

Sword & Board

A Basic Fantasy Companion



***This supplement provides,
new races, class options,
monsters, spells, and
encounter rules for the
Basic Fantasy Roleplaying
Game.***

***For Use With the
Basic Fantasy RPG
<http://www.basicfantasy.org>***

Sword & Board

A Basic Fantasy Companion

Dan Buterbaugh

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A Supplement for
Basic Fantasy Roleplaying Game

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INTRODUCTION

This supplement is designed for use with the Basic Fantasy Roleplaying Game. BFRPG combines the best facets of older roleplaying games with more recent designs. That being said, everything in this book should be easily converted to your Old School game of choice.

This book provides more options for the gamemaster and his players. New Races introduces both new races and versions of OGL races for the players to use. Class Options provide optional benefits that improve on the base character classes, allowing more differentiation between characters. Equipment provides conversions of OGL gear, along with a couple new items. Spells provides more spells for your magic-user and cleric. Encounter has some optional rules that cover some common experiences in the game. Monsters provide new creatures to fight, some OGL, some new. Treasure gives more ways to reward the players. Finally, GM Information provides new traps, encounter ideas, and options for the Gamemasters use.

Everything in this book is completely optional, so pick and choose those items which suit your campaign. In addition, all material in this book is released under the OGL. Enjoy your gaming!

NEW RACES

Cambion

Cambions have infernal ancestry. They are the by-products of a demon or devil and a mortal.

Description: Cambions have dark hair and dusky skin. Males stand about 5'10", and weigh around 160 pounds. Females stand about 5'6" tall, and weigh about 130 pounds. All Cambions have a strange feature that sets them apart from humans, and many have multiple ones. These features include things like horns, pointed teeth, red eyes, a forked tongue, an odor of burning charcoal, a tail, or even goat legs. No two Cambions are the same. Players must select 1d4 distinguishing features at character creation. Cambions usually live around 300 years.



Restrictions: Cambions may become Clerics, Fighters, Magic-Users, or Thieves. They are also allowed to combine any other class with Thief, as described in **Combination Classes**. They are required to have a minimum Dexterity of 9. They may not have a Wisdom higher than 17.

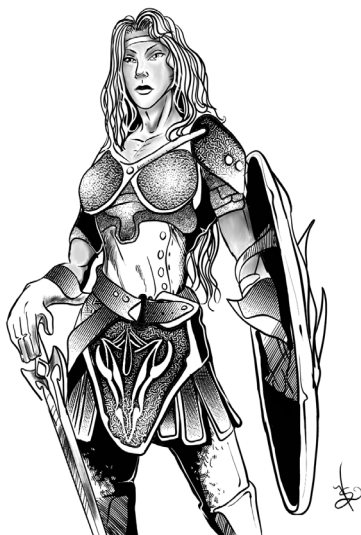
Special Abilities: All Cambions have Darkvision with a 60' range. They cannot be affected by magical Darkness spells. Cambions only take half damage from fire. On a successful save, they only take quarter damage.

Saving Throws: Cambions save at +2 vs. elemental attacks such as fire, cold, or electricity.

Drow

Drow are elves that live in the under-world. They do not like regular Elves.

Description: Drow have pitch black skin and white or black hair. They have finely chiseled features and pointed ears. Males stand around 5'10" tall, and weigh around 150 pounds. Females stand around 5'6" tall, and weigh around 110 pounds. Drow usually live around 300 years.



Restrictions: Drow may become Clerics, Fighters, Magic-Users, and Thieves. They may also combine the classes of Fighter and Magic-User, as described in **Combination Classes**. They are required to have a minimum Dexterity of 9. They may not have a Constitution higher than 17. They are limited to d6 Hit Dice, no matter what class they choose.

Special Abilities: Drow have Darkvision with a 120' range. This cannot be affected by magical Darkness spells. Drow are immune to the paralyzing attacks of ghouls.

Saving Throws: Drow gain a +2 bonus vs. Poison, Magic Wands, and Spells.

Goblin

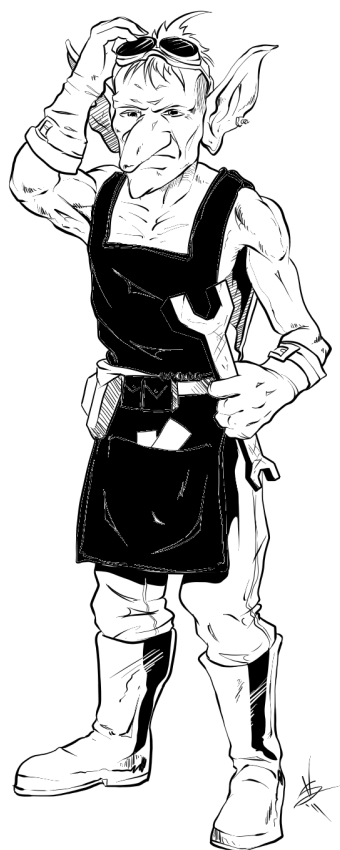
Goblins are fae creatures who love machinery and mischief. Goblins are brutally honest about their intentions. Goblin merchants will tell you that they are charging top prices because it's goblin-made, and have no clue that other races find this annoying.

Description: Goblins are short and green. They have black hair, though many of them dye it wild colors like blue and pink. They have long pointy ears. Their limbs are thin, and they have knobby elbows and knees. Goblins stand around 3'0" to 3'6" tall, and weigh about 90 pounds. Despite their appearance, goblins are quite strong. Goblins can live for 200 years, but most die in accidents well before then.

Restrictions: Goblins may become Fighters, Magic-Users, or Thieves. They are required to have a minimum Strength of 9. They have a maximum Wisdom of 17. Due to their appearance and brutally honest nature, their Charisma bonus is limited to +1 when dealing with other races. Goblins have movement rates similar to halflings.

Special Abilities: Goblins have Darkvision with a 60' range. When attacked by creatures larger than man-size, Goblins gain a +2 Armor Class bonus. Despite their small stature, goblins can wield Medium weapons normally, though they cannot wield Large weapons.

Saving Throws: Goblins gain a +3 bonus on all Saving Throws.



Nephilim

Nephilim have the blood of angels in their veins.

Description: Nephilim have otherworldly beauty. Many are pale, with light blond hair. They have finely chiseled features. Males stand around 5'10" tall, and weigh around 160 pounds. Females stand around 5'6" tall, and weigh around 130 pounds. All nephilim will have at least one strange feature. This ranges from blue, green, pink, or white hair; eyes being all white with no iris or pupil; eyes of pure gold; wings; pointed ears; feathers instead of hair; light blue, light green, or golden skin; etc. Players must select 1d4 distinguishing features at character creation. Nephilim usually live around 300 years.



Restrictions: Nephilim may become Clerics or Fighters. They are required to have a minimum Charisma of 9. Due to their ethereal nature, they may not have a Constitution higher than 17.

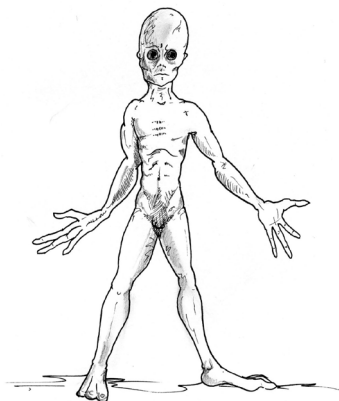
Special Abilities: Nephilim have Darkvision with a 60' range. This cannot be affected by magical Darkness spells. Nephilim are allowed a save vs. spells to avoid the affects of a level drain attack from undead.

Saving Throws: Nephilim gain a +2 bonus vs. Magic Wands and Spells.

Starborn

Starborn have ancestors who came from the stars long ago. None of the original starfarers remain, though their tombs still stand, often defended with strange technology that is now considered magic.

Description: Starborn are short, around 3'6" tall, and weigh about 60 pounds. They look like thin halflings, but with pure white or gray skin and almond-shaped black eyes. They have no hair on their bodies, but often tattoo or dye themselves. Starborn live around 200 years.



Restrictions: Starborn may become Fighters, Magic-Users, or Thieves. They are required to have a minimum Intelligence of 9. They have a maximum Strength of 17. Starborn never roll higher than six-sided dice (d6) for hit points regardless of class. Starborn may not use Large weapons, and must wield Medium weapons with two hands. Starborn have movement rates similar to halflings.

Special Abilities: Starborn have Darkvision with a 60' range. When attacked by creatures larger than man-size, Starborn gain a +2 Armor Class bonus. Starborn can detect magic as an innate ability on a 1-2 on 1d6.

Saving Throws: Starborn gain a +4 bonus on Saving Throws vs. Death Rays, Magic Wands, Paralysis, Petrify, and Spells.

Wildfolk

Wildfolk have animal ancestry.

Description: Wildfolk appear to be bestial human hybrids. Males are bearded, while females usually have sideburns. Their hair color is black, brown, gray, or red. Their eyes are brown or black, with no visible white. All wildfolk have pronounced canines, long tufted ears, and heavy claws. Males average 6'0" in height, and weigh around 180 pounds. Females average 5'8" in height, and weigh around 145 pounds. Wildfolk usually live around 70 years.



Restrictions: Wildfolk may become Clerics, Fighters, and Thieves. They must have a minimum Constitution of 9. Due to their bestial nature, they have a maximum Intelligence of 17.

Special Abilities: Wildfolk have Darkvision with a 100' range. Due to their enhanced bestial senses, they gain a +1 bonus vs. surprise. Their claws grant them 1d4 damage in combat, and are considered natural weapons which all wildfolk are proficient with (wildfolk do not use the standard unarmed combat rules).

Saving Throws: Wildfolk gain a +1 bonus vs. any Cold effects.

House Rule: Wildfolk Fighters may take the Profession of Claw Fighter. Their claws then do 1d6 damage and they benefit from the "roll 2d6, keep the highest" Dual Weapons rule. Wildfolk that are not Claw Fighters can roll 2d4 and keep the highest result if they don't use a weapon.

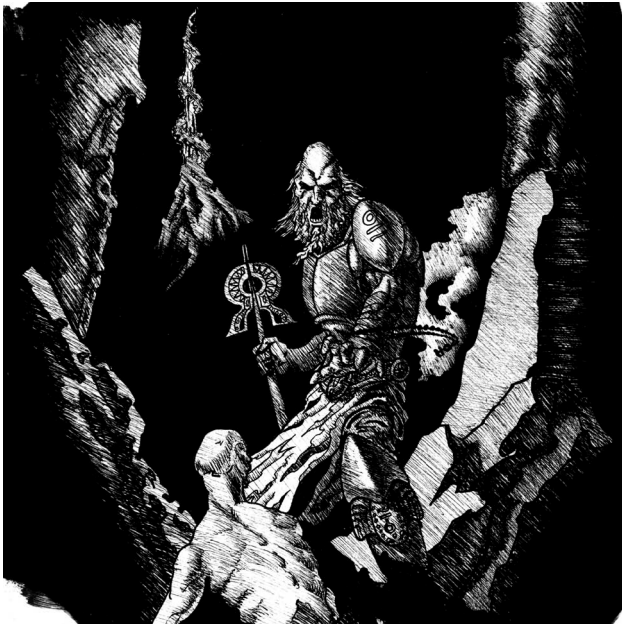
CLASS OPTIONS

Clerics

Favored Weapon: Select a favored weapon for each deity in your campaign (or one for a generic deity if you prefer). Clerics are proficient with that weapon, and will prefer to use it over others.

Turn Undead: If a campaign uses a lot of undead, Turn Undead can mitigate their ability to oppose the players. Make Turn Undead into a level one spell instead of an innate ability and give the cleric Divine Protection instead.

Divine Protection: Clerics gain a +1 bonus to all saves vs. effects caused by undead (mummy rot, fear, etc). They also can make a saving throw vs. death ray against level drain attacks that normally do not allow saves (with the +1 bonus).



Fighters

Fighter Professions

Fighters in the main rulebook tend to be cookie cutter. Using this optional rule helps grant them a bit of uniqueness, without making them overpowered.

Fighters choose one profession during character creation and gain the associated ability. They gain an additional profession at level 10.

Archer/Slinger: The Archer (or Slinger) gains +1 to hit with ranged weapons.

Berserker: During a fight, Berserkers can choose to gain +1 to hit and +2 to damage, at the cost of a -3 armor class penalty.

Blade Dancer: Blade Dancers gain a +2 AC bonus when fighting unarmored.

Crusader: Crusaders do an extra 2 points of damage on any melee attack against undead or demons.

Duelist: Duelists score a critical hit on a natural roll of 20, unless only a 20 will hit their foe. Critical hits automatically do maximum weapon damage.

Harrier: Harriers gain a +1 to initiative rolls. They also gain a +1 bonus to hit an opponent who missed them in the preceding or same round of combat. They may not wear armor heavier than mail.

Hoplite: Hoplites may attack with their shields. If they hit, they do 1d3 damage and their opponent must save vs. paralysis or be knocked down. Creatures larger than the hoplite automatically pass their saving throw.

Knife Fighter: Knife Fighters cause 1d6 damage with daggers.

Noble: Nobles gain a +1 bonus to henchmen loyalty and may have 1d3 additional followers.

Pugilist: Pugilists cause 1d6 damage with unarmed strikes. They may attack armored enemies with no penalty if they are wearing some type of hand protection.

Slayer: Slayers can make an attack with a -2 to hit penalty. If successful, they hamstring their opponent, who then suffers a -1 to all attack rolls.

Scout: Scouts gain a +1 bonus to avoid surprise and to detect ambushes.

Sniper: Snipers make critical hits on a natural 19 or 20 with ranged weapons.

Soldier: Soldiers gain a +2 AC bonus from shields, instead of the normal +1.

Templar: Templars can Heal a number of hit points equal to 2 times their level once per day.

Warlock: Warlocks can use magic-user scrolls as if they were an equivalent level magic-user.

Warrior: Warriors get one attack per level each turn against foes of one hit dice or less.

Weapon Master: Weapon masters may choose one melee weapon to master. They gain a +1 bonus to hit with this weapon type.

Thieves

Change Hit Dice to d6.

Thieves cause 1d6 damage with clubs and daggers.



Magic Users

Familiars: Many magic-users have a familiar to aid them with their work. Familiars are usually animals such as crows, cats, and frogs, which can be acquired at first level. Level 8 magic-users can summon a pseudodragon or an imp to be a familiar.

Summoning a familiar takes a one hour ritual, and requires 100 gold worth of materials to make a summoning circle. The familiar will be loyal unless it is mistreated. It has low intelligence, not animal intelligence. It will have its own opinions about things, and will often share them, even when not asked. If a familiar is killed, the magic-user cannot summon another familiar for one year. If a pseudodragon or imp is summoned to be a new familiar, the old familiar will leave and break all contact with the magic-user.

Familiars have hit points equal to their master and an armor class of 15 (unless their natural AC or hit points would be higher). They use the same Saving Throws as their master. Magic-users with a familiar can see through its eyes and hear everything it hears, if they take a round to concentrate. The magic-user can direct their familiar as needed by thought.

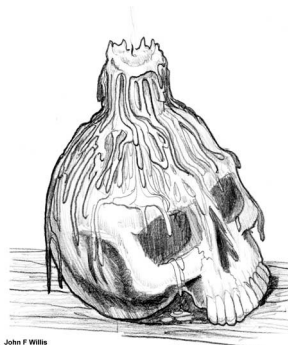
In addition, magic-users who have a familiar gain a +1 bonus to Saves vs. Magic Wands and Spells.



Minor Magic: Magic Users can cast everyday magic at will. This is usable once per round if no other action taken. This ability is for non-combat use only. Attempting something abusive fails automatically. Abusive uses include pickpocket attempts, combat effects, etc.

Allowable uses would be: light a candle with a wave of the hand, stay dry during a rainstorm, or tying or untying a knot. Using minor magic to knock an item over to distract a guard is ok, but using it to flash a light in his eyes and blind him is not.

Read Magic: Magic-Users can read magic, treating like a normal language. They do not have to cast a spell to do it.



EQUIPMENT

New Armor Types			
Armor Type	Cost	Weight	AC
Quilted Armor	15 gp	20	13
Bone Armor	30 gp	20	14
Studded Leather	40 gp	20	14
Banded Armor	200 gp	35	16

Quilted Armor is made of layered heavy cloth materials and it covers the torso, upper arms, and thighs.

Bone Armor often only covers the torso. Bracers and leg greaves can be added.

Studded Leather is just leather armor with metal rivets added. It covers the torso, upper arms, and thighs.

Banded Armor covers the torso, thighs, and shoulders. Lorica Segmentata, which was worn by the Romans, is the most famous example.

Armor for Mounts

Barding consists of leather armor with metal plates located at strategic places, such as the animal's forehead. Barding gives an animal a +2 AC bonus. Barding is commonly used for horses, riding dogs, and war dogs.

Horse Barding: 100 gp. Weighs 60 lb.

Dog Barding: 20 gp. Weighs 5 lb.

New Weapons

Weapon	Damage	Cost	Range
Bola	1d4	5 gp	10'/20'/30'
Net	-	20 gp	10'
Sap	1d4	1 gp	-
Whip	1d3*	1 gp	-

Bola: Save vs. Paralysis or trip.

Net: Save vs. Paralysis or be -2 to hit, half movement, and can't run. Maximum range is 10'.

Sap: Save vs. Paralysis or be knocked out. Not effective vs. helmets or naturally armored monsters.

Whip: Save vs. Paralysis or trip. No damage vs. AC 14 or higher armor.

Oriental Weapons

Weapon	Damage	Cost
Kama	1d6	2 gp
Katana (1-h)	1d8	20 gp
Katana (2-h)	1d10	20 gp
Naginata (2-h)	1d8	3 gp
Nunchaku	1d4	2 gp
Sai	1d6	2 gp
Shuriken	1d2	1 gp

The kama is a small sickle.

The katana can be used either one-handed or two-handed. In oriental societies, it is usually reserved for soldiers and nobles.

The naginata is a slashing spear.

The nunchaku is basically a small flail consisting of two hardwood sticks connected by twine or a chain.

Sai are pronged daggers. They can be used to disarm an opponent if the user hits AC 18 and his opponent fails a Save vs. Paralysis.

Shuriken are small throwing stars. They can be easily concealed, and are often coated with poison by their user. Their range is 10'/20'/30'.

New Specialty Items

Goods	Cost	Weight
Acid (flask)	10 gp	1 lb.
Antitoxin (vial)	50 gp	-
Poison (blade)	20 gp	-
Poison (liquid)	50 gp	-
Smokestick	20 gp	0.5 lb.
Sunrod	2 gp	1 lb.
Thunderstone	30 gp	1 lb.

Acid

A character can throw a flask of acid as a splash weapon. It has a range of 10'/30'/50'. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Antitoxin

After a character drinks antitoxin, he gets a +5 bonus on saving throws vs. poison for 1 hour. If taken after being poisoned, the character can immediately make another save vs. poison, with the bonus.

Poison (blade)

This sticky mixture is applied to bladed weapons. If an enemy is struck by the weapon, he must save vs. poison or immediately take 1d6 damage, in addition to the weapon damage. For the next 1d6 rounds, he will take 1d6 additional damage.

Poison (liquid)

This poison may be put into someone's food or drink, or splashed into their face. They must save vs. Poison or take 1d6 damage for 2d6 rounds.

Smokestick

This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube, blocking all vision. A moderate or stronger wind dissipates the smoke in 1 round. The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod

This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Thunderstone

A character can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang. Each creature within a 10-foot-radius must make a save vs. spells or be deafened for 1 hour. A deafened creature cannot hear anything, and takes a -2 penalty on surprise rolls and has a 20% chance to miscast and lose any spell that it tries to cast.

SPELLS

Camp Ward

Spell Level: M2

Range: 30' Radius

Duration: 9 hours

This spell acts as a magical tripwire. Mages cast it on a central area, typically before going to sleep, and the spell helps prevent them from being surprised or ambushed at night. Whenever a creature with hostile intent comes within 30 feet of the spell focus, the mage is immediately warned, and will even wake from a normal slumber. The spell gives a general direction of the impending threat, though not a detailed description of the assailants, only that they exist.

Dimensional Anchor

Spell Level: C4, M4

Range: 100'

Duration: 1 hour

This spell appears as a green ray that shoots from the caster's hand to the target. The target must Save vs. Spells or they cannot dimension door, teleport, or shift to another plane until the spell effect wears off.

Hidden Door

Spell Level: M1

Range: One door

Duration: 24 hours

This spell causes a door to appear as the surrounding walls. The door can only be found if detected as a secret door. The caster can see the door normally.

Holy Weapon

Spell Level: C2

Range: One weapon

Duration: 1 turn

When a cleric casts this spell upon a weapon, the weapon is considered to be a +1 magical weapon vs. demons or undead.

Suggestion

Spell Level: M3

Range: 30'

Duration: One hour per level or until action is completed

The caster influences the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

ENCOUNTER

Ambushes

If characters or monsters are aware of an enemy and have time to prepare, they can ambush their foes. The targets have a 1 in 6 chance of detecting an ambush. If they are actively searching for an ambush, they can detect it on a 1-2 on 1d6. Ambushing creatures do not have to check for surprise, and their foes are surprised on a 1-4 on 1d6 if they fail to detect the ambush. (The party being ambushed will make two rolls, one to detect the ambush, and one for surprise).

Energy Drain

Lost levels and ability points are not permanent. They are regained at a rate of one point or level per week following the attack.

Two Weapon Fighting

Characters that fight with two weapons roll 2d6 for damage and keep the higher die roll. If the character is using two daggers or other low damage weapons, they roll 2d4 and keep the highest result. Knife fighters and thieves roll 2d6 and keep the highest result while using two daggers. Pugilists also roll 2d6 for damage and keep the higher die roll, while other unarmed combatants are subject to the standard Brawling rules.



MONSTERS

Angel

Armor Class: 19

Hit Dice: 10**

No. of Attacks: 1 Holy Fire

Damage: 2d6

Movement: 12'/60' (flying)

No. Appearing: 1

Save As: Fighter 10

Morale: 10

Treasure Type: Nil

XP: 1,480

Angels are the servants of a good god. They appear as a floating ball of light or a winged man with an animal head. If attacked, they blast their opponent with holy fire. Holy fire has a range of 50'/150'/300'. Undead and demons automatically take critical hits from this fire. Angels regenerate one hit point per round, and cannot be permanently killed. They can be hit only by magical weapons or spells.

If someone deliberately desecrates a holy item or holy place, an angel may be dispatched to exact vengeance. They occasionally appear to help the downtrodden and abused faithful, destroying the evil forces involved.

Bone Demon

Armor Class: 20

Hit Dice: 12**

No. of Attacks: 1 (bone spear)

Damage: 1d10 + poison

Movement: 30'

No. Appearing: 1

Save As: Fighter 12

Morale: 9

Treasure Type: I

XP: 2,075

Bone demons appear to be a walking skeleton with eyeballs and bone spurs sticking out at random places. They stand about 9 feet tall and weigh about 200 pounds. Its foes must save vs. spells or cower in fear, unable to defend themselves. Bone demons wield a spear melded from their own bodies. Anyone struck by it must save vs. poison or take 1d6 damage for 1d6 rounds.

Bone demons can cast the following spells at will: *teleport*, *dimensional anchor*, *fly*, *invisibility* (self only), and *wall of ice*. They can summon 1d6 shredder or howler demons once per day with a 35% chance of success.

Chain Demon

Armor Class: 19

Hit Dice: 7*

No. of Attacks: 1 chain (20'/40'/80')

Damage: 1d10

Movement: 40'

No. Appearing: 1

Save As: Fighter 7

Morale: 10

Treasure Type: Nil

XP: 735

Chain demons are dangerous opponents. They are 6 feet tall, and weigh around 200 pounds. They look like a walking human corpse draped in metal chains. They are only encountered on the regular world if summoned by magic. They are often used by evil sorcerers to fight in major battles or to eliminate rivals.

Chain demons can only be hit by magical weapons or spells. They are immune to poison and fire, including magical fire. They have darkvision, and can see through magical darkness.

Opponents facing a chain demon must save vs. spells or suffer a -2 to all to hit rolls.

In combat, chain demons launch steel chains out at their opponents. In melee, they whirl chains around themselves, and hit every opponent within five feet of them.

Driders

Armor Class: 18

Hit Dice: 8*

No. of Attacks: 1 (Sword or Shortbow)

Damage: by weapon

Movement: 40'

No. Appearing: 1

Save As: Fighter 8

Morale: 9

Treasure Type: L

XP: 945

Driders are a drow elf and spider hybrid, created through foul magic. They have darkvision to 120'. They can climb walls, even hanging upside down. They are resistant to magic, and gain a +4 bonus to saves vs. wands or spells.

Their weapons are poisoned. Anyone struck by a drider must save vs. poison or immediately lose an additional 1d6 points of damage for 1d6 rounds.



Howler, Demon

Armor Class: 18

Hit Dice: 7+10*

No. of Attacks: 1 (bite)

Damage: 2d8

Movement: 40'

No. Appearing: 1 (2d6 on home plane)

Save As: Fighter 8

Morale: 9

Treasure Type: Nil

XP: 945

Howlers are furless dog-like demons with a mane of quills. Howlers live on planes where chaos and evil hold sway. A howler is about 8 feet long and weighs about 2,000 pounds. Howlers are surprisingly intelligent, yet they do not speak—they only howl. If there is a language within the howls, as some have suggested, even spells cannot decipher it. Howlers understand Abyssal.

Anyone struck by a howler must save vs. paralysis or be hit by 1d4 quills. Each quill does 1d6 damage.

Howlers can howl once per turn. Creatures with less than 4 HD that hear it must save vs. spells or run away in fear for 1d6 rounds.

Imp, Demon

Armor Class: 17

Hit Dice: 2**

No. of Attacks: 1 sting

Damage: 1d6 + poison

Movement: 15'/50' (flying)

No. Appearing: 1

Save As: Magic-User 3

Morale: 7

Treasure Type: Nil

XP: 125

Imps are demonic creatures summoned into the material plane. They are about a foot tall, and have small but functional wings. Anyone struck by the imp's stinger must save vs. poison or take an additional 1d6 damage.

An imp can polymorph itself into one or two animal forms: a crow, goat, rat, or dog being common. Imps regenerate 1 hit point per round, and can be hit only by silver or magical weapons (or by animals with 5+ hit dice).

Imps are often used by magic-users as familiars. Imps love manipulating mages into committing evil acts, especially if the mage is trying to work for the greater good.

Lich

Armor Class: 20

Hit Dice: 18***

No. of Attacks: 1 hand

Damage: 1d12 + paralysis

Movement: 40'

No. Appearing: 1

Save As: Magic User 20

Morale: 10

Treasure Type: H, N, O

XP: 4,480

Liches are the undead remnants of wizards, usually made undead by their own deliberate acts during life. A lich casts spells as a level 18 magic-user.

A lich's touch causes paralysis unless the target makes a save vs. paralysis with a -3 penalty. The very sight of one of these dread creatures causes fear in any being of 5 HD or below.

Liches are highly malign and intelligent, and will have both magical and mundane traps set up in their lair. Liches are immune to Turn Undead.



Naga

Armor Class: 19

Hit Dice: 9*

No. of Attacks: 1 spear or 1 spell

Damage: 1d6 + poison

Movement: 30'

No. Appearing: 1d6, Lair 2d10

Save As: Magic-User 9

Morale: 9

Treasure Type: U, D in lair

XP: 1,150

Naga have a snake body and snake head, with the scaled human torso and arms. They are usually found along the seashore or in swamps. They can use weapons and cast spells.

Naga have darkvision, including being able to see through magical darkness. They can cast the following spells once per day: *Cause Fear*, *Charm Person*, *Darkness*, and *Suggestion*.

Naga weapons are poisoned, and anyone hit by them must save vs. poison or immediately take an additional 1d6 points of damage every round for 1d6 rounds.



Pit Fiend, Demon

Armor Class: 34

Hit Dice: 20+100****

No. of Attacks: 4 (claw/claw/wing/bite)

Damage: 3d6/3d6/2d6/5d6

Movement: 12'/60' (flying)

No. Appearing: 1

Save As: Fighter 20

Morale: 10 (12 in lair)

Treasure Type: F (F, G, H in lair)

XP: 6,000

Pit fiends are the lords of Hell. They stand 12 feet tall and weigh 800 pounds. They are red or black, look like heavily muscled men with goat legs, and have wings and horns. A pit fiend often wraps its wings around itself like a grotesque cloak, and appears wreathed in flames.

They can turn invisible at will. They can only be hit by +3 or better magical weapons, holy or blessed weapons, or level 4 or higher spells. Anyone hit by a pit fiend must save vs. disease or catch demonic chills. After 3 days, victims lose 1d4 points of Strength permanently. Anyone facing a pit fiend must save vs. spells or run away in terror for 1d6 rounds. Pit fiends regenerate 2 hit points per round, and can only be permanently killed in their home fortress.

Twice per day, pit fiends can summon any two demons to fight with them. Pit fiends can also cast fireballs at will, which do 10d6 damage.



Pseudodragon

Armor Class: 16

Hit Dice: 3*

No. of Attacks: 2 (bite + sting)

Damage: 1d6/1d6 + poison

Movement: 15'/60' (flying)

No. Appearing: 1

Save As: Magic-User 4

Morale: 7

Treasure Type: Nil

XP Value: 175

A pseudodragon is a small dragon with a body about one foot long, with a 2-foot tail. It weighs about 7 pounds. A pseudodragon can communicate telepathically and can also vocalize animal noises.

A pseudodragon can deliver a vicious bite, but its principal weapon is its sting-equipped tail. Anyone struck by the tail must save vs. poison, or take an additional 1d6 damage.

Pseudodragons can detect invisible creatures with no dice roll required. They can communicate telepathically with anyone within 60 feet.

Magic-users often take pseudodragons as familiars. Pseudodragon familiars are playful and try to keep the magic-user from taking things too seriously. They will be very unpleasant and unhelpful with any magic-user that summons demons or undead.

Ratmen

Armor Class: 14

Hit Dice: 1 (see descriptions)

No. of Attacks: 1

Damage: 1d6 + poison

Movement: 30'

No. Appearing: 2d6

Save As: Normal Man

Morale: 8

Treasure Type: L (C, O, Qx10, S in lair)

XP Value:

Ratman: 25 XP

Ratter: 100 XP

Brute: 145 XP

Sorcerer: 235 XP

Ratmen are humanoid rats, nearly man-size in height. They walk on their hind legs and they use their hands as would a human. They are typically brown or black, though whites are seen. Their eyes are a deep red and reflect light, making them appear to glow at night. It appears that their goal is the complete domination of the land and the slavery of all other races. As such, they have no allies among the other races.

All Ratmen have darkvision. They speak Ratmen, though some (20%) speak Common. Ratmen also have the ability to speak with rats of any type, and often use rats as spies and forward lookouts. Ratmen are constantly exposed to disease, and thus gain a +4 on their saves when exposed to some form of plague. Ratmen are never attacked by rats of any type.

Ratmen weapons are poisoned. Anyone hit by one must save vs. poison or take an additional 1d6 damage.

The majority of Ratmen have no special skills (~85%). They are usually encountered in packs of 3 to 30. They conform to the listed statistics, and have no special abilities. If ratmen are preparing for a major battle, they don chainmail and have an AC of 15. They wield spears and short swords in battle.

Ratters are ratmen who have an innate ability to command rats, equivalent to a *Charm Animal* spell. They will be leading 4 - 16 giant rats when encountered. If in an area populated by

rats, they can summon an additional giant rat each round along with engaging in normal combat. Ratters are the only beings able to cause rats to attack ratmen; even human mages or clerics can't do this. Ratters have 2 HD, with maximum hit points. They fight with a short sword in one hand and a whip in the other. They have only a -2 to hit with their second weapon (the whip). They Save as a Fighter 2.

Brutes are the ratmen warrior elite. They average 6 feet in height and are quite muscular (+1 to hit and damage with a weapon). They have 3 HD, with maximum hit points. They wear plate mail (AC 17) and wield two-handed swords, great axes, and halberds in combat. They are immune to fear (including spells, dragons, etc), and have a Morale of 10. They are often used as bodyguards by the clan elite, as well as being excellent shock troops in battle. Brutes typically aren't too bright (Int 7 - 8), and as such are rarely encountered in any type of leadership capacity (not counting leading other Brutes). They Save as a Fighter 3.

Sorcerers are extremely rare. They have 3 HD, but cast spells as a 9th level magic-user. They have a bodyguard of 30 brutes with them at all times. They are the masters of the ratmen race, and all ratmen defer to them. Sorcerers maintain a library and a laboratory much as human mages do. Each Sorcerer has his own selection of spells, but they all tend to prefer spells that cause lots of damage (such as fireballs), as well as using curses and spells that cause disease or prolonged pain. They Save as a Magic User 9.

Ratmen are extremely territorial, and often war with each other. A different clan rules each area, and if members of another clan enter the area, it is considered an act of war. These wars are often very vicious, and are one of the main reasons the Ratmen do not overrun everyone just by numbers.

Ratmen also fight amongst themselves to determine rank within the clan. These fights are seldom fatal, but all ratmen are scarred, with many missing an eye or ear. The Sorcerers encourage this behavior, as their god says that only the strong

may rule. Sorcerers are above inter-clan warfare, and often visit each other. No ratmen would dare assault a Seer or his bodyguards. Sorcerers also work together, though not well. There is much politicking among them, but they won't fight each other.

Ripper

Armor Class: 13

Hit Dice: 2

No. of Attacks: 1 bite

Damage: 1d8

Movement: 50'

No. Appearing: 2d4

Save As: Fighter 2

Morale: 8

Treasure Type: Nil (J, K in lair)

XP: 75

Rippers are vicious little monsters. They are semi-intelligent, and often set up ambushes. They stand two feet tall, and weigh about 30 pounds. They have very sharp teeth, and wicked little claws. They can leap up to 10 feet and then attack. They move very quickly.

Rippers are carnivores, and prefer to feed on the intelligent races, as they enjoy inflicting pain on their prey. They are known to “play” with their food before killing it, if they have a large advantage. If not, they try to kill as quickly as possible, leaping for the throat.



Scarecrow

Armor Class: 15

Hit Dice: 5*

No. of Attacks: 2 fists

Damage: 1d6/1d6

Movement: 30'

No. Appearing: 1

Save As: Fighter 5

Morale: 9

Treasure Type: K, L

XP: 405

Scarecrows are evil, magically-animated constructs. They are 6 feet tall, and weigh around 100 pounds. They look like a normal scarecrow, but they walk and have glowing eyes.

Scarecrows are immune to electricity and poison. They take double damage from magical fire.

Scarecrows have a hypnotizing gaze. Anyone who looks at their face must save vs. paralysis or be stand dumbfounded for 2d6 rounds. The victim cannot react to attacks, and will just stand there until either the paralysis wears off or he is killed.

Shredder, Demon

Armor Class: 17

Hit Dice: 5*

No. of Attacks: 2 claws

Damage: 1d8/1d8

Movement: 40'

No. Appearing: 1

Save As: Fighter 5

Morale: 10

Treasure Type: Nil

XP: 405

Shredders are the demon front-line troops. They are 5 feet tall, and weigh around 200 pounds. Their appearance ranges from animalistic to deformed human. They have oversized hands with large talons that they use to kill their enemies. Shredders are only encountered on the regular world if summoned by magic. They are often used by evil sorcerers to fight in major battles or to eliminate rivals.

Shredders can only be hit by silver weapons, magical weapons, or spells. They are immune to poison and fire, including magical fire. They have darkvision, and can see through magical darkness.

Shredders are good tacticians, and will use ambushes if possible. If wounded during a fight, they go berserk and gain a +1 bonus to hit.

Succubus, Demon

Armor Class: 20

Hit Dice: 6+6****

No. of Attacks: 2 claws

Damage: 1d6+1/1d6+1

Movement: 30' (50' flying)

No. Appearing: 1

Save As: Magic User 10

Morale: 8

Treasure Type: L (I in lair)

XP: 930

A succubus looks like a beautiful female with small horns and a tail. It is 6 feet tall in its natural form and weighs about 125 pounds. It has a Charisma of 20.

Succubi are not warriors. They flee combat whenever they can. If forced to fight, they can attack with their claws, but they prefer to turn foes against one another.

Succubi use their change shape ability to assume humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with heroes is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies her life-draining kiss. Succubi are not above taking on the role of a damsel in distress when encountered within a dungeon. Succubi can speak all languages.

A succubus can only be hit by magical weapons or spells. They are immune to poison and electricity.

Level Drain: A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a suggestion spell, causing the victim to accept another kiss from the succubus. The victim must save vs. spells to negate the effect of the suggestion. Victims must apply their Charisma modifier to their Saving Throws.

Succubi can cast the following spells at will: *charm monster*, *detect good*, *ESP*, *dimension door*, *suggestion*, *teleport* (self plus 50 pounds of objects only, never misses destination). Caster level 12th. A victim's Saves are affected by his Charisma modifier.

Summon Demon: Once per day a succubus can attempt to summon 1 shredder demon with a 30% chance of success.

Change Shape: A succubus can assume the form of any Small or Medium humanoid. If possible, she will use *ESP* on her victim and assume the shape of his ideal mate. Succubi will also assume the form of a male in order to seduce a female victim.

Velociraptor, Dinosaur

Armor Class: 18

Hit Dice: 6

No. of Attacks: 2 (talons/bite)

Damage: 2d8/2d6

Movement: 16' (Leap 20')

No. Appearing: 1d6

Save As: Fighter 6

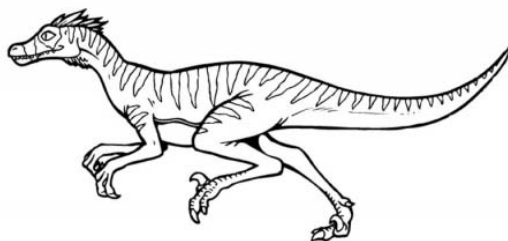
Morale: 9

Treasure Type: nil (L in lair)

XP: 500

A Velociraptor is a man-sized carnivorous dinosaur. It is green with darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 500 pounds.

A velociraptor uses a combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A velociraptor has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.



War Golem

Armor Class: 19

Hit Dice: 10**

No. of Attacks: 2 blades

Damage: 1d12/1d12

Movement: 40'

No. Appearing: 1

Save As: Fighter 10

Morale: N/A

Treasure Type: Nil

XP: 1,480

War golems are designed for front-line combat. They are 8 feet tall, and weigh around 900 pounds. They are usually made from hardwood, which is then covered in steel plates. Instead of hands, they have large scythe blades. They are controlled by magic-users, and typically are only used by armies. They can follow simple instructions, so their controller does not have to concentrate to use them.

War golems are immune to fear, charm, cold, poison, and electricity, and take half damage from fire. They have darkvision, and can see through magical darkness.

Winged Horror

Armor Class: 16

Hit Dice: 3*

No. of Attacks: 1 bite

Damage: 2d6

Movement: 50' (flying)

No. Appearing: 1

Save As: Magic-User 3

Morale: 10

Treasure: nil

XP: 175

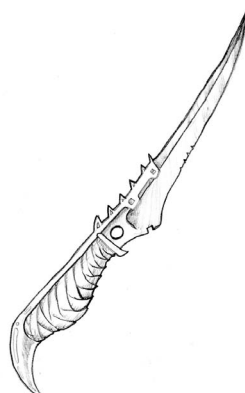
Winged horrors are aberrations from some other plane of existence. They appear as a pitch-black orb with bat-wings. They have an open maw filled with rows of teeth. They have no discernable eyes or other features. They fly constantly, and appear to never tire. Their skin is leathery and tough, and if they are cut they bleed a green ichor. They emit a high-pitched shriek as they are attacking, but are otherwise silent.

Winged horrors can see in pitch blackness, including magical darkness. Anyone who sees a winged horror must save vs. paralysis (at a -2 penalty) or run in panic away from the creature for 1d6 rounds.

TREASURE

Assassin's Blade

This dagger +3 is sought after by those in the murder-for-hire business. The blade is inherently poisoned, and anyone struck by it must save vs. poison or take 1d6 damage per round for 1d6 rounds. In addition, the blade cannot be located on the wielder if he is searched, except by a *detect invisible* spell.



Bag of Useful Items

Whenever the user needs a non-magical item, he has a 50% chance of finding it in this bag. The user cannot search for the same item more than once per day. The bag will not supply gold or gems, only equipment.

Blood Drinker

This is a two-handed sword +5 with Drain Energy. It has a deep red blade, and is obviously magical. In addition, it is cursed. Any time it is drawn from its scabbard, the wielder must kill someone.

If no enemies are about, the wielder must save vs. spells or attack the closest person. If the wielder is alone, he must save vs. spells or kill himself with the sword. The wielder cannot drop the blade until he has killed someone, whether it is an orc or a human. A *remove curse* spell will allow the wielder to sheathe the sword.

The weapon appears to be indestructible. Several holy men have attempted to destroy it in the past, with no success.

Bracers of Archery

The wearer gains a +1 to hit and +1 to damage with any missile weapons he uses.

Bracers of Armor

These bracers supply the wearer with a magical shield that covers their body. The bracers come in a number of varieties that provide AC 13 through AC 19. The bracers will not work if the user is wearing armor, though they do combine with rings of protection.

Dread Armor

This suit of plate mail +4 is dark red in color. The helm is the face of a demon. Ornate scrolling covers the entire suit. Anyone who faces the wearer in combat must save vs. paralysis or be paralyzed with fear for 1d6 rounds. Affected victims just stand there, and will make no attempt to protect themselves. They are treated as having AC 11 until the paralysis wears off.

Clerics of good deities will seek to destroy the Dread Armor wearer over other foes, and will not parley with him. If someone wearing Dread Armor enters a good church, they will take 1d6 damage per round until they leave or remove the armor.

Exploding Arrows

These magical arrows are found in groups of 10-20. They function as a standard arrow in regards to weight and range. When fired at an enemy, they explode on impact. All creatures within five feet of the impact take 1d6 damage. In addition, they must save vs. spells or catch fire. Creatures that are on fire take 1d6 fire damage per round until the fire is put out. Both the initial burst and the following flames harm creatures affected only by magic.

Figurines of Wondrous Power

Each of the several kinds of figurines of wondrous power appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word is spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Bronze Griffon

When animated, a bronze griffon acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the bronze griffon once again becomes a tiny statuette.

Golden Lions

These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Ivory Goats

These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

* The Goat of Traveling: This statuette provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.

* The Goat of Travail: This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.

* The Goat of Terror: When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a light warhorse. However, its rider can employ the goat's horns as weapons (one horn as a +3 lance, the other as a +5 longsword). When ridden in an attack against an opponent, the goat of terror radiates fear as the spell in a 30-foot radius. It can be used once every two weeks for up to 3 hours per use.

Marble Elephant

This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

Obsidian Mount

This figurine is of a winged horse, carved from obsidian. When used, it transforms into a pitch black pegasus. It will carry one rider for up to eight hours, but can only be used twice per week. If the person using the figurine is a cleric of a good-aligned god, the mount will fly away the first time it is summoned, and not come back.

Onyx Dog

When commanded, this statuette changes into a creature with the same properties as a riding dog except that it is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities. It adds +2 to its rolls to detect hidden objects and for surprise rolls. It has 60-foot darkvision, and can see invisible creatures. An onyx dog can be used once per week for up to 6 hours. It obeys only its owner.

Serpentine Owl

This figurine becomes either a normal-sized horned owl or a giant owl according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing her of all it sees and hears. (Remember the limitations of its Intelligence.)

Silver Raven

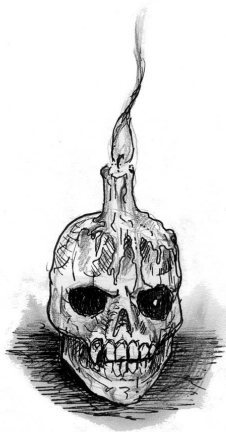
This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it AC 19). Another command sends it off into the air, bearing a message to its target. The message is delivered in the mage's voice. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its non-figurine status for only 24 hours per week, but the duration need not be continuous.

Goggles of Night

These goggles are made of brass, with ruby lenses. They provide the wearer with Darkvision to 60’.

Grave Dust

This dust helps protect the user from undead. When it is sprinkled over someone, unintelligent undead will ignore the person unless he attacks them. Intelligent undead can make a save vs. magic to act normally. If they fail their save, they also cannot attack the user.



Ioun Stones

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time.

Color	Benefit
Clear	User does not require food or water to survive
Blue	+1 Wisdom
Green	+1 Strength
Purple	+1 Intelligence
Pink	+1 Charisma
Red	+1 Dexterity
Yellow	+1 Constitution

Lantern of Revealing

This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it.

Robe of the Archmagi

This robe is dark blue, with yellow stars scattered over it. It may only be worn by magic-users. It provides the wearer with a +4 AC bonus and +2 to all saving throws. In addition, the wearer's caster level counts as one level higher for the purposes of determining spell effects (such as how many dice to roll for damage on a fireball).

Spear of Wounding

This weapon is a spear +2 that inflicts a bleeding wound upon its foes. Anyone struck by the spear must save vs. spells or receive a cut. The cut bleeds for 1d6 damage per round, and will continue bleeding until magical healing is used on the victim.

Tabard of Spell Warding

This tabard is green with a red shield. It provides the wearer with a +2 to all saves vs. wands and spells.

War paint

A number of ancient peoples used to wear war paint into battle. They also believed it granted them protection, and allowed them to conquer their fears in the face of an enemy.

Warriors who have prepared themselves with war paint gain a +1 to their Armor Class. This may be slightly magical in nature, due to the favor of the gods. It might just be that the war paint grants them enough confidence that they will take risks and fight better than they otherwise would have. Only characters with a barbaric background may benefit from war paint.

GM INFORMATION

Some Advice for New GMs

1. Don't be afraid to wing it. If the group decides to head east, even after you've left clues that the monster lair is to the west, just roll with it. Move the lair to the east, so that they still find it. No one will know unless you tell them.
2. Use published materials in your homebrew. Even if you only use a couple NPCs or a monster from an adventure, it makes the purchase worthwhile.
3. Use plots from novels or movies you like. Change the names and locales and make the bad guys gnolls, and the players might never know they were the stars of "The 13th Warrior".
4. Ask the players what they thought of the adventure at the end of the night. Take notes on what the players thought was fun and what was boring. Use this to improve your next sessions.
5. Don't play loud or annoying music or have the TV on during the game. If you do, the players won't be paying attention or might not hear what you are saying.
6. Don't stop the game to look up a rule. Just flip a coin and go with it. Look up the rule after gameplay is over.
7. Be generally familiar with the adventure before the game starts. You don't have to have it memorized, but have a good idea of what's supposed to happen. Odds are, the players will do something to mess up a carefully crafted mission, so you should have a couple clues or easy encounters ready to get them back on track.
8. A flowchart of an adventure is a great aid for a GM. Just have the NPCs and major encounters on it, with arrows connecting the necessary parts.
9. Limit how many puzzles or riddles you use in an adventure. A puzzle you think is trivial may take your friends an hour to figure out.

10. Don't have chokepoints in an adventure. If something must happen for an adventure to continue, and the players fail to do it, your adventure is over. Always provide a separate path around any major obstacles. The secondary path does not have to be easy, but it should be present.



Sample Campaign Religion

The High Church

The High Church was formed centuries ago, combining the worship of three powerful deities. Clerics consider themselves to be priests of the High Church and specifically clerics of one of the three gods.

Church laymen worship all three gods, with a slight bias towards the god that is most likely to help them with a specific prayer. Many pray to all three gods in the same prayer, asking Sol for rain, Luna for luck with dice, and Gaia to heal their sick relative.

Sol (The Sun)

Holy Symbol: Golden disc

Cleric attire: A yellow tabard with an orange disc worn over armor. In church, they wear yellow robes with an orange disc on the back.

Alignment: Good

Favored Weapon: Longsword

Areas of Concern: The Sun, Fire, War, Weather, Justice

Sol's religion is based around cathedrals found in cities. Abbeys dedicated to him are found in the countryside. His followers include nobles, clerics, monks, judges, city watchmen, soldiers, and paladins.

Luna (The Moon)

Holy Symbol: Silver disc

Cleric Attire: A dark blue tabard with a silver disc worn over armor. In church, they wear dark blue robes with silver discs on the front and back.

Alignment: Neutral

Favored Weapon: Scimitar

Areas of Concern: The Moon, Prophecy, War, Luck, The Sea, Magic

Luna has small churches in cities and in the country. All ports and lighthouses are dedicated to her. Her followers consist of clerics, mages, generals, and sailors.

Gaia (The Earth)

Holy Symbol: Mountain inside blue circle

Cleric attire: A plain brown tabard over armor. In church, they wear brown robes with dark green sashes.

Alignment: Neutral

Favored Weapon: Staff

Areas of Concern: The Earth, Animals, Plants, Healing, Farming

Gaia's faithful gather in parks in the city and sacred groves and stone circles in the country. Her followers include druids, rangers, farmers, witch doctors, midwives, and herbalists.

Animism

Many primitive people are animists. They believe everything in the world has its own spirit, including the sky, a local river, and even a large boulder near the village. They often talk to these spirits, even if it is a one-way conversation. More civilized people may consider the animist to be a little bit crazy.

Of course, some of the spirits will grant spells to the local shaman or wise woman. These people are considered blessed by the local tribesmen.

An animist cleric must have a patron spirit and focus his spell selection upon what that spirit would be interested in. For example, a shaman who has a river spirit as his ally will have many water-based spells.

Animist clerics consider the weapon favored by their tribe to be their Favored Weapon. They wear feathers, a necklace of stones, or some other signifying ornament related to their patron spirit.

Faerie lords

While not technically gods, the lords of the fae are so powerful that they can grant cleric spells just as a god would.

Oberon (King of the Seelie Court)

Holy Symbol: Oak tree

Cleric attire: A green tabard with a brown oak tree over armor. At services, they wear green robes with a brown sash.

Alignment: Neutral

Favored Weapon: Spear

Areas of Concern: Animals, Pacts, War

Oberon's followers include druids, rangers, nobles, merchants, and soldiers. Oberon maintains no temples, though small shrines are found in the homes of his followers.

Titania (Queen of the Seelie Court)

Holy Symbol: Tiara

Cleric attire: A red tabard with a golden tiara over armor. In services, they wear sheer, very revealing, red robes.

Alignment: Neutral

Favored Weapon: Shortbow

Areas of Concern: Fertility, Plants, Love, Poetry, Song

Titania's followers include lovers, poets, bards, rangers, and druids. Services to Titania are held at ancient trees or large hills. Mushroom circles are also favored by her.

Mabb (Queen of the Unseelie Court)

Holy Symbol: Crescent moon.

Cleric attire: A black cloak with a silver crescent moon over normal armor or clothing. During some services, they only have the cloak on, and are nude underneath it.

Alignment: Evil

Favored Weapon: Dagger

Areas of Concern: Magic, Trickery, Lust.

Mabb's followers include mages, thieves, harlots, and gamblers. Mabb does not care for temples or shrines. She has been known to place a geas on wayward followers, forcing them to complete a quest if she thinks they have been ignoring her.

Demon Cults

Diabolus, Lord of Hell

Holy Symbol: Forked trident

Cleric Attire: A dark red tabard with a black trident over armor or no obvious symbols. All services are held while wearing armor.

Alignment: Evil

Favored Weapon: Polearm

Areas of Concern: Pacts, Destruction, Evil, Fire, War.

Diabolus' followers include nobles, generals, knights, merchants, and assassins. His temples are usually austere and spartan, with braziers and bonfires present.

Lilith, Queen of the Succubi

Holy Symbol: Nubile cambion woman

Cleric attire: No obvious symbols are worn while in public. The entire congregation is completely nude during normal services. Some clerics might wear a holy symbol necklace during services, but that's it.

Alignment: Evil

Favored Weapon: Dagger

Areas of Concern: Lust, Illusion, Evil, Greed, Knowledge, Subterfuge.

Lilith's followers include scholars, harlots, jilted lovers, thieves, and merchants. Her temples are often houses of ill-repute or in the homes of rich merchants.

Orcus, Master of the Undead

Holy Symbol: Skull-head mace

Cleric Attire: A black tabard with a silver goat head over armor. All services are held while wearing armor.

Alignment: Evil

Favored Weapon: Mace

Areas of Concern: Chaos, Undeath, Evil, Gluttony, Wrath.

Orcus' followers include berserkers, necromancers, and psychopaths. His temples are often in out of the way places like sewers, swamps or the darkest forests.



Tricks And Traps

Fountain of Restoration

This small room (10' x 10') has a fountain in the center. The fountain is a cleric healing a wounded warrior woman lying on the ground, with water pouring from the wounded woman's mouth. Characters that drink from the fountain recover all levels and ability points lost due to undead draining.

If the water is taken from the room, it becomes poisonous. Anyone who drinks the water after it has left the room must Save vs. Poison or permanently lose one point of Strength. If they try returning to the fountain to recover this lost point of Strength, it will not work, because the fountain only repairs losses due to undead.

The Maze

A magical door leads to this location. The door places itself in random dungeons, towns, and cities. Anyone who opens the door will be pulled into a small dimension that is one big maze. If the person is in a group, everyone within five feet of the door will be pulled in. After the person enters, the door shuts behind them and vanishes. The door still exists in their world. The only way out is to go through the maze. At the other end will be another door that exits the maze back where the entrance door was located. Once someone solves the maze, their entrance door disappears and goes somewhere else. The entrance door will remain fully functional until someone who used it solves the maze. There are multiple entrance doors in any given world.

The maze is made of stone, and has two levels. The exit is randomly placed somewhere within the maze, and might not be far from the entrance, depending on how the passages loop around.

While travelling the maze, it is quite possible to run into other people or monsters that are also trapped. Some will want help, while some may attack the characters.

A fair number of undead lurk within the maze, as well. They are the remains of those who died while seeking a way out. These

undead are anything from skeletons to spectres, depending on how powerful they were in life.

Pillar of Madness

A pillar, about 30 feet high and 10 feet in diameter, is situated on a plain, hill, or large clearing in woodlands. It has been there for centuries. No one knows where it came from. It is inscribed with strange runes that match no known language. Anyone who comes within 100 feet of it must make a saving throw vs. magic, or be compelled to approach the pillar. This saving throw must be made each round that the person is within 100 feet of the pillar. The pillar also affects animals, monsters, and even insects.

When the creature touches the pillar, it immediately goes berserk. It will attack anyone nearby, friend or enemy, with whatever is at hand. Affected people may not use spells, only melee combat. The berserker will continue to attack any living creature nearby until it dies. The berserker will not eat or drink, just wander out from the pillar, killing as it goes. A *Remove Curse* spell will grant the affected person or creature another Saving Throw.

No known magic has been able to destroy the pillar. Even wishes fail. It is a powerful artifact, that is truly too dangerous to use.

In some worlds, a paladin order or similar organization sets up a perimeter to prevent creatures from being affected. Unfortunately for them, birds, ants, bees, and other such creatures still reach the pillar, and then end up attacking the guardians.

Tome of Spell-stealing

This large, obviously magical book is sometimes found in treasure troves. Characters looking it over will assume it is some kind of spellbook or even holy book. In fact, it is a clever trap.

If a mage or cleric reads this book, even just flipping through it, they immediately lose one random spell of the highest level they have currently memorized. The effect is as if they had cast the spell, so they cannot immediately just memorize another spell. If they continue reading, they will continue to lose spells at the rate of one spell per round of reading.

The book can be burned or otherwise destroyed, just as a normal book can be. Some spellcasters, after realizing what the book is, will keep it among their other spellcasting materials, to punish any would-be thieves.

Miscellanea

City Encounters

1. Kids stealing the purses of inattentive shoppers.
2. Two merchants getting into a fistfight because one set his cart up in the spot reserved by the other.
3. A man having sex with a prostitute in the alley.
4. People playing dice games and taking bets.
5. A lady riding in a litter, which is surrounded by tough guards who beat anyone who doesn't get out of the way fast enough.
6. An orphan getting attacked by giant rats.
7. Sailors looking to shanghai some crew.
8. City guardsmen beating up a thief.
9. Obvious foreigners being led by a rake to an inn that pays him for customers.
10. Street thugs selling drugs on the corner.
11. Peasants collecting the horse manure off the street to sell.
12. Two young nobles engaged in a duel over some silly slight.
13. A young man with boards on his front and back advertising the local tavern.
14. A dogfight, surrounded by screaming people.
15. A thief getting his hand chopped off in the square.
16. Someone killing a cat to prevent bad luck.
17. Adventurers are roaring down the road, hauling treasure to their home base.
18. A street preacher is ranting at all who pass by. He may be the same religion as one of the characters.
19. A funeral procession for a criminal boss. Everyone hurries to get out of its way.
20. Two street gangs get into a brawl over turf.

City Encounters 2

1. A haunted mansion in the noble quarters. A family that tried to lead a revolt were all massacred by the late Lord. Ever since, ghosts have wandered the halls of this large building.
2. A killer is stalking the poor quarter. He is called the Chopper by the local news callers. The killer is a vampire that is living in the city. He cuts his victim's heads off to hide their means of death and to prevent them from raising as vampires.
3. Something is roaming the sewer system, eating thieves and sanitation workers. Maybe it's a giant white alligator.
4. An old tower that was mostly destroyed sits outside the city walls. Within the rubble is the entrance to a dungeon. A demon has taken the dungeon over, summoning some lesser followers and attracting some cultists.
5. An orphanage that has existed for almost a century is located in the poor quarter. Occasionally, children or homeless people in the area around it go missing. A cannibal cult is running the orphanage, and raises the children to follow its ways.
6. Strange little gray men with large eyes approach the city. They have magical weapons that shoot beams of light that kill people. They use a strange device to communicate, and claim to have come from the stars.
7. A married couple wanders the city, solving crimes. The husband is a fighter of some renown, and his wife is a powerful magic-user. They may enlist the aid of adventurers depending on the case they are trying to solve.
8. Tax collectors approach any newly-wealthy adventurers, demanding a share for the city. Any who refuse will be arrested.
9. A famous minstrel is performing at a local inn. It costs one silver to get in. The place is crowded with screaming teenagers. The minstrel may or may not be working with slavers to kidnap teens that go into the back to see him.
10. A protest march is moving towards the Lord's Keep. Their cause might be racial equality, lower taxes, or better

living conditions. A block of soldiers await them at the entrance.

11. A gang of street kids hangs out near the local herbalist shop. He might be supplying them with drugs, or he might be keeping them out of trouble.
12. A murderous madman has been robbing banks. He wears a mask and laughs maniacally as he makes his escape. The city guard seems powerless to stop him.
13. An ogre is chained to a giant block in the square. Men are offered 5 gold if they can fight him bare-handed for one minute. There is a large crowd and lots of betting going on.
14. A demon has escaped from a wizard's tower, and is going on a rampage. It has targeted the character's place of residence.
15. The local Church is celebrating a holiday. The area is basically shut down for parades and lots of drinking. Pickpockets are wandering about, looking for easy targets.
16. A carnival has set up outside the city gates. It features flashy magic, captured monsters, a freak show, and rides on a gryphon. It is the talk of the city.
17. There is a guild crafts show at the main Marketplace. All of the local masters are there, showing off their best pieces. Prizes and awards are given out for winning various crafting contests. All guildsmen will be there, and their shops are closed until the show is over.
18. The local army is instituting a draft, due to an upcoming conflict with a neighboring city. Press gangs roam the city, and most people are staying indoors. Guildsmen and nobles are exempt from the press, of course.

19. Ratmen have invaded the city sewers. Soldiers are fighting them in small, pitched battles beneath the city streets. Rewards are offered for adventurers who join the fight.
20. The local magistrate has offered a 5 silver reward for each orc ear turned in. The orcs in the area have been attacking trade caravans, and the army has not been able to stop them. He hopes this will improve the situation.

Different types of spellbooks

1. Leatherbound tome.
2. Tome bound in human/elf/monster skin.
3. A bunch of scrolls tied together.
4. A bag of coins, each holding one spell.
5. A talking skull that teaches spells.
6. A necklace of bone discs with spells carved into them.
7. A staff with spells engraved on it.
8. A harp that teaches spells to mages who play songs on it.
9. Rune stones that teach spells to mages who toss them onto the ground.
10. A nightingale that sings spells each morning.
11. Bronze discs collected on a ring with spells engraved into them.
12. A smoky crystal globe that shows spells in fiery letters when asked.



Street Gangs

1. Elven Raiders – This gang has only elven members. They tend to be racist, and are involved in burglaries, drugs, and muggings.
2. High Rollers – These are bored rich kids. They mainly just go out and get into brawls.
3. Maze Runners – This gang lives in the poorest section of the city. They are pickpockets and pimps. They also provide protection for the locals.
4. Marketers – These pickpockets and pimps hang out in the major markets of the city.
5. River Rats – This gang is found around the local river, if one is near the city. They are smugglers and robbers.
6. Rooftoppers – This gang runs the rooftops of the city. They specialize in burglary and collecting and selling information.
7. Sewer Rats – This gang controls the sewer system. They allow thieves to use it and act as guides, all for a price. They also smuggle illegal goods.
8. Shoremen – This gang runs the docks. They take a small cut of the goods, and provide workers for the ships. They are very protective of their turf, and do not permit petty thieves or other gangs to operate there.
9. Short Rounds – This gang is made up of halflings, goblins, and starborn. They are into con games, pickpocketing, and prostitution.
10. Warlords – This gang runs the warehousing and general labor areas. They are involved in drugs, protection, prostitution, and general rough-housing. Many members work in the local businesses.



Wilderness Encounters

1. A group of orcs are in a clearing in the woods, torturing two elven captives who are tied to stakes. If rescued, the elves can guide characters to an elven village, where they will be treated as heroes.
2. A small stream is exiting a cave. Inside the cave is a hidden entrance to an old dwarven ruin. Dwarf characters will recognize the entrance.
3. There are monkeys in the trees. If the characters camp in the woods, the monkeys will steal one random small item from each person.
4. An orcish hunter is stalking the group. He is a high level fighter, and can only be spotted on a 1 on 1d6 if he hides.
5. A slaver caravan is coming down the road opposite the characters. If the characters appear dangerous, the slavers will leave them alone. If not, the slavers will attempt to capture the party. The slaves are mostly women and children.
6. A warden is riding down the road towards the characters. He is looking for poachers or outlaws, and will ask the characters if they've seen evidence of either.
7. Toll booth! Tax collectors are stationed here. It costs 2 cp per person and 1 sp per horse or wagon. Trying to bypass the tolls will lead to public whippings.
8. A gypsy caravan is parked by the road. They offer news and minor repairs. If the characters are known friends with gypsies, they can stay at the camp that night.
9. Goblin wolf riders start following the characters. Depending on what the party does, they may attack or trade goods.
10. A wagon being driven by a minstrel and a few entertainers approach. They will happily trade news or perform for a fee.
11. Harpies are spotted circling in the distance. If approached, the characters find a small caravan that has been ransacked and the travelers killed.

12. A group of travelers are being robbed by bandits. This might be a set-up, where the “victims” are also bandits. Or it might be very good timing for the heroes.
13. A lone man and his dog are walking across the plain. He wears chainmail and has a longsword. He looks dangerous.
14. Someone riding a gryphon flies over the group for a while, tracking their movements.
15. A group of pilgrims passes by. They chant constantly and whip themselves as they walk. They ignore the characters unless they are attacked.
16. A merchant is set up by the road. He offers the characters items of magic and potions of wonder. He might even have a real magic item in his selection.
17. A knight and his squire are riding down the road. He wears the heraldry of the local baron. He may question the characters on where they are going and what they plan.
18. The characters see a gypsy caravan get attacked by orcs. They have not been spotted by either group. Gypsies in this area have a bad reputation.
19. A zombie horde approaches. There is a storm cloud in the distance behind them. Perhaps the necromancer is there.
20. After coming around a blind corner, the party stands face to face with a bear.

INTRODUCTION

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