



Footprints

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% in Lair:

We have a real monster issue this time. No, really... with Steve Marsh's **Nightflyers**, four monsters by Michael Haskell and John Turcotte, and Marc Staff's **Felis** race, you should find plenty here to challenge your players.

Up front you'll find John Turcotte's mini-module *Watchers on the Whyestil*. Check out the great blue-line maps, courtesy of Sir Clarence! The monsters in the module aren't novel, but some are pretty creepy...

Check it out! There's a lot of great stuff in this one!

Chris Gonneman



Watchers on the Whyestil

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An AD&D Adventure for Characters Levels 4-6

START: During the years of The Watchful Peace, the elves of the Vesve constructed a series of beacons and towers along the Dulsi River and on islands in Whyestil Lake to protect and warn against the return of evil things into the blighted wastes of luz. Upon the Enemy's return, many of these watchtowers were besieged. Virtually all now have fallen into his hands.

One such beacon tower was constructed upon the island of Vittfera ("white pine"), at the mouth of the Dulsi. It withstood the initial efforts of the Enemy to blind those spying upon him. However, some twelve years ago, his minions swept over the island and drove all the elves before them in fear. Of late, the island has been used as the site of several sorties into the Vesve by hogoblins, ogres and worse.

Adric Greymantle, Lord of the High Elves of the Vesve, has long sought to recapture the island. He and his staunch ally, the Mayor of Highfolk, have called out to brave heroes to assist in their effort. You have answered his call. You have been asked to secure the watchtower itself in anticipation of the elfin force. The elves have constructed sleek boats, which barely rise above the level of the water in anticipation of the assault. Their keen-eyed scouts have detected a rough landing along the isle's northern shore that appears lightly guarded. Waiting until a moonless night, you have set off, furtively paddling through the cool, dark waters until the island could be spied in the gloom. You have seen the glow of several watch fires along the western shore and lights within the tower's windows. You have made your way to the rocky inlet and have quietly pulled the boats ashore.

DM'S NOTES: Lord Greymantle has promised each PC a reward of 5,000 gp, together with any booty they can liberate from the tower. In addition, each surviving party member shall be allowed to choose one of the following as a reward: a cloak of elvenkind, a pair of boots of elvenkind, or a suit of elven chainmail.

luz has caused this island to be occupied by a small host of gnolls, hobgoblins and ogres. All tend to avoid the watchtower proper due to its terrifying sentinels (q.v.). However, if obvious combat is detected, the humanoid will set aside their fear and storm the structure. The PCs will likely be overcome in such an event. It would therefore behoove them to move in stealth whenever possible. The party must use extreme caution not to allow the alert to be sounded!

The elfin host waiting on the western bank is not intended to come into play. The party has eight hours to capture the tower; the elfin force will attack at sunrise. It is up to the PCs to secure the tower to allow the elves to strike without warning. If the heroes are successful, it is assumed that the elves are also. If the DM wishes, he or she may expand upon the military assault on the island. The humanoid force is described in Encounter Area 4.



WANDERING MONSTERS

There are no wandering monsters within the watchtower itself. If the PCs choose to explore the island rather than make for the watchtower, they will likely encounter humanoid troops. An encounter occurs on a 1 in 6 chance, checked once every half-hour (3 turns). If an encounter is indicated, consult the following table:

<u>Roll</u>	<u>Encounter</u>
1	Hungry ettercaps
2	Hobgoblin leader and bodyguards
3	2-12 hobgoblins
4	2-8 gnolls
5	1-4 ogres
6	Ogre leader (with two bodyguards)

NOTE: No wandering monsters will be encountered in Area 3 as luz's minions have learned (the hard way) to avoid this area.

Hungry ettercaps: These creatures have crept out from Area 3 in search of a snack. There will be 1-2 ettercaps and they have brought a giant spider with them. Any losses must be subtracted from Area 3. The ettercaps each bear a silk net, but neither has any treasure.

Hobgoblins: The hobgoblins are all clad in studded leather armor and bear small wooded shields bearing the device of luz. They are armed with spear and scimitar. The hobgoblin leader (HP: 9, +1 on damage due to strength) wears chain mail armor and shield (AC: 4) and is armed with a scimitar. Hobgoblins encountered will have 2-8 sp; the leader double that amount.

Gnolls: The gnolls wear thick leather doublets (AC 5) and are armed with battle axes and spears. They will each have 3-12 sp on their person.

Ogres: These brutes are unarmored and uniformly carry heavy iron maces. They will have 4-16 cp on them.

Ogre Leader: This ugly monster wears a studded leather jack and bears a large metal shield emblazoned with the Enemy's device (AC: 2, HP: 36). He wields a two-handed sword with his sword arm, inflicting 7-16 hit points of damage in combat. He is always accompanied by two imposing bodyguards (HP: 29 each), who each fight with bardiches. The leader has 24 gp and 45 sp. in a belt pouch, and always carries an enormous silver tankard worth 100 gp (more reflective of size and weight than quality). Each bodyguard has 10 gp and 22 sp.

ISLAND ENCOUNTER KEY

(The Island Map appears on Page 13.)

1. **ROUGH LANDING**: The island's north shore acts like a prow against the steady current of the Dulsi. The bank is undercut and rocky here, allowing you to pull the boats up under cover. Moreover, the shoreline is thick with stumps and dead limbs, a testament to the lush growth that once thrived here. It appears that the Enemy's minions have hacked and burned much of the tree growth down along the western edge of the island. Now, only a thorny scrub has survived, clutching at your skin and garments.

There is a great deal of cover and the PCs can move undetected. A faint path can soon be found leading to Area 2.

2. WATCHERS: A faint flickering fire and the smell of cooked flesh stops you abruptly. A small campfire has been dug into a hollow, hiding it from the view of the river.

Five gnolls (HP: 15, 13, 12 (x2), 11) and a hyenadon (HP: 29) have been set as guard here. Two of the gnolls are cooking over the fire while the others are hurling spears into a target, only occasionally watching the river. The hyenadon is curled up at the fire's edge. The largest gnoll carries a horn that he will sound if given an opportunity. If blown, a unit of twenty-four gnolls will arrive in 5 rounds; the alarm for the entire island will be raised. The gnolls have no treasure.

3. HAUNTED COPSE: Unlike the remainder of the island, the northeastern shore is heavily forested. Thick pine trees crowd one another for space.

luz has sent several ettercaps to the isle for eventual relocation into the Vesve. There are three of these monsters here (HP: 34, 29, 27), along with two giant spiders (HP: 27, 23) and nine large spiders (HP: 9, 7 (x4), 6 (x3), 5). The ettercaps' lair is high in a webbed bough in the center of the thicket. There, amidst the bones and husks of their victims can be found some 230 cp, 110 sp and 57 gp. The victims still wear much of their clothing, including four leather shirts and an entire suit of **+1 studded leather armor** (although the victim's husk would have to be cut free of the web to be obtained). There are also numerous scimitars, three morning stars, a short bow and 12 arrows (2 are +2), a silver dagger worth 75 gp, and a stoppered clay pot containing a **potion of extra healing**.

4. THE ENEMY CAMP: A chaotic mess of evil banners, crude tents and tall, ugly totems dominates this area. It is apparent that a large force of humanoids is camped in this area.

The occupying force camps here. The humanoids squabble and bicker with one another, held in check only by the will of their master. If the alarm is sounded, they will quickly mobilize. The enemy's forces are briefly summarized here, the DM may expand upon them if desired:

The hobgoblin force numbers 180 strong. Fully half are armed with composite bows and scimitars. Forty are armed with spears and scimitars, thirty with pikes and twenty are armed with spears and battle axes.

They have 9 leader-types among them, each armored in chain mail and armed with light crossbows and scimitars. The hobgoblin camp is overseen by a sub-chief (HP: 16) clad in plate mail and bearing a heavy crossbow and **+1 scimitar**.

There are 80 gnolls camped here. Twenty are armed with longbows and longswords. The remainder are armed with spears and battle axes. Three hyenadons gambol about.

They have four leader-types, each bearing a shield and armed with a morning star. The gnoll force is led by a chieftain, a massive scarred brute (HP: 22) bearing a **+1 shield** and wielding a **+2 flail**.

luz has camped 22 ogres on the island, including their leader and his bodyguards. All are armed with maces. Their leader is described in the WANDERING MONSTERS section (q.v.).

5. THE WESTERN SHORE: This shore is well defended. The humanoids have strewn the beach with fallen trees and detritus, making landing difficult. Sharpened stakes have been set into the

western shore, their points facing the water. Engines of war have been placed here, including a pair of catapults and several trebuchets. Watch-fires are maintained along the shore.

This area is heavily guarded. A troop of twenty hobgoblins (HP: 8, 7 (x2), 6 (x5), 5 (x8), 4 (x3), 3) and two leaders (HP: 9 each) watch this area. All are armed with composite bows. Both leaders bear alarm horns, similar to that carried by the gnoll in Area 2.

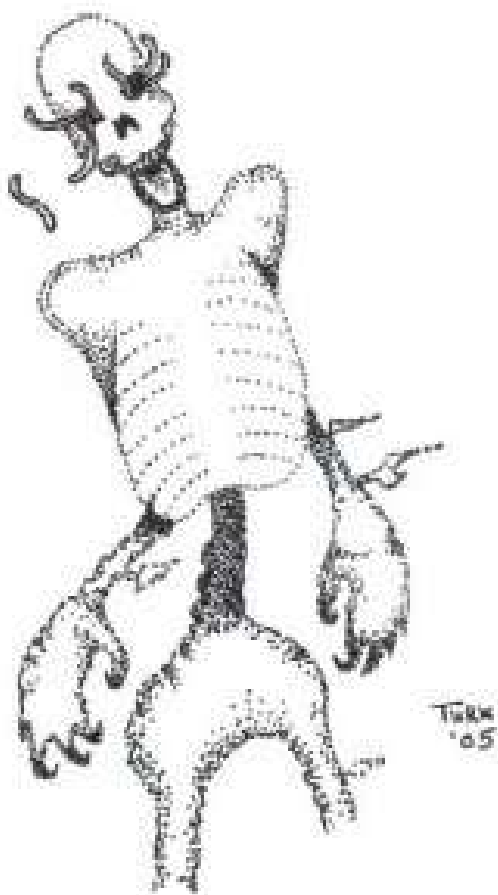
In addition, a dozen more hobgoblins (HP: 8 (x2), 7, 6 (x3), 5 (x2), 4 (x3), 3) man the war machines. All are armed with scimitars.

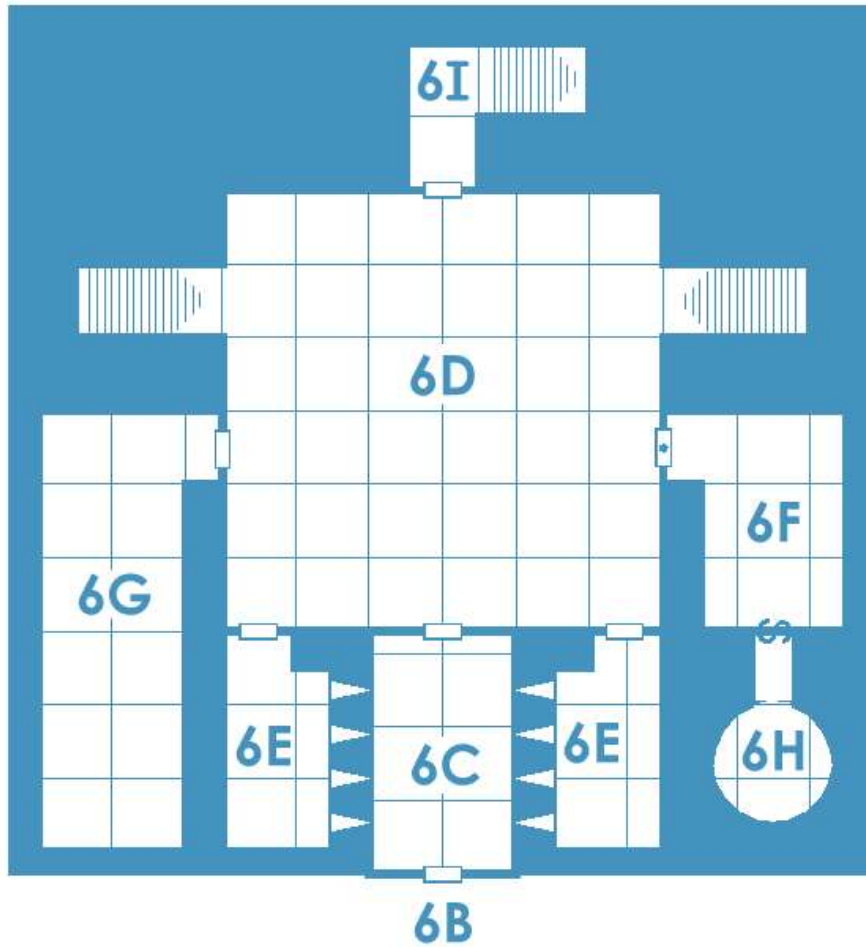
There are eight bullywugs (HP: 7, 6 (x3), 5, 4 (x3)) kept here, armed with spears. They act as spies for the island's forces and serve to attack enemy boats in the water.

6. THE WATCHTOWER: The watchtower has been constructed on the highest point on the island. Although designed to spy into the lands beyond the eastern shore of the delta, it clearly has a fair view of the western waters as well. Four short but graceful towers sprout from a narrow base. Above that, a single spire ascends some two hundred feet. A wide, unwallled yard leads to the single door of the structure. Wicked standards for the motley clans and tribes who march under the Enemy's banner have been set along the edges of the yard.

The battlements above are some 40' above the ground. They appear to be manned, but a careful watch can determine that the guards shun the southeastern wall (they cannot bear the sight of the sentinels at Area 6A). A line of arrow slits rings the entire fortress.

6A. THE SENTINELS: The wide yard was once an orchard, but it has been razed and the soil pounded flat. The small outbuildings are all unlocked and contain stores for the troops. There is no need for further security; this area is guarded by three Sons of Kyuss (HP: 16, 14, 12). These frightful guardians will be encountered singly as they patrol the area, but they will jointly investigate any disturbance.





The
Watchtower
FIRST LEVEL



FIRST LEVEL

6B. FRONT GATE: This stout door is buttressed by thick bands of iron. The door is actually ajar, for the Sons in Area 6A retreat within during the daylight hours and haunt the Entry Hall (Area 6C).

6C. ENTRY HALL: Beyond the entryway is a short hallway. Arrow slits line the walls. A door identical to that at Area 6B guards the entry into Area 6D.

Because of the fear generated by the Sons (Area 6A), none of the guard rooms (Areas 6E) are manned unless the alarm for the island has been sounded. The door leading into Area 6D is locked, but not barred.

6D. COMMON AREA: This is obviously a mess hall area. Several long, rough tables have been set up. They are piled with filthy plates and bowls, and with the stinking remains of past meals. A pair of stairways lead up out of this room, and there are five wooden doors set into the walls.

There is a hobgoblin sergeant here (HP: 9) conferring with two hobgoblin subordinates (HP: 7 each). A pair of off-duty gnolls (HP: 14, 11) are eating and drinking here. Sleeping in a corner is a worg (HP: 24). Loud combat here will automatically alert the guards in Area 6G and has a 10% cumulative chance per round of altering the guards in Area 6H.

6E. GUARD ROOMS: These rooms each feature arrow slits looking into Area 6C. Each room has a wooden bench, an unlit brazier and has six full quarrels of arrows hanging from pegs. The northern room has three short bows, the southern room four.

6F. ARMORY: This door to this room is locked. The Tower Commander (Area 6K) and the Evil High Priest (Area 6R) each hold keys. It contains the armaments of the watchtower. There are 11 composite bows, over 1,000 arrows, 60 scimitars, 30 daggers, 40 spears, 23 studded leather shirts (sufficient for medium-sized characters) and 13 small metal shields (all emblazoned with the Enemy's device).

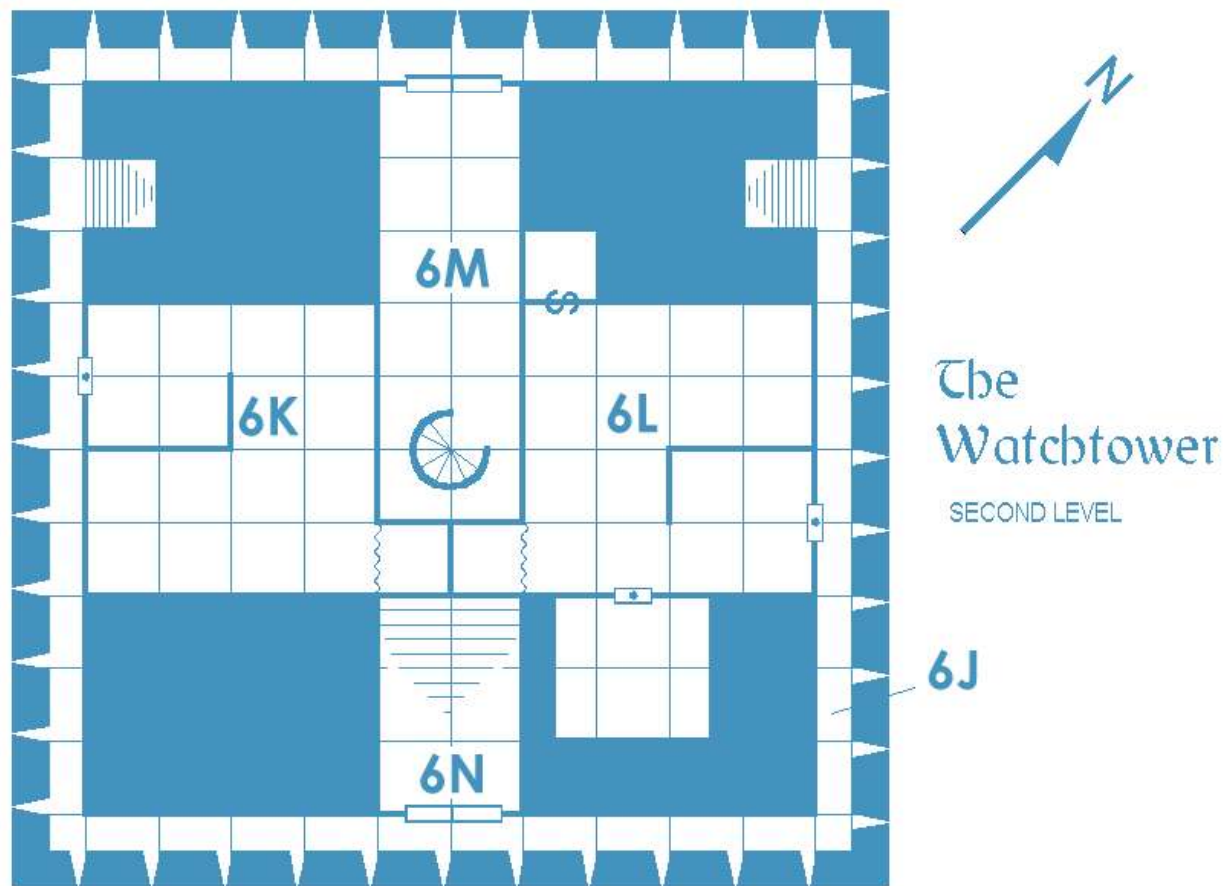
6G. BARRACKS: This room houses the tower's troops. More than two dozen bunks have been crammed into this stinking chamber. All manner of clothing and personal effects litter the area.

There are 12 off-duty hobgoblins (HP: 8, 7, 6 (x4), 5 (x3), 4 (x2), 3) here. None is wearing any armor and all are currently unarmed, although scimitars are within easy reach. If the squalor is completely searched (a time-consuming process), 220 cp, 118 sp and 18 gp can be collected.

6H. SECRET CHAMBER: The humanoids have not located this cleverly hidden secret door. It is only 2 ½' high and pushes in before sliding seamlessly to the left. Within is a tiny, low-ceilinged (4' high) chamber.

Hidden here before the watchtower's fall are a small iron-bound chest (the key long lost), a pair of short bows, a quiver of arrows and a bundle wrapped in a pelt. The chest is trapped with a sleeping gas that will expand into a 20' diameter cloud if not removed (save versus poison or slumber for 2-12 turns). It contains 500 pp, a leather pouch that holds 4 amethysts (400, 300 (x2), and 250 gp, respectively) a pair of diamonds each worth 550 gp, and two steel vials (potions of **speed** and **gaseous form**, respectively). The bows are each +1 and the quiver holds six silver-tipped arrows, 4 **+2 arrows**, and 10 **+1 arrows**. The cloak is a **cloak of elvenkind**.

6I. LANDING: These stairs lead down into the DUNGEON LEVEL.



SECOND LEVEL

6J. GUARDIAN WALK: Arrow slits line the walls in a complete defense of the tower. This area is manned at all times by eight hobgoblins (HP: 7, 6 (x2), 5 (x4), 4) armed with composite bows and daggers. If the alarm for the island has been sounded, six hobgoblins from Area 6G will man the walk.

6K. LIEUTENANT OF THE TOWER: The door into this area is usually locked. The Lieutenant (Area 6L), Tower Commander (Area 6L) and Evil High Priest (Area 6R) have keys for this lock. Within is a spartan sitting and sleeping area.

The Tower Lieutenant is quartered here, although he is currently visiting with the Commander. Besides normal clothing and equipment, a small (unlocked) chest can be found beneath the bed. It holds 200 gp, an ivory statuette of a salmon worth 125 gp, and the Lieutenant's prized possession, a **Murlynd's spoon**. The chest also contains a scorpion (HP: 1) that may sting an unwary hand reaching in (save versus poison at +2 or suffer 1-6 hit points of damage, and be unable to use that hand for 1 hour per point of damage suffered).

6L. TOWER COMMANDER. The door into this area is usually locked. The Lieutenant, Tower Commander and Evil High Priest all have keys for this lock.

The sitting area is richly decorated, with plush settees, and a small silver bowl filled with fragrant unguent. A silk tapestry depicting a ghostly city of pallid stone looming above a desolate haunted plain is hung upon one wall. A dark lacquered table is covered with maps.

The Tower Commander is here, discussing security with his lieutenant before making his rounds. He appears to be a large, evil-looking goblin. In fact, he is a barghest (AC: 2, HD: 6+6, HP: 41) sent here from Dorakaa to oversee his master's designs. He is unarmored but wields "Elfbiter," a **+2 scimitar of elf-slaying** (+3 against elves and half-elves, inflicts double damage against any true elf (aquatic, dark, gray, grugach, high, valley, or wood)). He carries a ring of keys to Areas 6C, 6F, 6K, 6L, 6R and 6T at all times. On the ring is a key to the chest in his sleeping area (q.v.).

With him is the Lieutenant of the Tower, a hobgoblin chief (HP: 22). He is clad in plate mail and bears a **+1 shield** (AC: 1). In combat, he fights with a **+1 scimitar**, **+2 versus demihumans** and has a **+3 dagger of venom** at his hip. He also carries a ring of keys that will open the doors in Areas 6C, 6K and 6L.

The silver bowl is worth 25 gp and a bottle of the rare unguent, worth 125 gp in a large city, can be found in the sitting room. The maps depict the Duls River delta and an apparent planned sortie into Vesve territory.

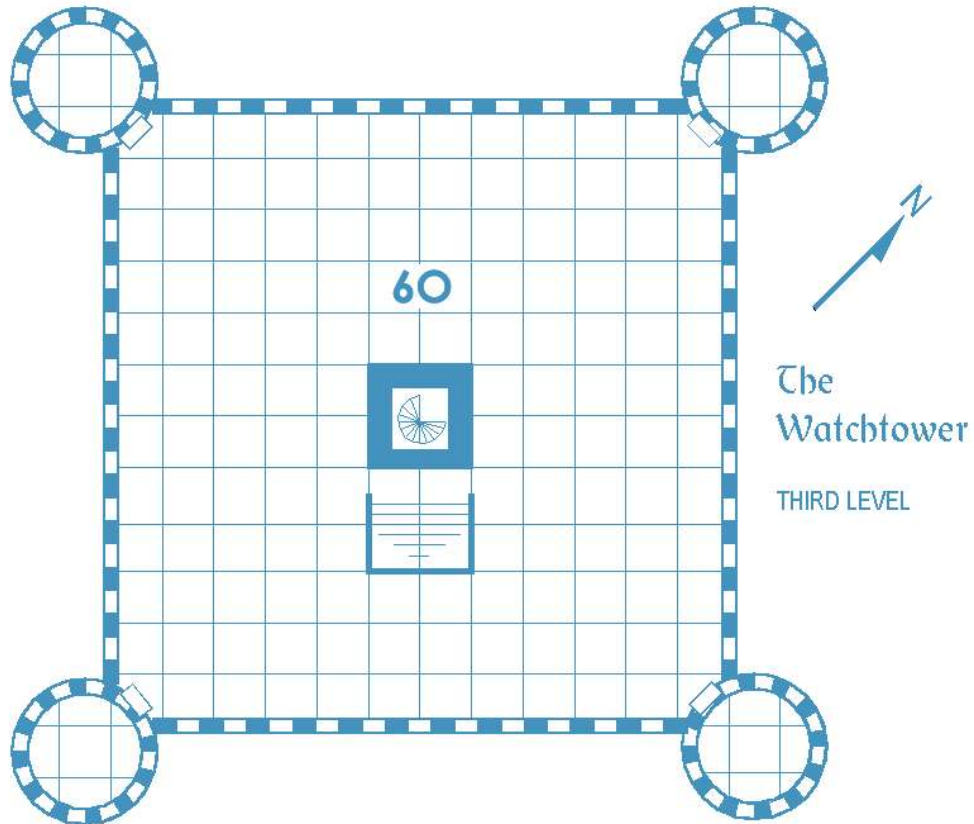
The sleeping area is also richly decorated. A large, bronze-framed mirror of smoky glass is hung upon one wall. The Commander's suit of plate mail is kept upon a manikin while not in use. Behind a secret door, the Commander's personal effects are kept in a large chest. The chest is not locked, but it is trapped. Opening the chest without first depressing a hidden catch will cause a scythe-like blade to swing in an arc 3' in front of the chest inflicting 2-8 hp of damage to any victims in its path. Opening the chest without first depressing a hidden catch (detectable with a successful find traps roll) will cause a 3' long scythe-like blade to spring out from the front face of the chest and swinging in an arc, inflicting 2-8 hp of damage to any victims in its path.

Aside from personal items, the chest holds a **+1 scimitar**, the sheath of which is set with bloodstones and decorated with the Old One's device (worth 500 gp to the right party). Also within is a **scroll of protection from elementals**, a light crossbow, and a smaller (locked) chest that in turn holds 800 gp, a **potion of extra healing**, and two blocks of rare incense that, when lit and the vapors inhaled, will grant the inhaler audience with luz.

6M. STAIRS TO ROOF: This wide flight of stairs lead to the roof.

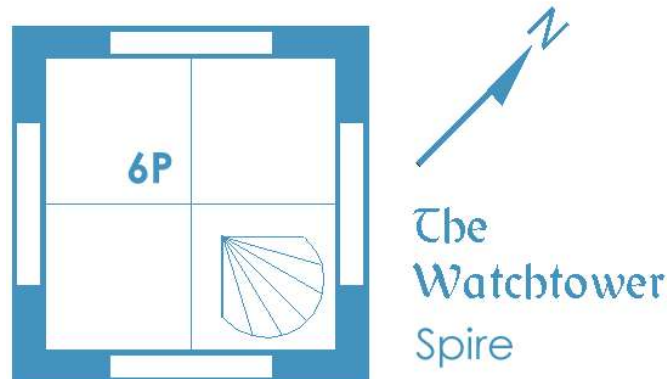
6N. STAIR CHAMBER: A wolf is kept here (HP: 11). Wooden shelves hold casks of oil, tinder, spare lumber and tools, etc.

A spiral staircase winds up over 200' to the top of the spire (Area 6P).



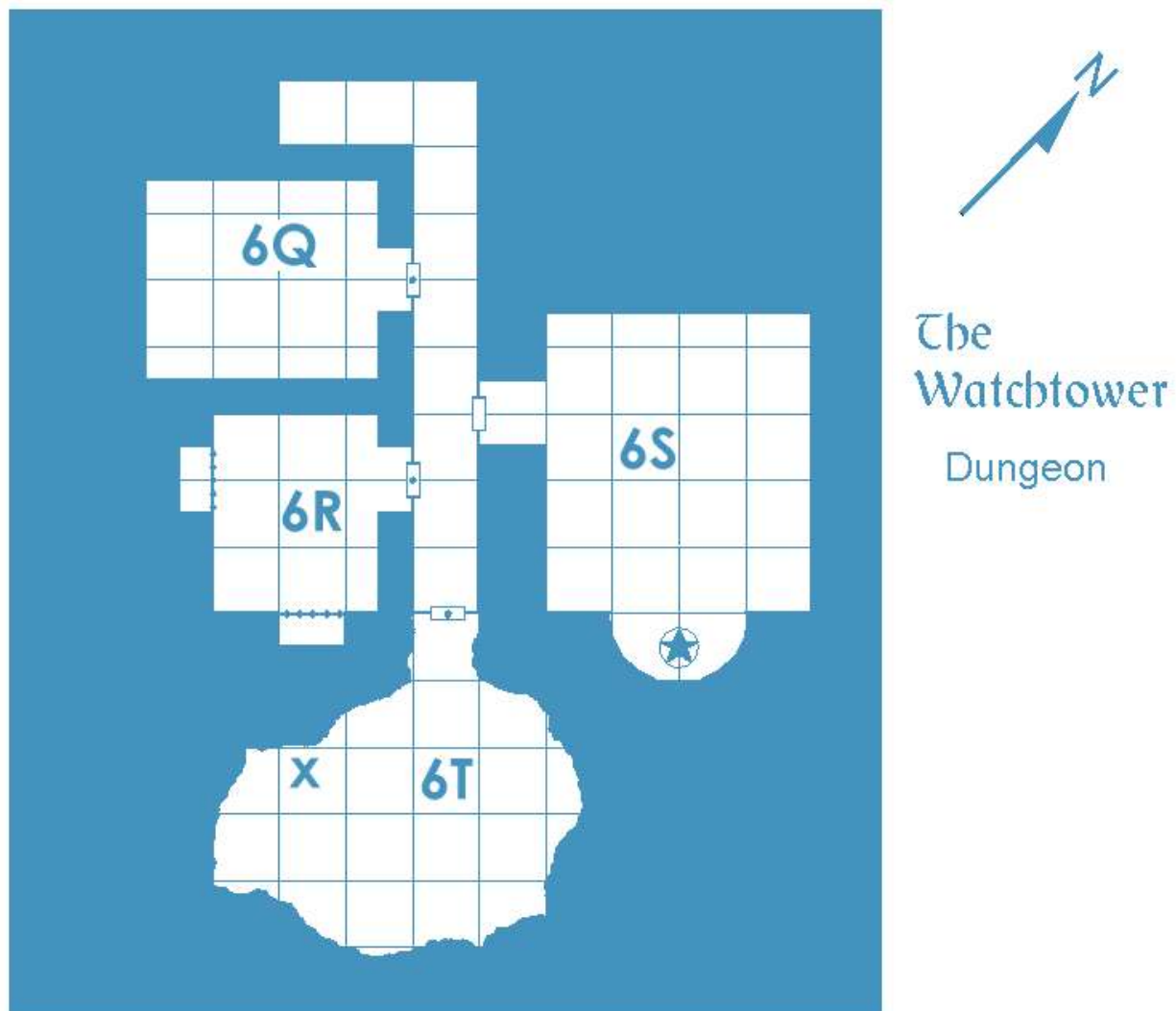
THIRD LEVEL

6O. GUARD TOWERS: It is clear that the watchtower is well defended. A ballista has been set in each tower, each manned by two hobgoblins (HP: 6 each). Eight other hobgoblins (HP: 9, 8, 6 (x3), 5 (x2), 4), armed with composite bows and scimitars, keep watch here. Six gnolls (HP: 15, 12, 11 (x2), 10, 7) armed with longbows and hand axes assist. The most powerful hobgoblin bears an alarm horn.



6P. SPIRE: A solitary hobgoblin guard (HP: 6) with an alarm horn can be found here. Four windows provide a spectacular view. The hobgoblin primarily looks to the west.

The eastern window is enchanted. Anyone using it to view the East who concentrates will find that his or her vision is magically enhanced. Visibility is increased by a factor of twenty, and the viewer ignores any interposing non-magical weather.



DUNGEON LEVEL

6Q. BARRACKS: Four bugbears are quartered here (HP: 16, 14, 13, 12). The bugbears live in squalor. The chamber contains only 33 gp and 67 sp.

6R. DUNGEON. This door is kept locked. The Tower Commander (Area 6L), Evil High Priest (Area 6S) and the inhabitant within (q.v.) hold keys. Beyond the door is a squalid dungeon, with two cramped cells. An especially ugly bugbear torturer (HP: 19) lairs here amidst various implements of pain. Although unarmed, he can use a burning brand as a club.

There is only one prisoner here, a brave but gravely wounded wood elf, one Talf Evergreen. He is a Fighter/Magic-User, levels 3/3 (HP: 12 (5), S: 14, I: 15, W: 10, D: 13, CN: 15, CH: 11), but has no

spells memorized. He has been tortured and now awaits his fate with the Evil High Priest across the hall.

6S. SHRINE OF IUZ: This chamber is lit by stout greasy candles in several candelabra. The air is thick with cloying incense issuing from several skull-shaped censers suspended from the ceiling. Low benches face an obscene shrine. The far wall bears a bas-relief carving of a great crimson serpent devouring its own tail. A basalt altar crouches before it, deeply stained from past offerings.

The Evil High Priest holds unholy services here. He is a human 8th level Chaotic Evil cleric (HP: 40). He wears **+2 plate mail** and is armed with a **staff of striking** (18 charges). The EHP has memorized the following spells:

First Level: *ceremony, command, portent, protection from good, sanctuary*

Second Level: *aid, enthrall, hold person, resist fire, withdraw*

Third Level: *dispel magic, prayer, speak with dead*

Fourth Level: *cause serious wounds, sticks to snakes*

On his person, the EHP carries 2 vials of unholy water, a **potion of undead control (Sons of Kyuss)**, and a **scroll of protection from possession**. In his belt pouch, he has 22 gp and 11 sp. He holds a ring of keys to Areas 6F, 6K, 6L and 6R and the key to the hidden chest at Area 6T.

The EHP is served at all times by a Son of Kyuss (HP: 22).

It appears that the evil priest resides in this chamber, for a small cot and foot locker can be found, pushed aside while the room is in use. The small (unlocked) chest contains only personal effects and a tiny iron flask sealed with a brass stopper. Within is a putrid green worm, identical to those infesting the Son, that will leap out and attack as a 3HD creature.

6T. STOREROOM: The door is locked and the key held by the Tower Commander (Area 6L). Within are the stores for the watchtower: barrels of water, kegs of beer, casks of brandy, 500 days' worth of iron rations, wheels of hard cheese, jerked meat, grain, and an assortment of vegetables and similar foodstuffs.

This dirt-floored room is guarded by a monster zombie (bugbear, HP: 38). The EHP has buried a treasure chest buried 3' beneath the floor at the spot marked on the map. The location will not be found unless the party specifically searches the floor for buried items and even then, the chance is 1 in 8. A ranger however, might detect tracks leading to the chest's location if he or she examines the floor carefully.

The chest is locked and trapped. If opened, a **glyph of warding** (cold) will inflict 16 hit points of damage (half if a successful saving throw versus spells is made). The chest contains: 1,200 gp, 2,000 sp, 4 matched diamonds each worth 1,000 gp, a gold necklace set with fresh-water pearls worth 750 gp and a jade pendant hung on a silver chain and set with a single black pearl. The whole appears to be worth 1,600 gp. The pearl is in fact a **pearl of the sirines**.



Map Key



Watchtower



Enemy Camp



Contour Line



1 Hex = 40'



Trees



Flotsam and Jetsam



Road

HERE ENDS THE WATCHERS ON THE WHYESTIL

The Nasty NPC Competition

Presenting the third-place winner from Dragonsfoot's Halloween 2003 Nasty NPC competition:

Zoron, Thief of Lives

by Chris Gonnerman

Race: Human (originally, see below)
Class: Thief / 12
Age: Centuries (variable, see below)

Strength: variable
Intelligence: 17
Wisdom: 15
Dexterity: 18 (may vary)
Constitution: variable
Charisma: 12 or more

HP: 42 + Con bonus

Weapon Proficiency: Longsword, Dagger, Sling
Languages: Common, Elvish, Dwarvish, Halfling, Goblin, Hobgoblin, Orcish

Background / details:

Zoron was an uncommonly successful thief who eventually became guildmaster in the largest city in the known world. His exploits were the stuff of legend. Eventually, as time took its toll on him, Zoron retired to a castle in the country.

He could have faded away into oblivion, his eventual funeral attended by a few old thieves. But one day, sitting in his study, Zoron looked upon the supposedly indestructible jewel known as the *Eye of Grax-Nur* and devised a plan.

Taking a few choice items from his personal treasury, Zoron traveled to a nearby town and rented a room in the small inn there. For several days the aged thief looked over the townspeople as he honed his plan. Finally, he was ready to act.

The maid knocked at his door one morning, and he did not answer; so she entered, intending to make up the room as she always did. She found him in bed, apparently dead, with a large red jewel lying on his chest. Curiosity overcame fear, and she approached...

Later, the young and pretty maid boldly approached the eldest son of the stable-owner. He was a strapping youth, in excellent condition and health, and handsome besides. Her approach was bolder than he remembered, and he was a bit alarmed, but she promised him forbidden pleasures if he would only follow her to a private place...



He left town on his father's finest horse without a word to anyone. The maid was half-mad, but eventually the town cleric discovered what had happened. Zoron had used a scroll of *Magic Jar* and the indestructible jewel to possess her, and then in her body he took the jewel to the stableman's son and took over his body.

Zoron's exploits from that point on are the stuff of nightmares, as he descended deeper and deeper into evil with each twisted game he played. People became his playthings. He kept the jewel always on his person, ready to move into it at a moment's notice so as to avoid death.

At last a team of adventurers, chosen by a powerful high priest, tricked Zoron into moving into the jewel. As he did so, one of the adventurers cast a *Protection from Evil* spell on the now-freed host body; all the adventurers present were already protected in this way. Using tongs, they retrieved the jewel and placed it into an enchanted box from which Zoron could not escape. The box was engraved with an accounting of his acts, to deter anyone from opening it.

Time passed, and the box lay forgotten in the archives of the great temple, until one day an archivist noticed it was missing...

Notes: the DM will have to adjust the variable stats above to account for whichever body Zoron is using at the moment. His thief abilities are not given above to save space but can easily be looked up as needed. They must be adjusted to account for the dexterity of the body he currently inhabits.



Magic Items in their Proper Place

By Mike Stewart

<We join a game of AD&D in progress.>

"Ha!" shouts the player. "My second level fighter delivers the coup de gras to the last monster!"

"OK, the creature falls dead." The DM replies, thankful that the random encounter has ended at last.

The player rubs her hands in glee. "So, what treasure was in the critter's lair?"

"Well..." the DM mumbles as he rolls and checks the DMG. "Hmm. The roll says magic items." 'Good, her fighter could use a magic sword' he thinks to himself as he continues rolling. "Ack! A +5 Vorpal Longsword? At 2nd level? No way! I'll re-Roll... Ugh! Plate mail of Etherealness???? One more time... THE EYE OF VECNA?????"

Has this ever happen to you? The original AD&D Dungeon Masters Guide provides a wealth of useful information to any game referee, and its magic item section is a trove of interesting and useful items. Mr. Gygax deserves full kudos for his effort and ingenuity in the development of this tome.

But, one problem it does have is that of rolling for magic items. Items are listed according to category and by alphabetical order and not by power level. Thus, the above described scenario can happen quite easily. So, what can a hapless DM do? Fudging rolls only works so far, and it's hard to keep objectivity as a referee if this is done too much. Is there another option?

To counter this problem, I have taken the magic item tables from the DMG and reorganized them according to the relative power levels of the party, the level of the dungeon/wilderness adventure, and the Dungeon Master's overall milieu. This will give the DM a greater latitude of control over the magic items found in their campaign while still allowing rolls for treasure on the fly as needed during the adventure.

The tables are listed below for levels 1-9, with the level 9 tables used for any additional levels as well. Each level gives a chance for rolling a cursed item, and those tables are located at the end of the article. Note that some tables are adjusted based on the Prime Requisite (PR) of the character.



First Level Items

TABLE 1.1 -- FIGHTER

Roll 1D6

1. Potion of Speed
2. Axe +1
3. Arrow +1, 2-24 in number
4. Leather Armor +1
5. Potion of Heroism
6. Potion of Climbing

TABLE 2.1 -- MAGIC USER

Roll 1D6

1. Potion of Clairvoyance
2. Potion of Animal Control
3. Dagger +1
4. Scroll
(1-8 spells of 1st level, 10% chance
1d4 are 2nd level)
5. Potion of Polymorph (self)
6. Bracers of Defense AC8

TABLE 3.1 -- CLERIC

Roll 1D6

1. Philiter of Love
2. Sweet Water
3. Potion of Healing
4. Scroll
(1-8 spells of 1st level, 10% chance
1d4 are 2nd level)
5. Potion of Healing
6. 1-4 Vials of Holy Water

TABLE 4.1 -- THIEF

Roll 1D6

1. Potion of Gaseous Form
2. Arrow +1, 2-24 in number
3. Dagger +1
4. Dagger +1
5. Leather Armor +1
6. Potion of Diminution

Second Level Items

TABLE 1.2 -- FIGHTER

Roll 1D20

1. Cursed Item
2. Roll on Table 1.1
3. Net of Entrapment
4. Net of Snaring
5. Spade of Colossal Excavation
6. Trident of Fish Command
7. Ring Mail +1
8. Scale Mail +1
9. Shield +1
10. Sword +1
11. Battle Axe +1
12. Bow +1
13. Flail +1
14. Military Pick +1
15. Morning Star +1
16. Spear +1
17. Potion of Invulnerability
18. Mattock of the Titans
19. Potion of Growth
20. SPECIAL (See Table 5.2)

TABLE 2.2 -- MAGIC USER

Roll 1D12

1. Cursed Item
2. Roll on Table 2.1
3. Crystal Ball
4. Dagger +1
5. Scroll
(1-8 spells of 2nd level, 10% chance
1d4 are 3rd level)
6. Potion of Fire Resistance
7. Potion of Levitation
8. Potion of Plant Control
9. Potion of Clairaudience
10. Scroll
(1-8 spells of 2nd level, 10% chance
1d4 are 3rd level)
11. Bracers of Defense AC7
12. SPECIAL (See Table 5.2)

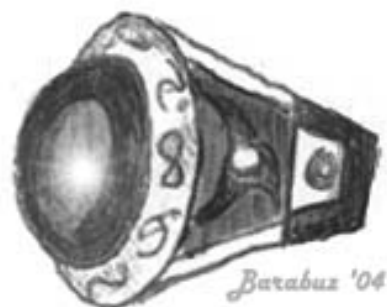


TABLE 3.2 -- CLERIC

Roll 1D20

1. Cursed Item
2. Roll on Table 3.1
3. Incense of Meditation
4. Net of Entrapment
5. Net of Snaring
6. Pearl of Wisdom
7. Phylactery of Faithfulness
8. Trident of Fish Command
9. Ring Mail +1
10. Scale Mail +1
11. Scroll
(1-8 spells of 2nd level, 10% chance
1d4 are 3rd level)
12. Hammer +1
13. Mace +1
14. Shield +1
15. Potion of Extra-Healing
16. Scroll
(1-8 spells of 2nd level, 10% chance
1d4 are 3rd level)
17. Scroll of Protection – Lycanthropes
18. Candle of Invocation
19. Holy Water, 3 vials
20. SPECIAL (See Table 5.2)

TABLE 4.2 -- THIEF

Roll 1D10

1. Cursed Item
2. Roll on Table 4.1
3. Net of Entrapment
4. Net of Snaring
5. Trident of Fish Command
6. Leather Armor +1
7. Dagger +1
8. Potion of Invisibility
9. Dust of Appearance
10. SPECIAL (See Table 5.2)

TABLE 5.2 -- SPECIAL

Roll 1D12 (+1 if PR 13+)

1. Ring of Warmth
2. Wand of Metal & Mineral Detection
3. Bag of Beans
4. Cloak of Elvenkind
5. Decanter of Endless Water
6. Eversmoking Bottle
7. Horseshoes of a Zephyr
8. Wings of Flying
9. Bucknard's Everfull Purse
10. Boots of Elvenkind
11. Ioun Stone (1)
12. Potion of Fire Resistance
13. Quaal's Feather Token

Third Level Items

TABLE 1.3 -- FIGHTER

Roll 1D20

1. Cursed Item
2. Roll on Table 1.2
3. Maul of the Titans
4. Chain Mail +1
5. Shield +1
6. Potion of Super-Heroism (F)
7. Gauntlets of Swimming and Climbing (C, F, T)
8. Sword +1, +2 vs. magic-using and enchanted creatures
9. Sword +1, Luck Blade
10. Sword +2
11. Arrow +2, 2-16 in number
12. Axe +2
13. Axe +2, Throwing
14. Bolt +2, 2-20 in number
15. Dagger +1, +2 vs. creatures smaller than man-sized
16. Scimitar +2
17. Spear +2
18. Javelin +2
19. Scarab of Enraging Enemies
20. SPECIAL (See Table 5.3)

TABLE 2.3 -- MAGIC-USER

Roll 1D12

1. Cursed Item
2. Roll on Table 2.2
3. Ring of Protection +1
4. Scroll of 1-4 3rd level spells
5. Brooch of Shielding
6. Cloak of the Manta Ray
7. Cloak of Protection +1
8. Bracers of Defense AC6
9. Pearl of Power (M)
10. Necklace of Missiles
11. Dagger +1, +2 vs. creatures smaller than man-sized
12. SPECIAL (See Table 5.3)



TABLE 3.3 -- CLERIC

Roll 1D12

1. Cursed Item
2. Roll on Table 3.2
3. Gauntlets of Swimming and Climbing (C, F, T)
4. Scroll of 1-4 3rd level spells
5. Periapt of Wound Closure
6. Chain Mail +1
7. Shield +1
8. Hammer +2
9. Mace +2
10. Periapt of Health
11. Keoghtom's Ointment
12. SPECIAL (See Table 5.3)

TABLE 4.3 -- THIEF

Roll 1D12

1. Cursed Item
2. Roll on Table 4.2
3. Gauntlets of Swimming and Climbing (C, F, T)
4. Periapt of Proof Against Poison
5. Studded Leather +1
6. Short Sword +1, Luck Blade
7. Arrow +2, 2-16 in number
8. Bolt +2, 2-20 in number
9. Dagger +1, +2 vs. creatures smaller than man-sized
10. Sling of Seeking
11. Pipes of the Sewers
12. SPECIAL (See Table 5.3)

Fourth Level Items

TABLE 1.4 -- FIGHTER

Roll 1D20

1. Cursed Item
2. Roll on Table 1.3
3. Potion of Giant Strength
4. Rod of Smiting (C, F)
5. Trident of Submission (F)
6. Chain Mail +2
7. Scale Mail +2
8. Splint Mail +1
9. Shield, large, +1, +4 vs. missiles
10. Sword +1, +3 vs. lycanthropes and shape changers
11. Sword +2, Dragon Slayer
12. Sword +2, Giant Slayer
13. Arrow +3, 2-12 in number
14. Crossbow of Accuracy, +3
15. Axe +3
16. Spear +3
17. Trident (Military Fork) +3
18. Girdle of Hill Giant Strength
19. Horn of Valhalla
20. SPECIAL (See Table 5.4)

TABLE 5.3 -- SPECIAL

Roll 1D20 (+1 if PR 13+, +2 if PR 17+)

1. Roll on Table 5.2
2. Potion of ESP
3. Potion of Flying
4. Potion of Human Control
5. Philter of Persuasiveness
6. Potion of Water Breathing
7. Ring of Water Walking
8. Wand of Enemy Detection (any)
9. Wand of Illumination (any)
10. Wand of Wonder (any)
11. Gauntlets of Dexterity
12. Instrument of the Bards (all other classes re-roll)
13. Helm of Comp. Lang. and Reading Magic
14. Helm of Underwater Action
15. Necklace of Adaptation
16. Dust of Disappearance
17. Horseshoes of Speed
18. Oil of Slipperiness
19. Ring of Telekinesis
20. Broom of Flying
21. Figurine of Wondrous Power (serpentine owl)
22. Amulet of Proof against Detection and Location

TABLE 2.4 -- MAGIC USER

Roll 1D12

1. Cursed Item
2. Roll on Table 2.3
3. Robe of Useful Items (M)
4. Scroll of Protection – Elementals
5. Scroll of Protection – Magic
6. Staff of Striking (C, M)
7. Wand of Fear (C, M)
8. Dagger +2, +3 vs. creatures larger than man-sized
9. Bracers of Defense AC5
10. Scroll of 1-4 4th level spells
11. Medallion of ESP (30' range)
12. SPECIAL (See Table 5.4)



TABLE 3.4 -- CLERIC

Roll 1D20

1. Cursed Item
2. Roll on Table 3.3
3. Scroll of Protection – Elementals
4. Scroll of Protection – Undead
5. Scroll of 1-4 4th level spells
6. Rod of Smiting (C, F)
7. Staff of Striking (C, M)
8. Wand of Fear (C, M)
9. Necklace of Prayer Beads (C)
10. Chain Mail +2
11. Scale Mail +2
12. Splint Mail +1
13. Shield, large, +1, +4 vs. missiles
14. Mace of Disruption
15. Scroll of 1-4 4th level spells
16. Potion of Undead Control
17. Ring of Human Influence
18. Beaker of Plentiful Potions
19. Ring of Mammal Control
20. SPECIAL (See Table 5.4)

TABLE 4.4 -- THIEF

Roll 1D8

1. Cursed Item
2. Roll on Table 4.3
3. Short Sword +1, +3 vs. lycanthropes and shape changers
4. Arrow +3, 2-12 in number
5. Crossbow of Accuracy, +3
6. Ring of Invisibility
7. Potion of Treasure Finding
8. SPECIAL (See Table 5.4)

Fifth Level Items

TABLE 1.5 -- FIGHTER

Roll 1D12

1. Cursed Item
2. Roll on Table 1.4
3. Rod of Lordly Might (F)
4. Girdle of Stone Giant Strength
5. Horn of the Tritons (C, F)
6. Chain Mail +3
7. Plate Mail +1
8. Sword +1, +4 vs. reptiles
9. Splint Mail +2
10. Sword +3
11. Sword +2, Nine Lives Stealer
12. SPECIAL (See Table 5.5)

TABLE 5.4 -- SPECIAL

Roll 1D20 + 1d4

2. Potion of Dragon Control
3. Potion of Giant Control
4. Potion of Longevity
5. Oil of Etherealness
6. Ring of Feather Falling
7. Ring of Fire Resistance
8. Ring of Free Action
9. Ring of Protection +2
10. Ring of Swimming
11. Ring of Warmth
12. Ring of Water Walking
13. Rod of Cancellation (any)
14. Wand of Negation (any)
15. Alchemy Jug
16. Bag of Tricks
17. Boots of Levitation
18. Bucknard's Everfull Purse (Type B)
19. Cloak of Displacement
20. Cube of Frost Resistance
21. Eyes of Minute Seeing
22. Figurine of Wondrous Power (onyx dog)
23. Figurine of Wondrous Power (ebony fly)
24. Nolzurs' Marvelous Pigments

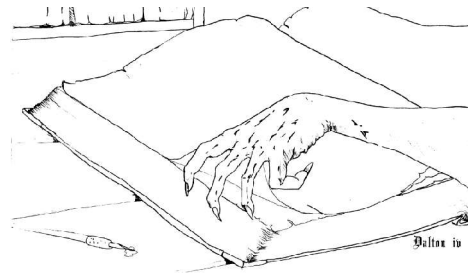


TABLE 2.5 -- MAGIC USER

Roll 1D10

1. Cursed Item
2. Roll on Table 2.4
3. Scroll of Protection – Demons
4. Scroll of Protection – Devils
5. Scroll of Protection – Petrification
6. Ring of Spell Storing
7. Ring of Spell Turning
8. Wand of Illusion (M)
9. Bracers of Defense AC4
10. SPECIAL (See Table 5.5)

TABLE 3.5 -- CLERIC

Roll 1D12

1. Cursed Item
2. Roll on Table 3.4
3. Scroll of Protection – Demons
4. Scroll of Protection – Devils
5. Scroll of Protection – Possession
6. Horn of the Tritons (C, F)
7. Chain Mail +3
8. Plate Mail +1
9. Hammer +3, Dwarven Thrower
10. Mace +4
11. Amulet of Life Protection
12. SPECIAL (See Table 5.5)

TABLE 4.5 -- THIEF

Roll 1D8

1. Cursed Item
2. Roll on Table 4.4
3. Crossbow of Distance
4. Short Sword +2, Nine Lives Stealer
5. Boots of Speed
6. Chime of Opening
7. Boots of Striding and Springing
8. SPECIAL (See Table 5.5)

TABLE 5.5 -- SPECIAL

Roll 1D12 (+1 if PR 13+)

1. Cube of Force
2. Cubic Gate
3. Ring of Djinni Summoning
4. Ring of Protection +3
5. Arrow of Direction
6. Bracers of Defense AC3
7. Cloak of Protection +2
8. Eyes of the Eagle
9. Gem of Brightness
10. Medallion of ESP (30' range w/empathy)
11. Stone of Good Luck (Luckstone)
12. Scarab of Protection
13. Figurine of Wondrous Power
(pair of golden lions)



Sixth Level Items

TABLE 1.6 -- FIGHTER

Roll 1D12

1. Cursed Item
2. Roll on Table 1.5
3. Gauntlets of Ogre Power (C, F, T)
4. Girdle of Frost Giant Strength
5. Plate Mail +2
6. Splint Mail +3
7. Shield +2
8. Arrow of Slaying
9. Sword + 3, Frost Brand:
+6 vs. fire using/dwelling creatures
10. Crossbow of Speed
11. Sword + 1, Flame Tongue
12. SPECIAL (See Table 5.6)

TABLE 2.6 -- MAGIC USER

Roll 1D12

1. Cursed Item
2. Roll on Table 2.5
3. Staff of Command (C, M)
4. Wand of Fire (M)
5. Wand of Paralyzation (M)
6. Wand of Polymorphing (M)
7. Bowl Commanding Water Elementals (M)
8. Brazier Commanding Fire Elementals (M)
9. Censer Controlling Air Elementals (M)
10. Eyes of Charming (M)
11. Mirror of Life Trapping (M)
12. SPECIAL (See Table 5.6)

TABLE 3.6 -- CLERIC

Roll 1D12

1. Cursed Item
2. Roll on Table 3.5
3. Staff of Command (C, M)
4. Staff of Curing (C)
5. Gauntlets of Ogre Power (C, F, T)
6. Phylactery of Long Years (C)
7. Robe of Scintillating Colors (C, M)
8. Plate Mail +2
9. Splint Mail +3
10. Shield +2
11. Ring of Elemental Command
12. SPECIAL (See Table 5.6)

TABLE 4.6 -- THIEF

Roll 1D6

1. Cursed Item
2. Roll on Table 4.5
3. Gauntlets of Ogre Power (C, F, T)
4. Arrow of Slaying
5. Crossbow of Speed
6. SPECIAL (See Table 5.6)

Seventh Level Items

TABLE 1.7 -- FIGHTER

Roll 1D10

1. Cursed Item
2. Roll on Table 1.6
3. Girdle of Fire Giant Strength
4. Splint Mail +4
5. Plate Mail +3
6. Shield +3
7. Sword +4, Defender
8. Sword of Dancing
9. Hammer of Thunderbolts
10. SPECIAL (See Table 5.7)

TABLE 2.7 -- MAGIC USER

Roll 1D8

1. Cursed Item
2. Roll on Table 2.6
3. Rod of Beguiling (C, M, T)
4. Wand of Lightning (M)
5. Manual of Golems (C, M)
6. Sphere of Annihilation (M)
7. Cloak of Protection +3
8. SPECIAL (See Table 5.7)

TABLE 5.6 -- SPECIAL

Roll 1D12

1. Medallion of ESP (60' range)
2. Bracers of Defense AC2
3. Ring of Protection +4
4. Ring of Spell Storing
5. Wand of Magic Detection (any)
6. Boat, Folding
7. Bag of Holding
8. Bucknard's Everfull Purse (Type C)
9. Carpet of Flying
10. Daern's Instant Fortress
11. Gem of Seeing
12. Horn of Collapsing

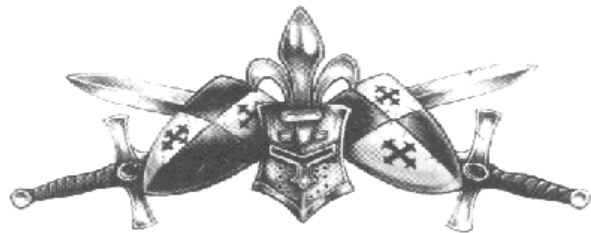


TABLE 3.7 -- CLERIC

Roll 1D10

1. Cursed Item
2. Roll on Table 3.6
3. Rod of Beguiling (C, M, T)
4. Manual of Golems (C, M)
5. Talisman of Pure Good (or Ultimate Evil)
6. Splint Mail +4
7. Plate Mail +3
8. Shield +3
9. Hammer of Thunderbolts
10. SPECIAL (See Table 5.7)

TABLE 4.7 -- THIEF

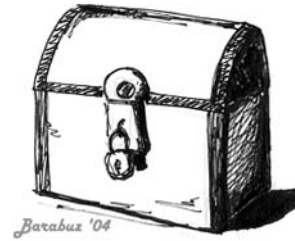
Roll 1D6

1. Cursed Item
2. Roll on Table 4.6
3. Rod of Beguiling (C, M, T)
4. Short Sword of Dancing
5. Cloak of Protection +3
6. SPECIAL (See Table 5.7)

TABLE 5.7 -- SPECIAL

Roll 1D8

1. Ring of Protection +4
2. Ring of Three Wishes
3. Amulet of the Planes
4. Bracers of Defense AC1
5. Medallion of ESP (90' range)
6. Figurine of Wondrous Power (trio of ivory goats)
7. Helm of Teleportation
8. Lyre of Building



Eighth Level Items

TABLE 1.8 -- FIGHTER

Roll 1D10

1. Cursed Item
2. Roll on Table 1.7
3. Girdle of Cloud Giant Strength
4. Plate Mail +4
5. Shield +4
6. Sword +5
7. Sword of Wounding
8. Javelin of Lightning (F)
9. Javelin of Piercing (F)
10. SPECIAL (See Table 5.8)

TABLE 2.8 -- MAGIC USER

Roll 1D6

1. Cursed Item
2. Roll on Table 2.7
3. Scroll of 1-4 8th level spells
4. Wand of Conjunction (M)
5. Bracers of Defense AC0
6. SPECIAL (See Table 5.8)

TABLE 3.8 -- CLERIC

Roll 1D8

1. Cursed Item
2. Roll on Table 3.7
3. Rod of Resurrection (C)
4. Staff of the Serpent (C)
5. Staff of Withering (C)
6. Plate Mail +4
7. Helm of Telepathy
8. SPECIAL (See Table 5.8)

TABLE 4.8 -- THIEF

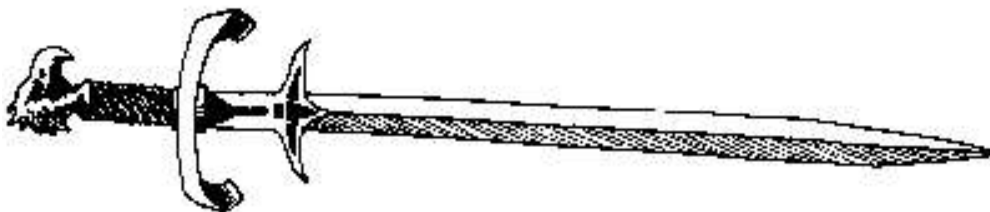
Roll 1D4

1. Cursed Item
2. Roll on Table 4.7
3. Robe of Blending
4. SPECIAL (See Table 5.8)

TABLE 5.8 -- SPECIAL

Roll 1D8

1. Ring of Protection +4
2. Ring of Multiple Wishes
3. Rod of Rulership (any)
4. Wand of Magic Missiles (any)
5. Apparatus of Kwalish
6. Drums of Panic
7. Figurine of Wondrous Power (obsidian steed)
8. Horn of Valhalla (bronze)



Ninth Level and up Items

TABLE 1.9 -- FIGHTER

Roll 1D12

1. Cursed Item
2. Roll on Table 1.8
3. Girdle of Storm Giant Strength
4. Manual of Puissant Skill at Arms (F)
5. Plate Mail +5
6. Plate Mail of Etherealness
7. Shield +5
8. Sword +5, Defender
9. Sword, Vorpal Weapon (If Paladin, 50% chance it is instead a Sword +5, Holy Avenger)
10. Sword of Life Stealing
11. Sword of Sharpness
12. SPECIAL (See Table 5.9)

TABLE 2.9 -- MAGIC USER

Roll 1D20

1. Cursed Item
2. Roll on Table 2.8
3. Ring of Wizardry
4. Rod of Absorption (C, M)
5. Staff of the Magi (M)
6. Staff of Power (M)
7. Wand of Frost (M)
8. Robe of the Archmagi (M)
9. Robe of Eyes (M)
- 10-13. Scroll of 1-4 9th level spells
14. Book of Infinite Spells
15. Libram of Gainful Conjuraction (M)
16. Libram of Ineffable Damnation (M)
17. Libram of Silver Magic (M)
18. Rug of Welcome (M)
19. Cloak of Protection +4
20. SPECIAL (See Table 5.9)



TABLE 3.9 -- CLERIC

Roll 1D10

1. Cursed Item
2. Roll on Table 3.8
3. Rod of Absorption (C, M)
4. Book of Exalted Deeds
5. Book of Vile Darkness
- 6-7. Plate Mail +5
8. Plate Mail of Etherealness
9. Shield +5
10. SPECIAL (See Table 5.9)

TABLE 4.9 -- THIEF

Roll 1D8

1. Cursed Item
2. Roll on Table 4.8
3. Manual of Stealthy Pilfering (T)
4. Shortsword of Life Stealing
5. Shortsword of Sharpness
6. Dagger of Venom
7. Manual of Quickness of Action
8. SPECIAL (See Table 5.9)

TABLE 5.9 -- SPECIAL

Roll 1D20 (+1 if PR 13+)

1. Ring of Regeneration
2. Ring of Shooting Stars
3. Ring of Protection +5
4. Ring of X-Ray Vision
5. Wand of Secret Door & Trap Location (any)
6. Bucknard's Everfull Purse (Type D)
7. Deck of Many Things
8. Efreeti Bottle
9. Helm of Brilliance
10. Horn of Blasting
11. Cloak of Protection +5
12. Horn of Valhalla (iron)
13. Figurine of Wondrous Power (marble elephant)
14. Manual of Bodily Health
15. Manual of Gainful Exercise
16. Mirror of Mental Prowess
17. Portable Hole
18. Tome of Clear Thought
19. Tome of Leadership and Influence
20. Tome of Understanding
21. ARTIFACT

(See AD&D DMG pg 124 Table III.E.)

Cursed Items

TABLE 1.C -- FIGHTER

Roll 1d10

1. Gauntlets of Fumbling
2. Girdle of Femininity/Masculinity (C, F, T)
3. Helm of Opposite Alignment
4. Plate Mail of Vulnerability
5. Shield -1, missile attractor
6. Sword +1, Cursed
7. Sword -2, Cursed
8. Sword, Cursed Berserking
9. Spear, Cursed Backbiter
10. SPECIAL (See Table 5.C)

TABLE 2.C -- MAGIC USER

Roll 1D8

1. Crystal Hypnosis Ball (M)
2. Bowl of Watery Death (M)
3. Brazier of Sleep Smoke (M)
4. Censer of Summoning
Hostile Air Elementals (M)
5. Cursed Scroll
6. Robe of Powerlessness (M)
7. Vacuous Grimoire
8. SPECIAL (See Table 5.C)

TABLE 3.C -- CLERIC

Roll 1D10

1. Curse Scroll
2. Gauntlets of Fumbling
3. Girdle of Femininity/Masculinity (C, F, T)
4. Helm of Opposite Alignment
5. Incense of Obsession (C)
6. Phylactery of Monstrous Attention (C)
7. Vacuous Grimoire
8. Plate Mail of Vulnerability
9. Shield -1, missile attractor
10. SPECIAL (See Table 5.C)

TABLE 4.C -- THIEF

Roll 1D6

1. Gauntlets of Fumbling
2. Girdle of Femininity/Masculinity (C, F, T)
3. Helm of Opposite Alignment
4. Shortsword +1, Cursed
5. Shortsword -2, Cursed
6. SPECIAL (See Table 5.C)

TABLE 5.C -- SPECIAL

Roll 1D30

1. Potion of Delusion
2. Potion of Poison
3. Ring of Contrariness
4. Ring of Weakness
5. Amulet of Inescapable Location
6. Bag of Devouring
7. Bag of Transmuting
8. Boots of Dancing
9. Broom of Animated Attack
10. Chime of Hunger
11. Drums of Deafening
12. Bracers of Defenselessness
13. Dust of Sneezing and Choking
14. Eyes of Petrification
15. Flask of Curses
16. Horn of Bubbles
17. Iron Flask
18. Jewel of Attacks
19. Jewel of Flawlessness
20. Medallion of Thought Projection
21. Mirror of Opposition
22. Necklace of Strangulation
23. Periapt of Foul Rotting
24. Rope of Constriction
25. Rug of Smothering
26. Scarab of Death
27. Stone of Weight (Loadstone)
28. Trident of Yearning
29. Well of Many Worlds
30. Non-functional item, curse already removed.



Nightflyers

by Steve Marsh

All of the Nightflyers are creatures of the far reaches of the astral plane from which dreams originate and to which the astral forms of strong dreamers go. Between the near astral, which merely overlaps our world, and the far ends, which lead to the heavens and hells, are the realms of dreamers to which creatures like the Nightflyers are native.

Shadow Nightflyer

FREQUENCY:	Very Rare
NO. APPEARING:	1-3
ARMOR CLASS:	6
MOVE:	16"/32"; +8" in shadow, +8" in dream
HIT DICE:	9d10
% IN LAIR:	5%
TREASURE TYPE:	O,C, Y
NO. OF ATTACKS:	2 claws, 1 wing buffet
DAMAGE/ATTACK:	2d6 claw, 1d12 wing buffet
SPECIAL ATTACKS:	Dream Illusion, Backstab as 9th level thief
SPECIAL DEFENSES:	50% resistance to physical damage (reduce all physical damage by 50%)
MAGIC RESISTANCE:	50% standard magic resistance; further, all magical damage is halved.
INTELLIGENCE:	Low
ALIGNMENT:	Lawful Neutral 5%, True Neutral 35% , 60% Chaotic Neutral
SIZE:	Large
PSIONIC ABILITY:	Nil
Attack/Defense Modes: Nil/Nil	

The Shadow Nightflyers are natives to the shadow seas of dream. They are only found on the Prime Material Plane when summoned. When slain, 50% of the time they rise again at the next nightfall as Flaming Nightflyers (see below), filled with anger, but without memories.

Every time a Shadow Nightflyer draws blood (does damage) to a creature, there is a 5% chance of their dream illusion power activating. Roll 1d20; on a roll of 1, roll a d6 (for level) and a d12 (for the spell) and apply an illusionist spell to the person whose blood was drawn. If there are not at least twelve illusionist spells of that level in your campaign, and you hit a blank spot, do 1d3 per level in damage due to nightmare shock (heals twice as easily, so 2 points of healing will heal 4 points of shock damage; also fades at 1 point an hour, so after 6 hours, 6 points of the shock damage will be gone). Dream creatures automatically receive the nightmare shock effect (never rolling for an illusionist spell), with the damage at regular effect (doesn't fade, 2 pts healing does 2 points of healing).



Flaming Nightflyer

FREQUENCY:	Very Rare
NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVE:	12"/24"; +6" in fire, +6" in dream
HIT DICE:	12d8+24
% IN LAIR:	50%
TREASURE TYPE:	1/4 H
NO. OF ATTACKS:	1 bite, 1 enfold
DAMAGE/ATTACK:	2d12 + special
SPECIAL ATTACKS:	Heat Aura
SPECIAL DEFENSES:	Absorb Fire Attacks
MAGIC RESISTANCE:	15%
INTELLIGENCE:	Very Low
ALIGNMENT:	5% Lawful Neutral, 5% True Neutral, 90% Chaotic Neutral
SIZE:	Large
PSIONIC ABILITY:	250+d100
Attack/Defense Modes:	

Boiling smoke off of their flaming bodies, these creatures are the raw stuff of dreams, channeling fire and rage.

The heat aura "attack" causes damage to nearby creatures. All within 3" take 1d6+1 damage from fire, all within 2" take 2d6+4, all within 1" take 3d6+9. If the enfold attack hits, the victim suffers double fire damage and the bite hits automatically for maximum damage next round, all attacks by enfolded target at 1/2 chance to hit and 1/2 damage.

Flaming Nightflyers are immune to heat and flame, and are actually able to absorb fire attacks: each 1d6 of fire damage heals 1d3 hit points. They gain d6 hit points from unsuccessful psionic attacks.

Flaming Nightflyers receive a bonus of +6 on saves vs. sleep, hold, telepathy and emotion attacks. They can gate in another randomly chosen Nightflyer 20% of the time.

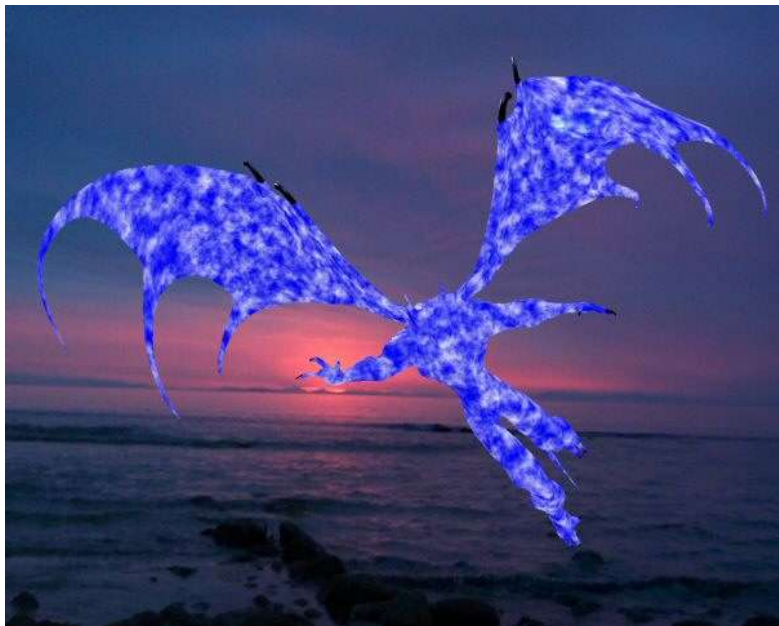


Starry Nightflyer

FREQUENCY:	Very Rare
NO. APPEARING:	1-6
ARMOR CLASS:	1 (apply weapon modifiers for AC 7)
MOVEMENT:	24"/48"; +12" if in shadow, 24" running
HIT DICE:	7d4+7
% IN LAIR:	10% per Starry Flyer present (10-60% depending on number encountered)
TREASURE TYPE:	E
NO. OF ATTACKS:	2 claws, 1 spell
DAMAGE/ATTACK:	1d8+3/1d8+3/special
SPECIAL ATTACKS:	Screech
SPECIAL DEFENSES:	Very high dexterity (18+d6), Dodge Physical Attacks
MAGIC RESISTANCE:	75%/75%
INTELLIGENCE:	Very High
ALIGNMENT:	30% Lawful Neutral, 35% True Neutral, 35% Chaotic Neutral (special, see below)
SIZE:	Large
PSIONIC ABILITY:	200+d100 B, C

Starry Nightflyers are true magical creatures of the stars, called to earth by dream magics. They are an evolved form of Shadow Dreams. They are very quick. A Starry Nightflyer can screech instead of attacking physically, generating a blast doing 2d6+6 to all in 4"x1" cone (save vs. Death Magic for ½ damage). They cast spells as 7th level magic-user with twice the normal spells available; further, victims of their magic suffer a penalty of -3 to saving throws if such spells are cast at night, and an additional -3 if stars are present (i.e. -6 to saves under a starry night sky). They also have a 50% chance to dodge magical or physical attacks when flying.

Curiously, Starry Nightflyers not already True Neutral have a 5% chance move to True Neutral every round of combat.



Molten Nightflyer

FREQUENCY:	Rare
NO. APPEARING:	2-12
ARMOR CLASS:	4
MOVE:	12"/8"
HIT DICE:	9+9
% IN LAIR:	25%
TREASURE TYPE:	D
NO. OF ATTACKS:	Two blows
DAMAGE/ATTACK:	2-16/2-16
SPECIAL ATTACKS:	Heat Aura, Throw Molten Globbs for 2d6, range 6"
SPECIAL DEFENSES:	Half damage from cutting or slashing weapons or from fire or earth magic.
MAGIC RESISTANCE:	20%
INTELLIGENCE:	Low
ALIGNMENT:	Chaotic Evil
SIZE:	Large
PSIONIC ABILITY:	Nil
Attack/Defense Modes: Nil/Nil	

The Molten Nighflyers are the warp and weft of Dreamweavers, being summoned like elementals. Massive amounts of dreamstuff and a manweight or more of metal, usually gold or copper and gold, are required to summon one.

Summoned from the burning rocks of the dreamworld, these creatures are very strong, very solid and about the size of hill giants. If overheated, molten nighflyers burst into flame; the one illustrated is doing just that.

The heat aura "attack" causes damage to nearby creatures. All within 1" take 2d6+1 damage from heat, all within 3" take 1d6+1 damage, all within 2" take 2d6+4, all within 1" take 3d6+9.



Ebon Nightflyer

FREQUENCY:	Very Rare
NO. APPEARING:	2-6 (2d3)
ARMOR CLASS:	-4
MOVE:	24" flying, 15" walking
HIT DICE:	12d6+24
% IN LAIR:	40%
TREASURE TYPE:	E, Qx3
NO. OF ATTACKS:	1 cry, 1 spell, 1 claw attack
DAMAGE/ATTACK:	Cry does 2d6+6 to all in 6"x1 inch cone, spell per spell description, claw 4d6+6 (half magical, half physical).
SPECIAL ATTACKS:	Clerical spells as 12th level cleric, Illusionist spells as 14th level illusionist
SPECIAL DEFENSES:	Rarely surprised
MAGIC RESISTANCE:	45%/45%
INTELLIGENCE:	Very High to Genius
ALIGNMENT:	Chaotic Evil
SIZE:	
PSIONIC ABILITY:	200+d100
C/G	

These creatures have slipped the bounds of dream and have invaded our world, serving only themselves. If in the presence of other flyers, they have a 10% chance per round (cumulative) of dominating them by force of will and compelling them to do as commanded.

Ebon Nightflyers are connected to the runes of darkness and form. They are hard and focused, and very devious.



"CURSES, foiled again!"

By Rizak the Really Horrible

Throughout the AD&D system, magic is used with ease with very little negative effect to the user. If an item is 'cursed', it seldom has any beneficial properties. Curses, other than those cast by clerics, have been left up to the imagination of the Dungeon Master. Creating an effective, but not devastatingly deadly, curse is a difficult task; one which many DMs tend to avoid (and perhaps wisely so). The curses provided by this article were originally designed for the Palladium RPG by Randy McCall, but have been adapted for use in AD&D. Of course, the inclusion of these foul enchantments is entirely up to each individual DM and not a requirement for the game.

A cursed item can be a magical or non-magical item, which has been damned by a god, devil, demon lord, dragon, alchemist or extremely high-level member of the clergy. The cursed object will inflict its evil upon the person who owns it, or who attempts to own it, manifesting its treachery within 24 hours. The duration of a curse is usually limited to the period during which it is owned, although a handful have lasting effects which must be removed by clerical intervention. Any attempt to "remove curse" from an individual who possesses a cursed object will fail. Only after the object in question has been permanently disposed of may a cleric expel any lingering enchantment. For this reason the term "ownership" must be clearly defined. Ownership means that the character not only possesses the item, but also has a claim to it as his/hers. This means that even if the cursed item is not actually on the person, placed in a container or hidden a thousand miles away for example, it still belongs to that person. Thus, the curse remains in FULL effect.

To break the curse of these items, its "owner" must intentionally throw it away, sell it, give it away or otherwise dispose of the object. The curse will also be broken if the enchanted object is lost or stolen. Remember, some curses have lasting effects, which will continue to plague the character until a successful *remove curse* is performed. Likewise, any insanity that may result from a cursed item will remain until cured by a cleric or by other means. The cursed item will, of course, continue to inflict its enchantment upon every new "owner" who claims it.

Removing the curse from an enchanted object is infinitely more difficult than removing its effects from an afflicted person. Clerics above 5th level have a meager one percent (1%) chance per level of experience to successfully and permanently remove such a curse. If the object has more than one curse, the process must be repeated for each. As usual, a cleric can attempt to remove the curse only once; either it works on it or doesn't. However, other priests may try their hand on the same item.

Note: This applies to all curses EXCEPT those created by gods and devil or demon lords.

Curses created by gods or lords of evil are almost impossible to negate. A cleric or alchemist must be 10th level or higher and even then has but a pitiful half percent ($\frac{1}{2}\%$) per level of experience chance to, at least, temporarily counter a curse of such supernatural power. Roll percentile dice on the following table only if a successful *remove curse* has been made:

TABLE I: Negating Powerful Curses

<u>D00 Roll</u>	<u>Effect</u>
01-30	Curse is negated for 1 to 4 weeks.
31-55	Curse is negated for 1 to 4 months.
56-70	Curse is negated for 2 to 12 months.
71-88	Curse is negated for 2 to 8 years.
89-99	Curse is negated for 2-8 decades.
00	Curse is permanently removed.

Note: The magic spell or scroll "remove curse" is completely ineffective in removing a curse from an enchanted item.

The use of cursed items is left entirely to the DM's discretion. However, the following are some useful rules of thumb in the application of cursed items. Remember that a curse is a magical effect that is sometimes not explainable through the mechanics of the game.

Frequency of Cursed Items

Religious artifacts and relics: 30% are cursed.
 Royal artifacts or heirlooms: 9% are cursed.
 Ancient elfin weapons and artifacts: 12% are cursed.
 Ancient dwarven weapons and artifacts: 10% are cursed.
 Holy weapons: 20% are cursed.
 Magical items of great power: 15% have at least one curse.
 Relics/Relics: 30% have one curse, 18% have two curses, and 10% have three curses.

Most cursed objects, about 70%, will affect anyone who owns it regardless of that character's alignment, race or allegiance (e.g. royal family, clan, religion, occupation). However, some, about 30%, are specifically designed to affect only those of a particular alignment (good or evil), race (for example: affects any race other than elves or affects only elves and so on) or allegiance (will afflict only those loyal to a particular cause, god, religion, king, men of magic or other class and so on). Holy weapons and religious artifacts are the types of items most commonly found to have curses designed/directed to specific alignments or other conditions.

TABLE II: RANDOM CURSE TABLE (optional):

<u>D20 Roll</u>	<u>Curse</u>	<u>D20 Roll</u>	<u>Curse</u>
1	Misunderstanding	11	Rags
2	Reduced Healing	12	Vulnerability
3	Cold	13	Insect Attraction
4	Dislike	14	Phantom Odours
5	Cravings	15	Breaking
6	Heat	16	Glow
7	Stink	17	Confusion
8	Reduced Vision	18	Glowing Eyes
9	Hallucinatory Noises	19	Mumble
10	Spoilage	20	Headaches

How to use this table: roll 1d20 for each curse, disregarding any duplication

MISUNDERSTANDING: Often characters must deal with those of other races, speaking, or reading and writing the languages of these other races. Victims of this curse will ALWAYS misunderstand what they've read or what has been said to them in languages other than their own (usually to their detriment). Additionally, what they write or say in languages other than their own will always be misunderstood (and often taken as insults). Scrolls cannot be properly read and will not operate. Likewise mystic writings will not be able to be read by magic using classes, so they are effectively unable to relearn their spells until the curse is removed.

REDUCED HEALING: People afflicted with this curse will only heal one point per day, maximum, by natural means and will only receive one half of any magical healing used on them. Round down all fractions, with a minimum of 1 point healed. Spells of restoration will automatically fail to restore lost limbs or levels and even a resurrection has only a 25% chance of working successfully. When attempting to recover from a coma or from being reduced to negative hit points, the victim of the curse will have to roll as though they have received only normal (natural) medical treatment, even if magical aid is used.

COLD: The victim of this curse is always cold, no matter how many layers of clothing they are wearing or how hot it may be. If the temperature of the room or area they are in exceeds 100F°, there is a chance they may become unconscious from heat prostration (have the character make roll their CON or less on 1d20 or suffer the ill effects). If this happens and there is no one to aid them, they will lose 1-4 hit points every hour they are in this area and remain unconscious until they die. A remove curse is required to negate the lasting effects of this enchantment even after the cursed item has been relinquished.

DISLIKE: The victim of this curse effectively becomes an irritant to all people around them and whom they meet, causing strangers to take an immediate dislike to them. Fights will break out, seemingly over nothing, merchants will not want to deal with them, etc. The victim's CHA attribute is reduced to 4. After 6 months, there is a 44% chance of the person becoming phobic toward others and/or paranoid.

CRAVINGS: The unfortunate victim of this curse will suffer cravings for the particular kind of food or drink that the curse describes (at the DM's discretion), whether it be the most expensive food in existence or camel dung. The craving will come 1-4 times per day; to resist the craving the victim must make a successful saving throw vs. magic spell. A failed roll means they will do *anything* to satisfy their craving. If they are unable to do so, they will be at a -3 penalty to hit, damage and AC for 1-8 hours until the craving passes for the moment. DM's should not make the desired food or drink too rare or obscure.

HEAT: The victim of this curse will always be uncomfortably warm, even if they are sitting in a cold bath. While uncomfortable, this curse has no other side effects except the person may catch a cold from wearing too few clothes. A remove curse is required to negate the lasting effects of this curse even after the cursed item has been disposed of.

STINK: The victim gains a foul body odor which is enough to make others within five feet of them gag. No amount of bathing or perfumes will disguise this stench. Remove curse is required even after the cursed item is disposed of in order to negate these lasting effects.

REDUCED VISION: The victim's vision, both day and night vision, will be reduced to a maximum of 30 feet. Past this point the vision of the cursed person will become blurred; attempting to fire ranged weapons at targets past this limit will have a penalty of -8 to hit applied against them.

HALLUCINATORY NOISES: The victim of this curse will hear noises at odd times; such as when they are sleeping, on guard duty, listening at doors, etc. The noises they hear will always suggest living creatures or beings, such as voices carrying on a whispered conversation which they can almost, but never quite make out, the scratching of claws on stone, the whisper of footsteps, etc. They will never be sure whether what they are hearing is just a hallucinatory noise or one created by an actual creature. Rate of Occurrence: 75% chance during sleep (it will awaken the person); 60% chance when in darkness; 50% when on guard duty; 50% when listening at a door; 25% any other time. The stress will eventually lead to insanity.

After the owner of this cursed item has experienced the noises for 60 days the person will acquire a phobia (fear and apprehension). Note that in this case the phobia is more like paranoia and extreme jitters rather than outright terror. Add one of the following for each month the cursed item is used beyond 60 days:

- 1 Darkness
- 2 Closed doors
- 3 Graveyards
- 4 Undead
- 5 Unknown places
- 6 Gods
- 7 Sleep

After one year there is a 50% chance of becoming a paranoid. Roll for each year under curse. Note that the additional phobias will remain until cured.

SPOILAGE: This interesting curse causes all food, wine and water carried by the cursed individual to spoil within 24 hours; food, even preserved food, will become a rotten mess, wine becomes sour and undrinkable, as does water. This curse is also applied to any of the above supplies carried on a horse or other creature the victim owns. The curse will remain even after the item is discarded until a *remove curse* is successfully applied.

RAGS: The curse of rags causes any clothing and armor (including magical) carried by the cursed victim to tear and break easily, rapidly becoming nothing more than rags within a one week period of having been bought. Normal armor will become 1 point of AC worse each day until it becomes useless. Magical armor will lose 1 point in AC effectiveness each week until it becomes useless, starting with magical abilities, then magical pluses, then structural.

VULNERABILITY: This curse applies a penalty of -2 to all the victim's saving throws.

INSECT ATTRACTION: Insects will always attack a person who has this curse placed upon them; mosquitoes will be drawn to them, lice and ticks will love to infest their clothes and armor. Any insects in the area will be drawn towards them before anyone else. Ultimately the obvious and repulsive insects and wrappings acts to reduce the person's COM score by half and CHA by a third. After all, this is not a pleasant person to be around. Note: While an alchemist may be able to create some type of insect repellent it will not repulse lice, ticks or fleas. Flying insects will still be drawn to the person no matter what is done. This does not apply to such monstrous insects as stirges and ankhegs. A *remove curse* is needed to negate the curse even after the cursed item is disposed of.

PHANTOM ODOURS: The victim of this curse will smell odd and alarming odors at odd times for no reason (like when they are in an underground temple and suddenly smell burning sulphur, rather

reminiscent of demons). The victim of such a curse will be unable to tell whether the odors they smell are real or just a manifestation of the curse.

After the owner of this cursed item has experienced the odors for 60 days the person will acquire a phobia (fear and apprehension). Note that in this case the phobic condition is more like paranoia and extreme jitters rather than unreasoning terror. Add one phobia for each month the cursed item is used beyond the initial 60 days:

- 1 Fire
- 2 Devils and demons
- 3 Darkness
- 4 Foods cooked by others
- 5 Uncleanliness (that's to say he/she will be fanatical about being sparkling clean/washed/groomed. Anyone who is not will be viewed with suspicion and dislike, as well as being lectured about cleanliness)
- 6 Unknown places
- 7 Fumes, snuff, perfumes, colognes, etc.

These phobias are permanent unless they are cured. Rate of Occurrence: 50% every hour during sleep (it will awaken the person); 80% every time food is eaten or nearby; 60% when on guard duty; 50% when listening at a door or unknown area; 35% when a stranger is met; 20% any other random time.

BREAKING: The victim of this curse seems to be extremely unlucky or clumsy; any breakable object they are given will somehow become broken within 24 hours of their taking possession of it, no matter how well wrapped or protected it is. For example, a potion bottle they place in their pack may be broken when they are knocked backwards and land on their pack. A crystal ball could be broken when they are attacked from behind or dropped. An arrow fired at them miraculously hits the breakable item instead of their body. This curse is extremely subtle, but very effective. A remove curse is required to negate the lasting effects of this curse even after the cursed item has been relinquished.

GLOW: The flesh of the victim of this curse will glow softly with a whitish light. This light is not enough to illuminate an area or book in darkness, but is more than enough to attract attention. The light can be concealed only under heavy cloth wrappings (which tend to make the victim look rather mummy-ish). The odd effect reduces the COM of the victim by 2 points and the unusual glow tends to attract both night insects and first attacks in combat (suspicion and fear is created). A remove curse is required to negate the lasting effects of this curse even after the cursed item has been disposed of.

CONFUSION: This curse reduces the victims INT by two points. If this reduces their INT below the minimum needed to perform the functions of their class, they will be unable to use any of their class's special abilities (casting spells, picking locks, etc.) until the curse is lifted. There is also a -10% penalty applied against all their skill percentages so long as the curse is in effect.

GLOWING EYES: The victim of this curse will have his eyes glow white, yellow or red. Most people who see such a person will assume they are evil, a demon or possessed by a demon, and either attempt to kill them or drive them away, or exorcise them (while clerics may know the proper methods of exorcism, there are a lot of people who think that physical pain can drive a demon out of a person, so such a victim may be beaten, whipped, burned, etc., in an attempt by a good-hearted, but ignorant person to exorcise their "demon"). Although this curse raises a character's CHA by 4 points, it only serves to intimidate rather than cause trust. The suspicious

aura that will emanate around the enchanted person will cause friend and foe alike to view this person with suspicion, fear and distrust. Unless threatening or angry, people will generally regard his/her words as lies.

MUMBLE: No matter what the victim of this curse tries to say no one will be able to understand them because they are "mumbling". Even if the victim tries to shout it will come out as nothing more than a garbled roar. All who hear him/her speak only have a 50% chance of completely understanding what is said. Characters listening must roll for every two sentences spoken.

HEADACHES: The victim of this curse will be afflicted by powerful headaches, normally giving them a -1 penalty to hit, damage and AC and a -5% penalty on all skills. In stress or crisis situations the headache will become sharply worse, making concentration and spell casting difficult (always the last to strike or act) and giving a -3 penalty to hit, damage and AC, and a penalty of -15% on all skills.

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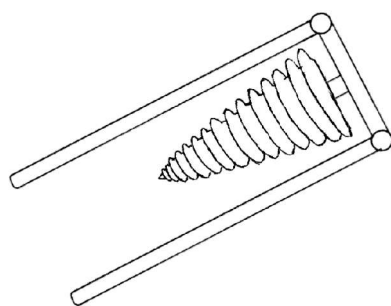
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Felis Race (Cat Folk)

by Marc A. Staff (aka Dragon Fire)

Frequency:	Rare
No. Appearing:	2-5 (10-40 in lair)
Climate/Terrain:	Temperate/Jungle Forest
Active Cycle:	Any (Nights preferred)
Diet:	Omnivorous
Armor Class:	5 or by armor type
Movement:	See below
Hit Dice:	4-7 or by class and level
% in Lair:	20%
Treasure Type:	I in lair, N (x10) + X Individual
THACO:	See below or by class and level
# Attack:	3 or by class and level
Damage/Attack:	see below or by weapon type
Special Attacks:	see below
Special Defenses:	see below
Magic Resistance:	Standard
Intelligence:	Very to Genius (11-18)
Alignment:	Chaotic Good, Neutral Good (varied by character)
Size:	M (5' – 7' tall)
Morale:	Fanatic (17)
Psionic Ability:	May be present in exceptional individuals
XP Value:	varies

The Felis (pronounced Fē-Līs), short for *Felis Superious*, commonly known as Cat Folk, are a highly intelligent race of humanoid felines. They have a large humanoid body with cat like features (elongated legs and paws/feet, an extremely flexible spine, etc.). Their bodies are covered in a short fur, very soft at birth, becoming a bit coarser, although still soft as they grow older, the coloring of which varies widely. Certain colors are typical of distinct breeds, however. Common stock Felis rarely have a coat of a single color. Their thick fur provides additional protection from extremes of cold (down to -20 degrees F) and heat (up to 130 degrees F) as it acts as an insulator in both cases. This protection applies to natural temperatures only, magical cold/heat



affecting them normally. Their head is that of a great cat, although the features are not as defined, being a bit more "softened" and human-like. A Felis' eyes are slitted and of varying colors, usually green, blue or gray, with the occasional black or white. All possess enhanced night vision (ultravision), the ability to see in normal darkness as though in daylight (as long as some light source is present), out to a distance of 120 feet. They also have nictitating membranes to protect their eyes from excessively bright light or foreign substances such as dirt or moisture. Instead of fingernails and toenails, they have retractable claws like a cat. The average life span of a Felis is about 60-80 years.

Most Felis are born with a tail, but a few are not. A Felis' tail is not prehensile and is not strong enough to be used in combat. If a one does lose its tail, it has no effect on the individual. Some tribes actually bob their tails for easy of dress or rites of passage into adulthood. For those that have tails, it may be a source of pride.

Human scholars theorize that the Felis descended from the great cats, perhaps through intervention from the gods or other magical manipulation. An easy way to offend one is to suggest one of these theories as being true or to refer to a Felis as a "felinoid", a term that the Felis find quite derogatory. *Felis Superious* scholars hold that they are in fact, an offshoot of the elven race, separated many eons ago. They are also rumored to be distant cousins of the Tabaxi as well, though no direct link has yet been proven.

Felis, as a race, are solitary and usually quite peaceful. Once befriended, they are fiercely loyal, gladly fighting to the death for a companion. In battle, a Felis is a terrifying opponent and utterly fearless, though not to the point of acting rashly. Cat Folk will savagely defend their own race and those who are in their care. They tend to live in areas with little civilized habitation, more often a day's travel or so from a main trade route. They have little contact with other races, with the exception of the elves and tabaxi, whom they both consider distant cousins. Among some civilized communities, the Felis have developed a reputation for being dangerous monsters or beast-men. This reputation is unfounded of course, and is only based on the Cat Folk's solitary life style.

Felis get along well with most other races although they do not interact often with them. The elves tend to see Cat Folk as proud, but misguided and treat them with kindness and respect. Dwarves view them in a better light than they do elves, due to their reputation as fierce warriors. Gnomes tolerate the Cat Folk, while halflings are utterly fascinated by them. The Tabaxi and Wemics often interact with the Felis, trading and making alliances when needed. The Cat Folk have no natural enemies, although both werejackals and werewolves have been known to raid smaller prides. These raids are very rare because the Cat Folk will gather in strong parties and hunt down the offending raiders. Interbreeding between Felis and other races is impossible, due to their sterility outside of their own race.

The Felis are an omnivorous race, primarily carnivores, but often supplementing their diets with fruits and vegetables. Contrary to popular rumor, the Cat Folk are not cannibals and view cannibalism as grotesque, finding the thought of eating a sentient being repulsive. They usually cook their food, although they can and do eat it raw. They often use spices and herbs to add flavor to meals. Unlike normal felines, the Felis

are not afraid of water and are actually proficient swimmers. They bathe as most humanoids do, rather than in the manner of cats.

They are a tree dwelling race, living many feet off the ground. A Felis community is composed of several houses and buildings constructed on raised platforms often several hundred feet above the ground. Platforms are supported by huge branches and timbers with wooden and rope bridges spanning the gaps. As the Cat Folk are proficient tree climbers and skilled jumpers, most villages do not have any mechanical method to access these buildings (i.e. no ladders, stairs, ropes, etc.). The Felis do use a system of pulleys in order to transport larger items to and from their houses and the ground.

There are five sub-species of Felis (Common, Cheetah, Cougar, Panther & Tiger), each having it's own special abilities. Each of the sub-species share the following common abilities:

- Ultravision 120'
- Climb Walls: 87%
- Hide in shadows: 80%
- Move Silently: 85%
- Surprise: 1-6 (d8)
- Keen sense of smell and hearing (both 5x normal human)
- Leaping (Felis always land on their feet)
- Speak: Elf, Common, all feline & their own tongue

Ability Scores: (non-player characters):

Type	Str.	Int.	Wis.	Dex.	Con.	Cha.	Com.	Hit Dice
Common	11-18	11-18	11-18	15-19	11-18	11-18	13-20	4+1
Cheetah	11-18	15-19	11-18	16-19	11-18	11-18	13-20	5
Cougar	11-18	15-19	11-18	15-19	11-18	11-18	12-19	6
Panther	12-19	11-18	15-19	14-18	12-19	11-18	12-18	6+2
Tiger	15-19	11-18	11-18	14-18	15-19	11-18	12-18	7

Initial Ability Score Adjustments: (player characters):

Type	Str.	Int.	Wis.	Dex.	Con.	Cha.	Com.	Height
Common	---	---	---	+1	---	---	+2	5'
Cheetah	---	---	---	+2	---	---	+2	5 ½'
Cougar	---	+1	---	+1	---	---	+1	6'
Panther	+1	---	+1	---	---	---	---	6 ½'
Tiger	+1	---	---	---	+1	---	---	7'

Note: Player characters are limited to a maximum of 18 in any ability score.

Ability Table:

Type	Move Base	Damage/Attack Claw/Claw/Bite	Leap Distance		
			Up	Forward	Backward
Common	15"/12"	1-4/1-4/1-4	10'	20'	15'
Cheetah	*21"/12"	1-4/1-4/1-4	10'	20'	15'
	"				
Cougar	18"/9"	1-6/1-6/1-6	10'	25'	20'
Panther	18"/9"	2-8/2-8/2-8	20'	30'	20'
Tiger	18"/9"	1-10/1-10/1-10	10'	40'	20'

* Cheetahs may sprint for up to 5 rounds at a rate of 54". They must rest two rounds for each round sprinted.

Sub-species descriptions:

- **Common:** 92% of all Felis will be of Common stock. Common stock Felis will be of a variety of colors and fur patterns. Commons will be of any character type, Warriors, Priests, Mages or Rogues (3:2:2:3 ratio)
- **Cheetah:** 2% of all Felis will be of the Cheetah stock. Cheetahs have a natural spotting to their fur coloration (yellow w/black spots). Cheetahs will prefer a Thief (65% Thief-Acrobat if a thief class) or Cleric (40% Druid if a priest class) type. Cheetahs are able to sprint up to 54" for 5 rounds. They must rest for 1 turn before sprinting again.
- **Cougar:** 2% of Felis will be of Cougar stock. Cougars are generally a light to medium tan color. Cougars are natural magic-users and will generally be Mages.
- **Panther:** 2% of Felis will be of Panther stock. Panthers are usually solid black in color, with some tendency toward a deep, deep violet hue. Panthers prefer a Priest class (40% Druids) due to their higher Wisdom scores.
- **Tiger:** 2% of Felis will be of Tiger stock. Tigers are dark yellow/orange w/black striping. Tigers are the strongest and most powerful of the Felis and generally choose a Warrior class (65% Rangers, 15% Barbarians and 20% other Fighter classes).

Felis, if unarmed, will attack with 2 claws and 1 bite. They will leap to attack at every possible chance. This gives them a +2 on their "to hit" with their claws. If both clawing attacks hit in the same round, the Felis may rake with their feet (if not wearing footwear) for normal clawing damage (damage is total for both feet).

Cat Folk have a great love of platinum and refuse to carry any other type of coin. They also have a desire for magic items and gems of all types. When dividing treasure, Felis will demand platinum, gems or magic items instead of their share of jewelry or the baser coins.

Felis prefer not to wear armor unless of a Warrior or Priest type. Even then, they will not wear splint mail, banded mail or anything heavier. They also prefer to leave their hands and feet uncovered. Felis do manufacture a type of chain mail called Stealth Mail.

This armor is of thin, but very strong, Adamantine chain links interwoven with a strong thread. This gives protection equal to splint mail, the weight of leather armor and the hush of normal clothing. Clothing may be worn over Stealth Mail with no little chance of detection. This armor does not hinder thieves in any way. The exact manufacturing process of the armor is not known. Felis are said to have elves fashion the chain mail base structure (similar to elfin chain mail) and then finish the weaving process on their own. This armor is not sold by the Cat Folk, but is still highly sought by thieves. On very rare occasions, the Felis have been known to give such armor to a person who has performed a great service to the race. Gifted armor is dyed to prevent misunderstandings, for any Cat Folk, finding a non-Felis in possession of Stealth Mail, will attempt to regain possession of the armor.

Felis live in small groups called Prides. Each Pride consists of 10-40 Cat Folk, led by any of the sub-species. Tribes consist of 2-5 Prides led by a Tiger, Panther, Cougar or Cheetah. Clans are made up of 3-5 Tribes, usually led by a Tiger or Panther. Nations are composed of 3-5 Clans, led by a Lion (see description below). There are only three known nations, each distinct.

Lions: These are the legendary rulers of the Cat Folk Nations. Upon the death of a Lion, the strongest Felis of that Nation is metamorphed into a Lion. Lions may be of any class. They gain 1 point of Charisma for every 2 levels of experience when leading other Felis. They have all the abilities common to all Cat Folk plus the following:

Strength	17-18
Intelligence	15-19
Wisdom	15-19
Dexterity	17-20
Constitution	16-19
Charisma	17-20
Comeliness	16-20
Leap	Up: 20', Forward: 40', Backward: 35'
Move	18''//15''
Sprint	up to 54'' for 5 rounds and then must rest for 1 turn before sprinting again.
Damage/Attack	2-12/2-12/2-12
Hit dice	9+1

Lions will always wear +3 Stealth Mail and wield a +3 Vorpal Long Sword.

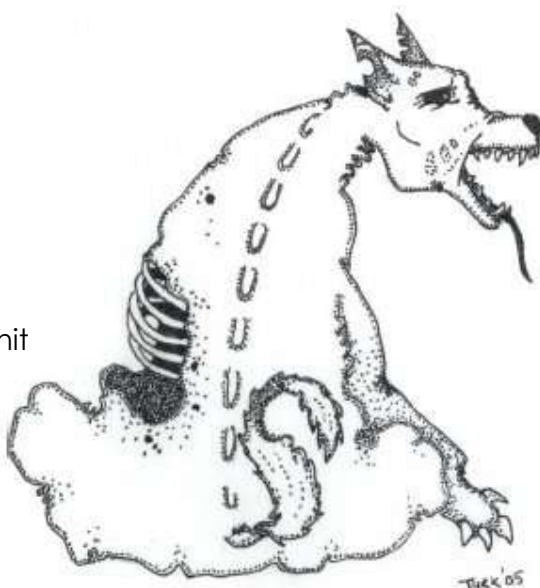


WANDERING MONSTERS

GRAVEHOUND

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FREQUENCY: Very Rare
NO. APPEARING: 1-3
ARMOR CLASS: 3
MOVE: 15" (9" with rider)
HIT DICE: 7+1-4
% IN LAIR: 0%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral Evil
SIZE: L (8' at shoulder)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
VII/1100 + 10/hp



Gravehounds resemble massive rotting mastiffs or wolves. These horrid undead beasts attack by inflicting bites with their massive jaws, doing so once per melee round. In addition, they constantly radiate an *aura of putrescence*. Those within 10' radius of the gravehound must save versus poison or become nauseated and immobilized while within this range (c.f. *stinking cloud*). If the distance between an affected creature and the gravehound increases (through the gravehound's movement or through rescue by a third party) to more than ten feet, the affected creature recovers in 1-3 rounds but is at -1 "to-hit" for an additional 2-5 rounds, assuming the distance is not closed again.

Gravehounds also radiate fear, which affects creatures of 3 levels or hit dice or below as does the fear effect of dragons (creatures with fewer than 3 hit dice must save versus spells or be paralyzed with fear [50%] or flee in panic for 4-24 turns [50%]). Most evil creatures, especially those that have been exposed to these beasts (perhaps other servants of the same master), are not affected by these auras unless the gravehound attacks them. Weapons of +1 or better are required to hit these monsters. They cannot be turned by clerics.

Gravehounds are horrible in appearance. Their fur is patchy, their skin is a gray-green putrescent fabric of decay, and their eyes glow a dull red. They are favored as steeds by certain powerful evil beings, including death knights, night hags, cambions, some

demons and devils, and undead (especially lichs). Gravehounds bearing riders can charge as warhorses, allowing the rider, bearing the appropriate weapons, to gain the benefits of a charging mount.

TREE SQUID (*Architeuthis arboreus*)

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FREQUENCY:	Rare
NO. APPEARING:	1-4
ARMOR CLASS:	1/2/4
MOVE:	1"/ @12"
HIT DICE:	5+2
% IN LAIR:	10%
TREASURE TYPE:	E (treat 1000's of coins as 100's, only one type present)
NO. OF ATTACKS:	6 (see below)
DAMAGE/ATTACK:	1-3/1-3/1-3/1-3/2-12/2-12
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Low
ALIGNMENT:	Neutral (evil)
SIZE:	L
PSIONIC ABILITY:	Nil
Attack/Defense Modes: Nil	
LEVEL/X. P. VALUE:	V/675 + 6/hp



The tree squid is a horrible evolutionary wrong turn, particularly adapted to the arboreal realm in which it hunts. It possesses eight 10' long tentacles and two larger (15' long) ones, and it uses these to navigate swiftly through the trees and to hunt for fresh meat, of which its diet entirely consists.

The large and small tentacles can withstand 10 and 5 hit points of damage, respectively, without incurring damage to the body; after taking this damage, though, the tentacle becomes useless or is severed. The shorter tentacles are armor class 4, while the longer ones are treated as armor class 2. Tentacles regenerate or grow back in 1-4 weeks. These tentacles surround an oblong central body covered in a tough bark-like exoskeleton having an effective armor class of 1. From this mass protrudes the beast's mouth, a horrible beak with serrated edges for rending and tearing flesh. The creature's nostrils are at the rear of its beak, and tiny black eyes squint out above these. A tree squid's vision is poor, but both its hearing and its sense of smell are extremely sharp, and it can also sense vibrations through tree branches when in its arboreal habitat.

In combat, a tree squid will anchor itself to the trees with four small tentacles (its larger tentacles are unsuited for this, ending in sharp double claws), allowing it to attack each round with four small and two large tentacles. These attacks can be directed against up to six different foes, though the squid will rarely do this, as prey is its ultimate goal. The two large tentacles will generally attack one foe, hoping to latch on and draw the squirming morsel to the squid's beak. Anything drawn to the beak will be bitten for 3-18 hit points of damage. It will use its shorter tentacles to seek to hold off other combatants until the primary prey has been incapacitated and the beast can retreat safely into the trees to devour the unlucky victim.

If a tree squid hits with a large tentacle, it will grab hold of its victim in addition to damage from the tentacle's claw and its serrated inner edge. When a human, demi-human, or humanoid creature is struck successfully by either of the tree squid's large tentacles, roll percentile dice to determine if the victim has been immobilized (cf. squid, giant): 01-25: both limbs pinned; 26-75: one limb pinned (victim attacks at -3 "to hit"; determine limb randomly); 76-00: both limbs free (-1 "to hit", tentacle around upper body). At this point, the squid will continue to attack that victim with its other large tentacle (roll again for limbs pinned). Once both large tentacles have hit and grabbed hold, the squid will draw its prey toward its maw, attacking with its savage bite on the next round. In addition, while grasped by both large tentacles, a victim will take 1-6 points of damage per round from abrasion and constriction. When only one large tentacle is attached, the victim takes no extra damage from constriction and cannot be drawn to the creature's mouth (though he is subject to attacks from all the other tentacles). If a tree squid has only one large tentacle remaining, it can use two smaller ones to aid in drawing its victim to its beak (if both smaller tentacles score hits in the same round), but the prey will take no constriction damage.

If a tree squid loses the four smaller tentacles it uses in combat, it may continue to fight by using its remaining large tentacles and one of its small tentacles, leaving it with only three small tentacles as its anchor; this will result in the squid suffering a -2 penalty "to-hit" with the remaining attacking tentacles. If the tree squid is reduced to this number of tentacles while it has a victim in its grasp, however, it would rather flee, carrying its hapless prey with it into the deep woods. Once the tree squid begins to flee, the victim no longer takes damage from constriction or the beak, and the tree squid's movement rate is one half normal (6"). If reduced to fewer tentacles than cited above, the squid will always attempt to flee, but if it has five or fewer tentacles (of whatever types) remaining, its move rate will be greatly reduced, even unburdened: 9" at 5, 6" at 4, 4" at 3, 3" at 2, and 1" at 1.

If brought out of the trees somehow, a tree squid's power is greatly reduced, and it will try as hard as it can to clamber back up. Its move will be reduced to 1" on the ground (though it can grab any tree within 10 or 15' and ascend the next round). It will be able to attack only with its large tentacles, which will not attempt to hold or constrict. Note that when anchored by four tentacles, only great strength could bring a tree squid down (frost giant or better).

The origins of this horrible species are mysterious. Whether they evolved naturally or were helped by eldritch means is unknown. It is possible that they are related to whipweed and to ropers, but the truth is unclear. Their color is a dull and nauseating brown over most of their tentacles and body. Their beaks are a glinting ochre-yellow, and their small eyes are dull black, as are the claws at the tips of their longer tentacles. These creatures live in most wild forests except those that qualify as sylvan. The treasure found with these monsters comes from items dropped by prey brought back to a family group's central "lair" of tightly interlocked trees.

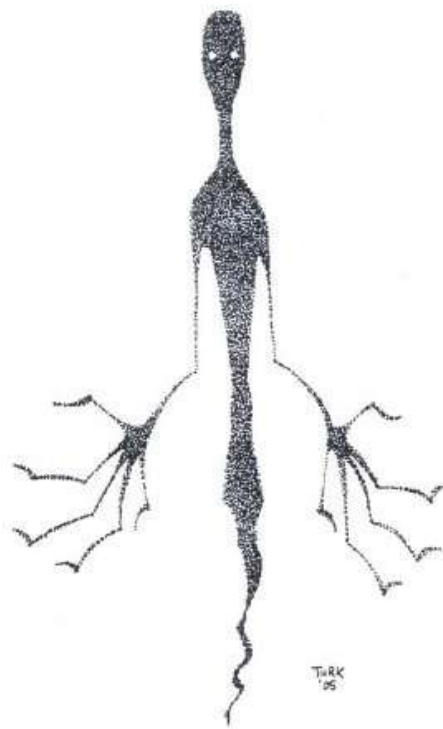
They are voracious hunters and will turn to cannibalism outside of small family groups if other food is scarce. There have been stories of fallen druids and other evil woodland beings controlling tree squids and using them as hunters and attack beasts, though how long this relationship could be maintained is unknown.

GLOOM

By John A. Turcotte

FREQUENCY:	Very Rare
NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVE:	12"/12"
HIT DICE:	6+3
% IN LAIR:	10%
TREASURE TYPE:	Nil
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Average
ALIGNMENT:	Neutral Evil
SIZE:	M
PSIONIC ABILITY:	N/A

Attack/Defense Modes: Nil/Nil



Glooms inhabit the Negative Material Plane. They are only very rarely summoned to the Prime Material, and usually then for malign purposes. Glooms are horrid things; they are resentful of all living creatures and of joy and beauty.

Glooms resemble Shadows (per the Monster Manual), and surprise as the same. However, glooms radiate a sphere of negative energy in a 5-foot radius. All living creatures within the area of effect lose 1 hit point per round of exposure. This loss can be prevented by use of the spell *negative plane protection*. Note that if multiple glooms are encountered, overlapping spheres do not cause additional hit point loss to victims. Glooms have the innate ability to cast a special form of darkness, but only

upon sources of illumination. This special darkness causes all forms of illumination in an area of 2" radius, including magical forms (e.g., continual light) to wink out. Thus, candles, torches, light spells, etc. can all be extinguished. If such a light source is held or otherwise controlled by a creature, that creature is entitled to a saving throw versus spells and, if successful, the gloom's attempt fails (although it can try again).

The touch of a gloom drains a victim of all sense. In addition to draining one level of experience, the touch also requires the victim to save against death magic or swoon into a brief catatonia lasting for 1-4 rounds. Swooning victims are usually drained of all life by these monsters.

Although not undead, glooms are immune to all mind affecting spells. In addition, they are immune to poison, paralysis, petrification, polymorph and death magic. Even though they are not undead, they can be turned as if vampires. They are held at bay by the spell *protection from evil*. They suffer no damage from holy water, but are instantly destroyed by sunlight. They detest illumination and will not willingly enter the area of effect of a *light* or *continual light* spell. If such a spell is successfully cast upon one, that creature suffers 1 hit point of damage per level of the caster for a *light* spell and 1-4 hit points of damage per level of the caster for *continual light*.

CORPSE CANDLE

By John A. Turcotte

FREQUENCY:	Rare
NO. APPEARING:	1-6
ARMOR CLASS:	6
MOVE:	9"/6"
HIT DICE:	3
% IN LAIR:	Special
TREASURE TYPE:	B (Lair Only)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Average
ALIGNMENT:	Lawful Evil
SIZE:	M
PSIONIC ABILITY:	N/A
Attack/Defense Modes: Nil/Nil	

Corpse Candles are a particularly frightful form of undead. They typically dwell in wet, marshy areas such as peat bogs. These monsters are normally invisible and can become so at will. However, they all carry magically-lit candles made from human

tallow and, if they so choose, they may allow the light from these candles to be seen. While the monsters are invisible, these lights appear to hang motionless in the air.

These candles cause those who behold them to save versus spells or become charmed. Charmed victims will attempt to follow the candle-light, and these creatures will draw such victims deeper into their bogs. If a corpse candle chooses to attack, its invisibility is negated. The attack is a surprisingly strong choking hold. A successful attack inflicts 1-6 hit points of damage, and the corpse candle automatically inflicts an additional 1-6 hit points of damage each round thereafter until it either releases its grasp or it is destroyed. Charmed victims are automatically surprised by the attack, and the corpse candle will usually attempt to drown such poor souls.

Note that corpse candles will always attempt to charm prior to attacking. If a party proves resistant to their attempts, they may then hide their lights, stalk the party and attack from surprise. Corpse candles are intelligent and cunning; they will seek to lure obviously powerful victims into natural hazards with their charms and will not directly attack opponents unless they reasonably believe that they can overcome them.

Corpse candles cannot bear the light of day. They therefore retire in their lairs during the day hours, and will always be encountered there. Such lairs are always underwater. As undead, corpse candles are immune to mind-affecting spells. They are likewise immune to poison, paralysis and death magic, and suffer only one-half damage from fire attacks. Corpse candles are turned by clerics as if they were ghosts.

These creatures create their own candles from their victims. They have no magical effect in the hands of any other creature. A human victim killed by a corpse candle will rise as a corpse candle within 24 hours.

If its invisibility is dispelled, the horrid appearance of a corpse candle is revealed. They appear to be waterlogged corpses covered with a thin sheen of glistening slime, draped in soaked and tattered shrouds.



Pseudo Dragon

THE YAWNING TROG by Barabuz



They're checking IDs again down at the Trog

THE YAWNING TROG by Barabuz



Nose Leading