beyond what he had known in his past life,

THE DRAGON'S CHILDHOOD (cont'd)

he also remembered some spells long forgotten or lost by the shorter lived races.

The greens grew from strength to strength and soon he began to instruct them in spell craft also. The cleric stayed on and founded a church to the star dragon in the Radlebb woods; this attracted a small number of followers, and the attention of some powerful beings within the realm, and outside.

One of the most powerful beings attracted by the founding of this church was a Glantrian mage, no less a personage than prince Jagger Von Drachenfells himself, one of the star dragons staunchest allies among the mortals. His pa-

tronage and financial support helped the order to grow and the numbers of dragons converted grew as well. Pyros colour began to change as he grew older from the fiery red to the sheen of burnished gold, he quested and achieved immortality, and took his place at the right hand of the star dragon, and watched in glee as the ruler of all chaotic dragons went into paroxysms of rage to see her followers deserting en masse to the worship of star.

On one of the outer plains an immense form shifted in the throes of slumber, its huge bulk moving in response to its dreams, star began to awaken, and beamed a broad draconic smile at his most beloved servant, Pyros the dragon spirit.

"My dear Pyros, I've just had the most wonderful idea..."

By R.E.B. Tongue

Player's Introduction

For the last few years, the activities of the gangs of Brigands running through the Dark Forest have been growing to the point where nearly every caravan heading north comes under an attack of some kind. No traveller heading for the northern regions can hope to reach it alone, without protection, and even the King's Guard balks and entering the forest in small numbers. For protection, caravans of several wagons head up the trails through the Forest together these days, pooling their resources to get the best protection possible. They are often accompanied by individuals seeking safe transit north, who join the caravan to gain the protection of it's guards.

For various reasons, then, you have joined the last caravan heading North before winter, in the hopes of reaching the settlement of Nordheim before the storms set in. This journey has a reputation of being the hardest of the year, as not only are the Brigands attacking from their hidden camps, but the full force of Winter begins to attack as well, slowing down the journey and causing frostbite.

You set off from the last settlement in the civilised regions, Jartan, ten days ago and your caravan seems to have made little progress since. You entered the Dark Forest seven days ago, and the trail conditions have been growing worse and worse. Then disaster struck, last night, when a landslide buried two wagons and separated yours from the rest of the group. There is no way back, so you must go on, but alone you know in your hearts that the chances are slim.

DM's Information

The reasons for the characters joining the caravan are different depending on their character class. Fighters, Dwarves and Halflings have been hired by their Mercenar-

ies Guild for this mission, with a hundred gold awaiting them at journey's end. Any Thieves were hired as bodyguards as punishment for bungling a job - being sent into virtual exile in the Northern regions, with only forty gold awaiting them. Elves, Magic-users and Halflings are just along for protection. Clerics are guarding the artefact being shipped from the south. Obviously, the one wagon that escapes was carrying the PC's (although if there are more than four, this could be implausible - in that case half of them are survivors from the buried wagons, with some of their equipment lost. In addition, a Merchant named Rylax, owner of most of the cargo, and 3 Mercenaries, survivors from one of the buried wagons, are with the last wagon.

The cargo of the wagon is mostly cloth, with a chest containing fifteen emeralds (30gp each) for transport to the wife of the lord of Nordheim. In addition, and most importantly, a holy relic is on board in a sealed casket. It is an ancient diamond, inside a golden disk, that is supposed to symbolise the powers of the gods over man. The artefact has no special powers, but it is important as an ancient symbol of clerical power. (It is being transported to the temple of one of the clerics. If there is more than one cleric, pick one at random to be the guard of the artefact. The others are on a pilgrimage to a temple in Nordheim.) The merchant is the owner of all the other goods, and is being paid by the temple of the cleric to deliver the artefact, with the cleric present to ensure it's safe delivery. As well as the cargo of course, there are also ten days of rations for all - to be supplemented by hunting.

Chapter One

It is the eleventh day of the trip. The trail is getting worse and worse, and it seems less and less likely that they will make Nordheim before the winter sets in. During this day, one of the PC's finds an arrow in the road, seemingly of Goblin construction. The day wears out everybody, and the mercenaries all go to sleep. One of the PC's must be the guard. During the night, a strange noise comes from the undergrowth. If the guard goes to investigate, he finds a ten foot pit trap that could take him all night to climb out of. Any fragile objects (potions, holy water, etc.) are broken in the fall. Meanwhile, the others at the caravan are

rudely awoken by the sharp spears of a horde of Goblins!

In total, twelve Goblins have attacked the camp to begin with, and each get two free attacks on a target before anyone can fight back. The Mercenaries will be killed in this fight. Unless any PC said he was sleeping in his armour, then he is not wearing any, and there is no time to put it on (although shields can be snatched up if possessed. It will not be until the third round that any PC is able to attack the Goblins. The PC in the pit, if he is there, will be powerless to escape from the trap - it will take ten Dexterity checks to clamber out, each taking a round. If the Goblin's numbers are reduced by six, then another ten Goblins will come running out of the undergrowth. The PC's fight is hopeless, and there does not seem to be anything that can be done. Any Magic-User might have his spell, but that cannot kill twenty-two Goblins. Eventually, the PC's will just be outnumbered, and will be knocked out, one by one. At the last, the final PC to fall sees Rylax running into the bushes, being chased by five Goblins.

Chapter Two

Several hours later, the trapped PC has climbed out of the pit, and has returned to the camp. All the PC's are alive, but with only 1d4 Hit Points each. Any cleric or Magic-User making a successful Intelligence check, however, will find a dozen handfuls of Laumspur herb in the undergrowth, with restores 1d3 Hit Points per use. (It can be saved for a short time - four days - before losing it's potency.) There is not much left of the camp. The guard PC still has most of his equipment, obviously, but the other PC's are not so lucky. Their backpacks have been taken, with all of that equipment, any quarrels have been taken and long bows broken and thrown aside, and weapons have been taken too. Shields and most armour is gone, but any leather armour or any a PC's was wearing is still intact. Any worn items at all are still on the PC, as well. There is no gold left, and the cargo has been completely ransacked, with everything gone. Even the horses have been released into the forest. There is some equipment lying around the campsite, however:

- 12 handfuls of Laumspur herb (already mentioned)
- 1 suit of chainmail, human-sized
(from one of the dead Mercenaries)
- 3 goblin Hand Axes (1d6 Damage)
- 2 goblin Short Swords (1d6 Damage)
- 1 goblin Shield
- 5 days Standard Rations per person
- 1 leather pouch, containing 14 gp and a Ruby(25gp)
- Any number of improvised Clubs (1d4 Damage)
- 3 goblin Short Bows
- 14 Goblin Arrows (1d4+1 Damage)

At this point the player's goals will be different. The Cleric will demand that they try and find the artefact, for the glory of his religion, but most of the characters will probably either want to hunt down the goblins or escape to civilisation (which means going North - the roads South are closed for the Winter due to the landslide).

There are, of course, some problems with simply escaping. It is at least twenty days travel to Nordheim, most likely more given the weather. Even if they arrive,

with no cargo and no supplies they will be penniless when they get there, which will upset the Thief especially. It is even doubtful that, in the ill-equipped condition they are in, that they can survive for long anyway. They will have to find the goblins, and try to salvage as much equipment and cargo as possible. There is even one lead if they try to follow the goblins - a set of muddy track leading into the undergrowth.

Chapter Three

The muddy tracks seem to lead on and on through the undergrowth. For a day and a night the PC's will be tracking the goblins (at this point a character may wish to try and hunt to increase supplies - he will find d10 - 3 days of supplies *for one person* if he goes hunting for eight hours) By the third day since the accident, almost at dusk, the PC's hear the sounds of a camp up ahead. There is a possible vantage point in a tree from whence a PC could observe the camp. (Make a Dexterity check. If it is failed, then the PC will fall into the Goblin camp, suffering D3 points of damage.) The camp contains an amount of Goblins equal to the number of PC's, with an interesting prisoner - Rylax, tied and gagged, lying next to the fire. The goblins seem to be just playing dice, and can be easily surprised by the PC's (Surprise roll of 1 - 4). They should not find it difficult, this time, to subdue the goblins, and can add to their meagre stock of equipment the following list:

- A leather pouch containing 17 Gold
- 3 days Standard Rations
- A bundle of twelve torches
- 2 goblin Spears (1d6 Damage)
- Any Magic-User's spell book
- Any Clerical Holy Symbols

Of course, as well as these items Rylax is present. He will be eternally grateful to the PC's for rescuing him, and promises them fifty gold each once they reach Nordheim. He arms himself with a goblin Hand Axe, and offers a Healing Potion he has been hiding to any damaged PC. At this point he reveals a hitherto hidden talent - he can speak Goblin. The camp was taking him and some treasure back to their base, whilst the rest of the Goblins went off in search of the rest of the caravan (they could not figure out why one wagon would be on it's own, although they took advantage of this weakness.) Rylax says he knows where the base is, inside some caves only a few days away, and suspects that the rest of the cargo, including the holy artefact, is being stored their for trade in the spring. There could also, he reckons, be other treasures stored their from previous caravans that have been lost in similar circumstance, and is all ready to tray and find the cave system and wipe out the Goblins who almost kill him. (After this, Rylax can be used as a replacement for any PC who has fallen during the previous engagement, if one managed to be killed by a Goblin.)

Chapter Four

Having rescued Rylax from the Goblins and discovered the location of their cave hideout, the PC's can now set off to recover their lost possessions and equip them-

selves properly for the journey north to civilisation. At his point, the PC's will begin to feel the effects of the cold - Winter is beginning to take its toll. To represent this, the PC's will lose 1 Constitution for every day's travel. In addition, wounds heal at only half the normal rate. It is, in fact, five days journey to the caves, a trip that will stretch the party's supplies to their limits. Along their way, they may hunt as before, but if more than half the party attempt to hunt each must make an Intelligence check to find the party again. If they fail, they are separated, and a day's delay will ensue whilst the PC is found by the rest of the group. For any day in which a person does not have a ration, deduct 2 Constitution points and 1 Hit Point. (All HP and Constitution damage is healed after three days resting in warm conditions.)

After what will seem like an age, the party (or its remnants) will finally reach the caverns, which seem fairly unimpressive. They are basically a hole cut into the side of a hill, with two stone pillars holding open the entrance. Inside the passages are shored up with wood. It might seem strange that the Goblins built such a settlement, but a few meters to one side of the hill the truth will become apparent - Dwarven graves, several decades old. The story written on one of them (in Dwarvish, obviously) describes how tribes of evil humanoids drove the Dwarves away over time. A returning expedition twenty years ago found three corpses frozen inside and buried them. Judging by the sun, it will be dark soon. The PC's might either rest outside, or try and enter the caves now. Rylax will try to dissuade them from entering the caves during the night, as there will be more goblins inside - if they go in the day then most of the goblin warriors will be out on patrol. (Rylax is correct - if the PC's ignore his advice double the numbers of all Goblins encountered with the cave system.) Hopefully, the PC's will decide to wait until the next day to enter, and will camp outside, away from the entrance. They will discover that Rylax was correct the next morning, when three raiding groups of six Goblins each leave the caves to find other wagons to rob. (Since they managed to steal so much booty from the PC's wagon, they are becoming over-confident.)

The PC's are now able to sneak quietly into the caves without being noticed, at least at first. Inside the cave system, all the tunnels are 10' wide unless otherwise noticed, and 6' high. The doors are all made of Oak, which will require a roll of 2 or less on a D8 to break down if locked (subject to any Strength modifiers). In the event the PC's are having too easy a time in the caves, then a returning patrol shows up and finds them at an appropriate moment. The groups details are : 6 Goblins, equipped with spears, hand axes or swords. One of them is a leader and has 6 Hit Points, and is equipped with a shield as well as his standard equipment, and has a +1 to his THAC0 roll. They each carry 1d6 Silver pieces and their weapons, as well as a day's rations (Their hunt has not gone well). One of them has been injured and only has one hit point - he will hold back and run to the nearest guard room for reinforcements if they seem necessary and available. This is purely optional and may be bypassed if the PC's are not faring well.

The Goblin Warrens

1 Guard Room

This room is 25' sq. ft. in size, and contains a table, around which are sitting four Goblins armed with hand axes or swords. They seem to be playing dice - on the table are twenty-three silver pieces and three dice, one of them loaded. In addition are four mugs of Goblin ale, a vicious brew unpalatable to human stomachs. The PC's get an increased chance to surprise these Goblins (1 - 2 on a D6) due to their position. One of the Goblins, the strongest, will attempt to escape and warn the other guard room, if it has not already been attacked. In this case, the guards in Room 2 will automatically take the initiative, as they are ready for the PC's. (Also increase their numbers by one.)

2 Guard Room

This room is 25' sq. ft. in size, and contains a table, around which are sitting four Goblins armed with hand axes or swords. They seem to be playing dice - on the table are twenty-three silver pieces and three dice, one of them loaded. In addition are four mugs of Goblin ale, a vicious brew unpalatable to human stomachs. The PC's get an increased chance to surprise these Goblins (1 - 2 on a D6) due to their position. One of the Goblins, the strongest, will attempt to escape and warn the other guard room, if it has not already been attacked. In this case, the guards in Room 1 will automatically take the initiative, as they are ready for the PC's. (Also increase their numbers by one.)

3 Sleeping Chambers

This room is 25' by 50' in size, and is dimly lit, only four torches illuminating its bulk. Along the floor are several sleeping bunks, contains six sleeping Goblins in all. There is a 1 in 6 chance that each Goblin will awaken upon the entry of a PC, who will awaken one Goblin per turn until killed. Each Goblins has 14 silver pieces and a dagger, with which he fights.

4 Storeroom

This room is 25' sq. ft., and contains two cupboards and a weapon rack, as well as three Goblin guards, one armed with Short Bow, the others armed with Hand Axes. The cupboards contain the cargo from the PC's caravan, silks and cloths, as well as thirty days Standard Rations, and the weapon rack contains a Mace, two Normal Swords, an Axe and twenty Combat Arrows (1d6 Damage). The goblins will attempt to fight their way out of the room into the corridor where they will call for help from either Room 1 or 2. The door is locked, with the key available in Room 5.

5 Goblin Leader's Quarters

This room is 25' sq. ft., containing a chair, fireplace and cupboard. It is the room of the Goblin leader, who, unlike his henchmen, has two hit dice and a Thac0 of 17. Two guards, armed with short bow and hand axe, stand outside his quarters, both with maximum hit points. The Goblin leader possesses a *Hand Axe +1* which he will use against the PC's and a *Potion of Healing* which he will drink if he can. In his cupboard is the clerical artefact and a sack containing 150 Gold Pieces, and five rubies worth 50

Gold each. On a belt around the Goblin leader's waist is Brass Key which opens Room 4.

Chapter Six

The PC's have managed to kill many Goblins from the settlement, and should have recovered enough of the cargo to make their trip profitable, as well as Combat equipment (from the Storeroom) to safely return to civilisation. It is a twenty-five day journey to Nordheim. For each day, roll on the following table, then proceed as the description describes.

<u>2D6</u>	<u>Event</u>
2	Blizzard. No movement for D4 days.
3	Lost. Do <u>not</u> mark off a day.
4	Stumble across deer pack. Do <u>not</u> mark off a day but add 3 days' Standard Rations to each PC.
5 - 10	Mark off one day.
11	Find hidden trail. mark off two days.
12	Encounter. The PC's stumble across three Goblins lost in the woods. They may fight or talk, at the DM's discretion.

Once the PC's reach Nordheim, the tale of their adventure reaches far and wide. Rylax uses his connections in the Merchant's guild to get the PC's 30% off Equipment at the Guild store (see table) for the duration of their visit. In addition, he rewards the PC's with 50 Gold each, in addition to the sum they were promised before leaving home, as well as honorary membership of the Merchant's Guild. For safely retrieving the artefact from the Goblins, the Cleric is also rewarded with a small signet ring that is a *Ring of Protection +1 against Undead*, an old holy artefact.

Experience

For completing this adventure, each PC's should receive 500 EXP. If they completely wiped out the Goblins at the stronghold, an additional 250 EXP should be given as a story bonus. The cleric who was guarding the artefact should also gain an experience reward of 100 EXP, if he managed to return the artefact safely. If he did not, the consequences will be grave.

Advice for DM's

This adventure is suitable for beginning characters, to start a new campaign, but perhaps for experienced players, as the module is somewhat difficult. It requires a northern setting and a large forest, which will require some work to a campaign setting. It was originally written to move a group of PC's from a civilised region to a frontier area in the north, which would have more possibilities for adventure. The module could be adapted to other settings, but would need considerable work. No map for the forest is given because it has to be tailored to fit into an established campaign world. In Mystara, this scenario could possibly take place in Norwold, with the characters journeying in deep winter from the capital Alpha to a remote northern province - in which case encounters with NPC's such as Heldannic Knights could be added for flavour. Other encounters should be added in the forest, to match with the PC's experience - perhaps an isolated woodsman could help guide the PC's to civilisation, or a pack of Wild Dogs could emerge to attack the PC's. The PC's could then return to the forest later for other reasons - something valuable might have been left in one of the wrecked wagons, which must be retrieved - this could require a long search if it has been stolen, and fill many sessions of gaming!

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