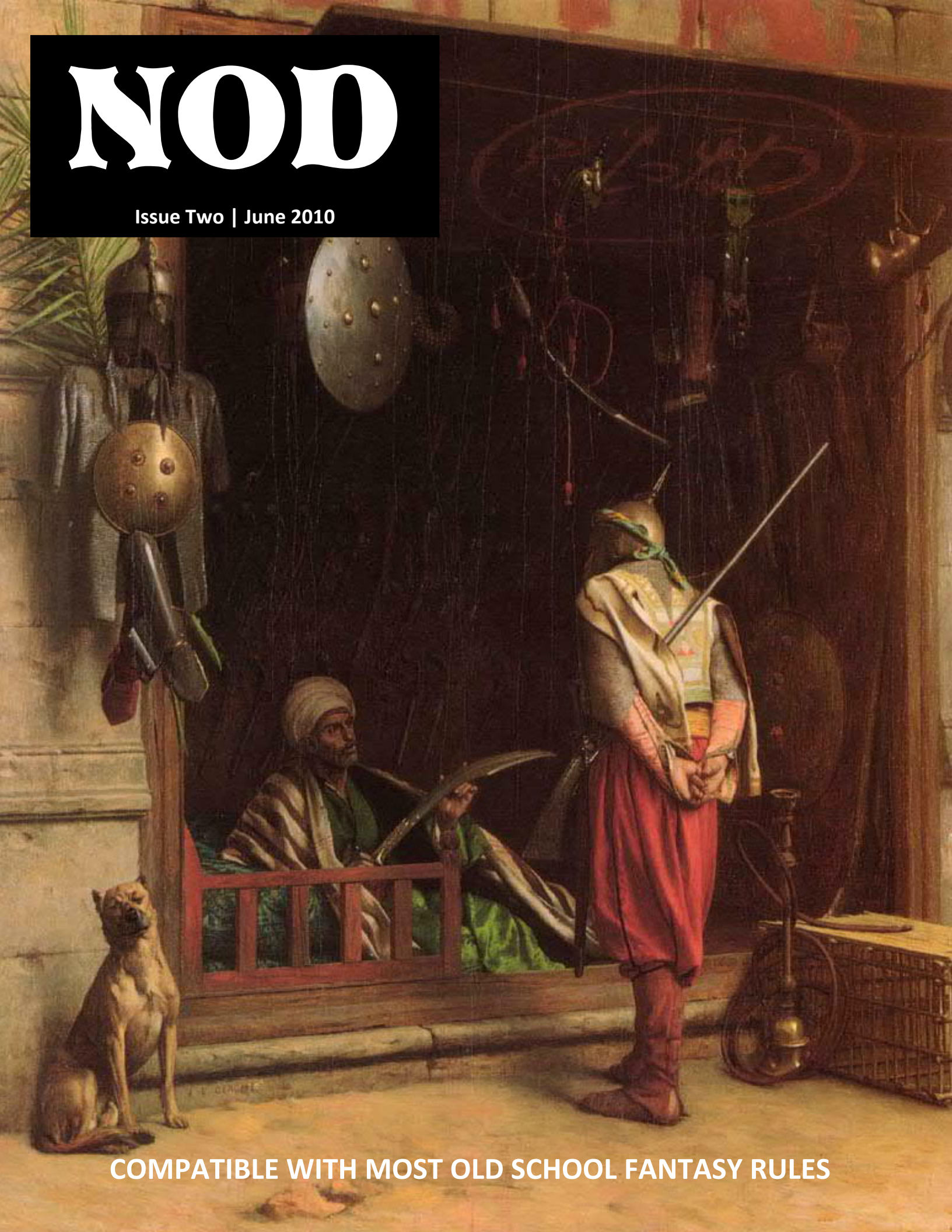


NOD

Issue Two | June 2010



COMPATIBLE WITH MOST OLD SCHOOL FANTASY RULES

Written and edited by John M. Stater

This issue is dedicated to Frank Frazetta and Al Williamson in thanks for all the years of inspiration.

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Un Marchand d'Armes Au Caire
by Jean-Léon Gérôme (1824-1904)

French painter born in Vesoul, he was known for his paintings of historical, mythological and Orientalist scenes. Our cover this month depicts an armorer of Cairo showing his wares to a prospective customer – just the kind of scene one might expect to see in Ophir, the subject of our feature article this month.

Cloak & Dagger

By John M. Stater

One of the more modern arguments in Old School fantasy role-playing games is over the archetypal character classes in the game, specifically whether either the cleric or the thief should get the boot. Here in NOD, we subscribe to the notion of “the more the merrier”, and thus present the thief and assassin.

Much of the controversy over the thief revolves around the implied skill system that exists in Old School games, namely the “X in 6” method. There is a chance, rolled on a d6, of not setting off pit traps, finding secret doors, etc. The Referee can, of course, expand this simple system into settling other attempted actions that newer systems would revolve with a “skill check”. The thief, some argue, introduce a new skill system and the assumption that only the thief could perform the special skills that came with his class, skills like move silently and hide in shadows.

For my thief, I tried to hew to the skill system that is implied in most Old School rules, giving the thief a better chance than his comrades of performing a number of common abilities, and then introducing a few bonus abilities with which the thief improves as he rises in level, and which non-thieves can perform successfully 1 time out of 6.

The assassin presents its own difficulties, primarily in making it distinct from the thief and making it a useful class to have in a dungeon setting. For the assassin, I decided to replace such abilities as back stab and a death attack (the ultimate anti-climax) with a more general sneak attack. I then gave it several abilities inspired by the spy archetype.

The Thief

The thief relies on cunning to win the day. Thieves are middling warriors and have no magical abilities, but they are hard to kill and train themselves in a wide array of skills useful to adventurers.

Prime Attribute: Dexterity, 13+ (+5% experience)

Hit Dice: 1d6 (Gains 2 hp/level after 9th level.)



Armor/Shield Permitted: Leather, padded and shields.

Weapons Permitted: Club, dagger, dart, hand axe, javelin, light crossbow, maces, short bow, short sword, sling, staff.

Back Stab (1st): A thief normally avoids face-to-face combat if possible, preferring instead to use stealth to catch an opponent unaware. A thief able to attack an unaware opponent from the rear gains a bonus to hit and damage. To catch an opponent unaware, a thief must make a successful move silently check to sneak up behind the foe, or make a successful hide check while behind the opponent. A thief that succeeds can make a back stab at a +4 bonus to hit. A successful hit inflicts double normal damage.

Thief Advancement					
Level	Experience	HD	Attack	Save	Title
1	0	1	+0	14	Scamp
2	1,500	2	+0	13	Varlet
3	3,000	3	+1	12	Villain
4	6,000	4	+1	11	Dodger
5	12,000	5	+2	10	Rapscallion
6	25,000	6	+2	9	Desperado
7	50,000	7	+3	8	Rook
8	100,000	8	+3	7	Scoundrel
9	200,000	9	+4	6	Master Thief
10	320,000	+2 hp	+5	5	Master Thief
11	440,000	+4 hp	+5	4	Master Thief
12	560,000	+6 hp	+6	3	Master Thief

As the thief gains experience, the damage inflicted by the back stab increases, to triple at level 5 and quadruple at level 9.

Decipher Script (1st): Thieves can decipher writings by making a successful saving throw. This includes unfamiliar languages, codes and incomplete messages. Thieves also use this ability to decipher and then cast spells from arcane scrolls, though the saving throw to do so is made at a -10 penalty.

Thievery (1st): A thief's training makes them particularly adept at dungeon delving. Thieves successfully listen at doors and find secret doors (and hidden traps) as well as elves (2 in 6 and 4 in 6 chance respectively), and can find pits and traps as well as a dwarf (1 in 6 chance of just noticing, 3 in 6 chance if searching).

Moreover, thieves have the following unique abilities: Hiding in shadows, moving silently, climbing sheer surfaces, picking pockets (and other acts of legerdemain) and picking locks (with a set of burglar's tools, which cost 25 gp). Use of these abilities requires the thief to succeed at a saving throw (in essence, making a saving throw to avoid failure). Non-thieves have a 1 in 6 chance of successfully performing these abilities.

Hiding in Shadows: Hiding in shadows requires shadows, of course, and is as effective as the invisibility spell, except that the thief cannot move while hiding in shadows.

Moving Silently: This involves moving without making any sound. A thief moving silently and scouting ahead

of a party can avoid an encounter entirely if his opponents are surprised.

Climb Sheer Surfaces: This means surfaces with no, or almost no, hand or toe holds. The Referee might require multiple saving throws for long climbs, and might regard failure as merely "no progress" or actual falling.

Cant (1st): Thieves often use a street language known only to those in the "trade". Code words, hand signals, demeanor, and other signs comprise the language of thieves' cant and can be used to convey complex ideas. The language may vary to some degree both geographically and culturally, making cants unique to each city.

The Assassin

The assassin is a sub-class of thief that specializes in stealthy killings for a fee. They are commonly used as spies, and most major city-states have at least one or two spy rings from rival city-states in operation. Like thieves, assassins are useful as scouts. Their skills are not as wide-ranging as thieves, but they are more effective as combatants.

Prime Attribute: Dexterity, 13+ (+5% experience)

Hit Dice: 1d6+1 (Gains 2 hp/level after 9th level.)

Armor/Shield Permitted: Leather and shields.

Weapons Permitted: Any.

Cheat Death (1st): Assassins have an uncanny ability to escape certain doom. Assassins enjoy a +1 bonus to saving throws vs. death. Skilled escape artists, assassins use saving throws to wriggle out of non-magical ropes or chains, and they have a 1 in 6 chance to escape from magical bindings, like magical ropes or chains or spells like hold person or paralysis.

Decipher Script (1st): Assassins can decipher writings by making a successful saving throw. This includes unfamiliar languages, codes and incomplete messages.

Disguise (1st): Assassins train as thespians and masters of disguise. Assassins usually carry some odds and ends (soot, putty, rags for stuffing) that allow

Assassin Advancement					
Level	Experience	HD	Attack	Save	Title
1	0	1	+0	15	Ruffian
2	1,500	2	+0	14	Marauder
3	3,000	3	+1	13	Thuggee
4	6,000	4	+1	12	Blackguard
5	12,000	5	+2	11	Cut-Throat
6	25,000	6	+2	10	Hellhound
7	50,000	7	+3	9	Malefactor
8	100,000	8	+3	8	Slayer
9	200,000	9	+4	7	Assassin
10	320,000	+2 hp	+5	6	Assassin
11	440,000	+4 hp	+5	5	Assassin
12	560,000	+6 hp	+6	4	Assassin

them impersonate others. The assassin's disguises are usually effective on a roll of 1-4 on 1d6, provided the assassin is impersonating a person of the same race and gender. Impersonating another humanoid race lowers his chances by one, and impersonating another gender also lowers his chances by one. Impersonating a monstrous race lowers his chances by two. Even if the disguise is effective, those who know the impersonated person well receive a saving throw to see through the rouse.

Sneak Attack (1st): If an assassin takes an opponent by surprise (i.e. in a surprise round or simply attacking someone in a "non-combat" situation) or by attacking from the shadows, an assassin attacks at a +4 bonus to hit. A successful hit inflicts double normal damage. As the assassin gains experience, the damage inflicted increases. At fifth level, a sneak attack deals triple damage, and at ninth level a sneak attack inflicts quadruple damage.

Skullduggery (1st): Assassins have the following special abilities: Hiding in shadows, moving silently, climbing sheer surfaces, picking pockets (and other acts of legerdemain) and picking locks (with a set of burglar's tools, which cost 25 gp). Use of these abilities requires the assassin to succeed at a saving throw (in essence, making a saving throw to avoid failure). Non-assassins have a 1 in 6 chance of performing these abilities.

Hiding in Shadows: Hiding in shadows requires shadows, of course, and is as effective as the invisibility spell, except that the assassin cannot move while hiding in shadows.

Moving Silently: This involves moving without making any sound. An assassin moving silently and scouting ahead of a party can avoid an encounter entirely if his opponents are surprised.

Climb Sheer Surfaces: This means surfaces with no, or almost no, hand or toe holds. The Referee might require multiple saving throws for long climbs, and might regard failure as merely "no progress" or actual falling.

Poison (1st): Assassins are well practiced at using poisons, and have no chance of poisoning themselves when applying it weapons or slipping it in food and drink. Assassins can identify poisons on a roll of 1-3 on 1d6 and neutralize most poisons on a roll of 1 on 1d6, provided they have some herbs and other chemical agents on their person (a supply of 10 uses of these items costs 25 gp and can be obtained from most alchemists or herbalists).

Finally, an assassin can use these same herbs and agents to produce poisons of their own. At level 1, assassins know how to brew sleeping draughts and poisons that cause nausea (-2 penalty to all rolls). These simple poisons last one hour, and victims receive a saving throw to avoid the effects. These simple poisons can be applied to an assassin's weapons as a sticky paste. They cost 50 gp to make and take 1 day to brew a single use.

By level 3, an assassin has learned to make more potent poisons that can either inflict 1d6 points of damage for every three levels an assassin has attained (i.e. 1d6 at level 3, 2d6 at level 6, 3d6 at level 9 and so on) or that cause paralysis for 10 minutes. Again, saving throws are allowed. These poisons can be applied to an assassin's weapons as a sticky paste. They cost 250 gp to brew and take 1 day to brew a single use.

At level 9, assassins learn how to make a potion of poison that forces imbibers to save or die instantly. This poison cannot be applied to weapons. It costs 1,000 gp to brew and takes 1 day to brew a single use.

JMS

Urban Adventures

By John M. Stater

Most fantasy roleplaying games have a very definite comfort zone, one usually located beneath the earth in a maze of ancient tunnels and chambers inhabited by a menagerie of monsters. Moving the action outside the dungeon is difficult enough, but entering the confines of a city or town can be a true challenge. Gone is the rigid control of the dungeon, with a monster for everything and every monster in its place, and forget the wide open wilderness which, by its very vastness allows the Referee to focus in on a few set encounters. Urban areas may be well defined, but they are bustling and the Referee might find the creation of a city or town a truly daunting task, especially when one considers how different an ancient or medieval city was when compared to the urban landscapes of today. This article attempts to define a fantasy-style city, with a mind to creating a place that is both memorable and manageable. In most cases, it refers to my own campaign world of NOD, but should be applicable to most fantasy campaigns.

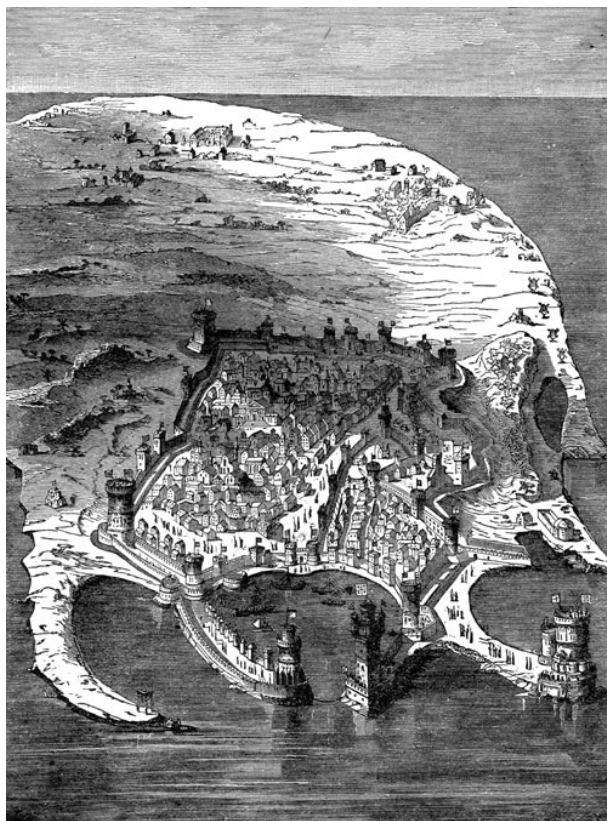
Civilization

Civilization in NOD is composed of large settlements called city-states. City-states are surrounded by settled lands in a 5 to 15 mile radius (which for most sandbox maps translates roughly into 1 to 3 hexes), and are separated by vast tracts of wilderness. The key factors to consider when creating a city-state include its overall alignment, the look and feel of the place and the general character of the citizenry.

Alignment

A city-state's alignment gives the Referee a quick snapshot of the social life of its citizens. In true medieval fashion, the alignment of a society can be seen in the physical character of the settlement.

Lawful city-states have a dominant ruling class and a large bureaucratic class. Law enforcement is strict (i.e. bribery is expensive). Adventurers are given more scrutiny in a lawful city-state, and they stand a higher chance of being harassed by guards. Lawful city-states fit easily into the feudal system. Unlike true medieval



cities, lawful city-states are neat and tidy. Right angles and straight streets are the norm. Lawful citizens are sober, well-mannered and tidy. They are considered in their speech and cautious in their actions. Once they make a decision, though, they are stubborn and resolute in seeing it through.

Neutral city-states put a high value on personal freedom and initiative. They are as likely as lawful city-states to be ruled by a monarch, but often have a mayor as well (see guilds below), or the monarch may be elected by (and from) noble families or subject to a parliament. Neutral city-states fit well into the scheme of the mercantile renaissance city-state. They are crowded, manic and vital. The streets and buildings are crooked and jumbled. The citizens are flashy, loud and brash, and are known for their powerful passions.

Chaotic societies put a premium on power and survival. Murdering one's way to the top is not unknown and ruthlessness in politics and business is expected. A chaotic society may pay lip service to benevolent deities, but in the end acquisition of power trumps all other concerns. Chaotic city-states look dangerous. They are shadowy even in the daytime. They are corrupt and crime-ridden. Their citizens are sharp, suspicious, violent and greedy.

Population

City-states can be categorized as towns, cities or metropolises based on their population. Towns have from 1,000 to 8,000 people, but average 2,500 citizens. Cities have from 8,000 to 12,000 citizens, averaging 10,000. Metropolises have 12,000 to 200,000 citizens, averaging 50,000. Cities of more than one million people existed in medieval times, but were quite rare.

Each city-state is ruled by a monarch or by a lord mayor and his council of aldermen. The city-state is surrounded by manorial villages and a rural population much larger than the urban population (more on the rural population later).

City-states are rarely home to high level adventurers, since those folk prefer the freedom and power of wilderness strongholds they have established. In addition, a monarch has no desire for powerful rivals close to home, preferring to put them on the borderlands where they can fight monsters and extend his rule. Low to mid-level adventurers, however, may settle in city-states, taking jobs with the government, opening taverns or investing in (or leading) mercantile companies. In practice, this means that one will rarely find NPC's higher than level 6 in a city-state. Consequently, arcane and divine spells higher than level 3 are difficult to come by in city-states. If adventurers seek powerful spells or the creation of magic items, they must venture into the wilderness.

Typical Settlements

Population	Manors	Shires	Burhs	Abbeys
2,500	17	0	0	0
5,000	33	1	0	0
10,000	66	2	0	0
25,000	166	4	1	1
50,000	332	8	2	1
100,000	664	16	4	3
1,000,000	6,637	156	37	27

Manor: Manors are described later in this article. A manor is ruled by a lord or baron.

Shire: A shire is a geographic collection of manors ruled by an earl or count and administered on his behalf by a sheriff.

Burh: A burh is a market. Burhs are meant to serve peasants living in manorial villages too far away from the city-state for easy travel. Essentially, it is a large, walled village that holds a market fair.

Abbey: An abbey is like an ecclesiastic manor.

Theme

A city-state's theme refers to a quick sketch of the kind of genre into which it best fits. This could be a specific time and place (i.e. renaissance Italian city-state), a literary genre (i.e. gothic romance) or a reference to one or more literary works.

Vistas

Vistas are a sketch of the sights, sounds and smells of the city-state. One can assume that all city-states will be crowded and stinking, with pigs and chickens roaming the streets, beggars, peddlers and urchins everywhere one turns, nobles in carriages or sedan chairs, etc. But beyond the things common to every city-state, each settlement in the game should have a character and style that makes it distinctive and thus memorable.

Citizens

City dwellers are usually normal humans without levels in any adventuring class. The only high-level NPC's common to city-states are its high priest and the leader of its criminal underworld, with high-level bards (if such a class is used in your game) another possibility.

The rest of the citizens are either peasants, burghers (usually artisans) or aristocrats. The artisans that adventurers deal with are masters that own their own shops. A master might be assisted by a journeyman and one or two apprentices. A few artisans are classed as "grand masters" capable of manufacturing items of extraordinary quality. Masters and grand masters always belong to a guild (more on guilds and other organizations later).

It is important for players to understand how a medieval artisan worked. Artisans did not generally

produce surpluses (i.e. they didn't work when they weren't being paid) and thus did not have shops where goods can be purchased "off the rack". While the apprentices and journeymen might spend their day making cheap items (less than a gold piece in value) that were in constant demand, masters make more valuable items to order. Assume that most goods can be completed in 1d20 days.

Social Classes

For our purposes, there are three social classes: Aristocrat, burgher and peasant.

Aristocrats are 1 to 2 percent of the population. This class includes royalty, nobility, knights and dames. Maybe 1 in 100 aristocrats have levels in a class, typically cleric, fighting-man, magic-user or paladin. Aristocrats earn anywhere from 600 gp to 10,000 gp a year (i.e. 1d20 gp per day).

Burghers, or townsmen, are the middle class. They make up about 10 to 20 percent of the population and include merchants, guild masters, officials, abbots, priests, lawyers, scholars, explorers, officers, inn and tavern keepers and artisans. Burghers earn about 30 gp to 200 gp per year (i.e. 1d100 sp per day). Maybe 1 in 100 burghers have levels in a PC class, typically cleric, druid, fighting-man, illusionist or monk.

Peasants represent most of the remainder of a city-state's population. They include servants, tutors, farmers, herdsmen, fishermen, men-at-arms and apprentices. These folk earn from 10 to 20 gp per year (i.e. 1d6 cp per day). About 1 peasant in 100 has levels in a class, typically bard, fighting-man, ranger or thief.

The underclass includes actors, assassins, beggars, gypsies, outlaws, peddlers, prisoners, rebels, runaway serfs, strolling minstrels, thieves, tinkers and vagabonds. They represent about 10 percent of the population and their earnings can vary widely. Typical classes of them are assassin, barbarian, bard and thief.

Notable Citizens

The only citizens you really need to develop are those that will be sought out by the adventurers or that will come into conflict with them. This list includes alchemists for potions, armorers for armor and weapons, barbers for gossip and healing, priests for healing and holy water, sages for information, moneylenders for high interest loans, the captain of the guard after the inevitable tavern fight and the city-

state's aristocrats for their patronage. It is best to detail only one or two of each, since reoccurring characters are more engaging to the players and less work for you.

Note that in the following descriptions, the term "low-level" corresponds to level 1 to 3. The term "mid-level" corresponds to level 4 to 6.

Alchemists

Alchemists are proto-scientists specializing in the creation of special items. In reality, the world's greatest alchemists, the Moslems, invented, discovered or improved such things as acid, flaming oil, perfumes, soap, distilled spirits (i.e. alcohol), distilled water, glue (made from cheese), syrups, sherbet, gunpowder, artificial pearls and gem-stones, fire-proof clothing and many medicines. They also advanced the arts of ceramics and glassblowing, including the grinding of lenses and perfection of mirrors. In NOD, alchemists are also the source of lodestones, poisons and antitoxins. Alchemists can be hired by magic-users to help in the creation of magic items. A hired alchemist will cut in half the time it takes a magic-user to craft a magic item.

One alchemist in six (and all gnome alchemists) can manufacturing magic potions (they will know 1d4 recipes, rolled randomly) and know one alchemical secret from the following list:

1. The manufacture of homonculi and other vat-grown creatures (chimerae, synthoids, etc).
2. The manufacture of alkahest, the universal solvent (i.e. acid that inflicts 3d6 or more damage).
3. The manufacture of sovereign glue, which can only be dissolved using alkahest.
4. The manufacture of aqua vitae, a potion that heals all damage, neutralizes all poisons, cures all diseases and restores lost ability score points.

One alchemist in twenty is a low-level magic-user (or scientist, a new class presented in this issue). Because alchemists work with poisonous chemicals (especially quicksilver), 1 in 100 of them are insane.

- Alchemist: HD 1d4, AC 9 [10]; Atk 1 dagger (1d4); Move 12; Save 18; CL/XP A/5; Special: None.

Animal Trainers

Animal trainers are capable of teaching animals one trick each week. One in six animal trainers (and all halfling animal trainers) can train monsters and dragons at the rate of one trick per month, with one month of training required before the creature is willing to be taught any tricks whatsoever. One animal trainer in twenty is a low-level ranger. Animal trainers carry clubs, whips and sacks of treats favored by their beasts.

- Animal Trainer: HD 1d6, AC 9 [10]; Atk 1 weapon (1d4); Move 12; Save 18; CL/XP B/10; Special: None.

Armorsmiths

Armorsmiths are smiths that specialize in crafting, maintaining and repairing armor and weapons. An armorsmith can craft 25 gp worth of an item per month or repair 25 gp worth of an item per day. Lords must employ one armorsmith for every 100 men-at-arms they employ and provide for them a forge and living quarters. One in twenty armorsmiths is a low-level fighting-man. Armorsmiths carry light hammers and a variety of other tools (tongs, punches, etc).

All armorsmiths can make leather armor, ring armor, chainmail, shields and all weapons. One armorsmith in six (and all dwarf armorsmiths) can manufacture platemail and masterwork items. Masterwork weapons and armor cost 300 gp more than normal. Masterwork weapons are +1 to hit and masterwork armor grants an additional +1 to Armor Class. Elf armorsmiths know how to make elven chainmail.

- Armorsmith: HD 1d6, AC 9 [10]; Atk 1 weapon (1d6); Move 12; Save 18; CL/XP B/10; Special: None.

Barber

Barbers are the medieval equivalent of dentists, surgeons and hair stylists, all wrapped into one. They tend to be talkative and well informed about their community and its surroundings, knowing 1d6 rumors. Additionally, barbers can provide medical care (double the natural rate of healing) for wounded characters. One in twenty barbers is a low-level bard. Barbers charge 100 gp for medical care, 5 gp per rumor and 1 gp for a hair cut (or 10 gp for the works). Barbers carry shears, jars of leeches and bandages.

- Barber: HD 1d6, AC 9 [10]; Atk 1 weapon (1d4); Move 12; Save 18; CL/XP B/10; Special: None.

Beggar

Beggars are peasants who have bought their freedom from their lord, or been thrown off their lord's estate and forced to make their living in a town or city. Characters may wish to hire a beggar to do some spying (with a 2 in 6 chance of success) or they may buy rumors from them. Each beggar has 1d3 rumors he is willing to sell at the cost of 1 gp per rumor. A beggar's rumors may not be true and could be a ruse to lure the unwary into an ambush. One in twenty beggars is actually a low-level thief, and 1 in 100 beggars is mad. Beggars carry begging bowls and crutches.

- Beggar: HD 1d6, AC 9 [10]; Atk 1 weapon (1d4); Move 12; Save 18; CL/XP B/10; Special: None.

Blacksmith

Blacksmiths make and repair metal goods other than armor, weapons and precious metals. Blacksmiths craft metallic objects at the same rate as armorsmiths. In fact, there are a wide variety of smiths, each specializing in a different metal, with blacksmiths specializing in iron. For simplicity's sake, we can pretend that blacksmiths work with all metals. One blacksmith in twenty is a low-level fighting-man.

- Blacksmith: HD 1d6, AC 9 [10]; Atk 1 weapon (1d6); Move 12; Save 18; CL/XP B/10; Special: None.

Bowyer

Bowyers are craftsmen that specialize in making bows, crossbows, slings, bolts and arrows. Bowyers can produce 25 gp worth of goods per week. One in six bowyers (and all elf bowyers) can make master-work bows that are +1 to hit. One bowyer in twenty is a low-level fighting-man or ranger. Bowyers carry tools (saws, chisels), longbows or crossbows and 20 arrows or bolts.

- Bowyer: HD 1d6, AC 9 [10]; Atk 1 weapon (1d4 or 1d8); Move 12; Save 18; CL/XP B/10; Special: None.

Engineer

Engineers are learned in mathematics, carpentry, masonry and mining. They are essential for building or besieging a castle, for they alone understand how to build and operate siege engines (catapults, ballistae, etc). One engineer in six can build clocks and clockwork creatures. One engineer in twenty is a low-

level magic-user (or scientist, a new class presented in this issue). Engineers have charts, maps, sextants, tools and daggers.

- Engineer: HD 1d4, AC 9 [10]; Atk 1 dagger (1d4); Move 12; Save 18; CL/XP A/5; Special: None.

Fence

A fence can find and dispose of stolen goods, including magic items. They have a 5 in 6 chance to properly appraise the value of an item, and a 2 in 6 chance to properly identify a magic item. Finding magic items for adventurers is a difficult, time-consuming and costly enterprise. It costs 100 gp per month of searching with a 1 in 6 chance per month of success. One fence in ten is a low-level thief. Fences have hooded cloaks, daggers and have a 5% chance of carrying a magic item.

- Fence: HD 1d6, AC 9 [10]; Atk 1 weapon (1d4); Move 12; Save 18; CL/XP B/10; Special: None.

Guide

Guides know their way around the wilderness. For adventure groups without rangers, guides are a must. They know about all set encounter areas within 30 miles (5 hexes) of their city-state. They always know what sort of gear one needs to survive in the wilderness and can use all ranger skills successfully on a roll of 1-3 on a 1d6. One guide in twenty is a low-level ranger. Guides have padded armor, hand axes, longbows, 20 arrows and whatever survival gear is common for their home.

- Guide: HD 1, AC 9 [10]; Atk 1 weapon (1d6 or 1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

Healers

Healers are capable of providing care that double's their patient's normal healing rate and provides them a +1 bonus on saving throws against poison and disease. One healer in twenty is a low-level cleric of a healing deity such as Apollo Helios. Healers carry staffs, silver daggers and a surgeon's tools. They are assisted by apprentices (treat as students – see below).

- Healer: HD 1d4, AC 9 [10]; Atk 1 dagger (1d4); Move 12; Save 18; CL/XP A/5; Special: None.

Herbalist

Herbalists deal in herbs and herbal concoctions. In NOD, they are equivalent to apothecaries. Besides local herbs (cheap) and imported herbs (expensive), herbalists can prepare herbal remedies for poisons and diseases common to the local are at the cost of 30 gp. Each of these preparations (elixirs, poultices, etc.) grants a +1d4-1 bonus to saves vs. disease or poison. Several types of flora are useful to spell casters as potion ingredients. One in twenty is a low-level druid. Herbalists carry sickles or shears and sacks of herbs.

- Herbalist: HD 1d4, AC 9 [10]; Atk 1 sickle (1d6); Move 12; Save 18; CL/XP A/5; Special: None.

Innkeepers and Landlords

Innkeepers own and operate inns, while landlords own and operate taverns. For our purposes, we'll define an inn as a building in which adventurers can sleep, drink and eat, while a tavern is a building in which adventurers can only drink and eat. Some medieval inns were as many as four stories tall and offered a variety of services including stables and hot baths. One innkeepers or landlords in twenty is a low-level fighting-man or thief.

The average town has one inn and six taverns. Cities have five inns and 25 taverns. A metropolis has 25 inns and as many as 125 taverns. Rate these places as being poor (1 gp per night), middling (5 gp per night) or good (10 gp per night). The quality of meals and number of services depend on the inn's quality. Most guests sleep in the common room downstairs. Individual rooms can be purchased at triple the normal price for a night. These rooms rarely have locks on their doors and the cleanliness is always questionable.

When designing taverns, do not limit yourself to the tried and true alehouse. A tavern might also be an upper class club, a coffee house frequented by wealthy merchants, a tea house or even an opium den.

- Innkeeper: HD 1d6, AC 9 [10]; Atk 1 dagger (1d4); Move 12; Save 18; CL/XP B/10; Special: None.

Jewelers

Jewelers are smiths that work with precious metals and stones. They work at the same rate as armorers (25 gp per week). Jewelers are also likely customers of the precious metals and gemstones found by adventurers, and they can appraise such items as well



as a fence (see above). One jeweler in twenty is a low-level thief.

- Jeweler: HD 1d6, AC 9 [10]; Atk 1 dagger (1d4); Move 12; Save 18; CL/XP B/10; Special: None.

Lawyer

Lawyers are a must for adventurers charged with crimes in a city-state unless one wishes to go route of bribery. They are knowledgeable about the laws of their city-state and the personality and quirks of the local ruler, who presides over court cases. Many cases take 1d6 days (or more, if it suits the Referee's purpose) to come to trial. A skilled lawyer can cut this time in half and has a 3 in 6 chance of getting the adventurer off without a fine, imprisonment or mutilation. Lawyer fees will amount to half the potential fine, or a minimum of 100 gp. One lawyer in twenty is a low-level bard.

- Lawyer: HD 1d4, AC 9 [10]; Atk 1 dagger (1d4); Move 12; Save 18; CL/XP A/5; Special: None.

Merchant

Merchants own or finance ships, caravans and voyages of discovery. They are among the wealthiest non-noble members of society and are often resented by craftsmen (from whom they have taken power in most city-states) and nobles (who they are rapidly eclipsing in wealth). Merchants are ostentatious in their display of wealth and worldly in their tastes and habits. A merchant's silver tongue gives her a +1 bonus to reactions. One merchant in twenty is a low-level bard.

Merchants are usually accompanied by a sergeant-at-arms and a scribe. Merchants carry long swords (rapiers) and daggers. They can play the role of moneylenders, providing loans for collateral and at a 10% interest rate (compounded monthly).

- Merchant: HD 1d6, AC 9 [10]; Atk 1 weapon (1d4 or 1d8); Move 12; Save 18; CL/XP B/10; Special: None.

Nobles

Nobles are born into positions of wealth and authority. They are loyal (at least outwardly) to the monarch of their city-state and are assigned by him to positions at court. Nobles are knowledgeable about courtesy, singing, dancing, diplomacy and law. Most are educated in history and rhetoric. They are accompanied by sergeants (or rakes, see below) and various servants. One noble in twenty is a low-level fighting-man. Nobles own platemail (worn on the battlefield, not at court or on the street), shields, long swords and daggers. Assume that a city has one noble family per 1,000 citizens.

- Noble: HD 3, AC 9 [10]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 3/60; Special: None.

Priest

Members of the cleric class are meant to represent crusading warrior-priests. The temple priests who dwell in cities and towns are more akin to sages than knights. They are educated men and women, usually literate and drawn from the ranks of the nobility. Many are assigned temporarily to temples by the ruler of the city-state or by the college of priests, and thus may not be devout worshipers of the deity whose temple they serve. About one priest in twenty is an adept (see NOD #1 for details on this class) of level one to twelve, and perhaps one in 100 is an actual cleric or druid. Because they are drawn from the nobility, most priests have some training in fighting.

- Priest: HD 2, AC 9 [10]; Atk 1 weapon (1d6); Move 12; Save 16; CL/XP 2/30; Special: None.

Prostitute

Prostitutes are men and women who provide a night's comfort and entertainment in exchange for money. If their presence in a game would make Referee or players uncomfortable, they should be ignored. Otherwise, their charisma should be rolled on a 3d6, with their fee being 10 gp per point of charisma. One

prostitute in twenty is a low-level thief or assassin. There is a 4 in 6 chance that a prostitute works for and is protected by a rake (see below), and charges double his or her normal fee. Prostitutes carry hidden daggers.

- Prostitute: HD 1d6, AC 9 [10]; Atk 1 weapon (1d4); Move 12; Save 18; CL/XP B/10; Special: None.

Rake

Rakes are professional duelists, hired by the wealthy to humiliate or kill their enemies. When not on the job, they are drunkards and louts, picking fights to show off and test their skill. Rakes fight with long sword and dagger, gaining a cumulative +1 bonus to hit each round (the Referee may want to set a maximum bonus, or may not). They have a base Armor Class of 4 [15] from their long experience at fighting unarmored. Young nobles often surround themselves with rakes, who demand a wage of 200 gp per month. One rake in ten is a mid-level fighting-man.

- Rake: HD 3, AC 4 [15]; Atk 1 dagger (1d4) and 1 long sword (1d8); Move 12; Save 14; CL/XP 4/120; Special: Cumulative +1 bonus to hit per round.

Sage

The sage is a polymath scholar, a “renaissance man” who dabbles in all manner of scholastics. He is not a practicing scientist; that role is left to the alchemist. A sage spends his time teaching (to pay the bills) and writing. Sages can be consulted to answer questions, this working as a legend lore spell and taking 1d4 weeks to accomplish (there is research to be done, books to borrow from other sages, tests to be made, etc). Sages are often accompanied by students (see below). Elf sages can answer a question in half the normal time, but charge triple the normal wage.

Sages demand a wage of 50 gp per week. One sage in twenty is a low-level cleric, druid, illusionist or magic-user. Normal sages have a 5% chance of having a spell book in their library, and a 1% chance of having a magical tome (i.e. tome of gainful exercise) in their library.

- Sage: HD 1d4, AC 9 [10]; Atk 1 weapon (1d4); Move 12; Save 18; CL/XP A/5; Special: None.

Sailor

Sailors are necessary to operate a ship. Sailors have a 3 in 6 chance to climb sheer surfaces and they have a natural Armor Class of 6 [13] due to their practice at fighting unarmored. Groups of sailors encountered at night may be press gangs under the command of a first mate (fights as a sergeant-at-arms). Sailors are paid 2 gp per month. Most sailors fight as bandits, but about one in ten is a low-level barbarian. Sailors carry hand axes or clubs.

- Sailor: HD 1, AC 6 [13]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.

Scribe

Scribes are literate men and women capable of writing. About 1 in 6 scribes is a master who can read and write in several languages, has a 4 in 6 chance to decipher scripts, and is capable of helping magic-users prepare magic scrolls (see alchemist). Scribes might be hired to read or write a message at a rate of 10 gp per page, or hired as secretaries and clerks. One scribe in twenty is a low level bard or cleric. Scribes carry writing kits.

- Scribe: HD 1d4, AC 9 [10]; Atk 1 weapon (1d4); Move 12; Save 18; CL/XP A/5; Special: None.

Spy

Spies come in every shape and size. They have a 3 in 6 chance of performing the special abilities of an assassin. To simulate an information gathering mission, assume a chance in twenty of success equal to fifteen minus the level or hit dice of the target. To simulate an assassination mission, assume a chance in twelve of success equal to twelve minus the level or hit dice of the target. Spies charge 500 gp per mission. Most spies fight as sergeants, but one in twenty is a low- or mid-level assassin. Spies have daggers, vials of poison, invisible ink, disguises and false papers.

- Spy: HD 3, AC 9 [10]; Atk 1 dagger (1d4); Move 12; Save 14; CL/XP 4/120; Special: Sneak attack.

Student

Students are the children of wealthy merchants and craftsmen sent to study under one or more sages, usually to acquire basic knowledge in reading, writing, history and arithmetic, but sometimes on their way to becoming alchemists, lawyers, priests or sages. Students have a reputation for boorish, even criminal, behavior, spending more time fencing and carousing

than studying. Their masters don't care, of course, as long as their parents keep paying their tuition. Students have long swords (rapiers), daggers and writing kits.

- Student: HD 1d6, AC 9 [10]; Atk 1 weapon (1d8); Move 12; Save 18; CL/XP B/10; Special: None.

Tax Collector

Employed by lords to collect taxes, tithes and other fees, tax collectors are usually accompanied by a band of men-at-arms. A tax collector's salary is 10 gp per month and 1% of all taxes collected. Tax collectors have a 4 in 6 chance of discerning lies and an uncanny ability to detect the presence of valuables. One tax collector in twenty is a low-level fighting-man or thief. Tax collectors have ring armor, light maces, daggers and writing kits.

- Tax Collector: HD 1d6, AC 6 [13]; Atk 1 weapon (1d6); Move 12; Save 18; CL/XP B/10; Special: None.

Torchbearers

These poor folk are so desperate for money that they will accompany adventurers (of all people) into the underworld holding nothing but luggage. If their employers so desire, they can be equipped with padded or leather armor and simple weapons like clubs, daggers, hand axes or maces.

- Bearer: HD 1d6, AC 9 [10]; Atk 1 weapon (1d6); Move 12; Save 18; CL/XP B/10; Special: None.

Traders

Traders are sellers of foodstuffs, dry goods and used armor and weapons. Used armor has an armor class one point lower than new armor, and used weapons are -1 to hit. Both sell for one-tenth the price of a new item. There is a 5 in 6 chance that a trader has in stock any desired item that costs less than 10 gp and a 2 in 6 chance of having more expensive items in stock. Traders never have special alchemical items or masterwork items in stock. They usually fight as sergeants, but one in twenty is a low-level fighting-man or thief. Traders can be found in bazaars, marketplaces and emporiums.

- Trader: HD 3, AC 9 [10]; Atk 1 axe (1d6); Move 12; Save 14; CL/XP 3/60; Special: None.

Taxes

Taxes have been the bane of mankind since the dawn of civilization. Taxes can take many forms in a medieval milieu, and taxes that only apply to the citizens of a city-state are not covered here.

Tolls

Tolls are charged on most rural roads by the communities tasked with maintaining that road. Tolls usually amount to about 1 gp if traversing the domain of a city-state. Entering a city-state's walls costs 1 gp per foot or 2 gp per wheel. Thus a man riding a horse that is pulling a wagon would have to a toll of 12 gp.

Tithes

The medieval church expected everyone to pay one tenth of their income to the church. For players who draw some or all of their power from the divine, this can be more like 10 gp per level per month, maybe in the form of sacrifices. For other adventurers, a Referee might require they pay a tithe in order to enjoy the benefits of divine spells (i.e. pay up or no healing).

Money Changing

This is not technically a tax, since it isn't levied by a tax collector. Nonetheless, changing coin from one metal to another, or from metal to gemstone carries with it a 10% surcharge.

Civic Organizations

The power structure of a city-state revolves around the monarch, the many noble families that swear fealty to that monarch and the settlement's civic organizations.

College

A college is an association of priests under the leadership of a high priest or pontiff. The college, with the monarch's blessing, appoints the heads of the city-state's temples and enforces ecclesiastic law. These concepts may seem more appropriate to a monotheistic faith based on the medieval Christian church than to a fantasy polytheistic system, but is in fact based on the system used in pagan Rome that was later adopted by the early Christian church.

The Roman college of priests had several responsibilities, including regulation of the divine spell casting, consecration of temples and sacred places, regulation of the calendar, administration of the law relating to burials and adoptions, superintendence of

marriages and maintenance of historic archives and keeping a list of judges and recording the minutes of their courts.

Rome had a greater college of 13 priests of the Roman gods and goddesses and a lesser college of 15 priests of foreign gods and goddesses.

Towns have one or two temples, each staffed by a priest and 20 to 30 clergymen (usually scribes, maybe priests in their own right). Cities have from 8 to 12 temples representing the chief deities of the local pantheon. A metropolis has 30 to 40 temples dedicated to major and minor members of the local pantheon and popular deities of foreign pantheons.

The largest temple in a city-state is dedicated to its patron deity. The city-state's high priest (a mid-level adept, cleric or druid) is a devotee of the city's patron deity and a former adventurer elevated to his position by the city-state's college of priests. Lawful and neutral temples sell holy water.

Most city-states have one or more secret cults dedicated to demon princes, archdevils or elder gods. A cult consists of a low- to mid-level adept, cleric or druid, 1d4 priests and several lay members (peasants, artisans, nobles, etc).

Companies

Merchants are organized into chartered companies. As a company, they have the right to trade goods, with their monarch receiving a percentage of the take. Mercantile companies have many investors that never leave the city-state, as well as adventuring traders who venture out on ship or caravan to trade (see traders above). A company consists of 2d6 merchants and 1d6 traders.

Merchant have strong boxes for the storage of valuables (free for members, available to non-members for a fee). They maintain alms-houses, fund vocational schools and support churches dedicated to their patron deity. They are usually granted monopolies by the crown. This may be a monopoly on a particular trade or a particular geographic area. Many colonial companies mint their own coinage. They are usually required to fly their city-state's flag, use only ships built in their city-state and pay a percentage on each shipment to the crown. Company rules might dictate that members may not belong to other companies, members must pay a fee to join

(upwards of 10 gp) and members will not break the rules under which the company is chartered.

Historical companies included the Merchants of the Staple, Mystery and Company of Merchant Adventurers for the Discovery of Regions, Dominions, Islands and Places Unknown, Society of Merchant Venturers, Fellowship of English Merchants for the Discovery of New Trades and the Honorable East India Company.

Guilds

City-states organize their artisans into chartered guilds (also called mysteries or livery companies). Guilds are led by an elected guild-master and a council of masters. Every profession has its own guild and guild house with an attached chapel dedicated to a deity associated with the guild's profession. Guild houses provide a strong box for the storage of valuables to guild members for free and to non-members for a fee.

The chief spokesman of the guilds is the lord mayor of the city-state. The leading delegates of the guilds are the city-state's aldermen. The other guild members are burghers.

Guilds are ordered in prestige according to the time of their founding and occupy rotating seats on a guild council in this order. A town has a single guild house for all of its guilds, while cities have a single guild house for the smaller guilds and separate houses for the larger guilds. Guildsmen swear oaths to the guild and to the crown. Each guild has the right to display a coat-of-arms.

Mercenary Bands

Mercenary bands often camp outside a city-state's walls while their captains look for employment. Assume a 1 in 6 chance during spring and summer of a camping band, and a 4 in 6 chance during autumn and winter. Mercenaries are willing to work for adventurers, but they will not enter a dungeon, lair or ruin until it has been cleared of monsters.

A mercenary company is commanded by a captain (1 in 6 chance of being a mid-level fighting-man). The captain is assisted by a sergeant. The company consists of 1d4+1 units, each consisting of 12 men-at-arms under the command of a sergeant. The type of warrior in each unit can be rolled randomly.

- 1 Archers: Leather, shield, long bow, short sword
- 2 Archers, Elf: Leather, long bow, long sword

- 3 Archers, Mounted: Leather, short bow, short sword
- 4 Crossbowmen: Ring, crossbow, short sword
- 5 Crossbowmen, Mounted: Ring, crossbow, short sword
- 6 Heavy Foot: Mail, shield, pole arm, short sword
- 7 Heavy Foot, Dwarf: Platemail, shield, war hammer
- 8 Light Foot: Ring, shield, spear
- 9 Heavy Cavalry: Platemail, shield, heavy lance, axe
- 10 Light Cavalry: Chainmail, shield, light lance, mace
- 11 Slinger: Sling, club
- 12 Slinger, Halfling: Leather, sling, dagger

Mounted archers and crossbowmen ride normal horses to battle, but dismount for fighting.

Historic mercenary bands included the Dove Company, Ventura Companies, Company of St. George, Star's Company, the White Company of John Hawkwood, the Little Hat Company and the Company of the Rose.

Thieves' Dens

A thieves' den is led by a name-level thief (level 9 to 12). This makes the master of the den one of the most powerful adventurers in the city-state, which goes a long way to explaining the corrupt nature of most cities. Assassins, bards and illusionists can be organized into spy rings of similar organization to a thieves' den.

The den consists of 2d6 level 1 thieves, 1d6 level 2 thieves, 1d3 level 3 thieves and 1d2 level 4 thieves. The den has a lieutenant of half its leader's level. Towns have a single den of thieves. Cities may have several competing gangs.

Universities

A university is a essentially guild for sages. Universities need not occupy a physical space, as do modern universities. Classes might be taught wherever there is room. Some universities rent space (like the modern University of Phoenix) and eventually are granted buildings by generous nobles and merchants. Universities are rarely found outside cities or metropolises.

Universities come in three types, depending on who pays tuition. In the first model the teachers are paid by

the students, putting the students in control. These universities usually specialize in law.

In the second model, the teachers are paid by the local college of priests. Theology is the main course of study in such universities and teachers have complete control over their students. Students in such universities are afforded legal protection by the clergy, in effect being considered junior clergy and thus immune to secular law.

In the third model, the teachers are paid by the state and given the protection of the crown.

Students enter university at age fifteen. They live in rented rooms or houses provided by benefactors. These houses are organized on the basis of one's nationality. It takes six years for students to complete their studies in the faculty of arts (arithmetic, geometry, astronomy, music theory, grammar, logic and rhetoric).

Once a Bachelor of Arts has been obtained, students choose one of four faculties (law, medicine, theology, or science, i.e. lawyer, healer, priest or alchemist) in which to pursue their master's degree and doctorate degree. Each degree takes six years to complete.

Classes are taught around single books, not subjects. Classes are not elective; all students must complete the same classes. Classes begin at 5:00 AM. Students will make up approximately 1 percent of a city-state's population. Assume one sage for every ten students.

Manorial Villages

City-states are surrounded by a patchwork of manorial villages. About 15 percent of a city-state's manorial villages are held by the prince, 60 percent by nobles and 25 percent by temples.

Each manorial village consists of a manor (often a castle) and approximately four hamlets. A village averages 1,500 acres in size and supports a lord, his family and retainers and about 1,200 peasants. Each manor is expected to provide one knight, one sergeant and eight men-at-arms for service in the city-state's army. A manor also contributes 12 peasant militiamen wearing little or no armor and armed with spears. Each manor is served by a parish priest and has a chapel or church.

Upon approaching a manor, a party of adventurers should be challenged by the manor's lord and his sergeant (or by the sergeant and a few men-at-arms). They ask the adventurers their business, do their best to assess whether they pose a threat (and deal with that threat if necessary) and may charge them a small toll. Since manors are approximately 1 to 3 miles apart, a party will pay many tolls while traveling through civilization.

Near a settlement, 95% of lords will be human nobles with no class. The remainder will either be low-level heirs of name level adventurers, or actual name level adventurers.

Manorial villages rarely have inns or taverns. Travelers might lodge with a yeoman or the lord of the manor. The divine laws of Jove demand such hospitality be shown and the traditions of chivalry dictate that lords show hospitality to fellow knights. In place of taverns, peasants open their homes to customers when they finish brewing a batch of ale, cider or wine.

Events

In some cases, a Referee will want to use the city-state as a place for adventurers to relax, heal and purchase supplies. Other times, a Referee will make visiting the city-state more memorable by introducing drama and conflict. In such cases, you might choose one of the following events.

Disaster

The city is going through a drought or flood. Food

prices are many times higher than normal and people are starving.

Vistas include citizens wailing in the streets, dead bodies littering the streets, hungry men and women boiling shoe leather and grass, a distinct lack of livestock, rats everywhere, priests in sack-cloth imploring the gods for deliverance

Fire

The city is ablaze. It will burn for several days unless put out by a strong rain or magic.

Vistas include a thick column of smoke rising into the sky, the screams of the injured, the wail of displaced peasants mourning the loss of life and property, fire brigades, lines of men, women and children conveying buckets of water from wells, fountains and the nearest body of water, a fine ash covering everything, homeless folk camped outside the city, clerics attending to the wounded and heartbroken, pick pockets working the crowds

Peasant Revolt

The peasants are rioting and executing nobles and wealthy merchants because they are fed up with their lot in life.

Vistas include bands of 3d6 angry club-wielding peasants, aristocratic heads on pikes, burning buildings, looted shops that would normally be frequented by peasants, an exodus of carriages, noblemen disguised as women trying to escape, knights putting peasants to the sword, rabble rousers being tortured or burned at the stake.

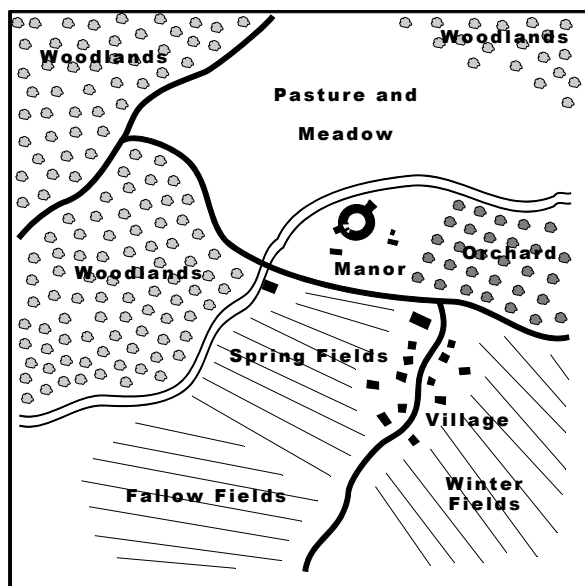
Plague

The city-state is infected by a plague. Adventurers must make saving throws each day to avoid fatigue and 1d6 points of damage. Alternately, the city is dealing with a plague of spawn-creating undead (see random encounters).

Vistas include hundreds of coughing, retching people, corpses littering the streets, priests doing their best to fight the demonic infection, censor-bearers, masked doctors, carts piled high with dead bodies, mass graves being dug outside the city, nobles fleeing the city-state for their manors

Shortage

The city is going through a shortage of the first thing an adventurer tries to purchase, with the prices ten



times higher than normal and then only available from the black market (i.e. a den of thieves).

Vistas include smugglers traveling by night, men shouting offers in the streets, closed shutters and barred doors, mobs of citizens converging on shops

Siege

The city is under siege by a rival city-state or by the local barbarians. Assume from one to four times as many attackers as defenders. Siege engines are present, or, in the case of some barbarians, siege beasts or giants.

Vistas include bands of mercenaries raiding the countryside for food, columns of smoke rising to the heavens, loud speeches rallying the troops, the crack of boulders hitting fortifications, displaced peasants begging by the roadside, the colorful pavilions of the besieging captains.

Tournament

The city is in the midst of a tournament. There will be jousting, melee and archery contests as well as feasting and dancing. There may also be athletic competitions and team sports. Priests of Minerva and Hercules will be on hand to manage the proceedings. A champion for each of the events (level 6 to 12) should be generated.

Vistas include strolling minstrels and jongleurs, peddlers selling trinkets and bits of roasted meat and vegetables, colorful pavilions and banners, processions of knights in gleaming armor, the crack of lance on shield, the roar of the crowd.

Random Urban Encounters

While monsters are more common in the wilderness than in civilization, they can also be encountered in cities and towns in a myriad of forms. Assume a 1 in 6 chance of a challenging encounter every time the adventurers turn a corner, with that chance doubled at night to 2 in 6. Roll 1d4 twice (first roll for the first digit, second roll for the second digit, in the manner of rolling percentile dice) to determine the encounter. The level of NPCs encountered can be rolled with a d12.

Daytime Encounters

- 1-1. Assassins (1d6)
- 1-2. Bards (1d6)
- 1-3. Clerics (1d6)
- 1-4. Doppelganger, in human guise
- 2-1. Giant flies (2d6)
- 2-2. Giant rats (3d6)
- 2-3. Illusionist, playing the charlatan
- 2-4. Magic-users (1d6) or psychics (1d6)
- 3-1. Men-at-arms (2d6) or fighters (1d6)
- 3-2. Moneylender with 1d6 men-at-arms
- 3-3. Noble procession* or paladin
- 3-4. Sailors (2d6) or barbarians (1d6)
- 4-1. Students (2d6), drunk and disorderly
- 4-2. Tax Collector and 1d6 men-at-arms
- 4-3. Thieves (1d6)
- 4-4. Wererats (2d6), in human guise

Night Encounters

- 1-1. Assassins (1d6)
- 1-2. Clerics (1d6), chaotic cultists
- 1-3. Doppelganger
- 1-4. Flesh golem, berserk
- 2-1. Ghouls (2d6)
- 2-2. Giant flies (2d6)
- 2-3. Giant rats (3d6)
- 2-4. Magic-users (1d6) or psychics (1d6)
- 3-1. Men-at-arms (2d6) or fighters (1d6)
- 3-2. Sailors (2d6) or barbarians (1d6)
- 3-3. Spectres (1d6)
- 3-4. Students (2d6), drunk and disorderly
- 4-1. Succubus
- 4-2. Thieves (1d6)
- 4-3. Vampire
- 4-4. Wererats (2d6), in human guise

Clerics might be accompanied by a gaggle of lesser priests, and might be carrying an idol, for the idols of pagan deities were often paraded around town for important occasions. Remember that an idol is meant to be the physical presence of a deity, which means they must be treated with the utmost of respect lest one draw said deity's wrath.

A noble procession consists of a noble and his wife in some sort of conveyance, anything from a sedan chair to a carriage. They are accompanied by 1d6+6 heavily armed and armored men-at-arms (AC 18, pole arms), a similarly equipped sergeant-at-arms, and servants and sycophants as needed.

JMS

Into the Wild

By John M. Stater

Since much of the content of NOD™ will be sandbox-style wilderness hex maps, it seems only logical that I should share some of my ideas on how, as a Referee, to run a wilderness trek. In all my years running games, wilderness adventures have always failed to please me. Too often, they turn into endless encounters with random monsters.

The guidelines here are meant to do the following: First, to provide a framework for journeys through the wilderness in terms of the terrain and the time it takes to travel. They are also designed to represent the ever-present dangers posed by the wilderness, and thus force players to put some thought into planning their foray into the wild. Finally, to present some ideas on making random encounters interesting with some random tables to determine where the fight takes place and some of the conditions present on the field of battle. Finally, I throw out a few ideas on strongholds and their inhabitants.

Travel

The following table shows the normal rate of travel (in miles per day) for different modes of travel. The first number is over easy terrain, the number in parentheses for difficult terrain.

Mode	Easy Terrain	Difficult Terrain
Foot, unencumbered	12	6
Foot, encumbered	6	3
Camel*	16	8
Donkey/mule	12	6
Elephant	12	4
Horse, Draft	8	4
Horse, Riding	24	12
Horse, War	12	6
Ox	6	4

Easy terrains are grassland and tundra. Difficult terrains are highlands, mountains, taiga, waste-lands, wetlands, and woodlands. Camels treat deserts as easy terrain.

Events

Each day, there is a 1 in 6 chance that a random encounter occurs. In addition, each wilderness hex the adventurers travel through holds set encounters they might find. Adventurers may come across one of these encounters accidentally (1 in 6 chance) or by searching.

Random monster encounter tables should be provided for each wilderness area. In addition to the threat of the monsters, the Referee must determine the battleground on which the encounter takes place. Battleground in this case includes not only the terrain where the encounter occurs, but also the weather and tactics of the enemy. Battlefields and battlefield conditions are addressed later.

Wilderness Types

The following wilderness categories are used in THE LAND OF NOD™. Along with a description, each terrain also includes a random terrain table that can be used to determine where encounters take place.

Aquatic

Aquatic areas are filled with fresh water and include lakes, rivers, streams and canals.

1-3	Sandy Ground
4-7	Rocky Ground
8-9	Kelp Forest (half movement, -5 to hit with missiles)
10	Chasm

Grassland

A grassland is a flat area or an area of gentle, rolling hills that supports grasses, sedges, herbs and few to no trees. Prairies, meadows and savannas are all grasslands. Steppes are semi-arid grasslands that usually separate deserts from woodlands.

1-6	Meadow
7-10	Tall Grass (half movement, +1 to surprise)

Highland

A highland is a rugged area of hills covered by grasses, herbs and sedges and sparse trees. A highland with heavy tree cover is considered a woodland. A highland with very little rainfall or grass cover is considered a wasteland.

- 1 Meadow
- 2-5 Gentle Slope (half movement, +1 to hit with high ground)
- 6-9 Steep Slope (half movement, +1 to hit with high ground, if hit for damage make saving throw or roll down slope for 1d3 damage and knocked prone)
- 10 Cliff (if hit for damage, saving throw or fall off)

Mountains

Mountains are very tall highlands bordered by highlands or separated from other mountains by passes or valleys.

- 1 Meadow
- 2-4 Gentle Slope (half movement, +1 to hit with high ground)
- 5-7 Scree Field (if moving at full speed or fighting, saving throw or slip and fall)
- 8-10 Boulder Field (-3 to hit with missiles)
- 11-17 Steep Slope (half movement, +1 to hit with high ground, if hit for damage make saving throw or roll down slope for 1d3 damage and knocked prone)
- 18-20 Cliff (if hit for damage, saving throw or fall off)

Tundra

Tundra is a scrubland or grassland located in a cold area. They are often marked by permafrost. A tundra can be flat, rugged or mountainous.

- 1-4 Meadow
- 5-9 Rocky Ground (if moving at full speed or fighting, saving throw or slip and fall)
- 10 Ice Sheet (if moving at full speed or fighting, saving throw or fall for 1d3 damage)

Wastelands

Wastelands are hot, arid expanses of sandy or rugged terrain. Rocky deserts that support succulents and/or scrub. Sand sea deserts are covered with shifting dunes that can measure over one hundred feet in height. Either kind of wasteland might have scattered oases. An oasis is a fresh spring surrounded by

vegetation. Some oases are large enough to support strongholds and villages.

- 1 Meadow
- 2-5 Rocky Ground (if moving at full speed or fighting, saving throw or slip and fall)
- 6-10 Sand Dunes (half movement)

Wetland

A wetland is land inundated with water. A marsh is a wetland dominated by grasses, while a swamp is a wetland dominated by trees. Marshes can be filled with salt water or fresh water from springs (bogs) or rain (fens). Marshes can also be called moors. Salt water swamps are called mangrove swamps.

- 1-4 Meadow
- 5-6 Tall Reeds (half movement, +1 surprise)
- 7-9 Shallow Water (half movement, -1 to hit with missiles, +1 surprise)
- 10 Deep Water (half movement, no missiles, +2 surprise)

Woodland

A woodland is covered by a closed or opened canopy of trees. It might be flat or hilly. Jungles are tropical woodlands that often contain swampy areas. Taiga are coniferous forests found in cold climates.

- 1-3 Meadow
- 4-5 Undergrowth (half movement, +1 surprise)
- 6-9 Light Woods (-3 to hit with missiles)
- 10 Heavy Woods (-5 to hit with missiles)

Dangers

Dangers are threats one must plan for and deal with while traveling through the wilderness. Each danger listed below can be avoided by taking a number of precautions. Failure to do so results in penalties that accrue before a battle or by the end of the day.

Most of the dangers result in fatigue. Each source of fatigue an adventurer (or his mount) suffers results in a -1 penalty to all actions (attacks, saving throws, attribute checks) and one half penalty to movement.

Cliffs

Adventurers that are traveling through mountains and rugged highlands need to link themselves with ropes and carry miner's picks. Most importantly, they need to avoid being anything more than lightly encumbered.

Equipment: Rope (100 ft.), pitons/spikes, hammer, miner's pick.

Penalty: 1d6 points of damage from falling and exertion, half with a successful dexterity saving throw.

Cold Weather

Characters need double food rations in cold weather. Characters must find shelter at night and start a camp fire (requires a flint and steel and a tinder box or a saving throw). Shelter can be an existing cave or it can be built. Building a shelter requires such items as pickaxes (for an igloo), hammer, string and axe.

Equipment: Bedroll, flint and steel, tinder box, winter clothing (or furs), winter blanket.

Penalty: 1d6 points of damage and fatigue.

Getting Lost

Besides using proper equipment, one should take the time to climb trees and hills to sight the area (when possible). Spells like find the path are a perfect substitute for proper equipment and smart adventuring.

Equipment: Maps, charts, lodestone.

Penalty: Fatigue.

Hot (Dry) Weather

Characters should only travel at night and must consume an extra water ration each day to avoid dehydration. If traveling during the day, one must keep the sun off their skin by dressing in robes, cloaks, caftans and hats. Characters should avoid any armor heavier than a mail shirt. It is also important to rest often by cutting daily travel distance in half.

Equipment: Caftan or hat, cloak or robes (i.e. Arabic dress), extra water ration per day, lack of armor (see below).

Penalty: 1d6 points of damage and fatigue.

Hot (Humid) Weather

Humid weather is draining. One should avoid wearing much clothing (natives of such environments are naked or practically naked), including armor. Characters must rest often by cutting their daily travel distance in half.

Equipment: Lack of clothing, extra water ration per day.

Penalty: 1d6 points of damage and fatigue.

Hunger

Bring food or bring somebody who can hunt for food. Spending time hunting cuts daily travel distance in half. Bringing traps and/or fishing gear gives a +1 bonus to survival saving throws. The spell create food and water makes enough food for three humans or one horse per caster level. This food will spoil after a couple of days.

Equipment: Rations, animal traps, fishing gear.

Penalty: Each day without food results in fatigue. A week without food inflicts 1d4 points of damage. Creatures brought to less than half their normal hit points from lack of food will suffer one point of random ability score damage each day.

Swimming

A creature can swim at one quarter of their movement rate for a number of rounds equal to its constitution score. Swimming for each round beyond that requires a saving throw.

If forced to stop swimming, a creature can tread water for a number of rounds equal to their constitution score. Treading water for each round beyond that requires a saving throw.

Failure to tread water results in sinking. A creature will sink 5 ft each round. Creatures can hold their breath for a number of rounds equal to their constitution score. Holding one's breath for each round beyond that requires a saving throw. When a single such saving throw is failed the creature drowns.

Thirst

Most environments allow for the collection of water as one goes; unfortunately, this water is not always safe to drink. This problem can be solved with a purify food and drink spell. Without it, adventurers run a 30% chance of being sickened, with a failed constitution saving throw indicating nausea and forcing the adventurers to make camp for 1-3 days.

Equipment: Canteen, water skin.

Penalty: Humans and demi-humans require a half gallon of water per day. Horses and oxen require 10

gallons a day. Camels require 2 gallons of water per day. Elephants require 30 gallons of water per day.

A day without sufficient water leaves one fatigued. A day without any water inflicts 1d6 points of damage and causes fatigue. Creatures brought to less than half their normal hit points from lack of water will suffer one point of random ability damage each day.

Vermin

Depending on the terrain, vermin are almost impossible to deal with. Food can be kept in water skins and hung from trees to make it safer from vermin. Adventurers can sleep in tents and burn sticks on incense to ward away mosquitoes and other disease carriers. Boots should be shaken vigorously before being put on in the morning. Complex perimeters formed of string and little bells are of dubious utility.

Equipment: Tents, incense sticks.

Penalty: Lose one day of rations and succeed on a constitution saving throw or suffer fatigue from sickness and poisonous stings.

Wear and Tear

Each night, armor and weapons must be oiled and stowed away. Bows should be unstrung (a spare bow could be unstrung during the day and kept strung at night). Metal weapons should be sharpened. One can use a mending spell if without proper equipment.

Equipment: Armor and weapon oil, whetstone.

Penalty: -1 AC if wearing armor. -1 penalty to hit if using weapons.

Battle Conditions

Once a Referee knows where a battle will occur and what the adventurers will be fighting, he still must determine other factors that can influence the outcome of the fight.

Before a battle, one adventurer (usually a ranger) must roll a saving throw. If successful, the encounter proceeds as normal. If the saving throw is failed, conditions are applied to the encounter based on how badly the saving throw failed (i.e. the difference between the character's saving throw number and the number the player rolled). If any condition does not make sense, apply the condition above it instead.

1-2	Mist or Dust
3-4	Precipitation
5-6	Wind
7-8	High Ground
9-10	Surrounded
11-12	Storm
13-14	Earthquake
15+	Roll 1d10 twice on table

Earthquake

The battlefield is wracked by an earthquake. All creatures must succeed at a saving throw or fall down. Those who remain standing suffer a -10 penalty to all actions and can only move at half their normal rate. Spell casters must roll saving throws to cast their spells.

There is a 5% chance each round of a fissure 10 feet deep opening up beneath each creature. These unfortunates must succeed at a dexterity saving throw or suffer 1d6 points of damage. There is a 5% chance each round that a fissure will slam closed, killing anyone inside it. In swampy areas, these fissures will drain away the water leaving a quicksand that sucks in creatures who fail a dexterity saving throw. On cliffs, fissures that occur near the edge of the cliff actually drop creatures of the cliff, where they suffer 8d6 points of damage.

High Ground

If there is high ground on the battlefield, the monsters have it. High ground gives them two advantages. They receive a +1 bonus to hit against creatures on lower ground, and creatures trudging up to meet them do so at half normal movement.

Mist or Dust

The battlefield is shrouded in a thick mist or clouds of dust. Creatures 5 feet away are -5 to hit with missile weapons. Creatures more than 5 feet away are -10 to be hit by missile weapons. The chance of surprise is increased by 1 for both forces.

Precipitation

A storm is soaking the battlefield. All combatants more than 10 feet away are -5 to be hit by missile weapons. Creatures move at half their normal movement rate safely, but must succeed at saving throws or fall prone if attempting to move any faster. Charging creatures will slide 3d6 feet when they fall prone.

Storm

The battle takes place during a lightning storm. Movement is cut in half due to the rain. Creatures more than 10 feet away are -10 to be hit by missile weapons. There is a 1 in 6 chance each round of lightning striking a random combatant, inflicting 5d6 points of damage and stunning them for 1d4 rounds. Creatures trying to fly in storms must make a saving throw each round to avoid falling.

Surrounded

The adventurers begin combat surrounded by their opponents. If only a single monster is encountered, ignore this result and give it the high ground instead.

Wind

High winds roar across the battlefield. Unprotected flames are extinguished and missile attacks are made at a -3 penalty to hit. Small flying creatures must make a saving throw to avoid being blown off of the battlefield and out of the battle. Larger fliers must make a saving throw each round to move through the air.

Monster Encounters

The monsters common to a wilderness region are detailed in that region's description. Simply choose a monster or roll it randomly, roll for the number encountered, and proceed. If you want to challenge the party, assume an equal number of monster hit dice to the party's hit dice.

If the Referee wishes, 1% of random encounters can be with an elemental or extra-dimensional creature. These are often quite dangerous and so should probably be reserved for experienced adventurers.

Extraplanar Creatures

- | | |
|---------------|--------------------|
| 1. Achaierai | 11. Ghost |
| 2. Barghest | 12. Nightmare |
| 3. Belker | 13. Quasit |
| 4. Couatl | 14. Salamander |
| 5. Djinn | 15. Shadow Mastiff |
| 6. Efreet | 16. Tsalakian |
| 7. Elemental | 17. Titan |
| 8. Ghost | 18. Vampire |
| 9. Hag, Night | 19. Xorn |
| 10. Hellhound | 20. Zetan |

Traveler Encounters

Encounters with travelers are not intended to threaten the adventurers. Instead, they are meant to present role-playing opportunities or lead to side adventures.

Leaders of groups of travelers are level 3 to 12 level (1d10+2). The leader's assistant is half the level of his boss. While the character class of a leader of a group of travelers is usually obvious, other details can be determined by rolling on the following tables:

Alignment

- 1-2. Lawful
- 3-5. Neutral
- 6. Chaotic

Race (Human or 1 in 6 chance of being demi-human)

- 1 Beastman
- 2 Centaur
- 3 Dwarf
- 4 Elf
- 5 Gnome
- 6 Half-Elf
- 7 Halfling
- 8 Mechanical Man

Caravan

A caravan consists of several wagons or, if at sea, one or more merchant ships. Each caravan consists of 3d6 traders and guards based on the value of the cargo they are transporting (see below). There is one sergeant for every 6 men-at-arms and a 2 in 6 chance that of spell caster of some sort is with the caravan.

Caravans travel from one city-state to another, hauling whatever the Referee deems appropriate. Assume that each trader has a team that carries 500 pounds of goods. A team consists of one of the following:

- A wagon pulled by 2 horses or oxen or 4 mules
- A single elephant with a rider
- A train of 4 camels or 5 giant lizards
- A sledge pulled by 2 porpoises

For the sake of player interest, it is best to use valuable or useful cargo. If you wish, you can roll randomly for each team's cargo on the table below.

Roll	Cargo (Value)	Men-At-Arms
01-12	Ale (50 gp)	0
13-22	Iron (100 gp)	1
23-32	Oil, lamp (100 gp)	1
33-38	Copper Ingots (500 gp)	1
39-44	Tools (1,000 gp)	2
45-50	Weapons (2,000 gp)	3
51-56	Wine (2,000 gp)	3
57-60	Salt (5,000 gp)	6
61-64	Silver Ingots (5,000 gp)	6
65-68	Wine, fine (10,000 gp)	9
69-72	Wood, rare (10,000 gp)	9
73-75	Linen (10,000 gp)	9
76-78	Coffee (50,000 gp)	10 x F3
79-81	Gold Ingots (50,000 gp)	10 x F3
82-84	Tea (50,000 gp)	10 x F3
85-87	Cocoa (100,000 gp)	10 x F4
88-89	Silk (100,000 gp)	10 x F4
90-91	Tobacco (100,000 gp)	10 x F4
92-93	Cinnamon (200,000 gp)	10 x F5
94-95	Ginger (400,000 gp)	10 x F6
96	Pepper (400,000 gp)	10 x F6
97	Cloves (500,000 gp)	10 x F6
98	Mithril Ingots (500,000 gp)	10 x F6
99	Platinum Ingots (500,000 gp)	10 x F6
100	Saffron (500,000 gp)	10 x F6

There is one sergeant-at-arms for every six men-at-arms (i.e. a squadron). F3, F4, F5 etc. refers to fighting-men of the designated level. Thus 10 x F3 means ten level 5 fighting-men will guard the cargo.

Patrol

A patrol consists of 6d6 men-at-arms (with one sergeant per 5 troops) led by a fighting-man or 6d6 longbowmen (sergeants as above) led by a ranger. There is a 2 in 6 chance that a spell caster of some sort is with the patrol.

Pilgrims

A group of pilgrims consists of 6d6 people led by a cleric or druid. There is a 1% chance per 10 pilgrims of there being a magic-user and/or thief with the group. All of the pilgrims share the alignment of their leader.

There is one man-at-arms mounted on a warhorse per five pilgrims. The troops are led by a fighting-man and sergeant, also mounted on warhorses. In a lawful group of pilgrims, the fighting-man can be replaced by a paladin.

Pilgrims travel on foot (60%), donkeys (30%), or horses/camels (10%). Classed NPC's are always

mounted. The pilgrims are heading to a wilderness shrine or to a temple in a city-state and will be glad to travel with like-minded adventurers.

Pilgrims wear a badge symbolizing the shrine to which they are heading. This badge could be a feather of a particular color, a shell, a straw hat, a cloak of sack-cloth, or a bit of embroidery over their heart.

Strongholds

A stronghold is a structure established by a high-level adventurer and manned by his followers. You can randomly determine the type of stronghold encountered by a roll of the dice. About two strongholds out of six are ruins inhabited by monsters.

Abbey

An abbey is a religious manor inhabited by clerics or druids. Abbeys are always dedicated to a saint or deity. An abbey is established by a patriarch (level 9 to 12 cleric) or archdruid (level 9 to 12 druid) called the abbot or abbess. It houses 3d6 low level clerics or druids and 5d6x10 lay brothers (normal humans). Additional clerics, druids or paladins can be visiting at the Referee's discretion.

A traditional abbey consists of a square outer wall. Inside there is a courtyard surrounded by a two story structure consisting of dormitories, a chapel, storage and work rooms, a stable and a bell tower. The abbey is surrounded by fields that are worked by the inhabitants. Medicinal gardens are maintained either within the walls or just outside the walls. The abbey's armory is stocked with mail hauberks, shields, maces, slings, throwing hammers and whatever weapon is favored by the patron deity (i.e. longbows for abbeys of Apollo Helios).

Castle

A castle is established by a warlord (level 9 to 12 fighting-man), paladin (level 9 to 12) or ranger (level 9 to 12). The castle is a feudal manor supported by 1d4 villages. The castle is defended by a number of men-at-arms commensurate with its size. The lord of the castle is assisted by one sergeant per 10 men-at-arms, and a cleric (or druid) and magic-user of half the level of the lord. Four our purposes, castles come in one of three types: Keeps, motte-and-bailey and concentric.

A keep is the most basic form of stronghold. It consists of a single stone structure. The keep might be a single tower, a shell keep – that is a donut-shaped structure

or a tall building built on a square or triangle plan with three or four connected circular towers. A simple keep is usually protected by 10-20 men-at-arms.

Motte-and-bailey castles consist of a motte – that is a keep built atop a tall mound of earth, and a bailey – a courtyard. The motte is surrounded by a wooden or stone palisade and is connected to the bailey via walls that run down the mound. In some cases, the bailey surrounds the mound and motte completely. A motte-and-bailey castle is protected by 20-40 men-at-arms.

A concentric castle bears some resemblance to the motte-and-bailey design. In the center is the keep, or donjon, a large building, usually on a square plan and designed for both the protection and comfort of its lord. The donjon is surrounded by an inner wall and an outer wall, both usually constructed of stone. The lord's charges dwell within the outer wall. A concentric castle is protected by 50 to 100 men-at-arms.

Grove

A grove is established by an archdruid (level 9 to 12 druid) with the permission of his or her order. The grove consists of several trees around a clearing. An altar rests in the middle of the clearing. The founding archdruid and 2d6 level 1 to 3 druids dwell in a nearby

lodge. The lodge is a gathering place for elves, rangers, the fair-folk and forest creatures.

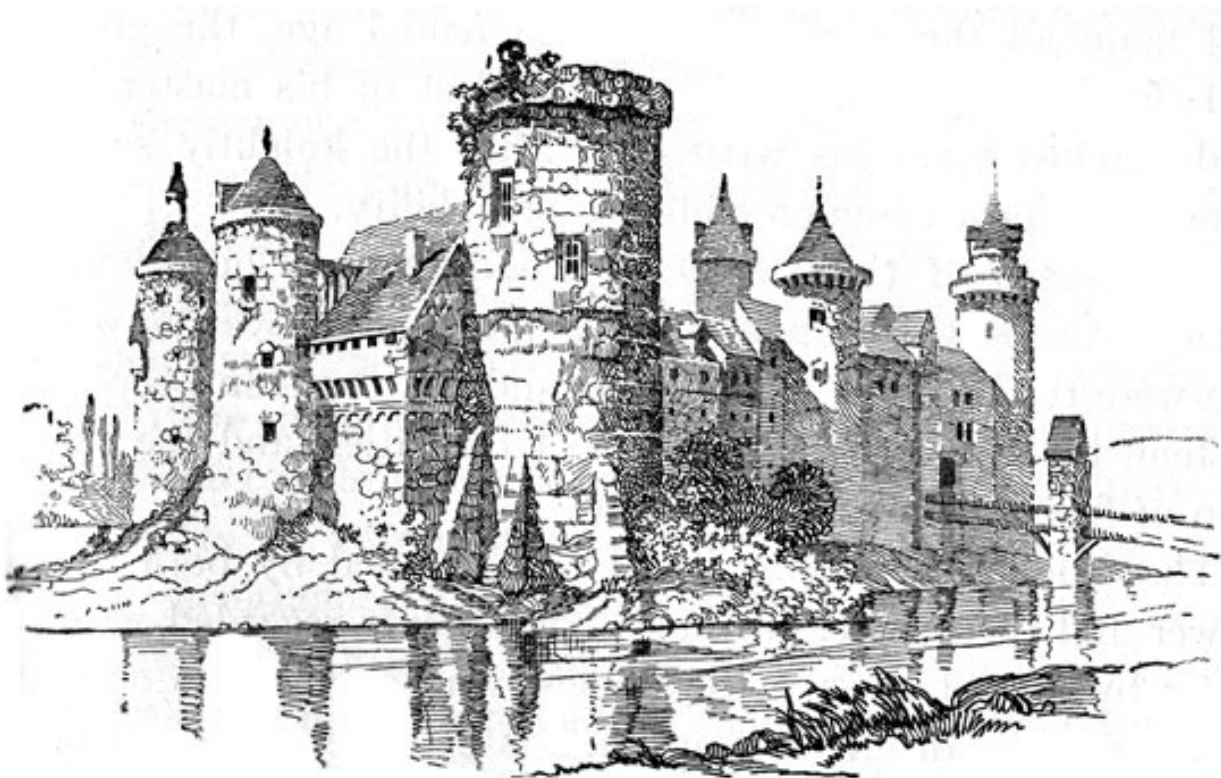
Monastery

A monastery is not much different from an abbey except that it is inhabited by monks rather than clerics. It is established by an abbot (level 9 to 12 monk). The abbey contains a training ground surrounded by a shrine, armory and barracks. The monastery houses 1d6 monks of level 2 through 5 and 3d6 level 1 monks.

Tower

A magic-user's tower is built in a hard-to-access spot that offers unique magical properties. It is to these places an adventurer must travel if they wish to commission a magic item or to obtain spells of level 5 or higher. Magic-users have 1d4 apprentices and 1d3 level 1 magic-users.

JMS



Barter & Trade

By John M. Stater

Stacks of gold coins, sparkling emeralds and rubies, ancient repositories of magic power – this is the stuff of legend and the expected contents of your average, garden-variety fantasy treasure horde. And why not? Certainly, fabulous monsters like dragons and giants should have fabulous hordes of treasure, stolen from the vaults of long dead kings, the ill-gotten ransoms of fairy princesses, and so on. But what about the orcs?

Orcs, goblins and kobolds are at the bottom of the monster hierarchy. Crude and violent, they make most of their money harassing peasants, raiding caravans and knocking off low-level adventurers, themselves usually equipment rich and money poor. So where does a challenge level 1 monster get 100 gp or its equivalent in gems, jewelry or magical items? Peasants were themselves living on barter and the odd copper piece, and the lords of actual medieval manors weren't especially cash laden either; much of the transitional history of Europe from feudal to mercantile had to do with the clash between landowners whose wealth was tied up in their land holdings and the coin-rich merchants.

To lend an air of reality (I know, that dreaded word) to my games, and to defy the expectations of the players, I devised a few tables of trade goods to use as an alternative to coins, jewels and magic items. The system relies on the notion that for every point of challenge level a monster has, it has 100 gp of treasure or its equivalent, with a 10% chance of replacing those coins with gems, jewelry or a magic item, and, in my system, a 10% chance of replacing it with a collection of trade goods. In the case of ingots of precious metal, I am assuming a ratio of 100 coins to the pound; if the ratio used in your game is different, adjust accordingly.

Feel free to change values, especially if a particular item is either rare or exceedingly common in a particular region. When adventurers try to sell these trade goods, you can simulate price fluctuations by rolling 1d6, with a 1-2 meaning half the normal value and a 5-6 meaning double the normal value.

Obviously, these tables can also be used for determining the contents of a caravan or a merchant ship. If some of the quantities seem too large, reduce them and make multiple rolls.

In Place of 100 gold pieces (roll 1d20)

1. 2d100 ingots of lead (10 lb ingots, 7 sp each)
2. 2d100 ingots of iron (10 lb ingots, 1 gp each)
3. 1d6 x 100 lb of oats (3 sp per pound)
4. 1d100 ingots of tin (5 lb ingots, 2 gp each)
5. 2d20 ingots of copper (5 lb ingots, 5 gp each)
6. 4d8 barrels of ale (30 gal, 250 lb, 6 gp each)
7. 2d10 barrels of wine (30 gal, 250 lb, 9 gp each)
8. 2d10 x 10 goats (1 gp each)
9. 1d10 x 10 sheep (2 gp each)
10. 1d6 x 10 pigs (3 gp each)
11. 2d20 lb of salt (5 gp per pound)
12. 1d10 ingots of silver (2 lb ingot, worth 20 gp each)
13. 2d10 yards of silk (10 gp per yard)
14. 2d10 cattle (10 gp each)
15. 2d10 cigars (10 gp each)
16. 2d6 fox skins (14 gp per skin)
17. 2d6 lb of saffron (15 gp per pound)
18. 2d6 lb of cloves (15 gp per pound)
19. 2d6 oxen (15 gp each)
20. 1d8 lion skins (25 gp per skin)

In Place of 1,000 gold pieces (roll 1d20)

1. 1d20 casks of molasses (25 gal, 300 lb, 100 gp each)
2. 4d8 casks of olive oil (12 gal, 100 lb, 60 gp each)
3. 2d8 x 10 mink skins (12 gp per skin)
4. 2d6 x 10 lb cardamon (15 gp per pound)
5. 2d6 x 10 panther skins (15 gp per skin)
6. 2d6 x 10 lb pistachios (15 gp per pound)
7. 1d10 x 10 lb cashews (20 gp per pound)
8. 2d8 x 10 tiger skins (25 gp per skin)
9. 2d8 x 10 lb jasmine oil (25 gp per pound)
10. 1d6 x 10 lb jujubes (30 gp per pound)
11. 1d6 x 10 lb sandalwood oil (40 gp per pound)
12. 1d4 x 10 lb of dried coconut (50 gp per pound)
13. 1d4 x 10 lb of tea (50 gp per pound)
14. 1d30 lb of dried lotus fruits (70 gp per pound)

15. 1d30 lb of maple sugar (75 gp per pound)
16. 2d10 lb of galingale (80 gp per pound)
17. 2d10 lb of black walnuts (100 gp per pound)
18. 2d10 lb of cocoa (100 gp per pound)
19. 1d6 ingots of gold (3 lb ingots, 300 gp each)
20. 2d10 lb of tobacco (100 gp per pound)

In Place of 5,000 gold pieces (roll 1d20)

1. 4d8 ingots of gold (3 lb ingots, 300 gp each)
2. 1d10 x 10 vanilla beans (100 gp per bean)
3. 1d6 x 10 lb of ginger (150 gp per pound)
4. 1d6 x 10 lb of pecans (150 gp per pound)
5. 1d6 x 10 lb of sasparilla (150 gp per pound)
6. 1d6 x 10 lb of frankincense (160 gp per pound)
7. 1d6 x 10 lb of myrrh (160 gp per pound)
8. 1d6 x 10 lb of hickory nuts (200 gp per pound)
9. 1d30 lb of dried pineapple (300 gp per pound)
10. 1d30 lb of zedoary (320 gp per pound)
11. 1d20 lb of mace (500 gp per pound)
12. 1d20 lb of turmeric (500 gp per pound)
13. 1d20 lb of nutmeg (500 gp per pound)
14. 1d20 lb of paprika (500 gp per pound)
15. 2d8 casks of fine wine (12 gal, 100 lb, 600 gp each)
16. 2d8 lb of pimentos (650 gp per pound)
17. 1d4 ingots of platinum (2 lb ingots, 2,000 gp each)
18. 1d6 lb of long peppers (1,500 gp per pound)
19. 1d6 lb of tamarind pulp (1,500 gp per pound)
20. 1 ingot of mithral (1 lb ingot, 4,000 gp)

The Venturer

Now that we have a list of trade items, it seems appropriate to present a playable merchant PC class. Many of the real adventurers of the Middle Ages and Age of Discovery were merchant-adventurers, with Marco Polo being perhaps the most famous merchant adventurer of literature (fictional or non-, as the case may be). I envision the venturer as a roguish explorer, intent not on broadening his horizons as much as increasing the weight of his purse. Naturally, this makes the venturer an apt fellow to have along when traversing the wilderness or venturing into a strange city, but consider also his value in the underworld – not just dusty tombs full of plunder, but the unexplored vaults deep beneath the earth, peopled by the vril or lost worlds of cavemen and dinosaurs, and possessing wonders that the surface world would pay dearly to possess.

Prime Attribute: Charisma, 13+ (5% experience.)

Hit Dice: 1d6+1/level (+2 hp/level after level 9.)



Armor/Shield Permitted: Any.

Weapons Permitted: Any.

Wealth (1st): Venturers roll 4d6 x 10 to determine starting gold, but may not use their haggling ability when buying their starting equipment.

As venturers advance in level, they are required to show their wealth by retaining or purchasing at least 100 gp worth of jewelry or finery per level. A venturer only wearing enough wealth to qualify for a lower level acts in all ways as though he were that level.

In addition, a venturer must maintain at least one servant, including a scribe and valet and bodyguard, for every three levels he achieves. A venturer who is not allowed to take on an additional henchman due to his charisma score cannot continue to advance in levels as a venturer.

Appraisal (1st): Venturers are capable of correctly appraising the value of gems, jewelry and other valuable items. They can guess the function of a magic item on the roll of 1 on 1d6.

Danger Sense (1st): Any clever operator knows to keep an eye out for trouble. Venturers always try to stay one step ahead of their competition, and sometimes the law. A venturer enjoys a +1 bonus to

save vs. traps. Whenever a venturer is being lied to, the Referee can make a secret saving throw on his behalf to discover whether he catches on. The venturer will not necessarily know the truth, or the extent of the lie, but will know that a person is not being entirely honest.

Haggling (1st): Venturers are expert hagglers. Whenever a venturer is making a purchase, he and the seller make a saving throw. If the both are successful, the venturer gets a 10% off the normal price. If only the venturer is successful, he gets a 25% discount. If only the seller is successful, the venturer is charged twice the normal price (and might lose XP).

Venturer Advancement					
Level	XP	HD	Attack	Save	Title
1	0	1	+0	15	Higgler
2	1,700	2	+0	14	Monger
3	3,400	3	+0	13	Cadger
4	6,800	4	+1	12	Peddler
5	13,600	5	+1	11	Chapman
6	25,000	6	+2	10	Bourgeois
7	50,000	7	+2	9	Factor
8	100,000	8	+3	8	Merchant
9	200,000	9	+3	7	Tycoon
10	320,000	+2 hp	+4	6	Tycoon
11	440,000	+4 hp	+5	5	Tycoon
12	560,000	+6 hp	+5	4	Tycoon

Natural Leader (1st): Venturers enjoy a +1 bonus to reaction checks and can employ 1 henchman more than their charisma would normally allow.

Whenever visiting a town or city and in need of assistance, there is a 1 in 6 chance that the venturer has a contact that might prove useful. The contact does not exist solely for the purpose of fixing the venturer's problems, but should be a fully realized character with his or her own agenda.

Thus, a venturer who finds himself in need of horses might remember that his old friend the horse trader lives in the town he is visiting, or perhaps a venturer who runs into trouble with the watch might remember his old school chum, who became a lawyer. This ability should be used to move events forward and lend a minor helping hand, not to simply resolve events with the mere roll of the dice.

Pidgin (1st): A life of travel gives the venturer a small knowledge of many languages. When presented with a language he does not understand, he can try to make himself understood with odd words he has picked up and much gesturing (and, of course, speaking loudly and slowly). The Referee should make a secret saving throw on the venturer's behalf. With success, he gets his message across. With a major failure, he might insult the person to whom he is speaking or say the opposite of what he means to say. A Referee might want to make the player act out his attempts at communication for the entertainment of the table.

Smuggler (1st): While every venturer wants to make an honest living, there are times when unreasonable authorities make this impossible. Venturers are

capable of secreting items on their person which others have only a 1 in 6 chance of finding (per finding secret doors). Moreover, with a successful saving throw, a venturer can sneak about like a thief.

JMS

Ophir the Wicked

By John M. Stater

Ophir is a city of corsairs and cut-throats, slave markets and crowded bazars, opium dens and danger around every corner. It is the great black market of the Motherlands, where anything is for sale. Many adventurers come to Ophir to seek their fortunes in the sunbaked hills of the dangerous Wyvern Coast, or to find some rare ingredient or potent relic that has been smuggled into the city.

Size: Town (5,000 citizens)

Race: Human

Temples: Lotan; also Astarte, Baal-Zebul, Kothar-wa-Khasis, Melkarth, Shedu, Tangadorn

Ruler: Prince Zargo

High Priest: Aralla of the Temple of Lotan

Theme: Barbary pirates, Phoenician merchants, Swords & Sandals

Accent: Vaguely Middle Eastern

Vistas: Towers, raised highways, remnants of an ancient city, worn and weathered walls, tarnished domes, lazy citizens, humanoid soldiers

Cuisine: Lamb, mutton, oysters, fish, squid, gamebirds, flat bread, rum, spiced wine, ale, short beer

Common Names: Aida, Aliq, Ama, Balma, Diyulla, Far, Haba, Hakin, Hasmila, Hoob, Ibrah, Jumnah, Kar, Ketha, Lath, Muhad, Naam, Nabee', Nood, Rasha, Riha, Says, Shad, Ubaamir, Wasir, Zargo, Ziyad

Strange Customs: Never look a person in the eyes, only whispers after sundown (tongue sliced on first offense, removed on second)

Monetary Unit: Shekel

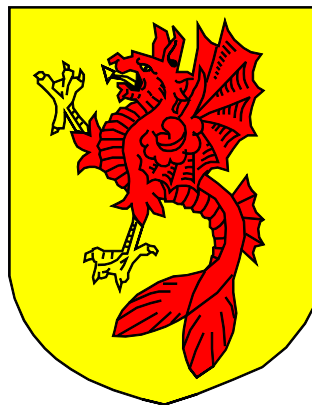
Before I continue, I should mention that this work presents the concept of slavery as it has often appeared in pulp fiction. Slavery was fairly common in the ancient world, and thus appears often in fiction. The slave girls, gladiators and galley slaves of pulp fiction and sword & sandal movies, however, do not do justice to the suffering of real life slaves. Unfortunately, the crime of slavery and human trafficking is alive and well in the world. I hope nobody takes this work of fiction as belittling the plight of actual slaves. I know I promised no politics on this website, but I don't think taking a stand against slavery is too controversial.

Ophir is a center of the slave trade on the Tepid Sea and a black market for stolen goods, especially magic items. No questions are asked in Ophir, so long as the guild and the prince get their 50% cut. Most nearby city-states keep factors in Ophir to hunt for desired magic items.

The archetypal Ophirian has blue-black hair, brown eyes and tanned skin. Citizens wear colorful robes over tunics

and sandals on their feet. Turbans are common among the men, while women wear silk scarves or tie their hair up with ribbons, strings of pearls or golden chains. It is common for people to anoint their hair with scented oils, and guests in Ophirian homes always have their feet washed and anointed with oils when they arrive.

Ophir's men-at-arms wear distinctive red scarves around their pointed helmets. They are equipped with chainmail, shield, short sword (falchion), light crossbow and 10 crossbow bolts. One guard in ten carries a heavy crossbow. Every group of more than three soldiers is accompanied by a sergeant-at-arms, and there is always one sergeant for every ten soldiers. Groups of twenty or more are commanded by a captain.





The people of Ophir speak with a rough, earthy dialect. Many are wanted by the authorities of other city-states and are kept in line by their fear of Prince Zargo's assassins and the might of the guild of thieves.

Random Punishments

1. Chain Gang (1-6 days)
2. Fine (10-100 gp)
3. Lashes (5-20, 1-4 subdual damage each)
4. Loss of Hand
5. Pilloried (1-4 days)
6. Prince's Dungeon (1-4 weeks)

Gambling is a common past time in Ophir, usually using dice. The locals also enjoy pit fighting (to the

death). Horse and camel races are conducted in some of the dry river beds near the city. The city-state boasts two champions of the Herculean Games held in Guelph.

Ophir's economy is based on the slave trade and the black market. Ophir's domain is composed mostly of dry, volcanic soil. The city-state is surrounded by a cedar forest and a few pleasant meadows that support goat and sheep herding. Most commoners make their living from the sea as fishermen or sailors.

Most of the inhabitants detailed below do not have combat statistics presented for them. In these cases, you can use the stats in the "Urban Adventures"

article in this issue, or use one of the following sets of statistics:

- Academics: HD 1d4; AC 9 [10]; Atk 1 fist (1d2) or weapon (1d4); Move 12; Save 18; CL/XP A/5; Special: None.
- Aristocrats: HD 1; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.
- Commoner: HD 1d6; AC 9 [10]; Atk 1 fist (1d2) or weapon (1d4); Move 12; Save 18; CL/XP B/10; Special: None.

A. Purple Street

Named for the old Purple Kingdom, of which Ophir was once the capital. The Purple Kingdom was named for the purple dyes that the people of the Wyvern Coast once specialized in. Purple Street has the look of a fancy street that is showing its age. Most of the entryways are set a few feet below street level. The street is paved with porphyry tiles (a purple stone) and lined with limestone troughs filled by water bearers in the employ of Zargo.

Crowds along this street include foreigners just arriving to the city (including adventurers), street walkers, citizens going about their businesses, noisy fishwives, sailors looking for a good time, urchins practicing their pick pocketing (1 in 6 chance adventurers lose a purse or other small item while on this streets) and guardsmen. Priestly processions also move up and down this street, as do herds of animals purchased in the Beast Market and headed for a merchant galley or cog.

Following this street north, one eventually reaches the Palace of Zargo and the manor of his grand vizier. To the south, the street reaches the banks of the River Asphodel and the quays and warehouses that line them.

Grand Vizier: Lathta is Prince Zargo's grand vizier. He is a youthful cousin, dandyish and pessimistic, but completely honorable. His four-story manor abuts the palace and connects to it with secret tunnels that also, via trapdoors, connect to the catacombs. Lathta does not like Zargo, but fears to act against him, though he does his best to intercede for victims of the Prince's cruelty. Lathta's wives, Jamila and Hasda, live on his country estate with his seven children (all sons). Lathta keeps his treasure (150 pp, 580 gp, 480 sp, a large red

garnet worth 400 gp) in a locked vault in his cellar. His manor is always under the guard of twenty men-at-arms (chainmail, shield, battle axe, light crossbow, 10 bolts).

- Lathta: HD 3 (14 hp); AC 3 [16]; Atk 1 weapon (1d8+1); Move 12; Save 14; CL/XP 3/60; Special: None. Masterwork long sword, masterwork chainmail, shield, silver dagger, torque of office (gold studded with amethysts, worth 800 gp).

Lord Admiral: Rirah is an aging sea captain, courteous but hedonistic. He is Prince Zargo's Lord Admiral, commander of the city-states fleet of war galleys and a corsair from way back. Rirah rarely goes to sea anymore, trusting to his captains to patrol the waters around Ophir and the freebooting corsairs to thwart the enemies of the state. Rirah lives in an enormous three-story manor with a gaggle of slaves serving every need and desire of himself, his wife Dara, his three adult children (Yik, Bara and Aadrubal) and his many guests (most of them corsair captains). Despite his advanced age, Rirah is still a dangerous swordsman. He keeps his treasure in his own vault. It consists of 1,000 sp, 500 ep, 400 gp and two malachites worth 400 gp each.

- Rirah, Fighting-Man Lvl 5: HP 23; AC 8 [11]; Save 12; Falchion, silver dagger, leather jerkin, crimson baldric, silk robes, conical turban.

Palace: The palace of Prince Zargo dominates the center of Ophir. Composed of six-foot thick granite walls, it is five stories tall and features two onion-shaped domes covered in beaten gold. The palace's courtyard features gardens and fountains and leads to the prince's stables, which house his twelve racing stallions.

The palace is under the constant guard of thirty men-at-arms under the command of three sergeants, a lieutenant called Galim and Elektra, the captain of the palace guard. The entrance to the palace is guarded by Korvos, an ogre. Korvos is virtuous and honorable, and much beloved by the children of Ophir. He is known to be loyal to the prince, and has never been known to be derelict in his duties.

Zargo keeps most of his treasures in the Treasury, but he keeps numerous art objects (15,000 gp worth) spread throughout his palace. Zargo has a harem of twenty wives and 43 children. Zargo's older children

live outside the city-state on his manors. His younger children (fifteen of them) live in the palace with their mothers. Zargo's harem is protected by five eunuch bodyguards (HP 13, 11, 10, 10, 10), all wearing chainmail hauberks and armed with curved two-handed swords.

Zargo is advised by his grand vizier (see above). His court magician is Jamala, a necromancer with access to the catacombs beneath the city-state and a laboratory in which she experiments with re-animating dead tissue. Zargo's chapel, dedicated to Lotan, is overseen by Taru the Black, a rival and ex-lover of Aralla, the pontiff of Ophir and high priestess of Lotan. He still bears the scars of their romance.

- Elektra, Fighting-Woman Lvl 6: HP 38; AC 1 [18]; Save 11; Platemail, shield, curved long sword, silver dagger, longbow, 20 arrows, 5d6 gp, ring of spell turning, a gift from Jamala to seal a secret deal. She wears a full helm with a brass wyvern crest and a red tunic emblazoned with the gold sea wyvern of Ophir over armor.
- Galim, Fighting-Man Lvl 3: HP 13; AC 1 [18]; Save 14; Platemail, shield, curved long sword, dagger, longbow, 20 arrows, 3d6 gp. He wears a red tunic emblazoned with a gold sea wyvern over his armor, and a helm topped by two leather horns painted yellow.
- Jamala, Magic-User Lvl 9: HP 32; AC 10 [9]; Save 7; Special: Magic-user spells (5th); Silver dagger, spellbook, chime of opening, 9d6 gp. Jamala's laboratory is protected by six zombies. She wears crimson robes traced with golden runes and flashy (but mostly brass) jewelry worth 50 gp. Jamala walks with a limp, one of her feet being mauled once by a chimera and replaced in a semi-successful experiment with the foot of a dead dancing girl.
- Korvos, Beastman Fighting-Man Lvl 7: HP 43; AC 2 [17]; Atk 1 two-handed sword (1d10); Move 9; Save 10; CL/XP 8/800; Special: Tremendous strength (+2), only surprised on 1 in 10, fights blind with no penalties, can detect invisible



creatures and discern lies on a 1-22 on 1d6; Chainmail, shield, two-handed sword (used in one hand), 5d6 gp.

- Taru, Cleric Lvl 4: HP 24; AC 3 [16]; Save 11; Special: Cleric spells (2nd); Plate mail, shield, heavy mace, holy symbol of Lotan, scroll of cure light wounds, 4d6 gp.
- Zargo, Assassin Lvl 11: HP 40; AC 3 [16]; Save 5 (4 vs. death); Special: High dexterity (+1), cheat death, decipher script, disguise, sneak attack for quadruple damage, stealth, poison; Dagger of poison (save or +1d6 damage and searing pain), silver darts (5), elven chainmail, periapt of proof against poison.

B. The Market of Braying Beasts

At the intersection of Purple Street and the Processionary is the raucous animal market. Temporary pens fill the center of the square and hold goats, sheep, cattle, horses and camels (and occasionally more exotic and dangerous creatures). Surrounding the pens are numerous merchants selling the beasts, almost always in large lots, to other merchants, who might then march them down Purple Street to an awaiting galley on the river. Animals are never moved north from the market, as this is forbidden. They enter the market in large, noisy herds from the Processionary, either from east or west. The assassins of the city conduct most of their business here in the din and cover of the crowds.

C. The Processionary

This is the main street between the gates of the city-state. It has considerable cart and camel traffic, and is thronged by peddlers, tinkers, sailors, prostitutes and cutpurses. It is paved with limestone cobbles, which are in poor repair and present a hazard to those who would engage in a fight (save each round or fall prone). Following the Processionary east leads to the Garrison, and to the west leads to the Chancery and Royal Treasury.

Chancery: This is the manse of Riba, the Chancellor of Ophir (meaning she is in charge of the city-state's finances and tax collection). Riba is the prince's aunt and holds her office despite her stated distaste for many of his actions and methods. She is an old woman, moody and blustering and feared by her tax collectors. She suspects that Zargo is the leader of the assassins and would dearly like to expose and destroy him and take the throne herself. She is served by several servants who are led by her valet, Horak. Riba is tall and stately, with long, braided silver hair and thin lips often turned down in a scowl. She dresses in robes of dazzling colors and keeps her jewelry simple and understated (gold, 300 gp worth).

Royal Treasury: This building is a fortress of limestone blocks with a single entrance protected by an steel portcullis. It is guarded by thirty men-at-arms (fifteen archers with ring mail, shield, light crossbow, 10 bolts and hand axe and fifteen heavy footmen with chainmail, shield, pole arm and curved short sword). The treasury's commandant is Balulla, a Cushite with sharpened teeth and an absolute dedication to duty. Balulla is assisted by two sergeants, Jali and Hasif.

The treasury contains the following treasures in locked (and poisoned gas trapped) iron strongboxes. The sum total is 13,000 sp, 500 ep, 12,100 gp, 20 pp, a silver aquamanile worth 4,800 gp, 15 ingots of gold (45 lb, 100 gp/lb) and 30 pounds of purple dye in terracotta pots (worth 3 gp/lb).

- Balulla, Barbarian Lvl 3: HP 21; AC 7 [12]; Save 13; Special: Cannot be flanked or back stabbed, fears magic, berserk; Battle axe, throwing irons (treat as hand axe), leather armor, necklace of polished bone and quartz worth 150 gp, 3d6 gp.

- Jali: HD 3 (14 hp); AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 3/60; Special: None. Longbow, curved short sword, ring armor, shield.

- Hasif: HD 3 (10 hp); AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 3/60; Special: None. Chainmail, shield, pole arm, short sword.

Garrison: The garrison is a large keep of limestone with five tall towers. The commander of the garrison is Lord Amiral. Amiral has chiseled features. He is mysterious and philosophical and worships the Ogdoad, agents of Chaos. He has five wives, the eldest handling the day-to-day affairs of his house and, truth be told, his command. He has twenty children (12 sons, 8 daughters) ranging in age from 3 to 26. Two of his sons, Zarkon and Farim, serve under him. His eldest daughter has received extensive training as a magic-user. His treasure consists of 10,000 cp, 10,000 sp and 1,100 gp kept in a vault in the keep protected with a fire trap (4d6 damage). Amiral makes no bones about his religion. He devoutly worships the chaotic Ogdoad. This has raised the ire of the Temple of Lotan, but worship of the frog gods has spread among his soldiers.

- Amiral, Fighting-Man Lvl 5: HP 31; AC 0 [19]; Save 12; Masterwork platemail, shield, masterwork long sword, silver dagger, masterwork lance, golden holy symbol of chaos worth 100 gp.
- Zarkon, Fighting-Man Lvl 2: HP 12; AC 0 [19]; Save 15; Masterwork platemail, shield, long sword, dagger, lance, ring of protection +1.
- Farim, Fighting-Man Lvl 2: HP 7; AC 2 [17]; Save 15; Platemail, battle axe, pistol (treat as light crossbow), 10 shots, dagger.
- Kelara, Magic-User Lvl 3: HP 10; AC 8 [11]; Save 13; Special: Spells (2nd), can maximize one spell per week; Staff, silver dagger, spellbook.

D. Avenue of Lost Souls

The streets that surround the Temple of Lotan are paved with basalt tiles, several bearing brass holy symbols of Lotan (in the shape of an eel wound around a trident). They are usually quiet, people avoiding the temple whenever possible, and they are never profaned with laughter or other loud noises.

At night, the streets are all but deserted due to the priests being about, hunting for sacrificial victims. The streets are patrolled by wary guardsmen during the day and servants of the nobles who live near the temple going about their business.

1. Temple of Kothar: Kothar-wa-Khasis is the god of craftsmanship, knowledge and excellence. His temple is constructed in the Greek style. The columns that line the front of the temple are covered with beaten, polished bronze. The doors to the temple are made of black oak and engraved with depictions of craftsmen at work. Inside the doors is a large room holding the marble idol of Kothar, painted to look lifelike and holding a silver hammer, a low altar on which worshippers can leave offerings, and a great multitude of items hung on the walls. These items are the pieces each journeyman of Ophir must create to achieve master status in his respective guild. Displayed here are hundreds of weapons and tools, many of them highly valuable (2d6 x 10 gp) and some of masterwork status. Because of the value of these items, the temple is never left unguarded. During the day it is patrolled by four dwarfs named Yovi (19 hp), Lur (18 hp), Grava (26 hp) and Ulf (21 hp). At night, the temple is patrolled by five iron cobras.

Beyond the idol chamber (behind secret doors) is a storage room, a library (contains a manual of constructing clay golems), three small living cells for junior priests and a larger room for the temple's priest, Riba. Riba is currently the lone cleric serving the temple. Riba is a mature woman with curly, black hair, green eyes and a full figure. She is a fearless woman and possessed of a ponderous intellect. Riba walks with a limp, having lost a portion of her left leg and foot to an encounter with green slime when she was a young adventurer.

The temple's treasure is kept in a puzzle box with three layers. The first layer, of lacquered ebony, is guarded by a complex lock (-2 to pick) and a sleeping gas trap. The second layer, of burnished bronze, is protected by an even more cunning lock (-4 to pick) and a poisoned needle. The third layer is constructed of steel and has a false lock that delivers a 3d6 bolt of electricity to any who tamper with it. The final layer can only be opened by dripping upon it the sweat created by honest labor. Within the chest one will find 5,000 ep, 1,200 gp, 110 pp and a brass sculpture of a nymph worth 350 gp.

- Riba, Cleric Lvl 6: HP 21; AC 4 [15]; Save 9; Special: Cleric spells (3rd); Warhammer, chain-mail, shield, holy symbol, potion of healing.
- Dwarf Guards, Fighting-Men Lvl 3: HP see above; AC 1 [18]; Save 14; Special: Dwarf abilities; Platemail, shield, war hammer, dagger, 1d6 gp.
- Iron Cobra: HD 3; AC 1 [18]; Atk 1 bite (1d4 + poison); Move 9; Save 11; CL/XP 5/240; Special: Poison.

2. Lady Nata: The Lady Nata hails from a powerful family that owns three plantations in Ophir's demesne. Nata is the eldest daughter of Baron Loqim and his wife Natala. Nata is a statuesque beauty with olive skin and dark green eyes. She dresses in silks and is always accompanied by a bodyguard, Aurmi, and a gaggle of servants. Although her family owns several dozen slaves, she keeps none in her home for she finds them untrustworthy. Nata owns a periapt of proof against poison and always wears it. Her home is patrolled by six men-at-arms commanded by Aurmi, a warrior-woman with a history of piracy and many scars to prove it. Lady Nata keeps 500 gp and several gems (five, average value 20 gp) in a locked (and poisoned) iron chest. She is currently toying with the affections of Balrah [5], a dangerous game for sure.

- Aurmi, Fighting-Woman/Thief Lvl 4: HP 28; AC 6 [13]; Save 12; Special: Back stab for double damage; Long sword, dagger, darts (5), pearl earring worth 50 gp, burglars' tools. She is skilled at two-weapon fighting, gaining a +2 bonus to hit when doing so.

3. Beggars: A band of seven beggars dwell in this ramshackle, two-story brick building. Once a fine townhouse, it has fallen into disrepair, missing wooden shutters on the windows and its entryway, tiled with blue marble, now cracked and dingy. The beggars are lead by Jumbi, a mischievous and secretive young man with a scruffy beard and a crescent shaped scar on his cheek (made by the signet ring of an aristocrat who meant to teach him humility). The building was left to Jumbi by his maternal aunt. Jumbi and his friends are religious beggars of Shedu who have taken a vow of poverty. They are less obnoxious than the average Ophirian beggar, but no less wily. They keep no treasure, spending all of their money on food for themselves and giving the remainder to the Temple of Shedu [56]. They are aware of the change that has come over the priests of

the temple, and are on the lookout for adventurers who might be able to help. As religious beggars, they are capable of blessing those who give them coins. The blessing, once made, can be invoked by the blessed at any time, and then acts as the cleric spell of the same name. They are likewise capable of cursing those who abuse them or commit blasphemy.

4. Tapestry Weaver: Alulla's work hangs in the palaces and temples of Ophir and other city-states. An elderly woman with a small, wrinkled face, long silver hair and a hunched back, Alulla is well read in history and mythology and has a 1 in 6 chance of answering obscure questions on these subjects. Her building is two stories tall and built of dark grey stone with a flat roof. The arched windows on her second floor are covered from within by tapestries, and two fine tapestries for sale (100 gp each) hang outside during the daytime. Alulla owns a pair of intelligent, talking ferrets (Zim and Yip) who keep her up-to-date on the goings on of the city-state. Alulla's home is simple and neat. She keeps her loom near the window and her treasure (135 gp) under the floor boards. Most of her earnings go to the Temple of Shedû [56]. Alulla has a long-standing loathing of Hogo [8], whose family stole her father's fortune and may have murdered him long ago.

5. Balrah: Balrah wants to rule the world ... seriously. He leads a mercenary company of 20 heavy cavalry who live in and around Ophir. When not attending the prince's court, Balrah is in league with one villain or another, searching for some lost relic that will give him the power he needs to conquer first Ophir, and then the world, etc. His home is all clean lines and efficiency. His trophies are few, and his furniture, although simple, is crafted from the finest materials available. Balrah is not married, but he does enjoy the company of a different prostitute (usually supplied by Ubata [24]) each night. Despite his megalomania, Balrah is a brilliant man, well educated and well spoken. He is of average build, with a neat mustache and long goatee, and usually wears dark silk vests, embroidered with gold thread, velvet pantaloons and black, leather riding boots. He always keeps sword and dagger by his side. Balrah is a devout worshiper of Resheph, god of disease and war.

- Balrah, Fighting-Man Lvl 8: HP 43; AC 1 [18]; Save 9; Special: High charisma and intelligence; Curved long sword, longbow, 20 arrows, platemail, shield, silver dagger, 6d6 gp.

6. Temple of Lotan: Lotan is the demoniacal god of the sea of the Ophirian pantheon. His temple is a large structure built of black stone and topped with a roof of grey slates. The entrance is barred by an iron gate night and day. During the day, a priest stands behind the gate to accept offerings to the temple and give Lotan's blessing (a dab of blue paint on the bridge of the nose). At night, when the priests of Lotan hunt for victims, the streets around the temple are deserted.

The interior of the temple is covered in plaster and painted an amber color. A thick, purple carpet leads from the entrance to the great idol of Lotan, which appears as a massive merman with a curled, black beard, stern countenance, golden crown and trident (plated and too large to remove) and gem-encrusted breastplate (three sapphires worth 3,000 gp each, twelve garnets worth 500 gp each). To the left of the entrance is a thick, wooden door that leads to a four-story tower that contains the apartments of the priests and an observatory. Behind the idol there is a trap door that leads to a series of catacombs that run beneath much of the city, connecting (via secret door) to a number of cellars. The catacombs nearest the temple of Lotan house treasure vaults and tombs of former priests. Further away, the catacombs are used for storage of supplies. The very far catacombs are haunted by monsters and avoided by even Lotan's grim priests.

The high priest of Lotan (and pontiff of the city-state of Ophir) is Aralla, a stately woman with pale, clammy skin and large, glassy eyes. Aralla is a sorcerer whose mother had congress with the demonic servants of Lotan. Aralla is served by Mugo, Harah, Jumbi, Says, Ibiq and Farba.

The temple's treasure is hidden in multiple vaults in the catacombs. Each vault is locked and guarded on the inside by an iron cobra and (10%) a mummy of a former priest. In total, the treasure consists of 500 ep, 2,300 gp and a lapis lazuli dolphin worth 125 gp.

- Aralla, Cambion Adept Lvl 7: HP 14; AC 9 [10]; Save 9; Special: Adept spells (2nd); Purple robes, golden torc (300 gp), silver dagger, potion of human control.
- Acolytes, Adepts Lvl 2: HP 2d6; AC 5 [14]; Save 14; Special: Adept spells (1st); Ring armor, shield, black robes lined with crimson, light mace.

7. Inn of One Thousand Delights: The best inn in town, it features two taverns (one for wine, one for dark ale), a restaurant specializing in goat cheese, spices and ground lamb on flat bread. The taverns consist of long tables and booths hidden by thick, velvet curtains. Besides the booze, one can shop for prostitutes and hookahs (black lotus is extra) in the taverns. They also have dancing girls and musicians most nights, and games of dice run by employees (usually assassins) of the inn.

The inn is owned by Ophir's brotherhood of assassins, who occupy the top floor. The innkeeper, Hood, is in their employ. He is a wicked man, malevolent and overbearing, but unskilled in fighting or assassination. The rooms in the inn are sumptuous and expensive (5 gp per night). The inn has its own stables, and baths and a laundry service can be purchased.

The top floor consists of apartments and meeting/training rooms. The assassins are ultimately led by Prince Zargo, but day-to-day operations are overseen by Joram, his lieutenant. The assassins' most proficient killed is the Black Lotus.

- Joram, Assassin Lvl 4: HP 16; AC 5 [14]; Save 12 (11 vs. death); Special: Cheat death, decipher script, disguise, sneak attack for double damage, stealth, poison; Short sword, dagger, darts (3), leather armor, black mask, 4d6 gp.
- Black Lotus, Assassin Lvl 8: HP 37; AC 4 [15]; Save 8 (7 vs. death); Special: Cheat death, decipher script, disguise, sneak attack for triple damage, stealth, poison; Short sword, +1 dagger, leather armor, disguise kit, vials of poison (2), vials of acid (2), burglars' tools.
- Assassins: HD 2d6; AC 9 [10]; Atk 1 dagger (1d4 + poison) or 1 dart (1d3 + poison); Move 12; Save 14; CL/XP 3/60; Special: Sneak attack. Dagger, darts (3), black mask, 1d6 gp, vial of acid.

8. Noble: This is the manse of Hogo, an old, haggard-looking hedonist. Hogo lives in a large, two-story building of exposed brick. Ornamental metal works adorns the entrance and the windows. Hogo is a minor nobleman who lives by the old ways. He is cruel and sadistic and given to indulging his lusts. He keeps a small harem of five women (all slaves) and a small staff of slaves to cater to his every need. Hogo throws lavish orgies that are widely attended by the chaotic

and evil aristocrats of the city-state. Hogo employs a large bodyguard from Lyonesse called Morgo the Black. Morgo guards the entrance to Hogo's domicile when his master is in, and accompanies when he is out (usually carried by slaves on a sedan chair). Morgo is tall and lanky, with thinning hair and a drooping black mustache. He is as wicked as his master, and would turn on him for the right price. Hogo keeps his treasure in the bank, though he is suspicious of the banker. Hogo has set his eyes on Ramma the dancer [18]. His entreaties have so far fallen on deaf ears, so he is planning to send Morgo and some thugs around to kidnap her.

- Morgo, Fighting-Man Lvl 3: HP 14; AC 4 [15]; Save 14; Chainmail, two-handed sword, dagger, 10 gp.

9. Salt Merchant: Riyadh the salt merchant is really a spy from Tremayne, intent on uncovering details about the slavers, especially concerning when and where they are about to strike. He sends messages back to Tremayne by fast ships whenever possible. Otherwise, he purchases salt from miners and sends it back home to Tremayne. Riyadh has connections to some of the maidservants who work in Zargo's palace, as well as sailors and wenches on the docks. His efforts to date have not been spectacular enough to have drawn the attention of the slavers or authorities, though locals find it odd that such a successful merchant has no servants or slaves. Riyadh is immaculate in appearance. He is tall and lanky, with hair as black as midnight and a widow's peak. He is clean shaven, and always anointed with fragrant oils. Riyadh is brave and unforgiving and relishes wine, women and song.

- Riyadh, Assassin Lvl 3: HP 11; AC 9 [11]; Save 13; Special: Sneak attack for double damage; Curved dagger, vial of poison, papers identifying him as a member of the Mercantyl Company of Far Ventures.

10. Bloody Bones Tavern: After a few years in the army, Nosir retired and purchased this tavern with his plunder. The walls of the tavern are decorated with weapons and shields (gifts, mostly) and is frequented by soldiers, guardsmen, mercenaries and fighting-men. Nosir is a cruel man and always on the lookout for an opportunity to profit off of another's misery. He has lost three wives (the last under mysterious circumstances) and the wenches he employs would probably leave if they didn't enjoy the protection of

their clients. Nosir allows them the use of the back room to entertain for a cut. He has chambers above the tavern, but can no longer make it up the stairs. He now sleeps in the back room. He keeps his treasure (36 sp, 180 cp) in a locked strongbox under the bar.

- Nosir: Fighting-Man 1: HP 10; AC 9 [10]; Save 16; Short sword, buckler (kept behind the bar). Wavy hair, birthmark on right arm, lewd and miserly.

11. Madman: Alod was a renowned knight who served the prince for years before his madness forced him into retirement. Alod appears fairly normal, but he has a tendency to lecture on nonsense and to become violent when he is disagreed with. Alod has a fine home with a large stable (now empty). It is dusty and in disrepair, for no servant stick with him for long. Alod's beautiful wife disappeared years ago. Some believe she ran away with a lover, but others say she was murdered by her husband, her corpse hidden in the catacombs. Alod has very little treasure left (130 gp). It is locked in a chest in his attic, hidden beneath an exquisite burial shroud.

- Alod, Fighting-Man Lvl 8: HP 48; AC 9 [11]; Save 9; Curved long sword, worn tunic embroidered with gold thread (5 gp), chainmail (owned but not worn), 1d10 gp.

12. Merchant: Balyad is a middle-aged merchant who deals in slaves and spices from Lemuria. He has recently received death threats from Jumog the vigilante [29] and now has trouble sleeping. He has hired three human sergeants called Ibrahim (14 hp), Jumah (15 hp) and Aia (21 hp), stationing two outside his front door and the other outside his bedroom door. Balyad's home is three stories tall and includes many rooms as well as a kitchen. He has three wives and twelve children, the three youngest still living at home. His oldest son works in the palace as a clerk and his two eldest daughters are merchants in their own right. Balyad keeps his treasure in a locked iron box. It contains 2,000 sp, 500 gp and malachite worth 65 gp.

E. Square of Ineffable Damnation

This square is named for the plight of the many slaves that travel through this square weekly from the harbor to the slave pens [16]. The alleys here are reddish dirt and overgrown with weeds, but the square itself is tiled with reddish marble. The southern part of the square has a large fountain, and it is believed to be lucky to throw a copper coin in (retrieved by the

priests of Adonis and Astarte each night and used as alms for the poor).

Crowds here consist of prospective slave buyers and those who wish to watch the auction, laborers moving from one place to another and peddlers selling bits of roasted meat on kabobs (often rat), salted dates and clay pots of beer.

13. Ubaha the Slaver: Ubaha's townhouse is four stories tall and built like a fortified tower, including crenelation on the roof. He has four wives and seven slaves and values none of them. Ubaha's pride and glory is his son, Rirah, a champion athlete who has competed at the games in Guelph and won a golden wreath. Ubaha's secretary is Gandel, a slave from Antigoon. Gandel is a brains behind Ubaha's fortune, and some whisper that he is in league with anti-slavery forces. There is no proof of this accusation, and he enjoys his master's confidence and protection. Ubaha has three hired sergeants-at-arms as bodyguards, Ritra (HP 15), Malev (HP 20) and Kara (HP 19). Ubaha's home is a model of old money. It is filled with fine pieces of art, intricate rugs and tapestries and many collected weapons and pieces of armor. Ubaha keeps his treasure in a locked vault. It consists of 1,800 gp, mostly in the form of gold bricks. The arches above his thick, oak doors and shutters are carved from porphyry, the rest of the building being constructed of limestone blocks painted bright white.

14. Muta the Slaver: Muta is a wicked elf slaver. He is a mature elf, remembering well the days when the Purple Kings still ruled the coast. Muta is immaculate in dress, loquacious in speech and forceful in personality. His home is built of white stone and has a green door covered with brass tracery. Muta has been a member of the Brotherhood of Slavers for several decades, rising up through the ranks as a slave driver. He has a keen intellect and expects that he will one day run the show (which is highly unlikely). Muta employs an ogrillon bodyguard called Jaroom. Jaroom has purple skin and flaming red hair, and dresses in a black leather jerkin and mail kilt. He carries a curved two-handed sword called a zulf-i-khar and wears a necklace of rat skulls. Muta's household is run by an old slave called Mumba. He suspects Ramma the dancer [18] of being involved in sneaking slaves out of Ophir, but does not feel ready to move against her, especially because he fears the involvement of the Temple of Shedû. His treasure consists of 10,000 cp, 1,000 sp and 100 gp.

- Muta, Elf Venturer, Lvl 3: HP 12; AC 4 [15]; Save 13; Chainmail, long sword, dagger, 3d6 gp.
- Jaroom, Ogrillon: HD 2 (8 hp); AC 4 [15]; Atk 1 sword (1d10+2) or 1 dart (1d3+2); Move 12; Save 16; CL/XP 2/30; Special: None.

15. Balbee's Place: Balbee is an aging, rotund woman with greying black hair, coppery skin and striking purple eyes. Despite her often unkempt appearance, she runs a successful brothel. Her ground floor is given over to dancing girls, hookahs and spiced wine. Sections of the first floor are blocked by curtains, allowing privacy to patrons who can afford it. The second floor consists of small rooms in which the prostitutes can ply their trade. The third floor houses Balbee's own living quarters. Her bedchamber is quite plush. It is furnished with a large, mahogany bed, an ornate table and chairs and a large wardrobe containing many expensive clothes. Balbee keeps her money in a locked (poisoned needle) steel chest under her bed. Her treasure consists of 500 gp and 200 gp. Balbee's guards are all ex-guardsmen. They are led by Yarbo, a disgraced knight of Tremayne with a terrible black lotus addiction.

- Yarbo, Fighting-Man Lvl 3: HP 20; AC 3 [16]; Save 14; Chainmail, shield, long sword, silver dagger, gold signet ring worth 20 gp, 10 gp.
- Guards (4): HD 2; AC 5 [14]; Atk 1 curved long sword (1d8); Move 12; Save 16; CL/XP 2/30; Special: None. Have ring mail, shield, 1d6 gp.

16. Slave Market: This mini-fortress contains the city-state's slave pens. The building consists of three stories of barred cells along the perimeter, with an empty space in the middle that serves as a barracks and stables for the slavers. The building has a flat roof that is patrolled by archers in azure cloaks.

In front of the fortress is a broad plaza and a large wooden platform shaded by a blue tarp. Every day, 4d6 slaves are auctioned off here by Aliq, the auctioneer. Aliq and his unfortunate charges are always under the watchful eye of the archers and their amazonian Cushite commander, Hova.

- Aliq, Talking Weasel (treat as halfling) Thief Lvl 3: HP 9; AC 9 [10]; Save 13; Special: Back stab for double damage; Thick saffron robes, dagger,

darts (3), platinum ring worth 100 gp, ring of keys, 3d10 gp.

- Archers: HD 3; AC 3 [16]; Atk 1 long bow or curved long sword (1d8); Move 12; Save 14; CL/XP 3/60; Special: None. Chainmail, shield, long sword, long bow, 10 arrows, 1d6 gp.
- Hova, Fighting-Woman Lvl 5: HP 32; AC 5 [14]; Save 12; Special: Immense strength (+1); Two-handed sword, longbow, 10 arrows, ring armor, gold hoop earrings worth 50 gp, 5d6 gp.

Random Slaves

- 1-5. Bearer (20 gp)
6. Courtesan (60 gp)
7. Entertainer (60 gp)
8. Eunuch (40 gp)
9. Gladiator (60 gp)
10. House servant (40 gp)
- 11-19. Laborer (20 gp)
20. Specialist* (600 gp)

* Specialists may be animal trainers, sages, etc. or adventurer-types, in which case the price is per level.

17. Barber: Visits to the barber should be relaxing, but such is rarely the case with Lathiq. Lathiq is a rough looking customer with thick eyebrows and several chins, but he is also a skilled storyteller and surgeon. The ground floor of his shop is given over to his operating room, where he gives haircuts, bleedings and tooth extractions. The second floor consists of living quarters for himself and his two "wives" (Gala, a raven-haired beauty, and Aneth, an elven slave girl). He keeps his money in a locked chest trapped with a poisoned needle. The chest contains 700 gp and an onyx worth 30 gp.

- Lathiq, Bard Lvl 8: HP 43; AC 7 [12]; Save 9; Special: Decipher, inspiration, legend lore, fascinate; Leather apron stained with blood, silver dagger, three darts, razor, shears.

18. Dancer: This is the home of Ramma, a beautiful dancer who plies her trade in the Inn of One Thousand Delights. She has caught the eye of some dangerous folk, but feels herself capable of handling them. Ramma lives in a one-story, flat-roofed, adobe building near the Slave Market. She is a member of the "underground railroad" in Ophir. Her treasure consists of 85 gp kept in a locked iron box. If things get too hot

in Ophir, she may try to join a band of adventurers on their way out. She has two small caches, large enough to hide humans, hidden beneath her home's tiled floor.

- Ramma, Bard Lvl 1: HP 8; AC 8 [11]; Save 16; Special: Decipher script, inspiration, legend lore. Costume jewelry worth 25 sp, long sword, dagger. Seductive, whispery voice, joking and sociable.

19. Gambling House of Aigo: Aigo's is known for its murals of cavorting demons and angels painted on the front wall. The gambling house is three stories tall. The first floor provides circles (drawn on the floor with chalk) in which dice games and card games are played by men and women sitting on pillows. Various libations and narcotics are available and Aigo employs only the prettiest wenches. The second floor holds private rooms for the wealthy. These rooms are also used by the local thieves and assassins as a neutral ground for meetings. The third floor consists of Aigo's living quarters and two "barracks", one for his wenches and the other for his five men-at-arms (ring armor, shield, mace). Aigo's guards are led by a rake called Gim. His wenches are under the supervision of the beautiful and canny Azala.

- Gim, Swashbuckler Lvl 5: HP 30; AC 7 [12]; Save 10; Special: Move 17, stunning attack 5/day, deflect arrows 1/rd, harm creatures only harmed by +2 weapons, slow fall; Long sword, dagger, ruffled collar and a purple velvet jerkin, 5d6 gp.
- Azala, Thief Lvl 5: HP 15; AC 8 [11]; Save 11; Special: Back stab for triple damage; Dagger

20. Alchemist: Nabe' is a true alchemist. He is a middle-aged man with a paunch and thinning black hair. He is clean, obsessive and forceful in personality, a bachelor with a penchant for the bordellos and gambling dens of Ophir. Nabe' keeps a shop and small laboratory on the ground floor, a larger laboratory and study on the second floor, and his bedroom on the third floor of is adobe building with its scattered blue tiles and blue doors and latticed windows. A failed experiment (a synthoid) is locked in the attic and fed through a small hole in the ceiling of Nabe's bedroom. Nabe keeps his treasure in a lead-lined wooden chest. It consists of 1,000 sp and 200 gp.

- Synthoid: HD 2+2 (8 hp); AC 7 [12]; Atk 1 slam (1d4); Move 12; Save 16; CL/XP 2/30.

21. Sage: Lathba the sage specializes in the subject of molds and fungi. He has an extensive collection of molds and oozes (including green slime and black pudding) kept in hermetically sealed glass globes displayed around his library. Lathba's home is three stories tall, with a reception area on the ground floor, a library and den on the second floor and a bedchamber on the third. Lathba is currently single, but he has a penchant for elven men and is a terrible flirt. He has an impressive wine collection that he keeps in an old sarcophagus propped against one wall of his reception area. Several other artifacts, including a stone seal bearing the elder sign, hang from the walls of his reception area, which is also decorated with a soft couch covered in lion hide, an oak chair with blue cushions embroidered with star patterns, two wicker chairs that have seen better days and an amber colored glass globe with a permanent light spell cast on it (kept under a black velvet throw when not needed). In his youth, Lathba was quite the rake, and he still retains some fighting ability.

- Lathba: HD 3 (12 hp); AC 9 [10]; Atk 1 short sword (1d6+1); Move 9; Save 14; CL/XP 3/60; Special: None. Crisp speech, an extroverted troublemaker, argumentative.

22. Renegade Monk: Ob once served the Monastery of Melkarth [39], but was cast out when his cruel, violent nature was revealed. He now works as an enforcer for the den of thieves [60] and as a part-time adventurer-for-hire. Ob's house is a two-story affair and constructed of grey stone. The bottom floor is a patio of sorts, with vine-covered pillars and a small fountain. The upper floor consists of a living area and simple bedroom. Ob keeps no treasure, for the guild sees to his daily needs. He has a +1 shield (projects an aura of darkness once per day with the command word "F'taghn") hanging over his mantle.

- Ob, Half-Orc Monk Lvl 5: HP 33; AC 7 [12]; Save 10; Special: Move 17, unarmed strikes deal 1d8 and 1d4 damage, stunning attack 5/day, deflect missile 1/rd, harm creatures only struck by +2 weapons, slow fall; Jade pendant of a coiled serpent worth 155 gp.

23. Ib's Boardinghouse: Ib is a wretched man with greasy, thinning hair, a bushy beard and lazy eye

(right). He is flatulent, insensitive and irresponsible, and runs this decrepit three-story boarding house. The building is in disrepair and sparsely furnished. Rooms cost 1 sp for a night or 5 sp per week. Food is not served on the premises, and the smell that pervades the place would make it an unappetizing place to eat. A number of secret corridors exist between rooms, with secret doors and spy holes that allow Ib to do some business as a spy for the guild. Ib is married to a harridan called Zora. He has three children, all very shy girls between the ages of 5 and 10. Zora despises her husband, but remains with him for her daughter's sake. Given the opportunity to move on (or throw him out), she would happily take it.

- Zora, Barbarian Lvl 2: HP 13; AC 9 [10]; Save 15; Special: Cannot be flanked or back stabbed, fears magic; Meat cleaver, 1d6 sp. Fat, imposing, crooked nose, wears too much make-up.

24. Bordello of Ubata: Ubata is a handsome man of middle years, with long, black hair, a curled mustachio, brown eyes and a prominent nose. Because of his facial features and chosen profession, many joke that a gnome is hiding somewhere in his family tree. Ubata runs a clean, professional bordello. He rents rooms by the night and sells spiced wine and various delicacies. The men and women who work for him are the most beautiful in Ophir. Naturally, much of their beauty is the result of illusion and disguise provided by their employer. Ubata takes good care of his people, and considers them his family. He does not stand for violence in his establishment, and employs two half-orc bouncers, Jub and Hogra, to keep the peace. The bordello is three stories tall and painted bright purple, with a common room/kitchen on the ground floor, small rooms on the second floor, and a den, library and bedroom for Ubata on the top floor. Ubata's door is protected by a glyph of warding that unleashes electricity (5d6) if the password ("Swordfish") is not uttered in the gnomish tongue.

- Ubata, Illusionist Lvl 1: HP 4; AC 9 [10]; Save 15; Special: Illusionist spells (1st); Dagger, ebony wand (no magic), gold amulet set with a troll's knuckle bone worth 55 gp, spellbook and 3d6 gp.
- Hogra & Jub, Beastman Fighting-Men Lvl 2: HP 13; AC 4 [15]; Save 15; Mace, three chakram (3; treat as darts), ring armor, shield, 1d6 gp.

25. Mason: Ibhad is the finest mason in Ophir, though his appearance would mark him as a simple laborer. He owes much of his success to a +3 light hammer that he stole from a drunken dwarf many years ago. His home is a masterpiece of the mason's art, the stone left unplastered to display Ibhad's prowess. The interior is a mess. Ibhad's has two wives, Lahi (age 38) and Ima (age 16), a maiden of Zinj purchased from a slave trader. Ibhad's home is three stories tall, with a kitchen and work area on the ground floor, a den on the second floor and living quarters on the third floor. At night, Ima is kept chained in the kitchen when not entertaining her husband. Ibhad's fortune is hidden in a stone chest. It consists of 100 gp and 10 pp. He knows of several secret entrances into the catacombs, including one that leads into the treasury!

26. Temple of Baal-Zebul: This old temple in the ancient style is constructed from grayish-black marble with capitals covered in beaten brass. The temple's front doors are 11 feet tall and made of cedar covered in beaten brass. Inside the temple there is a small antechamber in which visitors can remove their shoes, hats, outer garments and weapons. A lay priest is always present here to attend to visitors. Beyond the antechamber is a 20 ft x 25 ft chamber with a 20 ft tall ceiling. In the middle of the chamber there is an imposing sculpture of Baal-Zebul. The sculpture is in marble with large, topaz eyes worth 500 gp each, but painted to look real. Offerings can be left at the idol's feet. Three secret doors lead from the chamber to storage areas and second-story dormitories.

The temple is overseen by Jumam and his assistant Rikin. Juman is slow of speech, well groomed and sober in temperament. Rikin, on the other hand, is loud and vulgar and seeks to fill every pause in a conversation. The two despise one another. Jumam doesn't dare to move against Rikin, however, as the man belongs to a powerful aristocratic family. For his part, Rikin simply fears Jumam; he has seen too much of the cleric to dare cross him.

Unlike the priests of Lotan, who steal people from the streets at night to sacrifice, the priests of Baal-Zebul buy their victims at slave auctions, or have them donated by fearful merchants. Sacrifices occur on moonless nights.

- Jumam, Cleric Lvl 6: HP 26; AC 9 [10]; Save 9; Special: Spells (4th); Mace, platemail and shield (rarely worn), silver dagger, scroll of protection from law, unholy symbol, 4d6 gp.

- Rikin, Cleric Lvl 4: HP 20; AC 9 [10]; Save 11; Special: Spells (2nd); Chainmail & shield (rarely worn), mace, unholy symbol, vial of unholy water, 2d6 gp.

F. The Souk

This diagonal street of reddish clay is shaded by wooden slats and numerous striped shades hoisted on wooden poles. It is always thick with activity and hosts dozens of stands selling fruits, vegetables, foodstuffs, cloth, tools, trinkets, exotic animals, copper pots, crockery and other items. Smugglers and fences are common, as are beggars, street urchins, entertainers and common trollops. The guards work their way once every twenty minutes, extorting as much coin as possible from the peddlers and their customers (especially foreigners). Three idols of Melkarth, the god of merchants, line the street. It is common for large business deals to be consummated by spitting in the hands and shaking them beneath one of these statues.

27. Guardhouse: This building is constructed of limestone blocks. It rises three stories and is really more of a tower with a crenellation on the roof to protect archers. The building houses fifteen men-at-arms of the royal guard and their commander, Karba. On the ground floor there is a small cell with an iron door, and outside there are two pillories. If there has been a recent execution, the body or head will be displayed from the top of the tower. A secret trapdoor in the cell leads to the catacombs below.

Karba is a woman with long, raven-black hair held back in a thick braid whose beauty is only marred by the ever-present sneer on her face. She dresses in a chainmail hauberk over a scarlet tunic and wears a yellow scarf wrapped around her helm. She carries a red shield decorated with bronze studs and wields a curved long sword and dagger. Her soldiers wear crimson ring mail and helms circled with yellow turbans. They carry pole arms, short swords, short bows and five arrows each. Karba is a swaggering, rakish woman, an

insult always on the tip of her tongue and her cold, appraising stare capable of making veteran warriors sweat. While her men patrol the area, she can usually be found at the Inn of One Thousand Delights [7] or the gambling hall [54], her feet on a table and a goblet of spiced wine in her hand.

- Karba: HD 5 (29 hp); AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 12; CL/XP 5/240; Special: Men-at-arms are +1 to hit under her command.

28. Herbalist: Sayshad runs the finest herbal shop in the city-state. It is a combination pharmacy and tea shop. The bench in front of the shop is usually occupied by a number of men and women smoking tobacco in clay pipes and sipping fragrant tea. Inside there are a number of short, cushioned stools occupied by tea drinkers, most arranged in small circles and speaking in hushed tones. At the back of the shop there is a long table. Upon the table is a magnificent samovar, several bricks of tea and jars containing a variety of dried herbs and resins. Drying herbs hang from the ceiling throughout the shop, and a variety of wooden holy symbols and idols hang on the walls. While Sayshad mans the samovar or deals with customers, his seven children (four girls, three boys, ages 6 to 17) circulate through the room, carrying pots of tea, shooing flies away from customers, checking the drying herbs or selling plugs of tobacco. Sayshad is an old man, his face as tanned as leather and heavily creased with age. His children are homely but graceful. Sayshad keeps his treasure



(30 gp, two agates worth 50 gp each) in a locked iron box.

29. Temple of Astarte and Adonis: Astarte was once the patron deity of Ophir and she had a magnificent temple dedicated to her on a hill overlooking the city-state. The temple was sacked many decades ago, and Astarte fell out of favor. Her temple fell into ruin and her priesthood was forced to purchase and renovate a smaller structure into a shrine dedicated to the goddess and her consort, Adonis. The new temple is constructed from limestone blocks with a few horizontal bands of green marble as decoration. It is topped by a green marble dome. Within the temple there is a large space with a high ceiling dominated by idols of Astarte and Adonis. Behind are apartments for the priests, the largest belonging to Jumaga. Jumaga's bed is draped with four leopard skins (worth 25 gp each). Outside the temple there is always a place for worshippers to remove their footwear and cleanse their feet before entering. Two guardsmen, Hayad and Alahm, guard the temple at night. Offerings of fruit, grain, flowers and money (4d6 gp) cover the altar in the daytime.

The temple's priest is Jumaga, a youthful man impeccably dressed in white robes and well-spoken. He has two assistants, Iamir and Hada. Iamir, a gnome, looks younger than his master, and is opinionated and rash. Hada is quite young and only recently left his work as a shepherd. He is servile and friendly. The temple guards, Hayad and Alahm, are both young and foppish (baggy trousers, red sashes, velvet fez, curled mustachios and always anointed with fragrant sandalwood oil), and have only taken this job until something better comes along. Hayad is trusting and egotistical, and Alahm is a blustering fool. Jumaga has become popular in Ophir for his parables and generosity toward the poor. He is often out of the temple tending to the peasantry. A small vault is hidden beneath the temple and does not connect to the catacombs. Here, the priests hide escaped slaves before moving out of the city. The temple's treasure, kept in a locked chest guarded by a spell that creates an invisible, deadly gas when the chest is opened without saying the magic words ("Quick Brown Fox"), consists of 400 gp and a garnet worth 1,000 gp.

- Jumaga, Adept Lvl 6: HP 23; AC 7 [12]; Save 10; Special: Spells (2nd); Leather armor under his pristine white robes, winged sandals, sickle (treat as hand axe).

- Acolytes, Adepts Lvl 2: HP 2d6; AC 7 [12]; Save 14; Special: Spells (1st); Leather armor under white robes, shepherd's crook, 1d100 cp in alms for the poor in a leather sack, small skin of ale for medicinal purposes.
- Hayad, Swashbuckler Lvl 1: HP 8; AC 8 [11]; Save 14; Special: Move 13, stunning attack 1/day; Long sword (scimitar), silver dagger, pouch of snuff, purse with 1d6 sp.
- Alahm, Swashbuckler Lvl 1: HP 5; AC 8 [11]; Save 14; Special: Move 13, stunning attack 1/day; Long sword (scimitar), silver dagger, silk slippers with curled toes, purse with 1d6 gp.

30. Harlot: Muma has retained a measure of her beauty, despite much of the sparkle having faded from her young eyes. She is good at heart, but no pushover. Muma does some thieving on the side, mostly from her clients, but does her best to avoid the attention of the guild. She looks after a niece and nephew (Una and Walo), as well as many of Ophir's street urchins. Muma is a fast talker and smokes a long, thin clay pipe.

- Muma, Thief Lvl 2: HP 5; AC 7 [12]; Save 14; Special: Back stab for double damage; Dagger, costume jewelry worth 10 sp, burglars' tools (hidden at home), 1d6 gp.

31. Trader: Jumda is a dwarf trader with a shop absolutely packed with odds and ends. Finding anything takes several minutes to an hour, but Jumda has an amazing memory for his inventory. Much of his business is in the form of changing treasures for coins. He employs two axe-wielding dwarf bodyguards, Urger (16 hp) and Klang (25 hp), to keep his shop and its contents safe. Jumda (his real name is Ovis) lives with his wife Brundel and son Clovis. Their living quarters above the shop are decorated with mementos of their lost homeland. Each day at noon they (and any customers) drink a small cup of black beer to their ancestors and the promise of one day returning home. Jumda has thick black hair and a grizzled beard. He speaks in a whispery voice and often repeats the phrase "true, true" while pulling at his beard.

- Jumda, Dwarf Fighting-Man 3: HP 21 hp; AC 9 [10]; Save 14; Special: Dwarf abilities; Hand axe.

32. Armorer: Jamab has been making armor and weapons in Ophir for forty years. He is a very old man, but still strong of arm and sharp of eye. Jamab has leathery skin and a curled beard. He bears a burn scar on his left arm. Jamab has a morbid sense of humor. He speaks in crisp, clear voice, slowly and deliberately. He is a widower whose children have all gone into the family business, working for the lords that surround Ophir. Jamab employs two apprentices and six journeymen in his shop. His living quarters jut out over his large workshop. They are decorated simply. Jamab's treasure consists of 1,000 sp and 200 gp hidden in a half-finished cuirass.

33. Bizarre Bazaar: This bazaar is overseen by alien merchants called the odeion. Although normally small creatures that resemble a cross between a spider and lamprey, they possess rings that give them the illusion of humanity. The leader of the troupe is called Gray. He commands five lesser odeion and a beetlor whose ring gives him the appearance of a large, bearded warrior that makes a strange humming sound when he breathes. The odeion speak with raspy voices and seem to have no sense of "personal space". Each carries an irradium pistol for defense. Almost anything is available in this bazaar if the price is right, and payment must be in the form of gems or bartered magic items. All transactions take place in the courtyard, which is piled with common goods. Exotic or magical goods will be retrieved from within the building. What lies in the building is up to the Referee, of course. Perhaps it is a portal to the astral plane, or perhaps it is an endless maze of corridors winding between piles of every item one could ever imagine.

- Gray, Odeion Magic-User Lvl 5: HP 19; AC 2 [17]; Atk 2 claw (1d3) and bite (1d6 + half movement) or irradium pistol (1d10); Move 9; Save 11; CL/XP 7/600; Special: Surprise on 1-2 on 1d6; Carries irradium pistol, 2d6 gems (5d10 gp each), spellbook.
- Odeion Merchant: HD 5; AC 2 [17]; Atk 2 claw (1d3) and bite (1d6 + half movement) or irradium pistol (1d10); Move 9; Save 12; CL/XP 6/400; Special: Surprise on 1-2 on 1d6; Carries irradium pistol, 1d6 gems (1d10 gp each).
- Beetlor: HD 8 (38 hp); AC 1 [18]; Atk 2 claw (1d6) and bite (1d10); Move 6 (Burrow 3); Save 8; CL/XP 9/1100; Special: Cause confusion.

- Irradium pistols have a range of 60 ft, a rate of fire of 2/rd and weigh 5 pounds. They inflict 1d10 damage with their explosive bullets (or 1d4 in airless environments). Pistols hold 5 bullets at a time and take 1 round to fully reload. The pistols have a whorled wood and brass stock and a barrel of tempered steel.

34. Chandler: Obna is a hedge wizard with a nasally voice and squinty eyes. Chivalrous and cultured, he can always be found with a clay pipe clenched in his teeth, blue smoke curling around his balding head. While Obna makes a living as a chandler, and is capable of enchanting his candles with spells that he knows. An enchanted candle releases its spell when the candle has been burning for 1 minute and lasts as long as the candle lasts, usually 1 hour. Enchanted candles sell for 100 gp per spell level. Obna lives with his wife Esther, a matronly woman of great beauty, wit and kindness. He has twin thirteen-year-old sons, Nabo and Onab, who are his apprentices. While Nabo is content to take over his father's business one day, Onab longs for the adventurous life. Obna's town house has four stories, the first containing a workshop, the second a living room and library, the third living quarters for the twins and the fourth a bedchamber for Obna and Esther. Obna's workshop is protected by a second-hand homunculus called Tatty Tom that he received as a wedding gift from his former master. Tom's actually shares his bond with Esther, and is goodhearted if a little mischievous. Obna's treasure, kept in a locked chest hidden in his workshop, contains (beneath ratty blankets and bits of candle) 1,000 sp, 500 ep, 100 gp and a smoky quartz worth 4 gp.

- Obna, Adept Lvl 3: HP 11; AC 8 [11]; Save 13; Special: Spells (1st), skilled as a chandler; Dagger, darts (3), spellbook, snakeskin turban.
- Nabo, Adept Lvl 1: HP 3; AC 9 [10]; Save 15; Special: Spells (1st); Dagger, darts (3), spellbook.
- Onab, Magic-User Lvl 1: HP 5; AC 8 [11]; Save 15; Special: Spells (1st); Dagger, darts (3), spellbook.
- Tatty Tom, Homonculus: HD 2; HP 18; AC 5 [14]; Atk 1 bite (1d3); Move 9 (Fly 18); Save 16; CL/XP 3/60; Special: Poison (unconscious for 5d6 minutes).

35. Herbalist: Farba lost her only son (an adventuring cleric) and blames clerics and their “damned stupid crusades” for her loss. She is prone to bouts of depression, during which she closes her shop and opens for nobody. There is a 35% chance during any given week that Farba’s shop is closed. Her home consists of two stories, the first given over to her shop and storage, and the second having a combination of kitchen and bedroom. Farba’s treasure consists of 20 gp and 45 sp. She keeps it in a locked chest.

36. Vigilante: Jumog is a vigilante and a neurotic, opinionated loner. As a half-orc, he can pass for human, but has a pock-marked face and entirely too much bristly hair on his body. By day, he maintains an unkempt appearance as a freighter working on the docks. At night, he skulks about town in blackened chainmail, his face hidden by a scarf, waylaying the evil and wicked (especially the predatory priests of Lotan). His home is equally unassuming, being a simple stone structure with a flat roof and a wood door covered in peeling white paint. A secret trapdoor allows quick access to the roof, and another inside leads into the catacombs. This trapdoor is covered by a heavy chest and locked. Jumog has very little treasure, giving most of what he takes to the Temple of Shedu [56], but he does have 100 gp, a rock crystal worth 5 gp and a bronze ewer worth 95 gp. His primary nemesis is the Black Orchid, the most skilled assassin in Ophir.

- Jumog, Half-Orc Fighting-Man Lvl 2: HP 13; AC 3 [16]; Save 15; Special: +1 strength bonus; Flail, chainmail, shield, brass holy symbol of Shedu (135 gp).

37. Warehouse: This mud brick warehouse contains stolen goods owned by the Thieves’ Guild. It is guarded by a jackalwere called Hadeb and his pack of four. Inside the front door there is an empty desk. A loft on the east wall serves as the jackalwere’s lair. Their treasure consists of 2,000 sp, 2,100 gp and a moonstone worth 800 gp hidden under soiled cushions. The moonstone is coated in a contact poison that deals 1d6 dexterity damage each hour until neutralized or until 6 hours has past.

- Jackalweres: HD 4; AC 4 [15]; Atk 1 bite (2d4); Move 12; Save 13; CL/XP 5/240; Special: Sleep gaze, only harmed by silver or magic weapons.

38. Bodyguard: Wahad is a taciturn and moody bodyguard that lives in a simple two-story townhouse known for the two-handed sword lodged in the arch above the front door. His front room is filled with a settee, a tattered rug and several trophies from his past in the form of mounted skulls (human and humanoid) and captured weapons and armor. Wahad is a tall man with bronzed skin, a full mustache and curled beard, grey eyes, a hooked nose and bushy eyebrows. He rarely speaks. Wahad can be hired for any amount of time at the rate of 5 gp per day in advance. He will not kill for his employer unless in defense, and he tends to overlook the possible danger presented by women. He will hire on for dungeon delves at triple his normal rate, but even then only as a bodyguard.

- Wahad, Fighting-Man Lvl 3: HP 27; AC 3 [16]; Save 14; Chainmail, shield, curved long sword, dagger, darts (5), 3d6 gp.

39. Monastery of Melkarth: This monastery is a fortress-like structure of three levels. The first level holds a reception hall, a chapel of Melkarth and a large training chamber for the monks. The second level holds storage chambers, living cells for the monks, a kitchen and a dining hall. The third level holds living quarters and office space for the abbot and his officers. The abbot is Diwab, a mature man who is quite altruistic and courteous. His monastery is attended by fifteen monks. The monks of Melkarth go bare-chested and wear loose pants and white turbans. They maintain long, curly, square-cut beards and full mustaches. When not in training, they either wander the city looking for good deeds to perform (especially against the cult of Lotan or the machinations of Ob [22]) or stand outside their monastery, demonstrating feats of strength and agility. The monks keep their treasure in a limestone sarcophagus. It consists of 4,000 gp, 2,000 sp and a chalcedony worth 1,550 gp. They are hoarding their funds to construct a larger monastery overlooking the city, provided they can get permission from Prince Zargo.

- Diwab, Monk Lvl 11: HP 69; AC 4 [15]; Save 4; Special: Move 24, unarmed attacks deal 1d10 and 1d6 damage, stunning attack 11/day, deflect missiles 2/rd, harm creatures only harmed by +3 weapons, slow fall, still body, fast healing.

- Monk: HD 2+2; AC 8 [11]; Atk 1 fist (1d6+1); Move 14; Save 13; CL/XP 3/60; Special: Stunning attack 2/day.

40. Animal Trainer: Zarda is a smallish woman with a piercing eyes and a pointed nose. She has red hair and bronzed skin and always dresses in clothes of deep scarlet. Zarda runs a kennel where she trains hunting and guard dogs for the nobility. At any given time she will have 1d10 animals in her care (and under her command). The kennel is located on the ground floor of the building, with living quarters on the two floors above. Zarda is middle-aged. She is cruel and antagonistic, and quite unstable mentally. She loves animals, and uses them to punish those who cross her. Zarda herself owns a large, red wolf named Jaza. Zarda hides 290 gp in a leather sack buried in the floor of her kennel.

- Zarda, Barbarian Lvl 1: HP 7; AC 6 [13]; Save 15; Special: Superstitious; Leather armor, curved long sword, dagger.
- Jaza, Wolf: HD 3 (14 hp); AC 6 [13]; Atk 1 bite (1d8); Move 15; Save 14; CL/XP 6/400; Special: None.

41. Healer: Nokin is a young man with an impressive physique and perfect smile. A skilled healer, he can be antagonistic towards patients who ignore his advice. Nokin is often involved in arguments with Alsha [43] and Zarda [40] over the noise produced by their establishments. At any given time Nokin will have 1d4 patients in his establishment undergoing some treatment (leeching, cupping, induced vomiting, etc). Nokin's building is built of limestone with porphyry detail around the entrance, a thick wooden door painted white and bearing a painting of the caduceus. The ground floor chamber contains several tables and chairs, a single bed, cupboards filled with jars of leeches, medicinal herbs and cloth for bandages and a shrine to Asclepius decorated with fresh flowers. A locked iron chest holds more expensive tools (saws, needles, silk thread, etc). Nokin's second floor contains a living room, dining area and small library. The third floor contains his bedroom and his treasure, 45 gp, 43 sp and 70 cp in a locked chest.

42. Leatherworker: Muam is quite a sight; missing an eye, his other eye has a nervous twitch, squeaky voiced, introverted and often morose. He has lived a life of great misfortune and loss. Muam is skilled at his

craft, but works slowly. He is not capable of manufacturing leather armor, although he can repair it. Muam lives with his elderly mother in a two-story adobe building with a flat roof. Muam and his mother live on the second story, with the first given over to his workshop and supplies. His treasure consists of 12 gp and a silver medallion worth 10 gp that he lifted off a drunk.

43. Blacksmith: Alsha is a round, middle-aged woman with cropped black hair and large hands and arms. She usually has an unkempt appearance and is known to be rather arrogant. Alsha can make any type of metal tool as well as arrow- and spearheads. She employs five journeymen and three apprentices, the apprentices sleeping in the workroom at night. The upper story of her building is given over to living space for herself and her family. Her husband, Kobar, is a member of the royal guard (and disgruntled at its corruption under the command of Karba). She also has two daughters, Sifar and Alshada. A locked iron chest in their living quarters contains 122 gp. Alsha's building is built of rough-hewn flint, with a yellow door and several shuttered windows on the ground floor.

- Alsha, Fighting-Woman Lvl 3: HP 25; AC 8 [11]; Save 14; Hand axe & chainmail (packed away), light hammer, 5 sp.

44. Bone Carver: The Bone Carver (his real name is unknown) is a sandy haired man of pale complexion and greenish eyes. He has a large forehead and long fingers and his posture suggests that his anatomy is not entirely human. The Bone Carver has a pleasant, disarming smile and emotionless eyes. His home consists of a workroom and kitchen on the first floor and living quarters on the second floor. His workroom is littered with carved items (he apparently makes them faster than he can sell them) including many idols of strangely shaped gods. A hidden trapdoor in his workroom (usually covered by a dusty rug) leads into the catacombs. In times of complete quiet, one might detect a strange, simpering mewling sound emanating from below. The locals know not where the Bone Carver came from, or where he acquires his raw materials.

G. Street of the Ancestors

This street of hard-packed red clay is lined by several tall buildings. Small, clay idols line the sides of the street in little niches. These are ancestor idols, and even the most criminal Ophirian leaves them and the

offerings made to them alone. Offerings include flowers, small loaves of bread and copper pieces.

45. Gentlewoman: Karma is a handsome woman who has successfully thrown off the flower of youth to reveal a deeper beauty. She has bronze skin, curly black hair that falls to her shoulders, a delicate chin and nose, full lips and large, lavender eyes. Karma is sensible, peaceful and merry, with a throaty voice. She always dresses in silk gowns and wears jewelry won during her years as an adventurer. Beneath her robe she keeps a dagger +1. Karma's manse is well-maintained and luxurious, decorated with pillows, thick rugs, tapestries and silk curtains. She employs several servants and a butler (Grigos, 3 hp) as well as two sergeants (HP 8 & 12) as guards. She keeps most of her treasure (400 gp) scattered about her home.

- Karma, Bard Lvl 4: HP 21; AC 9 [11]; Save 13; Special: Inspiration, legend lore, fascinate; Dagger +1, expensive gown worth 250 gp, jewelry worth 1,000 gp, ring of spell turning, vial of acid.

46. Moneychanger: Ancient, dandyish and insatiably curious, Alulla holds a charter from Prince Zargo to change money. For the most part, this involves changing from one metal to another or changing foreign coin to local coin. In any event, she charges a 10% fee for her services. Alulla is well over 80 years in age. She has white hair and brown eyes and always dresses in fine robes of silk. She carries a silver dagger with a ruby worth 500 gp fixed in the hilt. Alulla keeps her money in an iron chest with a masterful lock (-6 to open). At any given time, she has 1d20x10 gp, sp and cp on hand, with the ability to acquire three times as much in 24 hours. Her three-story townhouse is well appointed with ornate furniture, luxurious rugs and tapestries and marble tile imported from Nomo. She employs three men-at-arms (chainmail, shield, curved long sword, light crossbow, 10 bolts) as guards as well as several servants.

47. Mercantyl Guild: This impressive limestone building rises five stories. The first floor consists of a reception area, meeting rooms and a shrine to Melkarth. The other floors hold a strong box, rooms for members and guests, offices for the officers of the guild and various hidden chambers for secret rendezvous. The guild keeps its treasure on-site in their strong box (complex lock with sleep gas trap). The box contains 27 silver ingots (2 lb each, worth 20 gp each), 14 gold ingots (3 lb each, worth 300 gp each), 5,500 sp, 1,000 ep, 4,100 gp, 10 pp a soapstone

idol of Melkarth worth 145 gp and an olivine worth 2 gp. The box also contains several contracts and some IOU's (to the tune of 5,000 gp). Many of the guild masters are involved in the slave trade. The guildmaster is Balyad [12], who maintains an office in the guildhouse, but lives elsewhere. The guild is defended by five men-at-arms, three veterans and a swordswoman called Olva the Red. The guild is happy to finance expeditions into the unknown, but will require 50% of all treasures recovered.

- Guards (3): HD 1+1; AC 3 [16]; Atk 1 pole arm (1d10) or 1 crossbow (1d6); Move 9; Save 17; CL/XP 1/15; Special: None. Have pole arms, light crossbows, 5 bolts, chainmail, shield and 1d6 gp.
- Olva the Red, Fighting-Woman/Psychic Lvl 4: HP 21; AC 5 [14]; Save 12; Special: Sixth Sense, ESP, Psionic Blast; Ring armor, shield, curved long sword, dagger, crossbow, 10 bolts, 4d6 gp.

48. Bakery: This large, adobe brick bakery is run by Sarah, a mature halfling woman who once lived the life of an adventurer. Sarah is a trusting woman. She is outspoken, but becomes a bit tongue-tied around handsome elves. She runs a bakery and coffee house that is popular with foreigners in Ophir. The ground floor is divided into a bakery (five brick ovens), kitchen and coffee house. Sarah bakes pita bread (and serves it covered in savories on request), loaves of wheat bread and fruit and nut breads daily. She also serves cold meats and cheeses and dark coffee sweetened with honey. She employs several assistants and has two apprentices, both humans. Sarah is very popular in Ophir, especially with sailors, who refer to her as their "Little Mama". Sarah and her apprentices live above the kitchen. Aside from an ample supply of flour, cheese and other edibles, Sarah keeps 300 gp and 500 ep in a locked iron box in her bedroom.

- Sarah, Halfling Fighting-Woman Lvl 5: HP 29; AC 9 [10]; Save 12; Chemise, head scarf (all clothing covered in flour), dagger tucked into the ribbon around her waist, short sword in her room.

49. Woodcarver: Muma the woodcarver has a collection of fetishes from the jungles of Cush and most of his business is in carving idols and holy symbols. An old, pot-bellied sinner, Muma has a beautiful young wife called Mara that most believe to be bewitched. The area outside his shop is littered with wood flakes and sawdust, but the inside is very

neat. Muma can be found in the center of his shop sharpening his blades or carving an idol, his wife flitting around tidying up or serving him sweet coffee. Muma is very jealous concerning his wife, and usually sends her away when people enter his shop. He and his wife live above the shop in a lavish bedroom (rugs, silk curtains, bronze braziers, a cedar chest of clothing with a false bottom holding 20 gp, 110 sp and a sapphire worth 400 gp). Muma is perceptive and well-spoken, but not to be trusted. He is a devotee of Baal-Zebub, and makes sure that holy symbols carved for the gods of Law are tainted, giving the clerics that use them a -1d4 penalty to rolls made to turn the undead.

50. Peddler: Hoamir buys and sells gems and jewelry, along with more mundane objects. He has financed several expeditions into the hinterlands and is always on the lookout for capable (and gullible) adventurers. Hoamir has three wives, Genaya, Orisha and Filal, all sisters. They have borne him three sons and one daughter. Hoamir's eldest son runs a caravan between Ophir and its plantations. His second son, Badi, is learning the business. Hoamir's daughter, Kanda, is apprenticed to Ho'am the Scribe [53]. His youngest son, only seven, lives at home. Hoamir's home is three-stories tall and made of brick. A grimacing gargoyle sits atop the door and protects the house. When away from home, Hoamir is always accompanied by his bodyguard, a sergeant named Yusef (HP 15).

On any given visit to Ophir by PC's, there is a 1% chance that Hoamir will have one of the following items available for sale:

1. Diamond (5,000 gp)
2. Elemental Gem (20,250 gp)
3. Gem of Brightness (17,750 gp)
4. Gem of Seeing (15,250 gp)
5. Pearl of Power, 1 spell level (1,000 gp)
6. Pearl of the Sirens (13,500 gp)

- Hoamir, Thief Lvl 4: HP 15; AC 9 [11]; Save 12; Special: Back stab for double damage; Short sword, pistol, 5 shots, silk robes, 100 gp worth of jewelry, silver dagger, 4d6 gp.
- Hoamir's Gargoyle: HD 5 (21 hp); AC 3 [16]; Atk 2 claw (1d3) and bite (1d6) and gore (1d4); Move 9 (Fly 15); Save 12; CL/XP 6/400; Special: Disguise self as statue by standing motionless.

51. Caravan Master: Ubata is an elf with long hair, chiseled features and a scarred face. He is feisty and listless, and his breath smells of anchovies, which he cannot resist. Ubata runs a camel caravan between Ophir and the hinterlands. He has traveled as far as Ibis and Zinj and well into the savanna of Pwenet. His three story brick home is decorated with exotic masks from the jungles of Cush and expensive furniture carved from exotic wood. His two wives are Mina, a local girl, and the elder Aswele, who hails from Zinj. Aswele is Ubata's business partner, making many of his financial decisions. Ubata has two sons, the elder Matu a student of Lathba the Sage [21] and the younger Ogim still living at home. Ubata and his wife have a shrine to Babalu-aye in their home. They often host visitors from Zinj.

- Ubata, Venturer Lvl 3: HP 17; AC 9 [10]; Save 13; Hand axe, longbow, 10 arrows, dagger, 3d6 gp.

52. Excisewoman: Zita is an excise-woman (tax collector). She is youthful, capricious and rash, with the appearance of someone with little taste who has come into money. Zita is a cunning and overconfident tax collector. She is engaged in a little graft, and hoping its not enough to draw the attention of her superiors. Her ultimate plan, when she has enough money, is to buy a merchant galley and leave Ophir forever. Her home has three stories and is constructed of pearly white stones. There are two balconies on the second floor and the front door is constructed of wood and clad in greenish copper. Zita's treasure (200 gp, a pearl worth 125 gp, a piece of coral worth 115 gp and a panther skin worth 15 gp) is hidden in a leather sack stuffed inside the wall behind her wardrobe. She is usually encountered making her rounds through the city accompanied by 6 to 8 men-at-arms. At night, she can be found carousing and on the hunt for male companionship, favoring the Inn of One Thousand Delights [7] and the Bloody Bones Tavern [10] as her hunting grounds.

53. Scribe: Ho'am is a youthful scribe with an imposing height. Cautious and modest, he is a devotee of Lotan and quite wicked. Ho'am employs ten scribes, sending them to work for others or keeping them in the scriptorium to finish more important jobs. The scriptorium consists of a ground floor filled with writing tables and second story living quarters. His desk is adorned with a bone paperweight worth 20 gp. Ho'am has a strained relationship with Lathba the sage. The man is a good customer, but he is

patronizing. Ho'am would act against the old man, but he has seen his prowess with a sword.

- Ho'am, Magic-User Lvl 2: HP 5; AC 9 [10]; Save 14; Special: Spells (1st); Dagger, spellbook, writer's kit, 7 gp.

54. Gambling House: Mulla, an ex-gladiator with braided hair, runs a gambling house that specializes in "pit fighting". The building is two-stories tall and made of masonry with a slate roof. The ground floor is dominated by a 20 foot tall cage in which combats occur. The back of the main floor features a long bar stretching from one end of the room to the other. A loft circles the main floor about 10 feet above the ground and leads to offices and Mulla's apartment. Gladiators enter from a back room separated from the main floor by a thick, stone wall.

When a fight is imminent, three clarks position themselves around the cage and the challenger is brought into the room and put inside the cage. When the champion enters, the spectators begin placing bets with the clarks. For most fights, the house has a limit of 25 gp on a bet, with odds determined by comparing the XP value of the contestants. Higher bets must be approved by Mulla, who keeps 600 gp on hand for losses. He also owns a scroll of invisibility that he would like to unload on a magic-user capable of paying 300 gp for it.

Contestants cannot wear armor heavier than leather and may not carry weapons larger than a short sword. Contestants can be determined by rolling on the charts below.

- Mulla, Fighting-Man Lvl 6: HP 43, AC 3 [16], Save 11; Dagger, knuckle-dusters, 3 darts.

Random Contestant

1. Beastman Barbarian Lvl 3: HD 3d6+12; AC 7 [12]; Atk 1 axe (1d6+1) or fists (1d2+1); Move 12; Save 13; CL/XP 4/120; Special: Cannot be flanked or back stabbed, fears magic, berserk (+2 to hit and damage, -2 to AC). Wears leather armor and carries hand axe.
2. Human Barbarian Lvl 4: HD 4d6+12; AC 7 [12]; Atk 1 sword (1d6) or fists (1d2); Move 12; Save 12; CL/XP 5/240; Special: Cannot be flanked or back stabbed, fears magic, berserk (+2 to hit and damage, -2 to AC). Carries shield and short sword.

3. Elf Swashbuckler Lvl 3: HD 3d6+9; AC 8 [11]; Atk 1 short sword (1d6) and 1 dagger (1d4); Move 15; Save 12; CL/XP 4/120; Special: Stunning attack 3/day, deflect arrows 1/rd.
4. Mechanical Fighting-Man Lvl 3: HD 3d6+6; AC 5 [14]; Atk 1 flail (1d6+1) or fists (1d3); Move 12; Save 14; CL/XP 3/60; Special: Mechanical man abilities.
5. Dwarf Fighting-Man Lvl 4: HD 4d6+8; AC 7 [12]; Atk 1 short sword (1d6+1) or 1 net (entangle); Move 12; Save 13; CL/XP 4/120; Special: None.
6. Human Fighting-Man Lvl 4: HD 4d6+8; AC 5 [14]; Save 13; Short sword, leather armor, shield.
7. Human Monk Lvl 4: HD 4d6+12; AC 7 [12]; Atk 1 fist (1d6); Move 16; Save 11; CL/XP 5/240; Special: Stunning attack 4/day, deflect missiles 1/rd, harm monsters only harmed by +1 weapons.
8. Bugbear: HD 3+1; AC 5 [14]; Atk 1 bite (2d4) or 1 weapon (1d8+1); Move 9; Save 14; CL/XP 3/60; Special: Surprise on 1-3 on 1d6.
9. Ogre: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.
10. Minotaur: HD 6+4; AC 6 [13]; Atk 1 head butt (2d4), 1 bite (1d3) and 1 weapon (1d6); Move 12; Save 11; CL/XP 6/400; Special: Never gets lost in mazes.

55. Inn of Rasir: It only took a single delve into the catacombs beneath Ophir to convince Rasir that the adventurer's life wasn't for him. He alone escaped alive (and wealthy). Rasir purchased this inn from an old man who left Ophir to become a hermit. Rasir is on good terms with the local thieves' den, feeding them information about his guests and collecting a small stipend in exchange. The Inn is immaculate, clean and in good repair, the exterior brickwork decorated with polished yellow wood beams. It consists of a long taproom, kitchen and coffee house on the first floor, rooms to rent on the second and third floors and suites on the top floor. Rasir lives on the first floor with his family (wife Hrada, three sons Rasir, Basha and Yur). He employs several wenches (with whom he is overly friendly) as waitresses and maids.

- Rasir, Dwarf Thief Lvl 1: HP 3; AC 8 [11]; Save 15; Special: Dwarf abilities, back stab for double damage; Leather apron, dagger, 5d6 gp.

56. Temple of Shedu: The temple of Shedu is quite old. It resembles a Greek temple, with columns on the outside and an inner sanctum containing a marble and gold idol of Shedu. Behind the inner sanctum are sparse living quarters for the priests. Entrances to the catacombs have been bricked up to prevent entry by the Lotanites and other strange creatures. Unbeknownst to the priests, a bedlam has taken up residence in the catacombs beneath the temple, and it is slowly driving the priests of Shedu mad.

The temple is overseen by Hoda. Hoda is an aging cleric who keeps his grey hair and beard properly oiled and curled. Once a towering figure, he now leans heavily on his staff. He is assisted by Balhad, Ib, Hama, and Saysnah. The temple's treasure now consists of only 1,000 sp. It is kept in a locked chest protected by a glyph of warding (a thunder clap that deals 6d6 points of damage and deafness for 4d6 hours).

- Hoda, Cleric Lvl 8: HP 42; AC 1 [18]; Save 7; Special: Spells (5th); Mace, chainmail +2, shield, holy symbol, potion of healing. Hoda is mature, unkempt, neurotic, inquisitive and antagonistic.
- Acolytes, Adept Lvl 3: HD 3d6; AC 3 [16]; Save 13; Special: Spells (1st); Mace, chainmail, shield, holy symbol. All are trained in the healing arts.

57. Public Baths: The public baths are one of the oldest finest buildings in Ophir. They are built in the Roman style (pillars, painted stone), and consist of a reception chamber, dressing rooms (one for men, one for women), steam rooms (using the old Roman furnace concept), two pools fed by natural springs (no medicinal qualities) and an exercise room (with weights and massage tables). A day at the baths costs 10 gp, paid in the reception area. Massages cost an additional 10 gp. Attendants wait on customers in each chamber. Two guards (sergeants, 15 hit points each, armed with pole arms and short swords) are present in the reception hall and two more guard the owner's chambers.

Above the reception area are the living chambers of Ubago, the old deviant who operates the baths. He is attended by young men (eunuchs) with shaved heads

and bodies who wear only loin cloths. Ubago's living chambers include a feast hall, a lavish toilet, an office decorated in antiquities dating to the days of the Purple Kings (such antiques are a hobby of Ubago, and people will find him as competent as any sage on matters of the history of the Wyvern Coast) and a large bedchamber. Ubago is a loud man with an aquiline nose. He is madcap and sensual, and sneezes frequently, especially around dwarfs. It is difficult to truly like Ubago, but almost impossible to hate him.

58. Wine Merchant: Saybee is a bald, gap-toothed man who runs an upscale wine shop purchased with funds he earned adventuring (mostly in the Klarkash Mts, a subject he will speak on endlessly). The shop consists of a long counter, behind which stands Saybee with a look of eagerness on his face. He is quick to greet customers and does his best to steer them to a proper wine and vintage. He stocks his shop with bottles and casques of wine from as far away as Lyonesse and Nomo. He sells the local spiced wine, but believes it an inferior product; he'll even suck his teeth and roll his eyes slightly when a customer insists on it. Saybee is addicted to the black lotus. Because of this, there is always a 15% chance that his shop will be closed while he's on a "trip". Saybee lives alone. His treasure consists of 1,500 ep, 300 gp, 10 pp and a oval piece of polished lapis lazuli worth 95 gp that he uses as a focus for meditation.

- Saybee, Psychic Lvl 6: HP 10; AC 9 [10]; Save 10 (8 vs. mental effects); Special: Sixth sense, powers – mesmerism, mind thrust and telekinesis. Leather armor, curved long sword scimitar, dagger, crimson sash in which he keeps a packet of black lotus, three darts and 20 gp. Cautious and sympathetic, has a tendency of touching people while talking to them.

59. Astrologer: Hobeah is a hedonistic and aloof worshiper of Marduk (he has a large, wooden idol in his parlor) and is an émigré from Ishkabibel. He has bronze skin, thinning white hair and a long, sparse, white beard. Hobeah dresses in colorful robes embroidered with images of shooting stars. Hobeah has three wives, Isha, the oldest, being his favorite. His only son, Juba, is his apprentice. Upon entering Hobeah's shop one finds themselves in a plush parlor with expensive, though worn, mahogany furniture, the aforementioned idol of Marduk and several tapestries depicting astrological events. Beyond the parlor there is a kitchen and dining area. Bedrooms are on the two floors above. The attic has been transformed into an

observatory, with a telescope, astrolabe and shutters that open to reveal the night sky. A table here is covered in star charts, and shelves covered with almanacs and books and scrolls on astrology line the walls. An iron chest locked with a superior lock (-3 to open) contains 262 gp. Hobeah is capable of producing star charts at a cost of 50 gp that have a 1 in 6 chance of simulating a scroll of augury in its overall effect (i.e. it contains knowledge that a person can later use to make a tough decision).

AUGURY

Level: 2 (cleric)

Range: Personal

Duration: Instantaneous

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results: Weal (if the action will probably bring good results), Woe (for bad results), Weal and woe (for both) or Nothing (for actions that don't have especially good or bad results). If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury. The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first casting.

60. Den of Thieves: This is a four-story, nondescript building of adobe. The doors and windows are always kept locked, and one might spot a shadowy figure on the roof from time to time. The first floor is a maze of corridors, dead ends, secret doors and lethal traps. The second floor is a crawlspace of trapped vaults containing the thieves' treasure as well as supplies of water, iron rations, rope, torches and weapons. The third floor contains living quarters for the lesser thieves and training rooms, and the fourth floor has larger living quarters for the superiors.

The den houses eight footpads, including a gnome and halfling. The leader of the thieves is called Katya. Her lieutenant is Bors Turmudgeon, an immigrant from

Lyonesse, and her sub-lieutenant is Kaffa. Ketta's den of thieves is co-operative with Zargo's assassins, but opposed by those merchants that do not deal in slaves.

The guild's treasure consists of 11,000 sp, 5,000 ep, 1,000 gp, 100 pp, a jasper worth 6 gp, a +2 lance of polished oak with a steel head chased in silver runes and a recently heisted cargo of 100 coconuts that are worth 10 gp/coconut.

- Katya, Thief Lvl 10: HP 35; AC 5 [14]; Save 6; Special: Back stab for x4 damage; Leather armor +1, brown robes with many pockets, short sword, three darts with silver tips, earrings (700 gp), jeweled dagger (900 gp), vial of acid.
- Bors, Thief Lvl 4: HP 12; AC 7 [12]; Save 12; Special: Back stab for double damage; Leather armor, short sword, dagger, burglars' tools, 7 gp, polished quartz pebble that can be used as a magnifying glass.
- Kaffa, Thief Lvl 3: HP 9; AC 7 [12]; Save 13; Special: Back stab four double damage; Leather armor, daggers (3), burglars' tools, 12 gp. Kaffa fancies himself a contender for guild leadership and Katya's bed. She finds him an insufferable ass, but keeps him around as a potential fall guy should things ever go wrong. His presence in the guild also keeps Bors on his toes.



- Footpad: HD 2d6; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 16; CL/XP 3/60; Special: Back stab for double damage. Have short sword, light crossbow, leather armor, burglars' tools, 2d6 gp.

61. Mortician: Balta is a youngish man who has recently taken over the mortuary of his uncle, who disappeared five years ago. Balta is a handsome man, though he is missing an ear. Genial and foppish, he is afraid of the dark and speaks with a husky, hushed voice when he speaks at all. He owns a cart and mule, which he uses to transport corpses, as well as a scroll of protection from undead, which he keeps in an ivory scroll case on a leather cord worn around his neck. He also keeps a silver dagger and holy symbols of Melkarth, Shedû and Astarte. Balta is unmarried. His building is constructed of adobe with marble embellishments around the front door. His front room connects to a parlor and a workroom stocked with herbs, chemicals and tools used in embalming. Balta owns a books (100 lb) that contains the formula the ancient Nabu used to create mummies, though Balta has not yet unraveled its secrets. He keeps his treasure of 75 gp and a golden ring stolen from a merchant's corpse (45 gp) in a locked iron box in his bedroom. Balta is aware of the existence of the ghouls in the catacombs owing to his uncle having become one. He keeps his uncle at bay with grisley offerings at every new moon. Jumog the vigilante [29] has spotted him leaving an offering in an alley and now suspects him of being in league with the ghouls.

62. Vintner: Rahir is an ill-tempered vintner who sells flagons of dark, sweet wine in a gloomy tavern of yellowing stone. His clientele, many of them vampires, prefer that it be kept shadowy. In exchange for his life, he allows them to come up from the catacombs into his shop in the evening hours to carouse and hunt. Few locals allow themselves to be caught around Rahir's past dusk. Rahir's wenches are all fallow-eyed and languid, but alluring nonetheless. All are thralls of one vampire or another. Rahir is a short, thin man with a goatee and a scarred neck. He is a pessimistic troublemaker who hates animal and slurs when he speaks.

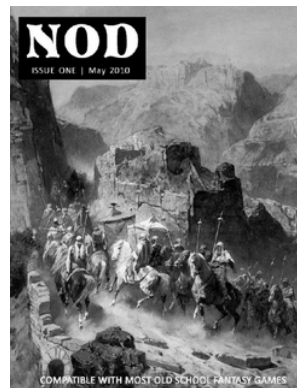
63. Ferryman: Farrah runs a subterranean ferry that crosses a swift underground river beneath the catacombs of Ophir. He is a pale man with hair and eyes as black as night. Farrah wears flamboyant clothing in the gypsy-style. Farrah comes up from his subterranean haunt every few days to rest and recuperate. While below, he helps denizens of the

underworld cross into the catacombs and beyond. Although lacking in combat skill, Farrah survives because he is useful to the creatures of the underworld. The opening between his cellar and the underworld is guarded by a white ape called Koko chained to the wall. Farrah's treasure consists of 150 gp and twelve gems (average 50 gp in value).

- Koko: HD 4 (22 hp); AC 6 [13]; Atk 2 hands (1d3), 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Hug and rend.

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Sword or Axe?

By John M. Stater

Thinking about the old "every weapon does 1d6 points of damage" rule, I thought it might be useful to come up with some reasons why, if all weapons use the same dice for damage, one might choose one weapon over another. These rules group weapons into a few basic categories, and include some pictures of different weapons in each category – after all, it's more fun to swing a balestarius or tomahawk than a mere axe. Each category of weapon receives one or two special bonuses to make it different, though not necessarily better or worse, than other weapons.

In all cases, metal weapons require a strength of 9 or higher to wield properly, with weaker folk suffering a -1 penalty to hit with such weapons. Weapons that require two hands to wield require a strength of 13 or higher, with weaker folks suffering a -2 penalty to hit with such weapons.

Axes [+1 damage]

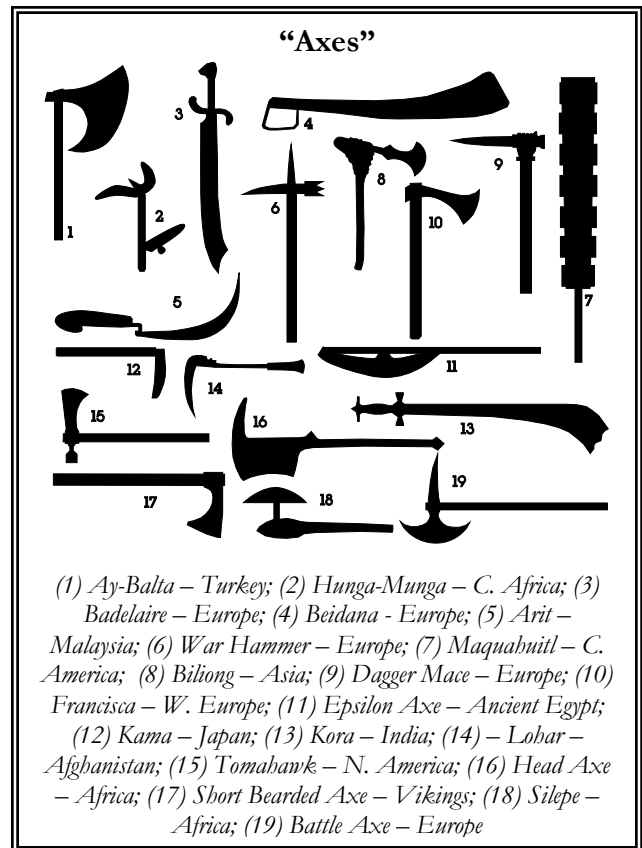
The axe category includes hafted weapons with a metal head and a thin cutting edge, as well as picks, war hammers, sickles and chopping swords. Axes were cheaper to make than swords because they required only a small strip of steel for the edge, and thus are more common and more easily mastered.

Axes are +1 to damage due to all of the wielder's strength being concentrated on a small cutting edge or piercing point. Smaller axes can be thrown at close range with a single hand, while larger axes can be thrown with two hands.

Bows [-1 to hit, +1 damage, 2 attacks]

Most games differentiate one form of bow from another by damage and range categories. Damage makes sense, of course, because different designs store up more power (supplied by the archer) and thus deliver a bigger punch at a longer distance. Personally, I find the ranges difficult to remember and, if your game mostly takes place in a dungeon environment, rarely come into play.

Bows are traditionally more difficult to learn, and thus suffer a -1 penalty to hit, but compensate by allowing



two attacks per round (usually one during normal initiative and the other at the end of the round). They enjoy a +2 bonus to damage due to the wielder's force being concentrated on the small, piercing point of the arrow.

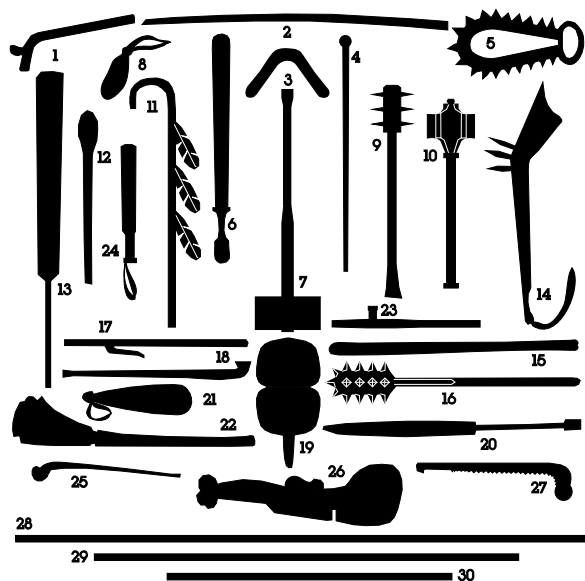
If dealing with long ranges, assume that most bows have an effective range of 330 feet.

Clubs

This category includes bludgeoning (or mostly bludgeoning) weapons like maces, clubs, staves and throwing sticks. Clubs have no special rules attached to them. If one wants to get more complicated, they can rule that wooden clubs do -1 damage against foes wearing armor, or that folks equipped with quarterstaves can wield their weapon as though fighting with two weapons (i.e. a +1 bonus to hit).

More commonly, the venerable club can be treated as the ur-weapon – no special rules and easily used by all classes.

Some clubs are designed to be throwing sticks, and can thus be hurled as missiles with an effective range of 30 feet. They include the knoberry and rungu of Africa and the boomerang of Australia.



(1) Fiji War Club; (2) Bokken – Japan; (3) Boomerang* – Australia; (4) Knoberry* – S. Africa; (5) Leiomano (Polynesia); (6) African Club Sword; (7) Maul – Europe or Otsuchi – Japan; (8) Blackjack or Sap – Europe; (9) Morningstar – Europe; (10) Buzdygan or Flanged Mace – Europe; (11) Coup Stick – N. America; (12) Cudgel – Europe; (13) Eku – Okinawa; (14) Gunstock – N. America; (15) Hoeroa* – Maori; (16) Holy Water Sprinkler – Europe; (17) Jitte – Japan; (18) Kiseru – Japan; (19) Kotiate – Maori; (20) Macana – S. America; (21) Mere or Jade Club – Maori; (22) Polynesia War Club; (23) Tonfa – Japan; (24) Truncheon – Europe; (25) Rungu* – Africa; (26) Wabaika – Maori; (27) Shawnee War Club – N. America; (28) Chang Gun – China; (29) Bo or Gun or Staff; (30) Jo or Bang or Quarterstaff
* Throwing Sticks

Crossbows [+1 to damage]

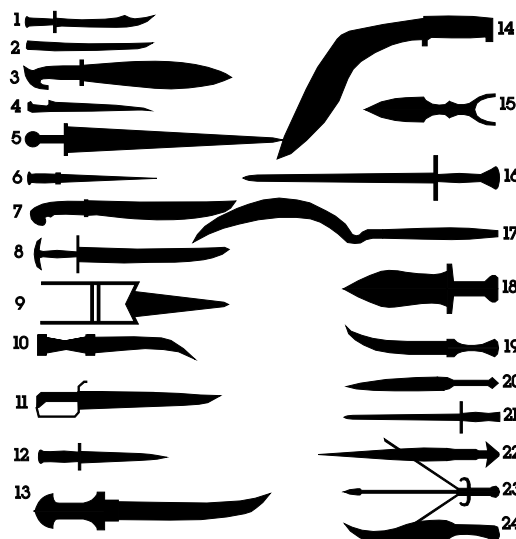
Crossbows were traditionally simpler to use than bows, requiring less training. For this reason, they do not suffer the -1 penalty to hit, and are thus more useful to non-warrior classes.

Crossbows load more slowly than bows, so they make only a single attack each round. Like bows, they are +1 to damage due to the concentration of all force on the tiny point of the quarrel or bolt.

If dealing with long ranges, assume that most crossbows have an effective range of 200 ft.

Dagger [+1 to hit, -1 damage]

Daggers and knives are simple, useful weapons that appear in all cultures. They are at a distinct disadvantage when pitted against longer or larger weapons. Dagger wielders always attack after wielders of longer weapons, but do enjoy a +1 to hit due to the greater versatility that comes with the multiple angles of attack offered by a blade. Daggers are like, so unlike most metal weapons one need not have a strength of 9 or higher to use them effectively. Unfortunately, this lack of heft also gives them a -1 penalty to damage, with hits always scoring at least 1 point of damage. Daggers can be thrown to an effective range of 30 feet.

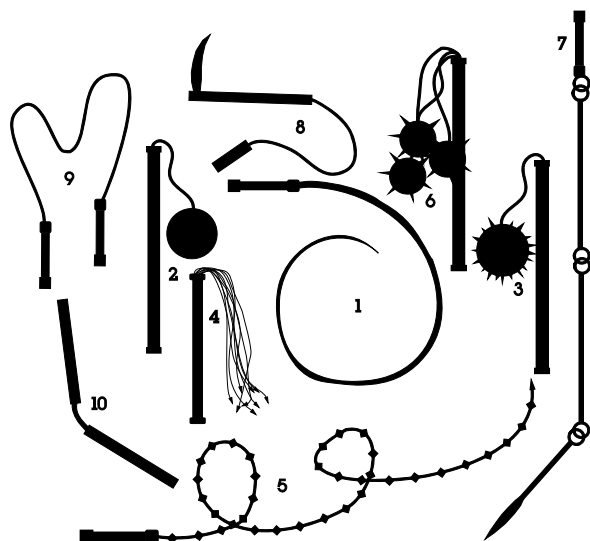


(1) Acinaces – Persia; (2) Aikuchi – Japan; (3) Barong – Malaysia; (4) Choora – India; (5) Cinquedeas – Europe; (6) Dirk – Scotland; (7) Golok – Bali; (8) Jamdhar Katar – India; (9) Katar – India; (10) Khanjar – Persia; (11) Khyber Knife – Afghanistan; (12) Kidney Dagger – Europe; (13) Koummya – Morocco; (14) Kukri – Gurkhas; (15) Mandaya Knife – Malaysia; (16) Main Gauche – Europe; (17) Parang Ginah – Philippines; (18) Pugio – Rome; (19) Jambiya – Arabs; (20) Scramasax – Europe; (21) Stiletto – Europe; (22) Telek – Tuaregs; (23) Triple Dagger – Europe; (24) Zirah Bouk or “Mail Piercer” – Arabs

Flail [+1 to disarm, ignore shields]

Flails are weapons adapted from farm tools used to thresh grain. Despite this common origin, they were utilized by noble warriors due to their unique advantages. Flails have a longer reach than most weapons, and thus may give their wielder a bonus to

initiative. Their unique construction allows them to ignore Armor Class bonuses from shields, and gives them a +1 bonus when disarming opponents. The flail category also includes whips.



(1) Bullwhip – Europe; (2) Ball & Chain – Europe; (3) Morningstar – Europe; (4) Cat-o’ Nine Tails or Scourge (Europe); (5) Chemeti – Malaysia; (6) Gonpillon – Europe; (7) Kau-Sin-Ke – Japan; (8) Kusarigama – Japan; (9) Manriki Gusari – Japan; (10) Nunchaku – Japan

Javelin [+1 damage]

Javelins include small throwing spears and metal darts. They enjoy the same tiny point of arrows and bolts, and thus the +1 bonus to damage. They do not enjoy a spear’s bonus to initiative, or its ability to be set against a charge, because they are shorter and usually much lighter weight.

Sling

A sling is a leather strap that is whirled around the head until finally releasing a smooth stone or lead bullet at a target. Once mastered, a sling can be a very deadly weapon indeed, as the story of David and Goliath attests. A slinger requires more space than an archer or arbalester, and thus the weapon cannot be used in close quarters like hallways and tunnels if the slinger is flanked. Slings do not shoot on an arc, so they cannot be shot over the heads of comrades; they need a direct path to their target.

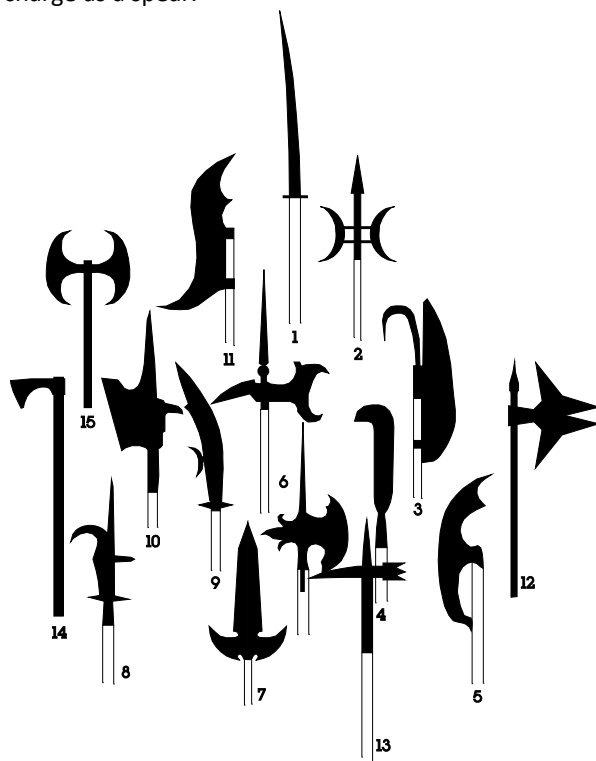
Spear [+1 initiative, +1 damage]

Spears are the most basic weapons of antiquity, and continued to be the most common weapons, in one form or another, through the Middle Ages and into the

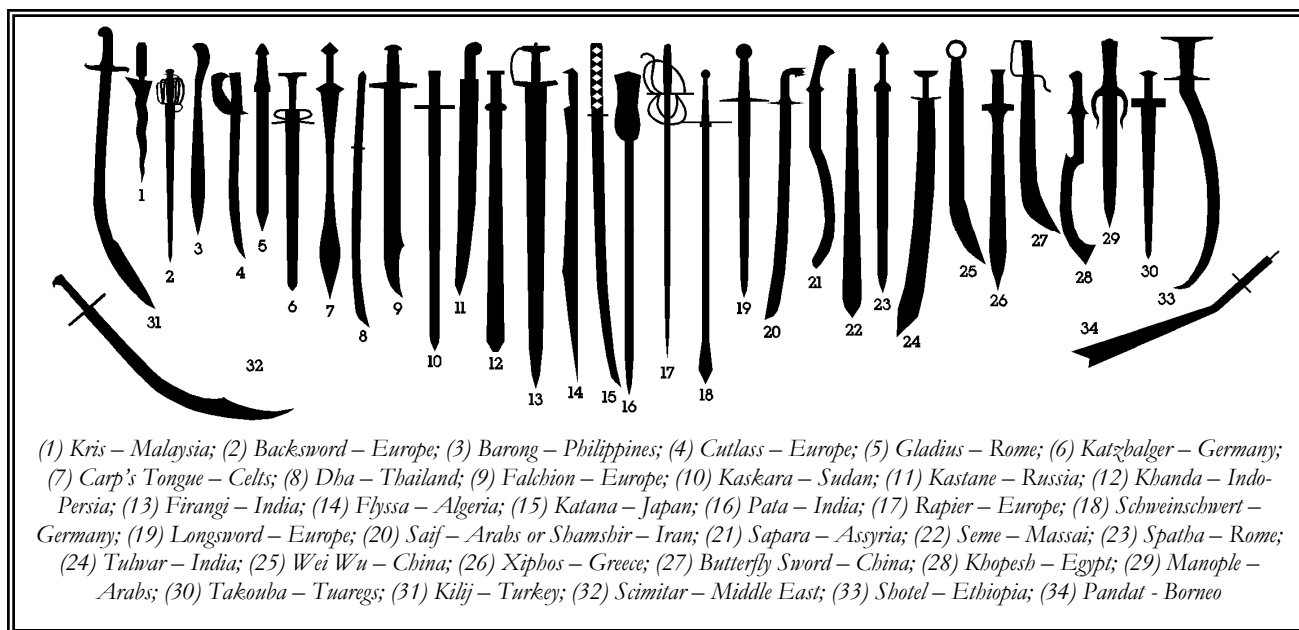
Renaissance. A spear is, at heart, a pointed stick. It has the benefit of focusing all of the wielder’s power into the sharp point, and is also long enough that the wielder always wins initiative when used against warriors armed with shorter weapons. A spear can be set against a charging foe, giving the spearman the first attack and at an additional +1 bonus to damage. Spears can be used to attack over a front rank of allies. The spear category includes lances and any pole arm that is more spear-like than axe-like.

Pole Arm [+2 damage]

The pole arm category includes all weapons that consist of a long shaft and a metal head, not including spears, which remain in their own category. Pole arms are two-handed weapons, and large axes that require two hands are thus included in this category. Most pole arms are used for chopping or piercing, though some can be used for either and a few are very specialized. Because of a pole arm’s heft and their thin, cutting edges, they inflict +2 points of damage per hit. Pole arms with a piercing point can be set for a charge as a spear.



(1) Naginata – Japan; (2) Ji – Japan; (3) Lochaber Axe – Europe; (4) Bill Hook – Europe; (5) Bardiche – Europe; (6) Halberds – Europe; (7) Ranseur – Europe; (8) Guisarme – Europe; (9) Glaive – Europe & Japan; (10) Vouge – Europe; (12) Bullock Axe – India; (13) Bec de Corbin – Europe; (14) Bearded Axe – Europe; (15) Bipennis Axe – Europe



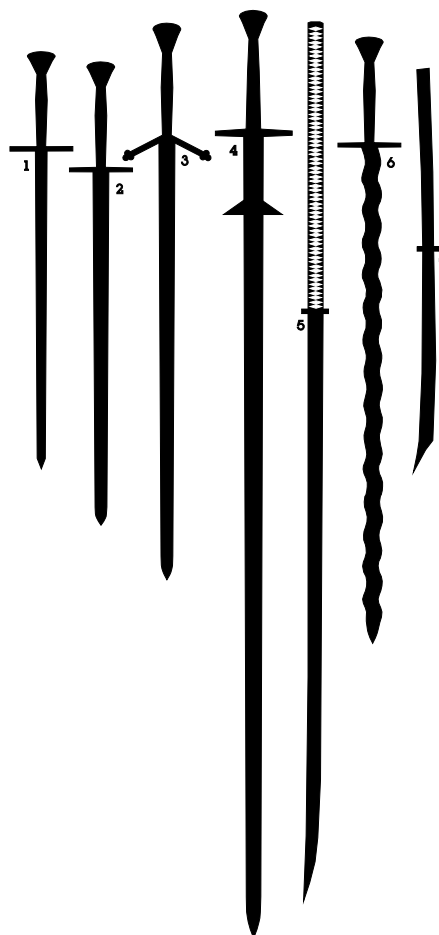
Sword [+1 to hit]

The sword is truly the ubiquitous weapon of fantasy literature. You can't have sword & sorcery or sword & planet without the sword. Swords were expensive weapons in their day, because unlike axes, which had wooden hafts and only a small cutting edge that needed to be steel, swords were steel through and through. Swords were also sought after because they usually could be used for multiple types of attacks – cutting, slashing, thrusting, piercing, etc. That made them especially dangerous, for a swordsman could take advantage of any number of openings left by an opponent. Swords are also capable of parrying the blows of other weapons.

Due to their attack versatility, swords get a +1 bonus to hit in combat. In addition, that bonus to hit can be traded for a +1 bonus to Armor Class if the sword is being wielded by a trained warrior who forgoes attacking that round.

Two-Handed Sword [+1 to hit, +1 damage]

Few cultures seem to have taken the sword to the next level – i.e. the two-handed or greatsword. The greatsword has the versatility of its smaller kin, and thus the +2 bonus to hit, but its greater weight gives it a +1 bonus to damage as well. Like other swords, it can be used to parry, thus granting a +1 bonus to Armor Class if the swordsman forgoes attacking.



(1) Espadon – France; (2) Bastard Sword or Hand-and-a-Half Sword – Europe; (3) Claymore – Scotland; (4) Zweihander – Germany; (5) No Dachi – Japan; (6) Flamberge – Europe; (7) Dalwel – Burma

Eureka!

By John M. Stater

The scientist is an NPC dedicated to understanding the World of Nod and its bizarre, supernatural physics and applying this knowledge to the discovery and creation of new inventions. In laymen's terms, what the magic-user does with spells, the scientist does with gadgets, gizmos and chemical formulas.

Scientists have been a staple of pulp fiction for a century, though they are most often encountered in "Sword & Planet" and "Scientifiction", as it was once called. The archetypal scientist is an older man with a brilliant mind and a collection of fantastic inventions that help the hero of the story (which is sometimes him, but more often not) overcome obstacles. Just as wizards often play the role of villain in "Sword & Sorcery" stories, the mad or evil scientist is often the antagonist to the heroic swordsman's protagonist.

Although one could draw inspiration from any number of the "natural philosophers" of the Middle Ages and Renaissance, no person better exemplifies the scientist we are seeking to create than Leonardo Da Vinci. Had he only lived in a fictional, fantastic world such as Nod, Da Vinci might have invented any number of mechanical contrivances.

Benjamin Franklin is the next major inspiration for our scientific adventurers, not the least of which because he "discovered" electricity (or "electrical fluid" as it was called in the 18th century) and invented and named the battery which serves as the foundation for our scientist's make-believe inventions.

The original mad scientist in literature was Victor Frankenstein from Mary Shelley's 1818 novel Frankenstein; or, The Modern Prometheus. Victor Frankenstein discovers the ability to return life to dead tissue and in the process creates the first flesh golem, though rather than being a mindless automaton, Frankenstein's creature is quite intelligent.

As a counterpoint to the mad scientist, one need only look to Dr. Hans Zarkov, comrade of "Flash" Gordon. Over the course of the Flash Gordon comic strips,



movies and books, Zarkov invents flying machines and invisibility rays, all while assisting his erstwhile ally in defending the Earth from the depredations of Emperor Ming.

Prime Attributes: Intelligence, 13+ (5% experience.)

Hit Dice: 1d6-1/level (+1 hp/level after level 9.)

Armor/Shield Permitted: None.

Weapons Permitted: Dagger, club, staff, dart, light crossbow.

Scientists begin play with one small invention or three formulas (see below) and only 1d6 x 10 gp to spend on equipment. They must own a journal, their equivalent to the magic-user's spell book.

Trivia (1st): Scientists spend most of their lives reading books and absorbing all sorts of knowledge and wisdom. At the Referee's discretion, the scientist can recall old legends and/or lore on the roll of 1-2 on 1d6. In addition, they can make a saving throw in order to recall, understand or learn a new language (regardless of their intelligence score or the number of languages they already know).

A scientist's powers of observation give them an improved chance of noticing secret or concealed doors and detecting the presence of noxious gases (i.e. detect on a roll of 1-2 on 1d6). Unfortunately, a scientist's fascination with minutia makes them more likely to be surprised than others.

Invention (1st): A scientist is capable of brewing formulas (i.e. potions) and discovering and creating new inventions (see below).

Lab Assistant (9th): When a scientist reaches 9th level (genius) he will attract a level 1 scientist as his lab assistant if he builds a laboratory overlooking a major metropolitan area.

Inventions & Formulas

Scientists are capable of building machines and brewing chemical formulas that duplicate the effect of magic-user spells. Formulas are single-use items that work exactly like potions. Inventions are multiple use items that must be powered by "batteries" of the sort Ben Franklin invented (or miniature versions of the same). An invention can be used 1 time plus 1 time per scientist level minus the level of the duplicated spell before it must be recharged over night.

Before a scientist can brew a formula or build an invention, he must discover how to do so. This process of discovery cost 1,000 gp per spell level to be duplicated for standard spells, and 2,000 gp per spell level for entirely new creations. One week is required per spell level, with a chance of success equal to 25% plus 5% per level of the scientist minus 10% per level of the spell (maximum chance of success of 95%).

Inventions and formulas must be discovered separately, even if they have the same effect.

Inventions come in three sizes:

Small inventions can be held in one hand and rarely weigh more than 10 pounds. Formulas are treated as small inventions and weigh as much as a standard coin.

Medium sized inventions can be moved about clumsily by man-sized creatures using both their hands. A medium-sized invention uses 10 times the materials of a small invention, and costs 10 times as much to build.

A large invention will fit (or nearly fit) inside a 10' x 10' room. Large inventions use 100 times the materials of small inventions, and cost 100 times as much to build.

The level of spell a scientist can "fit" into an invention of a given size is as follows:

Level	Small	Medium	Large
1-3	1st	2nd	3rd
4-6	1st – 2nd	3rd	4th
7-9	1st – 3rd	4th	5th
10-12	1st – 4th	5th	6th

Brewing a formula costs 25 gp times the spell level times the level of the scientist. A level one formula brewed by a level three scientist, for example, costs 25 x 1 x 3 gp, or 75 gp, to concoct. A level four formula brewed by a level nine scientist costs 25 x 4 x 9 gp, or 900 gp, to concoct. The Referee may want to create a list of rare ingredients for each formula the scientist discovers in lieu of the scientist just making a check.

Inventions cost 500 gp per spell level to create, and their manufacture requires five days plus two days per spell level. Thus, an invention that duplicates the level two spell web would cost 1,000 gp and require nine days of work to realize.

Scientist Advancement					
Level	Experience	HD	Attack	Save	Title
1	0	1	+0	15	Tinkerer
2	2,200	2	+0	14	Chemist
3	4,400	3	+0	13	Scholar
4	8,800	4	+1	12	Philosopher
5	17,600	5	+1	11	Sage
6	35,000	6	+2	10	Professor
7	70,000	7	+2	9	Polymath
8	140,000	8	+3	8	Doctor
9	280,000	9	+3	7	Genius
10	430,000	+1 hp	+4	6	Genius
11	580,000	+2 hp	+5	5	Genius
12	730,000	+3 hp	+5	4	Genius

Players and Referees should come up with fantastic, quasi-scientific names for a scientist's inventions, whether they are inspired by the natural philosophers of the Renaissance or the mad scientists from pulp fiction.

Sample Inventions

Aetherograph (Contact Other Plane)

An aetherograph is capable of sending and receiving messages from the stars that orbit Nod, possibly piercing into other dimensions. The device is built into a handsome, wooden cabinet with wires and dials and aerials of gold. A copper horn protrudes from one side of the cabinet, acting as both a speaker and a receiver of the scientist's voice. A 10th level scientist can create a medium-sized aetherograph for 25,000 gp.

Brazen Head (Augury)

A brazen head is a mechanical head cast in bronze. The head is filled with a clockworks and a small battery and is capable of answering questions with a simple "yes" or "no", apparently plucking its answers from the aether. A 1st level scientist can create a small brazen head for 500 gp.

Diving Helm (Water Breathing)

The diving helm is, as its name suggests, a spherical helm of copper and thick glass sealed with tar. A cannister attached to the back of the helm keeps it filled with breathable air. A 7th level scientist can create such a helm for 1,500 gp. Larger versions of the device would not be practical.

Electric Pentacle (Protection from Evil)

This device looks to be a collection of glowing tubes connected by a mass of golden wires within a crystal globe about the size of a great helm. When activated, it acts as a protection from evil spell. A small pentacle can be created by a 1st level scientist for 500 gp.

The Elektron (Lightning Bolt)

The elektron is a wooden "cannon" equipped with a battery. The barrel is filled with wool and through it runs a golden shaft with a crank on one end and a glass globe on the other. When turned sufficiently, the cannon fires a 4 dice lightning bolt. A 4th level scientist could create a medium-sized prometheum for 15,000 gp, while a 7th level scientist could produce a smaller device the size of a light crossbow (and capable of projecting a 7 dice lightning bolt) for 1,500 gp.

Flying Screw (Fly)

This invention duplicates the fly spell. It is composed of a circular platform. Mounted on the platform is a wooden seat and a large screw that is turned by a chain and crank connected to a battery. A 4th level scientist can create a medium-sized device for 15,000 gp. A 7th level scientist could miniaturize the screw into a small leather harness and a smaller propeller for a mere 1,500 gp.

Mercuric Equatorium (Dimension Door)

This device is a combination of an astrolabe and slide-rule. When coordinates are entered and the device is cranked, it produces a mathematical formula capable of opening a portal between dimensions through which one can step. Usually crafted of silver, they are sometimes referred to as "silver keys". A 7th level scientist could make a medium-sized equatorium for 20,000 gp, or a 10th level scientist could create a small version for 2,000 gp.

Phoenix Cabinet (Reincarnation)

This large "cabinet" measures is really an oven that is 8 ft tall, 3 ft wide and 3 ft deep. When a corpse is placed inside the cabinet, a mixture of quicksilver and gold suspended in aqua vitae is inserted into a receptacle, and arcs of lightning are sent through the machine via a crank, the body within is reduced to its composite atoms and reintegrated in a new, living form. A 10th level scientist can create a phoenix cabinet for 30,000 gp.

Spindle of Ariadne (Web)

This device looks like a spindle held by tongs. It is wrapped in several inches of sticky cord. When a catch is depressed, springs send the spindle spinning, reassign the cords and creating a sort of web. A 7th level scientist can create a small spindle of Ariadne for 1,000 gp. A 4th level scientist could create a medium-sized version of the device for 10,000 gp.

Torch of Phoebus (Light)

The torch consists of a foot-long brass tube connected run through with a wire that loops into a glass globe filled with a secret mixture of vapors. When excited by a connected battery, the vapors glow and produce a bright, white light. A small torch of Phoebus can be created by a 1st level scientist for 500 gp in one week.

JMS

Books & Scrolls

By John M. Stater

Whether in a secret cache of dusty scrolls in a cave (perhaps one located next to a dead sea) or the library high atop a wizard's tower, reading material often looms large in fantasy games. Given that most role-players are themselves bibliophiles, this is to be expected. The trick, of course, is in how a Referee deals with the written word in his campaign. What did ancient scrolls and medieval tomes look like? How heavy were they? And just what use should they be to a band of adventurers, especially if they do not contain the spells for the party magic-user to collect. Herein, I do my best to answer these questions.

Forms of Reading Material

Clay Tablet: The ancient peoples of Mesopotamia saved their data on clay tablets. These tablets were either fired in a kiln to make them permanent or erased if they were to be recycled. Writing on a clay tablet was done with a reed using cuneiform characters. A typical, large clay tablet weighs 15 pounds. If used as magic scrolls, they cannot hold spells higher than level one.

Bamboo Scroll: The Chinese made use of bamboo scrolls. A bamboo scroll is a collection of long, narrow bamboo slips joined together with thread. Each slip can hold dozens of pictographs. When joined together, the slips can be rolled like a scroll. Because these scrolls were heavy, they were quickly phased out upon the invention of paper, and thus in a campaign would likely represent ancient documents. A typical scroll weighs 10 pounds and can hold any level of spell, with spell scrolls weighing 2 pounds per spell level.

Papyrus Scroll: Papyrus is a thick, paper-like material produced from the pith of the papyrus plant, a wetland reed. Papyrus was cheap, but could not be folded, and thus had to be used in large, heavy scrolls. Papyrus is fragile and susceptible to damage from moisture and dryness, and it presented an uneven surface for writing unless of the very highest quality. Papyrus was abandoned for parchment by the 12th



century, with Papal Bulls being some of the last things written on papyrus.

Papyrus is manufactured by stripping the outer rind of the stem and cutting the interior into strips. The strips are laid side by side, horizontally. Another layer is then added atop the first, placed side by side vertically. While still moist, the two layers are hammered together. The sheet is then dried under pressure. After drying, the sheet is polished with a stone, shell or piece of wood. A typical scroll weighs 25 pounds, with much of the weight coming from the two wooden rollers between which the papyrus is affixed. Papyrus scrolls can hold spells of any level, with spell scrolls weigh 5 lb per spell level.

Book: A typical book dating from the Middle Ages weighed between 40 and 165 pounds. The *Codex Gigas*, for example, was 3.2 feet long, 20 inches wide and weighed 165 pounds. A rare Hebrew manuscript contained 1,042 pages and weighed 57 pounds. Given these dimensions, we can pretend that a basic book weighs 0.5 ounces per page, while a large tome weighs twice that much and provides twice as much surface for writing.

A sheet of paper or parchment was called a bifolium, being a single folio folded in half to produce two leaves. Books were often bound between two thin sheets of wood that were covered by leather. When books were rare (i.e. before the printing press) they were often chained to desks. Books can be printed on one of several mediums, as follows.

Parchment: Parchment is made from the skin of sheep, goats, deer or other animals. The parchmenter begins the process by selecting a disease and tick-free animal. The animal's skin is washed thoroughly and soaked in a vat of water and lime for about a week, stirring several times a day with a wooden pole. The pelt is removed and laid over a curved, upright shield of wood. The hair is scraped out using a long, curved knife with a wooden handle on each end. The de-haired pelt is then rinsed in cold water for two more days to remove the lime. The skin is dried while stretched on a frame. The skin is secured to the frame by pushing pebbles into the skin every inch or so to make knobs, to which strings were tied. It was not uncommon to see holes in finished parchments where tiny tears made in the scraping process were stretched out in the stretching process. The parchmenter now ladles hot water over the stretched skin while scraping with another curved knife called a lunellum. The parchment is finally allowed to dry completely, shrinking and tightening as it does. Once dry, the scraping begins anew. Finally, the parchment can be removed and rolled up for transportation or sale. A scribe would purchase the parchment in this condition, cutting it to his desired size and buffing it before use with chalk. Parchment sheets were sold by the dozen.

Vellum: Vellum is high quality parchment made from calf skin.

Paper: Paper is made from plant pulp, fibers, rags or cellulose. Paper is cheaper than parchment, but not as long lasting.

Types of Reading Material

The content of reading material discovered by a band of adventurers might be determined by rolling 1d12 on the following table.

1. Atlas (Geography)
2. Bestiary (Fauna)
3. Chronicle (History)
4. Cookery (Recipes)

5. Dialogue (Philosophy)
6. Grimoire or Grammary (Magic)
7. Herbal (Flora)
8. Lectionary (Religion)
9. Lexicon (Language)
10. Manual ("How-to" on a variety of subjects)
11. Principia (Science, mathematics, alchemy)
12. Romance (Stories meant for entertainment)

A Referee should make reading material useful to a band of adventurers, though by no means should she feel required to give a mechanical benefit. If a Referee is, however, more comfortable with such benefits, she might consider giving a particular book a chance in 6 of answering questions that fall within its defined subject. If the content of a book is very general, perhaps it grants a 1 or 2 in 6 chance of containing the answer to a given question. If the book's subject matter is more focused, then assign a greater chance of answering a question.

Thus, a chronicle that gives a general overview of the whole world, from beginning to end, would have a mere 1 in 6 chance of answering a specific question like "Where is the dungeon we are looking for?". A chronicle that covers a more specific region and only the past thousand years might have a 3 in 6 chance of answering the question. If the questions being posed by a player are themselves very general and within the purview of the book, then by all means give them the answers they seek without resorting to dice.

A grimoire or grammary concerns itself with the practice of magic, and might contain information that a magic-user can use while formulating new spells or attempting to discover the content of existing spells not yet in his own grimoire. A grimoire might also contain information on other dimensions, the uses and dangers of supernatural monsters, and maybe even a few (perhaps 1d4) actual spells that can be read or copied from as though from a scroll.

JMS

Phantastes

By George MacDonald

Beginning with this issue of NOD, "Fantastick Fictions" will serialize George MacDonald's novel *Phantastes*, the story of a young man's journey into the world of Faerie. As a bonus, the story is annotated with sidebars that attempt to translate aspects of the literature into usable game material. In the future, other public domain classics of fantasy, sciencefiction and adventure will get the same treatment.

George MacDonald (1824-1905) was a Scottish author, poet and minister. He was cited as a particular inspiration by C. S. Lewis, who was especially inspired by the story serialized here. MacDonald was a mentor to Lewis Carroll and advised him to submit *Alice* for publication after the enthusiastic reception given it by his children.

Phantastes

A Faerie Romance

by George MacDonald

*"Phantastes from 'their fount all shapes deriving,
In new habiliments can quickly dight."*

- FLETCHER'S Purple Island

I

*"A spirit
The undulating and silent well,
And rippling rivulet, and evening gloom,
Now deepening the dark shades, for speech assuming,
Held commune with him; as if he and it
Were all that was."*

- SHELLEY'S Alastor.

I awoke one morning with the usual perplexity of mind which accompanies the return of consciousness. As I lay and looked through the eastern window of my room, a faint streak of peach-colour, dividing a cloud

that just rose above the low swell of the horizon, announced the approach of the sun. As my thoughts, which a deep and apparently dreamless sleep had dissolved, began again to assume crystalline forms, the strange events of the foregoing night presented themselves anew to my wondering consciousness. The day before had been my one-and-twentieth birthday. Among other ceremonies investing me with my legal rights, the keys of an old secretary, in which my father had kept his private papers, had been delivered up to me. As soon as I was left alone, I ordered lights in the chamber where the secretary stood, the first lights that had been there for many a year; for, since my father's death, the room had been left undisturbed. But, as if the darkness had been too long an inmate to be easily expelled, and had dyed with blackness the walls to which, bat-like, it had clung, these tapers served but ill to light up the gloomy hangings, and seemed to throw yet darker shadows into the hollows of the deep-wrought cornice. All the further portions of the room lay shrouded in a mystery whose deepest folds were gathered around the dark oak cabinet which I now approached with a strange mingling of reverence and curiosity. Perhaps, like a geologist, I was about to turn up to the light some of the buried strata of the human world, with its fossil remains charred by passion and petrified by tears. Perhaps I was to learn how my father, whose personal history was unknown to me, had woven his web of story; how he had found the world, and how the world had left him. Perhaps I was to find only the records of lands and moneys, how gotten and how secured; coming down from strange men, and through troublous times, to me, who knew little or nothing of them all. To solve my speculations, and to dispel the awe which was fast gathering around me as if the dead were drawing near, I approached the secretary; and having found the key that fitted the upper portion, I opened it with some difficulty, drew near it a heavy high-backed chair, and sat down before a multitude of little drawers and slides and pigeon-holes. But the door of a little cupboard in the centre especially attracted my interest, as if there lay the secret of this long-hidden world. Its key I found.

One of the rusty hinges cracked and broke as I opened the door: it revealed a number of small pigeon-holes. These, however, being but shallow compared with the depth of those around the little cupboard, the outer ones reaching to the back of the desk, I concluded that there must be some accessible space behind; and found, indeed, that they were formed in a separate framework, which admitted of the whole being pulled out in one piece. Behind, I found a sort of flexible portcullis of small bars of wood laid close together horizontally. After long search, and trying many ways to move it, I discovered at last a scarcely projecting point of steel on one side. I pressed this repeatedly and hard with the point of an old tool that was lying near, till at length it yielded inwards; and the little slide, flying up suddenly, disclosed a chamber – empty, except that in one corner lay a little heap of withered rose-leaves, whose long-lived scent had long since departed; and, in another, a small packet of papers, tied with a bit of ribbon, whose colour had gone with the rose-scent. Almost fearing to touch them, they witnessed so mutely to the law of oblivion, I leaned back in my chair, and regarded them for a moment; when suddenly there stood on the threshold of the little chamber, as though she had just emerged from its depth, a tiny woman-form, as perfect in shape as if she had been a small Greek statuette roused to life and motion. Her dress was of a kind that could never grow old-fashioned, because it was simply natural: a robe plaited in a band around the neck, and confined by a belt about the waist, descended to her feet. It was only afterwards, however, that I took notice of her dress, although my surprise was by no means of so overpowering a degree as such an apparition might naturally be expected to excite. Seeing, however, as I suppose, some astonishment in my countenance, she came forward within a yard of me, and said, in a voice that strangely recalled a sensation of twilight, and reedy river banks, and a low wind, even in this deathly room: –

"Anodos, you never saw such a little creature before, did you?"

"No," said I; "and indeed I hardly believe I do now."

"Ah! that is always the way with you men; you believe nothing the first time; and it is foolish enough to let mere repetition convince you of what you consider in itself unbelievable. I am not going to argue with you, however, but to grant you a wish."

Here I could not help interrupting her with the foolish speech, of which, however, I had no cause to repent –

"How can such a very little creature as you grant or refuse anything?"

"Is that all the philosophy you have gained in one-and-twenty years?" said she. "Form is much, but size is nothing. It is a mere matter of relation. I suppose your six-foot lordship does not feel altogether insignificant, though to others you do look small beside your old Uncle Ralph, who rises above you a great half-foot at least. But size is of so little consequence with old me, that I may as well accommodate myself to your foolish prejudices."

So saying, she leapt from the desk upon the floor, where she stood a tall, gracious lady, with pale face and large blue eyes. Her dark hair flowed behind, wavy but uncurled, down to her waist, and against it her form stood clear in its robe of white.

"Now," said she, "you will believe me."

Overcome with the presence of a beauty which I could now perceive, and drawn towards her by an attraction irresistible as incomprehensible, I suppose I stretched out my arms towards her, for she drew back a step or two, and said –

"Foolish boy, if you could touch me, I should hurt you. Besides, I was two hundred and thirty-seven years old, last Midsummer eve; and a man must not fall in love with his grandmother, you know."

"But you are not my grandmother," said I.

"How do you know that?" she retorted. "I dare say you know something of your great-grandfathers a good deal further back than that; but you know very little about your great-grandmothers on either side. Now, to the point. Your little sister was reading a fairy-tale to you last night."

"She was."

"When she had finished, she said, as she closed the book, 'Is there a fairy-country, brother?' You replied with a sigh, 'I suppose there is, if one could find the way into it.'"

"I did; but I meant something quite different from what you seem to think."

"Never mind what I seem to think. You shall find the way into Fairy Land to-morrow. Now look in my eyes."

Eagerly I did so. They filled me with an unknown longing. I remembered somehow that my mother died when I was a baby. I looked deeper and deeper, till they spread around me like seas, and I sank in their waters. I forgot all the rest, till I found myself at the window, whose gloomy curtains were withdrawn, and where I stood gazing on a whole heaven of stars, small and sparkling in the moonlight. Below lay a sea, still as death and hoary in the moon, sweeping into bays and around capes and islands, away, away, I knew not whither. Alas! it was no sea, but a low bog burnished by the moon. "Surely there is such a sea somewhere!" said I to myself. A low sweet voice beside me replied –

"In Fairy Land, Anodos."

I turned, but saw no one. I closed the secretary, and went to my own room, and to bed.

All this I recalled as I lay with half-closed eyes. I was soon to find the truth of the lady's promise, that this day I should discover the road into Fairy Land.

II

"'Where is the stream?' cried he, with tears. 'Seest thou its not in blue waves above us?' He looked up, and lo! the blue stream was flowing gently over their heads."

- NOVALIS, Heinrich von Ofterdingen.

While these strange events were passing through my mind, I suddenly, as one awakes to the consciousness that the sea has been moaning by him for hours, or that the storm has been howling about his window all night, became aware of the sound of running water near me; and, looking out of bed, I saw that a large green marble basin, in which I was wont to wash, and which stood on a low pedestal of the same material in a corner of my room, was overflowing like a spring; and that a stream of clear water was running over the carpet, all the length of the room, finding its outlet I knew not where. And, stranger still, where this carpet, which I had myself designed to imitate a field of grass and daisies, bordered the course of the little stream, the grass-blades and daisies seemed to wave in a tiny breeze that followed the water's flow; while under the rivulet they bent and swayed with every motion of the changeful current, as if they were about to dissolve with it, and, forsaking their fixed form, become fluent as the waters.

My dressing-table was an old-fashioned piece of furniture of black oak, with drawers all down the front. These were elaborately carved in foliage, of which ivy formed the chief part. The nearer end of this table remained just as it had been, but on the further end a singular change had commenced. It happened to fix my eye on a little cluster of ivy-leaves. The first of these was evidently the work of the carver; the next looked curious; the third was unmistakable ivy; and just beyond it a tendril of clematis had twined itself about the gilt handle of one of the drawers. Hearing next a slight motion above me, I looked up, and saw that the branches and leaves designed upon the curtains of my bed were slightly in motion. Not knowing what change might follow next, I thought it high time to get up; and, springing from the bed, my bare feet alighted upon a cool green sward; and although I dressed in all haste, I found myself completing my toilet under the boughs of a great tree, whose top waved in the golden stream of the sunrise with many interchanging lights, and with shadows of leaf and branch gliding over leaf and branch, as the cool morning wind swung it to and fro, like a sinking sea-wave.

After washing as well as I could in the clear stream, I rose and looked around me. The tree under which I seemed to have lain all night was one of the advanced guard of a dense forest, towards which the rivulet ran. Faint traces of a footpath, much overgrown with grass and moss, and with here and there a pimpernel even, were discernible along the right bank. "This," thought I, "must surely be the path into Fairy Land, which the lady of last night promised I should so soon find." I crossed the rivulet, and accompanied it, keeping the footpath on its right bank, until it led me, as I expected, into the wood. Here I left it, without any good reason: and with a vague feeling that I ought to have followed its course, I took a more southerly direction.

III

*"Man doth usurp all space,
Stares thee, in rock, bush, river, in the face.
Never thine eyes behold a tree;
'Tis no sea thou seest in the sea,
'Tis but a disguised humanity.
To avoid thy fellow, vain thy plan;
All that interests a man, is man."
- HENRY SUTTON.*

The trees, which were far apart where I entered, giving free passage to the level rays of the sun, closed rapidly

as I advanced, so that ere long their crowded stems barred the sunlight out, forming as it were a thick grating between me and the East. I seemed to be advancing towards a second midnight. In the midst of the intervening twilight, however, before I entered what appeared to be the darkest portion of the forest, I saw a country maiden coming towards me from its very depths. She did not seem to observe me, for she was apparently intent upon a bunch of wild flowers which she carried in her hand. I could hardly see her face; for, though she came direct towards me, she never looked up. But when we met, instead of passing, she turned and walked alongside of me for a few yards, still keeping her face downwards, and busied with her flowers. She spoke rapidly, however, all the time, in a low tone, as if talking to herself, but evidently addressing the purport of her words to me.

She seemed afraid of being observed by some lurking foe. "Trust the Oak," said she; "trust the Oak, and the Elm, and the great Beech. Take care of the Birch, for though she is honest, she is too young not to be changeable. But shun the Ash and the Alder; for the Ash is an ogre, – you will know him by his thick fingers; and the Alder will smother you with her web of hair, if you let her near you at night." All this was uttered without pause or alteration of tone. Then she turned suddenly and left me, walking still with the same unchanging gait. I could not conjecture what she meant, but satisfied myself with

thinking that it would be time enough to find out her meaning when there was need to make use of her warning, and that the occasion would reveal the admonition. I concluded from the flowers that she carried, that the forest could not be everywhere so dense as it appeared from where I was now walking; and I was right in this conclusion. For soon I came to a more open part, and by-and-by crossed a wide grassy glade, on which were several circles of brighter green. But even here I was struck with the utter stillness. No bird sang. No insect hummed. Not a living creature crossed my way. Yet somehow the whole environment seemed only asleep, and to wear even in sleep an air of expectation. The trees seemed all to have an

expression of conscious mystery, as if they said to themselves, "we could, an' if we would." They had all a meaning look about them. Then I remembered that night is the fairies' day, and the moon their sun; and I thought – Everything sleeps and dreams now: when the night comes, it will be different. At the same time I, being a man and a child of the day, felt some anxiety as to how I should fare among the elves and other children of the night who wake when mortals dream, and find their common life in those wondrous hours that flow noiselessly over the moveless death-like forms of men and women and children, lying strewn and parted beneath the weight of the heavy waves of night, which flow on and beat them down, and hold them drowned and senseless, until the ebbtide comes,

and the waves sink away, back into the ocean of the dark. But I took courage and went on. Soon, however, I became again anxious, though from another cause. I had eaten nothing that day, and for an hour past had been feeling the want of food. So I grew afraid lest I should find nothing to meet my human necessities in this strange place; but once more I comforted myself with hope and went on.

Before noon, I fancied I saw a thin blue smoke rising amongst the stems of larger trees in front of me; and soon I came to an open spot of ground in which stood a little cottage, so built that the stems of four great trees formed its corners, while their branches met and intertwined over its roof, heaping a great cloud of leaves over it, up

towards the heavens. I wondered at finding a human dwelling in this neighbourhood; and yet it did not look altogether human, though sufficiently so to encourage me to expect to find some sort of food. Seeing no door, I went round to the other side, and there I found one, wide open. A woman sat beside it, preparing some vegetables for dinner. This was homely and comforting. As I came near, she looked up, and seeing me, showed no surprise, but bent her head again over her work, and said in a low tone:

"Did you see my daughter?"

"... night is the faeries' day, and the moon their sun ..."

Fairy Sight

The idea that demi-humans, most of whom have a fey origin, and monsters can see in the dark is an old one in fantasy games, though the rationalizations for why this is so sometimes differ. This is nice explanation, and brings with it the possibility that these creatures have trouble seeing in the daytime, with a sunny day for them being not unlike the night of a full moon for a human being.

"I believe I did," said I. "Can you give me something to eat, for I am very hungry?" "With pleasure," she replied, in the same tone; "but do not say anything more, till you come into the house, for the Ash is watching us."

Having said this, she rose and led the way into the cottage; which, I now saw, was built of the stems of small trees set closely together, and was furnished with rough chairs and tables, from which even the bark had not been removed. As soon as she had shut the door and set a chair –

"You have fairy blood in you," said she, looking hard at me.

"How do you know that?"

"You could not have got so far into this wood if it were not so; and I am trying to find out some trace of it in your countenance. I think I see it."

"What do you see?"

"Oh, never mind: I may be mistaken in that."

"But how then do you come to live here?"

"Because I too have fairy blood in me."

Here I, in my turn, looked hard at her, and thought I could perceive, notwithstanding the coarseness of her features, and especially the heaviness of her eyebrows, a something unusual – I could hardly call it grace, and yet it was an expression that strangely contrasted with the form of her features. I noticed too that her hands were delicately formed, though brown with work and exposure.

"I should be ill," she continued, "if I did not live on the borders of the fairies' country, and now and then eat of their food. And I see by your eyes that you are not quite free of the same need; though, from your education and the activity of your mind, you have felt it less than I. You may be further removed too from the fairy race."

I remembered what the lady had said about my grandmothers.

Here she placed some bread and some milk before me, with a kindly apology for the homeliness of the fare, with which, however, I was in no humour to quarrel. I now thought it time to try to get some explanation of the strange words both of her daughter and herself.

"What did you mean by speaking so about the Ash?"

She rose and looked out of the little window. My eyes followed her; but as the window was too small to allow anything to be seen from where I was sitting, I rose and looked over her shoulder. I had just time to see, across the open space, on the edge of the denser forest, a single large ash-tree, whose foliage showed bluish, amidst the truer green of the other trees around it; when she pushed me back with an expression of impatience and terror, and then almost shut out the light from the window by setting up a large old book in it.

"In general," said she, recovering her composure, "there is no danger in the daytime, for then he is sound asleep; but there is something unusual going on in the woods; there must be some solemnity among the fairies to-night, for all the trees are restless, and although they cannot come

awake, they see and hear in their sleep."

"But what danger is to be dreaded from him?"

Instead of answering the question, she went again to the window and looked out, saying she feared the fairies would be interrupted by foul weather, for a storm was brewing in the west.

"And the sooner it grows dark, the sooner the Ash will be awake," added she.

"Because I too have fairy blood in me."

Fairy Blood

The old woman, her daughter and possibly Anodos have a portion of fairy blood in their veins. All we glean so far from the story is that this makes it possible for them to penetrate into Fairy Land, and that the old woman, at least, must eat fairy food every so often or die. If one wanted to include the fairy blooded in their game, perhaps as a replacement for elves, perhaps they would enjoy a +1 bonus to saving throws against illusions and the ability to see in light or day. Actually, when one takes into account these abilities, it seems less likely than Anodos has any fairy blood after all.

I asked her how she knew that there was any unusual excitement in the woods. She replied -

"Besides the look of the trees, the dog there is unhappy; and the eyes and ears of the white rabbit are redder than usual, and he frisks about as if he expected some fun. If the cat were at home, she would have her back up; for the young fairies pull the sparks out of her tail with bramble thorns, and she knows when they are coming. So do I, in another way."

At this instant, a grey cat rushed in like a demon, and disappeared in a hole in the wall.

"There, I told you!" said the woman.

"But what of the ash-tree?" said I, returning once more to the subject. Here, however, the young woman, whom I had met in the morning, entered. A smile passed between the mother and daughter; and then the latter began to help her mother in little household duties.

"I should like to stay here till the evening," I said; "and then go on my journey, if you will allow me."

"You are welcome to do as you please; only it might be better to stay all night, than risk the dangers of the wood then. Where are you going?"

"Nay, that I do not know," I replied, "but I wish to see all that is to be seen, and therefore I should like to start just at sundown." "You are a bold youth, if you have any idea of what you are daring; but a rash one, if you know nothing about it; and, excuse me, you do not seem very well informed about the country and its manners. However, no one comes here but for some reason, either known to himself or to those who have charge of him; so you shall do just as you wish."

Accordingly I sat down, and feeling rather tired, and disinclined for further talk, I asked leave to look at the old book which still screened the window. The woman brought it to me directly, but not before taking another look towards the forest, and then drawing a white blind over the window. I sat down opposite to it by the table, on which I laid the great old volume, and read. It contained many wondrous tales of Fairy Land, and olden times, and the Knights of King Arthur's table. I read on and on, till the shades of the afternoon began to deepen; for in the midst of the forest it gloomed earlier than in the open country. At length I came to this passage -

"Here it chanced, that upon their quest, Sir Galahad and Sir Percivale rencountered in the depths of a great forest. Now, Sir Galahad was dight all in harness of silver, clear and shining; the which is a delight to look upon, but full hasty to tarnish, and withouten the labour of a ready squire, uneath to be kept fair and clean. And yet withouten squire or page, Sir Galahad's armour shone like the moon. And he rode a great white mare, whose bases and other housings were black, but all besprent with fair lyls of silver sheen. Whereas Sir Percivale bestrode a red horse, with a tawny mane and tail; whose trappings were all to-smirched with mud and mire; and his armour was wondrous rosty to behold, ne could he by any art furbish it again; so that as the sun in his going down shone twixt the bare trunks of the trees, full upon the knights twain, the one did seem all shining with light, and the other all to glow with ruddy fire. Now it came about in this wise. For Sir Percivale, after his escape from the demon lady, whenas the cross on the handle of his sword smote him to the heart, and he rove himself through the thigh, and escaped away, he came to a great wood; and, in nowise cured of his fault, yet bemoaning the same, the damosel of the alder tree encountered him, right fair to see; and with her fair words and false countenance she comforted him and beguiled him, until he followed her where she led him to a -"

Here a low hurried cry from my hostess caused me to look up from the book, and I read no more.

"Look there!" she said; "look at his fingers!"

Just as I had been reading in the book, the setting sun was shining through a cleft in the clouds piled up in the west; and a shadow as of a large distorted hand, with thick knobs and humps on the fingers, so that it was much wider across the fingers than across the undivided part of the hand, passed slowly over the little blind, and then as slowly returned in the opposite direction.

"He is almost awake, mother; and greedier than usual to-night."

"Hush, child; you need not make him more angry with us than he is; for you do not know how soon something may happen to oblige us to be in the forest after nightfall."

"But you are in the forest," said I; "how is it that you are safe here?"

"He dares not come nearer than he is now," she replied; "for any of those four oaks, at the corners of our cottage, would tear him to pieces; they are our friends. But he stands there and makes awful faces at us sometimes, and stretches out his long arms and fingers, and tries to kill us with fright; for, indeed, that is his favourite way of doing. Pray, keep out of his way to-night."

"Shall I be able to see these things?" said I.

"That I cannot tell yet, not knowing how much of the fairy nature there is in you. But we shall soon see whether you can discern the fairies in my little garden, and that will be some guide to us."

"Are the trees fairies too, as well as the flowers?" I asked.

"They are of the same race," she replied; "though those you call fairies in your country are chiefly the young children of the flower fairies. They are very fond of having fun with the thick people, as they call you; for, like most children, they like fun better than anything else."

"Why do you have flowers so near you then? Do they not annoy you?"

"Oh, no, they are very amusing, with their mimicries of grown people, and mock solemnities. Sometimes they will act a whole play through before my eyes, with perfect composure and assurance, for they are not afraid

of me. Only, as soon as they have done, they burst into peals of tiny laughter, as if it was such a joke to have been serious over anything. These I speak of, however, are the fairies of the garden. They are more staid and educated than those of the fields and woods. Of course they have near relations amongst the wild flowers, but they patronise them, and treat them as country cousins, who know nothing of life, and very little of manners. Now and then, however, they are compelled to envy the grace and simplicity of the natural flowers."

"Do they live IN the flowers?" I said.

"I cannot tell," she replied. "There is something in it I do not understand. Sometimes they disappear altogether, even from me, though I know they are near. They seem to die always with the flowers they resemble, and by whose names they are called; but whether they return to life with the fresh flowers, or, whether it be new flowers, new fairies, I cannot tell. They have as many sorts of dispositions as men and

women, while their moods are yet more variable; twenty different expressions will cross their little faces in half a minute. I often amuse myself with watching them, but I have never been able to make personal acquaintance with any of them. If I speak to one, he or she looks up in my face, as if I were not worth heeding, gives a little laugh, and runs away." Here the woman started, as if suddenly recollecting herself, and said in a low voice to her daughter, "Make haste – go and watch him, and see in what direction he goes."

I may as well mention here, that the conclusion I arrived at from the observations I was afterwards able to make, was, that the flowers die because the fairies go away; not that the fairies disappear because the flowers die. The flowers seem a sort of houses for them, or outer bodies, which they can put on or off when they please. Just as you could form some idea of the nature of a man from the

kind of house he built, if he followed his own taste, so you could, without seeing the fairies, tell what any one of them is like, by looking at the flower till you feel that you understand it. For just what the flower says to you, would the face and form of the fairy say; only so much more plainly as a face and human figure can express more than a flower. For the house or the clothes, though like the inhabitant or the wearer, cannot be wrought into an equal power of utterance. Yet you would see a strange resemblance, almost oneness, between the flower and the fairy, which you

"... those you call fairies in your country are chiefly the young children of the flower fairies ..."

Flower Fairies

Flower fairies are small, graceful creatures that are tied to flowers as dryads are tied to trees. Like all fairies, they are mischievous and sometimes violent and cruel, and have very short attention spans. Flower fairies commonly possess the supernatural powers that are associated with their flower. The fairies of poisonous flowers have a bite attack that requires a saving throw to avoid death.

HD 1d4; AC 6 [13]; Atk 1 weapon (1d3) or 1 bite (1d3 + poison); Move 12; Save 18; CL/XP A/5 or 1/15; Special: Spell-like power (depends on flower), poison (depends on flower).

could not describe, but which described itself to you. Whether all the flowers have fairies, I cannot determine, any more than I can be sure whether all men and women have souls.

The woman and I continued the conversation for a few minutes longer. I was much interested by the information she gave me, and astonished at the language in which she was able to convey it. It seemed that intercourse with the fairies was no bad education in itself. But now the daughter returned with the news, that the Ash had just gone away in a south-westerly direction; and, as my course seemed to lie eastward, she hoped I should be in no danger of meeting him if I departed at once. I looked out of the little window, and there stood the ash-tree, to my eyes the same as before; but I believed that they knew better than I did, and prepared to go. I pulled out my purse, but to my dismay there was nothing in it. The woman with a smile begged me not to trouble myself, for money was not of the slightest use there; and as I might meet with people in my journeys whom I could not recognise to be fairies, it was well I had no money to offer, for nothing offended them so much.

"They would think," she added, "that you were making game of them; and that is their peculiar privilege with regard to us." So we went together into the little garden which sloped down towards a lower part of the wood.

Here, to my great pleasure, all was life and bustle. There was still light enough from the day to see a little; and the pale half-moon, halfway to the zenith, was reviving every moment. The whole garden was like a carnival, with tiny, gaily decorated forms, in groups, assemblies, processions, pairs or trios, moving stately on, running about wildly, or sauntering hither or thither. From the cups or bells of tall flowers, as from balconies, some looked down on the masses below, now bursting with laughter, now grave as owls; but even in their deepest solemnity, seeming only to be waiting for the arrival of the next laugh. Some were launched on a little marshy stream at the bottom, in boats chosen from the heaps of last year's leaves that lay about, curled and withered. These soon sank with them; whereupon they swam ashore and got others. Those who took fresh rose-leaves for their boats floated the longest; but for these they had to fight; for the fairy of the rose-tree complained bitterly that they were stealing her clothes, and defended her property bravely.

"You can't wear half you've got," said some.

"Never you mind; I don't choose you to have them: they are my property."

"All for the good of the community!" said one, and ran off with a great hollow leaf. But the rose-fairy sprang after him (what a beauty she was! only too like a drawing-room young lady), knocked him heels-overhead as he ran, and recovered her great red leaf. But in the meantime twenty had hurried off in different directions with others just as good; and the little creature sat down and cried, and then, in a pet, sent a perfect pink snowstorm of petals from her tree, leaping from branch to branch, and stamping and shaking and pulling. At last, after another good cry, she chose the biggest she could find, and ran away laughing, to launch her boat amongst the rest.

But my attention was first and chiefly attracted by a group of fairies near the cottage, who were talking together around what seemed a last dying primrose. They talked singing, and their talk made a song, something like this:

"Sister Snowdrop died
Before we were born."
"She came like a bride
In a snowy morn."
"What's a bride?"
"What is snow?"
"Never tried."
"Do not know."
"Who told you about her?"
"Little Primrose there
Cannot do without her."
"Oh, so sweetly fair!"
"Never fear,
She will come,
Primrose dear."
"Is she dumb?"

"She'll come by-and-by."
"You will never see her."
"She went home to dies,
"Till the new year."
"Snowdrop!" "'Tis no good
To invite her."
"Primrose is very rude,
"I will bite her."

"Oh, you naughty Pocket!
"Look, she drops her head."
"She deserved it, Rocket,
"And she was nearly dead."

"To your hammock – off with you!"

"And swing alone."

"No one will laugh with you."

"No, not one."

"Now let us moan."

"And cover her o'er."

"Primrose is gone."

"All but the flower."

"Here is a leaf."

"Lay her upon it."

"Follow in grief."

"Pocket has done it."

"Deeper, poor creature!

Winter may come."

"He cannot reach her –

That is a hum."

"She is buried, the beauty!"

"Now she is done."

"That was the duty."

"Now for the fun."

And with a wild laugh they sprang away, most of them towards the cottage. During the latter part of the song-talk, they had formed themselves into a funeral procession, two of them bearing poor Primrose, whose death Pocket had hastened by biting her stalk, upon one of her own great leaves. They bore her solemnly along some distance, and then buried her under a tree. Although I say HER I saw nothing but the withered primrose-flower on its long stalk. Pocket, who had been expelled from the company by common consent, went sulkily away towards her hammock, for she was the fairy of the calceolaria, and looked rather wicked. When she reached its stem, she stopped and looked round. I could not help speaking to her, for I stood near her. I said, "Pocket, how could you be so naughty?"

"I am never naughty," she said, half-crossly, half-defiantly; "only if you come near my hammock, I will bite you, and then you will go away."

"Why did you bite poor Primrose?"

"Because she said we should never see Snowdrop; as if we were not good enough to look at her, and she was, the proud thing! – served her right!"

"Oh, Pocket, Pocket," said I; but by this time the party which had gone towards the house, rushed out again, shouting and screaming with laughter. Half of them were on the cat's back, and half held on by her fur and

tail, or ran beside her; till, more coming to their help, the furious cat was held fast; and they proceeded to pick the sparks out of her with thorns and pins, which they handled like harpoons. Indeed, there were more instruments at work about her than there could have been sparks in her. One little fellow who held on hard by the tip of the tail, with his feet planted on the ground at an angle of forty-five degrees, helping to keep her fast, administered a continuous flow of admonitions to Pussy.

"Now, Pussy, be patient. You know quite well it is all for your good. You cannot be comfortable with all those sparks in you; and, indeed, I am charitably disposed to believe" (here he became very pompous) "that they are the cause of all your bad temper; so we must have them all out, every one; else we shall be reduced to the painful necessity of cutting your claws, and pulling out your eye-teeth. Quiet! Pussy, quiet!"

But with a perfect hurricane of feline curses, the poor animal broke loose, and dashed across the garden and through the hedge, faster than even the fairies could follow. "Never mind, never mind, we shall find her again; and by that time she will have laid in a fresh stock of sparks. Hooray!" And off they set, after some new mischief.

But I will not linger to enlarge on the amusing display of these frolicsome creatures. Their manners and habits are now so well known to the world, having been so often described by eyewitnesses, that it would be only indulging self-conceit, to add my account in full to the rest. I cannot help wishing, however, that my readers could see them for themselves. Especially do I desire that they should see the fairy of the daisy; a little, chubby, round-eyed child, with such innocent trust in his look! Even the most mischievous of the fairies would not tease him, although he did not belong to their set at all, but was quite a little country bumpkin. He wandered about alone, and looked at everything, with his hands in his little pockets, and a white night-cap on, the darling! He was not so beautiful as many other wild flowers I saw afterwards, but so dear and loving in his looks and little confident ways.

IV

"When bale is att hyest, boote is nyest."

- Ballad of Sir Aldingar.

By this time, my hostess was quite anxious that I should be gone. So, with warm thanks for their

hospitality, I took my leave, and went my way through the little garden towards the forest. Some of the garden flowers had wandered into the wood, and were growing here and there along the path, but the trees soon became too thick and shadowy for them. I particularly noticed some tall lilies, which grew on both sides of the way, with large dazzlingly white flowers, set off by the universal green. It was now dark enough for me to see that every flower was shining with a light of its own. Indeed it was by this light that I saw them, an internal, peculiar light, proceeding from each, and not reflected from a common source of light as in the daytime. This light sufficed only for the plant itself, and was not strong enough to cast any but the faintest shadows around it, or to illuminate any of the neighbouring objects with other than the faintest tinge of its own individual hue. From the lilies above mentioned, from the campanulas, from the foxgloves, and every bell-shaped flower, curious little figures shot up their heads, peeped at me, and drew back. They seemed to inhabit them, as snails their shells but I was sure some of them were intruders, and belonged to the gnomes or goblin-fairies, who inhabit the ground and earthy creeping plants. From the cups of Arum lilies, creatures with great heads and grotesque faces shot up like Jack-in-the-box, and made grimaces at me; or rose slowly and sily over the edge of the cup, and spouted water at me, slipping suddenly back, like those little soldier-crabs that inhabit the shells of sea-snails. Passing a row of tall thistles, I saw them crowded with little faces, which peeped every one from behind its flower, and drew back as quickly; and I heard them saying to each other, evidently intending me to hear, but the speaker always hiding behind his tuft, when I looked in his direction, "Look at him! Look at him! He has begun a story without a beginning, and it will never have any end. He! he! he! Look at him!"

"...belonged to the gnomes or goblin-fairies, who inhabit the ground and earthy creeping plants ..."

Goblin-Fairies

Akin to the flower fairies, the goblin-fairies inhabit creeping vines. Where flower-fairies are simply uncaring, goblin-fairies are inherently malicious, taking joy in frightening and harassing others. While in contact with the ground, they can only be harmed by silver or magic weapons. Creatures that are surprised by goblin-fairies must make a saving throw to avoid being frightened away.

HD 1d6; AC 6 [13]; Atk 2 claws (1d4); Move 12 (Burrow 6, Climb 12); Save 18; CL/XP 2/30; Special: Only harmed by silver or magic weapons, frighten.

But as I went further into the wood, these sights and sounds became fewer, giving way to others of a different character. A little forest of wild hyacinths was alive with exquisite creatures, who stood nearly motionless, with drooping necks, holding each by the stem of her flower, and swaying gently with it, whenever a low breath of wind swung the crowded floral belfry. In like manner, though differing of course in form and meaning, stood a group of harebells, like little angels waiting, ready, till they were wanted to go on some yet unknown message. In darker nooks, by the mossy roots of the trees, or in little tufts of grass, each dwelling in a globe of its own green light, weaving a network of grass and its shadows, glowed the glowworms.

They were just like the glowworms of our own land, for they are fairies everywhere; worms in the day, and glowworms at night, when their own can appear, and they can be themselves to others as well as themselves. But they had their enemies here. For I saw great strong-armed beetles, hurrying about with most unwieldy haste, awkward as elephant-calves, looking apparently for glowworms; for the moment a beetle espied one, through what to it was a forest of grass, or an underwood of moss, it pounced upon it, and bore it away, in spite of its feeble resistance. Wondering what their object could be, I watched one of the beetles, and then I discovered a thing I could not account for. But it is no use trying to account for things in Fairy Land; and

one who travels there soon learns to forget the very idea of doing so, and takes everything as it comes; like a child, who, being in a chronic condition of wonder, is surprised at nothing. What I saw was this. Everywhere, here and there over the ground, lay little, dark-looking lumps of something more like earth than anything else, and about the size of a chestnut. The beetles hunted in couples for these; and having found one, one of them stayed to watch it, while the other hurried to find a glowworm. By signals, I presume,

between them, the latter soon found his companion again: they then took the glowworm and held its luminous tail to the dark earthly pellet; when lo, it shot up into the air like a sky-rocket, seldom, however, reaching the height of the highest tree. Just like a rocket too, it burst in the air, and fell in a shower of the most gorgeously coloured sparks of every variety of hue; golden and red, and purple and green, and blue and rosy fires crossed and inter-crossed each other, beneath the shadowy heads, and between the columnar stems of the forest trees. They never used the same glowworm twice, I observed; but let him go, apparently uninjured by the use they had made of him.

In other parts, the whole of the immediately surrounding foliage was illuminated by the interwoven dances in the air of splendidly coloured fire-flies, which sped hither and thither, turned, twisted, crossed, and recrossed, entwining every complexity of involved motion. Here and there, whole mighty trees glowed with an emitted phosphorescent light. You could trace the very course of the great roots in the earth by the faint light that came through; and every twig, and every vein on every leaf was a streak of pale fire.

All this time, as I went through the wood, I was haunted with the feeling that other shapes, more like my own size and mien, were moving about at a little distance on all sides of me. But as yet I could discern none of them, although the moon was high enough to send a great many of her rays down between the trees, and these rays were unusually bright, and sight-giving, notwithstanding she was only a half-moon. I constantly imagined, however, that forms were visible in all directions except that to which my gaze was turned; and that they only became invisible, or resolved themselves into other woodland shapes, the moment my looks were directed towards them.

However this may have been, except for this feeling of presence, the woods seemed utterly bare of anything like human companionship, although my glance often fell on some object which I fancied to be a human form; for I soon found that I was quite deceived; as, the moment I fixed my regard on it, it showed plainly that it was a bush, or a tree, or a rock.

Soon a vague sense of discomfort possessed me. With variations of relief, this gradually increased; as if some evil thing were wandering about in my neighbourhood, sometimes nearer and sometimes further off, but still approaching. The feeling continued and deepened, until all my pleasure in the shows of various kinds that everywhere betokened the presence of the merry fairies vanished by degrees, and left me full of anxiety and fear, which I was unable to associate with any definite object whatever. At length the thought crossed my mind with horror: "Can it be possible that the Ash is looking for me? or that, in his nightly wanderings, his path is gradually verging towards mine?" I comforted myself, however, by remembering that he had started quite in another direction; one that would lead him, if he kept it, far apart from me; especially as, for the last two or three hours, I had been diligently journeying eastward. I kept on my way, therefore, striving by direct effort of the will against the encroaching fear; and to this end occupying my mind, as much as I could, with other thoughts. I was so far successful that, although I was conscious, if I yielded for a moment, I should be almost overwhelmed

with horror, I was yet able to walk right on for an hour or more. What I feared I could not tell. Indeed, I was left in a state of the vaguest uncertainty as regarded the nature of my enemy, and knew not the mode or object of his attacks; for, somehow or other, none of my questions had succeeded in drawing a definite answer from the dame in the cottage. How then to defend myself I knew not; nor even by what sign I

"Soon a vague sense of discomfort possessed me ... as if some evil thing were wandering about ..."

The Ash

Many of the trees in Fairy Land are alive, taking humanoid form at night when they awake and doing either weal or woe as is their will. The ash is a terrifying creature, tall, gnarled and knotted, ethereal in its center but solid in its extremities, with a corpse-like pallor and dead eyes burning with hunger and greed. The ash has long, grasping fingers it can use to rend its prey. The mere presence of the Ash causes panic in creatures with fewer than 6 HD. Panicked creatures must make a saving throw or turn tail and run, exposing their backs to the swift Ash, who will chase them down. Those who succeed at their saving throw suffer a -1 penalty to hit.

HD 6; AC 2 [17]; Atk 2 claws (1d6); Move 15; Save 11; CL/XP 8/800; Special: Only harmed by silver or magic weapons, panic.

might with certainty recognise the presence of my foe; for as yet this vague though powerful fear was all the indication of danger I had. To add to my distress, the clouds in the west had risen nearly to the top of the skies, and they and the moon were travelling slowly towards each other. Indeed, some of their advanced guard had already met her, and she had begun to wade through a filmy vapour that gradually deepened.

At length she was for a moment almost entirely obscured. When she shone out again, with a brilliancy increased by the contrast, I saw plainly on the path before me – from around which at this spot the trees receded, leaving a small space of green sward – the shadow of a large hand, with knotty joints and protuberances here and there. Especially I remarked, even in the midst of my fear, the bulbous points of the fingers. I looked hurriedly all around, but could see nothing from which such a shadow should fall. Now, however, that I had a direction, however undetermined, in which to project my apprehension, the very sense of danger and need of action overcame that stifling which is the worst property of fear. I reflected in a moment, that if this were indeed a shadow, it was useless to look for the object that cast it in any other direction than between the shadow and the moon. I looked, and peered, and intensified my vision, all to no purpose. I could see nothing of that kind, not even an ash-tree in the neighbourhood. Still the shadow remained; not steady, but moving to and fro, and once I saw the fingers close, and grind themselves close, like the claws of a wild animal, as if in uncontrollable longing for some anticipated prey. There seemed but one mode left of discovering the substance of this shadow. I went forward boldly, though with an inward shudder which I would not heed, to the spot where the shadow lay, threw myself on the ground, laid my head within the form of the hand, and turned my eyes towards the moon Good heavens! what did I see? I wonder that ever I arose, and that the very shadow of the hand did not hold me where I lay until fear had frozen my brain. I saw the strangest figure; vague, shadowy, almost transparent, in the central parts, and gradually deepening in substance towards the outside, until it ended in extremities capable of casting such a shadow as fell from the hand, through the awful fingers of which I now saw the moon. The hand was uplifted in the attitude of a paw about to strike its prey. But the face, which throbbed with fluctuating and pulsatory visibility – not from changes in the light it reflected, but from changes in its own conditions of reflecting power, the alterations being from within, not from without – it was horrible. I do not know how to

describe it. It caused a new sensation. Just as one cannot translate a horrible odour, or a ghastly pain, or a fearful sound, into words, so I cannot describe this new form of awful hideousness. I can only try to describe something that is not it, but seems somewhat parallel to it; or at least is suggested by it. It reminded me of what I had heard of vampires; for the face resembled that of a corpse more than anything else I can think of; especially when I can conceive such a face in motion, but not suggesting any life as the source of the motion. The features were rather handsome than otherwise, except the mouth, which had scarcely a curve in it. The lips were of equal thickness; but the thickness was not at all remarkable, even although they looked slightly swollen. They seemed fixedly open, but were not wide apart. Of course I did not REMARK these lineaments at the time: I was too horrified for that. I noted them afterwards, when the form returned on my inward sight with a vividness too intense to admit of my doubting the accuracy of the reflex. But the most awful of the features were the eyes. These were alive, yet not with life.

They seemed lighted up with an infinite greed. A gnawing voracity, which devoured the devourer, seemed to be the indwelling and propelling power of the whole ghostly apparition. I lay for a few moments simply imbruted with terror; when another cloud, obscuring the moon, delivered me from the immediately paralysing effects of the presence to the vision of the object of horror, while it added the force of imagination to the power of fear within me; inasmuch as, knowing far worse cause for apprehension than before, I remained equally ignorant from what I had to defend myself, or how to take any precautions: he might be upon me in the darkness any moment. I sprang to my feet, and sped I knew not whither, only away from the spectre. I thought no longer of the path, and often narrowly escaped dashing myself against a tree, in my headlong flight of fear.

Great drops of rain began to patter on the leaves. Thunder began to mutter, then growl in the distance. I ran on. The rain fell heavier. At length the thick leaves could hold it up no longer; and, like a second firmament, they poured their torrents on the earth. I was soon drenched, but that was nothing. I came to a small swollen stream that rushed through the woods. I had a vague hope that if I crossed this stream, I should be in safety from my pursuer; but I soon found that my hope was as false as it was vague. I dashed across the stream, ascended a rising ground, and reached a

more open space, where stood only great trees. Through them I directed my way, holding eastward as nearly as I could guess, but not at all certain that I was not moving in an opposite direction. My mind was just reviving a little from its extreme terror, when, suddenly, a flash of lightning, or rather a cataract of successive flashes, behind me, seemed to throw on the ground in front of me, but far more faintly than before, from the extent of the source of the light, the shadow of the same horrible hand. I sprang forward, stung to yet wilder speed; but had not run many steps before my foot slipped, and, vainly attempting to recover myself, I fell at the foot of one of the large trees. Half-stunned, I yet raised myself, and almost involuntarily looked back. All I saw was the hand within three feet of my face. But, at the same moment, I felt two large soft arms thrown round me from behind; and a voice like a woman's said: "Do not fear the goblin; he dares not hurt you now." With that, the hand was suddenly withdrawn as from a fire, and disappeared in the darkness and the rain. Overcome with the mingling of terror and joy, I lay for some time almost insensible. The first thing I remember is the sound of a voice above me, full and low, and strangely reminding me of the sound of a gentle wind amidst the leaves of a great tree. It murmured over and over again: "I may love him, I may love him; for he is a man, and I am only a beech-tree." I found I was seated on the ground, leaning against a human form, and supported still by the arms around me, which I knew to be those of a woman who must be rather above the human size, and largely proportioned. I turned my head, but without moving otherwise, for I feared lest the arms should untwine themselves; and clear, somewhat mournful eyes met mine. At least that is how they impressed me; but I could see very little of colour or outline as we sat in the dark and rainy shadow of the tree. The face seemed very lovely, and solemn from its stillness; with the aspect of one who is quite content, but waiting for something. I saw my

conjecture from her arms was correct: she was above the human scale throughout, but not greatly.

"Why do you call yourself a beech-tree?" I said.

"Because I am one," she replied, in the same low, musical, murmuring voice.

"You are a woman," I returned.

"Do you think so? Am I very like a woman then?"

"You are a very beautiful woman. Is it possible you should not know it?"

*"I may love him, I may love him;
for he is a man, and I am only a
beech-tree."*

The Beech

Unlike the wicked Ash, the Beech is a kind tree, feminine and beautiful in humanoid form, but no less tall than the Ash. The Beech dreams of one day becoming human, or at least wonders at the idea. She is capable of falling in love with a handsome youth, and will help those in need, her own aura of love holding wicked fairies at bay. A lock of her hair, which becomes a girdle of fresh beech leaves, has the power of a protection from evil, 10-ft radius spell.

HD 6; AC 2 [17]; Atk 2 slams (1d6); Move 12; Save 11; CL/XP 7/600; Special: Protection from evil.

"I am very glad you think so. I fancy I feel like a woman sometimes. I do so to-night – and always when the rain drips from my hair. For there is an old prophecy in our woods that one day we shall all be men and women like you. Do you know anything about it in your region? Shall I be very happy when I am a woman? I fear not, for it is always in nights like these that I feel like one. But I long to be a woman for all that."

I had let her talk on, for her voice was like a solution of all musical sounds. I now told her that I could hardly say whether women were happy or not. I knew one who had not been happy; and for my part, I had often longed for Fairy Land, as she now longed for the world of men. But then neither of us had lived long, and perhaps people grew happier as they grew older. Only I doubted it.

I could not help sighing. She felt the sigh, for her arms were still round me. She asked me how old I was.

"Twenty-one," said I.

"Why, you baby!" said she, and kissed me with the sweetest kiss of winds and odours. There was a cool faithfulness in the kiss that revived my heart wonderfully. I felt that I feared the dreadful Ash no more.

"What did the horrible Ash want with me?" I said.

"I am not quite sure, but I think he wants to bury you at the foot of his tree. But he shall not touch you, my child."

"Are all the ash-trees as dreadful as he?"

"Oh, no. They are all disagreeable selfish creatures - (what horrid men they will make, if it be true!) - but this one has a hole in his heart that nobody knows of but one or two; and he is always trying to fill it up, but he cannot. That must be what he wanted you for. I wonder if he will ever be a man. If he is, I hope they will kill him."

"How kind of you to save me from him!"

"I will take care that he shall not come near you again. But there are some in the wood more like me, from whom, alas! I cannot protect you. Only if you see any of them very beautiful, try to walk round them."

"What then?"

"I cannot tell you more. But now I must tie some of my hair about you, and then the Ash will not touch you. Here, cut some off. You men have strange cutting things about you."

She shook her long hair loose over me, never moving her arms.

"I cannot cut your beautiful hair. It would be a shame."

"Not cut my hair! It will have grown long enough before any is wanted again in this wild forest. Perhaps it may never be of any use again—not till I am a woman." And she sighed.

As gently as I could, I cut with a knife a long tress of flowing, dark hair, she hanging her beautiful head over me. When I had finished, she shuddered and breathed deep, as one does when an acute pain, steadfastly endured without sign of suffering, is at length relaxed. She then took the hair and tied it round me, singing a strange, sweet song, which I could not understand, but which left in me a feeling like this -

"I saw thee ne'er before;
I see thee never more;
But love, and help, and pain, beautiful one,
Have made thee mine, till all my years are done."

I cannot put more of it into words. She closed her arms about me again, and went on singing. The rain in the leaves, and a light wind that had arisen, kept her song company. I was wrapt in a trance of still delight. It told me the secret of the woods, and the flowers, and the birds. At one time I felt as if I was wandering in childhood through sunny spring forests, over carpets of primroses, anemones, and little white starry things - I had almost said creatures, and finding new wonderful flowers at every turn. At another, I lay half dreaming in the hot summer noon, with a book of old tales beside me, beneath a great beech; or, in autumn, grew sad because I trod on the leaves that had sheltered me, and received their last blessing in the sweet odours of decay; or, in a winter evening, frozen still, looked up, as I went home to a warm fireside, through the netted boughs and twigs to the cold, snowy moon, with her opal zone around her. At last I had fallen asleep; for I know nothing more that passed till I found myself lying under a superb beech-tree, in the clear light of the morning, just before sunrise. Around me was a girdle of fresh beech-leaves. Alas! I brought nothing with me out of Fairy Land, but memories - memories. The great boughs of the beech hung drooping around me. At my head rose its smooth stem, with its great sweeps of curving surface that swelled like undeveloped limbs. The leaves and branches above kept on the song which had sung me asleep; only now, to my mind, it sounded like a farewell and a speedwell. I sat a long time, unwilling to go; but my unfinished story urged me on. I must act and wander. With the sun well risen, I rose, and put my arms as far as they would reach around the beech-tree, and kissed it, and said good-bye. A trembling went through the leaves; a few of the last drops of the night's rain fell from off them at my feet; and as I walked slowly away, I seemed to hear in a whisper once more the words: "I may love him, I may love him; for he is a man, and I am only a beech-tree."

PHANTASTES continues next month!

Ships & the Sea

By John M. Stater

More than a year, my campaign seemed poised to hit the water, as in travel by ship. This, of course, opened the possibility of naval combat with pirates, and that meant I needed a naval combat system. Collecting games for as long as I have, I was not lacking for a set to choose from, but I was not satisfied with any of them. For some, ship to ship combat wasn't much different than creature vs. creature combat, which seemed boring. Others relied on miniatures and at least some knowledge and interest in that style of game, which my players lacked. I needed a system that would be quick and efficient and that my players could easily grasp and take part in. The result is this – a largely narrative naval combat system that focuses on, round by round, what the players want to accomplish, giving them target numbers to roll on dice to accomplish those goals and simple consequences for success or failure.

Ships

Much as with characters, we need to know what is fighting before we can fight. In this system, ships are rated on their size, type and power, speed, crew complement, cargo capacity, dexterity, armor class and weaponry.

Size: A ship's size is based on its length. Small vessels are less and 80 feet long, large vessels are more than 160 feet long and medium vessels are everything else.

Medium vessels gain a +1 bonus to save vs. capsizing. Large vessels gain a +3 bonus to save vs. capsizing.

Type: For our purposes there are two types of vessel – ships and boats. Ships are built for ocean voyages, and boats for coastal duty. When a ship has to save vs. capsizing (such as during a storm), it gains a +6 bonus to save.

Power: Vessels are powered by sail (i.e. the wind), oars, or both sail and oars.

Speed: This is the speed at which the vessel travels, given in miles per day. For sailing vessels, the speed

assumes a moderate wind. In the case of two values, the second refers to its traveling speed by oars alone.

Crew: This is the size of the vessel's crew of sailors. Gunners and oarsmen are not included in this total.

Cargo: This is the amount of cargo that the vessel can carry. Repair supplies are already factored in, but weaponry is not. Vessel's carrying at least half this capacity are slowed to half their normal travel speed, and suffer a -2 penalty to maneuverability.

Dexterity: This value is used in ship-to-ship combat; specifically in gaining "advantage".

Armor Class: This is the number that must be equaled or exceeded on an attack roll to destroy whatever is being targeted, be it a crew, a weapon, etc. Its target on a ship has its own armor class.

Weaponry: This is a list of the ship weapon batteries and their strength bonuses. Each battery consists of 5 to 10 weapons. The weight of each battery includes enough ammunition for 20 rounds of combat.

Weapon	Crew	Strength	AC	Tons
Ballista	30	+1	16	5
Culverin	50	+3	18	20
Cannon	70	+9	24	40
Archers	20	+1	16	3
Crossbowmen	20	+2	17	3
Marines	20	+3	18	3
Ram	-	*	-	-

Ballistae are wooden engines of war that can hurl javelins, giant bolts or even stones.

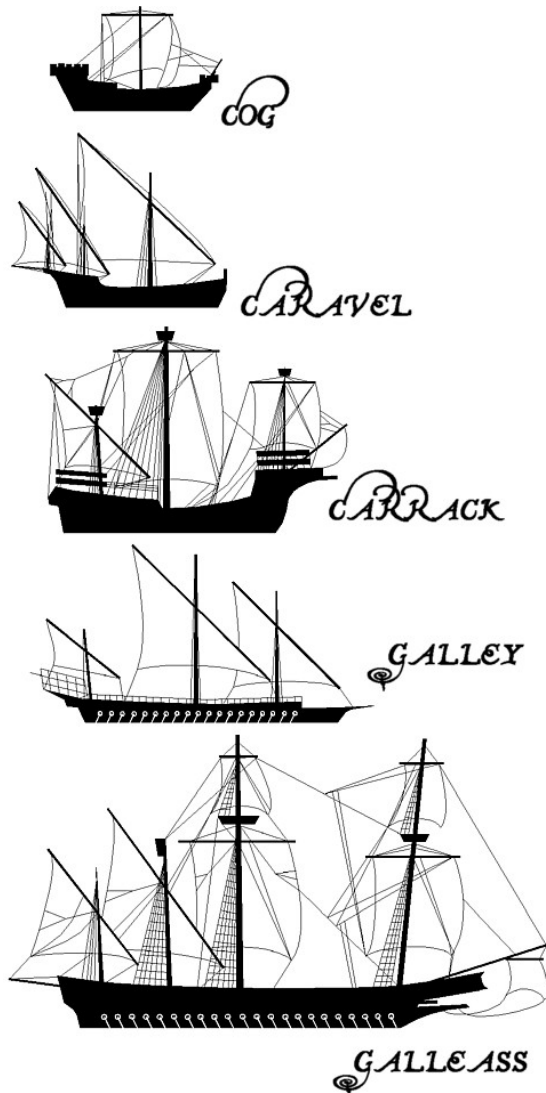
Culverins are bronze muzzle-loading, smooth-bore guns firing shots of 9 to 18 pounds in weight.

Cannons are bronze muzzle-loading, smooth-bore guns firing shots of 32 to 42 pounds in weight.

“Archers” refers to a company of 20 men-at-arms with short bows and leather armor. Archers can only target crew. They suffer no penalty at melee range and a -3 penalty at short range. Archers cannot be used at medium or long range.

“Crossbowmen” refers to a company of 20 men-at-arms with heavy crossbows and ring armor. They can only target crew. They suffer no penalty at melee range, a -2 penalty at short range, and a -10 penalty at medium range. They cannot be used at long range.

“Marines” refers to a company of 20 men-at-arms firing calivers (a sort of musket) and wearing ring armor. Marines can only target crew. They suffer no penalty at melee range, a -1 penalty at short range, and a -9 penalty at medium range. Marines cannot be used at long range.



Rams are used on oar-driven vessels, and the strength of the ram depends on the size of the vessel; small vessels are +4, medium +6 and large +8. Since rams are part of the hull, they cannot be targeted, but can be effectively disabled by destroying a vessel’s oars.

Sample Vessels

These sample vessels can be used as is, modified to suit your taste, or used as an example for devising statistics for other vessels. The weapons listed can be swapped out depending on the style of campaign.

Merchant Galley (15,000 gp)

Size: Medium (100' x 15')
 Type: Boat
 Power: Sails & Oars
 Speed: 36 miles per day
 Dexterity: +4
 Cargo: 210 tons
 Crew: 20
 Weapons: Archers x1, Ballista x1, Ram x1
 Armor Class: Crew 16, Sails 13, Oars 18, Hull 23

Cog (10,000 gp)

Size: Small (55' x 15')
 Type: Ship
 Power: Sails
 Speed: 42 miles per day
 Dexterity: +0
 Cargo: 75 tons
 Crew: 10
 Weapons: Crossbowmen x1
 Armor Class: Crew 16, Sails 18, Hull 18

Galleass (50,000 gp)

Size: Medium (120' x 20' wide)
 Type: Boat
 Power: Sails & Oars
 Speed: 42 miles per day
 Dexterity: +2
 Cargo: 375 tons
 Crew: 30
 Weapons: Cannon x1, Culverin x1, Crossbowmen x1, Ram x1
 Armor Class: Crew 18, Sails 23, Oars 23, Hull 23

Caravel (20,000 gp)

Size: Small (75' x 20')
 Type: Ship
 Power: Sails
 Speed: 48 miles per day
 Dexterity: +2

Cargo: 135 tons
Crew: 20
Weapons: Marines x1, Culverin x1
Armor Class: Crew 18, Sails 18, Hull 20

Carrack (30,000 gp)

Size: Medium (150' x 30')
Type: Ship
Power: Sails
Speed: 42 miles per day
Dexterity: +1
Cargo: 200 tons
Crew: 80
Weapons: Marines x2, Culverin x2
Armor Class: Crew 20, Sails 18, Hull 22

Vessel Enhancements

The vessels described above are very basic. For a more unique vessel, one might add one of the following enhancements:

Compartmentalized Hull: Innovations of the Chinese, the compartments within the hull protect the vessel from sinking. Increase the hull's AC by +2, and the cost of the vessel by 25%.

Armor: Increase the hull's AC by 2, reduce dexterity by 2 and increase the vessel's cost by 20%.

Long & Lean: The vessel is built for speed. Increase the travel speed by 6 miles per day and increase the vessel's dexterity by 2. The vessel suffers a -2 penalty to save vs. capsizing. Increase cost by 20%.

Man-o'-War: Upgrade your armament from ballista to culverin, or from culverin to cannon, and add an additional company of marines, crossbowmen, or archers (again, whatever is most appropriate for your campaign world). Increase cost by 25%.

Short & Stout: The vessel is built for stability. Decrease the travel speed by 6 miles per day and decrease the vessel's dexterity by 2. The vessel gains a +2 bonus to save vs. capsizing. Increase cost by 20%.

Superior Rigging: The vessel uses advanced rigging for its sails. Increase the vessel's dexterity by 2. Increase cost by 10%.

Capsizing

Capsizing can occur in stormy seas and as a result of firing cannon – a dangerous new technology. To make

a capsizing save, roll 1d20 and add the captain's level and the ship's bonus (or penalty) to save vs. capsizing. In a storm, one must beat 15 + 1d8 (the dice roll indicating the severity of the storm). To avoid capsizing because of firing cannon, one must beat 15.

Ship-to-Ship Combat

Ship-to-ship combat is conducted in 5 minute rounds. Referees must decide how these long rounds will affect their spell casters; i.e. should a wizard be able to throw 5 spells per round, or just one. I suggest allowing them to cast one spell per round, given the chaotic and confusing nature of naval combat during the age of sail.

1. Determine Advantage

Each captain rolls for initiative, adding their ship's dexterity bonus and their own level. The captain with the highest roll has the advantage.

2. Maneuver Phase

The captain that gains the advantage can choose to close, hold, or withdraw. Closing decreases range, withdrawing increases the range. For our purposes, there are four ranges: Long, Medium, Short and Melee.

Range	Distance	Strength Modifier
Melee	0-60 feet	+0
Short	61-500 feet	-1
Medium	501-1,000 feet	-2
Long	1,001-3,000 feet	-4

The strength of weapons is affected by the range at which they are used, as see in the table above. Beyond long range an encounter is over, as one ship has successfully evaded the other. Most encounters begin at long range, but darkness, fog, and terrain could decrease this.

3. Action Phase

In this phase, each captain gives orders to his weapon crews to attempt to cause a catastrophic failure to some portion of the enemy vessel. Each portion of the vessel, including its weapons, has an Armor Class. Some goals carry other strictures. Each weapon (if there is more than one) can be given a different target in this phase. To attack with a weapon, roll 1d20 and add the weapon's strength bonus to the roll.

The following orders can be given by a captain during the Action Phase.

Clear the Deck: The weapon targets the crew on the main deck. Success reduces the target to a skeleton crew (i.e. 25% of normal), reducing the target's dexterity by 4. Crew can only be attacked at melee range.

Rake the Sails: The weapon targets the sails. Success reduces the target's dexterity by 4 and its traveling speed by 75%. A vessel powered by both sail and oar suffers only half the penalty for losing its sails.

Silence Those Guns: The weapon targets one weapon of the opposing vessel. Success destroys that weapon. In this sense, archers, crossbowmen and marines count as a weapon.

Send Her to the Bottom: The weapon targets the ship's hull, trying to strike at the waterline or maybe ignite the powder room. With success, the target sinks in 1d10x10 minutes.

Snap Those Oars: The battery targets the vessel's oars. With success you reduce its dexterity by 4, its ramming strength is reduced by 50% and its speed is reduced by 50%. This can be performed by using your hull (melee range, ramming), or by concentrating weapon fire on an oar deck. Vessels without a ram have a strength of +0 for small vessels, +2 for medium vessels and +4 for large vessels. A vessel powered by sail and oar suffers half the normal penalty for losing its oars.

Ramming Speed: You attempt to ram the enemy vessel. With success, you sink the target (and might sink yourself as well), sending them to the bottom in 1d10x10 minutes. You must hold the advantage to ram, and you must begin the round at melee range. If your vessel does not have a ram, your ramming strength is based on size (see "snap those oars" above), and your opponent gets to roll a "ramming speed" attack against you as well.

Grapple and Secure: You attempt to grapple the enemy ship and begin a boarding action. A grapple action can be made by normal sailors at a strength of +0, or by archers, crossbowmen or marines at their normal strength bonus. Success brings the boats together and your boarding action begins. This should be handled with normal combat rules or mass combat rules, depending on the crew sizes. During the first round of a boarding action, the invaders suffer a -1 penalty to AC and attack rolls, and the defenders get a +1 bonus to initiative.

Hits: Failed weapon rolls at long and medium range have no effect on their target. At melee and short range, however, any weapon roll that at least beats a 10 is considered a "hit". The exact effects of hits are rolled on the table below with d100. The effects of hits do not "stack" with one another; always apply the highest value and ignore the rest.

In addition, each hit grants a +1 to the next weapon roll against the target you attacked, regardless of the effects of the hit.

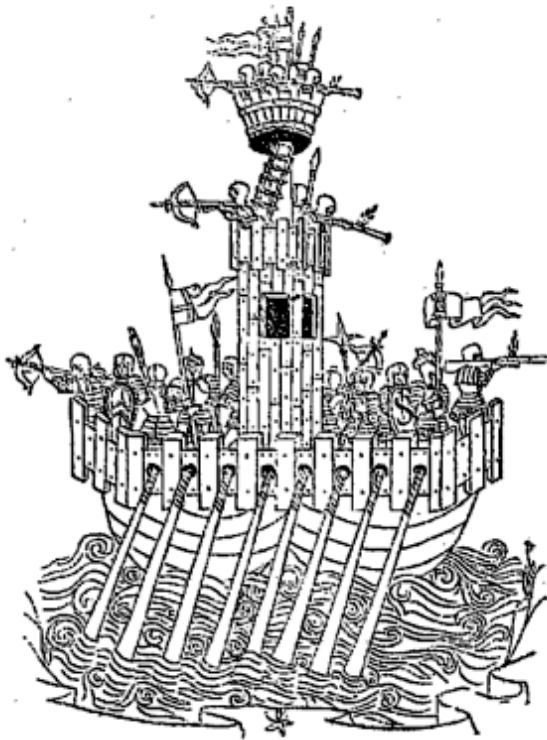
Archers, crossbowmen and marines can score hits against crew and other companies, giving them a bonus on future attacks, but such hits do not allow a roll on the table below.

Roll	Effect
1-30	No additional effect
30-39	Flying splinters; all PC's suffer 1d10 points damage (saving throw for half damage)
40-49	10-40% of cargo destroyed
50-59	Anchor hit and lost to the depths
60-69	50% of foodstuffs (and rum) is lost; the rest is lost next round if somebody doesn't douse that fire!
70-79	Fire on deck! All PCs on the main deck suffer 1d6 points of fire damage this round (saving throw for half damage)
80-84	Confusion in one weapon crew – cannot fire next round
85-89	A random PC is thrown overboard with 1d4 crewmen
90-94	Important documents are destroyed by shot or fire
95-99	The ammunition supply / powder magazine floods – you've only enough ammo left for 5 more rounds
100	A random officer or PC is struck, taking 6d6 damage (saving throw for half damage)

Once all attacks have been resolved, the round is over and play proceeds to the maneuver phase.

Repairs

When the fighting has stopped, one or both of the ship's will need to make repairs. The best way to do this is by docking in a port and paying for repairs. Assume that each "hit" a ship suffers costs 5% of the ship's total value to repair. Each portion of the ship that is destroyed costs 25% of the ship's total value to repair. Thus, each "hit" on a galleass costs 2,500 gp in



repairs. Each destroyed section of the galleass costs 12,500 gp to repair. A Referee can alter these values as she sees fit. Lost crewmen can only be replaced by hiring new crew.

Sometimes a ship must be repaired at sea, often overnight, before engaging the enemy again. We'll call this jerry-rigging. First, we'll look at what can be jerry-rigged and what cannot.

Skeleton crews cannot be brought up to strength at sea, not even with the use of necromantic magic (see below).

Lost cargo cannot be repaired.

Weapons can be jerry-rigged, bringing them back up to half their normal strength (rounding down). A weapon can only be jerry-rigged once.

Sails and oars can be jerry-rigged; any competent captain has spare sail cloth and wood for masts and oars aboard ship. Given a week, a ship's rigging can be fully repaired, restoring speed and dexterity completely. Overnight, jerry-rigging restores two points of dexterity and brings speed back up to 50%. Jerry-rigging sails and oars can be done once.

Non-catastrophic damage to the ship's hull can be jerry-rigged in the same way as the ship's rigging.

Magic at Sea

The following spells can be useful in ship-to-ship combat.

Animate Dead (MU-5): This spell can be used to return dead crewmen to active duty, but it has one severe limitation. First, living crew might be aghast at their re-animated comrades; we'll leave it up to the Referee to decide how this might play out. Second, the magic-user effectively becomes the captain of the undead crew, since they are under his control. Commands must be relayed through the magic-user, taking him out of the rest of the battle. Because the undead are not effective sailors, they can be useful in fending off boarding actions, but otherwise will not reduce the penalty for having a skeleton crew.

Blade Barrier (C-6): Useful in repelling boarding actions and even in cutting grappling lines. Cast against a ship's crew or rigging, it has a strength of +1. It can only be used at melee range.

Cloudkill (MU-5): Highly effective, cloudkill can turn any crew into a skeleton crew. Unless there is a strong wind blowing, assume that this spell works automatically against crews and batteries. If there is a strong wind, it can only be used against crews on the main deck, and then with a strength of +3.

Confusion (MU-4): This spell can be used against crews at melee range, effectively turning them into a skeleton crew or silencing a weapon for the duration of the spell (2 hours, or 24 rounds).

Conjure Elemental (MU-5): Usable at melee range, a 12 HD elemental can be used as a strength +2 attack against crew, rigging, weapons or hull each round for the remainder of the combat.

Control Weather (C-7, MU-6): This spell gives the spell caster's ship a +3 bonus to advantage rolls.

Darkness, 15 ft Radius (MU-2): At melee range, this spell reduces dexterity by 1 if used against the enemy captain.

Disintegrate (MU-6): Although generally useless against an opposing crew, disintegrate can be used

against sails with a strength of +3, or against hulls with a strength of +10.

Fireball (MU-3): This spell is usable at melee and short range against crew or rigging with a strength of +0 for level 5 to 8 magic-users, and a strength of +1 level 9 or higher.

Ice Storm (MU-4): This spell is usable at melee range against crew with a strength of +0.

Lightning Bolt (MU-3): At melee range, magic-users of level 10 or higher can use this spell against rigging with a strength of +1 or against crew with a strength of +0.

Magic Missile (MU-1): A magic-user of level 19 or higher could use this spell at melee range against crew, rigging or the hull with a strength of +0.

Meteor Swarm (MU-9): This spell is usable against rigging and crew at melee and short range with a strength of +1.

Monster Summoning (MU-7+): High level monster summoning spells (V-IX) work as the "conjure elemental" spell (see above).

Pyrotechnics (MU-2): Used against a burning ship at melee or short range, this spell can inflict a -1 penalty on its advantage rolls for 1 round.

Silence, 15 ft Radius (C-2): Usable at melee and short range. Against a spell caster it will have the normal effect. Against a ship's captain, it negates his level bonus on advantage rolls.

Wall of Fire (MU-4): Usable at melee range, this spell blocks grapple attempts and acts as a strength +1 attack against crew and rigging each round it persists.

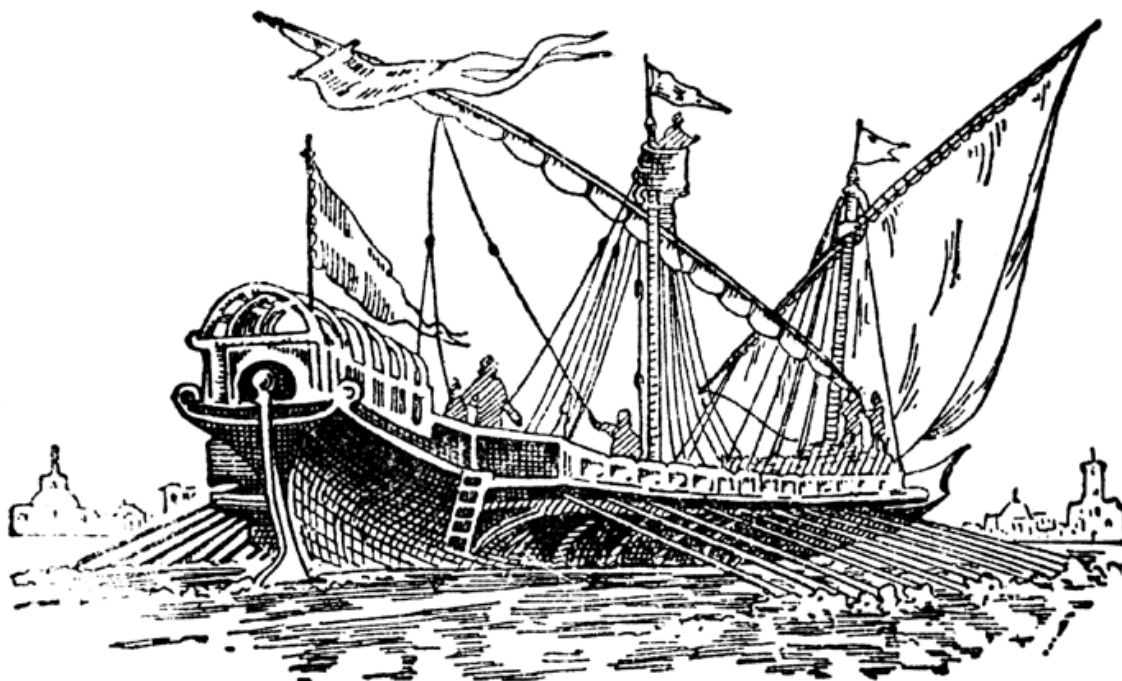
Wall of Ice (MU-4): Usable at melee range, this spell can block grapple attempts. It is instantly destroyed by weapon attacks from ballistae and guns.

Wall of Iron (MU-5): See wall of ice, above. It can be attacked by weapons and has an Armor Class of 20.

Wall of Stone (MU-5): See wall of ice, above. It can be attacked by weapons and has an AC of 18.

Other spells must be adjudicated by the Referee. Player creativity with magic spells should usually be rewarded with some positive effect when possible.

JMS



The Elan

By John M. Stater

NOD™ is more than just a single world to explore. Beyond NOD™ lies Luna and strange worlds such as Mercurii and Veneris, Iupiter and Saturnii. And beyond those worlds lies the myriad stars of the Firmament, the opaque crystal sphere that protects the cosmos from the raging Chaos beyond. And from one side of the Cosmos to the other, one finds the elan, an elite order of psychic knights charged with battling the servants of Chaos that would undo creation itself.

The elan are a tip of the hat to E. E. Smith's galaxy spanning Lensmen and their imitators, be they the bearers of emerald finger-wear or the wielders of flashy laser swords and unlikely acrobatics. Like all cosmos-spanning organizations, the elan work for a secret council of mysterious entities.

The elan are all psychics, and can come from any race. In all cases, they are highly capable and trained individuals, their worth proven over many years and through many trials. When chosen by the masters of the elan, they are (willingly) raised to a level of perfection among their kind. Their skin and hair color often change, possibly in dramatic ways, their eyes become deep and brilliant, and their whole demeanor becomes more confident and commanding.

In practice, a psychic who advances to level 4 can become an elan through whatever machinations his Referee finds appropriate. The elan ceases gaining experience toward further psychic levels, and begins applying all gained experience toward levels in the elan class. The psychic retains his powers, hit points and saving throw number. Elan hit points are rolled as a separate total, with the new elan shifting to his elan hit point total only when it surpasses his old psychic hit point total. Likewise, the elan uses the better of his two saving throw numbers.

Prime Attribute: Wisdom, 13+ (5% bonus to earned experience.)

Hit Dice: 1d6+2/level (+3 hp/level after level 9.)



Armor/Shield Permitted: Leather, ring armor, shields.

Weapons Permitted: As psychic + daggers and swords.

Psychic Powers: An elan uses his psychic abilities and powers as though he were still a psychic of whatever level he achieved before becoming an elan. When making saving throws to use powers, an elan adds +1 to his rolls for every three levels of elan he has attained. An elan never unlocks new psychic powers.

Dash (1st): An elan's movement rate increases by 1 point at each level, thus for most rising to 13 at level 1, 14 at level 2, 15 at level 3 and so on.

Mindblade (1st): Elan learn to project a mental construction in the shape of a sword into their hand. This "mindblade" looks and acts like a long sword. This mental projection disappears if it leaves the elan's hand. As the elan rises in level, his mindblade becomes more versatile.

At 3rd level, the elan can instead project two identical short swords into his hands for two-weapon fighting.

At 5th level, the elan can damage creatures only harmed by +1 or better weapons with his mind-blades. This improves to creatures harmed only by +2 or better weapons at level 6, and +3 or better weapons at level 8.

At 7th level, the elan can project a two-handed sword into his hands, losing the use of a shield but gaining the extra damage.

At 9th level, the elan can make whatever weapons he holds into flaming or freezing swords for a total number of rounds per day equal to his level.

At 11th level, the elan can focus his long sword-style mind-blade to acutely that it is capable of slicing through nearly anything. This makes armor much less effective against the mindblade, thus giving the elan a +2 bonus to his armored creatures. In addition, if the elan's attack roll bests his foes's Armor Class by 5 or more, the opponent must succeed at a saving throw or lose an appendage. Effective, this causes double damage to the opponent, who must also contend with the loss of a hand, foot, arm, etc.

Telepathic Communion (1st): Once per week, the elan can enter communion with his mysterious masters, asking them advice per the spell Contact Higher Plane.

The Trappings of an Elan

Of course, the elan are best known for their mind-blades and strange appearance, but they are also known to carry a number of useful items.

First and foremost is the elan's amulet. Made of gold and resembling a large (1 inch in diameter) locket with a sun symbol embossed on the cover and the oath of the elan emblazoned within: "By Prometheus I swear, across the Cosmos I will be a shield to the weak, a torch to the benighted and an avenging blade against the children of Echidna".

These amulets are more than just decoration; they tie the elan to his mysterious masters and act as a focus for an elan's powers. A Referee might rule that an elan without his amulet is incapable of communing with his masters, or, if more strict, unable to form a mindblade.

Although most elan dress and equip themselves in a manner that reflects the world they are from (or maybe the world they happen to be on), most elan are cosmic travelers, and thus pick items up from across the crystal spheres. One of the most common items associated with the elan are irradium pistols. These pistols, originally a product of Martis, look like common modern pistols but fire special irradium bullets that explode on contact, causing 2d6 points of damage to their target and an additional 1d6 points of damage to everyone within 5 feet unless they make a saving throw. Elan might also carry various ray guns (treat as wands with limited charges producing such effects as a 3 dice lightning bolt, a single magic missile (1d6+1 damage, but requires a successful attack roll to hit) or even disintegrate).

The most successful elan own astral ships capable of traversing the Astral Plane quickly and relatively safely. Some of these ships resemble galleys, while others look like metallic spheres or cylinders marked with bubble windows and impressive fins. Elan that

captain such vessels will have crews – often drawn from across the Cosmos – and one or more apprentice elans of level 1 to 2 as well as a first mate.

The article in this issue entitled "Eureka!" might give you other ideas for inventions that an elan might own. In fact, the scientist class in that article would make a fitting companion to an elan.

JMS

Elan Advancement					
Level	XP	HD	Attack	Save	Title
1	0	1	+0	14	Sentinel
2	1,200	2	+0	13	Protector
3	2,400	3	+1	12	Defender
4	4,800	4	+2	11	Guardian
5	9,600	5	+2	10	Vindicator
6	20,000	6	+3	9	Vanquisher
7	40,000	7	+4	8	Eidolon
8	80,000	8	+5	7	Exemplar
9	160,000	9	+6	6	Primus
10	280,000	+2	+7	5	Primus
11	400,000	+4	+7	4	Primus
12	520,000	+6	+8	4	Primus

Candle Magic

By John M. Stater

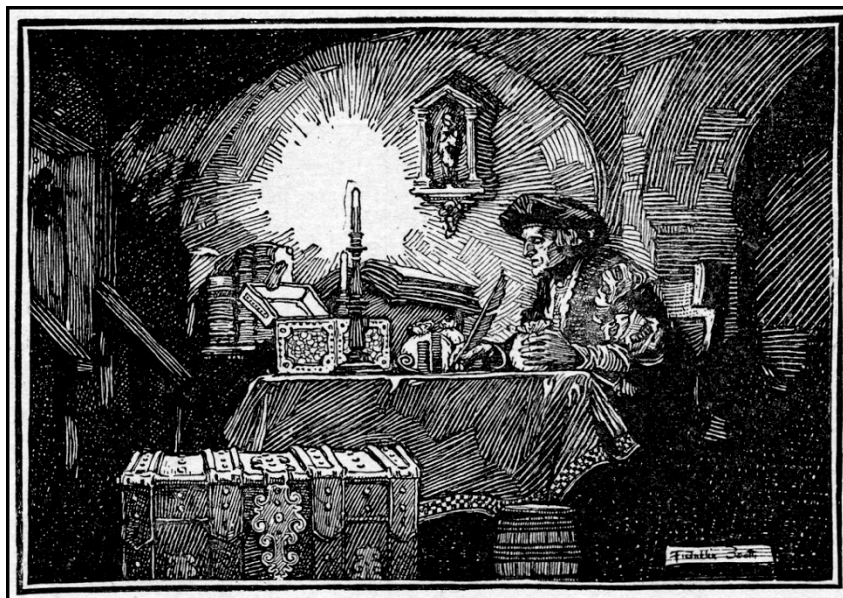
Some towns and villages across THE LAND OF NOD™ are home to wise women and cunning men who practice a less flashy, more homely form of magic than the adventuring cleric or magic-user. These men and women are well versed in the supernatural lore of things – animals, herbs, trees, stones, etc., and use this knowledge to weave simple charms and create practical magical items for themselves. One of these rustic items is the magic candle.

While magic-users are capable of crafting such items, they usually focus their skills on more grand designs. Should a party of adventurers find a wise woman or a master chandler who can create a magic candle, they will likely only obtain it after binding themselves with sacred promises to perform a dangerous quest.

Magic candles will burn for one hour before being used up. Referees who do not wish to track the amount of time the candle has burned can just assume that it is good for 10 uses. The candle must burn for one minute before its magical abilities activate. Assume that a candle will light an area 30-ft in radius.

Black Candle

Black Candles are formed from tallow rendered from the fat of a hanged man. They have a greasy, unwholesome appearance and their light is unpleasant to behold. When lit, all undead within the candle's light fight with a +1 bonus to hit and damage, and are turned as undead with 1 additional Hit Dice. If such a candle is placed atop the head of a corpse and lit, it will also animate that corpse as a zombie with maximum hit points.



Bombastic Candle

When lit, a bombastic candle's wick with spit sparks. Within one minute, the wick will burn completely down and the candle will explode as per a fireball spell cast by a 5th level magic-user (i.e. 5d6 damage). Such candle's can only be used once.

Candle of Illusion

This candle creates a convincing illusion plucked from the mind of whomever holds it, projecting this illusion within range of the candle's light. The candle of illusion might make a crude cavern appear to be a plush chamber, smelling of exotic incense and populated by well dressed lords and ladies. The illusion will function well enough on its own, but if the holder of the candle becomes confused or otherwise befuddled, the illusion will disappear.

Candle of Protection

Candles of protection work exactly like scrolls of protection, though their aura of protection is equal to the area they light.

Candle of Revealing

In the light of this candle, people take on the aspects of their virtues (if good) or vices (if wicked). In general, the good take on a more angelic appearance, while the wicked look deformed and grotesque. Any person who attacks the holder of the candle while it is lit must make a saving throw or have their altered appearance become permanent.

Candle of Sealing

This candle is valuable for its melting wax, rather than its gibbous light. While lit, the wax from this candle can be pressed against a door, creating the same effect as a wizard lock spell by a 5th level magic-user. The candle can be used a total of 10 times before its potency is spent.

Candle of Summoning

Candles of summoning are made from beeswax and scented with honeysuckle. When lit, they summon from the aether 1d4+1 giant bees (see below). The bees will remain as long as the candle burns, and are under the command of whoever holds the candle.

- Giant Bee: HD 4+1; AC 4 [15]; Atk 1 sting (1d4); Move 15 (Fly 40); Save 13; CL/XP 5/240; Special: Poison (+1d6 damage if save failed).

Candle of Thought

This appears as a normal candle. When lit and held in one's hand it casts a soft, steady white light, never flickering, even in a breeze (though a strong wind will extinguish it.) When the melting wax from the candle hits a creature's flesh (a painful experience, maybe worth 1 point of damage), forgotten events in that person's past will appear projected on the wall or floor within the area of the candle's light. The person holding the candle can summon up these memories if he is concentrating on them (i.e. - what was that person's name), otherwise they are random. The candle will burn for one hour before used up, with each memory extraction taking 1 minute.

Candle of True Sight

Within the light of this candle, all illusions and invisibility are dispelled, and only truth remains.

Golem Candle

When lit, these candles turn into full-sized wax golems for a total of 6 minutes before returning to candle form. These candles can only be used once per day.

The wax golem obeys the commands of whoever lit the candle.

- Wax Golem: HD 4; AC 5 [14]; Atk 2 fists (1d8+3); Move 6; Save 13; CL/XP 7/600; Special: Resistant to blunt weapons (half damage), 25% magic resistance.

Guiding Light

When a guiding light is lit, it directs a beam of light 50 feet in length in the direction the holder must go to reach whatever goal is on his mind. These are quite useful when trying to find a lavatory in the dark.

Prismatic Candle

When lit, this candle produces a sparkling, strobing array of changing colors. All within sight of the candle, except for the person who holds it, must make a saving throw or be fascinated by the display. Fascinated creatures are incapable of performing any actions, but the effect is dispelled if they are attacked or otherwise harmed.

Smoking Candle

These tallow candles are a sickening green in color. When lit, they give off a stinking cloud, per the spell, that affects everyone in the radius of the spell except for whoever holds the candle.

White Candle

These candles are made of pure, white wax and blessed in temples dedicated to benevolent deities. When lit, they "turn" the undead as though they were 6th level clerics. All creatures within the light of a white candle have their healing (natural and magical) doubled.

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Pars Fortuna

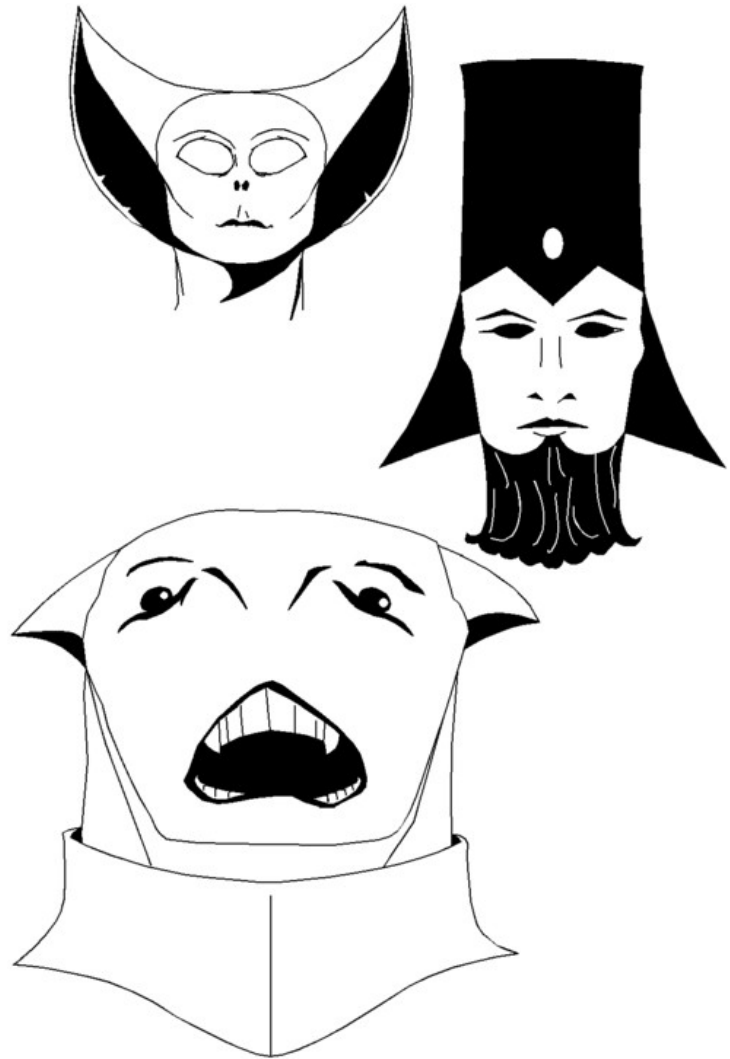
By John M. Stater

A couple months ago, I conceived an idea for an experiment. I have long used (and enjoyed using) random generators in my gaming. A few I have designed myself, but many of the generators I use are available via the internet at such websites as Abulafia, Chaotic Shiny, Serendipity and Seventh Sanctum. As a means to produce content for my blog, I generated some random races and monsters, and then did my best to flesh them out and make them viable for actual play, and this made me wonder – What kind of game would you get if use replaced all of the races, classes, monsters, spells and magic items – the flesh that hangs on the mechanical skeleton, so to speak – with randomly generated races, classes, etc.

It occurred to me that such a project could actually work. For one thing, it would present an entirely new implied setting for Old School-style games – veteran players would have a new system that they must learn to exploit, and novices to Old School gaming would see that it does not just have to be an exercise in nostalgia. And, more importantly, its compatability with other Old School games would make it a useful toolbox for Referees to raid for their own game. In fact, the toolbox notion inspired me to also include some alternate rules that could be used or ignored.

Thus was born my little experiment, which I'm calling PARS FORTUNA™, as it is inspired by the most old school thing in the world – rolling the dice and letting the chips fall where they may.

Over the next few issues, as I gradually complete writing the game using the excellent Swords & Wizardry™ rules as my base, I will present a few previews to give you an idea of what oddities you will find in the completed game. This first preview focuses on three of the playable race-classes.



Caledjula (Aeolians)

The caledjula (called aeolians in the imperial chronicles) are tall, statuesque humanoids with angular bodies, maroon skin and tawny, golden fur. Their heads are shaped like crescents, the peaks being their over-sized ears. Their eyes are large and opalescent, and they have no pupils. Their long arms end in hands with six thin fingers and a thumb. Protected from the cold by their fur, they dress very lightly, wearing only crossed baldrics and leather kilts.

Caledjula have a radar-like sense reminiscent of bats. They are capable of imitating all sorts of speech, and their pleasant, deep voices and calm demeanor make them natural orators and diplomats. The caledjula are born illusionists, with an inborn talent for creating minor figments and phantasms. Most impressive of all, the caledjula are capable of flight thanks to a strange and little understood gland in their brains.

Because of their ability to fly, the caledjula dwell in cliffside towns high in the mountains. In their home territories, they live by hunting, cultivating a few root crops and trading furs, skins and rare herbs to the peoples of the lowlands in exchange for metallic items and grain. Those caledjula who leave their homes hire themselves out as heralds, orators and cryers, and often serve in the retinues of merchants and nobles where they indulge themselves with flashy, multi-colored garments, close-fitting and flamboyant.

Caledjula warriors arm themselves with bows, javelins and sickle-bladed daggers. Caledjula wear little to no armor, taking to the skies to rain death down upon their enemies or weave illusions and phantasms that leave their foes confused, demoralized and frightened.

Prime Attribute: Intelligence, 13+ (5% experience.)

Hit Dice: 1d6-1/level (Gains 1 hp/level after 9th.)

Armor/Shield Permitted: Shields.

Weapons Permitted: Club, dagger, dart.

Healing: The caledjula excel at the healing arts. Any creature given over to their long-term care heals an additional hit point each day and enjoys a +1 bonus to saving throws made to fight off disease. In addition, a caledjula with a healer's kit has a 2 in 6 chance of neutralizing poisons and a 2 in 6 chance of restoring 1d4 hit points after a battle by applying first aid.

Magic: Caledjula can cast magic spells. See the section on Magic for more information about this powerful ability. In addition to the spells a caledjula can learn as a magician, all caledjula begin the game knowing one illusion that they can cast once per day. This illusion is chosen from the following:

- **Dazzling Lights:** This spell creates a pattern of lights that dazzles all creatures of 1 HD or less within 10 feet,

Caledjula Advancement				
Level	Experience	Hit Dice	Attack Bonus	Saving Throw
1	0	1	+0	15
2	2,300	2	+0	14
3	4,600	3	+1	13
4	9,200	4	+1	12
5	18,400	5	+2	11
6	35,000	6	+2	10
7	70,000	7	+3	9
8	140,000	8	+3	8
9	280,000	9	+4	7
10	430,000	+1 hp	+5	6
11	580,000	+2 hp	+5	5
12	730,000	+3 hp	+6	4

causing them to suffer a -1 penalty to hit in combat. Each creature is allowed a saving throw to avoid this.

- **Ghost Sound:** Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

- **Prestidigitation:** Once cast, this spell enables you to perform simple magical effects for 1 hour. Prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil small items. It can chill, warm, or flavor 1 pound of nonliving matter. It can create small, crude, fragile objects that cannot be used as tools, weapons, or spell components.

- **Smoke Image:** This spell shapes existing smoke into any shape, creature or object the spell caster can visualize. The image is composed entirely of smoke and if disturbed dissipates back into smoke.

- **Ventriloquism:** You can make your voice seem to issue from someplace else. Anyone who hears the sound and rolls a successful save recognizes it as illusory.

Radar: A caledjula's radar sense allows them to fight without penalty in complete darkness. They cannot see in the dark, but they can navigate through pitch black halls and caverns without running into things.

Voices: Caledjula are natural mimics, and have a 3 in 6 chance of successfully imitating voices and sounds.

The gregarious personalities and sonorous tenors of the caledjula make them natural public speakers. Caledjula enjoy a +1 reaction check bonus when parlaying with monsters and other folk.

Ilel (Imperials)

The Ilel are a humanoid race hailing from the western empire of Vex. They are tall and lean, with eyes as black as the night, pale skin and glossy, black hair. All ilel are, whether male or female, are identical in appearance, apparently grown in vats kept in the heart of their imperial capital. Naturally, males and females differ in their gender-specific anatomy, and males cultivate a variety of styles of beards, but essentially, all ilel are clones.

The ilel favor ostentatious displays of wealth in the form of jewelry. Men wear beards (but never mustachios) that they perfume with oils. All ilel, male and female, carry a wide assortment of blades, with the most common weapons being a wavy-bladed dagger like a kris and a thin broadsword. They wear flowing robes, baggy pantaloons, velvet doublets and silk shirts trimmed with lace. Most wear tall caps decorated with signs of their station.

In times of war, the ilel prefer to draw their oraenca mercenaries into phalanxes and march them in wave after wave into their enemies. Those ilel who deign to attend the battle, as observers or titular commanders, wear byrnie of blackened chainmail and conical helms decorated with bright plumage. For battle, they carry their daggers and broadswords, but also polearms variously called sword-staves or glaives.

Ilel Advancement				
Level	Experience	Hit Dice	Attack Bonus	Saving Throw
1	0	1	+0	15
2	1,800	2	+0	14
3	3,600	3	+1	13
4	7,200	4	+2	12
5	14,400	5	+2	11
6	30,000	6	+3	10
7	60,000	7	+4	9
8	120,000	8	+5	8
9	240,000	9	+6	7
10	360,000	+3 hp	+7	6
11	480,000	+6 hp	+7	5
12	600,000	+9 hp	+8	4

The ilel are given to elaborate rituals for everything – dance, love, fighting, etc. They are graceful and aggressive and inclined toward conquest. Most ilel adventurers are exiles, forced to live outside the empire for a time for some breach of etiquette or the law. This leaves them with a chip on their shoulder and a need to prove themselves to others.

Most races dislike the ilel, for they are arrogant and commanding. The oraenca have served in their armies for centuries, and seem to have a natural inclination to obey them. The freedom loving bo'al and ghostly kyssai despise them as petty autocrats.

Prime Attribute: Dexterity, 13+ (5% experience.)

Hit Dice: 1d6+2 (Gains 3 hp/level after 9th level.)

Armor/Shield Permitted: Leather, ring, chainmail, shields.

Weapons Permitted: Any.

Command: An ilel's inborn aura of command permit him one henchman more than his Charisma score dictates. An ilel will, whenever possible, travel with a servant and shieldbearer.

Grace: When wearing nothing heavier than leather or ring armor, ilels gain a +1 bonus to Armor Class. They always enjoy a +1 bonus to avoid traps.

Parry: If an ilel is carrying a sword or dagger, and takes damage in melee combat that would kill him, he may roll a saving throw and retain a single hit point. The ilel may only do this once per combat.

Swordplay: Most ilel carry a sword and dagger, which they train with obsessively. They gain an additional +1 bonus to hit when fighting with two weapons and may roll two dice for damage, choosing the higher of the two rolls.

Oraenca (Iron People)

The oraenca are a race of stout, heavy warriors with skin like gray sandpaper and bones of iron. They measure four to five feet in height and are broad and heavily muscled. Oraenca have flat faces, tiny golden eyes, slit-like noses placed high on their faces and wide mouths filled with metallic teeth shaped like chisels. They are egg-layers

(their eggs look like geodes) and, though they now inhabit a vast desert, originally evolved in a shallow sea.

The oraenca have voracious appetites and a natural instinct to follow an alpha. They have served as the foot soldiers of the ilel's empire for generations and tend to defer to their ancient masters. Not mere lapdogs, the oraenca have great respect for folk who have mastered a skill – and the ilel are very skillful swordsmen. The oraenca celebrate accomplishment and progress, and do not like to retreat. They tend to be somber realists, resigned to their fates. They are fascinated by delicate, pretty creatures and objects. They will fight to protect such things, but fear to touch them lest they break in their thick, three-fingered hands.

Oraenca Advancement				
Level	Experience	Hit Dice	Attack Bonus	Saving Throw
1	0	1	+0	16
2	1,200	2	+0	15
3	2,400	3	+1	14
4	4,800	4	+2	13
5	9,600	5	+2	12
6	20,000	6	+3	11
7	40,000	7	+4	10
8	80,000	8	+5	9
9	160,000	9	+6	8
10	280,000	+3 hp	+7	7
11	400,000	+6 hp	+7	6
12	520,000	+9 hp	+8	5

Oraenca prefer to dine on simple fare, especially porridges and thick, brown breads covered in treacle. They rarely touch intoxicants, but they relish fresh, hot buttermilk. They dress plainly and pragmatically, with their traditional costume consisting of a leather tunic over a linen shirt, a fur cloak and heavy boots.

Solid Build: The squat, solid build of the oraenca gives them a +1 bonus to resist being knocked prone. By lowering their shoulders, they can open doors on the roll of 1-3 on 1d6.

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Oraenca warriors are either heavy infantry wearing platemail and carrying shields, pole arms or spears, and axes. Many also carry crossbows, their heavy build making them easier to handle than bows.

Prime Attribute: Constitution, 13+ (5% experience.)

Hit Dice: 1d6+2 (Gains 3 hp/level after 9th level.)

Armor/Shield Permitted: All.

Weapons Permitted: All.


Followers: Oraenca are natural followers, and thus suffer a -2 penalty to saving throws against mind control unless asked to harm their comrades, in which case the penalty turns into a bonus. They receive a +1 bonus to hit when fighting alongside comrades.

Semi-Aquatic: Oraenca are amphibious, though they enjoy no special bonuses to swimming.

Shield Masters: Oraenca are masters of defensive combat. They receive an additional +1 bonus to Armor Class when carrying a shield and can choose to apply this bonus instead to comrades standing next to them.

Coming Soon

“Something New from the Old School”



PARS FORTUNA™ is an experiment - a game and mini-setting built using random generators available online. It utilizes a tried and true rules-lite system and features:

- 12 new racial classes
- 100 spells new to old school gaming
- 100 new monsters
- 50 new magic items, all meant to be unique
- An alternate magic system that can be used or ignored
- An alternate way to look at weapons and armor
- And a mini-sandbox and short sample adventure

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