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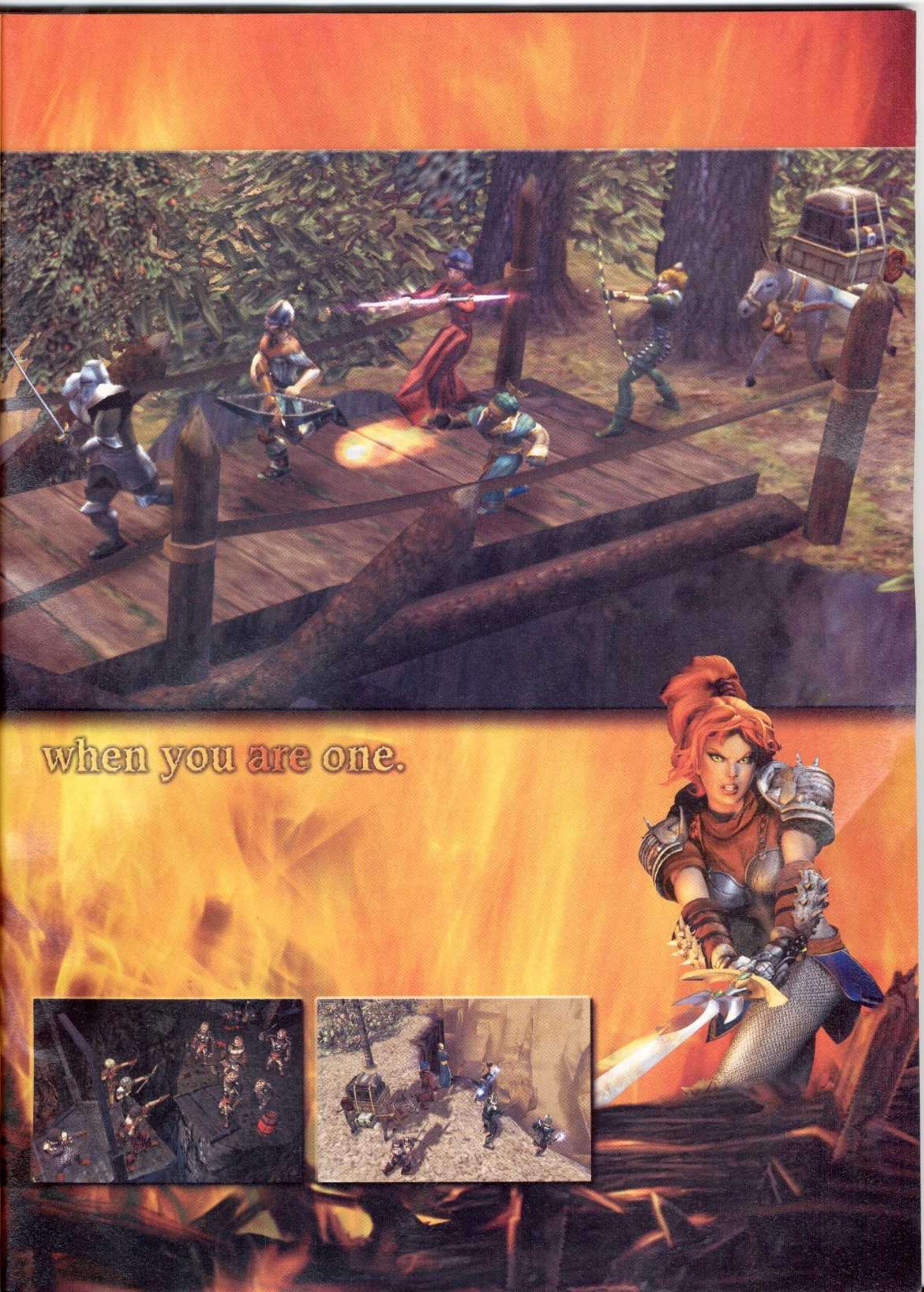
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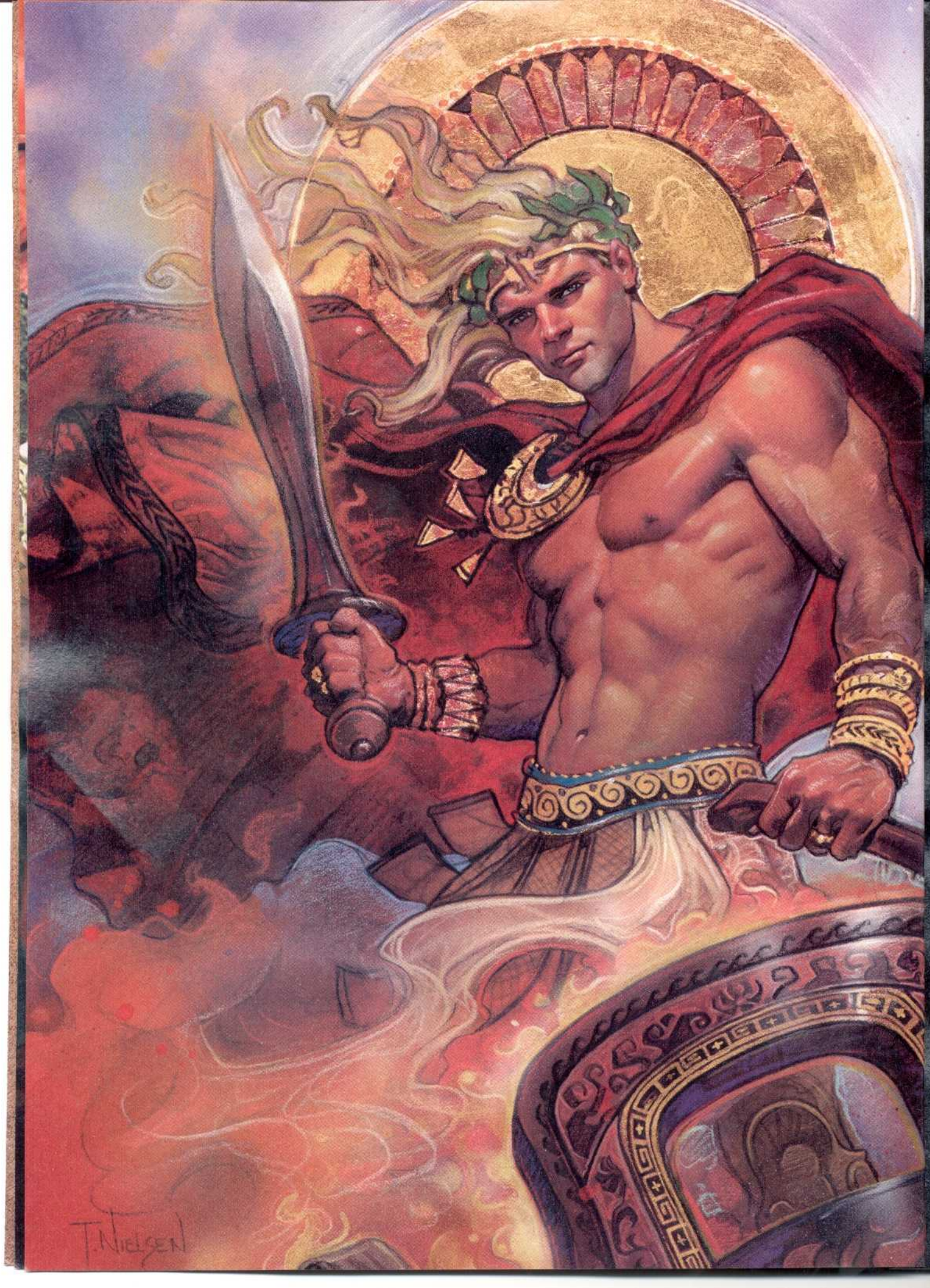
T. NIELSEN

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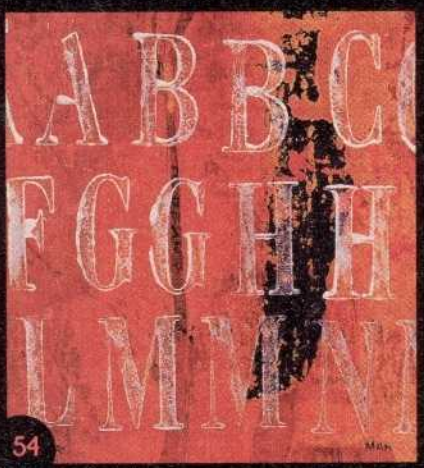

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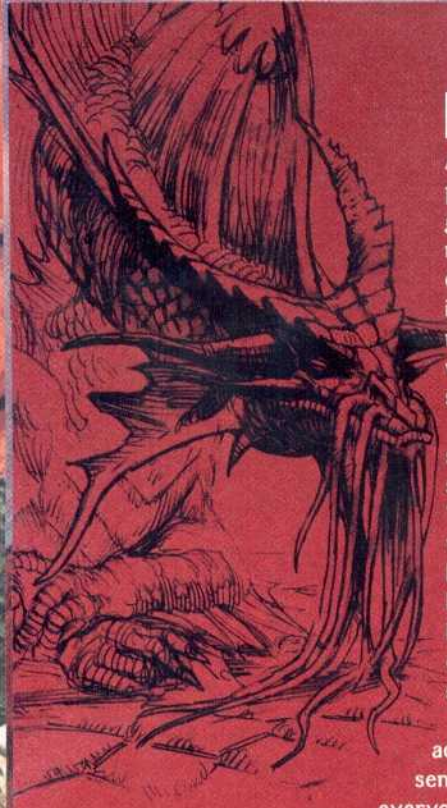

Not Door

A few weeks ago, I took part in an in-house playtest. Playing D&D at work is, in itself, a great experience, but this was better than the norm. For reasons unknown, I decided to play a darkmantle barbarian. Using the rules presented in last issue's "Monsters with Class" article, I rolled stats, getting a pretty decent character whose one disadvantage, a 4 Intelligence, seemed just my speed.

In issue #291's editorial, I described how I'm a sucker for characters who know their lines, and since I'd been editing this month's "Catchphrases" article before the playtest, I had to have snappy dialog. I wanted to let everyone know that my darkmantle barbarian was about as likely to solve a riddle as a drunk turnip. Latching on to something distinctive and easy, I decided that I would only speak in two-word sentences during the playtest.

The group dropped into the thick of the adventure we were playtesting, and we were presented with a choice of five different doors. Since everyone in the room was a professional game designer or editor, we couldn't decide which door to open. Enter darkmantle dialog. "Door!" I shouted, and slammed into the nearest door. Not realizing that the door was made of stone, I was happy with a Strength check of 23. The stone didn't give an inch. Figuring this would puzzle the darkmantle (who, having no hands, couldn't try the knob), I turned to the other players and asked, "Not door?" Since the other players were busy laughing, I tried another door, failed, and again dubbed it a "not door."

Once all five "not doors" had been opened by smarter party members, the darkmantle's speech pattern had been thoroughly established, and the other playtesters were starting to mimic the pattern, ad-libbing two-word sentences of their own. Good character catchphrases become signature lines and define the character. Inane dribble like "not door," however amusing, has the potential to totally overtake a group, and when everyone started joining in (to the detriment of the playtest), I loudly proclaimed, "Not imitate!"—playing it off like the darkmantle was sensitive about his speech.

Since the playtest was short, there was no real danger to the product or to the group even if everyone had adopted the darkmantle's speech pattern and stuck to it. However, that's not the case with most games, which can easily be damaged by too much silliness.

Knowing a group's tone is part of playing well, and even if you've come up with what you think is insanely funny behavior or dialog for your character, it's a good idea to first make sure it's the right kind of group and the right kind of session for the humor. Making folks laugh at the beginning of the session with an oft-repeated bit of nonsense is well worth it, but it's not particularly fair to a hard-working DM to do so in the middle of the climactic encounter. Catchphrases, even those as silly as the darkmantle's, are mostly about helping the mood and verisimilitude of the game. The mood for the playtest, because of the darkmantle, was unfettered goofiness—not a good choice for a campaign that's meant to last.

I know I'm not the only player who thought up a stupid line for one of his characters. Send a note to scalemail@wizards.com and tell us about your favorite low-Intelligence character and the silly stuff that made you laugh at the gaming table. Or, better yet, send a note telling us how the ECLs from that "Monster's with Class" article are working out.

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Dragon Magazine

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Few changes grace the pages of DRAGON this issue, a fact that seems out of place in light of the chaotic pace of the last few months. Many of you have written in praising the recent issues, and we're glad to see that some of you are enjoying and commenting on issue #292's playtest article "Bad Seeds." In the future, we'll have more opportunities like "Bad Seeds" and the feats from issue #293's "Elemental Planetouched." A few of you have asked questions about the playtest material, wondering if it has been balanced for use in your game. Well, all modesty aside, DRAGON presents some of the most well-balanced material around, and the playtest material is no exception. The feedback solicitation is a request for our readership to use the material and tell us what they think. If the material is as interesting and well balanced as we think it is, it will likely appear in a larger product.

Flower Power

I was very relieved to see the "Bad Seeds" article in issue #292, since one of the things that I thought was lacking from the *Monster Manual* was a nice representation of plant creatures. (I seem to remember many more plant monsters in the 2nd Edition *Monstrous Manual*, some of which appeared in the current article.)

It was particularly nice to see the return of the myconid, and I can't wait until my PCs gain a few levels so I can toss an orcwort at them! My only regret is that my adventuring group just recently finished trekking through the forest, and now I'll have to think up some excuse to have them wander back through it!

Robert Matunas • Cranbury, NJ

Regurgitated Races

"Lords of the Lost Vale"—hmph! The subtitle should have read: Four Old Races Regurgitated into "Edition du Jour" Format. The saurials are not "new." They appeared as PC options in 2nd Edition's *Complete Book of Humanoids*, and in *Curse of the Azure Bonds* before that. Try to be accurate when you pass this stuff off as new. Next you'll be telling us the fighter is a new class. You might try coming up with something new instead of riding the coat-tails of 1st and 2nd Edition AD&D.

Sorry. I forgot that it has been about ten years since anything innovative like DARK SUN came out. At least you're not saying the myconid and needleman in the "Bad Seeds" article are new monsters. Can you tell me who originally came up with the needleman for the 1st Edition's *Fiend Folio* or the myconid for the 1st Edition's *Monster Manual 2*?

I see you're planning on repackaging these old monsters between two covers and marketing them in a supposedly new product, for those who haven't bought the same material the first two or seven times.

Vince Lethal
Vince_Lethal@hotmail.com

Presenting a race or monster with statistics appropriate for the new edition is important to a lot of our readers, and few articles in the past year have received as much praise as "Lords of the lost Vale." Sean K Reynolds, one of the authors of the new FORGOTTEN REALMS Campaign Setting book, did a great job on the article, and since we knew that they wouldn't appear in any FORGOTTEN REALMS products in the near future, DRAGON was the place to present them.

If conversions bother you, don't worry, in 20+ issues dedicated to 3rd Edition, we've done conversions less than a dozen times, and each, as in the case of the death knights from issue #290 and the saurials from issue #292, was requested by large numbers of readers before we decided to run it.

We're always interested in getting feedback on this topic though, and we'd love to hear how often others think we should present conversions.

Emotional Return

I was very excited to see the return of my favorite humanoids—the saurials—to the FORGOTTEN REALMS. I was also glad to see that Sean K Reynolds included the scent/emotion descriptions. I really enjoyed The Finder's Stone trilogy by Kate Novak and Jeff Grubb and have read that series several times. I found a few scents/emotions that were not covered in your article, and I've included them for your consideration. They are:

- Vanilla: amusement
- Hay: concentration, arcane magic
- Mint: shame or remorse
- Garlic: stubborness/determination
- Chicken Soup: impatience
- Basil: desire
- Soil: frustration
- Cinnamon: love

I would like to add that I've been enjoying *DRAGON Magazine* for nearly 10 years. I might not always use every article, but more often than not, I find several useful articles or bits of information. Keep up the good work!

Dean Siemsen • Sent via email

Chain Gang

I was wondering if we'll be seeing some more coverage of CHAINMAIL as a

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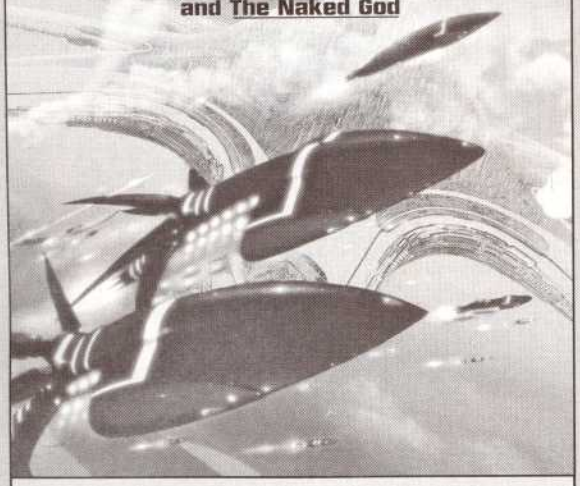

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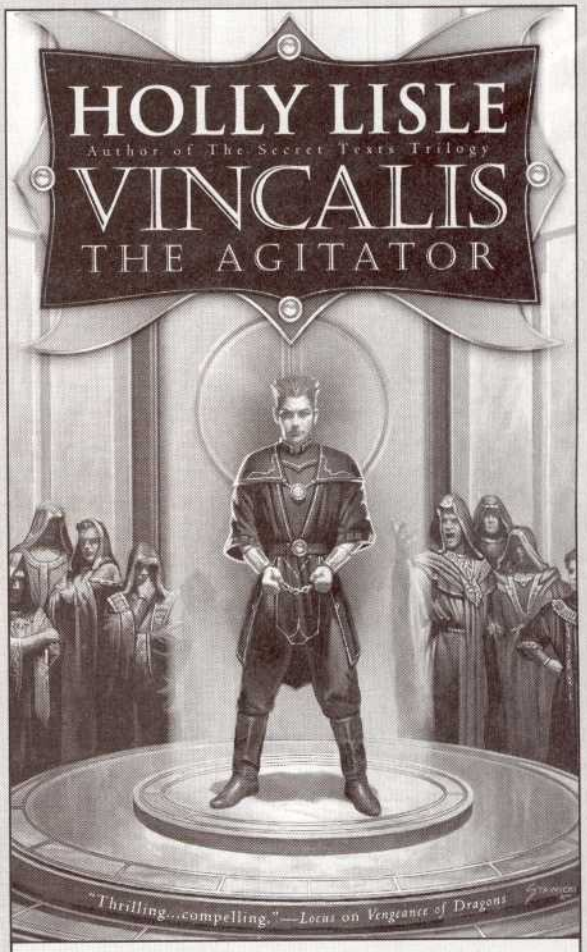

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wargame in the pages of *Dragon*. I realize that you are running articles about the setting, but those are for D&D and don't actually pertain to the wargame aspect of Chainmail.

I feel that now is the time to promote Chainmail as a wargame, not just as a D&D setting. Recently, we have seen the demise of FASA and their wargames, as well as a decline in the sales of other wargames due to prohibitive pricing and the publisher's attitude toward distributors and retailers. A decent marketing of Chainmail could prove profitable. By decent marketing, I'm not suggesting TV ads, full-page magazine ads, or billboards, but merely a bit more coverage and information in your non-electronic media. A few strategy articles or even a regular column for Q&As, FAQs, product previews, and so on would be great.

Another complaint I have is the lack of information concerning product availability. How about including an ad that shows what figures and box sets are available for the various factions? I do not have Internet access, so I can't check the Web for product information. How about throwing us poor electronically challenged folks a bone here?

There is a void for good wargames out there, and you have a good product that could fill it if only you would let it. Please don't let this good game slip through the cracks.

William Wright • Address withheld

Our "Command Points" column, written by game designer Rob Heinsoo, concentrates on exactly the kind of Chainmail coverage that you describe. New warbands and effective strategies promote the game as a wargame. We know we're biased, but we love Chainmail too.

Old School Dragon

I recently finished reading my copy of *Dragon* #292, and I noted Jason Sitcosky's letter with some concern. If I read it correctly, the gist of Mr. Sitcosky's letter is that he believes *Dragon* no longer applies to old-school roleplayers such as himself. I'm in that category, too—I've been gaming since 1979. Mr. Sitcosky feels that today's *Dragon Magazine* caters only to the hack-and-slashers.

I contend that *Dragon Magazine* (and its *Dungeon* companion), in fact, appeals to everybody. I've always felt that the new edition of D&D stresses, among other things, flexibility and customization. There are uncounted players out there, and they fall into several gaming types, as the magazine has mentioned in the past. Still, *Dragon* can be for everybody. While it's impossible for every article to be written specifically for every type of gamer, I believe that you can get a great deal out of nearly everything in every issue.

Whether you're a hack-and-slasher; Monte Haul-er; rules lawyer; enjoyer of mystery, horror, or historical campaigns; power gamer; pure roleplayer; or something completely different, it's very easy to adjust and fine tune the material to work with your campaign.

I don't use everything I read in *Dragon* (that really can't be done), but I get a great deal of use out of nearly the entire magazine every month, provided that I alter it to give it that special "Tyler touch."

The rules (in both the books and magazines) can help you run any type of campaign you want. If rules and material seem to lean one way, and you want them to lean the other, just push a little and change them until they fit into your campaign. It's your game, after all.

Tyler Jones • Tempe, AZ

Dragon Magazine #295
Castles!

Man the ramparts! Barricade the gate! *Dragon Magazine* is besieged by castle content! Check out the new traps to keep thieves out of your treasure room, new siege weapons to tear down the walls of any castle, and new magic to fortify your stronghold. Learn the secrets of your castle staff, and shake the foundations of your enemy's fortress with a new prestige class. But there's more to this issue than castles: Kill a dragon barehanded with new unarmed combat specialists, and discover how to make secret societies a part of your game.

Inside you'll also find "Class Acts," "Bazaar of the Bizarre," and "Elminster's Guide to the Realms." And as always, you'll find advice, tools, and tactics to improve your game!

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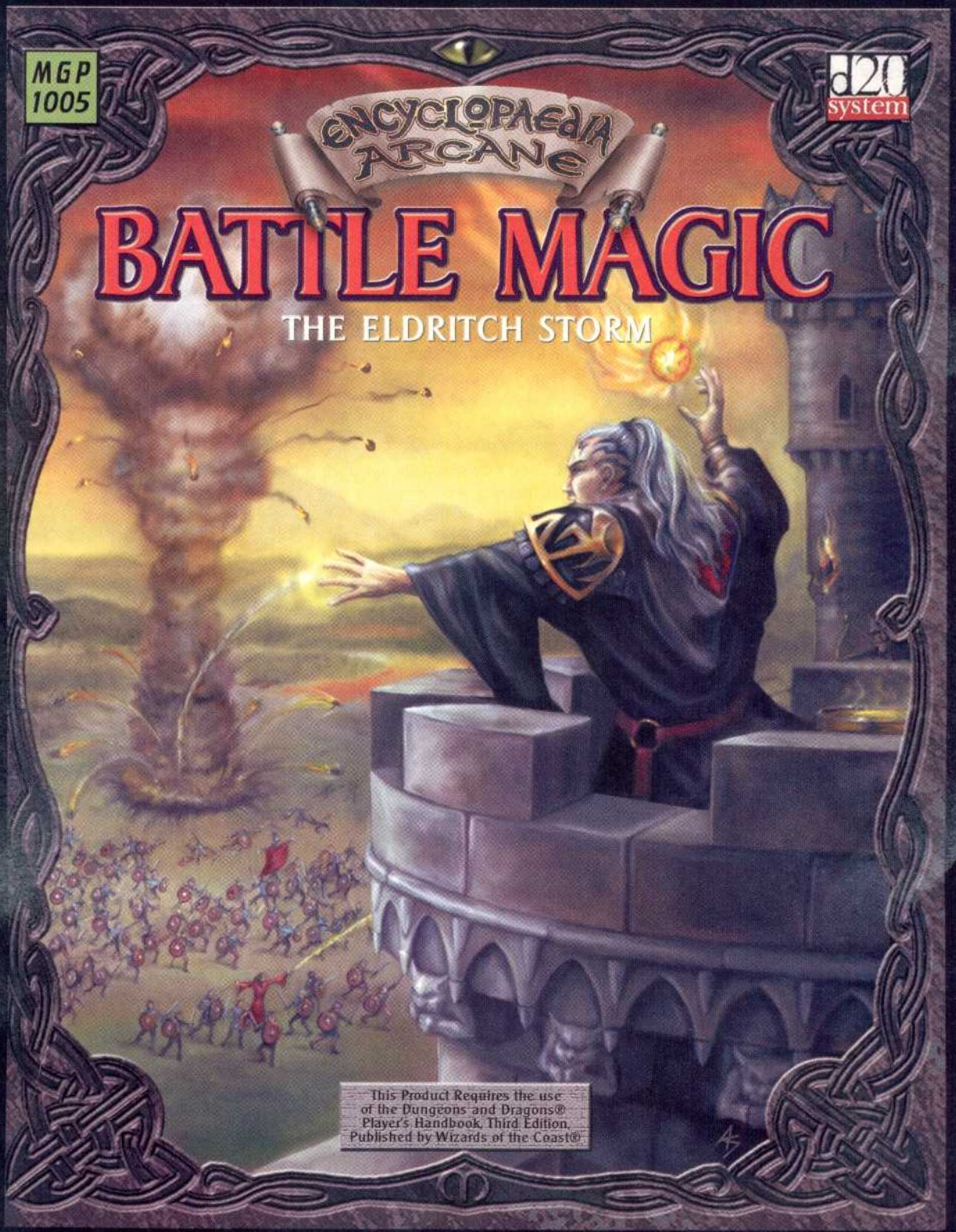

Real magic starts here . . .

Exploding into stores in April

We agree. In fact, to show our readers how ideas can easily be used in different ways, we've started including many "In Your Campaign" sidebars in each issue. Now we want to know: Are they working?

We Like This Guy

Each month, I anxiously await the plastic-wrapped gift of your magazine in my mailbox. I am fanatical as I carefully remove the protective coating to devour each and every page, beginning with the cover art and anecdotal message from the editor. I am amazed, and wonderfully satiated, by the academic depth and thoroughness of each article—be that historical cities, cultural bastions, or even fantasy races. You exist in a challenging market: Websites can out-publish you and reach a broader audience at less cost, and full books and source material can outpace you in focus and devoted page space. And yet you thrive.

Dragon is a staple of the gaming industry and an invaluable resource to gamers, aficionados, and game masters. My only regret when I read your magazine cover to cover is the voice of such unhappy people as those who periodically fill the "Scale Mail" column. Not every article is written for them, but for mass appeal. To them I say: Apply a bit of that gamer creativity and intellect, and either adapt the material or do not incorporate it into your game. If your money is wasted on the magazine, spend it elsewhere or create what you feel are valuable contributions to the industry.

Keep up the good work *Dragon*. You set a standard for the industry and continually surpass yourself.

Brian A. MorganArmstrong
La Verne, CA

Thanks. We love us too.

Githyanki 101

I've read *Dragon Magazine* for a while now, and I've always enjoyed the articles dedicated to the language and names of a particular species; surface elves, drow, dwarves, dragon, and so on. These articles are great because they give a useful resource for all players to use and recognize.

Recently, I've started playing a female Githyanki, Ytlac'ra. From what I can tell, the Gith language is a bit guttural, with lots of hard consonants and a few silent letters scattered about. I've tried to find a language I could use as Gith, since I can't find any "official" listings, but I haven't had much success.

I was wondering if there are any plans to construct a language primer for the Gith? If not, are there any tips you can offer for creating one myself, such as grammar rules and sentence structure? Any help would be appreciated!

Name and address withheld

We don't have plans for language primers of any kind, but our minds aren't closed to the idea. The only reason not to do language primers is that while they might be just the thing one or two of our readers are looking for, they don't sound like the kind of article that will benefit lots of readers. However, if we've misjudged demand, it's up to you folks to let us know.

School Has Never Been So Fun

Having read the editor-in-chief's comments on one shots (issue #292), I had to write in and relay the one-shot adventures I play with my old gaming buddies every so often. We used to call this adventure game "school," and the name has stuck even though we are all in our thirties now.

The basic premise of the game is that you are yourself. The hilarity starts as the players write down the scores and skills they think they have. Then we proceed through an adventure the DM creates using all the extraneous people that the assembled gamers know through school, work, and so on.

In creating these one shots, the essential fun is interacting with the numerous NPCs (all of whom are real-life characters) but in the adventure, they are involved in secret plots to take over the school, they run drug and prostitution rings, and sometimes they have far more encompassing plans—like taking over the world. Players get to track down people they know (friends, neighbors, enemies, and so on), spy on them, and figure out what everyone is up to. It provides a hilarious satire that is fun to play and even more fun to DM.

Will Henson • Alameda, CA

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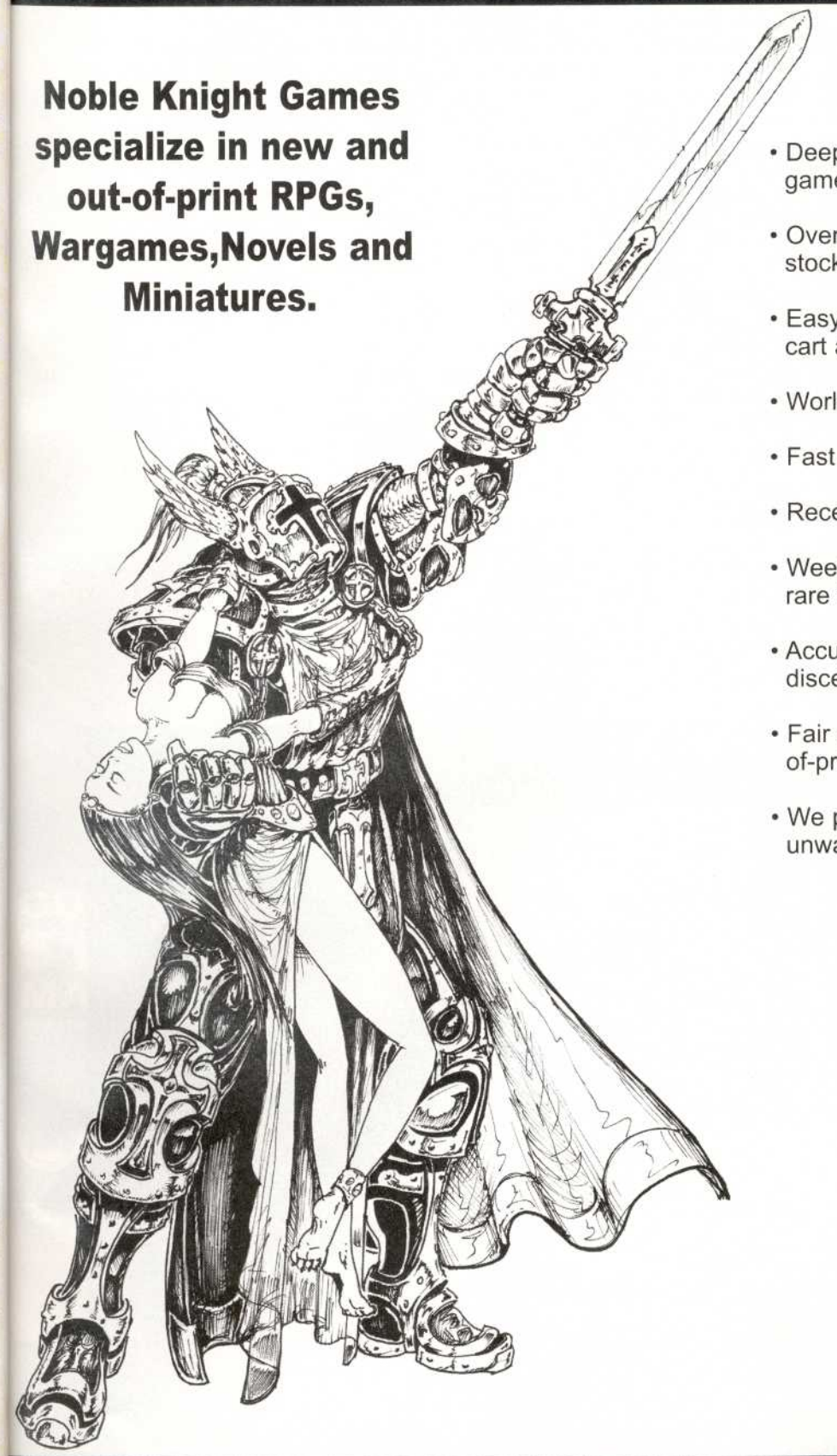

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D&D Previews

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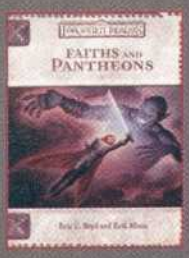

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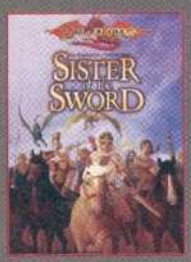

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by Matt Forbeck and David Noonan
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ISBN: 0-7869-2655-4

Super editor Matt Sernett recently ran a similar one shot using the rules from the upcoming d20 Call of Cthulhu. Everything was going well until Dungeon *Editor Chris Thomasson (well, his character) got eaten by a strange flying head thing. That was weird.*

Lolth and Found

The "Rogues Gallery" in issue #290 about the Justicar and his friends piqued my interest, so I've bought and read the novels that tell his story. I was surprised that I was able to finish all three of them! *White Plume Mountain* was the first novel to hold my interest since I got out of high school! The characters are great, and how the story is told makes it seem as if it were actually being played out by players—wise-cracks, catchphrases, and all!

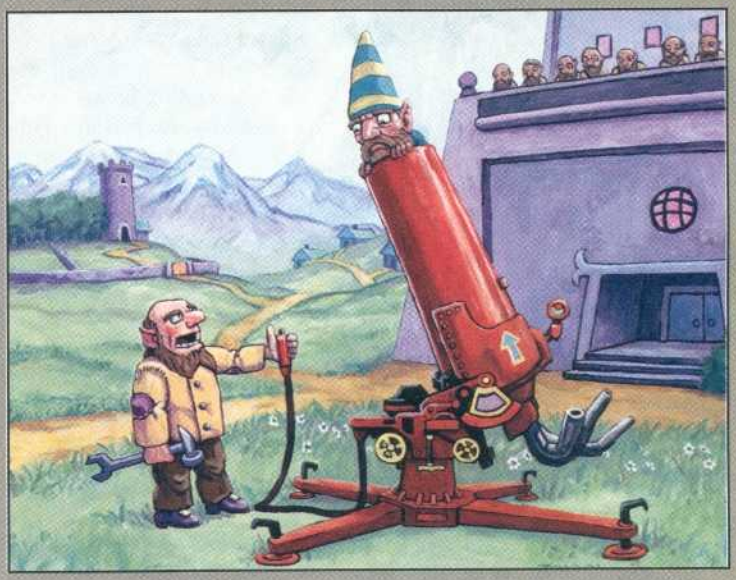
The thing that bothers me is that with most D&D books, such as the Dragonlance and Forgotten Realms series, what happens in them becomes "official." In the end of *Queen of the Demonweb Pits,* Lolth is killed by the party on her home plane, which implies that she can't come back anymore. So is she *dead?*

I know that DMs can make up whatever they want and not include the events in the novel, but what about the official stuff being put out by Wizards of the Coast? Is she officially dead? Will she come back like Orcus? Will she no longer appear in D&D campaign-based novels and resources? That would be a serious blow to how the drow operate and function! Please let me know what's up, okay?

Ryan Bernardo • Vacaville, CA

Good questions. Sadly, you'll have to wait. A new novel series dedicated to the trials of the drow in the Forgotten Realms *is on the horizon. We're not sure what is going to be announced when, but by the time you read this, you should be able to find information about the upcoming series on the Wizards of the Coast website. Check out* ***www.wizards.com.*** D

caption contest WINNER



WINNER

"Look, if you need to be in Waterdeep in fifteen minutes and can't afford to teleport . . . frankly, this is your only option."

Congratulations Brendan O'Donnell!
Voorhees, NJ

MATT'S PICK (DON'T ASK)

"YES, the conical hat is required to make the best lemonade; now keep stomping on the pad and when I push this button the peels, pulp, and juice will come out of those three pipes accordingly."

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Dungeon Magazine #92
Interlopers of Ruun-Khazai
by David Noonan
An ancient githyanki fortress on the Astral Plane suddenly reappears out of the swirling vortex of energy in which it disappeared so long ago. The opportunity to explore such a potential source of riches can't be passed up, but are the PCs the only ones with an interest in the stronghold? A D&D adventure for four 13th-level PCs. This adventure is in support of the *Stronghold Builder's Guidebook*, which releases in May, 2002.

The Razing of Redshore
by James Jacobs
Something in the deep ocean is terrorizing the coastal fishing and whaling town of Redshore. The PCs, after some investigation, find that the disturbance is more of a handful than they could possibly imagine. A D&D adventure for 20th-level PCs.

The Swarm
by Tito Leati
A group of dwarves is looking to reclaim some ancestral mining territory when they meet the PCs . . . and the current inhabitants of the tunnel complex that forms their mine. A D&D adventure for 1st-level PCs. This adventure is in support of the new novel by T.H. Lane, *"The Savage Caves."*

Return of the Blessed Damozel
by Frank Brunner
The PCs have the opportunity to save an endangered soul from eternal damnation, but they must face a tough gang of street thugs and their mysterious master to succeed. A D&D Side Trek for 11th-level PCs.

Polyhedron #151
Spelljammer: Shadow of the Spider Moon
Brave spacelanes swarming with drow pirates and intrigues hatched from the decks of an illithid armada in a complete *Polyhedron* d20 mini-game by Andy Collins! Adapted from the Spelljammer campaign setting, this mini-game brings swashbuckling in space to the new era of D&D with new ship designs, prestige classes, feats, equipment, and a complete star system filled with cargo loads of adventuring opportunities!
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Up on a Soapbox

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All I Need to Know I Learned from D&D
LESSON #8:
Ain't it the Pits?

A Trap for all Occasions

The pit trap began very simply: A couple pits were placed on the first dungeon level below the ruins of Castle Greyhawk. These initial pits were no more than holes in the floor, open spaces that made it difficult for the characters to follow their routes in the dark labyrinth.

Such impediments were not usually dangerous, and they were easily overcome by the use of rope and spikes. Open pits were mainly an inconvenience—they slowed progress for a little while. However, they could be dangerous if the adventuring party was fleeing pursuit by a monster. Placing a pit just before a door worked well. Characters forcing open the door from the non-pit side had a chance of stumbling through the portal when it came free, falling into the hole. Coming at the door from the pit side made it very difficult to get to the door and open it by force. But of course, the players soon devised ways of dealing with all of these difficulties.

It was obvious that the time had come for a more elaborate form of the pit: the concealed hole with a trap door that opened suddenly, dropping the victims into it. The covered pit appeared on the second level, and this lead to the rise in popularity of the 10-foot pole. Non-human characters able to spot such traps were also more in demand. Nonetheless, this new type of pit had surprise working for it, and there was no doubt that from the DM's standpoint, it was much better than a plain hole in the floor of the dungeon corridor. Also, this new pit could be placed in rooms and chambers.

By the time the characters had progressed to 3rd level or beyond, the threat of taking 1d6 damage wasn't dismaying. Ah-hah! I came up with a solution for this. Put spikes in the bottom of the pit, and the damage is increased by a considerable amount. Deepen the pits to 20, 30, or more feet, and yet more harm is inflicted on the unfortunate victim. Add trapdoors that close after the subject falls into the pit so that the character scouting ahead seems to disappear without a trace if he's caught in the pit. And to make things really tough, add poison to the spikes, have a black pudding make its home in the pit, cover its bottom and sides with yellow mold or any number of like-minded dirty tricks, and voilà! Now the pit has become a very real threat again.

To be fair, balance things—such perils need ways and means for the PCs to discover the traps without falling into them. For my players, spells served well for this, and better still were magic items like the *wand of secret door and trap detection.* By using their 10-foot poles, making visual checks, and employing magic, even the most dangerous pit traps became manageable and, eventually, rather staid.

The insidious DM, however, can use adversity to advantage. As the pits were avoided by characters, what better place to locate secret doors leading to the places the party wanted to find? Thus, in addition to being a hazard, the pit then became a place to seek out. To that nuance, of course, was added another: the pit with a secret door leading to another trap.

The moral to this tale is simply that the human mind is devious. In the well-planned dungeon, though, the defense (the DM) can always remain ahead of the offense (the players). The cautionary addition to this must be noted well. The Dungeon Master who does so will soon be without PCs to admire how clever and cruel his traps are.

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Epic Level Countdown

by Mat Smith

Epic Characters

21st Level is Only the Beginning

There's nothing quite as satisfying as gaining a new level. You get to decide whether to continue in the same class, multiclass into another, or even take a prestige class. You also get another Hit Die, more skill points, sometimes a new feat or an increased ability score, possibly even extra spells or special abilities. Once you're finished "leveling-up" your character, he can fight tougher monsters, cast more powerful spells, and handle more dangerous situations—he can do more.

When the *Epic Level Handbook* releases in July, there will be virtually no limit to what your character can do.

Epic Classes

Epic versions of every class from the *Player's Handbook,* all the prestige classes from the *Dungeon Master's Guide*, the psion and psychic warrior from the *Psionics Handbook,* and entirely new epic prestige classes, like the divine emissary, are all detailed. In addition to the nuts and bolts of Hit Dice, skill points, special abilities, and a list of available epic bonus feats, each epic class is described briefly with advice for developing your character, including suggestions for how to take him in new directions.

Epic Skills

Playing at the epic level means doing things that a normal character can only imagine. Epic skills enable characters to perform acts of truly heroic proportions. For example, the *Epic Level Handbook* describes Lidda the epic-level rogue as being able to "hustle across a hair-thin thread, put her ear to a door, and hear a cat breathing three rooms away." Take a look at some of the other things you'll be able to do as a highly skilled epic-level character:

Climb: Scale a perfectly smooth, flat overhang or ceiling (DC 100).

Concentration: Cast a spell with somatic components while grappled (DC 50 + spell level).

Escape Artist: Pass through a *wall of force* (DC 120).

Open Lock: Open a lock as a free action (DC 50 + lock's original DC).

Swim: Swim up a waterfall (DC 80).

Tumble: Ignore falling damage from any height (DC 100).

Epic Feats

Epic feats allow your character to do the truly miraculous. "Casting spells with a glance. Firing arrows at opponents standing at the horizon. Beheading opponents with your bare hands. Crafting mighty magic items of unsurpassed power. Charming liches with the power of song. This is the stuff of the epic feat." The *Epic Level Handbook* features over 100 epic feats to choose from—as if picking a new feat wasn't already hard enough. Each one either gives your character a new capability or enhances one he already has.

Distant Shot: Target anything you can see with a ranged weapon with no penalty for range.

Legendary Tracker: Track across or through water, even through the air.

Positive Energy Aura: Automatically turn (or destroy) undead within 30 feet.

Tenacious Spell: Chosen spell cannot be dispelled, only suppressed for 1d4 rounds.

Vorpal Strike: Unarmed strikes can behead opponents.

You'll also discover that while the things an epic character can do are well beyond the scope of anything he's done before, one thing hasn't changed: The most exciting part of gaining a level as an epic-level character is looking forward to the next one.

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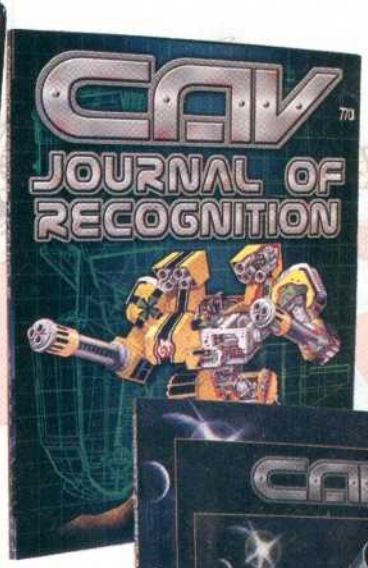

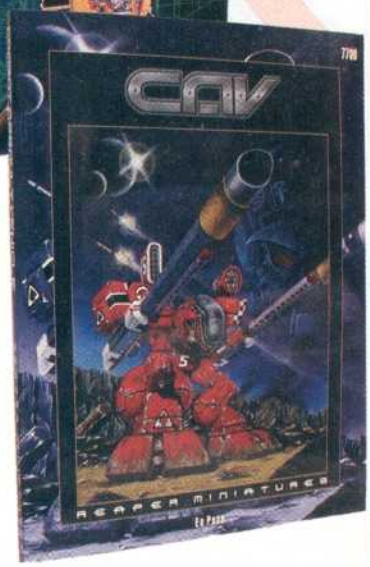

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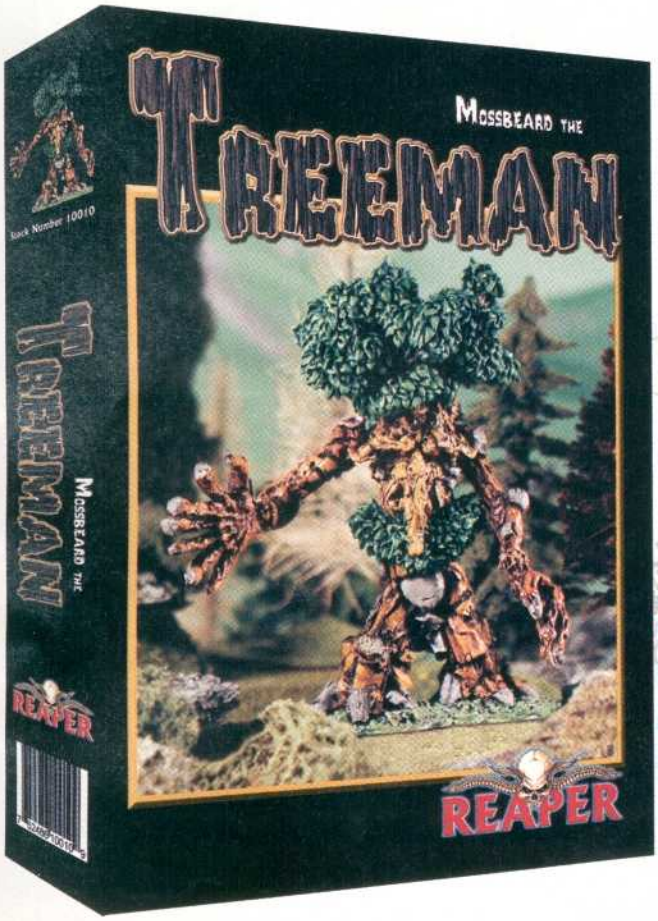

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FOUR GODS OF GREYHAWK

by David Noonan • illustrated by Anthony Granato

While most of the deities central to the Greyhawk campaign setting are detailed in *Deities & Demigods*, there are several gods who play a role in the setting that are not part of the core pantheon as it is described there. Here are four of them: Iuz, demigod, demon-prince, and head of state; Pholtus, stern god worshiped in the Theocracy of the Pale; Rao, god of meditation and grace under pressure; and Tharizdun, the mad god who would destroy the universe.

IUZ

Demigod (3)
Symbol: Grinning skull
Home Plane: Material Plane
Alignment: Chaotic evil
Portfolio: Deceit, pain, oppression, evil
Worshipers: Residents of the Empire of Iuz and environs, interrogators, spies
Cleric Alignments: CE, CN, NE
Domains: Chaos, Evil, Trickery
Favored Weapon: Greatsword

Thought to be the cambion son of the demon lord Graz'zt, ruler of the 45th through 47th layers of the Abyss, and the powerful wizard Iggiwilv, Iuz is the ruler of his own nation-state in the heart of the Flanaess. He generally takes the form of a massive, pale demon when he wants to impress and intimidate visitors, but he looks like a shriveled old man when he wants to put supplicants at his court at ease.

Dogma

Iuz revels in the exploitation of the weak by the strong, rule by guile and deceit, and the inflicting of pain for the sheer joy of it. His followers seek to expand the reach of the nation of Iuz, crushing enemies only after they've tasted agony beyond imagining. Power, pain, and oppression are the ultimate goals, and no means to those ends is beyond the pale. No trick is too cruel, no attack too ruthless, and no sacrifice to Iuz too sickening.

Clergy and Temples

The clerics in Iuz's church practice a bizarre form of survival of the fittest, fighting with each other as much as they compete with other faiths, alignments, and powers. They travel across the Flanaess, often in disguise, seeking powerful magic items and captured creatures of great good (such as clerics, paladins, and monsters such as unicorns and couatls). Outside of the nation of Iuz, clerics adopt whatever nondescript garb allows them to blend in—worship of Iuz is forbidden in many lands.

Two tiers of six advisors each (collectively called the Boneheart) are available at Iuz's beck and call. Another group of six powerful agents known as the Boneshadow travel the world on important missions of pain and deceit, projecting Iuz's dread influence everywhere.

Iuz builds grand temples to himself in his nation-state, but his churches are small and secret elsewhere. He maintains important sites for mass rituals, sacrifices, and other ill deeds in forbidding wilderness terrain far from the eyes of good.

Iuz

Cleric 20/Assassin 10
Medium-Size Outsider (Chaotic, Evil)
Divine Rank: 3
Hit Dice: 20d8+160 (outsider) plus 20d8+160 (Clr) plus 10d6+80 (Asn) (760 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 43 (+7 Dex, +3 divine, +16 natural, +7 deflection)
Attacks: *+3 chaotic unholy greatsword* +57/+52/+47/+42 melee; or spell +54 melee touch; or +45 ranged touch
Damage: *+3 chaotic unholy greatsword* 2d6+27/17-20, or by spell
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, divine aura, salient abilities, spell-like abilities, sneak attack (+5d6), death attack (DC 27), poison use
Special Qualities: Divine immunities, fire resistance 23, damage reduction 38/+4, spell resistance 35, portfolio powers, spontaneous casting of divine spells, understand, speak, and read all languages and speak directly to all beings within 3 miles, rebuke undead 13/day, remote communication, godly realm, *teleport without error* at will, uncanny dodge (cannot be flanked, +1 Reflex saves/AC against traps)
Saves: Fort +44, Ref +34, Will +46
Abilities: Str 42, Dex 24, Con 26, Int 24, Wis 31, Cha 24
Skills: Bluff +53, Concentration +31, Diplomacy +71, Disguise +43, Forgery +33, Gather Information +43, Hide +43, Innuendo +46, Intimidate +57, Knowledge (arcana) +53, Knowledge (religion) +53, Knowledge (history) +33, Knowledge (nobility) +33, Listen +36, Scry +30, Search +33, Sense Motive +46, Spellcraft +30, Spot +36
Feats: Cleave, Combat Reflexes, Dodge, Expertise, Extra Turning, Great Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Initiative, Mobility, Power Attack, Power Critical

(greatsword), Spring Attack, Sunder, Superior Expertise, Whirlwind Attack
Divine Immunities: Transmutation, draining and ability damage, mind effects, disease and poison, stunning, sleep, paralysis, death effects, disintegration, electricity, cold, and acid
Salient Divine Abilities: Alter Size, Alter Form, Lay Curse, Wound Enemy
Domain Powers: Cast chaos and evil spells at +1 caster level
Spell-Like Abilities (at will as a 13th-level caster; base DC = 20 + spell level): *Animate objects, change self, chaos hammer, cloak of chaos, confusion, create undead, desecrate, dispel good, dispel law, false vision, invisibility, magic circle against good, magic circle against law, mislead, nondetection, polymorph any object, protection from good, protection from law, screen, shatter, summon monster IX, time stop, unholy blight, word of chaos, blasphemy, unholy aura*
Cleric Spells/Day (base DC = 20 + spell level): 6/9/9/8/8/8/7/6/6/6
Assassin Spells/Day (base save DC = 17 + spell level): 4/4/4/2

Divine Powers

As a demideity, luz adds a divine bonus of +3 to all attacks, saves, and checks. This is included in the statistics block when appropriate. He treats a 1 on a saving throw or attack roll normally and not as an automatic failure. He is immortal.

Senses: luz can see, hear, touch, and smell at a distance of 3 miles. As a standard action, he can perceive anything within 3 miles of his worshipers, holy sites, objects, or any location where his name or one of his titles was spoken in the last hour. He can extend his senses to up to 2 locations at once, and he can block the sensing power of deities of his rank or lower at up to two remote locations at once for 3 hours.

Portfolio Sense: luz is aware whenever a rumor or lie reaches the ears of at least 1,000 people.

Automatic Actions: luz can use Bluff, Innuendo, and Intimidate as free actions if the DC for the task is 15 or less: He can perform up to 2 such free actions each round.

Create Magic Items: luz can create items of up to 4,500 gp that create illusions or obscure the truth without any requisite item creation feat.

Divine Aura: The maximum radius for luz's divine aura is 30 feet. The save DC is 20.

PHOLTUS

Intermediate God (15)
Symbol: Full moon partially eclipsed by a smaller moon
Home Plane: Celestia
Alignment: Lawful good
Portfolio: Light, law, order, sun, moon
Worshipers: Theocracy of the Pale residents, judges, lawyers, astronomers
Cleric Alignments: LG, LN, NG
Domains: Good, Knowledge, Law, Sun
Favored Weapon: Quarterstaff

Pholtus is the self-proclaimed ultimate authority on law and the guardian of the natural order of everything under the sun and moon. Worshiped in the Theocracy of the Pale, he urges his followers to breathe every breath in a perfect, orderly way. Artists in the Theocracy of the Pale depict him in paintings and sculptures as a slender, white-robed form with shining eyes and an ivory quarterstaff topped by an electrum sun-disk.

Dogma

Pholtus teaches that those who hold to chaotic or evil notions are never to be shown the slightest tolerance, and all should aggressively spread the perfect order of law across the Material Plane.

As one revered text puts it: "The One True Way is a strict path, but it guarantees rightness. Show no tolerance for those who do not give all for the cause of Law. Fanaticism in the name of the Blinding Light is praiseworthy, and Law's champions shall be rewarded in the era when chaos has been vanquished."

Clergy and Temples

Depending on their rank, clerics of Pholtus wear three kinds of vestments: Lower-level members of the Glimmering Order dress in white, mid-rank members of the Gleaming Order add silver trim and accessories, and the powerful Shining Order are bedecked in white, silver, and gold. Clerics of Pholtus generally travel in large groups when outside the Theocracy of the Pale, because the unbending dogma of Pholtus is unpopular in many lands.

Within the Theocracy of the Pale, an Inquisition-like fervor has gripped the priesthood for more than two hundred years. Wizards, sorcerers, and clerics of "hostile" faiths, and unusual creatures are watched closely or driven away. The Templars of the Church Militant and the roaming High Legates lead periodic campaigns throughout the Theocracy of the Pale, putting anyone who dares disturb the perfect order of Pholtus to the sword.

A ruling body of clerics known as the Council of Nine chooses a great Theocrat, who sits on the Throne of the Sun for a lifetime and is also known as the Supreme Prelate of the Pale. The Council of Nine ordinarily attends to affairs across the Theocracy and beyond, but they meet in the city of Wintershaven four times a year to discuss matters of church doctrine and policy.

Pholtus's temples are everywhere in the Theocracy of the Pale, and they double as important government buildings. They usually have a strong watch presence and prison cells where those who break the laws of Pholtus can be punished for their crimes against the perfect order of the universe.

Pholtus

Fighter 9/Paladin 20/Cleric 20
Medium-Size Outsider (Chaotic, Good)
Divine Rank: 15
Hit Dice: 20d8+140 (outsider) plus 9d10+63 (Ftr) plus 20d10+140 (Pal) plus 20d8+140 (Clr) (822 hp)
Initiative: +15 (+11 Dex, +4 Improved Initiative)
Speed: 80 ft.
AC: 76 (+11 Dex, +15 divine, +28 natural, +12 deflection)
Attacks: *+5 disruption holy speed quarterstaff* +82/+82/+77/+72/+67 melee plus +82/+77 melee (off hand)
Damage: Huge *+5 disruption holy speed quarterstaff* 1d6+12/19-20 or 1d6+8/19-20 off-hand
Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Turn undead 21/day as Clr20, 21/day as Pal20, domain powers, divine aura, salient abilities, spell-like abilities
Special Qualities: Detect evil, divine grace, lay on hands (240/day), divine health, aura of courage, smite evil, remove disease (6/week), portfolio powers, divine immunities, damage reduction 50/+4, fire resistance 35, spell resistance 67
Saves: Fort +58, Ref +63, Will +61
Abilities: Str 25, Dex 32, Con 25, Int 37, Wis 31, Cha 35
Skills: Appraise +61, Bluff +80, Concentration +95, Decipher Script +51, Diplomacy +108, Gather Information +50, Heal +88, Intimidate +74, Jump +49, Knowledge (religion) +101, Knowledge (local) +91, Knowledge (nobility and royalty) +91, Listen +58, Perform +60, Profession (judge) +101, Profession (lawyer) +101, Ride +88, Scry +81, Search +51, Sense Motive +105, Spellcraft +81, Spot +58; *Always receives a die result of 20 on skill checks
Feats: Alertness, Ambidexterity, Brew Potion, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Deflect Arrows, Disguise Spell, Dodge, Empower Spell, Enlarge Spell, Expertise, Extra Turning (x2), Fleet of Foot, Forge Ring, Greater Spell Focus (Abjuration), Greater Spell Focus (Evocation), Greater Spell Penetration, Heighten Spell, Improved Critical (quarterstaff), Improved Disarm, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Jack of All Trades, Lightning Reflexes, Maximize Spell, Mobility, Persistent Spell, Point Blank Shot, Power Critical (quarterstaff), Precise Shot, Quicken Spell, Run, Scribe Scroll, Skill Focus (Sense Motive), Spell Focus (Abjuration), Spell Focus (Evocation), Spell Mastery, Spell Penetration, Still Spell, Stunning Fist, Superior Expertise, Two Weapon Fighting, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff), Whirlwind Attack
Divine Immunities: Acid, cold, electricity, poison, transmutation, draining and ability damage, mind effects, imprisonment, and banishment
Salient Divine Abilities: Alter Form, Alter Reality, Alter Size, Area Divine Shield, Avatar, Divine Blast, Divine Radiance, Divine Shield, Divine Skill Focus (Sense Motive), Divine Weapon Focus (quarterstaff), Energy Burst, Energy Storm, Extra Domain, Gift Of Life, Instant Counterspell, Know Secrets, Lay Quest, Power of Truth
Domain Powers: Cast good, law, and divination spells at +1 caster level, greater turning.
Spell-Like Abilities (at will as a 25th-level caster; base DC = 38 + spell level): *Aid, blade barrier, calm emotions, clairaudience/clairvoyance, detect secret doors, detect thoughts, discern location, dictum, dispel chaos, dispel evil, divination, endure elements, find the path, fire seeds, fire shield, flame strike, foresight, heat metal, hold monster, holy aura, holy smite, holy word, legend lore, magic circle against chaos, magic circle against evil, order's wrath, prismatic sphere, protection from chaos, protection from evil, searing light, shield of law, summon monster IX, sunbeam, sunburst, true seeing*
Cleric Spells/Day (base DC = 20 + spell level, 22 + spell level for Abjuration and Evocation): 6/9/9/8/8/8/7/6/6/6
Paladin Spells/Day (base DC = 20 + spell level, 22 + spell level for Abjuration and Evocation): 6/6/5/5

Divine Powers

As an intermediate deity, Pholtus automatically receives a die result of 20 on any check. He also adds a divine bonus of +15 to all attacks, saves, and checks; this is included in the statistics block where it applies.

Senses: Pholtus can see, hear, touch, and smell at a distance of fifteen miles.

Portfolio Sense: Pholtus senses the breaking of any law the instant it happens and retains the sensation for fifteen weeks after the event occurs.

Automatic Actions: Pholtus can use any of his Knowledge or Profession skills as free actions if the DC for the task is 25 or less. He can perform up to ten such free actions each round.

Create Magic Items: As a god of light and law, Pholtus can create magic items that emit light or affect chaotic creatures without the requisite item creation feat.

Divine Aura: The maximum radius for Pholtus's divine aura is 1,500 feet. The save DC is 37.

Avatars

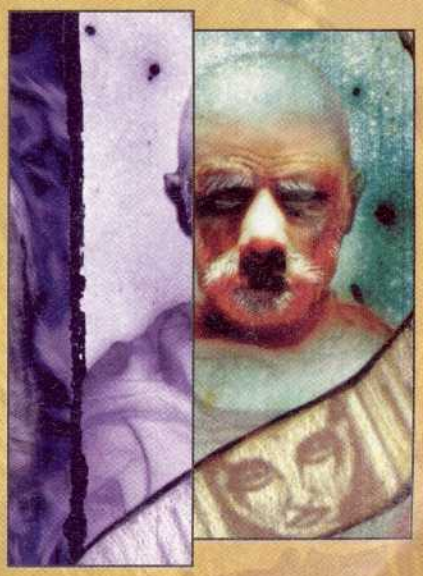
Pholtus's avatars are usually slender men with shining eyes and gleaming white robes. On rare occasions, he uses an avatar to visit the Council of Nine when they meet.

Avatar of Pholtus: As Pholtus except divine rank 7, AC 42 (touch 29, flat-footed 31); Atk +73/+73/+68/+63/+58 melee plus +73/+68 melee (off hand) (1d6+12/19-20 or 1d6+8/19-20 off-hand); SV Fort +50, Ref +55, Will +53

Divine Aura: The maximum radius for the avatar's divine aura is 70 feet. The save DC is 29.

Spell-Like Abilities: at will as a 17th-level caster; base DC = 30 + spell level

Salient Divine Abilities: Alter Size, Divine Blast, Divine Radiance, Divine Shield, Divine Weapon Focus (quarterstaff), Extra Domain, Gift Of Life, Know Secrets, Lay Quest



RAO

Greater God (17)
Symbol: White facemask
Home Plane: Celestia
Alignment: Lawful good
Portfolio: Peace, reason, serenity
Worshipers: Paladins, monks, negotiators
Cleric Alignments: LG, LN, NG
Domains: Good, Knowledge, Law
Favored Weapon: Light mace

The deity of calm, meditative thought and contemplation, Rao (Rah-oh), appears as a dark-skinned elderly man with bushy white hair and a smile that radiates his inner peace. He is rarely without the *Serene Staff of Rao*, an artifact that he wields as a light mace.

Because he is the god of peace, Rao has few enemies among the gods; even

Nerull has stayed his hand when faced with Rao's beatific calm. He rarely interferes directly in the affairs of Oerth, instead working through his worshipers to bring an end to the wars that rage across the Flanaess. He becomes active to oppose Iuz whenever he can, because Iuz has been responsible for much of the recent warfare.

Monks and spellcasters who seek uninterrupted meditation also venerate Rao. Many gurus admonish their fidgeting pupils to "be as Rao."

Dogma

Rao expects clerics and other worshipers to reject strong emotion for the calm and serenity of inner peace. Only when the foundation of good and reason are threatened should Rao's followers take to the battlements.

Serene Staff of Rao: This item, shaped like an undersized staff that a shepherd might use, is a *+5 holy lawful speed light mace* that can *banish* (as the *banishment* spell cast by a 20th-level cleric) any outsider of up to 40 HD within line of sight as a standard action. It also projects *sympathy* within a one-mile radius (as the *sympathy* spell cast by a 20th-level cleric) and can *heal* with a touch.

Caster Level: 25th; Weight: 5 lb.

As Rao's clerics say in a post-meditative prayer: "Reason is the greatest gift. It leads to discourse, which leads to peace, which leads to serenity. If all could be convinced to reason with each other, the world would enjoy the harmony of benign order. Some refuse to use reason and instead resort to violence, at which time action—governed by reason and wisdom—is required to counteract their deeds and restore peace."

When such direct action is required, evildoers find Rao's soldiers a difficult challenge: calm, implacable, and utterly convinced of the righteousness of their cause. Though slow to act, Rao's followers act surely, carefully, and with great force.

Clergy and Temples

Clerics of Rao spend much of their time in meditation and teaching. Some are gifted counselors and negotiators, and many warring noble clans only bury the hatchet after a cleric of Rao bids them sit down and talk of peace.

Temples to Rao are generally stately, open-air affairs filled with incense, quiet chanting, and earnest philosophical discussion. Many have extensive libraries and learned sages on hand to answer even the most esoteric questions.

Rao

Fighter 20/Cleric 20
Medium-Size Outsider (Good, Lawful)
Divine Rank: 17
Hit Dice: 20d8+140 (outsider) plus 2d10+140 (Ftr) plus 20d8+140 (Clr) (940 hp)
Initiative: +13 (+9 Dex, +4 Improved Initiative)
Speed: 80 ft.
AC: 76 (+9 Dex, +17 divine, +30 natural, +10 deflection)
Attacks: *Serene Staff of Rao* +73/+73/+68/+63/+58 melee; *Always receives a die result of 20 on attacks; roll die to check for critical
Damage: *Serene Staff of Rao* 1d6+34/19-20/x3; *Always does maximum damage
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Turn undead 13/day
Special Qualities: Damage reduction 52/+4, fire resistance 37, spell resistance 49
Saves: Fort +58, Ref +60, Will +68; *Always receives a die result of 20 on saves
Abilities: Str 28, Dex 29, Con 24, Int 30, Wis 44, Cha 30
Skills: Alchemy +50, Animal Empathy +57, Balance +49, Bluff +70, Concentration +77, Diplomacy +88, Escape Artist +49, Handle Animal +77, Heal +77, Intimidate +64, Knowledge (arcana) +80, Knowledge (religion) +80, Knowledge (the planes) +80, Perform +70, Profession (philosopher) +90, Scry +70, Sense Motive +77, Spellcraft +80; *Always receives a die result of 20 on skill checks
Feats: Alertness, Blind-Fight, Blindsight 5-ft. Radius, Cleave, Combat Reflexes, Craft Wondrous Item, Divine Might, Dodge, Expertise, Eyes in the Back of Your Head, Great Fortitude, Heighten Spell, Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Mounted Combat, Power Attack, Power Critical (light mace), Quicken Spell, Reach Spell, Sacred Spell, Scribe Scroll, Spring Attack, Sunder, Superior Expertise, Weapon Focus (light mace), Whirlwind Attack
Divine Immunities: Acid, cold, electricity, poison, transmutation, draining and ability damage, mind effects, imprisonment, and banishment
Salient Divine Abilities: Alter Form, Alter Reality, Alter Size, Area Divine Shield, Avatar, Battlesense, Clearsight, Divine Blast, Divine Blessing (Wisdom), Divine Dodge, Divine Fast Healing, Divine Inspiration (hope), Divine Shield, Divine Spellcasting, Divine Storm, Divine Weapon Focus (light mace), Divine Weapon Specialization (light mace), Gift of Life, Instant Move, Life and Death, Mass Divine Blast, Rejuvenation
Domain Powers: Cast good, law, and divination spells at +1 caster level
Spell-Like Abilities (at will as a 27th-level caster; base DC = 37 + spell level: *Aid, blade barrier, calm emotions, clairaudience/clairvoyance, detect secret doors, detect thoughts, discern location, dictum, dispel chaos, dispel evil, divination, find the path, foresight, hold monster, holy aura, holy smite, holy word, legend lore, magic circle against chaos, magic circle against evil, order's wrath, protection from chaos, protection from evil, shield of law, summon monster IX, true seeing*
Cleric Spells/Day (base DC = 29 + spell level): 6/11/10/10/10/10/8/8/8/8/3/3/3/2/2/2/2

Divine Powers

As a greater deity, Rao automatically receives the best possible result on any die roll he makes. He also adds a divine bonus of +17 to all attacks, saves, and checks; this bonus is included in the statistics block where it applies.

Senses: Rao can see, hear, touch, and smell at a distance of seventeen miles.

Portfolio Sense: Rao senses anyone deep in meditation or peace negotiations seventeen weeks before the event happens, and he retains the sensation for seventeen weeks after the event occurs.

Automatic Actions: Rao can use any Knowledge or Profession skill as a free action if the DC for the task is 30 or less. He can perform up to twenty such free actions each round.

Create Magic Items: Rao can create any nonartifact magic item, except for weapons, armor, and any item that deals damage.

Divine Aura: The maximum radius for Rao's divine aura is seventeen miles. The save DC is 37.

Avatars

Rao rarely sends his avatar to the Material Plane, although he'll sometimes travel to peace talks incognito.

Avatar of Rao: As Rao except divine rank 8, AC 56 (touch 28, flat-footed 47); Atk +63/+63/+58/+53/+48 melee (1d6+34/19-20/x3, Crook of Rao); SV Fort +48, Ref +50, Will +58

Divine Aura: The maximum radius for the avatar's divine aura is 70 feet. The save DC is 27.

Spell-Like Abilities: Caster level 18; base DC = 28 + spell level.

Salient Divine Abilities: Alter Size, Clearsight, Divine Blast, Divine Blessing (Wisdom), Divine Inspiration (hope), Divine Shield, Divine Weapon Focus (light mace), Divine Weapon Specialization (light mace), Gift of Life, Life and Death.

THARIZDUN

Intermediate God (11)
Symbol: Dark Spiral
Home Plane: Imprisoned on demiplane
Alignment: Neutral evil
Portfolio: Entropy, insanity, darkness
Worshipers: Insane cultists
Cleric Alignments: CE, CN, NE
Domains: Chaos, Evil, Madness, Force, Destruction
Favored Weapon: Curved dagger

An ancient, dark god of malign decay and madness, Tharizdun seeks nothing less than the utter destruction of the universe, reducing all to literal nothingness. Eons ago, Tharizdun was imprisoned when the other gods put aside their differences and attacked in unison, fearing his dread dreams would come to pass.

Now Tharizdun is trapped alone in a prison demiplane from which he cannot free himself. His conduits to the Material Plane and the rest of the Great Wheel are few and tenuous, and only learned sages know that Tharizdun was ever worshiped. Under cover of darkness, cults of his insane priests labor tirelessly to free their dark master from his prison, hoping to aid him in the destruction of all.

Tharizdun's cultists call him by many names, including He of Eternal Darkness and the Ebon God. He also grants spells in the guise of the Elder Elemental Eye.

Dogma

The very threads that weave the universe together must be torn asunder, then burned, then the ashes scattered, until all is nothingness and no one exists to remember existence. As an inscription in one of Tharizdun's black pyramids says: "Light must be snuffed, perfection decayed, order dissolved, and minds fragmented."

Tharizdun's dark whispers are entropy themselves, and thus his dogma doesn't get more complex than that. Given the insanity rampant among his clerics, any discussion about Tharizdun's will often degenerates into screams and ululations.

Clergy and Temples

Many of Tharizdun's clerics have no idea that they worship He of Eternal Darkness. Tharizdun hides behind other names and aspects, most notably the Elder Elemental Eye. Those who know the truth are offered great power, but the price is often the cleric's sanity. The more dark blessings a cleric of Tharizdun receives, the more tenuous her grip on reality.

Tharizdun's few remaining temples and unholy sites are far from civilization and well hidden—the public knowledge of a site devoted to Tharizdun is enough to raise an army of crusading paladins. Tharizdun's cults guard these sites carefully and rarely stray from them, for their dark god has great difficulty granting spells far from the ancient sites once devoted to him.

Tharizdun

Wizard 20/Cleric 20
Medium-Size Outsider
Divine Rank: 11

Hit Dice: 20d8+120 (outsider) plus 20d4+120 (Wiz) plus 20d8+120 (Clr) (760 hp)
Initiative: +13 (+9 Dex, +4 Improved Initiative)
Speed: 80 ft.
AC: 44 (+9 Dex, +11 divine, +24 natural, +10 deflection)
Attacks: *+5 ghost touch keen wounding dagger* +66/+61/+56/+51 melee
Damage: *+5 ghost touch keen wounding dagger* 1d4+12/15-20
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Rebuke undead 13/day, domain powers, divine aura, salient abilities, spell-like abilities
Special Qualities: Portfolio powers, divine immunities, damage reduction 46/+4, fire resistance 31, spell resistance 63
Saves: Fort +50, Ref +52, Will +49
Abilities: Str 23, Dex 29, Con 22, Int 44, Wis 39 (19), Cha 31
Skills: Alchemy +85, Balance +22, Bluff +44, Concentration +81, Diplomacy +55, Disguise +54, Heal +14, Hide +76, Innuendo +43, Intimidate +74, Jump +22, Knowledge (arcana) +91, Knowledge (geography) +68, Knowledge (history) +68, Knowledge (religion) +91, Knowledge (the planes) +78, Knowledge (undead) +91, Listen +58, Move Silently +53, Profession (scribe) +77, Scry +91, Search +61, Sense Motive +54, Spellcraft +91, Spot +58, Swim +41, Tumble +53; *Always receives a 20 on skill checks
Feats: Brew Potion, Combat Casting, Combat Reflexes, Craft Wand, Craft Wondrous Item, Dodge, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Extra Turning, Forge Ring, Greater

Tharizdunn's Domains

The Madness and Force domains, and the spells that go with them, are reprinted here to give DMs who are new to Tharizdun the freedom to use him as intended. The domains and spells first appeared in *The Return to the Temple of Elemental Evil* by Monte Cook. If you're using that product, you'll note that there is a different granted power for the Madness domain. The one presented here is an alternate version that does not use the Insanity statistic. If you have access to both, feel free to choose which is more appropriate for your campaign.

Spell Penetration, Heighten Spell, Improved Critical (dagger), Improved Initiative, Maximize Spell, Persistent Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration, Still Spell, Weapon Finesse (dagger), Weapon Focus (dagger), Widen Spell

Divine Immunities: Acid, cold, electricity, poison, transmutation, draining and ability damage, mind effects, imprisonment, and banishment

Salient Divine Abilities: Alter Reality, Alter Size, Alter Form, Arcane Mastery, Avatar, Control Creatures (undead), Divine Blast, Divine Inspiration (despair), Divine Shield, Divine Spellcasting, Extra Domain x2, Increased Spell Resistance, Spontaneous Wizard Spells

Domain Powers: Cast chaos and evil spells at +1 caster level, Insanity 20 (adds +10 to Wisdom for spellcasting, -10 to Wisdom otherwise), reroll damage roll 1/day

Spell-Like Abilities (at will as a 21st-level caster; base DC = 31 + spell level): *Animate objects, annihilation*, blasphemy, blast of force*, bolts of bedevilment*, chaos hammer, circle of doom, cloak of chaos, confusion, contagion, create undead, desecrate, disintegrate, dispel good, dispel law, earthquake, forcecage, harm, implosion, inflict critical wounds, inflict light wounds, insanity, mage armor, magic circle against good, magic circle against law, magic missile, Otiluke's resilient sphere, Otiluke's telekinetic sphere, phantasmal killer, protection from good, protection from law, rage*, random action, repulsion, shatter, summon monster IX, Tharizdun's maddening scream*, Tharizdun's touch*, unholy aura, unholy blight, wall of force, weird, word of chaos*

Cleric Spells/Day (base DC = 24 + spell level): 6/10/10/9/9/9/8/7/7/7/3/2/2/2/2

Wizard Spells/Day (base DC = 27 + spell level): 4/9/8/8/8/8/7/7/7/7/3/3/3/3/2/2/2/2

Divine Powers

As an intermediate deity, Tharizdun automatically receives a die result of 20 on any check. He also adds a divine bonus of +11 to all attacks, saves, and checks.

Senses: Tharizdun can see, hear, touch, and smell at a distance of eleven miles.

Portfolio Sense: Tharizdun senses the thoughts of any insane person, and he retains the sensation for eleven weeks after the event occurs. He is likewise aware of any destructive act performed at a site where he was once worshiped.

Automatic Actions: Tharizdun can use Alchemy, Spellcraft, or any of his Knowledge or Profession skills as free actions if the DC for the task is 25 or less. He can perform up to ten such free actions each round.

Create Magic Items: As a deity of destruction and madness, Tharizdun can create any magic item that deals damage or forces a compulsion on a target.

Divine Aura: The maximum radius for Tharizdun's divine aura is 1,100 feet. The save DC is 31.

Avatars

Tharizdun's avatar takes the same form he does: a pitch-black, roiling amorphous form. His avatars can't leave Tharizdun's prison either, but they're the only companions the Ebon One has, so he'll occasionally create an avatar to converse with, fight, or perform some unspeakable rite. Rumors persist, however, that one of his avatars remains trapped somewhere on the Material Plane, unable to leave but also beyond the watchful eyes of the other deities.

Avatar of Tharizdun: As Tharizdun except divine rank 5; AC 31 (touch 18, flat-footed 22) SV Fort +44, Ref +46, Will +43

Divine Aura: The maximum radius for the avatar's divine aura is 50 feet. The save DC is 25.

Spell-Like Abilities (at will as a 15th-level caster; base DC = 25 + spell level): Tharizdun's avatars have the Chaos, Evil, and Destruction Domains only.

Salient Divine Abilities: Arcane Mastery, Control Creatures (undead), Divine Blast, Divine Inspiration (despair), Divine Shield, Divine Spellcasting, Increased Spell Resistance

THE MADNESS DOMAIN

Deity: Tharizdun

Granted Power: Once per day, see and act with the clarity of true madness. You may add your Charisma modifier to the DC of any spell. You must choose whether or not to use this power before the spell is cast.

Madness Domain Spells

1 *Random Action*
2 *Tharizdun's Touch*
3 *Rage*
4 *Confusion*
5 *Bolts of Bedevilment*
6 *Phantasmal Killer*
7 *Insanity*
8 *Tharizdun's Maddening Scream*
9 *Weird*

Tharizdun's Touch

Enchantment [Mind-affecting]
Level: Madness 2
Components: V, S
Casting Time: One action
Range: Touch
Target: Creature touched
Duration: 1 rounds/level
Saving Throw: Will negates
Spell Resistance: Yes

You can touch one living creature, clouding his mind so that he takes no actions for 1 round per caster level. The dazed subject is not stunned (so attackers get no special advantage against him), but he can't move, cast spells, use mental abilities, and so on.

Rage

Enchantment (compulsion) [Mind-affecting]
Level: Madness 3
Components: V, S
Casting Time: One action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell puts a creature into a screaming blood frenzy. In this rage, the target gains a +4 morale bonus to Strength and Constitution and a +2 morale bonus on Will saves. (Unlike barbarians, no penalty to AC is suffered, and no fatigue period comes after the rage is over.)

Bolts of Bedevilment

Enchantment [Mind-affecting]
Level: Madness 5
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: Up to three creatures
Duration: 2 rounds/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell empowers you with the ability to cast three ray attacks, one per round, during a period of one round per level. Attacking with the ray attack is a standard action. The ray affects one living creature, clouding his mind so that he takes no actions for 1d3 rounds. The affected creature is dazed (not stunned), so attackers get no special advantage against him, but he can't move, cast spells, use mental abilities, and so on.

Tharizdun's Maddening Scream

Enchantment (Compulsion) [Mind-affecting]
Level: Sor/Wiz 8
Components: V
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1d4+1 rounds
Saving Throw: None
Spell Resistance: Yes

The target cannot keep himself from screaming, gibbering, and leaping about as though completely mad. This spell makes it impossible for the victim to do anything other than race about caterwauling. The spell also gives the victim a -4 penalty to his AC, makes it impossible for him to use a shield effectively, and requires that he roll a 20 for Reflex saves to succeed.

THE FORCE DOMAIN

Deity: Tharizdun
Granted Power: By manipulating cosmic forces of destruction, once per day the cleric can re-roll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls.

Force Domain Spells

1 *Mage Armor*
2 *Magic Missile*
3 *Blast of Force*
4 *Otiluke's Resilient Sphere*
5 *Wall of Force*
6 *Repulsion*
7 *Forcecage*
8 *Otiluke's Telekinetic Sphere*
9 *Annihilation*

Blast of Force

Evocation [Force]
Level: Force 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You direct a single, invisible blast of force at a chosen target. This is a ranged touch attack that inflicts 1d6 points of damage for every two levels, to a maximum of 5d6. In addition, a successful hit forces the target to make a Fortitude save or be knocked prone (size and stability modifiers apply to the saving throw as if this were a bull rush.)

Annihilation

Evocation [Force]
Level: Force 9
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 2-foot globe of nothingness
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Using a blast of incredible force, you tear a temporary hole in the fabric of reality. This hole takes on the form of a *sphere of annihilation*. You control the sphere as if you possessed a *talisman of the sphere*. At the end of the duration, the hole seals itself and the sphere disappears, leaving a path of destruction in its wake.

PlayStation.2

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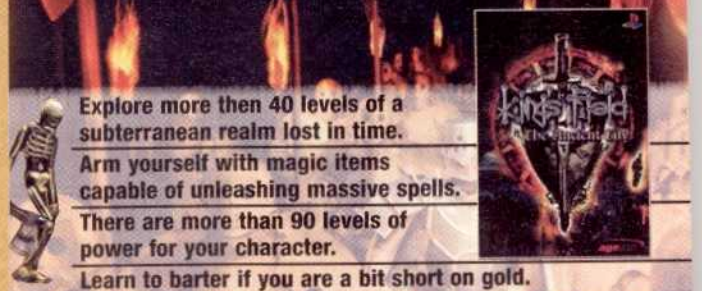

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RAMMING SPEED

Vehicle Combat Rules

by David W. Noonan • illustrated by Dennis Cramer

The *Flying Dutchman, Argos* (with its Argonauts), the *Dawn Treader, Sophie* and *Polychrest,* the *Ship That Sails on Land and Sea*–all are vehicles of legend. As the characters in your campaign move from place to place in search of adventure, sometimes they'll find that the vehicles they use to get from battle to battle become part of the tale.

Some vehicles are simple: the wagons in a halfling caravan, the merchant-ship docked in the harbor, and the catapult towed behind warhorses. Others have power, mystery, and magic. Wit these rules, characters can create floating fortresses to rule the seas, flying chariots to whisk them from place to place, and fearsome siege engines to terrorize the countryside.

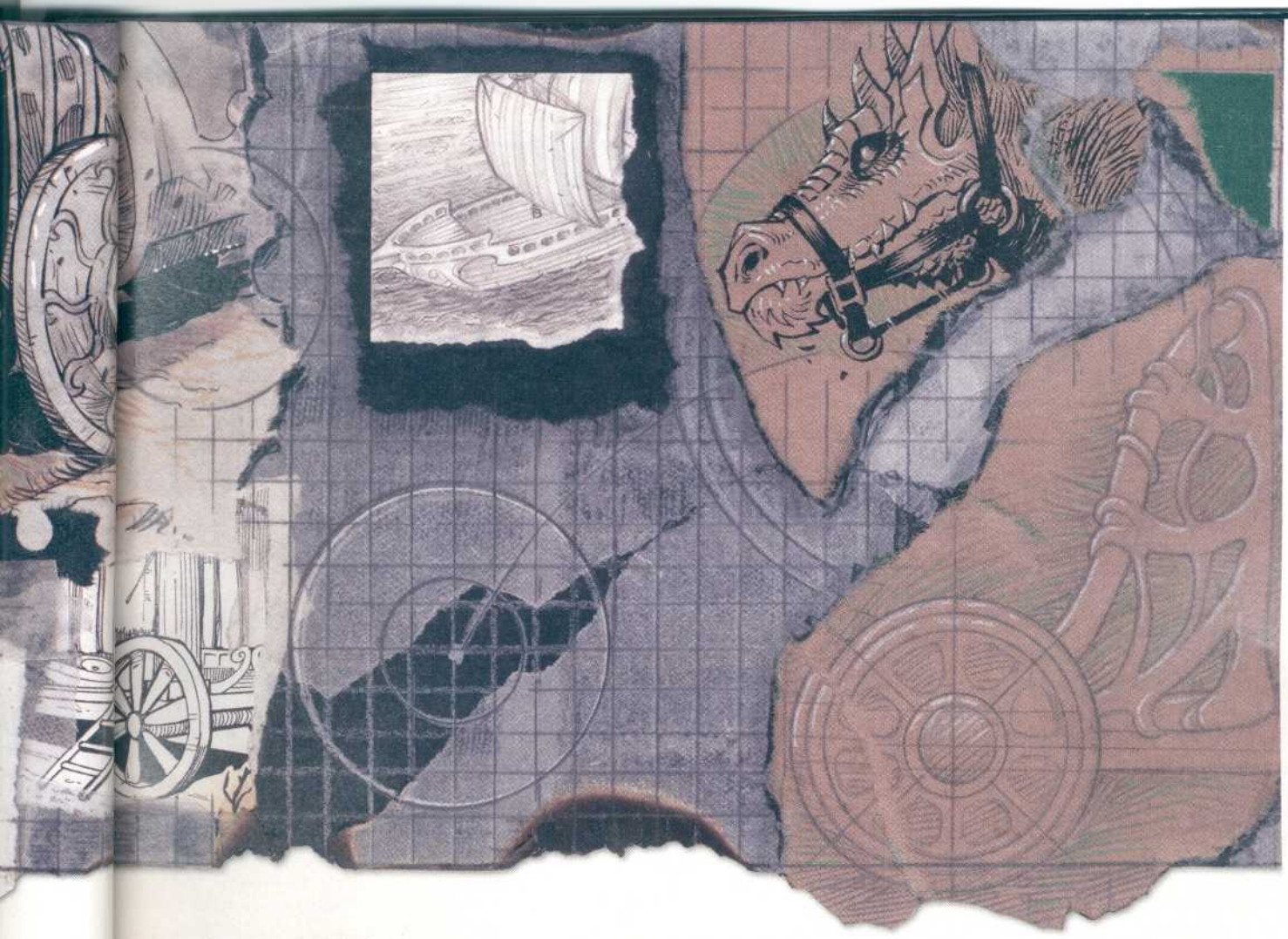
VEHICLES IN YOUR GAME

Vehicles are used in D&D games in one of three ways.

As "Off-Camera" Transportation: If you want to get the characters from one adventure site to another, it's easy to simply say, "You board a sailing ship named the *Drunken Triton* and arrive in Rel Astra two weeks later." The speeds and cargo capacities listed in the vehicle stat blocks below should give you an idea of how long voyages take, and you can simply charge the transportation costs listed in Chapter 5 of the *Dungeon Master's Guide* (1 sp per mile for ocean travel and 3 cp per mile for land travel). If you're in a hurry to get onto the next adventure, you can skip random encounters along the way.

As Props in Unusual Set-Piece Battles: Variety is the spice of lively battles, and your players might appreciate the change of pace if they get to drive chariots around the emperor's arena or repel pirate boarders on the decks of a merchant-galley. Characters can borrow or commandeer the vehicles they need for a battle or chase. Each of the vehicles below has its speed, maneuverability, and protective qualities detailed. Crashes and collisions are inevitable for some characters, so rules for those follow as well.

As the Organizing Principle of the Campaign: Maybe the characters in your adventure are the officers of a privateer, hunting the seas for their queen's foes and bringing prize ships back to the docks. Your players can revel in the hunt on the high seas, engage in naval battles, and enjoy land-based adventures in every port of call. New characters can join the group simply by being hired on as new crew members (probably as officers unless your players are comfortable issuing



orders to one another). If you center your campaign around a single large vehicle, you give the characters a very good reason to stick together and pool their resources. It's also fun to watch the vehicle develop a reputation to rival the famous ships of legend.

If characters acquire a vehicle and become interested in customizing it, allow them to purchase augmentations as their time and budget allows. They can also "trade up" through purchase or outright conquest.

A TOUR OF YOUR VEHICLE

The Diagram: Each vehicle has a diagram that shows how it fits on a 5-foot grid. The diagrams are approximations and don't necessarily represent the "real" size of the vehicle any more than D&D characters are "really" 5-foot cubes. The diagrams are just useful abstractions that answer questions like "how many people can stand on the deck of the ship?" or "how far behind the horse is my chariot?"

Rotation Point: Each diagram shows a rotation point; for sailing ships, it's usually the primary mast. You'll use the rotation point whenever your vehicle turns, keeping the rotation point stationary and moving the rest of the vehicle to make the turn.

Wheel: Whether it's a ship's helm, a mass of levers and dials, or just a convenient place to grab the reins, there's one spot where the driver of the vehicle stands or sits. That's the wheel position on the diagram. If the driver leaves the wheel, the vehicle is out of control (see the Out of Control Vehicles section below).

Ten-Foot Sections: Large vehicles have their exteriors divided into 10-foot square sections to handle combat damage. Each 10-foot section has its own Armor Class, hit points, and hardness. Destroying a 10-foot section doesn't necessarily mean the demise of the entire vehicle, but it's rarely good news for the crew.

Sailing ships also have rigging, which is treated as its own section separate from the 10-foot sections that make up the hull. Attackers can target the rigging separately using the statistics provided with each vehicle.

Interior Features: Much like a dungeon, particularly large vehicles have interior walls, hallways, doors, and other architectural features. Space is generally at a premium on a vehicle, so such features tend to be smaller and more cramped than their stationary counterparts. But in a world with magic, almost anything is possible, and eventually the line between massive vehicle and mobile building becomes indistinguishable.

VEHICLE MOVEMENT

Much like flying characters, vehicles have maneuverability classes. For land- and sea-based vehicles, the only values that matter are turn, turn in place, and maximum turn. They can't climb or dive, and they don't have minimum forward speeds. Nautical vehicles use new maneuverability categories.

For simplicity's sake, vehicles turn in 45-degree increments. When a vehicle turns, simply turn it around its rotation point. If a turn puts the vehicle on top of other creatures, what happens depends on the relative size of the vehicle and the creatures. Treat the vehicle as a creature of its size; if it's three or more size categories larger than the creatures

TABLE 1: VEHICLE MANEUVERABILITY

	Perfect	Good	Average	Poor	Clumsy	Nautical Good	Nautical Average	Nautical Poor
Minimum Forward Speed	None	None	Half	Half	Half	None	None	None
Hover	Yes	Yes	No	No	No	–	–	–
Fly Backward	Yes	Yes	No	No	No	–	–	–
Reverse	Free	-5 ft.	–	–	–	–	–	–
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.	45°/30 ft.	45°/60 ft.	45°/120 ft.
Turn in Place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No	No	No	No
Maximum Turn	Any	Any	90°	45°	45°	45°	45°	45°
Up Angle	Any	Any	60°	45°	45°	–	–	–
Up Speed	Full	Half	Half	Half	Half	–	–	–
Down Angle	Any	Any	Any	45°	45°	–	–	–
Down Speed	Double	Double	Double	Double	Double	–	–	–
Between Down and Up	0	0	5 ft.	10 ft.	20 ft.	–	–	–

Minimum Forward Speed: If a flying vehicle fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 200 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the vehicle to the ground, the pilot must spend his next turn recovering from the stall. The driver must succeed at a Profession (air pilot) skill check (DC 20) to recover. Otherwise it falls another 1000 feet. If the vehicle hits the ground, it takes falling damage. Otherwise the pilot has another chance to recover on his next turn.

Land and sea vehicles don't use this statistic, nor do dirigibles.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Reverse: A vehicle with good maneuverability uses up 5 feet of its speed to start moving backward. No matter what their maneuverability ratings, wind-powered ships can't go in reverse, and dray creatures move backward at a speed of 10 feet or their normal speed, whichever is less. Oar-powered vehicles move backward at half speed.

Turn: How much the vehicle can turn after covering the stated distance.

Turn in Place: A vehicle with good or average maneuverability can "spend" some of its speed to turn in place.

Maximum Turn: How much the vehicle can turn in any one round.

Up Angle: The maximum angle at which a flying vehicle can climb.

Up Speed: How fast a flying vehicle can climb.

Down Angle: The maximum angle at which a flying vehicle can descend.

Down Speed: A flying vehicle can fly down at twice its normal flying speed.

Between Down & Up: An average, poor, or clumsy flying vehicle must fly level for a minimum distance after descending and before climbing. Any flying vehicle can begin descending after a climb without an intervening distance.

in its way, it can turn through their squares. (It comes up much more rarely, but a vehicle three or more size categories smaller than a creature can turn through its area.) If the creatures aren't three size categories smaller, then the vehicle can't make a turn through the creatures' areas. If you're trying to collide with something on purpose, you need to move, not turn, into its space (see the Collisions section below).

Only vehicles with perfect maneuverability can move sideways or diagonally without switching the orientation of the vessel. All other vehicles must turn to make such moves.

Driving a vehicle is generally a move-equivalent action. The vehicle takes a single or double move at the driver's initiative, turning as the driver wishes. The driver is free to attack, cast a spell, or perform another standard action in addition to driving.

Most vehicles have a maximum speed listed in their statistics block. This represents a single move; undamaged vehicles can make a double move as easily as a single move.

Wind-Powered Vehicles

Some vehicles, such as sailing ships, depend on the wind to power their movement. To figure out how a sailing ship moves, first figure out wind speed and direction on the Tables 2 and 3.

As long as the vehicle is pointed within 90 degrees of downwind, its maximum speed is equal to the speed listed in the vehicle's stat block multiplied by the speed multiplier from Table 2. For example, if the wind is coming from the south, a galley with a listed speed of 20 feet pointing west, northwest, north, northeast, or east has a speed equal to 20 feet times the speed multiplier.

If a ship turns so that its bow points within 45 degrees of the direction the wind is coming from, its speed is reduced by half as long as it's pointing in that direction. If the wind is coming from the south, a galley pointing southeast or southwest moves at half speed.

If a ship turns into the wind (its bow points in the direction the wind is coming from), it comes to a halt and ends its movement that round. The ship can spend one of its moves to rotate 45 degrees in either direction, which will get it moving again (at half speed until it turns to more favorable winds).

Oar-Powered Vehicles

Ships with rowers move more consistently. As long as there are enough rowers, oar-powered ships move at their listed speed in any direction. Furthermore, they tend to be more maneuverable in close quarters than ships that rely on sails.

If the listed number of rowers isn't available, reduce the ship's speed by the same percentage as the reduced crew. For example, a galley that ordinarily has a speed of 20 feet with 160 rowers will have a speed of 10 feet if there are only 80 rowers aboard. Ships generally need at least a quarter of the listed number of rowers to make any progress at all.

Ships With Oars and Sails

Some ships, such as the galley and the warship, have both oars and sails. For these ships, two maneuverability ratings and two speeds are listed. Each round,

the driver of the vehicle decides whether the ship is using rowers or sails for locomotion and uses those statistics.

Drawn Vehicles

The speed of a drawn vehicle, such as a wagon or chariot, depends on what's pulling it (the dray creature). Horses are the most common dray creature, but the world of D&D also features carriages pulled by dire wolves, sea-sleds propelled by orcas, and vast siege towers drawn by teams of war elephants.

Two factors determine the speed of a drawn vehicle: the weight of the vehicle and the Strength score of the dray creatures. First, figure out the total weight of the vehicle, including driver, passengers, and cargo. Then divide the weight by four if it's a wheeled vehicle or three if it's an ice-sled or waterborne vehicle. The result is the pull weight of the vehicle.

Next, compare the pull weight of the vehicle to the Strength score of the dray creatures on Table 9-1: Carrying Capacity in the *Player's Handbook* to find out how fast the vehicle can travel. If there is more than one dray creature, simply divide the weight among them.

For example, Lidda has commandeered a treasure-laden wagon pulled by two heavy horses. The wagon weighs 400 pounds, there's 3,750 pounds of treasure on it, and Lidda weighs 50 pounds (including her gear). That means the wagon's total weight is 4,200 pounds, and its pull weight is 1,050. The two heavy horses therefore carry 525 pounds each on Table 9-1 in the *Player's Handbook*. The heavy horses have Strength 15, and as Large quadrupeds they can carry three times the listed weight. The horses are under a heavy load, so the vehicle therefore moves at a Speed of 35 feet, and the horses can't run.

Note that once you know the pull weight of the vehicle, it's easy to figure out how the death of one dray creature affects the vehicle. The other dray creatures in a team might be strong enough to pick up the slack once the dead creature is released from the harness, but they might have heavier loads or be unable to move the vehicle at all.

Controlling Drawn Vehicles in Combat: Controlling a vehicle is a move-equivalent action, but warhorses, warponies, and any creatures trained for battle with the Handle Animal skill serve readily as dray creatures in a fight, and assuming conditions are good, the driver does not need to make a Handle Animal skill check to control their movement.

Other creatures tend to be frightened by combat. If the vehicle does anything other than remain still, the driver must make a Handle Animal check (DC 20) each round as a move-equivalent action. If the driver makes the check, the vehicle functions normally. A driver that fails must spend the rest of the round trying to calm the dray creatures or choose to let the vehicle be out of control that round.

Drivers who need both hands to fight can try to control a drawn vehicle with verbal commands, by wrapping the reins around an arm, or by other makeshift techniques. Doing so is difficult; a Handle Animal check (DC 25) is required at the beginning of the round the driver attempts to do so. A driver that fails can either pick up the reins (dropping something in one hand) or choose to let the vehicle be out of control that round.

A vehicle drawn by creatures not trained for combat can be driven in a similar manner, but the Handle Animal skill check is more difficult (DC 35).

Table 2: Random Wind Speed

Roll d%	Wind Condition	Speed Multiplier
01-05	calm (0 mph)	0
06-70	light (1-10 mph)	x1
71-80	moderate (11-20 mph)	x2
81-90	heavy (21-30 mph)	x3
91-99	severe (31-50 mph)	Can't sail
100	windstorm (51-74) or hurricane (75-150 mph)	Can't sail

Table 3: Random Wind Direction

Roll 1d8	Wind direction (originating direction)
1	South
2	Southwest
3	West
4	Northwest
5	North
6	Northeast
7	East
8	Southeast

Drawn Vehicles and Collisions: An inattentive captain can easily sail a ship into a dock, but even the worst charioteer can't drive a team of horses into a brick wall. When confronted with an inanimate object, the dray creatures simply stop.

Running Over Opponents: Drawn vehicles with war-trained dray creatures can attempt to run over foes. Treat such attacks as overrun attempts (described in Chapter 8 of the *Player's Handbook*). Accordingly, the defender chooses to either avoid or block the dray creatures. If the defender chooses to avoid the dray creatures or is tripped by them during the blocking attempt, the vehicle does the listed ram damage as it drives over the defender, and the defender is prone after the ram if she wasn't beforehand. If the defender chooses to block and succeeds, the vehicle comes to a halt with the dray creatures adjacent to the defender, just as in a normal overrun. Depending on the result of the trip attempt, the dray creatures might or might not be prone themselves. If your vehicle's dray creatures have the Trample special attack, they make trample attacks rather than overrun attempts.

If two or more dray creatures are harnessed abreast of each other, each creature actually making the overrun attempt gains a +2 circumstance bonus on trip attempts per other creature harnessed in the line, because the harness gives the dray creatures more stability. For example, if Tordek tries to run an orc over with a double chariot, only one of the heavy warhorses makes an overrun attempt, because only one horse will run over the orc. But if the orc chooses to block, the horse receives a total bonus on the trip attempt of +14 (+4 for being Large, +4 for 18 Strength, +4 for being a quadruped, and +2 for the other horse).

Note that just as with a normal overrun attempt, dray creatures can only run over opponents who are one size category larger, the same size, or smaller.

MOMENTUM

It's difficult to accurately represent momentum in a turn-based game system. Vehicles will always seem to stop, start, slow, and accelerate instantaneously. This and other problems that allow a flying creature to easily block and stall a flying vehicle can cause confusion around the gaming table. If you find yourself in such a situation, try these optional rules:

Vehicle "Overrun and Bullrush:" If a vehicle moved at least 10 feet in the last round, it can collide with and possibly run over or "bull rush" creatures and objects. Normally a vehicle runs over what it destroys and stops when it doesn't destroy what it hits. With this rule, a vehicle collides with and then runs over any creature or object smaller than itself, and it collides with and "bull rushes" any creature of equal size or one size category larger (including other vehicles). Vehicles are not considered to have a Strength score, but they do gain the standard size modifiers to a bull rush attack.

Larger creatures or objects not destroyed by the collision stop the vehicle. Ships and other waterborne vessels push smaller creatures or objects out of the way instead of running over them; such a push still deals collision damage. Vehicles pulled by dray creatures follow the normal rules presented in this article.

Attacking a Vehicle

Just as a single catapult shot or *disintegrate* spell won't destroy an entire castle, so too will a weapon or spell only damage part of a big vehicle like a ship. Any Huge or bigger vehicle is usually divided up into 10-foot by 10-foot sections, and attacks (whether from weapons or spells) target the sections, not the vehicle as a whole. The attacker can target any visible section, and smart foes concentrate their fire on specific parts of the vehicle to disable it as quickly as possible.

Smaller vehicles, like a horse cart or chariot, simply have an Armor Class and hit points. Essentially, they are vehicles of a single section; otherwise they follow all the rules below.

Targeting a Vehicle Section: The statistics block for each multiple-section vehicle lists the Armor Class, hit points, and hardness (if any) of a vehicle. Because they're inanimate objects, vehicles generally have very low Armor Classes. They're protected by their hardness and the fact that objects are generally harder to damage than characters.

Like all inanimate objects, vehicles are immune to critical hits, subdual damage, and sneak attacks. They take half damage from all ranged weapons smaller than siege weapons, acid, fire, and lightning. Cold attacks deal one-quarter damage to them. Divide the damage by 2 or 4 before applying the hardness. Sonic attacks deal full damage.

Even if they're occupied, vehicles count as unattended objects for saving throws, so they never make saving throws. Magical augmentations on a vehicle can make saving throws; their Fortitude, Reflex, and (rarely used) Will save bonuses are equal to 2 + one-half their caster level.

For sailing ships, the sails and rigging are accounted for separately, with their own Armor Class and hit points. The rigging is otherwise just like a 10-foot section, except that it handles damage somewhat differently (see below).

Effects of Damage: Once a 10-foot section has taken 10% of its hit points in damage, the scars and gouges are noticeable. When the section has taken 50% of its hit points in damage, cracks appear. At 75% of its hit points in damage, holes and cracks are large enough that those inside and outside the vehicle can attack each other directly, though the section still provides nine-tenths cover. The section collapses when its hit points are exhausted.

If a 10-foot section has taken 50% of its hit points in damage, the vehicle gets a penalty to its speed of 5 feet until the damage is repaired. This penalty doesn't stack with itself, so multiple damaged sections make the vehicle only 5 feet slower. If a 10-foot section is destroyed, the vehicle's speed is cut in half. If a second 10-foot section is destroyed, the vehicle can't move.

If you're attacking a multi-layer section, you must destroy each layer in turn. For more information, see the description of armor plating in the Vehicle Augmentations section.

Collateral Damage: If you destroy a 10-foot section, you weaken the sections adjacent to it. Sections immediately adjacent to the destroyed section take 50% of their total (maximum) hit points in damage. Subtract hardness as usual. Collateral damage is cumulative and can spread across a vehicle's hull from section to section if they're already damaged, destroying each in turn.

Damage to a wind-powered ship's rigging doesn't weaken anything else aboard.

Sinking Ships: Water vehicles that take damage risk a one-way trip to the ocean floor. If a ship has a 10-foot section of hull destroyed, it starts to take on water. Unless the ship can be repaired—probably magically—it sinks in a matter of minutes. The ship sinks in 30 minutes divided by the number of destroyed 10-foot sections. Ships in inclement weather (as defined in Chapter 3 of the *Dungeon Master's Guide*) sink twice as fast, and

ships in storms sink four times as fast. Any ship unfortunate to have a destroyed 10-foot section during a powerful storm sinks in 1 minute.

Ten-foot sections that are merely damaged let some water in, but not enough to put the ship in immediate danger. Ship officers typically assign some crew members to bail the water out until carpenters can plug the leaks.

Damaging Rigging: If the rigging on a wind-powered ship takes 50% of its hit points in damage, treat the wind as one category lighter because the remaining sails aren't able to capture it as effectively. Ships with damaged rigging move twice their speed in heavy winds, their listed speed in moderate winds, and are unable to move in light winds. If the ship's rigging is destroyed, it can't move with wind power.

REPAIR AND CONSTRUCTION

Sometimes fixing a vehicle is a simple matter of carpentry, but if the damage is severe and the situation is dire, only magic can rebuild a vehicle fast enough. Likewise, building a vehicle can be a task hired out to a wainwright or shipyard, or a project for a powerful spellcaster.

Vehicle Repairs

Some minor repairs can be done in the midst of battle, but most damage takes time and effort to fix. If a vehicle has taken damage, a group of carpenters, engineers, or other crew members can fix it. The crew must be as large as the hardness of the material being fixed. For example, repairing damage to a 10-foot section made of wood requires a five-person repair crew, because wood has a hardness of 5. Only one member of the repair crew must have the relevant Craft skill (carpentry for wood, armorsmithing for metals, and sailmaking for rigging); the others can be untrained. If the skilled member of the repair crew succeeds at a DC 10 Craft check at the end of a minute's uninterrupted work, repairs were successful (at least to a degree). For every point of the Craft check result beyond 10, one hit point is restored to the 10-foot section.

Once a 10-foot section is destroyed, it takes days to fix without the aid of magic. First, divide the number of destroyed 10-foot sections by the total number of sections on the undamaged vehicle, then multiply by half the total cost of the vehicle.

Next, the vehicle must be taken to a dock or other repair facility. A repair crew (as defined above) can repair 125 gp of damage per day given proper tools and raw materials. A typical dock, wheelwright, or other well-equipped repair shop can generally repair 250 gp worth of damage per day. Dry-docks (which hoist a waterborne vehicle out of the water) and particularly large vehicle repair facilities can repair 500 gp per day.

Repairing Rigging: Damaged rigging can be repaired as described above. Destroyed rigging must be repurchased at a cost of 20 gp per hit point of the undamaged rigging.

Magic Repairs: A number of spells can speed the repair process or provide makeshift battle-repairs. *Mending* instantly repairs 1d8 points of damage, and *make whole* completely repairs a single 10-foot section as long as the damage wasn't the result of warping, burning, or disintegration.

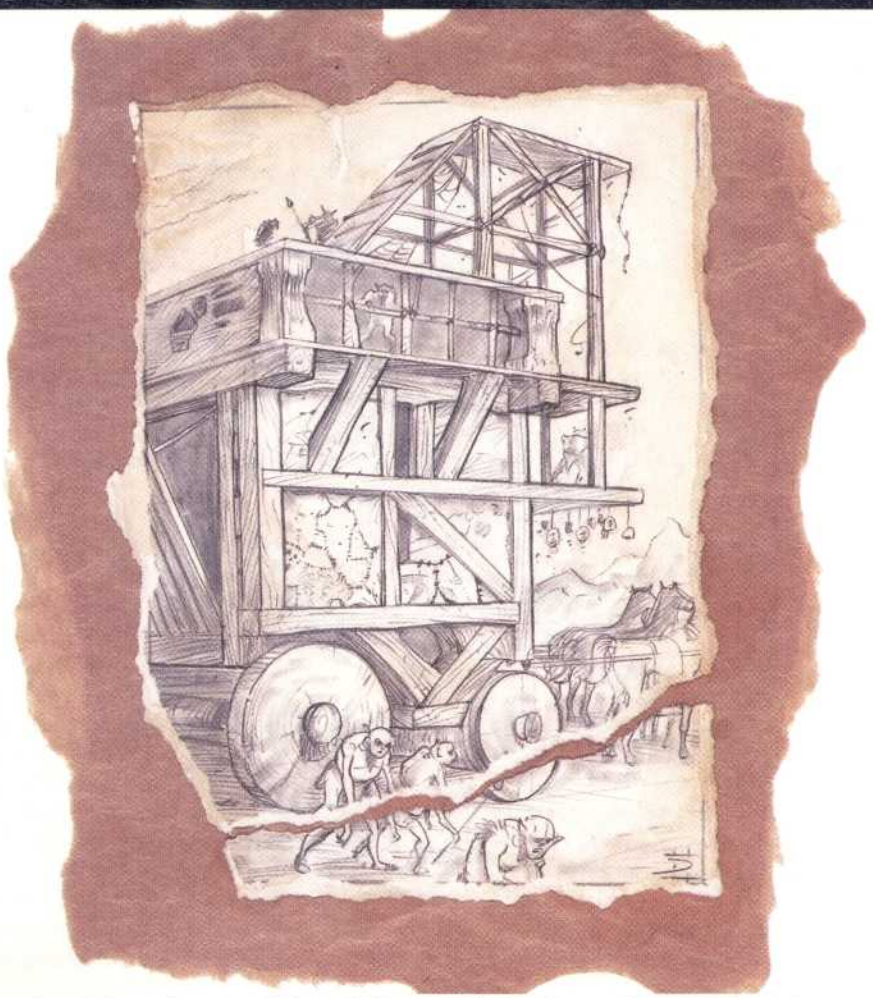
If a 10-foot section is destroyed, it takes *minor creation* and an appropriate Craft check (DC 25) to fix the gap in the vehicle's structure. A 1-inch thick section is roughly 8 cubic feet, so multiple applications might be necessary if sturdy repairs are required. *Major creation* can repair iron vehicles (and even more exotic material for a few rounds). Because neither *minor creation* nor *major creation* is permanent, repairs to destroyed 10-foot sections are only temporary.

Building Vehicles

Building a new vehicle (or adding augmentations to an existing vehicle) follows the same rules as repairing a vehicle. A work crew can build 125 gp worth per day, a dock or shop can build 250 gp per day, and a major facility can build 500 gp per day.

VEHICLES

Each vehicle entry is organized in the same general format, as described below. The information is in a condensed form. For complete information, consult this article, the *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide* as appropriate.



Size: This is the size of the vehicle, using the same size categories as creatures.

Skill: This part of the statistics block describes which skill governs control checks and then gives a circumstance bonus or penalty based on the overall quality of the vehicle.

Spd: This is the vehicle's maximum speed in a single move. Vehicles can generally take a double move. They can also move at any slower speed unless noted otherwise. The vehicle's maneuverability rating is noted in parentheses. If the vehicle has multiple methods of propulsion (such as sails and oars), they're separated by commas. The speed of a drawn vehicle depends on its dray creatures, so only a maneuverability rating is given.

Overall hp: For Large or smaller vehicles, this lists how many hit points the vehicle has. Most vehicles also have hardness, which is noted in parentheses. Vehicles like sailing ships have their hit points split up into different sections, so they lack this statistic.

Overall AC: This lists the Armor Class of the vehicle as a whole. For bigger vehicles, this number is rarely used because attacks target a specific 10-foot section of the vehicle's exterior.

Section hp: This lists how many hit points each 10-foot section has. Most sections also have hardness, which is noted in parentheses. Vehicles of size Large or smaller lack sections and omit this statistic. Vehicles of Huge size include or lack this statistic depending on their make-up.

Section AC: This lists the Armor Class for each 10-foot section of the vehicle's exterior. Vehicles of size Large or smaller lack sections and omit this statistic. Vehicles of Huge size include or lack this statistic depending on their make-up.

Rigging: This lists the hp, hardness, and AC of the vehicle's sails, masts, and control lines. If a vehicle lacks rigging, this statistic is omitted. For dirigibles, the rigging statistics represent the durability of the balloon.

Atk: This gives the attack bonus of any weapons mounted on the vehicle, assuming a full crew. Damage follows in parentheses. The damage the vehicle deals in a maximum-speed ram is listed after a comma.

Face: This lists the size of the vehicle, given as length by width.

Height: This is the vehicle's height, not including rigging, measured from the ground to the roof (if it's a land or air vehicle) or the waterline to the deck (if it's a ship). Sailing ships also have a draft depth in parentheses, which represents the minimum depth of water they need to avoid running aground.

Weight: This is the vehicle's empty weight. This is only important for drawn vehicles, so it's omitted for other vehicles.

SA: This lists any special attacks such as a ramming prow.

SQ: This lists any special qualities a vehicle might have such as resistances.

Crew: This is how many people are required to operate the vehicle safely. Unless noted otherwise, one must be a skilled driver, but the others can be unskilled. If your vehicle has less than the listed crew, the driver suffers a -2 circumstance penalty to the relevant driving skill. If your vehicle has less than half the listed crew, the circumstance penalty increases to -6. With less than one-quarter of the listed crew, the vehicle cannot be controlled.

CREW DUTIES ABOARD SHIP

It's pretty easy to figure out what everyone's job is on a small boat. However, large ships seem to have dozens of people running about performing a variety of chores. What are they doing all day? A typical galley's crew manifest might look like this:

Position	Number
Captain	1
Lieutenants	4
Sailing Master	1
Master's Mates	2
Midshipmen (officers in training)	8
Purser (ship's accountant)	1
Surgeon	1
Surgeon's Assistant Mates	2
Clerk	1
Carpenter	2
Carpenter's Assistant Mates	2
Siege Weapons Master or Cargo Master	1
Siege Weapon Loaders or Cargo Crew	15
Coxswain (the person who steers the ship)	1
Sailmaker	1
Cooper (barrel maker)	1
Steward	1
Armorer	1
Master at Arms	1
Cook	1
Chaplain	1
Able Seamen	70
Assistant Ordinaries	80

Cargo: This is the capacity of the vehicle's holds, in pounds. If the cargo weight affects the vehicle's performance, it's noted in parentheses.

Cost: This is the vehicle's cost, in gold pieces.

Land Vehicles

Wagon: Huge vehicle; Handle Animal -2; Spd drawn (poor); Overall hp 60 (hardness 5); Overall AC 3; Atk (4d6, ram); Face 15 ft. by 10 ft.; Height 5 ft.; Crew 1; Weight 400 lb.; Cargo 2 tons; Cost 35 gp.

The wagon is open-topped, so the driver and any passengers gain one-half cover behind 1 inch of wood (hp 10, hardness 5). The most common dray creatures for the wagon are two heavy horses, which are strong enough to pull the wagon at a Speed of 35 feet even if it's fully loaded.

Wagons are also the most common means for an invading army to move siege engines from place to place. It's common to mount a single heavy catapult (adding 2 tons to the wagon weight and eliminating the cargo capacity) or a light catapult (adding 1 ton in weight, leaving 1 ton of cargo for ammunition).

Cart: Large vehicle; Handle Animal +0; Spd drawn (poor); Overall hp 30 (hardness 5); Overall AC 4; Atk (2d6, ram); Face 10 ft. by 5 ft.; Height 5 ft.; Crew 1; Weight 200 lb.; Cargo 500 lb.; Cost 15 gp.

The cart is open-topped, so the driver and any passengers gain one-half cover behind 1 inch of wood (hp 10, hardness 5). The most common dray creature for the cart is a mule, which can pull the cart at a Speed of 20 feet even if it's fully loaded.

Carriage: Huge vehicle; Handle Animal +0; Spd drawn (poor); Overall hp 90 (hardness 5); Overall AC 3; Atk (4d6, ram); Face 15 ft. by 10 ft.; Height 10 ft.; Crew 1 (plus five passengers); Weight 400 lb.; Cargo 500 lb.; Cost 500 gp.

The carriage is essentially a fully enclosed wagon designed for passenger comfort, not cargo capacity. The driver and a passenger riding in front have one-half cover behind 1 inch of wood (hp 10, hardness 5). Passengers inside get three-quarters cover. Two heavy horses harnessed abreast pull most wagons at a Speed of 35 feet when fully loaded and 50 feet. if it's just a driver and passenger.

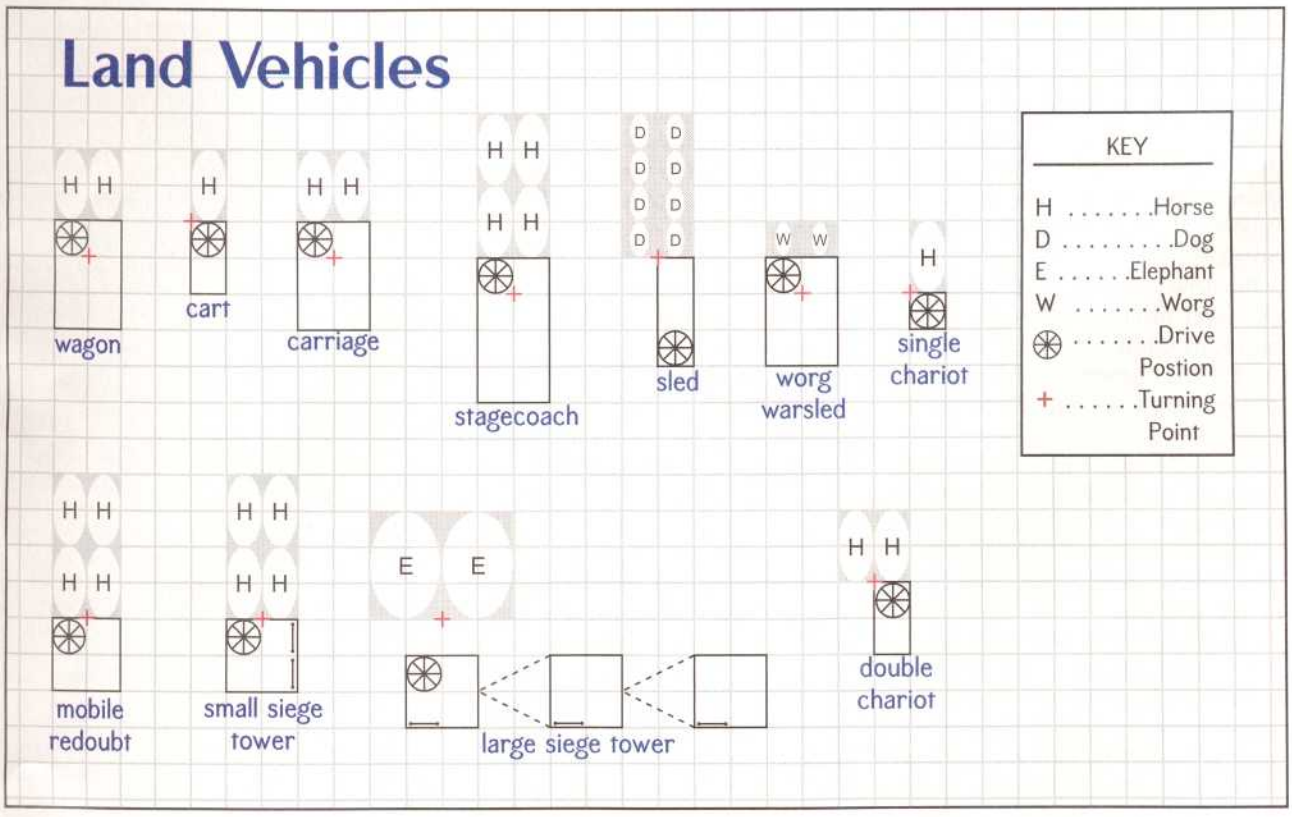
Stagecoach: Huge vehicle; Handle Animal +0; Spd drawn (clumsy); Overall hp 150 (hardness 5); Overall AC 3; Atk (6d6, ram); Face 20 ft. by 10 ft.; Height 10 ft.; Crew 1 (plus seven passengers); Weight 750 lb., Cargo 1,000 lb.; Cost 800 gp.

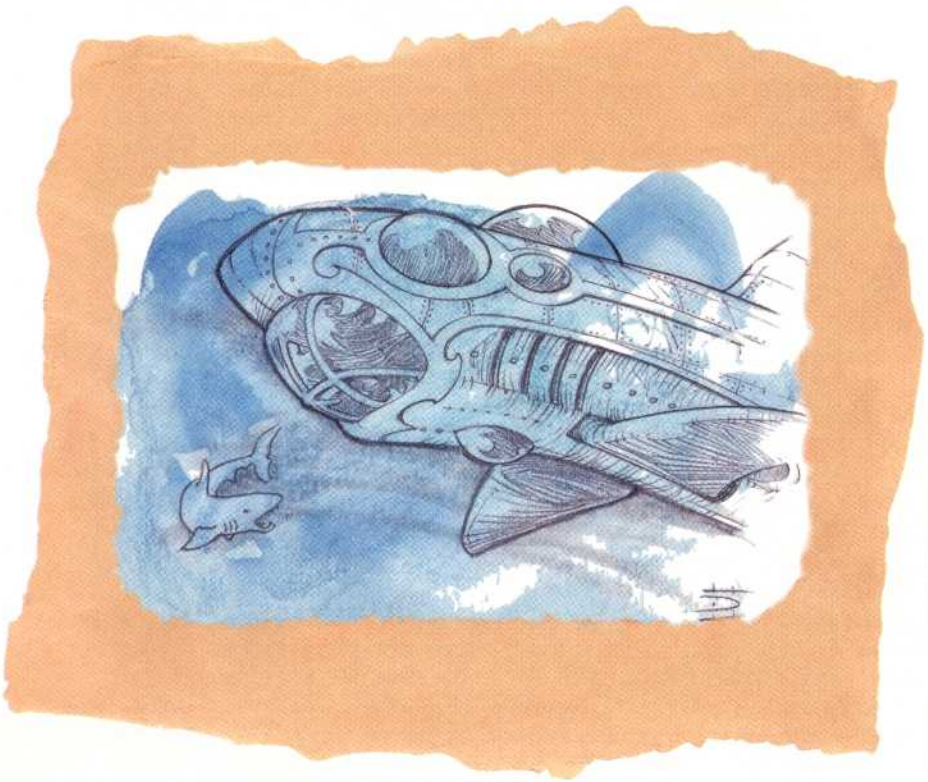
The carriage is essentially a fully enclosed wagon designed for passenger comfort, not cargo capacity. The driver and a passenger riding in front have one-half cover behind 1 inch of wood (hp 10, hardness 5). Inside passengers get three-quarters cover. Four heavy horses, arranged in two ranks of two, can pull all but the most heavily burdened stagecoaches at a Speed of 50 ft.

Sled: Large vehicle; Handle Animal +2; Spd drawn (clumsy); Overall hp 40 (hardness 5); Overall AC 4; Atk (3d6, ram); Face 15 ft. by 5 ft.; Height 5 ft.; Crew 1; Weight 300 lb.; Cargo 1 ton; Cost 20 gp.

Drawn across ice or snow, the sled is an almost entirely exposed structure. The driver and any passengers gain one-quarter cover behind 1 inch of wood (hp 10, hardness 5). Eight riding dogs can pull the sled over ice or packed snow at a Speed of 40 feet even if it's fully loaded. Untracked snow slows their movement by one-half and deep snow cuts it to one-quarter.

Worg Warsled: Huge vehicle; Handle Animal +2; Spd drawn (poor); Overall hp 100 (hardness 7); Overall AC 3; Atk (6d6, ram); Face 15 ft. by 10 ft.; Height





5 ft.; Crew 1 (plus three passengers); Weight 900 lb.; Cargo 700 lb.; Cost 400 gp.

Goblins in snowy climes use their worg allies to pull massive sleds covered with makeshift armor and spikes. The driver and passengers aboard such a warsled gain three-quarters cover behind a mix of steel and wood (hp 20, hardness 7). Two worgs abreast pull the sled at a Speed of 35 feet.

Single Chariot: Medium-size vehicle; Handle Animal +2; Spd drawn (average); Overall hp 50 (hardness 5); Overall AC 5; Atk (3d6, ram); Face 5 ft. by 5 ft.; Height 5 ft.; Crew 1; Weight 300 lb.; Cost 100 gp.

The driver of the chariot gains one-half cover behind 2 inches of wood (hp 20, hardness 5). A light warhorse can pull the chariot at a Speed of 60 feet with even an unusually heavy driver aboard.

Double Chariot: Large vehicle; Handle Animal +2; Spd drawn (poor); Overall hp 80 (hardness 5); Overall AC 5; Atk (4d6, ram); Face 10 ft. by 5 ft.; Height 5 ft.; Crew 1 (plus one passenger); Weight 600 lb.; Cost 400 gp.

Occupants of the chariot gain one-half cover behind 2 inches of wood (hp 20, hardness 5). Two light warhorses harnessed abreast can pull the chariot at a Speed of 60 feet By swerving the chariot, the driver can have the chariot follow behind either horse (and this choice doesn't count as movement).

Mobile Redoubt: Huge vehicle; Handle Animal +4; Spd drawn (clumsy); Overall AC 3; Section hp 100 (hardness 5); Section AC 3; Atk (9d6, ram); Face 10 ft. by 10 ft.; Height 10 ft.; Crew 1 (plus seven soldiers); Weight 4 tons; Cargo 1,000 lb.; Cost 1,500 gp.

Essentially a rolling guard tower, the mobile redoubt is a completely enclosed box of heavy timbers, usually drawn by four heavy warhorses. All the occupants have arrow slits to fire ranged weapons from and heavy doors on each side to emerge from. The redoubt's weakest point is the dray creatures, so armies using redoubts usually equip the redoubt's horses with the heaviest barding available.

Small Siege Tower: Huge vehicle; Handle Animal +4; Spd drawn (clumsy); Overall AC 3; Section hp 120 (hardness 5); Section AC 3; Atk (10d6, ram); Face 10 ft. by 10 ft.; Height 20 ft.; Crew 1 (plus 15 soldiers); Weight 8 tons; Cost 1,000 gp.

Designed more as an enclosed ladder than a proper vehicle, the small siege tower is built to take punishment while it's rolled up to enemy walls. Then invading troops can ascend through the siege tower and reach the top of the wall without coming under enemy arrows. The inefficient rollers on the small siege tower limit it to a Speed of 10 feet; but they are unaffected by poor terrain.

Builders sometimes mount a light catapult or ballista atop a small siege tower.

Large Siege Tower: Huge vehicle; Handle Animal +4; Spd drawn (clumsy); Overall AC 3; Section hp 120 (hardness 5); Section AC 3; Atk (12d6, ram); Face 10 ft. by 10 ft.; Height 30

THE HAZARDS OF NAVIGATION

The ocean has many hazards besides the krakens, dragon turtles, and other denizens of the deep, and canny ship captains can use some aspects of the rivers and oceans to aid their travels.

Tides: There are generally two high tides and two low tides per day, although they don't follow a regular 24-hour schedule. A tide table (10 gp) tells a captain when the high tides and low tides fall along a particular stretch of coast, and a masterwork tide book (60 gp) additionally tells her how much the sea level rises and falls with each tide (typically 1d4 feet, although more extreme tides are possible in certain areas or during rare astronomical events). The tide changes the sea level, so it can put hazards like shoals, sandbars, and reefs (see below) within reach of a ship's hull. The draft depth of the ship (listed in its statistics block) combined with the current state of the tides should allow a captain to calculate whether she can sail over a shoal safely . . . as long as the shoal is accurately marked on her charts.

Currents: Ocean currents move everything within them—ships, monsters, and swimming characters—10 feet in a particular direction at the beginning of every round. If a vehicle travels in the same direction as the current, this effectively adds 10 feet to its speed. Conversely, traveling against the current reduces a vehicle's speed by 10 feet.

Rivers: Rivers work just like ocean currents, although they can sometimes run faster. Rivers with a speed of 20 feet aren't unusual, and swifter rivers are certainly possible.

Shoals and Reefs: Treat these as walls of hewn stone. A vehicle that collides with a shoal takes damage as with any other collision. During storm weather or worse, the vehicle continues to take damage every round unless it can maneuver away from the shoal. Treat this as an additional collision at a speed of 20 feet during a storm and a collision at a speed of 40 feet during a powerful storm.

Sandbars and Mud Shoals: These function as shoals, except they're soft enough that they don't damage the vehicle. However, any vehicle that collides with a sandbar is stuck in place. To escape a sandbar, the vehicle must be undamaged enough to move. Maneuvering off a sandbar requires one hour and a successful Profession (sailor) check (DC 20). Note that high seas and bad weather make this check more difficult, just as they do other driving checks.

It's also possible to escape a sandbar by floating off it as the tide rises. If the current tide is two feet higher than it was when the vehicle struck the sandbar, the vehicle breaks free.

ft.; Crew 3 (plus 25 soldiers); Weight 16 tons; Cargo 1 ton; Cost 4,000 gp.

The large siege tower is a castle tower on wheels. Three stories have arrow slits and heavy doors in foot-thick wood, while the roof has crenellations and a platform with room for a heavy catapult or two ballistas or light catapults. The large siege tower's only disadvantage is its massive weight. It takes a team of ten heavy warhorses or two elephants to move it into position.

Water Vehicles

Unless otherwise noted, those standing on the deck of a water vehicle receive one-half cover from most foes and three-quarters cover from attackers in the water.

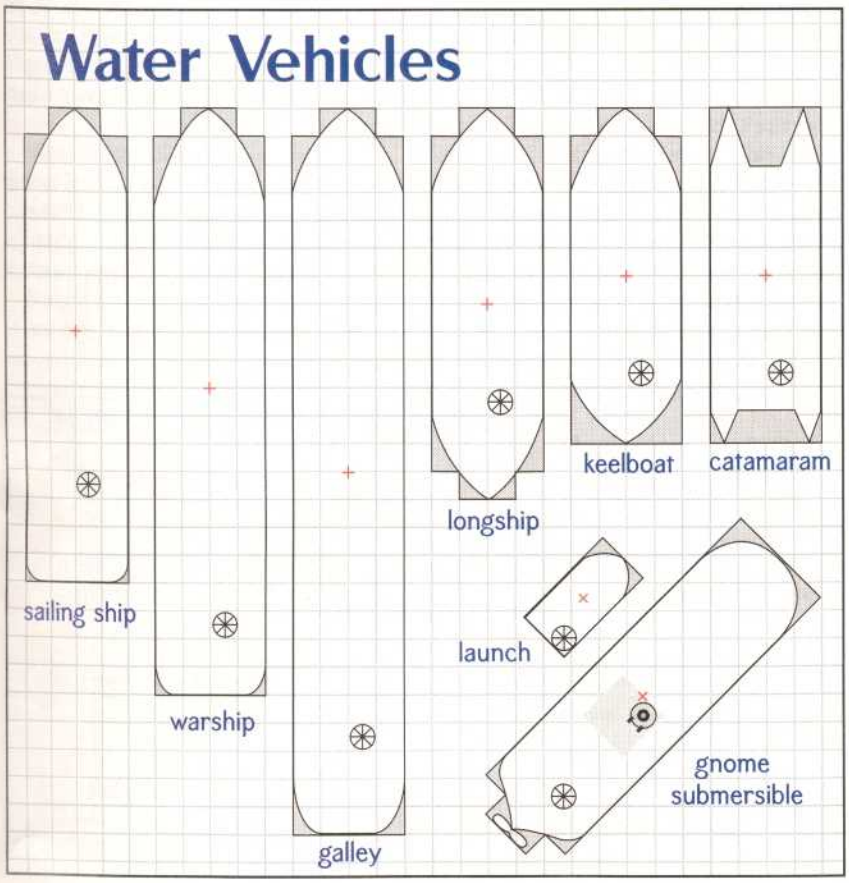
Sailing Ship: Colossal vehicle; Profession (sailor) +4; Spd wind 20 ft. (nautical average); Overall AC -3; Section hp 50 (hardness 5); Section AC 3; Rigging 80 hp (0 hardness), AC 1; Atk (12d6, ram); Face 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Crew 20; Cargo 150 tons (Spd wind 15 ft. if 75 tons or more); Cost 10,000 gp.

The sailing ship has enough room on deck for two light catapults or ballistas. It usually uses a launch as a lifeboat (not included in price).

Galley: Colossal vehicle; Profession (sailor) -2; Spd wind 15 ft. (nautical poor), oars 20 ft. (nautical average); Overall AC -3; Section hp 80 (hardness 5); Section AC 3; Rigging 160 hp (0 hardness), AC 1; Atk (18d6, ram); Face 130 ft. by 20 ft.; Height 20 ft. (draft 15 ft.); Crew 200 (160 rowers); Cargo 150 tons (Spd wind 10 ft. or oars 15 ft. if 75 tons or more); Cost 30,000 gp.

The galley has enough flat deck space to accommodate three heavy catapults or six light catapults or ballistas. War galleys generally convert much of their cargo space into passenger space for soldiers (see Vehicle Augmentations below). Eight to ten launches would provide enough lifeboat capacity, although many galleys have fewer.

Warship: Colossal vehicle; Profession (sailor) +2; Spd wind 15 ft. (nautical average), oars 20 ft. (nautical good); Overall AC -3; Section hp 100 (hardness 5); Section AC 3; Rigging 80 hp (0 hardness), AC 1; Atk (15d6, ram); Face 100 ft. by 20 ft.; Height 20 ft. (draft 15 ft.); SA ramming prow; Crew 260 (80 rowers, 160 marines); Cargo 5 tons; Cost 25,000 gp.



The warship can accommodate two heavy catapults or four light catapults or ballistas. Four launches are used as lifeboats and troop transports (not included in price).

Longship: Colossal vehicle; Profession (sailor) +0; Spd wind 10 ft. (nautical poor), oars 15 ft. (nautical average); Overall AC -3; Section hp 90 (hardness 5); Section AC 3; Rigging 40 hp (0 hardness), AC 1; Atk (8d6, ram); Face 70 ft. by 20 ft.; Height 10 ft. (draft 5 ft.); Crew 50 (40 rowers); Cargo 50 tons (Spd wind 5 ft. or oars 10 ft. if 25 tons or more); Cost 10,000 gp.

The longship has enough room on deck for two light catapults or ballistas. Its shallow draft means that it can go without a launch if need be.

Keelboat: Gargantuan vehicle; Profession (sailor) +0; Spd wind 10 ft. (nautical good), oars 10 ft. (nautical good); Overall AC 1; Section hp 40 (hardness 5); Section AC 3; Rigging 30 hp (0 hardness), AC 3; Atk (8d6, ram); Face 60 ft. by 20 ft.; Height 10 ft. (draft 5 ft.); Crew 15; Cargo 50 tons (Spd wind 5 ft.; oars 5 ft. if 25 tons or more); Cost 3,000 gp.

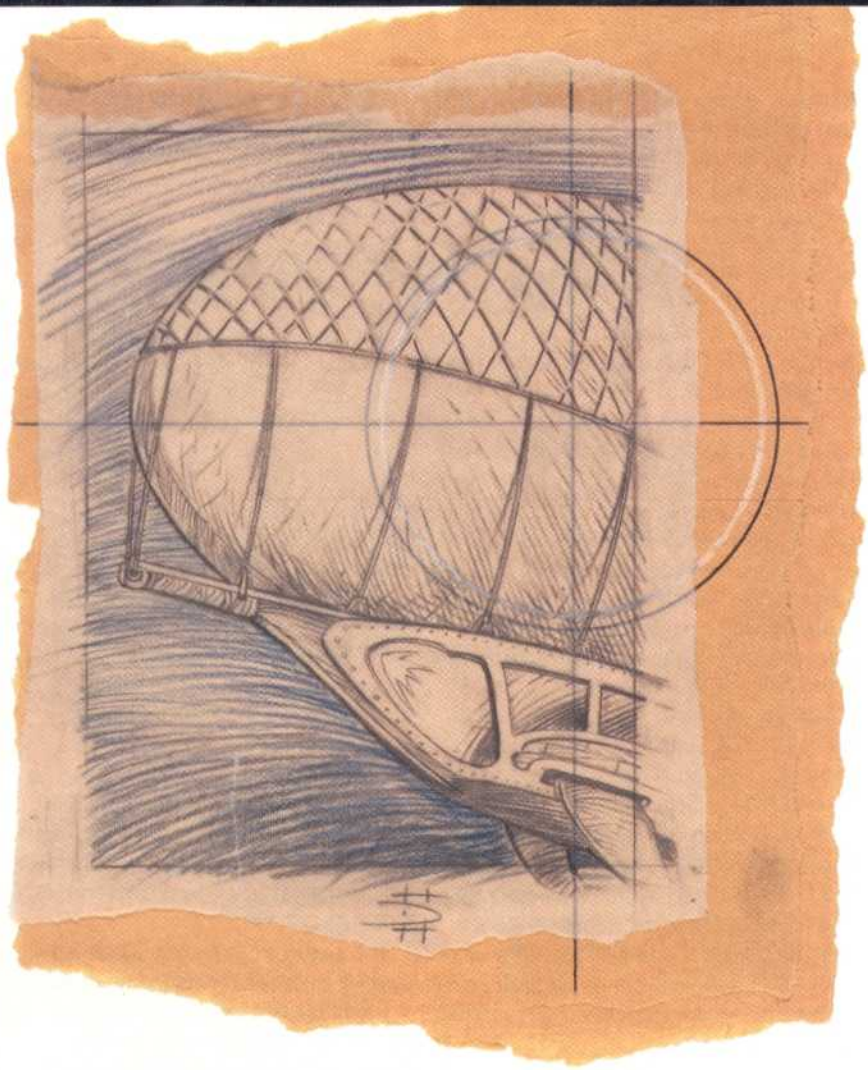
The keelboat can have a single light catapult or ballista mounted on deck.

Launch: Huge vehicle; Profession (sailor) +2; Spd oars 15 ft. (nautical good); Overall AC 3; Section hp 30 (hardness 5); Section AC 3; Atk (4d6, ram); Face 20 ft. by 10 ft.; Height 5 ft. (draft 2 1/2 ft.); Crew 4 (plus 4 passengers); Cargo 5 tons (Spd oars 10 ft. if 2 tons or more); Cost 500 gp.

A large oared vessel, the launch is often used as a lifeboat or ship-to-shore boat for a larger ship. Crew and passengers are exposed to the elements, and those aboard have one-quarter cover from most foes and one-half cover from enemies in the water. A launch converted strictly for passenger use can take 18 passengers (double that under cramped conditions); this increases the launch's cost to 1,500 gp.

Catamaran: Gargantuan vehicle; Profession (sailor) +2; Spd wind 20 ft. (nautical poor); Overall AC 1; Section hp 50 (hardness 5); Section AC 3; Rigging 30 hp (0 hardness), AC 3; Atk (12d6, ram); Face 60 ft. by 20 ft.; Height 5 ft. (draft 5 ft.); Crew 15; Cargo 5 tons; Cost 2,000 gp.

This ship, designed for large ocean voyages, is common to ancient seafaring cultures (like the real-world Polynesians).



Its twin hulls slip through the water efficiently, but a wooden paddle-keel and simple sail prevent quick maneuvers. It has no belowdecks; those on board have one-quarter cover from most foes and one-half cover from attackers in the water. Only a tarp provides shelter from the elements, so it's a poor choice for rough weather (or paying passengers in any event).

Gnome Submersible: Colossal vehicle; Profession (sailor) +2; Spd oars 10 ft. (nautical poor); Overall AC -3; Section hp 90 (hardness 8); Section AC 3; Atk (6d6, ram); Face 70 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Crew 70 (60 rowers); Cargo 20 tons (oars 5 ft. if 10 tons or more); Cost 80,000 gp.

The gnome submersible can travel the ocean depths, ascending and descending through the water through a complex series of diving fins and air bladders. It can remain underwater for 24 hours at a time, after which it needs 30 minutes at the surface to recharge its air bladders. In addition to its horizontal movement, the ship can freely ascend or descend 10 feet per round. The vessel is entirely enclosed; only a 10-foot square deck is available when the ship reaches the surface. A single airlock allows access to the undersea world when the vessel is submerged. Large screws cranked by teams of gnomes propel the vessel (for game purposes, this counts as rowing).

Air Vehicles

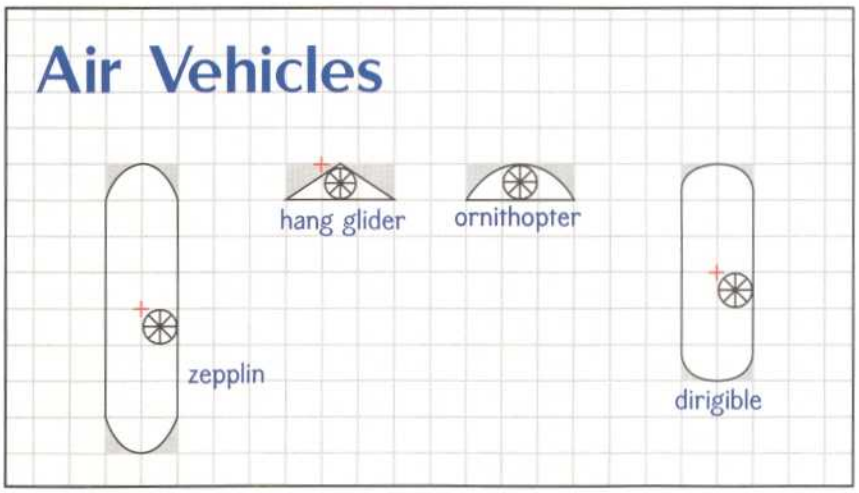
Air vehicles maneuver exactly like flying creatures, climbing and diving according to their maneuverability rating. None of the vehicles described below have any basis in medieval or Renaissance reality, and almost all rely on magic for lift or propulsion.

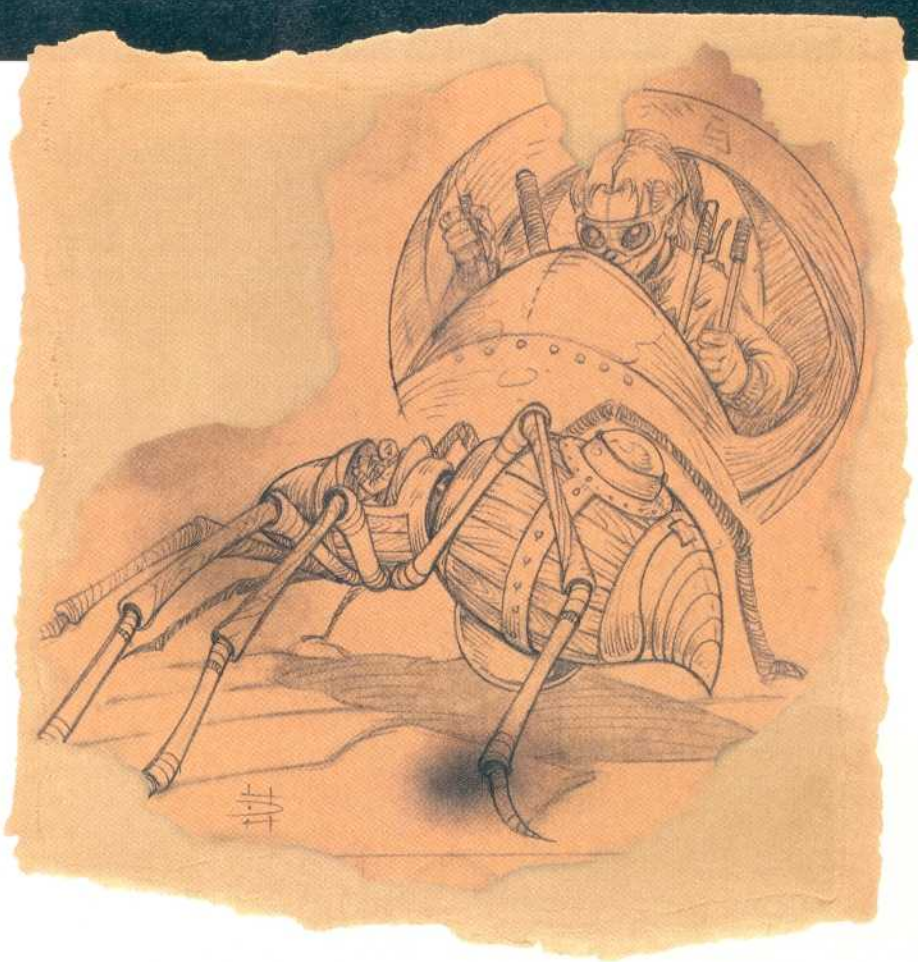
Zeppelin: Colossal vehicle; Profession (air pilot) -4; Spd fly wind 20 ft. (clumsy); Overall AC -3; Section hp 30 (hardness 5); Section AC 3; Rigging 200 hp (0 hardness), AC 1; Atk (4d6, ram); Face 40 ft. by 10 ft.; Height 10 ft; Crew 10; Cargo 10 tons (Spd wind 15 ft. if 5 tons or more); Cost 60,000 gp.

The zeppelin relies on hot air trapped in a massive balloon for lift and magic propellers for propulsion. Because it flies, it's lightweight and vulnerable to wind conditions (thus it's treated as a sail-powered vehicle even though it doesn't have sails). The balloon that provides lift is segmented so that one puncture isn't disastrous. Unlike creatures with a clumsy maneuverability rating, zeppelins have no minimum forward speed, and they can hover if they've turned into the wind.

Hang Glider: Large vehicle; Profession (air pilot) +0; Spd fly 30 ft. (poor); Overall hp 20 (hardness 5); Overall AC 4; Atk (2d6, ram); Face 5 ft. by 15 ft.; Height 5 ft.; Crew 1; Cost 300 gp.

The hang glider's pilot gains one-quarter cover behind an inch of wood and cloth (hp 10, hardness 3). Unlike most flying vehicles, the hang glider cannot ascend under its own power. Hang gliders rely on either a high launch point or thermal updrafts to gain altitude.





Ornithopter: Large vehicle; Profession (air pilot) +2; Spd fly 40 ft. (poor); Overall hp 20 (hardness 5); Overall AC 4; Atk (2d6, ram); Face 5 ft. by 15 ft.; Height 5 ft.; Crew 1; Cost 4,000 gp.

A magically enhanced version of the hang glider, the ornithopter relies on animated wings to propel a character through the air. Thus it can ascend like any flying creature with a poor maneuverability rating. Like the hang glider, the ornithopter gives its pilot one-quarter cover behind an inch of wood and cloth (hp 10, hardness 3).

Dirigible: Gargantuan vehicle; Profession (sailor) -2; Spd wind 15 ft. (clumsy); Overall AC 1; Section hp 30 (hardness 5); Section AC 3; Rigging 100 hp (0 hardness), AC 1; Atk (2d6, ram); Face 30 ft. by 10 ft.; Height 10 ft.; Crew 6; Cargo 5 tons (Spd wind 5 ft.; if 3 tons or more); Cost 35,000 gp.

A smaller version of the zeppelin, the dirigible also relies on animated propellers to push it through the air. Wizards sometimes build dirigibles to ferry important underlings from place to place. Dirigibles have no minimum forward speed, and they can hover if they've turned into the wind.

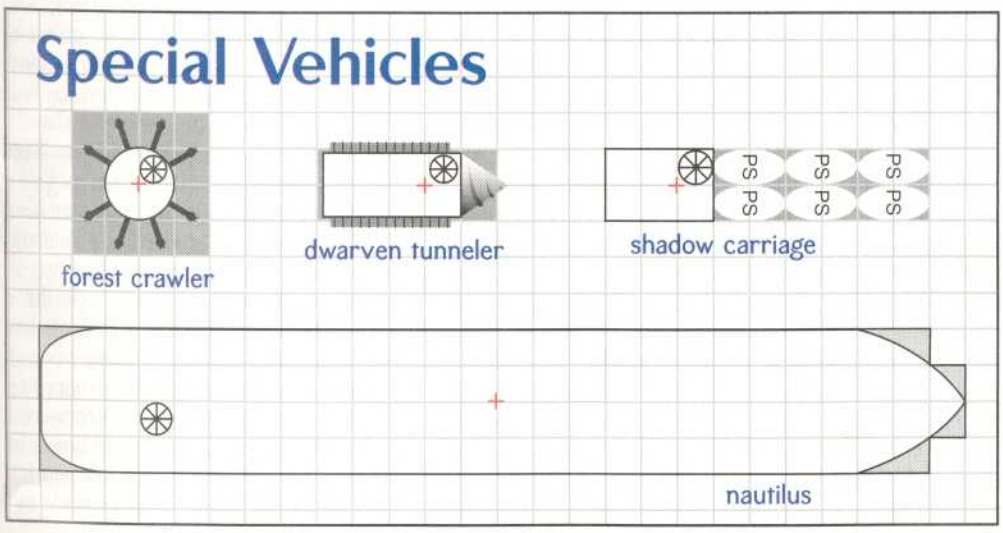
Special Vehicles

Magic and machinery combine in awesome and powerful ways. Whether created by mad geniuses, cabals of magic crafters, inspired inventors, the dreams of demons, or divine will, special vehicles are a cut above the run of the mill chariot and gnome submersible. These vehicles are legendary.

Nautilus: Colossal vehicle; Profession (sailor) -6; Spd 20 ft. (nautical poor); Overall AC -3; Section hp 40/80 (hardness 20/5); Section AC 3; Atk (18d6, ram); Face 130 ft. by 20 ft.; Height 20 ft. (draft 15 ft.); Crew 40; Cargo 50 tons; Cost 250,000 gp.

This massive, armored vessel was once a galley, though few sailors would recognize it as such. The Nautilus has been armored with adamantine, made airtight, and outfitted with air bladders stolen from a gnome submersible. It includes a ramming prow and five luxury passenger spaces. A magically bound huge water elemental turns the massive screws at the rear of the ship. Though a powerful craft, the Nautilus is difficult for even a trained crew to manage. It mounts no weapons, relying on its armor and the strength of its crew to survive encounters with aquatic dangers.

The creator of the Nautilus, the loremaster Rutagha, recently lost the vessel to a kraken and its minions. Rutagha, who teleported away, believes that some of his crewmembers may yet survive, and he's willing to hire adventurers to recover the ship from the kraken's lair in a deep undersea rift.



Shadow Carriage: Huge vehicle; Handle Animal +0; Spd 120 ft. (poor); Overall hp 90 (hardness 5); Overall AC 3; Atk (4d6, ram); Face 15 ft. by 10 ft.; Height 10 ft.; Crew 1 (plus five passengers); Weight 400 lb.; Cargo 500 lb.; Cost 100,000 gp.

This darkwood carriage, infused with shadowstuff, is drawn by six *phantom steeds* (as the spell cast by a 13th-level sorcerer). One per week, it can cross

Table 7: Armor Plating Values

Material	HP	Hardness	Cost*	Weight*
Adamantine	40	20	5,000 gp	2.5 tons
Darkwood	10	5	3,000 gp	500 lb.
Iron	30	10	1,000 gp	2.5 tons
Mithral	30	15	3,500 gp	1.5 tons
Obdurium	60	30	10,000 gp	5 tons
Wood	10	5	200 gp	1,000 lb.

*Per 10-foot section

Catapults in Combat

It takes 10 minutes to aim or re-aim a heavy catapult—far longer than the typical D&D combat. Smart ship captains have their light and heavy catapults aimed ahead of time to a specific distance and direction. For example, a catapult could be preset to "400 feet straight ahead" or "800 feet directly port (left) of the center mast." Once combat begins, the crew tries to maneuver the vehicle so that it can fire its siege weapons and hit something. The catapult crew has a readied action to launch if they get orders from the captain to do so. In practical terms, it's much easier to maneuver the ship into place than it is to recalculate the trajectory of the catapult. While part of the crew reloads the catapult (5 rounds for a light catapult and 8 rounds for a heavy catapult), the rest of the crew maneuvers the ship into position for another shot.

over onto the Plane of Shadow for up to 13 hours, traversing 42 miles every hour despite the terrain on the Material Plane (treat as the *shadow walk* spell cast by a 13th-level sorcerer).

Dwarven Tunneler: Huge vehicle; Profession (miner) +4; Spd 10 ft. burrow (clumsy); Overall AC 3; Section hp 60/120 (hardness 30/5); Section AC 3; Atk (10d6, ram); Face 10 ft. by 20 ft.; Height 10 ft.; Crew 2 (plus 6 soldiers); Weight 30 tons; Cargo 900 lb.; Cost 101,000 gp.

This tank-like vehicle digs tunnels through earth (solid stone stymies it). Dwarves occasionally use tunnelers in warfare as well: They have obdurium armor and are large enough inside to accommodate a squad of 6 soldiers. The treads have been magically animated to provide propulsion at the direction of the crew, who control the tunneler by pulling levers. The massive drill at the front is better than a ramming prow: The tunneler never takes damage from a ram it initiates.

Rumors persist that one of the dwarven tunnelers has disappeared. Its crew, driven mad or otherwise compelled, is menacing the countryside by tunneling underneath villages, then emerging to crush cottages and barns.

Forest Crawler: Huge vehicle; Handle Animal -4; Spd 40 ft. (poor); Overall hp 100 (hardness 7); Overall AC 3; Atk (3d6, ram); Face 20 ft. by 20 ft.; Height 15 ft.; Crew 1 (plus 2 passengers); Weight 900 lb.; Cargo 700 lb.; Cost 117,000 gp.

Few vehicles are well suited to the elves' forest homes, but the forest crawler can bound through the woods by traveling above the undergrowth on its spindly legs. Looking somewhat like a massive spider, the forest crawler is used to patrol the forest boundaries and get from place to place when speed is of the essence. Though a magically animated vehicle, it is designed to respond as an animal would; by tugging at the reins, the driver in the center pod of the crawler can make it move in a particular direction. The forest crawler's tall, spiky legs let it ignore terrain penalties to movement, and a ballista mounted along the vehicle's undercarriage reloads itself magically. A *veil of obscurity* provides camouflage if the forest crawler remains stationary for 1 full round.

VEHICLE AUGMENTATIONS

Characters tend to tinker with and customize their vehicles. Here are some mundane and magical options for characters who want to give their vehicles a little something extra.

Mundane Augmentations

These improvements on basic vehicle design require no magic, just the relevant Craft skill and appropriate raw materials (or enough cash).

Ballista: Any vehicle with a 5-foot by 10-foot section of flat deck or roof can have a ballista mounted on it. Ballistas function as described in Chapter 5 of the *Dungeon Master's Guide*. Choose a direction for the ballista when you mount it on your vehicle; it can fire at any target in a 180-degree arc centered on the mount direction. **Weight:** 1,500 lb.; **Cost:** 500 gp.

Catapult, Heavy: The heavy catapult can be added to any vehicle with at least a 10-foot by 10-foot section of flat deck or roof. It functions as described in Chapter 5 of the *Dungeon Master's Guide*. It can launch ammunition within 90 degrees of the direction it's pointing (decided when the catapult is added to the vehicle). **Weight:** 2 tons; **Cost:** 800 gp.

Catapult, Light: The light catapult occupies a 5-foot by 10-foot section of deck. It functions as described in Chapter 5 of the *Dungeon Master's Guide*. It launches ammunition within 90 degrees of the direction it's mounted. **Weight:** 1 ton; **Cost:** 550 gp.

Rotating Platform: This low platform mounted on rollers doubles the fire arc of a siege weapon (catapults have 180-degree fire arcs, and ballistas can fire in any direction). A rotating platform doubles the crew required to fire the siege weapon. **Weight:** 1,000 lb.; **Cost:** 500 gp.

Armor Plating: You can increase the hit points and hardness of any vehicle by adding armor to any 10-foot section. All figures in Table 7 are per inch of thickness. You can layer the same material to get thicker armor or combine different materials if you like. Each layer takes damage separately. Damage left over after an outer layer is destroyed is dealt to the next layer. If the hardness of the next layer is higher, the difference between that layer's hardness and the previous layer's hardness is subtracted from the damage dealt. For example, an attack deals 30 points of damage to an area with 1 inch of wood and a second 1-inch layer of iron beneath. The hardness of the wood subtracts 5 points of damage, but the remaining 25 points of damage destroys the wood section. The wood section had only 10 hit points, so 15 points of damage remain to deal damage to the iron layer. The iron layer has a hardness of 10, 5 more than the layer of wood. This means you subtract 5 from the remaining damage, and the attack damages the iron layer for 10 points of damage. If the hardness of the second layer is equal to or lower than the first, hardness does not apply when damage is dealt to the next layer. See Table 7 for armor plating values.

Masterwork Controls: Whether it's a finely tuned wheel that allows delicate adjustments to the rudder or a complex harness system that directs the dray creatures with just a flick of the wrist, it's possible to get more performance out of a vehicle by improving its control system. A masterwork helm adds a +2 circumstance bonus to Handle Animal, Profession (air pilot), or Profession (sailor) checks made by

the driver of the vehicle. **Cost:** 300 gp (Medium-size vehicles); 600 gp (Large vehicles); 1,200 gp (Huge vehicles); 2,400 gp (Gargantuan vehicles); 4,800 gp (Colossal vehicles).

Extra Passenger Spaces: Available cargo space can be converted for passenger use; one ton of cargo space can accommodate two Medium-size or smaller passengers comfortably. Twice as many can squeeze into passenger space for short periods of time, but they're too cramped to fight effectively and are considered fatigued after an hour's travel. **Cost:** 200 gp per ton.

Fancy Passenger Spaces: As above, but the passenger quarters are cushioned and decorated. Each ton of cargo space can accommodate one passenger at this level. **Cost:** 600 gp per ton.

Luxury Passenger Spaces: As above, but the passenger quarters are the very definition of opulence. Each luxury passenger space takes up two tons of cargo room. **Cost:** 1,500 gp per ton.

Ramming Prow: Vehicles equipped with a ramming prow take half damage from ramming attacks they initiate. (Normally, rams deal damage to both the target and the ramming vehicle.) The warship comes with this augmentation for free. The cost depends on the vehicle's size. **Weight:** 250 lb. (Medium-size vehicle); 500 lb. (Large vehicle); 1,000 lb. (Huge vehicle); 1 ton (Gargantuan vehicle); 2 tons (Colossal vehicle); **Cost:** 250 gp (Medium-size); 500 gp (Large); 1,000 gp (Huge); 3,000 gp (Gargantuan); 5,000 gp (Colossal).

Firing Castle: A bunker attached to the deck of a vehicle, the firing castle provides protection for defenders and serves as a platform for siege weapons. Four Medium-size defenders benefit from the nine-tenths cover (arrow slits) in the 10-foot by 10-foot firing castle, and another four get one-half cover behind the crenellations on the firing castle's roof. The firing castle's walls are foot-thick masonry (hp 90, hardness 8). A firing castle can be installed anywhere a heavy catapult would fit, and a heavy catapult or two light catapults or ballistas can subsequently be installed atop the firing castle. **Weight:** 4 tons; **Cost:** 1,000 gp.

Magic Augmentations

These additions to vehicles are constructed like any other magic item, employing the Craft Wondrous Item feat.

Eldritch Exhaust: Once per day at the command of the driver, the vehicle creates a billowing mass of vapors 30 feet behind the vehicle. The vapors might be fog that obscures the vehicle from pursuers, or it might be a deadly cloud of poison. The 20-foot-high cloud has a 30-foot radius.

Caster Level: 3rd *(fog cloud),* 9th *(cloudkill),* 11th *(acid fog);* **Prerequisites:** Craft Wondrous Item, relevant spell; **Market Price:** 2,160 gp *(fog cloud),* 16,200 gp *(cloudkill),* 23,760 gp *(acid fog);* **Weight:** 10 lb.

Skyrider's Platform: This baseplate for a single or double chariot enables it to be pulled by flying creatures exactly as if it were on the ground. The chariot ascends or descends according to the dray creature's maneuverability rating, but it turns according to the chariot's maneuverability. Note that the dray creatures cannot fly if they're burdened with more than a light load, so such chariots sometimes require more dray creatures than their landbound counterparts.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *air walk;* **Market Price:** 56,000 gp; **Weight:** 20 lb.

Self-Propelled Vehicle: By animating the wheels, steering mechanism, and other moving parts on a vehicle, it's possible to build a chariot that doesn't require horses to pull it. Any land vehicle of size Large or smaller can become self-propelled and gain a speed of 60 feet. It still moves under the direction of the driver and retains its usual maneuverability rating. Unlike a normal casting of the *animate objects* spell, the vehicle does not become a construct and doesn't gain the ability to fight on its own.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *animate objects;* **Market Price:** 132,000 gp; **Weight:** 5 lb.

Fharlanghn's Lines: This set of bowlines and other ropes are magically animated to make sailing a ship easier. The ropes snake forward of their own volition and pull and release by voice command, enabling sails to be set and changed without the crew. Each set of *Fharlanghn's lines* aboard a wind-pow-

ered ship reduces the required crew by five people, down to a minimum of two for Colossal wind-powered ships and one for Gargantuan or smaller ships. *Fharlanghn's lines* only respond to nautical commands, so they won't entangle foes or tie up captives.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *animate rope, telekinesis;* **Market Price:** 8,100 gp; **Weight:** 5 lb.

Bridle of Burden-Bearing: This bit-and-bridle set increases the Strength score of the harnessed creature, enabling it to pull heavier loads.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *bull's strength;* **Market Price:** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); **Weight:** —.

Lightning Turbine: Often used in conjunction with weather-control magic, the *lightning turbine* is a series of antennae connected to a clockwork gearbox that gives the vehicle greater speed during a storm. Lightning strikes the antennae, providing power to double the vehicle's speed or give it a speed of 90 feet, whichever is greater. The vehicle ignores any weather-related penalties to speed.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *call lightning, expeditious retreat;* **Market Price:** 90,000 gp; **Weight:** 300 lb.

Wind-Favored Sails: This set of sails comes in two varieties. Raising a lesser set of *wind-favored sails* ensures that the wind speed is always strong, no matter what the prevailing weather conditions. The greater set of *wind-favored sails* also lets the driver of the vehicle set the wind direction within 600 feet of the vehicle with a command word.

Caster Level: 9th (lesser), 15th (greater); **Prerequisites:** Craft Wondrous Item, *control winds;* **Market Price:** 40,500 gp (lesser), 67,500 gp (greater); **Weight:** 600 lb.

Cloud-Keel: An invention of djinn on the Elemental Plane of Air, the *cloud-keel* gives the vessel it's attached to the ability to fly with a speed of 40 feet and a maneuverability rating of clumsy. If the vessel with a *cloud-keel* is a wind-powered vehicle, it can still use its sails if they'll provide faster movement than the keel provides.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *fly, wish;* **Market Price:** 200,000 gp; **Weight:** 1,000 lb.

Earth-Keel: This item, often forged on the Elemental Plane of Earth, enables a water vehicle to move across land as if it were water. The vessel's speed is unaffected, but rough terrain slows the *earth-keel* equipped vehicle just as it would a land vehicle.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *transmute rock to mud, wish;* **Market Price:** 150,000 gp; **Weight:** 1,000 lb.

Charts of Certainty: This aid to navigation is every captain's boon. This piece of parchment, if exposed to the direct rays of the sun while aboard a vehicle, instantly draws a map (as detailed as a commercially available one) of everything within 24 hours travel at the vehicle's current speed. If the bearer of the parchment then specifies a destination, the *charts of certainty* draw the most direct physical route to that destination. Like the *find the path* spell, the *charts of certainty* only work with respect to locales, not objects or creatures.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *find the path;* **Market Price:** 47,520 gp; **Weight:** 1 lb.

Catapult Stone of Becalming: This catapult stone eliminates even the trace of a breeze within a 400-foot radius of whatever it strikes. Prevailing winds don't return for 10 minutes.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *control winds;* **Market Price:** 2,500 gp; **Weight:** 16 lb.

Planar Sails: These rainbow-hued sails enable a vehicle to sail to planes beyond the Material. It takes 5 minutes and a Knowledge (the planes) check (DC 20) to set the sails for a particular plane. While the *planar sails* provide a means to reach the worlds beyond, they don't grant the ability to move or survive on the destination plane.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *plane shift;* **Market Price:** 72,000 gp; **Weight:** 600 lb.

Captain's Table: This broad wooden table, usually kept in the officer's mess, duplicates the effects of *heroes' feast* for up to twelve crew members. Those who spend an hour partaking of the magical fare created by the *captain's table* are cured of disease, become immune to poison and magical fear and hopelessness, heal 1d4+4 points of damage, and receive a *bless* effect. The table's effects last for 12

Table 8: Figurehead Capabilities

Type	Mental Ability Scores	Communication	Capabilities	Market Price Modifier
Animal	Two at 2d6+5, one at 3d6	Semiempathy*	One primary ability	
Aquatic Animal	Two at 2d6+6, one at 3d6	Empathy**	Two primary abilities	10,000 gp
Beast	Two at 2d6+7, one at 3d6	Speech†	Two primary abilities	15,000 gp
Monstrous Humanoid	Two at 2d6+8, one at 3d6	Speech†	Three primary abilities	25,000 gp
Humanoid	Two at 2d6+9, one at 3d6	Speech†	Three primary abilities	32,000 gp
Magical Beast	Two at 2d6+10, one at 3d6	Speech, telepathy††	Three primary abilities and one extraordinary power	55,000 gp
Outsider	Two at 2d6+11, one at 3d6	Speech, telepathy‡	Three primary abilities and two extraordinary powers	78,000 gp
Dragon	Two at 2d6+12, one at 3d6	Speech, telepathy‡	Four primary abilities and two extraordinary powers	90,000 gp

*The driver receives some signal (a throb or tingle, for example) in response to simple spoken questions.

**The driver feel urges and sometimes emotions from the figurehead that encourage or discourage certain courses of action.

†Like a character, the figurehead speaks Common, plus one language per point of Intelligence bonus.

††The figurehead can use either communication mode at will, with language use as above. Also, the figurehead can read any languages it can speak.

‡The figurehead can read and speak all languages as well as *read magic* at will.

hours. The captain's table serves one such meal a day.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *heroes' feast;* **Market Price:** 72,000 gp; **Weight:** 16 lb.

Nondimensional Trunk: Much like a *bag of holding,* the *nondimensional trunk* is a cargo box that holds more than it ought to. Anything with dimensions less than 10 feet in any direction fit in the *nondimensional trunk.* Up to 2 tons of cargo fit in the *nondimensional trunk,* which takes up no physical space beyond the lid and weighs 200 pounds, even if filled with much more than that.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *Leomund's secret chest;* **Market Price:** 30,000 gp; **Weight:** 200 lb.

Smuggler's Hold: As the *nondimensional trunk,* but the lid and latch of the trunk are magically hidden until a command word reveals it for one round. Spellcasters trying to find the *smuggler's hold* with Divination magic must succeed at a caster level check against a DC of 20.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *major image, nondetection, Leomund's secret chest;* **Market Price:** 90,000 gp; **Weight:** 200 lb.

Veil of Obscurity: This augmentation disguises a vehicle from curious eyes, making the vehicle appear to be part of the surrounding terrain. The glamer includes audible, visual, tactile, and olfactory elements, though it can't disguise, conceal, or add creatures.

A creature that interacts with the glamer must succeed at a Will saving throw (DC 17) to realize the true nature of the vehicle.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *mirage arcana;* **Market Price:** 25,000 gp; **Weight:** 50 lb.

Summoner's Bridle: This harness conjures its own dray creatures, who serve the bridle's owner for 12 hours. Most *summoner's bridles* summon light horses, although some rare versions create a *phantom steed* (as the spell) with 19 hp, Speed of 240, carrying capacity of 250 pounds, and the ability to gallop across a chasm as if it were firm land for 1 round. It might take more than one *summoner's bridle* to provide enough dray creatures to pull a vehicle. The *summoner's bridle* is usable once per day.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *mount* or *phantom steed* (depending on version); **Market Price:** 2,160 gp (light horse), 12,960 gp (*phantom steed*); **Weight:** —.

Living Figureheads

There's a reason many ships have an animal, maiden, or other creature carved into the prow of their vessel. Powerful magic can bring the figurehead—and the entire ship—to life. While figureheads are more common on water vehicles, there's no reason you can't build one on a land or air vehicle.

To create a living figurehead, choose how powerful the figurehead is from Table 8: Figurehead Capabilities.

The figurehead takes its creator's alignment. If it speaks languages, it generally chooses them from among those its creator knows. (It's conceivable that an old figurehead could have picked up additional languages from the ship's crew as well.)

Using the number of capabilities determined above, choose specific abilities from the appropriate tables below. The creator chooses the abilities, but Table 9 has a d% column for DMs who want to create figureheads quickly.

In addition to the primary abilities and extraordinary powers, all figureheads provide a +4 competence bonus on Profession (sailor) or Profession (air pilot) checks and reduce the crew required aboard the vehicle by 20 percent.

Figurehead Ego: The final step in figurehead creation is calculation of the figurehead's Ego score, a measure of its total force of personality. To calculate the Ego score, add the relevant factors on Table 11.

Figurehead Behavior: A figurehead's ego score determines how assertive it is with the vehicle's crew. Ordinarily, the most important relationship a figurehead has is with the captain of the vehicle. If the figurehead has a low Ego score and is of the same or a similar alignment to the captain, it acts loyally as long as it's treated well. If the figurehead has a high Ego score or an alignment in opposition to the captain, a personality conflict might occur. For guidelines on handling such a situation, see the Items Against Characters section in Chapter 8 of the *Dungeon Master's Guide.* D

Table 9: Primary Abilities

d%	Primary Ability
01-07	Figurehead can Intuit Direction (10 ranks)
08-12	Figurehead can Sense Motive (10 ranks)
13-17	Figurehead can use Diplomacy (10 ranks)
18-21	Figurehead can Intimidate (10 ranks)
22-26	*Detect [opposing alignment]* at will
27-34	*Detect magic* at will
35-41	*Cure light wounds* (1d8+5) 1/day
42-47	*Locate object* in 120-foot radius
48-55	Figurehead can magically propel the vehicle at a speed of 5 ft.
56-65	Figurehead allows the ship to sail into the wind at half speed
66-73	*Daylight* for 2 hours 1/day
74-77	*Obscuring mist* for 30 feet beyond hull in all directions, 1/day
78-87	*Create food and water* 1/day
88-96	Vehicle has fire resistance 5
97-100	*Wind wall* for 1 minute 1/day; vehicle can't use sails while this ability is active

Table 10: Extraordinary Powers

d%	Extraordinary Power
01-06	*Charm person* (DC 11) on contact, 3/day
07-11	Fly at speed of 60 ft. and clumsy maneuverability for 30 minutes 1/day
12-18	*Summon monster III* 1/day
19-23	*Heal* 1/day
24-28	*Healing circle* (1d8+15) 1/day
29-36	*Find the path* 3/day
37-44	*Control weather* 1/week
45-51	*Locate object* in one-mile radius
52-55	Figurehead can magically propel the vehicle at a speed of 20 ft.
56-62	Vehicle's maneuverability improves by one category
63-70	*Make whole* on vehicle 1/day
71-79	Continual *status* on crew
80-86	*Control winds* for 2 hours 1/day
87-94	*Solid fog* for 30 feet beyond hull in all directions, 1/day
95-98	*Scare* (DC 13) 3/day
99-100	Figurehead can transform into a flesh-and-blood version of itself for 1 hour 1/week (limited to 12 HD or less)

Table 11: Figurehead Ego

Attribute of Figurehead	Ego Points
Each primary ability	1
Each extraordinary power	2
Telepathic ability	1
Read languages ability	1
Read magic ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1
Figurehead can propel the vehicle	2
Each wind- or weather-related power	1
Figurehead can come to life	2

The Windsinger

Songs and sea-shanties have always had their place on the open ocean, where superstitious sailors found comfort, solace, and relief from boredom in hundreds of ballads, jigs, and other songs. But in D&D, such songs have real power, and sometimes a singer in desperate straits finds the wind rising at his back whenever a tune escapes his lips. Thus is a windsinger born.

Almost all windsingers have at least one level of bard, because the arcane connection between melody and power is key to a windsinger's prowess. Rogues and fighters sometimes become windsingers after dabbling in the arcane arts. Druids are sometimes attracted by a windsinger's command of the weather.

Class Features

All of the following are features of the windsinger prestige class.

Weapon and Armor Proficiency: A windsinger is proficient with martial weapons and light armor.

Windsong: By singing the right melody, a windsinger can create an array of effects useful to life aboard a ship. Ordinarily the windsinger can sing a windsong once per windsinger level per day. The windsinger's windsong class feature works like bardic music, and if the windsinger has bard levels, windsong uses and bardic music uses are interchangeable. Many windsong effects require more than one of the ability's allotted daily uses (that's why almost all windsingers were once bards—without the extra uses per day, they're powerless at low levels).

Many windsongs last as long as the music does, so windsingers sometimes sing for hours on end to extend the effect. A windsinger can sing for one hour without a problem. Singing for a second hour in between sleep cycles causes 1 point of subdual damage, and each additional hour causes twice the damage taken during the previous hour.

As with bardic music, the windsinger can fight while using this ability but cannot cast spells or activate magic items by either spell completion or command word.

Bolster the Wind (Su): A 1st-level windsinger with at least 11 ranks in Perform can change the wind to make it more favorable for sailing. After a full round of singing, the wind speed picks up by one category (light winds become moderate, moderate winds become strong, and so on). Furthermore, the windsinger can alter the direction of the wind by 90 degrees in either direction. If the wind is coming from the south, for example, a windsinger who bolsters the wind can change it so it blows from the southeast, east, southwest, or west. Bolstering the wind requires three uses of windsong. This windsong affects all winds within 1,000 feet centered on the windsinger and lasts as long as the windsinger continues to sing, plus an additional 30 minutes.

Sailor's Fate (Su): A 2nd-level windsinger with at least 12 ranks in Perform can ask the wind a question about a fellow sailor. This functions exactly like the *divination* spell, except that the subject of the question must be someone aboard a ship. The caster level of the effect is the sum of the character's windsinger and bard levels. Sailor's fate takes 10 minutes of singing, requires three uses of windsong, and is usable only once per day.

Calm the Waves (Su): A 3rd-level windsinger with at least 13 ranks in Perform can reduce the severity of weather effects. Table 3-19 and the Weather section of Chapter 3 in the *Dungeon Master's Guide* list weather effects. The windsinger can reduce wind strength by one or two categories (from severe to strong or moderate, for example), waves by one or two categories (thus making control checks for ships easier), and overall weather on Table 3-19 by one or two categories (from inclement weather to normal, for example). Furthermore, calm the waves can dissipate any mists or fogs within 1,000 feet in a single round. This windsong affects all winds within 1,000 feet centered on the windsinger and lasts as long as the windsinger continues to sing, plus an additional 30 minutes.

Calm the waves requires two uses of windsong if it improves the weather

by one category and four uses of windsong if it improves the weather by two categories.

Rower's Chant (Su): A 4th-level windsinger with at least 14 ranks in Perform can use music to stave off the effects of fatigue and exhaustion. Characters do not suffer the penalties from being fatigued or exhausted while they hear the rower's chant. Rower's chant lasts as long as the windsinger continues to sing, and any penalties from fatigue or exhaustion return at the point that the song ends. Additionally, anyone who can hear the rower's chant is immune to subdual damage from exertion effects such as forced marches and hustling for more than one hour. The windsinger still takes subdual damage from singing for hours on end, however.

Ocean Mist (Su): A 5th-level windsinger with at least 15 ranks in Perform can conjure forth misty fog, often to obscure his ship from pursuers. By expending a single use of windsong, the windsinger can fill a 1,000-foot radius with *obscuring mist* (as the spell). By expending three uses of windsong, a *solid fog* emerges (as the spell). The mist appears to expand outward from the general vicinity of the windsinger, billowing outward at 100 feet per round. If the windsinger stops singing before the full radius is reached, the mist stops expanding when the singing does.

Ocean mist lasts as long as the windsinger continues to sing, plus an additional 30 minutes, although moderate winds will dissipate it in 4 rounds and strong winds in 1 round.

Dead Reckoning (Su): A 6th-level windsinger with at least 16 ranks in Perform can entice the breezes to reveal the best route to any destination. This functions exactly like the *find the path* spell, except that the destination must be somewhere touched by normal winds (almost anywhere outdoors and almost nowhere indoors). The caster level of the effect is the sum of the character's windsinger and bard levels. Dead reckoning requires a single use of the windsong ability.

Favorable Winds (Su): A 7th-level windsinger with at least 17 ranks in Perform can create a weather pattern that affects only his ship. This functions as the *control winds* spell except that it changes the winds in a 100-foot emanation around the windsinger only and lasts as long as he maintains the song. The caster level of the effect is the sum of the character's windsinger and bard levels. The windsinger must expend one windsong use each hour he continues to sing a windsong of favorable winds.

Angry Seas (Su): An 8th-level windsinger with at least 18 ranks in Perform can increase the severity of storms and other inclement weather. When the song begins, the windsinger picks a point within 1000 feet. Weather within a 100-foot radius of that point becomes up to two categories worse, according to Table 3-19 in the *DUNGEON MASTER'S Guide*. Roll randomly for specific effects as directed by the table.

The weather lasts as long as the windsinger continues to sing. The windsinger can change the center-point of the effect as a free action once per turn. Angry seas takes three uses of windsong to invoke.

Becalm (Su): A 9th-level windsinger with at least 19 ranks in Perform can steal the wind from another ship's sails, stopping it completely. When the song begins, the windsinger picks a point within 1000 feet. No wind blows within a 100-foot radius of that point, although the prevailing winds elsewhere are unaffected. The windsinger can also target an object with this effect, in which case the becalmed area is centered on the object (usually an enemy ship) and moves as it does. The becalm windsong lasts for 30 minutes and expends two uses of windsong.

Control Weather (Sp): A 10th-level windsinger with at least 20 ranks in Perform can command the clouds and winds. This functions exactly like the druid spell of the same name. The caster level of the effect is the sum of the character's windsinger and bard levels. *Control weather* requires a single use of the windsong ability to activate, and another every time the windsinger wishes to change the weather during the duration.

Windsinger Class Requirements

To qualify to become a windsinger, a character must fulfill all the following criteria:

Perform: 10 ranks (performance types must include song, ballad, or chant).
Knowledge (nature): 5 ranks.
Spells: Able to cast 0-level arcane spells.
Special: The character must have survived a great trial at sea. Examples of events that qualify as a great trial include:

- Taking part in or quashing a mutiny aboard a major ship.
- Reduction to 0 hit points from drowning (see the Drowning Rule in Chapter 3 of the *DUNGEON MASTER'S Guide*).
- Being marooned on a small island or other isolated shore for three months or more.
- Surviving a ship sinking.

Windsinger Class Skills

The windsinger's class skills (and the key abilities for each) are:

Str: Climb, Jump, Swim.
Dex: Balance, Ride, Use Rope.
Con: Concentration.
Int: Craft, Knowledge (geography), Knowledge (nature).
Wis: Intuit Direction, Profession, Sense Motive, Spot.
Cha: Diplomacy, Perform.

Skill Points at Each Level: 4 + Int modifier.

Opposing Windsongs

If two windsingers are trying to create contradictory effects (one is using bolster the wind while an enemy windsinger is trying to becalm it), an opposed Perform check determines whose windsong works in the overlap between their areas of effect.

Parts of the area of effect that don't overlap another windsong function normally, regardless of the outcome of the Perform check.

The Windsinger

HIT DIE D8

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+0	+0	+2	Windsong (bolster the wind)
2nd	+2	+0	+0	+3	Windsong (sailor's fate)
3rd	+3	+1	+1	+3	Windsong (calm the waves)
4th	+4	+1	+1	+4	Windsong (rower's chant)
5th	+5	+1	+1	+4	Windsong (ocean mist)
6th	+6	+2	+2	+5	Windsong (dead reckoning)
7th	+7	+2	+2	+5	Windsong (favorable winds)
8th	+8	+2	+2	+6	Windsong (angry seas)
9th	+9	+3	+3	+6	Windsong (becalm)
10th	+10	+3	+3	+7	Windsong (*control weather*)

TO LIVE BY

Using Catchphrases to Distinguish Your PC

by Robin D. Laws

Nothing distinguishes a hero like a resounding catchphrase. From "Elementary, my dear Watson," to "It's clobberin' time," to "I'm a doctor, not a magician," the catchphrase defines a character and makes him memorable.

A good catchphrase reminds us of a character's essential nature: What baffles Watson is simple to Sherlock Holmes, The Thing gets mad and clobbers people, and McCoy is a crusty, sarcastic doctor. The catchphrase can apply to just about any adventure the character is likely to get into: Holmes constantly solves intellectual puzzles; The Thing always runs into bad guys in need of a good clobbering; McCoy frequently finds himself treating red-shirted patients for whom survival will be a miracle.

Below you'll find ready-to-use catchphrases for characters of all races and classes. Some of these catchphrases imply details about the character or setting, so modify them to fit your character and campaign as needed, and let them inspire you to invent suitable catchphrases of your own.

The catchphrases below also reinforce basic stereotypes: the gnome is a gem-loving prankster, the wizard a book-bound fuss-budget, and so on. The catchphrase you choose should reflect your concept of the character, whether it fits a stereotype or not. Your half-orc fighter can use a human catchphrase, while your friend's sorcerer can use a fighter's catchphrase.

CATCHPHRASES BY RACE

Humans

- "Just because you can, doesn't mean you should."
- "We'll have to think our way out."
- "Stand aside, and let ingenuity do its work."
- "I'll supervise."
- "Despite this, I remain optimistic."

Dwarves

- "By my grandmother's stony fist!"
- "My hands are honest. My eyes are clear."
- "The chronicles will ring with the deeds we perform today."
- "Seven oaths shall I swear, each more binding than the last!"
- "I only forgive at funerals."

Elves

- "Some experiences even I can do without."
- "It is not beautiful here."
- "Life is long; no need to rush."
- "Wait; when the moment is right, we will know."
- "If I hear 'everything that moves' one more time, you won't be moving at all."

Gnomes

- "Your shoelaces are untied."
- "In my language we have a word for people like you."
- "Nyah-nyah-na-na-nah!"
- "Hey, Krusk, pull my finger."
- "Woah—it was just a joke!"
- "Dibs on the gems!"

Half-Elves

- "I get it from both sides of the family."
- "I writhe with ambivalence."
- "Well, suck out my brain and call me a half-orc."
- "Your absence would make my heart grow fonder."
- "I would be receptive to a slightly less stupid idea."

Half-Orcs
- "Anyone may insult me—once."
- "Who are you looking at?"
- "I love you as I do my brother or maybe even my greataxe."
- "You laugh now; I'll laugh later."
- "How heinously shall I rend you?"

Halflings
- "You're too high up to see the ground in front of you."
- "Keep it down up there!"
- "Time to be headed elsewhere."
- "Hey, what's this do?"

CATCHPHRASES BY CLASS

Barbarian
- "To the mead-hall!"
- "Let the wind scream through our hair as we fall upon our foes!"
- "Let us spend these coins before they scorch us."
- "Our foes, like grass; we, like scythes."
- "Chains cannot bind the freedom in my heart."

Bard
- "I am reminded of an ancient air."
- "Music is the food of love, and tonight I dine at the smorgasbord."
- "Stand back, savage beasts, and be soothed."
- "Can you do that again, so I might observe it more closely?"
- "When I compose my saga, this part will seem much more impressive."

Cleric
- "Blasphemy!"
- "Stand firm, and know that [insert name of deity] stands with us."
- "You are hereby anathematized."
- "Tonight we pray; tomorrow, we slay."
- "You'd better pray I don't hit you."

Druid
- "Hush; the forest whispers."
- "We must wait, as do the spirits of the eternal wind."
- "Mighty oaks from tiny acorns grow."
- "There is no creation without destruction."
- "Naturally."

Fighter
- "My blade thirsts for your blood."
- "Luck is for children and fools."
- "Now it's my turn."
- "Let our swords speak for us."
- "I . . . will . . . not . . . yield!"

Monk
- "Hiii-yah!"
- "Faced with adversity, the superior man perseveres."
- "You fight well. Who is your master?"
- "My shame is immense."

You can also use the following chart to determine the name of your signature move, which you yell just before you use it. Roll a separate d10 for each of the three columns. For more name options, see the random name generator for martial arts moves from *Dragon* #289.

1.	Crushing	Cloud	Claw
2.	Devastating	Eagle	Fist
3.	Hideous	Fire	Flurry
4.	Implacable	Hyena	Impact
5.	Inexorable	Leopard	Kick
6.	Invincible	Mantis	Leap
7.	Punishing	Monkey	Slash
8.	Relentless	Serpent	Smash
9.	Unbearable	Tiger	Stance
10.	Unyielding	Vapor	Strike

Paladin
- "Evil's minions, hear my cry!"
- "Rain down your blows, for virtue is my shield!"
- "Evil's stench stinks strong here."
- "You are crooked, but I shall straighten you."
- "I heard that!"
- "Evil! Prepare for a drubbing!"

Ranger
- "It is gross and unnatural!"
- "I'd sooner sleep outside."
- "Walk carefully, friends."
- "Let our eyes be those of eagles."
- "There are good silences and bad silences. This is not a good silence."

Rogue
- "Do not be distracted by my dazzling charm."
- "Is it a law or merely a guideline?"
- "The only place that ever held me was my mother's womb."
- "This calls for a diversion."
- "Surely no one will mind if I just take a couple."

Sorcerer
- "The magic rises in me like a burning wind."
- "Some things you can't learn in books."
- "Enough deliberation! It is time to act!"
- "Why am I having that just-stepped-over-my-grave feeling?"

Using Catchphrases

The key to successful catchphrase use is repetition. Almost any phrase takes on added significance and entertainment value if you use it often enough.

At first, keep your catchphrase handy during play in order to remind you to use it. Write it in big letters on an index card, for example. Try not to let your DM or players see it in advance, and don't be too obvious about the fact that you're using a cue card. With this visual reminder in hand, wait for appropriate openings to use your phrase.

After the second or third time you use your catchphrase, it will start to sink in with the other players, and they'll begin to associate it with your character. In comedy circles, it is alleged that a running joke gets its biggest laughs on its third, fifth, ninth, and eleventh appearances. When it comes to your D&D games, you'll have to judge for yourself how much amusement value repetition adds. Don't overdo it. The more naturally you can weave the catchphrase into gameplay, the bigger the response you'll get. If you strain to shoehorn it into situations where it doesn't belong, your catchphrase will seem forced and fake. It will irritate, not entertain. Once you start to overuse a phrase, you'll find it hard to rehabilitate it. If your use of a phrase starts to elicit groans and thrown cheese puffs, it's probably time to put the catchphrase away for a while.

- "That's almost dumb enough to be philosophy."

Wizard
- "I read of this once, in a rare and dusty tome."
- "My teacher was Ostrogol Long-Beard, and he prepared me for this."
- "Allow me to object on scholarly grounds."
- "I shall castigate you thoroughly . . . in my memoirs."
- "This never happened to Mordenkainen."

You can also use the following chart to find an exclamation of magical mumbo-jumbo. Roll a d10 for each of the three separate columns, then arrange them into the form "By the [Column A]

[Column B] of [Column C]!" As in: "By the Coruscating Rings of C'thaan!"

1. Coruscating	Cascades	C'thaan
2. Devouring	Choirs	Darzast
3. Effulgent	Effluence	Ef-lagöreth
4. Eldritch	Emanations	Grue
5. Ghastly	Hosts	Gullath
6. Gleaming	Orbs	Hymath-Nar
7. Hallowed	Pools	Krend
8. Radiant	Rings	Olid-Môr
9. Rugose	Staves	Reaches
10. Scintillating	Steps	Verbolac

SOCIAL STATUS

Catchphrases can also reveal the social background in which the character was raised. Even when she's sitting on a pile of gold pieces the size of a dragon's hoard, your character's attitude might still reflect her humble origins. Likewise, her aristocratic leanings might come forth even while she's camped out in the dankest and most foul-smelling dungeon.

Peasant

- "Well, I'm just a humble potato-eater, but here's what I think."
- "My mama didn't raise no fools."
- "No need to put on airs with me."
- "I know my place."
- "I've met pigs that had more sense than you."

Merchant/Artisan Class

- "Gold doesn't grow on trees, you know."
- "There's no problem a little hard work can't solve."
- "Taxation is lawful evil."
- "See if you get invited to my mansion . . . when I build my mansion."
- "Let me invest that for you."

Noble

- "How quaint."
- "Do not contradict your betters."
- "Upon my honor!"
- "I will do as my father did, and my grandfather before him."
- "Tis my duty."

THEOLOGICAL EXCLAMATIONS

If your campaign uses gods other than those listed in the *Player's Handbook*, you might need to change the deities' names in the catchphrases given below.

Pious

Use the catchphrases listed below if your character follows the given god.

- "May Moradin's forge find you whole!"
- "By Yondalla's shining skirts!"
- "May Ehlonna warm your backs."
- "Garl!"
- "By Pelor's radiant nimbus!"
- "Larethian's touch!"
- "By the sinewy thews of Kord!"
- "May your grave stay empty." [Wee Jas]
- "Saint shield you; saint belabor thy foes." [St. Cuthbert]
- "Don't thank me; thank [insert deity name]"
- "By the thirteen staves of Boccob!"
- "May every road a crossroad be." [Fharlanghn]
- "By the groves!" [Obad-Hai]
- "Olidammara speed our slippers."
- "Hextor's maw, on our foes clamp shut!"
- "May Nerull rot your foes."
- "Vecna's hand!"
- "Erythnul's ravens feast deep this day."
- "Gru-u-u-u-u-u-u-u-u-u-u-u-u-mssssshhhhh!"

Impious

Use the catchphrases listed below if your character takes the named deity less than seriously.

- "Spit of Moradin!"
- "Garl it!"
- "Pelor's braids!"
- "Larethian's tears!"
- "May Kord's brains guide our foes."
- "Cuthbert's teeth!"
- "By the rattling teeth of Wee Jas!"
- "As obvious as Cuthbert's tread."
- "As tight as Boccob's purse."
- "Fharlanghn's crosswise toes!"
- "Burning groves!" [blasphemes Obad-Hai]
- "By the whining pleas of Olidammara!"
- "Hextor's dung!"
- "Maggots of Nerull!"
- "Vecna's other hand!"
- "Tongue of Erythnul!"
- "May your foes be drunk on Gruumsh-wisdom."

FREE-FLOATING CATCHPHRASES

Below are a number of catchphrases that have no specific categories attached to them.

- "A bad beginning always means a good ending."
- "A little hardship never hurt anyone. This seems like a lot of hardship."
- "Act as if angels watch us."
- "Adversity's forge has steeled our bones."
- "All we have to do is adapt to the situation. Oh, and figure out what the situation is."
- "An axe doesn't hurt at all, so long as it doesn't hit you."
- "Anyone can find trees in a forest."
- "Better a broken heart than a broken spine."
- "Better men than you have tried."
- "Can you teach me to do that?"
- "Can't we find someone deserving to torture?"
- "Deeds, not words, will prove me true."
- "Desist!"
- "Do we stand on solid ground here?"
- "Don't go accusing me of acting selflessly!"
- "Don't worry; I've already forgiven myself."
- "Effort means nothing without results."
- "Everyone is equally correct! Now do as I say."
- "Fate fools us, but we cannot fool fate."
- "Flee or die."
- "Forgiveness is for the gods."
- "Go ahead; I'll watch your back."
- "He who sleeps in a bed of coals wakes up scorched."
- "I agree with whatever you just said."
- "I am cursed by the gods . . . or perhaps merely hungry."
- "I blame destiny."
- "I don't like the looks of that."
- "I don't see any future in martyrdom."
- "I haven't felt this bad since my last resurrection."
- "I knew somebody who found himself in a situation almost exactly like this once."
- "I only meant to annoy him a little."
- "I opened the last door!"
- "I still contend there are others more foolish than myself."
- "I think I've heard you say that before."
- "I trust my sword and my mother. And her I haven't heard from lately."
- "I won't say it twice."
- "I'd sooner be right than happy."
- "I'm sad to leave, but I have your purse to remember you by."
- "I'm too dumb to quit."
- "If I wasn't sure I was dreaming right now, I'd be very afraid."
- "If it were easy, everyone would do it."
- "If you get to hell first, save me a corner table."

- "It might be dumb, but it's the plan."
- "It takes a squad of men to raise a barn but only one to burn it."
- "It's difficult making it look this easy."
- "Just one more door, then we go home."
- "Let our friendship be sealed in the blood of our foes."
- "Let's go around in circles and wait for something to happen."
- "In stillness there is great activity."
- "My advice is to stop taking my advice."
- "My guilt is a chain that only holy acts will sever."
- "Next time you invite me to one of these, I'm busy."
- "Our path is littered with the bones of heroes."
- "Onward and downward!"
- "Pay me a guilder, and I'll weep for you."
- "Prove it!"
- "Well, as long as we learned somehting."
- "It's all part of the master plan."
- "Quake in terror, poltroons!"
- "Sorry, I was thinking about dinner."
- "Shouldn't we have serfs for that?"
- "Slog onward, my friends, slog on."
- "So that's what you do for excitement."
- "Some call us heroes."
- "Sorry, did I forget to mention that?"
- "Strength is born of suffering."
- "Take heart, for your obituary will say you were slain by a legendary warrior."
- "That looks like it hurt."
- "The gods look down on us . . . and laugh."
- "There is a time to lead and a time to follow."
- "There's something we're not seeing here."
- "This is so humiliating."
- "This is the last time I let you get away with that."
- "This is the only life we get my friends."
- "Two hundred years ago—now that was a golden age."
- "What if we do exactly the same thing, but try harder?"
- "When you die, I will treasure your equipment always."
- "Which one of you wants the *magic missile*?"
- "Within chaos there lies a higher order."
- "You can never have too many friends."
- "You should have warned us about this part."
- "You wouldn't lie to a person who hits very, very hard, would you?"
- "You're interfering with my plans to die of old age."

CREATING YOUR OWN CATCHPHRASES

Although there's nothing wrong with using one of our example catchphrases, it's even better if you invent them yourself. No one knows your character better than you. You can either create your catchphrase in advance or let one spontaneously surface during play. If inventing a phrase in advance, you might want to think about the different types of catchphrases. Catchphrases fall into the following categories:

Battle cries. This type of phrase is used as you charge into combat, leap toward a new opponent, or redouble your efforts against a current foe. For example: "Hulk smash!"

Calls to action. Utter cries of this type as you hit the road, move from one dungeon room to another, or start a plan rolling. For example: "The game is afoot!"

Exclamations. This type of phrase comes in handy when you're surprised. For example: "Holy hula hoops, Batman!"

Proverbs. This type of phrase is useful during planning sessions. Your favorite nuggets of wisdom express your general philosophy of problem-solving. For example: "He who questions training only trains himself at asking questions."

Rueful complaints. Even the bravest of heroes occasionally laments his sorry state. Make your whining integral to your character by finding specific situations you really hate. For example: "I hate snakes!"

Smart-aleck remarks. Use fellow party members as your straight men when you make these sarcastic comments. For example: "I'm a doctor, not a magician!"

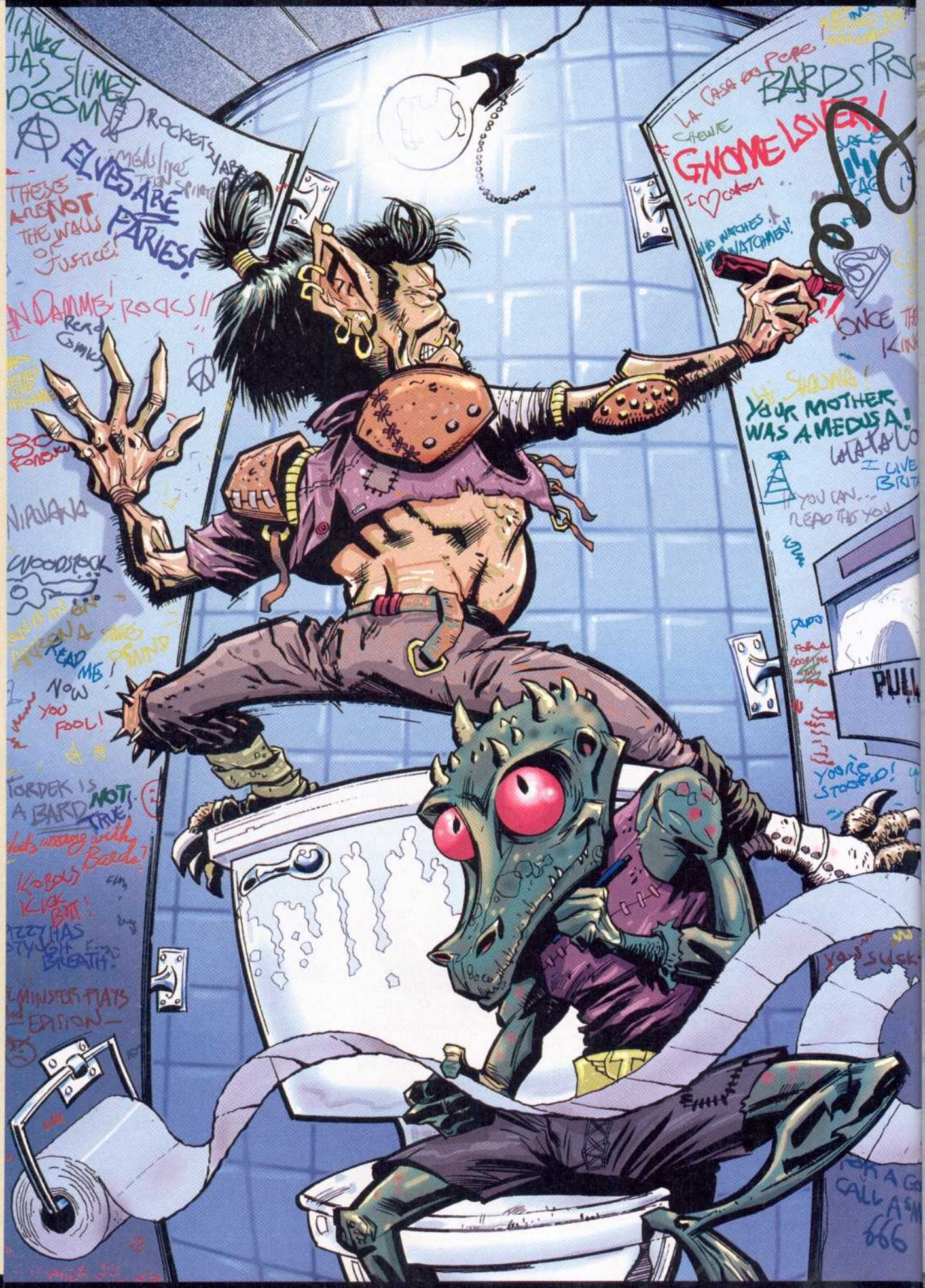
Threats. You use this type of phrase to intimidate others into doing what you want or to tell them that one day you'll come back and turn the tables on them. For example: "If you shoot me in a dream, you'd better wake up and apologize."

To invent a catchphrase during play, just wait until you say something in character that gets a rise out of the rest of the group. Although it will most likely be a funny line, it is also possible that you'll impress people with a proverb or dramatic utterance. Jot down the line, and then wait for chances to use it again during play (see the Using Catchphrases sidebar for more tips).

Catchphrases As a Character Starting Point

Many roleplaying books make a point of supplying a line of sample dialogue for NPCs. They do so because a catchphrase makes excellent shorthand, telling you a lot about a character's demeanor, attitudes, and manner of speaking in just a few words.

In fact, catchphrases can be so powerful in this respect that you might find it inspirational to build your next PC by coming up with a catchphrase that you like first and then designing the character to fit that catchphrase. Many of the catchphrases in this article would make great starting points for new characters. For example, the phrase "Do not be distracted by my dazzling charm," tells us a quite a bit about the person who utters it. We know he's egotistical, but at the same time ironic. He's bragging, but also telling us that he knows he's bragging. Presumably, he thinks this is charming, too. We know he's a smooth talker and that he believes himself to be powerfully persuasive. When designing this character, you should plan to invest ranks in Diplomacy and Bluff, or his belief will be delusional. He should also have a high Charisma rating. When choosing feats, look at those that best suit a character like this. His silver tongue probably gets him into a fair bit of trouble, so perhaps Run is his style. Or maybe he stands his ground and fights as flashily as he talks, leading you to pick something in a swashbuckling vein, like Improved Disarm. He should also have the ability scores required for those defining feats, too. With just a little work and all based on a short phrase, we've come up with a set of fleshed-out game statistics!


ELVES ARE NOT FAIRIES!
GNOME LOVER!
YOUR MOTHER WAS A MEDUSA!
READ ME NOW YOU FOOL!
TORDEK IS A BARD NOT TRUE
PULL

ADDING INJURY TO INSULTS

WISECRACKS ARE NO JOKING MATTER

by Robin D. Laws • illustrated by Stan Shaw

There's a reason why many of our favorite heroes are as quick with a witty remark as with their swords or fists. In the right circumstances, a well-timed comment or a ferocious satire can have a greater effect on the fates of men than an armory full of weapons. Armed with well-delivered quips, your character can befuddle his sparring partners, enhance his social standing, and maybe even topple tyrants from their lofty perches.

Wit In History

The ancient Romans, who knew their way around a blood sport, pioneered the art of satire. Poets like Juvenal and Horace composed stinging verses aimed at the corruption and follies of their times. Many of their works survive to this day. They saw the well-turned insult as a noble thing, a weapon against tyranny and injustice. Juvenal condemned Roman "bread and circuses" and coined the classic phrase, "Who watches the watchmen?"

The use of wit as a social weapon recurs throughout history, especially in cultures valuing both elevated speech and a code of honor. In Viking cultures, a clever insult permanently stained your honor unless you successfully dueled the man who made fun of you. Druid poets were said to be able to compose satires so vicious that the victim would break out in hives or boils. During the Renaissance, as Europeans rediscovered Greek and Roman culture, wit came back in force. The 16th and 17th centuries are considered the age of satire, ruled by writers like Alexander Pope and John Dryden. A quick and clever tongue became a necessary survival tool for royal courtiers.

Today, the put-down is as powerful as ever. Our political candidates must survive a punishing gauntlet of editorial cartoons and talk-show monologues, and often the least absurd candidate wins.

The Spoils

By mastering the art of wit, your character can reap all sorts of benefits.

In combat, the power of the clever remark is not to be underestimated. You can enrage or distract your opponents, putting them off guard or making them reckless. Quipping during a fight is an act of bravado; it tells your opponent that you've got a cooler head than he, that you're confident enough to think about two things at once. If bystanders are watching, your ability to make jokes and fight at the same time might earn you a reputation for style and aplomb.

In a place where wit is valued, clever put-downs confer social status. By showing your verbal flair, you win the admiration of everyone but your hapless target. People will flock to your side, buying you drinks or offering you tidbits of useful gossip. They might befriend you because they disliked your target and enjoyed seeing him skewered. More likely, they want to curry your favor, so that you won't lampoon them! Either way, you can use your newfound popularity to collect favors or gather information.

Wit might be a weapon, but it's also a shield. Where wits and wags prowl, you must be ready to respond to their gibes with clever comebacks, or you'll become the butt of jokes. It's hard to attract followers or find patrons when people snicker as you pass by.

True power, however, lies not with the mere wit, who is content to poke insolent fun at fellow partygoers, but with the satirist, who aims for bigger prey. Tyrants, usurpers, and oppressors might sit behind impregnable fortress walls, surrounded by heavily armed bullies, but your weapon of choice renders all of his defenses useless. A ridiculed leader is one who is no longer feared. Instead of attacking him physically, you prevail by chipping away at his reputation. A sustained campaign of vicious satire can loosen an enemy's hold on power. You make him spend valuable time winning back the respect of the people; if he fails, he's in even worse trouble.

A damaged reputation tends to snowball. Once-fearful rivals step out of the shadows, feeling emboldened to make attacks of their own, verbal or otherwise. Mistakes that a secure leader could easily shrug off become deadly to the victim of your mockery. Allies become reluctant to fight for him. Financiers call in his loans. Backers quietly look for candidates to replace him or make plans to head for the hills.

To campaign against a powerful NPC's reputation, you must have a way of spreading your satirical comments or verses. You could compose a poem and perform it in locations throughout the community. You might appear at a party where gossip of the night's proceedings always ripples through the city the next day. You could spread your jokes among shopkeepers or even paint them on walls.

The Risks

The use of wit is not without its risks. Before unleashing your wit, check with your DM to see what those risks might be in her campaign setting.

Honor-bound cultures, where insults enjoy the greatest power, often settle disputes on the dueling ground. The insulted party can challenge you to a fight, and if he wins, no one will laugh at your joke any more. Depending on local customs, your target might also be legally permitted to severely injure or even slay you in the course of the duel.

Offended politicians, especially the unjust ones most vulnerable to satire, might send thugs to garrote you in the night. If they're clever, they'll dispose of your remains quietly, to avoid making a martyr of you. Even if you do become a martyr, you might find it cold comfort as you roll up a new character.

Measuring Reputation

When you campaign against an enemy's reputation, your DM has two ways of measuring how successful you are. She can play it by ear or use reputation points.

A DM playing reputation by ear judges the impact of each sally you make against your foe's reputation. She might lay out, as part of her adventure, the specific things you'll need to do to drive away a particular ally or make financiers recall

their loans. For example, you might have to beat DCs of 30 with your Perform (wit) skill at three out of four specific social occasions she's laid out in her adventure notes. Once you've done this, you succeed at your overall aim.

For most campaigns, where social machinations take a back seat to monster-slaying and treasure-seeking, this simple method works perfectly well. But for games where political and economic maneuvering takes center stage, some DMs might prefer a harder, more defined system.

Reputation points measure the general esteem felt for a character by others who know him or know of him. People who are not well known outside of their immediate families and a small circle of acquaintances do not have reputations. In general, to earn a reputation rating, a character must be prominent enough that others speak of him when he's not around. Whether he's done something heroic or scandalous, news about him travels fast.

Characters have reputations only in places where people know them. Most people have reputations only in one locale or social circle. PCs who often put down temporary roots in one community and then wander to another might have different reputations in various places.

Very well-known individuals might have reputations extending over a large area. The ruler of an empire is known throughout it, though news affecting his reputation might travel very slowly from the capital to remote provinces. DMs who like realistic and complicated politics might allow for a leader to have different reputations in different places: The king might be feared in distant Accamar but laughed at in his home city of Zalmyra.

Calculating Reputation Points

A character's reputation rating among his community or social circle equals his level + his Charisma modifier + his Bluff Ranks + his Diplomacy ranks + his Intimidate ranks.

If the character occupies a minor but respected position, double his base reputation. He might be a member of a priestly hierarchy, an award-winning poet, a military commander, a courtier, or a wealthy merchant.

Characters who occupy vital positions quadruple their base reputation ratings. They include kings, generals, and pontiffs.

DMs are free to give NPCs additional (or fewer) reputation points when it makes sense in story terms. They might also decide that an NPC suffers from a certain amount of reputation damage when he first appears. For example, a royal official who is universally loathed for increasing taxes might have a possible total of 44 reputation points, but a current total of only 10 points.

Reputation Damage

Characters suffer reputation damage when others begin to mock them. Usually, a person must do something foolish, dishonorable, or ineffectual to suffer reputation damage. It's not enough just to make a terrible mistake; area wits have to pick up on it and begin to circulate jokes about the blunder.

Any character can attempt to cause reputation damage by making a Charisma check, but a character with the Perform (wit) skill makes a Perform skill check instead. The base DC for this check is equal to the target's Charisma score. DC modifiers can be found in the DC Modifiers sidebar. DC modifiers are cumulative. On a successful check, you inflict reputation damage equal to 1d6 + your Charisma modifier.

A successful attempt to damage another character's reputation must be witnessed by others to be effective. The witness might be the local gossip or a crowd of a thousand people, but the insult must be heard and repeated by others. Failing to damage an enemy's reputation has no ill effects, but those who know of your target's reputation will cease to put much stock in your comments if you fail too often. You can attempt to insult an enemy a number of times equal to your Charisma bonus, after which your insults against that target are useless for one month.

DC Modifiers

Situation	DC Modifier
Your attack is unprovoked	+10
Target currently suffering no reputation damage	+10
Target's reputation at 75% - 99% of total	+5
Target's reputation at 50% - 74% of total	+0
Target's reputation at 25% - 49% of total	-5
Target's reputation at 25% of total	-10
Target recently suffered spectacular failure or made amusing mistake	-5
As above, and his failure or mistake plays into his image	-5

Reputation Loss

When your reputation is damaged, you'll find it harder to succeed in social and political situations. The degree of your suffering depends on the percentage of reputation points you've lost.

When your current reputation points stand at 75% to 99% of your possible total, the jokes people make about you are good-natured, even affectionate. Folks might tease you behind your back, but it doesn't really mean anything. Your only problem is that it's easier to suffer further reputation damage when people are joking about you already.

When your reputation stands at 50% to 74% of the possible total, controversy rages between your most loyal supporters, who vehemently argue that you've been unfairly slandered by irresponsible wits, and the average person, who's beginning to worry that you're foolish, dishonorable, or worse. Among those who know of your reputation, you suffer a -2 circumstance penalty to any Charisma-based skill checks.

If your reputation stands at only 25% to 49% of your possible total, even those most loyal to you are beginning to question your effectiveness. They might still like you, but they blame you for failing to counter the unfair attacks of your rivals. They hold out some hope that you'll turn things around, but they are quietly wondering what will happen to them when you slide into complete disgrace. Among those who know of your reputation, you suffer a -5 circumstance penalty to any Charisma-based skill checks.

At less than 25%, even your own mother is beginning to wonder about you. Unless you can frighten them into silence, people openly jeer at you when you set foot in public. Children's skip-rope rhymes say nasty things about you. If your reputation is due in part to your position, everyone assumes that you're about to topple from it. Would-be successors scheme openly behind your back. Among those who know of your

reputation, you suffer a -10 circumstance penalty to any Charisma-based skill checks.

When your reputation points hit zero or below, you become an outcast. If you occupy a position of authority, your former allies join with your friends to remove you from it. How easily they do this depends on your position. If you're a hereditary king, they might have no choice but to attempt your assassination. If they can legally remove you as general or high priest, they'll do it. If you're a noted performer, you'll be booed off the stage wherever you go. Among those who know of your reputation, you suffer a -15 circumstance penalty to any Charisma-based skill checks.

Recovering Reputation Points

Damage to your reputation can take even longer to heal than the most grievous of wounds. You can try to recover either by waiting or by taking active measures.

Often the easiest way to recover from reputation damage is to wait until people get bored of the jokes. If you go for an entire month without suffering any reputation damage, all of your existing reputation damage goes away. Your current reputation points rise to equal your maximum. This is the easiest approach, because you don't have to do anything. But it's risky, because the wits, like sharks who smell blood in the water, will keep a keen eye out for any other missteps you might make.

You might be better off trying to shore up your sliding reputation by attempting an impressive deed. If successful, you'll change the subject of conversation and recover lost reputation points. You get a chance to recover each time you:

- Overcome a DC by 10 or more while performing a public act that people regard as remarkable or of direct benefit to them. The act must be in keeping with your position: If you're famous as an acrobat, a wire-walking stunt would be perfectly appropriate, but if you're a high priest, attempting such a thing would just make you look more ridiculous.
- Defeat, kill, or capture an enemy feared by the people.
- Take credit for the reputation-building acts that your underlings perform. For example, a king might issue an order that brings a feared criminal to justice and regain reputation even though he had nothing to do with the actual capture. To do this, the leader must publicly lay claim to the act and succeed at a Charisma check (DC 10). Success indicates that the leader gains the reputation points his underling would have regained. If his follower refutes that claim, they must make an opposed skill check. The follower makes a Diplomacy skill check, but the leader can choose to use Bluff, Diplomacy, or Intimidate to oppose. The winner regains the reputation points; on a tie, neither can benefit from the reputation gaining act.

After performing a reputation-rebuilding action, you recover reputation points equal to 1d6 + your Charisma modifier.

"Ha! My Insult Nails Him For 13 Reputation Points!"

An advantage of the reputation point system is that it makes adventures of social maneuvering more like combat. Hit point-based combat is deeply satisfying to many players because, with each mighty weapon swing, they get a precise number measuring the exact degree of

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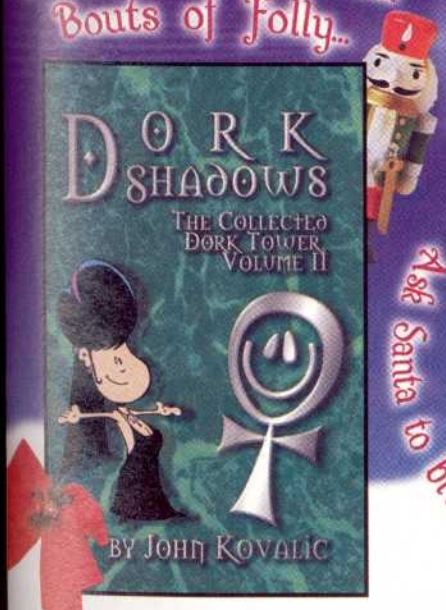

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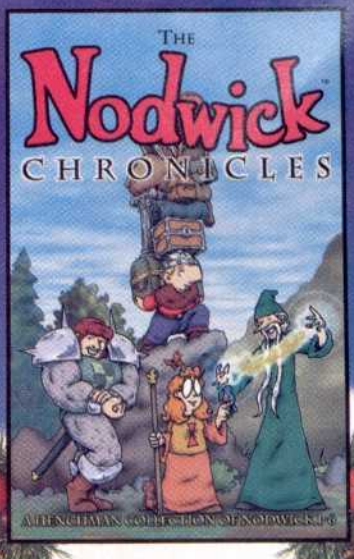

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their success. When you nail a bugbear for 20 points of damage, you know you've really done something. The reputation point system uses the same principle to make wars of wit as satisfying as physical combat. DMs might find it an especially useful tool to convert players mainly interested in combat to the fun of political or social adventures. You're taking something that seems fuzzy and vague to some players and making it as hard-edged as other elements of the D&D game.

FEATS OF WIT

Invest in the feats below if you want to make your character a master of verbal assault. Note that all of these feats are useful only if your DM makes use of the reputation rules presented in this article.

Bully [Wit]

People are afraid to say bad things about you.

Prerequisites: Intimidate skill.

Benefit: When calculating your base reputation, do not add in your Bluff or Diplomacy skill ranks; instead, add triple your Intimidate ranks.

Normal: When calculating your base reputation, you add your Charisma modifier and your ranks in Bluff, Diplomacy, and Intimidate to your level to determine your base reputation score.

Special: Should the number of ranks you have in Diplomacy and Bluff both exceed the number of ranks you have in Intimidate, you may calculate your base reputation normally.

Cunning Wit [Wit]

You have mastered the art of witty repartee.

Prerequisites: Perform (wit) skill.

Benefit: You get a +4 bonus on all Perform (wit) skill checks when attempting to damage a foe's reputation.

Diplomat [Wit]

People don't like to think poorly of you.

Prerequisites: Diplomacy skill.

Benefit: When calculating your base reputation, do not add in your Bluff or Intimidate skill ranks; instead, add triple your Diplomacy ranks.

Normal: When calculating your base reputation, you add your Charisma modifier and your ranks in Bluff, Diplomacy, and Intimidate to your level to determine your base reputation score.

Special: Should the number of ranks you have in Intimidate and Bluff both exceed the number of ranks you have in Diplomacy, you may calculate your base reputation normally.

Enhanced Reputation [Wit]

You have a better reputation than normal.

Benefit: Add 10 to your base reputation points.

Special: You can take this feat multiple times.

Face in the Crowd [Wit]

People don't think much about you.

Benefit: When calculating your base reputation and the damage your insults deal, do not add your Charisma modifier if it is negative.

Normal: When calculating your base reputation, you add your Charisma modifier and your ranks in Bluff, Diplomacy, and Intimidate to your level to determine your base reputation score. When rolling reputation damage, you roll 1d6 and add your Charisma modifier.

Rapier Wit [Wit]

After creating a cruel jape to ridicule your opponent, you are skilled at spreading it throughout the community so that it is soon on everyone's lips.

Prerequisites: Perform (wit) skill, Cunning Wit.

Benefit: When damaging a foe's reputation, roll 1d10 and add your Charisma modifier to determine damage.

Normal: When rolling reputation damage, you roll 1d6 and add your Charisma modifier.

Scathing Wit [Wit]

Your insults can cause physical pain.

Prerequisites: Perform (wit) skill, Cunning Wit, Rapier Wit.

Benefit: If you successfully damage a target's reputation in his presence and the target can hear and understand you, the target must make a Fortitude saving throw with a DC equal to 10 + your Perform (wit) skill modifier. Failure indicates that the target breaks out in hives or boils and suffers subdual damage equal to the reputation damage you inflicted.

Normal: Damaging a target's reputation in his presence causes no physical damage or discomfort.

Shatter Confidence [Wit]

You specialize in sniffing out and exposing the insecurities of others.

Prerequisites: Perform (wit) skill, Cunning Wit.

Benefit: While conversing with a target, who must be able to hear and understand you, you single out one of his skills. Make a Perform (wit) check against a DC equal to 10 + his Charisma score. If you are successful, his next attempt to use the chosen skill suffers a -5 morale penalty.

Sly [Wit]

People have a hard time believing anything bad about you.

Prerequisites: Bluff skill.

Benefit: When calculating your base reputation, do not add in your Intimidate or Diplomacy skill ranks; instead, add triple your Bluff ranks.

Normal: When calculating your base reputation, you add your Charisma modifier and your ranks in Bluff, Diplomacy, and Intimidate to your level to determine your base reputation score.

Special: Should the number of ranks you have in Diplomacy and Intimidate both exceed the number of ranks you have in Bluff, you may calculate your base reputation normally.

Sterling Reputation [Wit]

You quickly recover from the insults of others.

Benefit: You recover your full reputation after just three weeks, and when calculating the reputation you regain from performing an impressive deed, roll 1d10 and add your Charisma modifier.

Normal: You recover your full reputation after a month, and when calculating the reputation you regain from performing an impressive deed, you roll 1d6 and add your Charisma modifier.

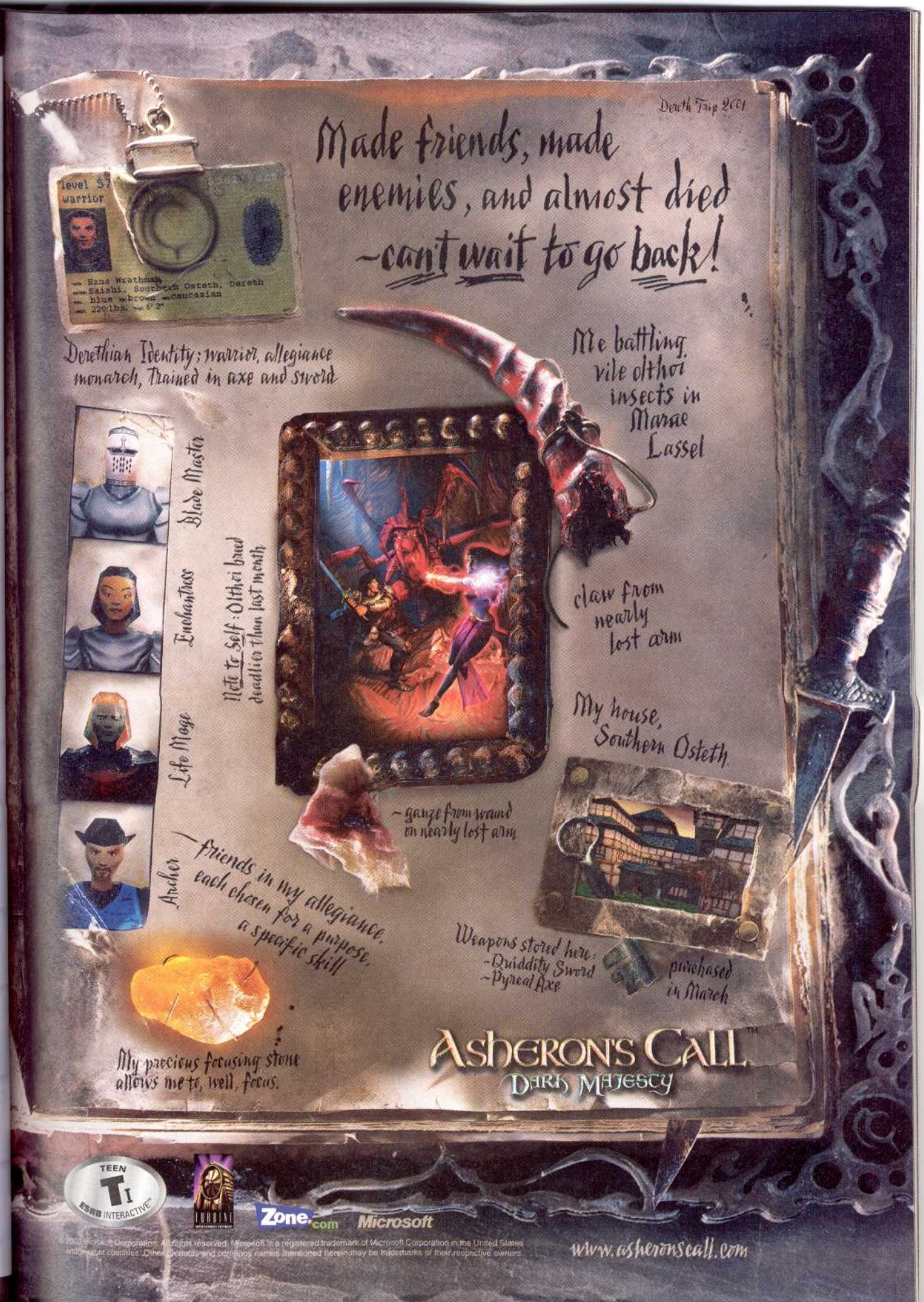
Thorny Reputation [Wit]

When others mock you, their jokes often backfire with disastrous results.

Prerequisites: Perform (wit) skill, Cunning Wit.

Benefit: When someone attempts to damage your reputation and fails to beat the DC by 5 or more, her own reputation score takes damage equal to 1d4 + your Charisma modifier.

Normal: Opponents that fail to damage your reputation suffer no ill effect. D


Dereth Trip 2001
Made friends, made enemies, and almost died
~can't wait to go back!
level 57
warrior
Hans Wrathman
Baishi, Southern Osteth, Dereth
blue brown caucasian
220 lbs. 6' 2"
Derethian Identity; warrior, allegiance monarch, trained in axe and sword
Me battling vile olthoi insects in Marae Lassel
Blade Master
Enchantress
Life Mage
Archer
Note to Self: Olthoi breed deadlier than last month
claw from nearly lost arm
My house, Southern Osteth
~ganze from wound on nearly lost arm
friends in my allegiance, each chosen for a purpose, a specific skill
Weapons stored here:
~Quiddity Sword
~Pyreal Axe
purchased in March
My precious focusing stone allows me to, well, focus.
ASHERON'S CALL™
DARK MAJESTY
TEEN
TI
ESRB INTERACTIVE
Zone.com
Microsoft
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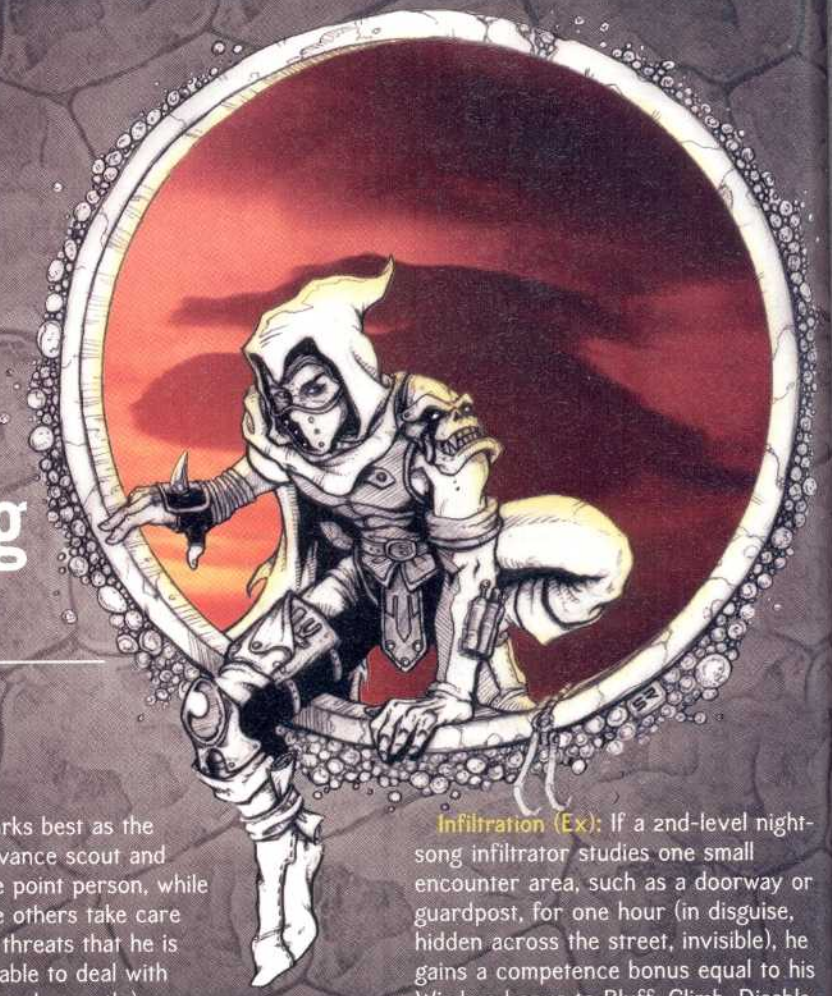
Nodwick
in:
SMILE!
The Gods Love You!
(and they're hiring)
I THOUGHT YOU SAID ALL THE UNDEAD WOULD GO "POOF" WHEN WE OFFED THE UBER-LICH! WHAT GIVES?!
I COULD'VE SWORN THESE BONEBAGS WERE CO-DEPENDENT.
I THINK I PUT ALL OF YOUR BRAIN BACK. NOW STEER CLEAR OF HUNGRY ZOMBIES FROM NOW ON, OKAY?
ZZURRMMMPH.
OH, FOR GOODIE-GUMDROP'S SAKE.
SHOO!
YOU GO, GIRL!
THAT WAS AMAZING, PIFFANY!
WELL, IF IT WASN'T FOR THE POWER OF THE GODS, I'D—
ACTUALLY, I WAS THE ONE WHO AIDED HER MOMENTS AGO.
GLURPHMM NNGGHNN?
I THINK HE MEANS, "WHO ARE YOU?"
WHY, I'M ALEPHENIA, GODDESS OF NOBLE CAUSES AND HONORABLE MENTIONS! I'M HERE TO GRANT PIFFANY THE GREATEST HONOR OF ALL!
WHICH IS...?
SERVICE AS MY AVATAR, OF COURSE!
OH, SURE, IF SHE WANTED TO WORK FOR A HAS-BEEN, THEN THAT MIGHT BE AN HONOR.
WHO NEW HIM CUMQUAT ROTARY ENGINE?
WHOOPS! MISSED A SPOT.
BE MY AVATAR, PIFFANY, AND KNOW THE UNFAILING MIGHT OF ZAURUS WILL DEFEND YOU!
JUST LIKE IT DEFENDED YOUR LAST AVATAR? OR WERE YOU FEELING SORRY FOR THAT DRAGON BECAUSE IT WAS HUNGRY?
THANK YOU, BUT I SERVE ALL DIVINE FORCES OF GOODNESS AND BABY BIRDIES, SO—
SO THAT'S WHY SHE'S GOING TO BE MY AVATAR, SINCE I'M GOING TO WIPE OUT WORLD HUNGER AFTER SHE ACCEPTS.
OH, GOLLY...
I CAN BEAT THAT BY OFFERING WORLD PEACE. THINK OF IT: EVERYONE LIVING IN HARMONY, THANKS TO YOU!
WHAT GOOD IS THAT WITHOUT ADVANCEMENT? JOIN ME, AND THE TERM "GOLDEN AGE" WILL REQUIRE DAILY REDEFINITION!
SORRY I'M LATE, BUT I HAD TO FINISH DESIGNING MY NEW AVATAR'S OUTFIT.
OKAY, HOLD IT, EVERYONE!

WHO DARES TO INTERRUPT OUR EVANGELIZING?
HER AGENT. I'M WILLING TO ENTERTAIN PROPOSALS FOR THE ACQUISITION OF MY CLIENT AS STAFF WITH YOUR RELIGIOUS ORGANIZATIONS. JUST LEAVE ANY APPLICATIONS WITH MY SECRETARY HERE, AND WE'LL BEGIN THE REVIEW PROCESS.
WOW! THE PAPERWORK ALONE WILL BE WORTH A FORTUNE TO RELIC COLLECTORS!
BUT I DON'T WANT TO BE ANYONE'S AVATAR. I SERVE AN ECUMENICAL ORDER SO I CAN UPHOLD GOOD ACROSS THE BOARD!
KEEP COOL. THIS'LL BUY US SOME TIME...
THE GODS AND MORTALS RE-CONVENE AT THE NEAREST INN...
MORE APPLICATIONS. THERE ARE ENOUGH GODS IN THE COMMON ROOM TO START RAGNAROK TWICE OVER.
HAVE YOU SEEN THE LOVE GODDESSES? I'M NEVER WISHING MY EYEBALLS AGAIN!
THEY'RE GETTING AGGRESSIVE. I WAS OFFERED IMMORTALITY AND ETERNALLY FRESH DAIRY PRODUCTS IF I MOVED SOME FORMS TO THE TOP OF THE PILE.
AH. THAT WOULD BE LACTORSUS, GODDESS OF EXPIRATION DATES.
OH, NO. NOT ANOTHER ONE. PLEASE WAIT IN THE COMMON ROOM--
YOU MISJUDGE ME/US, WIZARD. I/WE REPRESENT THE POWERS WHAT IS. I/WE TRY TO KEEP THOSE GOD-YAHOOS IN LINE.
SO WHAT'S GOING ON? WHY ARE THE GODS OF GOOD SO INTERESTED IN ME ALL OF A SUDDEN?
YOURS IS THAT RAREST OF SOULS, ONE OF SUCH PURITY AND FAITH THAT WHICHEVER DEITY COULD CLAIM YOU AS THEIRS WOULD GAIN UNHEARD-OF INFLUENCE. I/WE HAVE BEEN KEEPING YOUR TRUE NATURE HIDDEN... UNTIL I/WE WENT TO A PARTY WHERE SOMEONE PUT TOO MUCH DILITHIUM IN MY/OUR MEGA-NOVA MARGARITA...
BEEN THERE. DONE THAT.
SO WHAT CAN WE DO? I DON'T WANT TO LET THEM DOWN, BUT...
WE MUST FIND SOMETHING THEY'D WANT MORE THAN YOU.
OH, IS THAT ALL?
I THINK WE MIGHT HAVE SOMETHING...
MINUTES LATER...
YOUR ATTENTION, O GREATER BEINGS AND CELESTIAL WHATNOTS. WE HAVE AN ANNOUNCEMENT.
ER, WELL, FIRST OF ALL, I WON'T BE SIGNING ON AS ANYONES AVATAR...
WHAAAT?!
NOW JUST KEEP YOUR HALOS ON! HONESTLY! WAS THE GOD OF MANNERS STILL FORMING WHEN YOU PEOPLE CAME INTO BEING?
SORRY.
THAT'S BETTER. NOW, I CAN OFFER YOU SOMETHING THAT YOU'LL ENJOY JUST AS MUCH.
YOU'RE THE ONE WHO'S BEEN DOING THIS EVERY YEAR?
AND THIS IS THE REAL THING?
UH-HUH.
DOWN TO THE LAST INGREDIENT.
I CAN'T BELIEVE WE NEVER NOTICED HER SENDING DOUBLE-FUDGE-CHOCOLATE-CHIP COOKIE-DOODLES TO THE GODS EVERY YULETIDE.
I CAN'T BELIEVE THEY TRADED THE UNIVERSE'S PUREST SOUL FOR A COOKIE RECIPE.
YOU NEVER GOT TO LICK THE BOWL! I WONDER IF ANY OF THESE DEITIES WILL USE THAT RECIPE FOR COMMUNION...

Class Acts:

The Nightsong Infiltrator



by Monte Cook
illustrated by Scott Roller

NIGHTSONG INFILTRATOR

Experts in breaking into "secure" areas, the nightsong infiltrator is the perfect thief and the perfect spy. Whether he is there to steal gold or information, jewels or secrets, the infiltrator of the Nightsong Guild is trained to do his job quickly and efficiently. As such, they practice extensively with locks and traps, and they focus on doing their job under pressure and in unfavorable conditions. For example, they train extensively with climbing since they often have to scale walls and reach high windows. They have little time to work on combat training and relegate such concerns to their companions, the nightsong enforcers (see last issue).

Rogues most frequently and most easily become nightsong infiltrators, but bards, urban rangers, and intelligent fighters can make good members of the class as well. Rarer, but possible, are spellcasting nightsong infiltrators who use spells to aid them in getting in and out of places. Woe to those who wish to keep their valuables out of the hands of a Nightsong Guild member who can become invisible, walk through walls, or teleport!

Members of the Nightsong Guild rarely work alone. Usually, they operate in teams. For PC nightsong infiltrators, these teams can be made up of adventuring allies. When working as part of a team, the nightsong infiltrator works best as the advance scout and the point person, while the others take care of threats that he is unable to deal with (guards, mostly).

CLASS FEATURES

All of the following are class features of the nightsong infiltrator prestige class.

Weapon and Armor Proficiency: Nightsong infiltrators gain no new proficiency with weapons or armor.

Climbing Action (Ex): The nightsong infiltrator does not lose his Dexterity bonus to AC while climbing, nor do opponents gain a +2 bonus to attack him. A nightsong infiltrator attempting to perform an action while climbing reduces the incurred penalty for doing so by his Dexterity bonus (with no greater result than 0). For example, if the nightsong infiltrator attempts to open a lock on a high window while hanging onto a rope, the DM might assess a -2 penalty to the attempt. If the character has a +3 Dexterity bonus, the penalty is negated (but the "left over" +1 provides no benefit).

Skill with Traps (Ex): Like rogues, nightsong infiltrators can use the Search skill to locate traps with DCs higher than 20 and the Disable Device skill to disarm magical traps. These abilities follow all of the normal rules for rogues using these skills.

Infiltration (Ex): If a 2nd-level nightsong infiltrator studies one small encounter area, such as a doorway or guardpost, for one hour (in disguise, hidden across the street, invisible), he gains a competence bonus equal to his Wisdom bonus to Bluff, Climb, Disable Device, Disguise, Hide, Move Silently, Open Lock, and Search checks while in that encounter area for the next 24 hours. Further, if the nightsong infiltrator has a permanent base or home, these bonuses are always in effect in his home.

Break Away (Ex): A nightsong infiltrator who does nothing but move during a round gains a +4 competence bonus to AC against attacks during that round. The nightsong infiltrator must be aware of the attack (not flat-footed) to benefit from this bonus.

Sense Magic (Su): A 4th-level nightsong infiltrator can *detect magic,* as the spell, at will. This ability is used primarily to seek traps or help ascertain the true value of loot.

Specialized Tools (Ex): Given one hour and 10 gp, a 4th-level nightsong infiltrator can prepare a special tool for a job. To do so, the nightsong infiltrator must make a DC 15 Craft (woodworking) or a DC 15 Craft (blacksmithing) check, whichever is appropriate for the task (as determined by the DM). The nightsong infiltrator must have the proper tools (for use with the Craft skill) available to

make his specialized tool. He must know something about the job (location, general weather, lighting, and so on) so he knows what to prepare. The tools he prepares give him a +2 circumstance bonus to one type of skill check (Climb, Disguise, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, or Search). Alternatively, at the DM's discretion, the tools allow him to do something he normally could not do such as picking a lock from a distance (using a specialized pole), opening a window with both hands gripping a rope (using a mouth-pick), and so on. The tools only work in that particular location.

Defensive Roll (Ex): A 5th-level nightsong infiltrator can roll with a potentially lethal blow to take less damage from it. Once per day, when a nightsong infiltrator would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC equal to the damage dealt), and if he's successful, he takes only half damage from the blow. He must be aware of the attack and able to react to it to execute a defensive roll—if he is denied his Dexterity bonus to AC, he can't roll. Since this effect wouldn't normally allow a character to make a Reflex save for half damage, evasion does not apply to the defensive roll.

Nimble Fingers (Ex): A 5th-level nightsong infiltrator can take 20 on Disable Device checks. Taking 20 takes twenty times as long as making one check. Using this ability with a Disable Device check does not set off the trap unless the character's result after taking a 20 is insufficient to disable the device.

Rapid Action (Su): At 6th level, once per day per nightsong infiltrator level, this character can take an additional partial action in a round. During this action, the infiltrator can: move (including climbing or jumping), use a special ability, activate a magic item, draw a weapon/item, sheath/store a weapon/item, stand up from prone, light a torch with a tindertwig, use a (non-attack) skill that takes 1 action, pick up an item, or move a heavy object.

Trap Avoidance (Ex): A 7th-level nightsong infiltrator's training with traps is so extensive that he makes all saving throws made against traps and trap effects twice, taking the better roll each time.

Improved Evasion (Ex): An 8th-level nightsong infiltrator's reflexes allow him to get out of harm's way with incredible speed. This extraordinary ability works like evasion, except that while the nightsong infiltrator still takes no damage on a successful Reflex save against spells such as *fireball* or a breath weapon, he now suffers only half damage on a failed save.

Supernatural Touch (Su): At 9th level, the nightsong infiltrator gains a supernatural affinity for mechanisms and locks. This ability confers a +4 competence bonus to normal Open Lock, Search (to look for traps), and Disable Device checks, or, alternatively, allows the nightsong infiltrator to make Open Lock, Search (to look for traps), and Disable Device checks without having the appropriate tools.

Ghost Move (Su): At 10th level, the nightsong infiltrator gains a supernatural ability that helps him to infiltrate even impregnable places. This ability confers a +8 competence bonus to Hide and Move Silently checks. He can even hide while being directly observed, seeming to simply disappear. This ability, coupled with Supernatural Touch and Specialized Tools (and of course, many skill ranks), gives the nightsong infiltrator some impressive bonuses to all the skills he needs, allowing the character to move through even the most well-guarded, heavily trapped, and tightly locked vaults imaginable. D

REQUIREMENTS

To qualify to become a nightsong infiltrator, a character must fulfill all the following criteria.

Open Locks: 10 ranks.
Move Silently: 6 ranks.
Disable Device: 4 ranks.
Pick Pocket: 5 ranks.
Feats: Alertness.
Special: The nightsong infiltrator must undergo three months of intensive training and tests with the Nightsong Guild before he can actually gain the skills offered. Further, the guild asks all members to contribute 10% of all their earnings. In return, members have access to the guild's extensive library, training facilities, workshops, contacts, allies, and bolt-holes. Many places of business in the city offer Nightsong Guild members 10% discounts on services, goods, and equipment.

CLASS SKILLS

The nightsong infiltrator's class skills (and the key ability for each skill) are as follows:

Str: Climb, Jump, Swim.
Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Ride, Tumble, Use Rope.
Con: —
Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Profession, Search, Use Magic Device.
Wis: Innuendo, Listen, Spot.
Cha: Bluff, Diplomacy, Disguise, Gather Information.
Skill Points at Each Level: 8 + Int modifier.

THE NIGHTSONG INFILTRATOR

HIT DIE: D6

Lvl	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+2	+0	Climbing action, skill with traps
2	+1	+0	+3	+0	Infiltration
3	+2	+1	+3	+1	Break away
4	+3	+1	+4	+1	Specialized tools, sense magic
5	+3	+1	+4	+1	Defensive roll, nimble fingers
6	+4	+2	+5	+2	Rapid action
7	+5	+2	+5	+2	Trap avoidance
8	+6	+2	+6	+2	Improved evasion
9	+7	+3	+6	+3	Supernatural touch
10	+7	+3	+7	+3	Ghost move

Faiths of Faerûn:

THE GREEN HUNTER

by Eric Haddock • illustrated by Anthony Waters

There have long been rumors of an elite, secretive group operating in the jungles of Chult, near Fort Belurian. Their purpose and leadership has been unclear, except that they wear holy symbols of Thard Harr and perform good deeds near the fort, specializing in finding those lost in the jungle. *The Morning Rain*, a royal courier vessel from Cormyr, was sent to Fort Belurian with an urgent request for any member, if the order did exist, to assist in locating a person of royal interest lost somewhere in the jungle. Cormyr needed someone who could pass quickly through the undergrowth like a druid, track a man like a ranger, and fend off the monsters in the jungle like a fighter.

There was a response: Lilkinen Tar'rir presented himself as a captain of a new order of "scouts." These scouts were the green hunters, and with their help, Lilkinen was able to rescue the lost alchemist. He now remains the primary liaison between the order and the public.

Green hunters seek to serve the cause of good in whatever capacity they can. They're part ranger, druid, and fighter, specializing in thick growth environments like jungles and dense forests. Green hunters are usually druids, but some begin their adventuring careers as rangers. Druids have the close bond with nature that Thard Harr respects, and rangers are predisposed to the more violent aspects of the order, which Thard Harr also respects. However, druids are much more accomplished spellcasters than rangers, so they are sooner able to meet the requirements for joining the order. Dwarves feature prominently in the order, as Thard Harr is a god among them, but non-dwarves are welcome. Regardless of race, those wishing to join the order must pledge their loyalty to Thard Harr.

The order was started by Lilkinen Tar'rir, and he serves as its leader. He has a room of his own at the Drowning Rock, an inn just outside the walls of Fort Belurian, which he uses to interact with the public whenever he needs to. He mostly spends his time in the jungle, training new members.

While the order was founded in Chult and knows that area well, it has sent green hunters off to many parts of the world for a wide variety of purposes. One reason is to have members participate in adventures. Adventuring is a lucrative endeavor that adds substantially to the order's coffers. Player characters who take this prestige class can be members sent on a mission by Lilkinen or green hunters out in the world for the purpose of sending money back home.

Class Features

All of the following are class features of the green hunter prestige class.

Weapon and Armor Proficiency: Green hunters are proficient with all martial weapons and with light armor and shields. Druids who become green hunters may use spiked gauntlets without suffering the penalties for using a prohibited weapon.

In Your Campaign

You don't need to play in a Forgotten Realms campaign to use the green hunter prestige class. Altering it to fit your campaign is easy. Here are a few examples:

- The green hunters can be devotees of any nature god. Simply change the spiked gauntlet to the favored weapon of whatever nature deity exists in your campaign.
- The green hunters need not be devoted to any particular deity, instead they can be a special sect of druids or rangers that specialize in using whatever weapon you like.
- The green hunters could be an organization of woodland wizards or sorcerers. Just change the +1 caster level to allow arcane spellcasters and replace references to the spiked gauntlet to references to the dagger or club.
- The green hunters could be the "frost hunters," individuals that specialize in hunting in arctic climbs. When the text mentions tangled undergrowth, think instead that it refers to deep snow or slippery ice. The references to the spiked gauntlet can be changed to a weapon more useful in an arctic area, such as the light pick.

Spells Per Day: At every other level gained in the green hunter prestige class, the character gains new divine spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a green hunter, he must decide to which class he adds the new effective level for the purposes of determining spells per day.

Quick Travel (Su): With Thard Harr's divine guidance, green hunters are able to safely and quickly navigate terrain with dense undergrowth. When traveling on foot and in forests, jungles, or swamps dense enough to cause a movement penalty, green hunters of 1st level and higher add 10 to their base speed. The growth does not have to be natural for the Hunter to enjoy this bonus.

Hand of Thard Harr (Ex): In the densest jungle, there is little room to swing swords or use pole arms. Thard Harr's favored weapon, the spiked gauntlet, works well in close quarters.

At 2nd level, a green hunter gains the Weapon Focus (spiked gauntlet) feat.

At 4th level, the green hunter gains the Improved Critical (spiked gauntlet) feat.

At 6th level, the green hunter deals an extra point of damage whenever he deals damage with a spiked gauntlet.

At 8th level, the green hunter wearing a spiked gauntlet can use it to disarm foes without provoking an attack of opportunity. If successful, the green hunter can take the weapon in his gauntleted hand rather than allowing it to fall at his opponent's feet.

At 10th level, the penalties associated with using two spiked gauntlets at once are reduced by 2. Thus, a ranger or a character with the Ambidexterity and Two-Weapon Fighting feats could fight with two spiked gauntlets and suffer no penalty.

Unerring Pursuit: At 3rd level, the green hunter gets a +10 morale bonus to any Wilderness Lore skill checks made in any area with undergrowth thick enough to cause a movement penalty, such as a jungle or forest. The bonus is granted whether or not the growth is natural.

Scent (Ex): Beginning at 5th level, a green hunter's senses are so highly attuned that he can utilize the scent ability. This ability allows the green hunter to detect approaching enemies, sniff out hidden foes, and track by sense of smell. He can identify familiar odors just as others do familiar sights.

The green hunter can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When the green hunter detects a scent, the exact location is not revealed—only its presence somewhere within range. He can take a move-equivalent action to note the direction of the scent. If he moves within 5 feet of the source, the green hunter can pinpoint that source.

The green hunter can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. A green hunter tracking by scent ignores the effects of surface conditions and poor visibility.

Ferocity (Su): Once per day, a 7th-level green hunter can increase his Strength by +4 points for a number of rounds equal to his green hunter level. When the ferocity ends, the green hunter is fatigued for the duration of that encounter.

Woodland Freedom (Su): The time the green hunter has spent going through dense growth has given him the ability to move through it as easily as if it were not there. The green hunter can move through thorns, briars, overgrown areas, and similar terrain at his normal speed (plus the bonus from quick travel) without suffering damage or other impairment. The green hunter can move through enchanted or magically manipulated plantlife (such as the area of an *entangle* spell) just as easily, but the woodland freedom ability has no affect on the ability of monstrous plants to hold or attack the green hunter.

GREEN HUNTER CLASS REQUIREMENTS

To qualify to become a green hunter, a character must fulfill all the following criteria:

Patron Deity: Thard Harr.
Alignment: Any good.
Base Attack Bonus: +4.
Knowledge (nature): 5 ranks.
Wilderness Lore: 5 ranks.
Feats: Track.
Spells: Ability to cast divine spells.

GREEN HUNTER CLASS SKILLS

The green hunter's class skills (and the key abilities for each) are:

Str: Climb, Jump, Swim.
Dex: Balance, Hide, Move Silently, Use Rope.
Con: Concentration.
Int: Craft, Knowledge (geography), Knowledge (nature), Search.
Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore.
Cha: Intimidate.

Skill Points at Each Level: 4 + Int modifier.

THE GREEN HUNTER

HIT DIE: D8

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+0	Quick travel	+1 level of existing class
2nd	+2	+3	+0	+0	Hand of Thard Harr (Weapon Focus)	
3rd	+3	+3	+1	+1	Unerring pursuit	+1 level of existing class
4th	+4	+4	+1	+1	Hand of Thard Harr (Improve Critical)	
5th	+5	+4	+1	+1	Scent	+1 level of existing class
6th	+6	+5	+2	+2	Hand of Thard Harr (+1 to damage)	
7th	+7	+5	+2	+2	Ferocity	+1 level of existing class
8th	+8	+6	+2	+2	Hand of Thard Harr (disarm)	
9th	+9	+6	+3	+3	Woodland freedom	+1 level of existing class
10th	+10	+7	+3	+3	Hand of Thard Harr (reduced penalties)	

THE LEANING TREE

by Ed Greenwood · Illustrated by David Day

In the backlands of the Forgotten Realms, travelers depend on landmarks but often come to fear them—for any place familiar enough for them to use as a landmark also sees enough passing traffic to make it a good lookout or prowling-place for hungry monsters.

Leaning Tree is a typical trailside camp, controlled and inhabited by no one but used as an overnight resting-place by many. This traders' crossroads is located where the Northride (the traderoad west out of Shadowdale) meets the Tethyamar Trail (known locally as "the Daggerdale road") southeast of Spiderhaunt Wood.

It was named for a huge shadowtop tree that for years jutted out of the earth at an angle that made every passerby believe that it must soon topple over. Some two hundred years after the spot acquired its name, they were proven right. The forest giant reportedly crushed a small cottage in its fall (some tales insist that gruesome loss of life was involved), though all traces of both tree and building are now gone.

This waymoot stands in an area of gently rolling terrain broken by occasional rock outcrops and deep, narrow ravines overgrown by a thick forest. Water is plentiful, and mists are common at dawn and dusk throughout much of the year.

The soil is rich and dark, but it lies in a thin layer over bedrock, and both treeroot tangles and loose stones are plentiful. As a result, both trade routes at the crossroads are of hard-packed dirt studded with small stones.

Leaning Tree boasts a horsepond, a ramshackle pavilion, a few hollow-tree hiding places, several dry wells now used for contraband storage, and a small rock pinnacle that can be used as a lookout and as a site for beacon fires. Drinking water can be found in the woods behind the pavilion, where a small spring rises among rocks. Even in winter, folk who can shatter a foot or so of ice should be able to take buckets of water from "Alath's Hole," a small but deep pool that the spring empties into before trickling on through the forest to join other rivulets and form what eventually becomes Daggerstill Stream. No one can remember who Alath was or why the hole is named for him, but the most popular tale is that he hastily buried a cauldron of coins very near the pool during an orc raid—and was then slain. No one, local rumors add, has found his hoard since.

There are other rumors about Leaning Tree: that it has been the site of murders, spell-battles between wizards, pitched battles, and that it is haunted by beautiful women who sing sad songs and even by a "ghost dragon."

Beacon Fang

The most striking feature of Leaning Tree is this spar of bare rock. It stands amid thick trees and creepers some distance back from the crossroads, in the northeast angle of the two trails. Rising some eighty feet off the ground at its tip (which is large enough for three humans to stand on), it stands higher than most of the surrounding trees by a dozen feet or more, and it usually offers a view along the Northride for three miles or more and vistas in other directions of perhaps a mile.

Beacon Fang is a sheer drop to the south, southwest, and southeast, but it is easily climbed on its other sides. Harpers keep its top crowned by an unlit beacon fire (and check on this every four days or so, replenishing it whenever necessary).

The beacon fire consists of a tree branches laid in rectangular layers, each layer of boughs laid at a go-degree angle to the layers above and below it, to form a "log cabin" roughly six feet high. An old, cracked greathelm laid at the heart of the log cabin is kept stuffed with dry kindling; its scorched and blackened state attests to how often lazy folk have ignited the tinder without even bothering to take them out of their protective container.

The Horsepond

The second prominent feature of Leaning Tree is a long, narrow, and stagnant pond in one angle of the meeting of the roads. It's typical of what some folk call "drovers' ditches" and others term "drive-through troughs," found at many wayside inns.

It has bogged down many wagons in the dark or under the guidance of weary or tipsy drovers—because both of its ends are mud-ramps, allowing horses to be driven or towed by their reins down into the water from one end, thence through the water, to then be brought up and out the other end in the same manner.

Small personal items might well lie buried deep in the hoof-churned muck at the bottom of the pond, but larger items are found and removed by travelers who care for their mounts and probe with wooden poles. The fastidious who'd rather skip this aromatic, often splatteringly dirty step are warned that when troubles over the rulership of Daggerdale first erupted decades ago,

the local phrase for someone having been murdered was that he'd "been to visit a horsepond." (It's not uncommon for corpses weighted with stones to be found in wayside ponds wherever roads traverse wilderness in the Realms.)

Peddler's Palace

The pavilion at Leaning Tree is known as "Peddler's Palace" to old drovers. Today it's little more than a leak-prone shelter from driving winds, rain, and snow.

Standing just northeast of the waymoot in the shelter of Beacon Fang, the ramshackle pavilion is little more than the standing trunks of two old, dead trees cut off and then top-notched to hold a third trunk laid across them as a crossbar.

The southwest side, facing the roads, stands open, but many tree trunks of various sorts and sizes have been leaned on angles against the northeast side of the crossbar, rising up diagonally from the ground to form a sloping back wall. Most are long enough to protrude up into the air, overhanging the crossbar a trifle, but the term "Palace" was obviously bestowed with sarcasm.

In front of the pavilion is a firepit of scorched rocks overhung by a fire-blackened iron cooking-hook of massive size. Many folk have tried to remove this over the years, but they found it too firmly anchored to carry off; thrice it has been severely damaged and repaired by the Harpers.

A cauldron hung on the end of this jutting hook is suspended not far above the firepit; the hook is part of its pole, originally dwarf-forged as one piece. Dwarves drilled deep into bedrock beneath the pit to anchor the pole, which has rusted slowly and so remains both secure and very heavy.

Hideyholes

Leaning Tree has almost as many real, oft-used hiding places as it does legends of unclaimed valuables hidden in its environs. The heat of cookfires makes the firepit less than ideal for storing buried treasure that can't take severe heat (thanks to the bedrock not far beneath), but several hollow trees (one beside the pavilion, and two flanking the horsepond) offer cavities large enough to conceal coffers, carrychests, and even dwarves or smaller creatures. A human can crouch in one of the horsepond trees, though immobility and drab clothing might be necessary to escape being spotted.

Unfortunately, these hiding places are clearly visible and thus obvious to any passerby. Only slightly less obvious are the two old wells that date from a time when an unusually dim-witted human family tried to settle on the spot and farm.

Wooden covers for these wells have been made and renewed many times over the years, and mud, stones, and dead leaves have found their ways into the shafts to block them both at a depth of about seven feet. The eastern well is lined with stone and surrounded by a pile of broken rocks, and both often see use for overnight food storage and as temporary homes for more long-lasting valuables. The wells retain their wooden covers to this day, rocks and deadfall tree boughs anchoring them.

The Snarling Dwarf

Buried a few feet beneath the trodden and weed-choked earth of the pavilion floor is a huge slab of flat stone, probably from the immediate area, the uppermost face of which has been skillfully sculpted into a relief carving of a snarling bearded face with strong brows and a large nose. Who carved it, and why, are mysteries—several times it has been dug up and examined in vain for spells or treasure beneath it. It's said to be a fearsome sight when laid bare, causing most who reveal it to decide not to sleep in the pavilion thereafter, but for some reason (probably suspicions of curses) no one has ever shattered it, tried to move it away from the spot, or taken it. It remains a mystery that might have nothing at all to do with dwarves.

Old Writings

Some rocks around Beacon Fang, when disturbed, have been found to be deeply graven with old runes. Some are mere symbols whose meaning is now lost, and others are but fragments, but messages have been found, and some of these (their rocks long ago carried off) are reported here:

- "The hidden ways hold more Art than has been lost."
- "Seek you Authelass of the Dripping Eye. He has mastered . . ."
- "Nathurr has the Hidden Stone. It now commands the other . . ."

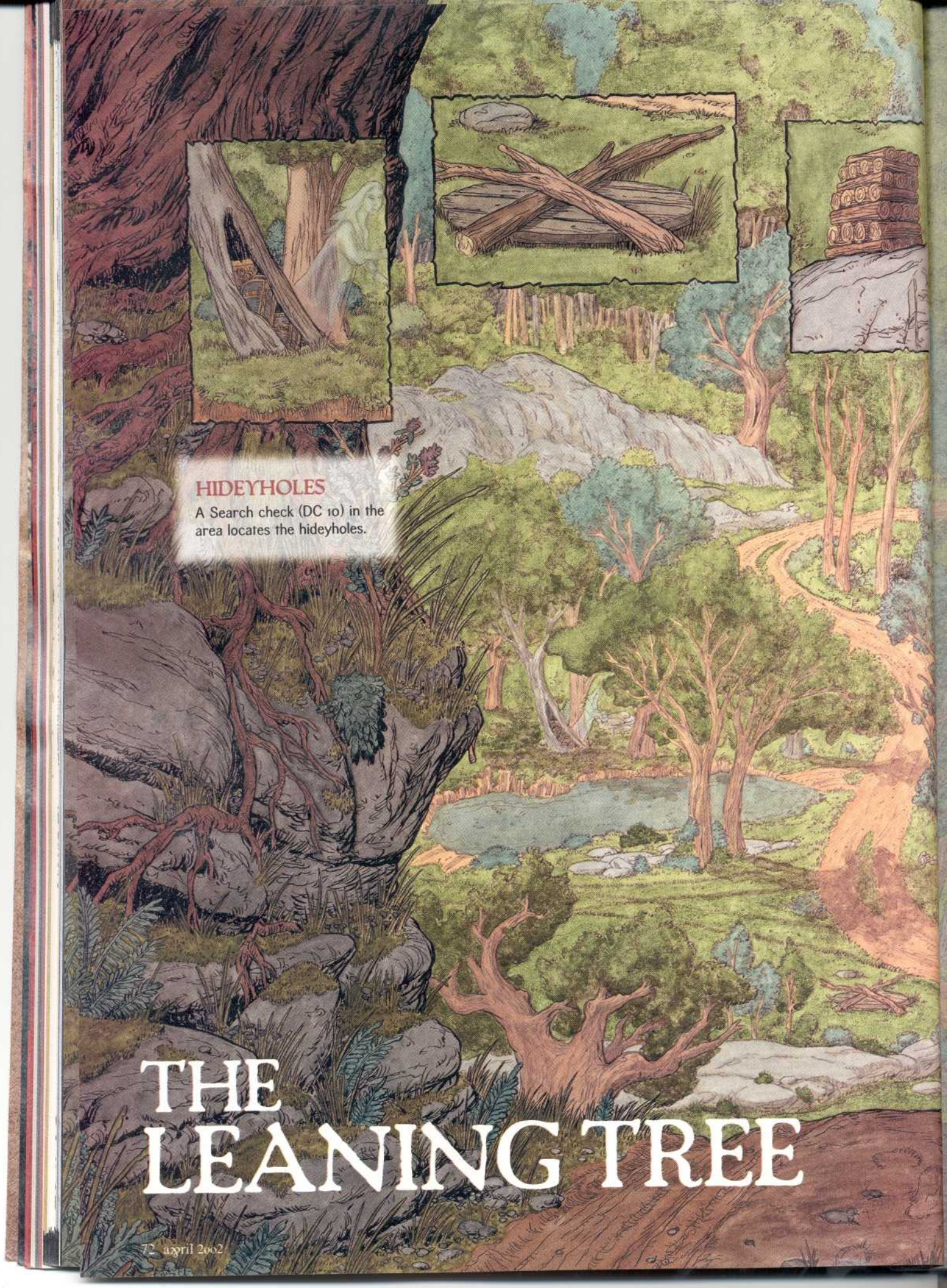
Elminster's Notes

Know ye that the tales of a "Watching Spirit" lurking about Leaning Tree are true: a spectral harpist (in life, the half-elf sorceress Thelaerle Mounshraun, a gentle healer and singer who served the Harpers well) can manifest anywhere within a mile of Beacon Fang.

In life she could take the shape of a tiny flying dragon, and she often does so in phantom form when she doesn't want living creatures to see her true likeness, which is that of a beautiful, fair-haired maiden with very large, dark eyes set in a bony face. From this come the tales of a "ghost dragon" lurking about Leaning Tree. Thelaerle Mounshraun is a kindly soul, easily moved to pity or to aid weary or stricken travelers. She's been known to guide folk, bring Harpers and other helpful folk to them, retrieve lost and fallen items, rouse folk to face impending attack, and even try to frighten predators. Apt to be lonely, Thelaerle loves to hear fireside tales or even to dance around, above, or through the crackling flames of a campfire. She reports to certain Harpers, who regularly seek her out and bring word to me in Shadowdale of brigands or other folk who seek to settle in "the Tree" or establish ambushes there.

As for the Snarling Dwarf: I, too, know nothing of how the carving came to be here or what purpose it might have or have once had. I can confirm that it is ancient, and that no magic whatsoever clings to it. No treasure lies beneath it, right down to the bedrock, which was examined for messages, openings, or hiding-cavities—for some dozen feet in all directions. This examination occurred some three decades back, when the pavilion collapsed and had to be rebuilt.

As to the writings: all that I have seen bespeak use of the area as a message-drop in the time after Netheril fell. None of them are tomb, treasure, or way-marker inscriptions. Many have been taken away by wizards hungry for old lore, but many more lie buried in the woods east of the waymoot, along the Northride.



HIDEYHOLES

A Search check (DC 10) in the area locates the hideyholes.

THE LEANING TREE

BEACON FANG

It takes Climb checks (DC 25) to climb the southern side. All the other sides require an easier Climb check (DC 10).

SNARLING DWARF

This non-magic stone slab was once a door in a dwarf stronghold far away. Casting *legend lore* gives the caster a clear enough image of the stronghold to *teleport* to the area as if it were studied carefully. Possible adventure links include *The Forge of Fury* standalone adventure and "The Swarm" from *Dungeon Magazine* issue #92.

PEDDLER'S PALACE

The lean-to provides a +2 circumstance bonus to Wilderness Lore checks made to gain a Fortitude save bonus against severe weather.

Relics of the Faith

by Darrin Drader • illustrated by Scott Roller

Belief and dogma represent the backbone of the worship of deities, but another important facet of faith is the magical items held as sacred. In most cases these holy relics advance the causes of the deities by manifesting magical effects that are either directly drawn from, or closely related to, their domains.

THE ADJUDICATOR

Through the ages, a rare class of magic weapon has appeared within the church of Pholtus that has helped the most accomplished members of the Gleaming Order of Pholtus to act as elite escorts to the Clerics of the Blinding Light. The *adjudicator* allows the wielder to travel light and fight effectively in both melee and ranged combat.

The *adjudicator* is a multiple-purpose magic weapon that is used as a two-bladed sword or a longbow. The *adjudicator* functions as a *+4/+4 two-bladed sword* or as a *+4 longbow*. As a free action, the wielder can change *adjudicator* from two-bladed sword to longbow or from longbow to two-bladed sword. Using this weapon as a two-bladed sword incurs all of the normal attack penalties associated with fighting with two weapons (see Attacking with Two Weapons on page 124 of the *Player's Handbook*).

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *polymorph any object;* **Market Price:** 124,075 gp; **Cost to Create:** 62,037 gp + 4,963 XP.

AXE OF GROUNDING

The *axe of grounding* is a highly regarded magic item that was crafted long ago by the clerics of Moradin and duplicated few times since.

This axe has a short, thick haft and a broad, double-bladed head. Like most weapons crafted by dwarves, the design is heavy, durable, and elegant. The color of the metal is a dark blue shade of steel, the handle is often adorned with emeralds and rubies, the length of the haft is etched with runes in the dwarven native tongue, and intricate scrollwork is carved into both sides of the head of the blade.

The *axe of grounding* is a *+2 shock dwarven waraxe*. Each round, the axe absorbs the first 10 points of electrical damage the wielder would otherwise take. In addition, for one hour after the *axe of grounding* has absorbed electrical damage, it functions as a *+2 shocking burst dwarven waraxe*.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *resist elements, call lightning* or *lightning bolt;* **Market Price:** 76,330 gp; **Cost to Create:** 38,165 gp + 3,053 XP.

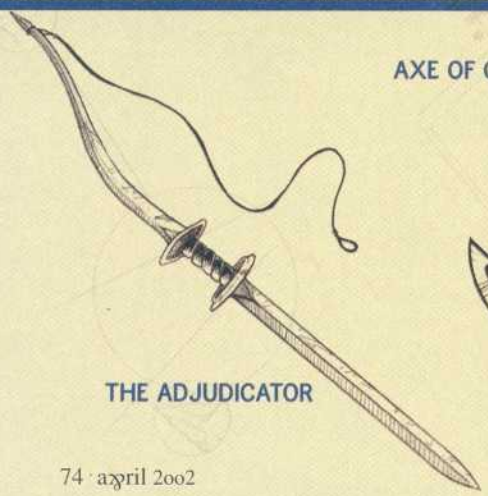
BAG OF FOOL'S GOLD

The gnomes faithful to Garl Glittergold are a mischievous yet fiercely loyal bunch that delight in occasionally using their wit and magic to trick the taller races. While the church advises against using this item to purchase merchandise from struggling merchants, they encourage using it to grease the palms of corrupt bureaucrats or to buy a gnome's way out of a sticky situation. In all cases, the gnomes who use it make certain that they are far away from the people they pass the false coins to when the money disappears. Each branch of the church of Garl Glittergold is allowed to make three of these items, and the church leaders keep a close eye on the members of the church who carry them. Due to the immensely harmful effect such an item could have on the economy of a small area, the church is instructed to take whatever measures are necessary to recover any of these bags that are stolen or go missing.

The *bag of fool's gold* appears to be nothing more than a regular leather pouch that could be easily attached to a character's waist. Once per day, the user can draw up to 5,000 gp from the bag as though the user were pulling coins from a *bag of holding*. The coins pulled from the bag remain for three hours and then disappear. The coins don't detect as magical but an *identify* spell reveals that the coins were created by magic. Casting *dispel magic* (dispel check DC 21) causes the coins to vanish into nothingness.

Casting *detect magic* on the bag reveals that it is magical, but unlike a *bag of holding*, the magic is of the Illusion and Conjuration schools.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *Nystul's undetectable aura, major creation;* **Market Price:**



THE ADJUDICATOR

AXE OF GROUNDING

BAG OF FOOL'S GOLD

50,000 gp; **Cost to Create:** 25,000 gp + 2,000 XP.

DM's Note: This item can quickly unbalance a game if there are no in-game consequences for characters spreading around fake money. Note too that the spells *minor creation* and *major creation* present the same problem.

BOCCOB'S DUST OF MAXIMIZATION

As the god of magic, Boccob knows that magic is on the decline—an incredibly slow process that most blame on the god Tharizdun. Boccob and his church have taken great steps over the ages to counter this effect, including creating new magic items and spells, opening colleges of magic, and fighting to preserve the magical places throughout the land. *Boccob's dust of maximization* was created to increase the potency of spells without increasing their effective casting level.

A small handful of *Boccob's dust of maximization* used as an extra material component while casting a 1st-, 2nd-, or 3rd-level spell has the effect of the metamagic feat Maximize Spell. The dust is platinum in color and possesses a faint glow. *Boccob's dust of maximization* is usually stored in tiny silk pouches that contain enough dust for three uses.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, Maximize Spell; **Market Price:** 6,800 gp (three uses); **Cost to Create:** 3,400 gp + 272 XP.

CAP OF REASON

The church of Rao, valuing peace and reason above all else, is often called into troubled areas to mediate disputes and bring the light of reason to chaos. The *cap of reason* was created in ages long past as a valuable tool to further the church's efforts for peace. The church often recreates this item, and the cap is never ornate or assuming—usually being crafted from dented and well-used helms that have been discarded by experienced warriors. The cap provides a +2 deflection bonus to Armor Class, a +2 resistance bonus to Will saving throws, and a +3 competence bonus to Diplomacy checks.

Caster Level: 6th; **Prerequisites:** Craft Wondrous Item, *shield of faith, resistance,* creator must have 5 ranks of the Diplomacy skill; **Market Price:** 10,360 gp; **Cost to Create:** 5,180 gp + 414 XP.

EHLONNA'S ORB OF THE EARTH

It is written that in ages past Ehlonna visited a druid besieged by marauding orcs and granted that druid the magic item now known as *Ehlonna's orb of the earth*. The druid defend[illegible] her valley from the orcs, and copies of the item have been made ever since.

The orb is a fist-sized sphere made from polished petrified wood. The orb can be used like a staff to cast a number of spells. Each orb is created with 50 charges. Casting a spell drains a certain number of charges as specified below:

- *Soften earth and stone* (1 charge)
- *Meld into stone* (1 charge)
- *Stone shape* (1 charge)
- *Spike stones* (2 charges)

Caster Level: 7th; **Prerequisites:** Craft Staff, *soften earth and stone, meld into stone, stone shape, spike stones;* **Market Price:** 27,187 gp; **Cost to Create:** 13,593 gp + 1087 XP.

GAUNTLETS OF GRUUMSH

Gruumsh, deity of the orcs, values strength, chaos, evil, and war. To advance his vision of how the world should function, the few magic items created by his savage faithful are directly related to enhancing his followers in combat. Orcs create few magic items since members of the race who follow a spiritual path are few and far between, making the *gauntlets of Gruumsh* extraordinarily valuable among orc war parties. In most cases, only the chieftain or war leader may don them.

The *gauntlets of Gruumsh* appear as intimidating as Gruumsh's own regalia, formed from blackened steel with Gruumsh's symbol engraved on the top of the hand and lacquered red. These function in the same way as standard locked gauntlets, securing weapons to the hands of the wielder with chains. When wielded by an orc or half orc, the gauntlets become *+2 gauntlets,* granting a +4 enhancement bonus to Strength, and *protection from good* as per the spell of the same name.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, *bull's strength, protection from good;* **Market Price:** 24,011 gp; **Cost to Create:** 12,005 gp + 960 XP.

GIRDLE OF BREATH WEAPON RESISTANCE

The hatred that Kord, the god of strength, harbors toward dragons is legendary. While the god actively espouses the slaying of dragons by his followers, he also knows that few mortals can fight a dragon alone. Because few magic items benefit groups of people, the church of Kord has created several special items over time, of which the most commonly replicated is the *girdle of breath weapon resistance.*

Constructed from bronze, an engraving on the front depicts a dragon's face belching fire. When worn, the user may select up to six allies within 300 feet to protect. Each of these allies must remain within 300 feet of the character wearing the girdle to gain the benefit of its protection. Changing the allies protected is a free action. The wearer and his protected allies receive a +5 resistance bonus against all breath weapons.

BOCCOB'S DUST OF MAXIMIZATION

EHLONNA'S ORB OF THE EARTH

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *shield other, resistance;* **Market Price:** 43,750 gp; **Cost to Create:** 21,875 gp + 1,750 XP.

INQUISITOR'S WHIP

Iuz's faithful seek to inflict the greatest amount of pain and suffering possible upon all who fail to worship Iuz. This makes them excellent interrogators. Despots across the land, while having little tolerance for Iuz's faithful on the whole, often make an exception by hiring a follower of Iuz to extract information from unwilling detainees. Many of these torturers for hire carry an *inquisitor's whip.*

Each *inquisitor's whip* is a *+1 whip.* Living creatures damaged by the whip must succeed at a Fortitude saving throw (DC 16) or be wracked by pain, suffering a -4 penalty to all attack rolls, skill checks, and ability checks for 3 rounds and be stunned for 1 round. Success indicates that the creature struck suffers a -2 penalty to all attack rolls, skill checks, and ability checks for 3 rounds.

These penalties are cumulative, but their durations remain the same. For example, a creature damaged once that failed its saving throw would be stunned that round and suffer a -4 penalty. If on the next round the creature was damaged twice by the whip but made its saving throw both times, it would suffer a -8 penalty for 2 rounds and a -4 penalty for 1 round after that.

Note that an armor bonus of +1 or a natural armor bonus of +3 prevents a whip from causing damage, and whips cause only subdual damage. See page 104 in the *Player's Handbook* for a full description of a whip's capabilities.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, creator must be evil; **Market Price:** 80,700 gp; **Cost to Create:** 40,350 gp + 3,228 XP.

WAILING STONE

Erythnul, god of slaughter, is said to carry a mighty stone mace that is pierced in the center to cause a horrible shriek when he swings it. The followers of this dark god seek to emulate him, bringing death indiscriminately to those who stand before their advance. The *wailing stone*, though a pale imitation of the original, is constructed to appear identical to the terrible mace Erythnul wields.

Each *wailing stone* is a *+2 thundering heavy mace* that moans and wails as the wielder swings it. In the hands of a worshiper of Erythnul, a foe damaged by the weapon's thundering quality is assailed by a vision of Erythnul attacking. This is a mind-affecting, fear effect. The affected foe must succeed at a Will saving throw (DC 16) to recognize that the image is unreal. Failure indicates that the foe must then make a Fortitude saving throw (DC 16). Failure causes the creature to die from fright. If the Fortitude save is successful, the target takes 3d6 points of damage.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *blindness/deafness, phantasmal killer;* **Market Price:** 110,712 gp; **Cost to Create:** 55,356 gp + 4,428 XP.

MASK OF THE DEAD

Many of Nerull's followers pass on to become greater undead such as mummies, liches, and death knights. These undead agents of evil move throughout the land, bent on furthering their own diabolical agendas, but ultimately serving Nerull. Unable to pass among the living without being seen for what they are, these servants of Nerull are forced to work behind the scenes or with huge armies of lesser undead to protect them.

The *mask of the dead* allows these powerful undead to overcome this limitation. This mask appears as a dun-colored desiccated face. Undead wearing the mask can change their appearance at will as a standard action as per the spell *change self* cast by a 3rd-level sorcerer. When used in this way to make an undead wearer appear to be a living creature, the mask disguises the undead's nature in an additional fashion: Spells that detect auras (*detect evil, detect good, detect magic, detect undead, discern lies,* and so on) detect the undead as not evil or good, not magical, not undead, not lying, and so on as though the spells were being cast at an inanimate object. If the caster of the detection spell succeeds at a Will saving throw (DC 13), the spell works normally. Other divination spells (*augury, detect thoughts, clairaudience/clairvoyance,* and so on) function as described in the *Player's Handbook.*

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, creator must be undead, *change self, misdirection;* **Market Price:** 11,200 gp; **Cost to Create:** 5,600 gp + 448 XP.

MEERSALM SALVE

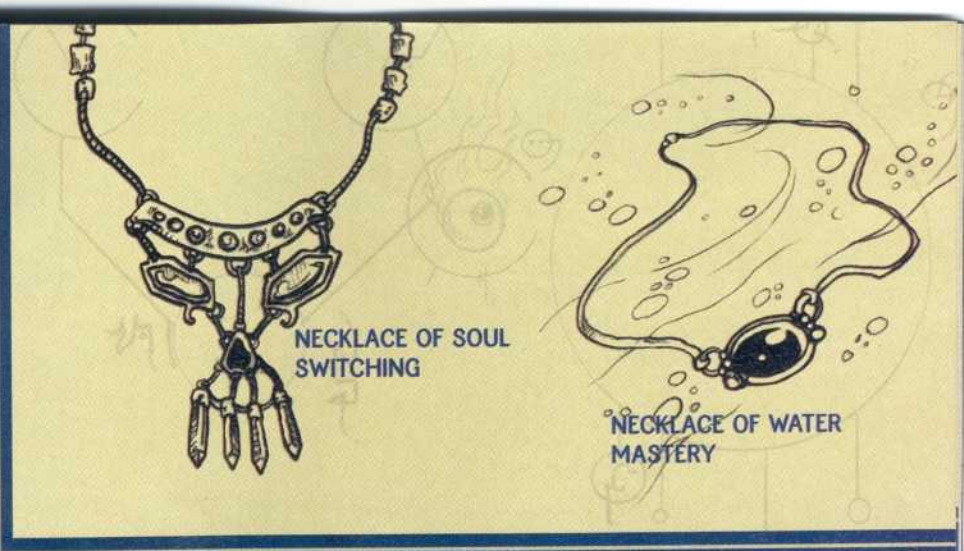
Legend tells that when he was born, Heironeous's skin was imbued with a salve called meersalm, which made him impervious to all but the most powerful magic weapons. Over the years, Heironeous's church has produced extremely limited quantities of a weaker form of this salve to protect their warriors in battle.

The *meersalm salve* is a coppery lotion that grants damage reduction 10/+5. This protection lasts until the salve has protected the target from a total of 120 points of damage or two hours of time have passed. *Meersalm salve* is made so that one dose protects one creature, regardless of its size. It takes a full-round action to apply *meersalm salve.*

GAUNTLETS OF GRUUMSH

WAILING STONE

INQUISITOR'S WHIP



Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *stoneskin;* **Market Price:** 4,800 gp; **Cost to Create:** 2,400 gp + 192 XP.

MIRROR OF OVERLAND TRAVEL

Farlaghn's followers often travel from one location to another, never settling in one place long enough to call it home. Highwaymen and monsters ply the roadways, making such journeys dangerous, so the *mirror of overland travel* was invented.

The *mirror of overland travel* appears to be a simple silver shaving mirror with an almost unnoticeable word scrawled along one side of it. When the command word is spoken, the mirror changes from the reflection of the person looking into it to a view of the mirror bearer and his surroundings from 60 feet above. This view through the mirror allows the user to see an area roughly 120 feet in diameter with the bearer of the mirror at the center. This view lasts for 2 rounds before the surface returns to the reflection of the mirror user. This new viewpoint might reveal foes not hiding from sight from above, and it grants the mirror user a +10 circumstance bonus to Spot checks to see something in the area the mirror reveals. Note that the user of the mirror always suffers at least a -6 penalty to Spot things on the ground as Spot checks suffer a -1 penalty per 10 feet of distance from the hidden creature or object.

This item does not work if a solid obstruction (a cavern ceiling, roof, or glass dome) is less than 60 feet above the user, and concealment from view from above (trees branches, fog, an overhang, or intervening object) provides concealment as usual.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *clairaudience/clairvoyance;* **Market Price:** 1,400 gp; **Cost to Create:** 700 gp + 56 XP.

NECKLACE OF SOUL SWITCHING

An obscure cult of the god Vecna known as the Will of Vecna has had the same leader for the past 400 years. Mirena Shiir, the founder of the organization, has survived by transferring her essence from one host body to another through the ages. Generally, these hosts have been willing to donate their bodies to the organization, though in several cases her minions tricked noble women of exceptional beauty into accepting the gift of her necklace, allowing her to possess their bodies. When Mirena dies, a *contingency* spell binds her soul to the necklace. Once her essence has been transferred to the *necklace of soul switching,* the necklace is then taken by trusted servants to the woman that will be her next host.

The *necklace of soul switching* is an ornate gold necklace with a 20,000 gp black sapphire set at the center. If the gem contains the soul of a creature that has been placed there by the *soul bind* spell, any creature wearing the necklace must make a Will saving throw (DC 23). Failure indicates that the wearer's soul and life force are destroyed, and the soul trapped in the gem is sent into the wearer's body. Success indicates that the soul in the gem is destroyed. If a creature's soul is destroyed by the gem, it cannot be returned to life through *clone, reincarnate, raise dead,* or *resurrection.*

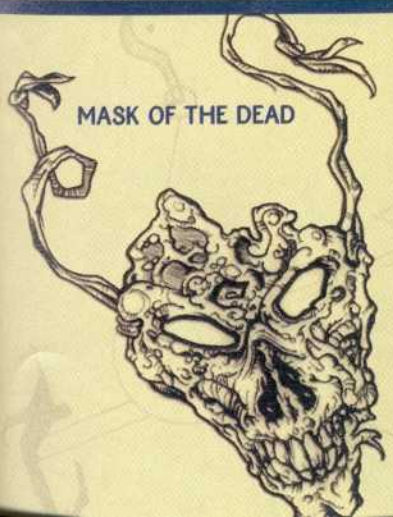
A soul that has successfully been transferred from the gem to the necklace wearer's body is now alive and lives in that body. The occupying soul keeps its Intelligence, Wisdom, Charisma, class, level, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, extraordinary abilities, and supernatural abilities, but not its spell-like abilities.

Protection from evil or similar magic active on the wearer prevents the necklace from forcing the soul in the gem on the wearer for the duration of the protection. If no soul is contained in the gem, wearing the necklace has no effect.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *magic jar, soul bind;* **Market Price:** 326,000 gp; **Cost to Create:** 163,000 gp + 13,040 XP.

NECKLACE OF WATER MASTERY

The followers of Obad-Hai seek to know and appreciate all aspects of nature. They do this by carefully studying the life that surrounds them and traveling to



the farthest reaches of Oerth in an effort to acquaint themselves with the plant and animal species of all regions. The only places that normally evade the followers of Obad-Hai are the numerous underwater areas. The *necklace of water mastery* makes it possible to explore these murky depths.

Each necklace is created with 50 charges and used like a staff. Casting a spell drains a certain number of charges as specified below:

- *Create water* (1 charge)
- *Endure elements (cold)* (1 charge)
- *Water breathing* (1 charge)
- *Water walk* (1 charge)
- *Control water* (2 charges)

Caster Level: 7th; **Prerequisites:** Craft Staff, Craft Wonderous Item, *create water, control water, endure elements, water breathing, water walk;* **Market Price:** 25,499 gp; **Cost to Create:** 12,749 gp + 1020 XP.

FLUTE OF DIVERSION

The majority of the followers of Olidammara live by wit and wile, considering themselves free from the constraints of the law. This philosophy can get worshipers of Olidammara in trouble, so magic items that can help them out of sticky situations are highly prized.

The *flute of diversion* is a small silver flute that, when used by a skilled performer, emits beautiful music. When necessary however, it can be played soundlessly. By playing the flute and concentrating on the desired effect, the performer can use the flute to cast a number of helpful spells. In order to successfully cast the desired spell, the user must succeed at a Perform (flute) skill check of the appropriate DC.

- *Ghost sound* (Perform DC 10)
- *Ventriloquism* (Perform DC 11)
- *Soundburst* (Perform DC 12)
- *Sculpt sound* (Perform DC 13)
- *Shout* (Perform DC 14)

Caster Level: 7th; **Prerequisites:** Craft Staff, *ghost sound, ventriloquism, soundburst, sculpt sound, shout;* **Market Price:** 60,200 gp; **Cost to Create:** 30,100 gp + 2,408 XP.

HEXTOR'S SKIN

The brother, sworn enemy, and fellow war god of Heironeous, Hextor believes in conquering for the sake of domination and tyranny, and his worshipers follow his example.

Hextor's skin is a terrible looking black suit of *+4 heavy fortification full plate* that grants a +10 circumstance bonus to Intimidate skill checks.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *limited wish or miracle, fear;* **Market Price:** 101,650 gp; **Cost to Create:** 50,852 gp + 4,066 XP.

RING OF RECALL

Many elves throughout Oerth jealously hide the locations of their homelands. In many cases, elven communities do not trust that returning elves will not be followed. As a service to the community, the elven wizards who follow the teachings of Corellon prepare numerous *rings of recall* for the elves that venture out into the world and then wish to make a discreet reentry into their homeland.

The *ring of recall* is gold and is fashioned in the shape of numerous overlapping leaves, each one a slightly different shade of gold. When placed on the finger of an elf and the command word is spoken, the ring teleports the elf and up to 550 pounds of other creatures and objects in contact with the elf to a location within the elven homeland specified at the creation of the ring. Unwilling creatures can make a Will saving throw (DC 19) to resist the teleport. This teleport effect has no chance of error. Typical destinations that are keyed to these rings include a community's main square, the inside of a particular home, or a temple.

Caster Level: 11th; **Prerequisites:** Forge Ring, *word of recall;* **Market Price:** 83,160 gp; **Cost to Create:** 41,580 gp + 3,326 XP.

PELOR'S WRATH

The worship of Pelor is focused on good, healing, strength, and the sun. As if in answer to the new angrier, martial aspect that has emerged among the followers of Pelor, the leaders of numerous sects of the sun god's church have created the powerful *Pelor's wrath.* This item was designed to protect the innocent while punishing the wicked and the evil.

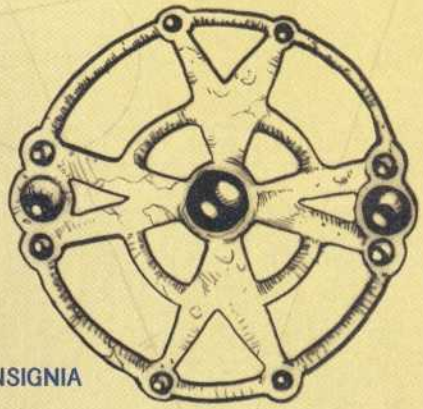
Pelor's wrath is made from bleached darkwood and bears a golden starburst symbol at its top. In the center of this symbol is a large, multifaceted crystal. The other end of the staff is tipped by a brilliant ray of light.

Pelor's wrath is a *+3 holy/+3 brilliant energy quarterstaff* that can be used like a staff to cast a number of spells. Each day, the staff has 5 charges to expend on certain spells. Casting a spell drains a certain number of charges as specified below:

- *Bless* (1 charge)
- *Bless water* (1 charge)
- *Protection from evil* (1 charge)
- *Shield other* (1 charge)
- *Prayer* (2 charges)

Caster Level: 16th; **Prerequisites:** Craft Magic Arms and Armor, Craft Staff, *gaseous form, continual flame, holy smite, bless, bless water, protection from evil, shield other, prayer,* creator must be good; **Market Price:** 168,400 gp; **Cost to Create:** 84,200 gp + 6,736 XP.

FLUTE OF DIVERSION



STARBURST INSIGNIA

STARBURST INSIGNIA

The Stars division of Saint Cuthbert's church serves to maintain doctrinal purity within the religion. The upper echelons of this order often wear platinum *starburst insignias*. These insignias have rubies embedded within them and appear very similar to the standard non-magic starburst insignias worn by the faithful of Saint Cuthbert, but their common features hide powerful magic.

A *starburst insignia* occupies the same space that an amulet would. It grants its wearer a +4 resistance bonus to Will saving throws. In addition, the wearer of the insignia can use it to cast *discern lies, detect chaos,* and *scrying* at will.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *resistance, discern lies, detect chaos, scrying;* **Market Price:** 216,670 gp; **Cost to Create:** 108,335 gp + 8,666 XP.

ROD OF ENTROPY

Few know of Tharizdun, but those who do fear him and all his creations. First created by a wizard who went mad after investigating the ruins of one of Tharizdun's temples, the *rod of entropy* is a short, blackened iron shaft topped by three skulls sculpted to look as though they have melted together. When this item's powers are used, sinister red light erupts from the distorted eye sockets.

Tharizdun's *rod of entropy* is a *+3 unholy heavy mace* that once a day can be used to open a rift in reality up to 20 feet away. The rift is a vertical plane of darkness 5 feet in diameter. It behaves in all ways like a *sphere of annihilation* except that it cannot be moved. The rift can be brought into being in a creature's square. A creature thus threatened by the rift can make a Reflex saving throw (DC 23) to avoid it and move out of the area the rift occupies. The rift remains as long as the rod wielder concentrates and for 1d4 rounds after that. The *rod of entropy* can call only one rift into being at a time.

Caster Level: 17th; **Prerequisites:** Craft Rod, *disintegrate, gate, unholy blight,* creator must be evil; **Market Price:** 161,200 gp; **Cost to Create:** 80,600 gp + 6,448 XP.

WEE JAS'S SYMBOL OF TRUE DEATH

Though not necessarily evil, Wee Jas's worshipers often obsess about death and dying. This obsession can lead them into contact with undead, and at these times Wee Jas's faithful find *Wee Jas's symbol of true death* a valuable tool to help negotiations.

A *Wee Jas's symbol of true death* is a small amulet that looks like a red skull, usually carved from bone, in front of a circular fan of fire made of steel but plated in gold. When worn, it provides a +3 resistance bonus to saving throws against death and life draining effects, but each symbol has an additional power that can only be accessed by throwing it at an enemy. When thrown, a *Wee Jas's symbol of true death* acts as a *+2 ghost touch, disruption, returning shuriken.*

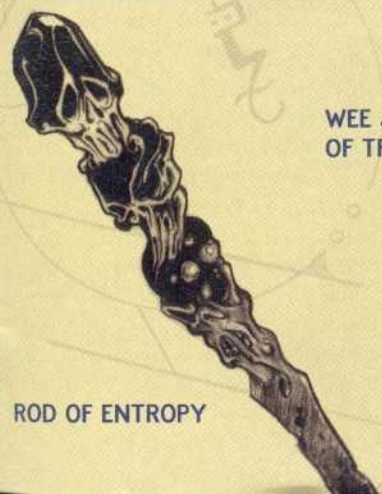
Caster Level: 14th; **Prerequisites:** Craft Magic Arms and Armor, *heal, resistance, telekinesis, planeshift;* **Market Price:** 73,801 gp; **Cost to Create:** 36,900 gp + 2,952 XP.

YONDALLA'S CAPE OF HALFLINGKIND

Yondalla's worshipers work hard on behalf of the halfling race to make halflings accepted in the communities of other races while at the same time preserving the unique essence of the halfling race. *Yondalla's cape of halflingkind* is particularly suited to this purpose.

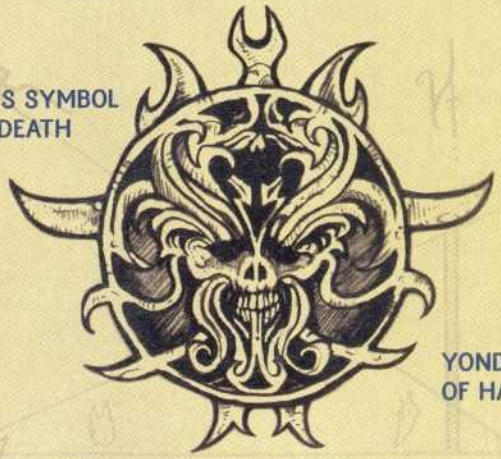
The cape gives its wearer a +10 competence bonus to all Diplomacy and Bluff skill checks as they relate to dealing with creatures other than halflings. In addition, the cape improves some halfling racial bonuses: A halfling wearing *Yondalla's cape of halflingkind* has a +2 racial bonus to saving throws and a +4 racial bonus to Climb, Jump, Listen, and Move Silently checks; non-halflings gain no benefit from this second quality.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *charm person,* creator must be a halfling; **Market Price:** 7,512 gp; **Cost to Create:** 3,756 gp + 300 XP.



ROD OF ENTROPY

WEE JAS'S SYMBOL OF TRUE DEATH

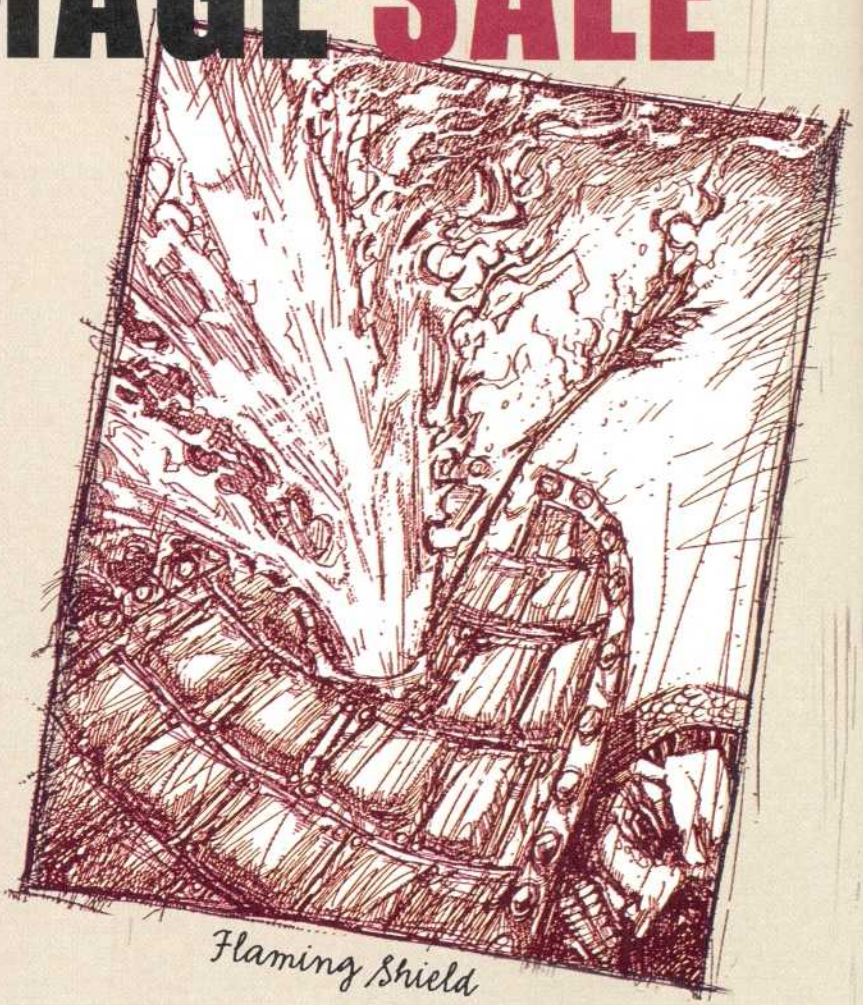


YONDALLA'S CAPE OF HALFLINGKIND

RUMMAGE SALE

by Ed Stark
illustrated by Jonathan Wayahak

At the end of a rickety street in a poor quarter of town, one of the most ingenious inventors of his day peddles his wares. Wanting only enough money to keep inventing new devices, Gurnugman Swent, sole proprietor of Gurnugman's Oddities, doesn't deal in magic or weapons. The odd little gnome deals only in the items that he says "make the impossible somewhat likely." Despite Gurnugman's strange attitude, some adventurers have found the gnome's inventions quite useful, going so far as to have minor enchantments placed on their favorite items. The following are a few of Gurnugman's least ridiculous inventions.



Flaming Shield

Flaming Shield

A concave item with a "quilted" appearance, the flaming shield is always made of metal. The quilted appearance comes from waterproof leather packets riveted to the shield's surface. The concave nature of the shield (only slightly concave, away from the wearer) protects the wielder when the item is used to full effect.

Each quilted area of the shield's surface is filled with alchemist's fire (a total of three flasks are necessary to fill a small steel shield, while five flasks fill a large steel shield). When struck, the packets break open and catch fire, spilling liquid flame out over characters in adjacent areas.

Every time a character wielding a flaming shield is attacked in combat, there is a 25% chance (on a hit or miss) that the shield ignites. If the shield bursts into flames, there is a chance anyone in an area directly adjacent to the shield's wielder takes damage from the fire. The shield's design protects the wielder.

Only characters within 5 feet of the shield have a chance of taking damage. If the character who caused the ignition is within 5 feet, he must succeed at a Reflex save (DC 20) or take damage as if he had been struck by alchemist's fire (because of the concentration of the fire). On a successful save, he takes damage as if he were splashed.

Characters within 5 feet of the attacker and 5 feet of the shield must make a Reflex save (DC 15) or suffer splash damage. They take no damage on a successful saving throw.

The shield "burns" for 2 rounds (starting on the shield wielder's next action). Anyone who comes in contact with the outer area of the shield during that time (perhaps from a successful shield bash) takes 1d6 points of fire damage (no saving throw).

The wielder of the shield can ignite it as a free action at any time.

Price: 110 gp (small flaming shield) or 200 gp (large flaming shield); **Weight:** 10 lb. (small) or 25 lb. (large). Refilling and repairing the shield costs the regular price of alchemist's fire plus 5 or 10 gp (small or large).

Ready-Drink Helm

This bulky helmet contains six protected areas for placing potion vials, and two metal tubes that lead down the side of the helm and into the wearer's mouth. Each tube extends far enough into the potion vials that the character can drink one or both of the potions as a free action. The helmet's vial holder can be rotated as a move-equivalent action (requiring the use of one hand), setting two fresh potions in the tube areas.

IN YOUR CAMPAIGN

Although presented in the April issue because they all have the potential to amuse, the items here are balanced for actual play. However, each DM should evaluate the items in this article carefully before including them in a campaign. (DMs should evaluate every item included in a campaign, for both balance and flavor, and we always recommend tailoring the names of the items to your campaign if nothing else.) Any of the items might add just the right amount of fun to a game, or they might add too much silliness. If a DM is worried about using the items, small changes might be all that are needed to keep the tone of the campaign as the DM intends.

For example, in a campaign full of dark atmosphere and quasi-science, you might change the ready-drink helm to disassociate it from its obvious real-world inspiration. In this case, the statistics and game effects remain the same, but the item becomes the dwarven injector, a mechanical disk attached to the wearer's bicep that injects the potion as a free action. Falling prone might then cause premature injection rather than spilling.

Other gamers might want to see variants you create for your own game. Drop by the *Dragon Magazine* message boards and share your ideas.

Placing a new potion in a protected area is also a move-equivalent action.

Unfortunately, the protected vial holders are only somewhat protected. Since the potion vials have to be placed in the helmet open (though well-covered), there is always a chance one or more of them spills during combat or other stressful activity. If at any time the wearer of a ready-drink helm falls prone, there is a 25% chance that each remaining potion spills, rendering it useless. The only way to check to see if a potion has spilled is to remove the potion vial and look, or to try to drink it when it is in the "ready" position.

Price: 150 gp; **Weight:** 2 lb.

Extension Spear

A nasty "surprise" weapon, the extension spear looks exactly like a small spear until a hidden button is pressed (as a free action). Then, it shoots out to the length of a longspear and can be used to attack. The character threatens an area exactly as if he were wielding a longspear, even when the extension spear is compressed. Small characters (or others unable to wield a longspear because of its size) may make a single attack with the extension spear when it is extended, but then cannot wield it effectively thereafter (it's too long) and must drop it immediately. A Medium-sized or larger character may wield it normally.

When the extension spear springs out to its longspear length, the character being attacked must succeed at a Spot check (DC 25) or be caught flat-footed.

Price: 150 gp; **Weight:** 10 lb; **Damage:** 1d6 piercing.

Stilt Boots

Stilt boots allow Small characters to rise above the problems Medium-sized characters take for granted. "Knee-deep" streams (really up to a halfling's or gnome's waist) become fordable. Books on high shelves are now reachable. It suddenly becomes possible to pop up and look over cover.

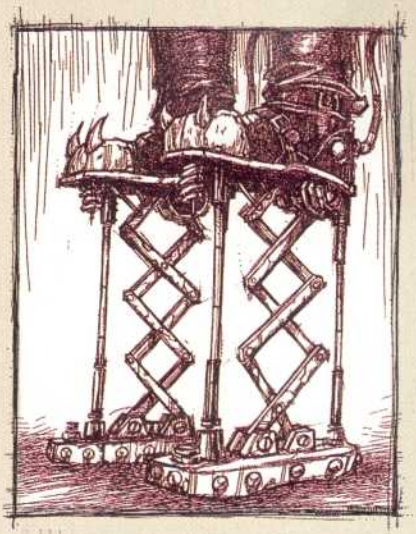
These boots, in their "compressed" form, look fairly normal, if a little thick in the soles (Spot DC 10 to notice something unusual about them). As a move-equivalent action, the character wearing them can extend the stilts, adding two feet to her height almost instantly. Another move-equivalent action is required to lower them again.

Stilt boots normally support up to 75 lbs. (larger versions can, presumably, be made). They are somewhat clumsy; characters can walk normally in them, but running is impossible. While wearing stilt boots in their extended form, characters suffer a -6 circumstance penalty to Dexterity-related activities that require the full body, such as Tumble or Balance checks. If a character fails such a check by 5 or more, he automatically falls prone. Anyone trying to unbalance a character wearing extended stilt boots (using combat maneuvers such as bull rush or trip) gains a +4 circumstance bonus to their opposed check.

Price: 350 gp; **Weight:** 2 lb.

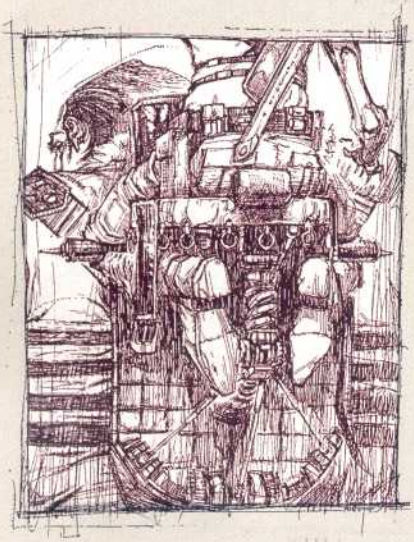
Ready-Drink Helm

Extension Spear



Stilt Boots

Extender



Gnome Battlepack

False Hook

Extender

Compressed, this item looks like a complex metal web of gears and tubes. Using the controls, a character can extend the arms of the extender up to 15 feet as a standard action. The "hands" of the extender can then be used to grip and pick up items (grip Strength of 5; they can support up to 10 pounds, fully extended), or they can be replaced with separate attachments. Extending the arms and grabbing an item (such as a bag of gold or a door handle) requires a Dexterity check. The base DC is 5 for every 5-foot increment (or fraction thereof), plus any circumstance modifiers the DM might choose to apply (particularly bulky or unstable items might cause problems).

Two basic attachments are available, and either can be added to the extender arms as a full-round action (with the arms compressed). The first is a lockpick attachment, which allows a rogue to use his Open Lock skill at five, ten, or fifteen feet away. Increase the DC of the lock by 5 for every 5-foot increment. The lockpicks included in the attachment are always masterwork, granting the user +2 circumstance bonus to his Open Lock check.

The second attachment is known as the "pusher." It is a very basic attachment, but when adjustments to the gears are made, the pusher adds +4 to the wielder's Strength for purposes of pushing things such as doors or buttons. This can be useful when trying to open doors at a distance, as long as they open away from the wielder.

Price: 100 gp (extender), 450 gp (masterwork lockpick attachment), 50 gp (pusher attachment); **Weight:** 2 lb. (extender arms; attachments negligible).

Gnome Battlepack

The gnome (or halfling) battlepack fits over the shoulders of any Medium-size character and provides a "saddle" for a Small character to ride in. The carrier's movements are for the most part unimpeded (assuming she can carry the weight of the battlepack, plus the rider, plus the rider's gear). The carrier receives a -4 circumstance penalty to Tumble and Balance checks while wearing a gnome battlepack that has a rider inside.

The rider can face in any direction and can use missile weapons or spells freely. He cannot move on his own, however, though he can make most move-equivalent actions (like reloading or drawing a weapon). He can make melee attacks, but he suffers a -2 circumstance penalty. While in the gnome battlepack, the rider's Dexterity bonus is halved for purposes of figuring Armor Class, Reflex saves, and attack bonuses using Weapon Finesse.

Melee attacks can be launched at the carrier or rider normally (they both occupy the same area), but missile attacks are made as if the attacker were firing into a grapple (a 50% chance of hitting either character).

The gnome battlepack has two "breaker cords," one for the rider and one for the carrier. If either pulls a breaker cord (as a free action), the battlepack "breaks," spilling the rider out into an adjacent area. If the rider has warning that a breaker cord is about to be pulled, he may make a Dexterity check (DC 15) and land on his feet in an adjacent area of his choice. (If the character has ranks in the Tumble skill, he may use that in place of his Dexterity.) Otherwise, the DM randomly determines where the rider ends up, and the Dexterity (or Tumble) check DC is 20 (which the character must succeed at or land prone). Reassembling the battlepack after it has been "broken" takes three full-round actions.

Price: 75 gp; **Weight:** 10 lb; **Capacity:** Can hold any Small or Tiny character weighing no more than 50 lb. (including gear).

False Hook

This grappling hook appears normal in every way until used. The hook can support up to 50 lbs. of weight, but if more is hung from it, a mechanism inside the hook relaxes the tines one round later, letting the rope and hook, and anyone on it, fall to the ground.

Usually used by Small rogues to keep pursuers from following them up and down their own rope ladders, the false hook can also be used to save on rope and hook costs. A Small character can use the false hook to hold a rope in place while he climbs down and then, with a sharp tug (Strength DC 20) cause the false hook's tines to collapse and the rope and hook to fall down to the ground.

Price: 50 gp; **Weight:** 4 lb.

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GAMERS vs. GIRLFRIENDS

>> No honey . . .

by Cory Herndon • illustrated by Tony Moseley

Grimlock the mighty barbarian strides into a dark cavern filled with vile monsters. He takes out two goblins with one mighty blow and lets loose a bellowing battle cry that terrifies his unprepared foes.

As Grimlock prepares to go further, a small, insistent beeping begins to pulse from a pouch on his belt. Retrieving a cellular phone with his oversized fist, the raging barbarian sheepishly says, "Hello? Yeah honey? Uh . . . I'm at the grocery store. Yes, I'll be there soon. Yes, of course I love you. Game? What game?"

Sensing weakness, the goblins renew their assault as Grimlock drops his axe and runs screaming for the dungeon entrance. . . .

THE ETERNAL DILEMMA

Ah, the girlfriend, the bane of the modern roleplaying gamer. Yes, they're soft and smell like flowers, but they sure don't seem to understand gaming—a case of vastly different definitions of "quality time."

As any gamer worth his salt knows, the first place you look (provided the DM is out of the room) to find a foe's weaknesses is the *Monster Manual.*

>> Did you say

by Jill Stark • illustrated by Tony Moseley

Editor's Note: This is the part of the article that your non-gaming significant other gets to see. Photocopy it, fold it, do whatever it takes to make sure that they don't see the first half. Remember: This advice is taken straight from the enemy. As you'll notice, we've rigged the advice in your favor.

If you've ever hurt your foot on a tiny plastic pyramid called a "dee-for" or had a china hutch overrun by racks of unopened paint and deformed lead men, chances are you're a gaming widow. Most women, when confronted by a 2-hour story about wild tyranosaurs guarding the elf king's daughter, grab their purse, drop their share of the check on the table, and head home for some aroma therapy. But not you.

Just the fact that you're holding *Dragon Magazine* means you're with the worst kind of hobby enthusiast—a gamer. We've compiled some helpful advice. ***Pay especially close attention to the bold text.*** *—Ed.*

GAMING VS. THE RELATIONSHIP

Gamers are so adversarial; that subhead alone makes it sound like only gaming or the relationship can win. Your significant other is a gamer and you're not, and you

I'm at the store.

OTHER, SIGNIFICANT
Medium-Sized Insider (If she asks, she's small.)
Hit Dice: Don't even mention this. It's just begging for a lawsuit.
Initiative: You'd better let her go first.
Speed: Faster than you, bub.
AC: Again with the lawsuit.
Attacks: Manipulate +42 ranged incorporeal
Damage: 8d12 (mental)
Face/Reach: No matter what it looks like, say "beautiful"/your cell phone's free roaming area
Special Attacks: Withering Stare, Cell Phone, Silent Treatment, Mother-in-Law
Special Qualities: Great Personality, Dizzying Mood Swings, Immune to Sports
Saves: Coupons; baby pictures; little mementos from your first date that you completely forgot about
Abilities: Varies, but you'd damn well better say Charisma 20 if asked.
Skills: Perform (melodrama) +10, Hide (your keys) +12, Sense Motive +475
Feats: Alertness
Climate: Your house? It isn't yours anymore.
Organization: Solitary or clique (2d4)
Challenge Rating: Your level +6
Alignment: Varies. No, we mean it really, really varies.
Treasure: More clothes than the entire gaming group, two paychecks worth of shoes, your wallet

SURE-FIRE, NEVER-FAIL GAMING EXCUSES*

Just in case the guys are about to finish up the last part of the quest for the rod of umpteen parts and you've got pre-scheduled quality time, here are a few helpful excuses:

"Sure, it had Ebola, but I figured, when's the next time I'm going to get to pet such a cute little monkey?"

"Um . . . No hablo."

"A school bus broke down so I ad to watch all those kids while the bus driver made the repairs. The news crew interviewed me, but they said it probably wouldn't make the final cut."

"I'm over at Bill's; it's bible study night."

"I have to be alone right now . . . Grandma [insert Grandma's name here] really meant a lot to me, and I really think she would have wanted me to dismember and bury her myself."

"My people are calling me home for the evening. Need anything from Mars?"

"I'm Batman."

**Editor's Note: "Excuses" are thinly veiled lies that may cause permanent relationship damage. Whatever. Cry me a river, Oprah.*

Author's Note: Top-secret *Dragon* research polls indicate that roughly 51% of the human population finds Mr. Herndon's article offensive. The good doctor recommends that the 51% count back from ten, take a deep breath, and eat a box of bon bons while watching "Sleepless in Seattle" for the 47th time. But dinner had better be ready when I get home. And would it kill you to put on a miniskirt onc e in a while, for cryin' out loud? D

elf maidens?

probably knew that going in—so get used to it! **Don't try to change your gamer** into a nongamer, or you'll end up with either an unhappy partner or no partner at all.

Instead, come up with ways to balance your relationship with your partner's gaming. Here are a few tips:

The Gamer Exchange: Keep track of the time your partner spends gaming (that he could have spent doing things with you) and politely demand roughly equal time. **Don't be a shrew** about this, keeping track of every time your partner glances at a set of dice. Be realistic. If your partner spends 80% of his leisure time gaming and only 20% with you, something's out of whack.

Shop While He Drops (Dice): If you have a problem hanging around while your partner games (**nobody likes a "hoverer"**), go shopping. Food or other necessity-shopping is nice, but try clothes shopping. If you share living expenses, this works out well, as it encourages your gaming partner to limit his time at the table; or earn a lot more money. Gamer: "Dear, I'm going to play D&D tonight!" Non-gamer: "That's okay, honey; there's a one-day sale at the Bon!" Gamer (checking credit card balance): "Never mind. Let's go to a movie instead."

Pamper Yourself: Gaming is a hobby, and while it might not seem relaxing to you, it probably is to your gamer partner. Well, relax yourself. Get a massage, **go to the gym,** or do something else to clear your mind and help your body. You'll like it, and your gamer partner will appreciate it, too. Besides, when you come in all toned and buff, it'll remind him to lay off the cheesy-puffs and take a shower.

Pitch in: While you'd probably find it boring hovering around the gaming table while your partner and your partner's friends game, you can involve yourself in the social aspects of "game night" if you don't mind doing a little work. **Offer to cook dinner for your gamer partner and friends**, on the condition that they take a break from gaming to eat with you (and maybe some of their non-gamer partners). This gets you involved in the social aspects of the gaming group (which is nice for you) and feeds them something other than those notorious cheesy-puffs (which is good for your gaming partner).

Join In: If you're hanging around the house while your partner games, it doesn't hurt to remind him that you're there. Do so now and then when you see the game at a pause. If you're really ambitious, coordinate some of these interruptions with the DM—you might not like gaming, but you can **assume the role of a flirtatious barmaid** or authoritarian duke for a few moments.

So let's recap:
No changing gamers.
No hovering.
Shop if you want.
Assume the role of a flirtatious barmaid. D

PLAY WITH YOUR FEATS

Feats You Already Have

by Mat Smith

The player is one of the most powerful yet least-detailed entities in the DUNGEONS & DRAGONS game. Possessing skills and abilities that are truly game-altering, an experienced player's extraordinary range of talents is not to be dismissed lightly. Detailed here are but a few of the feats many savvy players have developed and honed during their gaming careers.

Dodge Food Run [Lazy]

Someone has to make a trip to the grocery store or Chinese restaurant, but it's not you.

Prerequisite: A plausible excuse.

Benefit: At some point during the gaming session, people are going to get hungry. Whether it's because you've all run out of snacks or decide to order take-out, someone has to leave the game to go get the provisions, but your quick thinking and persuasive talents enable you to avoid the legwork and still get the goodies.

Normal: Everyone takes a turn.

Evade Chipping In [Thrifty]

Your gaming group splits the cost of the pizza five ways instead of six.

Prerequisite: A wallet with no visible cash or an impressive wad of pocket lint.

Benefit: Your stomach gets filled, but your wallet doesn't get emptied. When the pizza guy is at the door and everyone is tossing in a few bucks, you manage to convince your pals to throw in for you.

Normal: Everyone splits the bill.

Snatch Last Soda [Thirsty]

Only one coke is left, and its carbonated cola goodness is yours.

Prerequisite: Ability to down the last few gulps of your current drink.

Benefit: When someone announces there's only one pop left in the fridge, you're able to chug-a-lug the beverage you've already got and lay claim to the last can.

Normal: Someone else usually gets it.

Lightning Dibs Calling [Greedy]

When the party divides up the treasure from an adventure, you lay claim to the tastiest doo-dad.

Prerequisite: Great need for a particular gewgaw.

Benefit: Whenever the party uncovers one of those pieces of treasure that are coveted by two or more characters, you manage to get your hands on it by quickly proclaiming rightful ownership before anyone else.

Normal: You have to roll for your treasure pick or determine which character would benefit most from it.

Repeat Die Roll [Shady]

Unfavorable die rolls can be re-rolled by pointing out a disqualifying factor.

Prerequisite: Need for a good die roll, an uneven rolling surface.

Benefit: Uneven rolling surfaces can cause dice to be cocked, making it unclear as to which number was rolled. Dice that roll off of a designated rolling surface resulting in a low number can be considered out-of-bounds. Contact with any and all objects (including books, pencils, other dice, body parts, and rolling surfaces) can adversely affect your result as well.

Normal: You're stuck with a crappy roll and your character ends up disintegrated or something.

Avoid Random Damage [Lucky]

When the DM rolls to see who gets hit by a random attack, you're out of the running.

Prerequisite: Interest in self-preservation.

Benefit: Whenever there is a need for the DM to determine whose character suffers the effect of an indiscriminate attack (grenade-like weapons, botched attack, blindfolded kobold with a repeating crossbow, and so on), yours doesn't even have the chance of being in the wrong place at the wrong time.

Normal: You take your chances at eating a wayward flask of alchemist's fire.

Seat Jockey [Comfy]

If there is one chair that's better than the rest, it's all yours.

Prerequisite: Desire to sit in the best spot.

Benefit: Your place at the gaming table has it all. It's got the cushiest seat; it has plenty of space for your books, dice, character sheet, and snacks; you've got a great view of the map; and the DM is close enough that you never miss a thing.

Normal: Whoever sits in the best seat first gets it.

Avoid Bookkeeping [Lazy]

You came to play, not to take notes.

Prerequisite: Ability to proclaim, "Someone should write this down."

Benefit: Keeping up with your own character is enough responsibility for you. Someone else can take care of the mapping, treasure inventory, and all those other things the party will want a record of.

Normal: Anyone with a pencil and paper can get stuck doing this stuff.

Adjust Miniature [Shady]

Minor repositioning of a miniature can greatly extend your character's life expectancy.

Prerequisite: A game that uses miniatures, realization your character is about to get smacked.

Benefit: Occasionally, your miniature, through no fault of its own, might accidentally misrepresent your character's position as being just inside the edge of an area-of-effect spell or similar damage. That can usually be remedied with a gentle nudge. If your character is well within the affected area, you might need to retrieve your miniature "to see if the paint is chipped" and then return it to the table in a more satisfactory and safe location.

Normal: You can go from "Wow, that was close" to "Ouch, that hurt" at the whim of a measuring stick. D

After the Bomb® RPG

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Erick Wujcik, designer and author of the best selling *Teenage Mutant Ninja Turtles role-playing game* has created a dynamic new RPG called **After the Bomb®**.

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- Art by Ramon Perez, Scott Johnson, Freddie Williams and others.
- Compatible with *Heroes Unlimited™ 2nd Edition* and *Ninjas & Superspies™*.
- $20.95 – 224 pages. A complete game.

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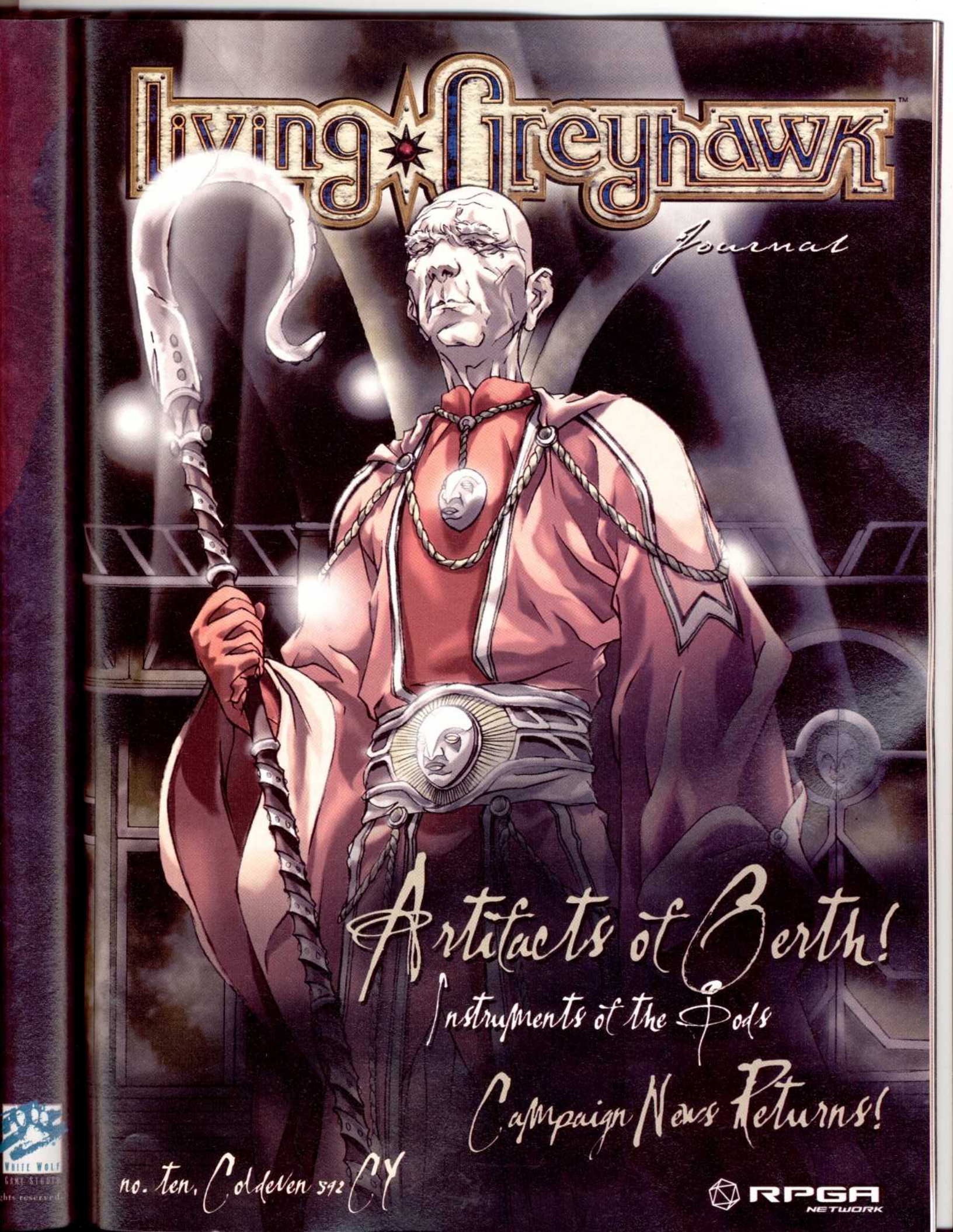
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Campaign News

Sail on to the Isles of Woe

"Gone, like the three of Heraan."
—A strange saying among the Flan hillfolk of the Cairn Hills.

It all started with an eccentric wizard from the city of Greyhawk. His name is not important—after all, that city spawns crazed mages by the dozen. What is important is that he might have solved the most famous mystery of the Nyr Dyv: They say he's found the Isles of Woe.

The wizard hired a small mercenary company that worked out of Elmshire and giddily led his hired army into the Nyr Dyv, setting out upon ancient spell-constructed boats moored in a cove about a week beyond lonely Stankaster. According to the wizard, these boats were the only way a soul could set foot onto ancient Heraan—the city where the *Codex of the Infinite Planes* was supposedly first inscribed and where countless other treasures still rest. The mercenaries' captain, an ambitious and greedy warrior named Deneju, liked what the wizard told him about the ancient lost city. He only barely missed the great plundering of the Temple of All-Consumption, arriving at the foot of that dead volcano after would-be treasure-seekers began to find only ungilded death there. This new treasure trove would be his from the ground floor, so he followed the unstable wizard across the Nyr Dyv's waters to the fabled isles. While I do not know the entire story that followed, I know that the wizard and Deneju went their separate paths. The wizard grew more erratic the longer they stayed on the isle, and he eventually disappeared into a massive structure the captain called the Green Devil's Tower, while Deneju went on to search for his treasure in an abandoned temple devoted to some long-forgotten watery god.

Deneju has ... retired. What he found on the Isles of Woe put an end to his adventuring days, and his worries settle on coin no more. But before the end of his mercenary career, he told me where that arcane boathouse lies—the exact spot—and I am willing to pass on that information to you. And it'll only cost you ten gold orbs . . .

What is Living Greyhawk?

LIVING GREYHAWK is the largest, most popular shared-world DUNGEONS & DRAGONS campaign in the history of gaming. Run under the auspices of the ROLE PLAYING GAMER ASSOCIATION Network (RPGA), the campaign offers gamers around the world the chance to contribute to the developing history of Oerth by taking part in scenarios played at conventions, game days, or in the comfort of home. For more information on how you can get involved in the campaign, visit **www.livinggreyhawk.com**.

You Want Some of This?

At Origins 2002 the LIVING GREYHAWK campaign kicks off its 592 CY dungeon delve event: *The Isles of Woe*. During this event, your character will travel to the ruined ancient city of Heraan to unlock its secrets and unhinge ancient treasure hidden for more than a millennium.

But you're not there, yet.

This year, Origins takes place in Columbus, Ohio on July 4-7, 2002. If you are planning to attend Origins and participate in the *Isles of Woe* event, you must still face the challenges of the boathouse hidden in a once-sunken cove on the Cairn Hills coast of the Nyr Dyv. We've included encounters for three levels of play below. Before you come to Origins, find the most devious DM you know and have him or her challenge you with the encounter appropriate for your characters' level of play. When you arrive at the *Isles of Woe* event, your DM will ask you what challenges you faced at the boathouse, and the challenges and rewards you find on the Isles just might change based upon your answer. How? Here's a hint: If the DM is not amused or touched by your tales of valor and heroism, his or her heart will turn colder toward your plights in Heraan—so bring your best bard or suffer the consequences.

When you play these encounters, you don't gain experience points, and you don't gain gold. If your character dies, you can keep on playing it as if nothing bad ever happened—though you might want to rethink your plans for plundering the *Isles of Woe* ... death there will be swift and real, and if you can't handle the foes below, it is doubtful your character can handle the challenges of the isle. In short, these introductory encounters are presented "for fun" only and don't "count" in the overall LIVING GREYHAWK campaign.

DMs Unite!

An encounter is only as tough as its DM—and we're always on the lookout for that excellent mix of devious and fair for our LIVING GREYHAWK DM pool. Read the encounters below, and set up strategies that will challenge your foes. When you have a top-notched strategy, point your Internet browser toward the Community section of the Wizards of the Coast website (**www.wizards.com/community**). Go to the RPGA message boards, and scroll down to the LIVING GREYHAWK boards. A thread called "Isle of Woe Strategies Contest" will be there waiting for you. Post your best ideas there. Each month until Origins, we'll pick the top three strategies posted on the list and send our top strategist a treasure chest of D&D and GREYHAWK prizes. At Origins we'll award a special prize to our top DM strategist. What will it be? Let's just say that the prize will be ... fitting. Next month, we'll give you another hint!

Delve Toward the Boathouse, EL 3 to 6

"The easiest way to the boathouse is by way of the cave next to the old Flan standing stones."

That's what the man who gave you directions to this place told you, and looking down into that cave—more like a pit with its steep limestone sides descending down to the shadow-shrouded floor some hundred feet below—dissuades you from searching for the "hard way." Once you make it to the bottom of the pit, you have half a mile of twisted caverns until you reach the arcane boathouse.

Like the majority of the subterranean passages in the Flanaess, the natural limestone caves that reach down into the arcane boathouse are inhabited. Humanoid tribes from both the Cairn Hills and the waters of the Nyr Dyv use the caves, but they usually (and wisely) stay away from the magical boats. Lower-level characters encounter a group of these squatters on their way to their destination. These encounters can occur in whatever cave passage or chamber the DM deems fit.

Three to Five 1st-level characters, EL 3

Kobolds (6): hp 4, 3, 3, 2, 2, 1; see *Monster Manual* page 123.

Zezzru: female kobold Rgr1/Sor1; CR 2; Small humanoid (reptilian); HD 1d10+1d4; hp 13; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +1 melee (1d6-1, halfspear), or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; SV Fort +2, Ref +2, Will +2; Str 8, Dex 15, Con 11, Int 10, Wis 10, Cha 12.

Skills and Feats: Concentration +5, Jump +4, Spellcraft +1; Ambidexterity, Point Blank Shot, Track, Two-Weapon Fighting.

Light Sensitivity (Ex): Zezzru suffers a -1 penalty to attack rolls in bright sunlight or with the radius of a *daylight* spell.

Possessions: Leather armor, halfspear, light crossbow, 10 bolts, spell component pouch.

Spells Known (5/4; Base DC = 11 + spell level; arcane spell failure 10%); 0—*daze, ghost sound, mage hand, resistance*; 1st—*shield, true strike.*

Average Party Level 2, EL4

Lizardfolk (2): AC 17 (touch 10, flat-footed 17); hp 14, 11, 11; see *Monster Manual* page 128.

Possessions: Large shield, greatclub, 5 javelins.

Pzartez: male lizardfolk Drd2; CR 3; Medium-size humanoid (reptilian); HD 4d8+6; hp 29; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atk +4 melee (1d8+2/x3, longspear), or +4 melee (1d6, club); SV Fort +5, Ref +3, Will +5; Str 13, Dex 10, Con 14, Int 9, Wis 14, Cha 10.

Skills and Feats: Animal Empathy +4, Balance +4, Concentration +6, Jump +7, Swim +9; Multiattack; Spell Focus (Transmutation).

Possessions: Large wooden shield, longspear, club, spell component pouch.

Spells Prepared (4/3; Base DC = 12 + spell level; +2 Transmutation spells) 0—*flare, guidance, light, resistance*; 1st—*entangle, magic fang (x2)*

Snake, Viper, Medium-size (Pzartez's animal companion): hp 9; see *Monster Manual* Appendix I: Animals.

Average Party Level 4, EL 6

Howlers (2): hp 45, 39; see *Monster Manual* page 121.

Hertog the Quasit: hp 18; see *Monster Manual* page 41. Hertog can take two forms, that of a large black dog, and that of a hunched and ancient human man.

Higher-level characters on their way to the *Isles of Woe* will encounter resistance in the boathouse. See us next month for Encounter Levels 8 to 12!

Living Greyhawk Website Receives Facelift

With all the Living Greyhawk activity of the last year, our campaign Web page grew woefully out-of-date. Just last month we unleashed a new page that features regular content. Some of the newest releases include all three Rules Updates and the Regional Dispatches that formerly appeared in the *Living Greyhawk Journal.* Stop by **www.livinggreyhawk.com** and check it out.

On the Cover: Canadian artist Kalman Andrasofszky reveals a contemplative Canon Hazen of Rao, the mortal who used the *Crook of Rao* to expel legions of fiends from the Flanaess.

LIVING GREYHAWK BACK ISSUES STILL AVAILABLE!

Have you missed an issue of the *Living Greyhawk Journal*? Back issues are still available to active members of the RPGA Network. Contact RPGA HQ via **rpgahq@wizards.com** to order up some Greyhawk goodness. Issues 0 and 1 are already sold out, and our remaining quantities of the issues we do have in stock are waning fast.

Back issues cost $5.00 US per copy, which includes shipping and handling. If you'd rather not pay upwards of $10.00 per issue via online auctions, we strongly suggest dropping HQ a line.

Back issues for *Dragon Magazine* installments and the yet-to-be-printed "lost" fifth issue are sadly not available. Here's what the stand-alone issues you're missing contain:

Issue 2: Exclusive city of Greyhawk poster map. Greyhawk map key. Gem of the Flanaess: The Artistan's Quarter. The Way of the Lake (Rhennee culture and prestige classes). Enchiridion of the Fiend-Sage (Animus, Bullywug Savant, Grigaur, Valley Elf). Dispatches.

Issue 3: Blood of Heroes (hero-deities of the Flanaess). Complete Gods of Oerth table. Enchiridion of the Fiend-Sage (Amedian Gutworm, Losel, Norker, Swordwraith). Dispatches. Official Living Greyhawk Character Record Sheet.

Issue 4: Gem of the Flanaess: Clerkburg (Part 1). The Silent Ones of Keoland (including new prestige class). Enchiridion of the Fiend-Sage (Dune Stalker, Necrophidius, Nyrrian Boatcrusher, Qullan).

Issue #2

Issue #3

Issue #4

Artifacts of Oerth

Instruments of the Gods

By Allan Grohe and Erik Mona • Illustrations by Richard Pace

Pompous scholars declare Oerth the center of the multiverse, dismissing all other Material worlds as insignificant backwaters populated by dim rustics. Though perhaps somewhat overstated, the belief focuses upon an undeniable fact—Oerth is a planar nexus. The humble Material world supports the active interests of more than one hundred gods, and scores of demon princes and diabolical archdevils enjoy the adoration of Oerth's more depraved residents. Planar adventurers find their way to Oerth with some frequency, gaining access to the world through countless gates, conduits, and interconnected demiplanes.

What draws so much attention to Oerth? The answer might lie in its strong presence of magic, particularly as manifested by the numerous powerful artifacts situated throughout the world. The hundreds of divine, infernal, and neutral powers who intervene in the affairs of the Flanaess often bear with them personal items of power, and sometimes they send these objects into the world as proxies of their will. Other artifacts are mysterious even to Oerth's deities and antedate them by millennia.

Regardless of origin, artifacts have always shaped the history of Oerth. The Twin Cataclysms of the Invoked Devastation and the Rain of Colorless Fire almost certainly involved the employment of several items of power, while the Great Migrations that followed them spread legends of artifact usage far and wide across Oerik. More recently, Canon Hazen of Veluna employed the sacred *Crook of Rao* to seemingly expel most evil outsiders from the Flanaess.

But some artifacts play a more humble role in the day-to-day lives of the people of Oerth. Few indeed are little girls of the Flanaess who have not spent hours enchanted with tales of *Queen Ehlissa's Marvelous Nightingale*. Fewer still are those who have not, if even for a moment, entertained thoughts of leaving a hard day's work behind for a grand quest to reconstruct the fabled *Rod of Seven Parts*.

In a world in which magic and evil are both very real and very present, the value of a good artifact is incalculable (at least in gold pieces). Though few can claim the lofty goals and achievements of Canon Hazen, most who care to think on the matter know that owning an artifact can be an instant ticket to power. While some seek out such items (and such power) for altruistic reasons, far more seek some personal gain. Often, a great hero captures a powerful artifact, but an even greater hero prevents its capture by agents of evil.

ARTIFACTS IN LIVING GREYHAWK

Of course, it'll be a good long while before your LIVING GREYHAWK character comes upon an artifact or participates in the creation of one. By definition, major artifacts defy the basic rules of the DUNGEONS & DRAGONS game. They have no market price and cannot be created via the usual means of magical artifice. Unless your character comes across one in a sanctioned LIVING GREYHAWK adventure (something that's not likely to happen soon), he'll probably never even see one.

Despite this, however, artifacts play an important role in your character's life. Without the *Crook of Rao*, Iuz's armies to the north would still be bolstered by demonic troops. Without the *Hand* and *Eye of Vecna*, the history of the central Flanaess might be forever changed. The construction and use (and sometimes destruction) of major artifacts have important repercussions upon the campaign world—repercussions sure to be felt by your LIVING GREYHAWK character.

What is a Major Artifact?

Not all objects of power are created equal. To begin, artifacts are items of intense magical power crafted by humans, powerful monsters, or even the gods. They might grant known arcane or divine powers and abilities, or they might wield energies beyond the comprehension of mere mortals. The distinction between major and minor artifacts and powerful magical items is vague, and often one sage's steadfast classification of an item differs from those of any three of her associates. Generally, minor artifacts are powerful items within the realm of mortal magic for which the "recipe" has been lost. By contrast, several criteria exist for classification of an item as a major artifact:

- All major artifacts are unique. While *staves of the magi* are potent magic items, Boccob's *Staff of the Archmage* is a singular powerful major artifact

- Substantial bodies of folklore and legends surround all major artifacts. While such histories are often contradictory, incomplete, and inaccurate, every major artifact fits within the context of Oerth's living history. A bandit lord wielding a *vorpal sword* might take a few heads, but he is unlikely to hold the key to the destruction of an ancient lich-king who became a god, as he would were he wielding the terrible *Sword of Kas*.

• Most of the artifacts catalogued in the libraries and magical guilds of the Flanaess possess some potentially harmful side effect that might vex the item's owner. Major artifacts stand as testaments to the universal truth that power cannot be achieved without a price. When Shattados, last ruler of the ancient Flannish Kingdom of Sulm, entreated his wicked gods for aid in the form of the *Scorpion Crown*, he knew he would become everlasting overlord of his people. He did not, however, anticipate his empire turning into a desert wasteland or his subjects mutating into hideous insectoid beasts. Shattados's example is a harsh one, but it makes an excellent lesson for those expecting no consequences in exchange for the invocation of awesome power.

• Major artifacts possess a durability unknown to most substances in the multiverse. The creation of an artifact is the supreme apex of magical artifice. Having struggled so hard for survival, such items do not pass easily. Most artifacts and relics are effectively invulnerable, save for certain, extremely specific conditions. The *Crystal of Ebon Flame* might appear brittle, but it can only be crushed beneath *Golbi*, the massive hammer of Fortubo, Suel god of stone, metals, and mountains (and *Golbi* itself is a powerful artifact).

Using Artifacts in a Greyhawk Campaign

Artifacts present DMs with a wealth of roleplaying possibilities. Many players will want to take part in heroic quests to rescue artifacts (or even portions of artifacts) from diabolical dungeons or exotic locales. Such campaigns can last for years, with the PCs working their way from obscure riddles to ancient maps to powerful enemies who also seek the same artifact for their own, malignant ends. An artifact should be used as a goal, a just-over-the-horizon reward that keeps heroes walking the trails of the Flanaess for seasons, or even years. DMs running high-fantasy campaigns might even allow the party to capture and use an artifact, no doubt drawing the attention and ire of powerful minions of evil, good, and neutrality.

Artifacts often change the world, and it is important to understand that the world of Oerth is filled with powerful NPCs who prefer that things continue to work exactly as they did yesterday. Artifact-wielding PCs have much to fear from such agents, be they well-intentioned paladins of Pelor hoping to convince the PCs to use their power wisely, scheming servants of Iuz looking for a trinket to add to the coffers of Dorakaa, or secret cabals of Hierophant druids that travel Oerth, always looking to quash would-be power mongers who thought a simple item, no matter how mighty, would be an easy route to lasting glory.

Even DMs running a low-level campaign can find a good use for artifacts. While the PCs might never come within leagues of a relic such as the *Talisman of Al-Akbar*, those passing through Baklunish lands will hear tales and chants about its rich history. Those who look like foolish foreigners might even find a friendly merchant willing to sell them the "genuine" article.

In short, artifacts have much to add to any campaign. They are an integral part of the GREYHAWK campaign, and whether used directly or to color background and history, their presence can inspire lively play that will be remembered fondly for years to come.

Creating Artifacts

Certain secret locales present mortals with the raw materials needed to construct artifacts, and a journey to one such location might form the basis of an entire campaign. These places include:

• Beneath Castle Greyhawk, in its lowest and most inaccessible dungeon levels, lurk the *Oerth Stone* and the *Obelisk*. Each of these strange, quasi-sentient artifacts can tap vast magical energies, which are well-nigh unfathomable when used in tandem. However, few adventurers have survived the castle's dangers to discover the *Oerth Stone*, much less the *Obelisk* (which exists in a hidden demiplane of its own). The powerful objects can channel power into items or people, and that played an integral role in Zagig Yragerne's ascension to demigodhood. Although the mortal Zagig was able to chip a shard from the *Oerth Stone*, even he never knew with certainty that the *Obelisk* existed—he could only detect its presence through the subtle effect that it had on his perceptions and the enchantments of his castle. The secrets and powers of these stones have not been rediscovered since Zagig's ascension.

• The Causeway of Fiends lies just off of the northeasternmost point of North Kingdom, between the shore and the treacherous Isle of Lost Souls. The Cauldron of Night exists beneath Asperdi Isle's Tar Hill, a deep and cavernous blight in the lands of the Sea Barons. These places of dark might are sought by the most treacherous and vile of Oerth's villains, for from the sites can be harvested the components necessary to fashion such items as *Talismans of Ultimate Evil* and *Spheres of Annihilation*. The Great Kingdom's legendary *Malachite Throne* was born from the living darkness beneath Tar Hill, its evil emanations lending vicious strength to the Overkings who ruled from Rauxes for generations. Yugoloths, dark elemental spirits, and fouler aberrations are known to be attracted to these sites, and as they devour blackguards as swiftly as paladins, only the strongest of evil's champions dare to risk approaching these areas.

• *Oerthblood* seeps into The Endless Well from deep beneath the Fortress of Unknown Depths, the dwelling place of the archmage Tenser. His ancient keep was built by migrating Oeridians to guard and harvest this rich magical ore. Few know *Oerthblood* exists—Tenser has been studying the substance in seclusion for decades—and no one knows exactly what it is. Tenser recently reactivated his keep's mining operations (which had been shut down after his death during the Greyhawk Wars), and minor earthquakes and strange grinding vibrations occasionally rumble into the surrounding area from deep beneath the citadel, hinting at the immense golems currently at work harvesting the world's magical essence.

The *Chalice Everlasting* can alter any liquid it contacts, including acids and the most harmful poisons. Once per day, its owner can transmogrify up to 20 cubic feet of liquid into pure, fresh water simply by touching the cup to the surface of the liquid and uttering a command word. Unholy water, potions, or drinks of significance are spoiled by this effect, but the *Chalice* has no effect upon creatures of any type. Each use elicits a 10% chance that instead of purifying the liquid, the *Chalice* instead turns it into putrid swamp filth. Anyone drinking such liquid becomes nauseated.

When tipped on its side and a command word is spoken, the *Chalice* can double as a *decanter of endless water*.

Anyone wielding the *Chalice Everlasting* is wrapped in a shell of fresh air, making him immune to all gases and allowing him to breathe underwater or in a vacuum.

A final command word transforms the *Chalice* into a greater water elemental that serves the bearer for a period of up to three full days before the power falls dormant for a full week and it reforms into the artifact. Destruction or banishment of the elemental reverts the *Chalice* to its normal form, which remains dormant for one month.

Legends abound that the *Chalice* can be used to summon the powerful elemental prince of evil known as Olhydra, who rules a dark corner of the Elemental Plane of Water. The specifics of this summoning, however, have been lost to time.

The bearer of the *Chalice Everlasting* need not drink as long as the item remains in his possession. This magical nourishment is insidious, however. When the bearer and the *Chalice* are inevitably separated, the former bearer must make a Fortitude save (DC 30) or suffer crippling dehydration. Dehydrated characters are exhausted for as many days as they possessed the *Chalice*. They cannot recover through rest—only a *wish*, *miracle*, or similar magic restores them to full vigor.

After detecting the flaws in the elemental items, the Suel dispatched them to foreign lands as gifts of the emperor's gratitude. The *Oerthly Plates* were lost somewhere in the central Flanaess. The *Unquenchable Scepter* traveled north, to what would become Blackmoor (and rested in that land's fabled castle for centuries), and the *Tempest Horn* was sent to a distant empire in the Far West. All four of the items returned to the Flanaess within the past 50 years, and were employed by forces loyal to Iuz and Zuggtmoy, the Demon Queen of Fungi, to sanctify the four elemental nodes within the dungeons of the Temple of Elemental Evil. Since that action, the *Chalice* was lost on the Azure Sea and swallowed by an ancient whale. That creature's stomach acids were altered to pure water, and its corpse now lies on the ocean floor amid a wide stretch of fresh water fifty leagues southeast of Gryrax.

Suggested Means of Destruction: Feed the *Chalice* to the balor Ter-Soth; fill it with the gastric juices of six beautiful night hags; boil its composite water within the deepest cavern of Lake Udrukankar.

A Selection of Major Artifacts

A complete overview of all artifacts in the Flanaess would be nearly impossible—there are simply too many to cover here. A handful of artifacts important to the Flanaess within the last century have been included; a future issue of the *Living Greyhawk Journal* will contain a complete list of all known artifacts on Oerth.

The Chalice Everlasting: In the earliest days of conflict between the Suel and Baklunish empires, Suloise magi sought to turn the legendary Baklunish affection for the elements against them. To do this, they created four artifacts of surpassing power and infused these symbols of elemental magic with a portion of the spirits of powerful elemental princes. By all accounts, the experiments failed, resulting in flawed artifice bound (unwillingly) to potent elemental nobles. After their creation, the flawed items spread throughout Oerik. The item dedicated to water, the *Chalice Everlasting*, currently rests within the Flanaess.

The *Chalice Everlasting* appears as an ornate cup formed from constantly swirling water (though it is hard as metal). Small water droplets occasionally spray off of its surfaces and edges, and when holding the *Chalice*, the wielder feels the movement of small waves beneath her fingers. The fresh scent of ocean spray always surrounds the magical cup. The *Chalice* is extremely empathic: when its bearer is in foul spirits, the waters are agitated and stormy, sometimes appearing brackish and giving off faint traces of steam. Most of the time, however, the *Chalice* appears utterly clear and enchantingly beautiful.

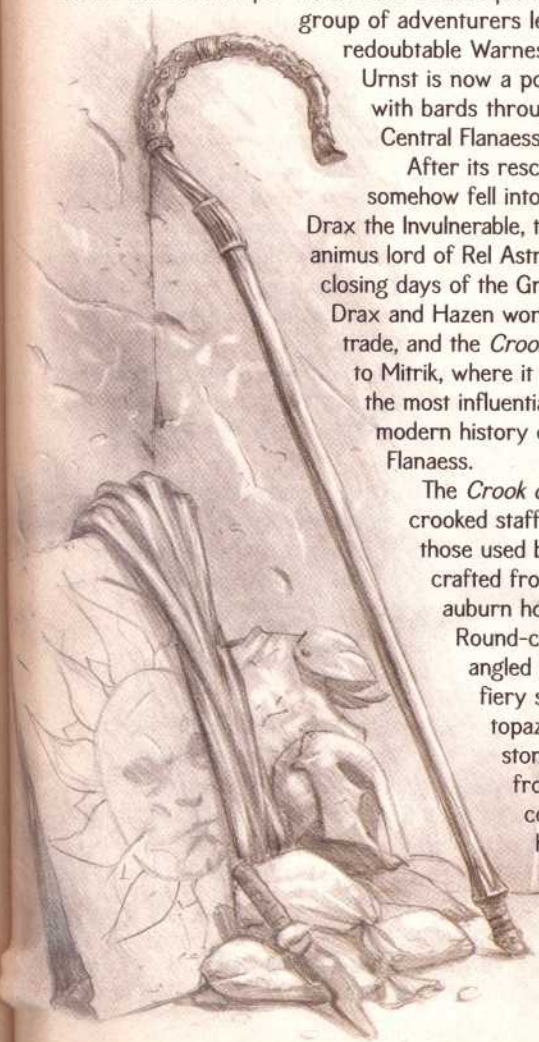
The Crook of Rao: Among the most revered relics in the history of Oerth, the *Crook of Rao* currently enjoys a reputation shared only by true messiahs and the gods.

In Coldeven of 586 CY, His Venerable Reverence, The Savior of Our Lands, Canon Hazen of Mitrik used the *Crook* to stunning effect, banishing thousands of demons, devils, yugoloths, and other outsiders from all parts of the Flanaess, and possibly from throughout the lands of all Oerth. Though a few sages suspected the item's potential for awesome power, none would have predicted such pervasive effectiveness. The assistance of nearly every priest of Rao in Mitrik as well as the aid (some say manipulation) of the archmage Bigby, certainly played an important role in the effort's success.

Hazen's victory allowed many goodly armies to gain advantage against the formerly fiend-stacked forces of Iuz and the former Great Kingdom, and Rao's popularity, even far from his clergy's base in Veluna, has never been stronger.

Prior to these events, the *Crook* played a relatively minor role in the affairs of the Flanaess. Many believe that the relic's existence predates that of humanity, and perhaps even that of Oerth itself. Raoan scripture claims that the *Crook* alone protected Oerth from the insurgence of evil outsiders prior to the discovery of magic by the world's denizens, though many rival faiths dispute such boasts.

To the average man of the modern era, the *Crook* existed only in scripture and hymn. In the mid-sixth century CY, however, the adventurers Tenser, Terik, Merlynd, and Robilar discovered the artifact in the depths of Castle Greyhawk, only to lose it again in a bizarre demiplane known as the Isle of the Ape. The artifact's subsequent rescue by a group of adventurers led by the redoubtable Warnes Starcoat of Urnst is now a popular tale with bards throughout the Central Flanaess.



After its rescue, the *Crook* somehow fell into the hands of Drax the Invulnerable, the calculating animus lord of Rel Astra. In the closing days of the Greyhawk Wars, Drax and Hazen worked out a trade, and the *Crook* soon came to Mitrik, where it would become the most influential item in the modern history of the Flanaess.

The *Crook of Rao* is a crooked staff not unlike those used by shepherds, crafted from a lustrous auburn hornwood. Round-cut jacinth, angled alexandrite, fiery sard, golden topaz, and other stones set it apart from its counterparts, however, as do the cold iron and silver that form its shaft and headpiece. Despite the expensive materials that dress it, the *Crook* gives the impression of age; those in its presence feel as though they gaze upon a remnant from a bygone era.

Before the Flight of Fiends, few would have ascribed planetary banishment abilities to the *Crook of Rao*. Now, many see the staff as a relic of near limitless power—the infinite will of a god given form. The majority of the pilgrims now flocking to Veluna discount the fact that many fiends escaped banishment, and point to the gains in Nyrond and Furyondy as evidence of Rao's influence on Oerth. Though the *Crook's* current resting place in Mitrik is known to all, rumors circulate that the banishment drained the *Crook* of all power, and that it exists now only as an icon of Rao's gift of mercy to the people of Oerth.

Regardless, the powers of the *Crook* prior to the Flight of Fiends are well chronicled. Any good-aligned mortal being grasping it and invoking the name of Rao may use the *Crook* to turn evil outsiders (demons, devils, yugoloths, and so on) as a 20th-level cleric of Rao turns undead. Turned outsiders are instead banished to their home plane for 100 years.

An evil outsider's summoning abilities do not function within a mile radius of the *Crook*. Further, the bearer of the *Crook of Rao* gains a +4 deflection bonus to AC against attacks made by evil creatures. In combat, the *Crook* serves as a *+3 quarterstaff*, with successful hits driving evil outsiders to their plane of origin unless they make a successful Will save (DC 25).

If new powers have manifested following the Flight of the Fiends, they have not yet been recorded by any save the Canon's closest advisors.

The use of the *Crook of Rao* does not seem to trigger a curse of any kind. Because of this, residents of the dark quarters of Veluna and further afield speculate wildly on what the use of the artifact might have "cost" Hazen of Rao, or even those assisting him. These rumors became something of a cottage industry within two weeks of the Flight of Fiends, when tales told as far as Ratik intimated that the pontiff might have vanished from the site of the ritual entirely, perhaps as a sacrifice to the *Crook's* power, or perhaps because Rao decided to bring him to his Sacred Realm in the Seven Heavens. Since Hazen remains in Mitrik, the tale has been discounted. However, a now-excommunicated underpriest by the name of Jander Semmisel, who can be found in various drinking establishments in Veluna City, claims that he took part in the ritual, and personally witnessed the Canon vanish completely for at least fifteen seconds at the culmination of the ceremony.

In light of any concrete evidence on the matter, most expect speculation to continue for years to come.

Suggested Means of Destruction: Invoking the power of the *Crook* on every layer of the Abyss within the same Oerth-day; cutting its supply of power by killing Rao, himself; assaulting the *Crook* with illogical and unreasonable riddles every day for 300 years (rumors tell that Tenser and company discovered the *Crook* in a chamber within Castle Greyhawk that featured mindless automatons speaking such nonsense from day to night).

Druniazth: *Druniazth* (DROON-ee-AH-zzth) is the *Claw of Tharizdun*, one of the more potent artifacts associated with that dread god of insanity and entropy. *Druniazth* exists to

serve Tharizdun, to spread his worship, and to free him from his eternal slumber. It is a window into Tharizdun's soul, wherever it might slumber, and through it, Tharizdun tries to bring about his freedom.

The sword first appeared more than eight hundred years ago in the hands of Baron Lum (years before he discovered his infamous *Machine*). He wielded a blade in combat described in the same manner as *Druniazth* against Ur-Flan sorcerers near what's now the Bonewood, but he lost it during the fray. He spent his remaining years trying to recover the sword, and the search for it drove him slowly mad. *Druniazth* changed hands for centuries before it was cast into the Rift Canyon in the early 100s CY by an unnamed wielder who sought to end its influence in her life. It remained there for many decades until being discovered by a group of illithids, who traded it to drow merchants in 233 CY. Their caravan, however, was attacked and destroyed somewhere in the Underdark between the Rift Canyon and the Crystalmists, and the blade passed out of living memory.

This simple, plain bastard sword is forged from an unknown purplish-black metal. It is devoid of decoration, save for strange patterns that whorl and shift across the blade and guard. The blade is wider than that of most bastard swords, and it emanates cold at all times—in non-arctic conditions, wisps of fog drift from its surface, and it seems to drink light and heat (which dim in its presence). Rounded knobs about the size of a large thumbnail mark the ends of the sword's guard. Black, tanned leather wraps the tang, apparently some addition made by one of the weapon's mortal owners. The round pommel twists and locks into place on the bottom of the tang, hiding the tang nut.

Created by the doomdreamers of Tharizdun from a secret metallic alloy they call ruinite, *Druniazth* serves as a *+5 frost bastard sword of wounding*. Any nonevil creature struck by the blade must make a successful Will save (DC 33). Success results in searing chills that reduce Dexterity by 2 and impose a -4 penalty on attack rolls, skill checks, and ability checks for one hour. Those who fail fall into a catatonic slumber for 1d6 weeks. Sleeping characters cannot be awoken during this period, in which they suffer terrible nightmares and apocalyptic visions of the Dark One's return. Such visions haunt the sleeper for the rest of his life, leaving him fatigued upon waking up every morning until a *wish* or *miracle* removes the effect. As the blade's goal is to spread Tharizdun's influence, the wielder cannot attack or harm a victim slumbering under the weapon's influence.

Any nonevil being who wields *Druniazth* gains four negative levels. The negative levels persist as long as the sword is held and disappear when the weapon is no longer wielded. The negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the sword is held.

Druniazth perverts any non-evil user to Tharizdun's cause through subtle nightmares, empathic suggestions, and the slow poisoning of the soul. Roughly 1d4 weeks after first coming into contact with it (the DM makes this roll in secret), the wielder's alignment changes to neutral evil (no saving throw). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. Only a *wish* or *miracle* can restore the former alignment, and the affected individual does not make any attempt to return to the former alignment. If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated.

Druniazth was recovered from a buried temple of Tharizdun in the Jotens during the mid-570s CY. It passed from the party of adventurers who discovered it to various tribes of ogres and hill giants in that area for twenty years. In 591 CY, the blade resurfaced in Dyvers, in the hands of an assassin in service to Iuz. This assassin, Kerrab by name, was slain by the city watch, and the blade was set aside for investigation due to its strange appearance. Unfortunately, one of the guardsmen who handled *Druniazth* was converted to Tharizdun's service through the sword's influence. This guard, a cretinous half-elf named Nizar Drav'va, absconded with the sword and began an overland pilgrimage toward the Kron Hills, unsure of where he was going or what he sought. Neither Nizar nor *Druniazth* have been seen since.

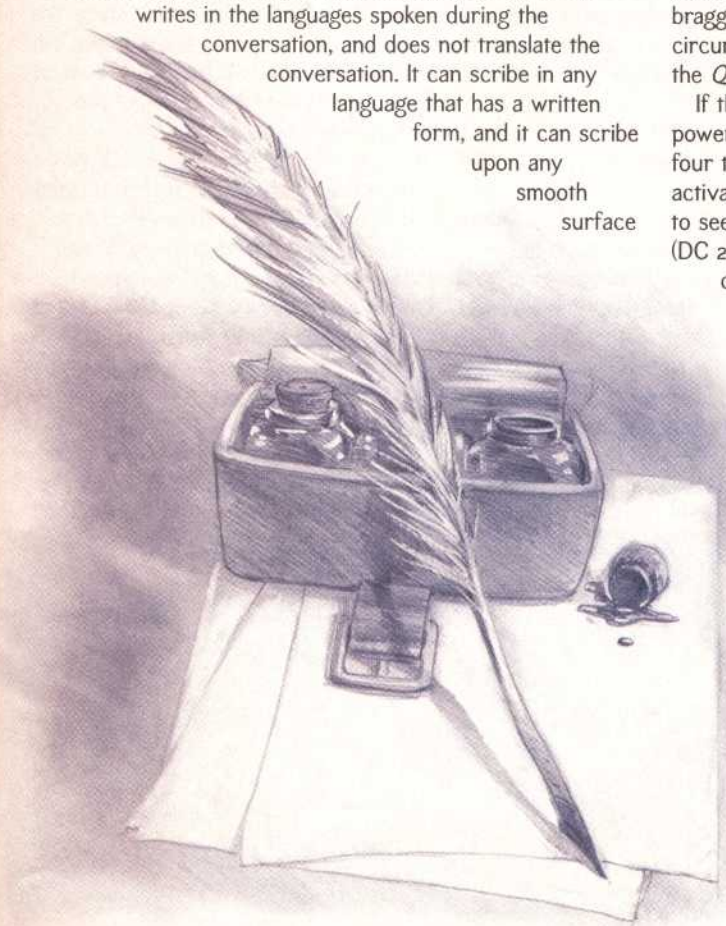
Suggested Means of Destruction: Plunge the blade into the heart of the Demiplane of Imprisonment; expose it to a dream of pure happiness. Some loremasters among the Silent Ones believe that *Druniazth* cannot be destroyed so long as Tharizdun lives. They suggest submerging it deep in a rift of the Solnor Ocean, which will remove it from Oerth's troubles at least until its inevitable rediscovery.

Kuroth's Quill: *Kuroth's Quill* was made famous through its use by the Oeridian hero god of theft and treasure-finding for which it is named. His exploits are legendary throughout the Flanaess, and they include the daring theft of *Schandor's Gavel* while the Court of Essence (in the Overking's Palace in Rauxes) was in session; the surreptitious removal of a necklace of flawless, matched emeralds from the coffin of Vlad Tolenkov (while the vampire slept); and similar perilous (and lucrative) exploits. Many attribute Kuroth's skill to his discovery of the ancient writing device.

Kuroth's Quill is a large feather quill about 18 inches long, whose feather has worn thin and reedy over the years (the plume is approximately one and one-half inches across at the top). Some of the horizontal feather "spines" are missing, and the *Quill* appears to have seen better days. The spines are a variety of light colors, with blues and greens predominating. Ink stains the lower two to three inches of the *Quill's* shaft, and the spines begin to fan outward about six to seven inches up from the base of the shaft's tip. The spines are shorter closest to the tip, and they grow longer as they continue up the spine.

Kuroth's Quill can be commanded to detect the largest treasure within 100 miles, allowing its wielder to home in on the target's location through feelings of "closer" and "further" to indicate proximity. It can scan into other planes that intersect with Oerth (including the Ethereal, Astral, and Shadow planes, as well as demiplanes). The treasure detection ceases once the wielder is within a one-half mile radius of the loot, and she is on her own from that point onward. This power can be used once per month, and functions continuously to provide directional and distance guidance, so long as the user doesn't abandon the hunt. The owner can attempt to direct the *Quill* to ephemeral treasures (true love, the most handsome elf, and so on), but the *Quill* almost always tries to combine such activity with more profitable ventures (so that the wielder might end up finding the fairest maiden who happens to be wearing 25,000 gp worth of diamond jewelry, for example).

Once per day, *Kuroth's Quill* can scribe perfect dictation of any conversation within 120 feet, so long as the wielder can see those participating in the conversation. The *Quill* writes in the languages spoken during the conversation, and does not translate the conversation. It can scribe in any language that has a written form, and it can scribe upon any smooth surface (from paper to sword blades to stone). The *Quill* does not require ink, and it can scribe on wet surfaces as easily as it can on dry ones. All transcriptions are written in the owner's handwriting.



Upon command, the *Quill* can draw an area map revealing the general lay of the land within a 50-foot radius of the wielder, providing a valuable dungeoneering service. This ability may be used once per week, for up to four hours. The *Quill* extends its mapping as its wielder moves beyond the edge of her original radius, so it can be used to map a landscape as the *Quill's* owner travels through it. The *Quill* does not draw pictures that are not maps (for instance, it will not create portraits or landscapes), and it draws from an overhead, omniscient point-of-view (as if looking down from above onto the area being mapped). The *Quill's* maps do not reveal traps or secret doors, but the item will add notes to its map if commanded to do so.

Once per day, the *Quill* can be used to cast *find the path* as a 20th-level cleric.

Its wielder is immune to the effects of the *maze* spell.

Twice per month, The *Quill* can create a perfect copy of any nonmagical written document's writing content, or of any map. The drawing style, penmanship quality, and signatures are exact forgeries. The *Quill* does not copy the paper itself on which the original was created, however, nor does it age the drawing medium of its duplicates to match that of the original.

Kuroth's Quill inspires great faith and self-assurance in its owners, who feel that they can overcome any challenge while wielding such a powerful artifact. Owners are likely to become braggarts and egoists, such that the wielder suffers a -4 circumstance penalty to all Diplomacy checks while she owns the *Quill*.

If the wielder does not employ the *Quill's* treasure hunting powers and follow-up on them with looting activity at least four times per year, the *Quill* drains a point of Wisdom, activates its detection powers, and encourages the character to seek out the largest treasure within its range. A Will save (DC 25) can resist this effect if the wielder is unwilling, with a cumulative penalty of -1 for each time the wielder has passed up a treasure revealed by the *Quill* (to a maximum of -4).

Kuroth generally keeps his *Quill* to himself, although from time-to-time he returns it to Oerth as a test to rogues throughout the world. Those who know of the bizarre etiquette of Kuroth's faithful sometimes steal an item of personal importance from one of his clerics (who are themselves notoriously difficult to find), returning it the next day as proof of their thiefly abilities. According to custom, the thief may then request a boon of the cleric, which most often comes in the form of a hint about the *Quill's* location.

Suggested Means of Destruction: Using the *Quill* to transcribe the millions of texts in the great library of the demon prince Gresil; plunging the tip of the pen into the eye of Delleb, god of intellect and study, as the Scholar sleeps.

by Chris Pramas

Underground Scenarios

The first D&D CHAINMAIL guidebook, *Blood and Darkness,* expands the game with rules for underground fighting in the Sundered Empire. The history of these underground battles revolves around the exploration of the ruins of ancient Zarum, an empire of gith that thrived long before the Demon War (see *DRAGON* #285). The dreaded mind flayers conquered Zarum and enslaved the gith, taking them to the Outer Planes to serve the Illithid empire. The gith later rebelled against the mind flayers and overthrew them.

After gaining their freedom, the gith squabbled among themselves, eventually splitting into two factions, the githyanki and the githzerai. Neither of these races ever returned to Zarum, settling instead on the Astral Plane and Limbo, respectively. While long lost Zarumite cities and galleries have provided countless battlefields for the Godwar, these ruins are not the only secrets beneath the Sundered Empire. The River of Angry Souls and the bridge at Celestian's Gift are two other ancient and long-forgotten battle sites.

THE RIVER OF ANGRY SOULS

When the mind flayers attacked Zarum, fierce fighting raged underground for months. Thousands died as the battles wore on, and thousands more gith became the chattel of the invaders. One band of gith refugees tried to fight their way out of the mind flayers' net. The illithids gave chase through dozens of miles of tunnels. Shortly after crossing the outer boundaries of Zarum, the giths' luck ran out. Their route forward was blocked by a raging underground river, and the way back was blocked by the advancing mind flayers. There was no escape.

Rather than face the cruel torments of the illithids, the gith threw themselves in the river in a last, desperate gamble for freedom. It failed. Some of the gith drowned in the river, others were dashed to death against the jagged rocks, and some were devoured by aquatic terrors.

The number of dead gith was so great that their decomposing bodies turned the raging river into a slow-moving sludge. Further, the mass outpouring of blood and souls changed the river's nature. It became a horrible repository for thousands of tortured souls, achieving a strange kind of sentience.

Now the River of Angry Souls still gurgles through the underground. Most warriors of the Sundered Empire give the place a wide berth, but the clerics of Nerull have a sick fascination with it. They like to throw captured enemies into the river to see if these fresh victims will become subsumed into the river in the same way as the gith.

CELESTIAN'S GIFT

Deep underground lies the enigma of Celestian's Gift. Legend has it that the god Celestian, known as the Star Wanderer, sent an enormous meteor hurtling toward Oerth thousands of years ago. This flaming missile impacted with such force that it buried itself miles beneath the earth. Only the pulsing hot core of the meteor survived its impact, and despite the passage of countless centuries, it has never cooled. The core of the meteor is said to hold a priceless gift from the Star Wanderer, although no one can agree on what it is. Some say it is the purest adamantium in the multiverse, others say that the core holds deep philosophical truths. As of yet, however, no one has learned the secrets of Celestian's Gift.

Several obstacles make accessing Celestian's Gift a challenge. First, there is only one easy way to get to the meteor and that is over a narrow natural bridge. This span is treacherous, and the chasm below is deep enough to ensure certain death to those who fall from the bridge. To make matters worse, the meteor has guardians. Whenever someone approaches Celestian's Gift, monsters are summoned from across space and time to defend it. Sometimes these are well-known monsters, like otyughs, but other times they are nameless cosmic horrors from realms only the Star Wanderer knows.

These impediments have not prevented warbands from trying to claim Celestian's Gift. The dwarves of Mordengard, hoping that the meteor contains adamantium, have made several attempts to stake a claim. So far, all of their attempts have failed. An elven wizard named Elyrion also led an attempt. He was sure that the dwarves' hammer-bashing approach was wrong, and he trusted his intellect to solve the riddle of Celestians' Gift. Unfortunately, he was

carried off by a winged monstrosity and never heard from again. Of late, several battles have been fought on the bridge, as warbands from different factions try to deny the prize to their enemies. No warlord wants to watch his rival win one of the great prizes of history, so the bodies continue to pile up, and Celestian's Gift looks more and more like a curse.

NEW CHAINMAIL BATTLES

Both of these locations can be used as the basis for story-oriented CHAINMAIL battles. The River of Angry Souls and the Bridge to Celestian's Gift can be used as interesting terrain features for special skirmishes. This terrain should be set up first, and then players can place their own terrain following the normal CHAINMAIL procedures.

Use the following rule for determining whether models fall into the river or the chasm: Any model within 1 inch of a precipice must make a save (DC 13) each time it is hit in melee combat. Failure indicates that the model has fallen off the edge of the precipice. This has different effects depending on the terrain, as described below.

River of Angry Souls: A model that falls into the river splashes into the sludge. It can move only at half speed while in the river and must make a save (DC 11) at the start of every turn as long as any part of its base is touching the river. A model that fails its save takes 1 point of damage. Any model knocked down while in the river is immediately slain.

The Bridge to Celestian's Gift: A model that falls off the bridge plummets into the chasm and is dashed on the rocks below. Remove the model as a casualty, regardless of its health.

SCENARIO CHOICE

Most of the scenarios in the CHAINMAIL rulebook and *Blood and Darkness* can be adapted to take place at the River of Angry Souls or the Bridge to Celestian's Gift. The Breakthrough scenario is particularly appropriate. Players looking for a different sort of challenge can create a special Celestian's Gift scenario. In this case, one player selects a creature from the *Monster Manual* and converts it to CHAINMAIL using the guidelines in the CHAINMAIL rulebook. When choosing this creature, it is best to pick one with a CR of 6 to 8. This creature serves as the creature summoned to protect the bridge. The other player makes a 100-point warband and tries to defeat the creature and claim the meteor for his faction. Alternatively, the defending player could make a warband exclusively of mercenaries, like the otyugh, and fight in the name of Celestian.

NEW D&D CHALLENGES

Both of these locations can be imported into your D&D campaign. Below are some ideas of how you can use these locations in your game.

River of Angry Souls: The gith souls are tormented by their condition. Those in the water must make a Will save (DC 11) each round as the cacophonous roar of a thousand souls assaults their mind. Those that fail their Will save take 1d6 points of temporary Wisdom damage. While in the water, all creatures move at half speed.

DMs looking to make the river the focus of an adventure could play on the terrible fate of the dead gith. What good cleric could turn his back on so many restless souls?

The Bridge to Celestian's Gift: Celestian's Gift is best fleshed out into a full adventure. Characters can search to find the true secret of the meteor. Perhaps it contains a gate to Celestian's realm, or maybe Celestian didn't send it at all. Maybe the "meteor" is an extra-dimensional space many times larger than it appears, ripe for exploration.

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Monks know how to fight. Do you?

by Rob Heinsoo

More Players, More Fun

Playing Dungeons & Dragons Chainmail against a worthy opponent is fun, but the game can be even more fun when you are competing against three, four, or even five players! Thanks to the revised multiplayer rules in the upcoming guidebook from the *Fire and Ice* set, multiplayer games now take no more time to play than normal two-player games.

As with the original multiplayer rules, victory goes to players who are willing to attack. Players still get victory points for eliminating enemy models, but the victory conditions have been simplified. Victory now goes to the first player to accumulate victory points equal to approximately 70% of the size of the warbands involved in the fight. In a multiplayer game with 70-point warbands, the first player to eliminate or rout 50 points of enemy models wins the game.

The 70-point warbands discussed in this article use models from the base set and from the *Blood and Darkness* set. Each of these warbands work in two-player games, but they were designed with multiplayer games in mind and are likely to be more fun to play in the multiplayer format.

THE RUNNING BULLS

The Battle Plan: The Human Death Cleric can only command one of its troops at a time, but this warband isn't about cunning maneuvers; it's about killing enemies quickly or dying in the attempt.

The Running Bulls warband is aptly named—it has the potential to get close to a 50-point win while opponents are still jockeying for position. You might want to slow down to cast *shield of faith* on each of your Crazed Minotaur Cultists, but time is not on your side. As soon as you can get a target, you'll want to "run the bulls."

Ahmut's Legion: Running Bulls

Models	Cost
Commander	
1 Human Death Cleric	14
Troops	
2 Crazed Minotaur Cultists	50
1 Goblin Scout (cross-faction)	6
	Total: 70
Terrain	
2 High Walls	

If the Crazed Minotaur Cultist gets off a charge, the charge attack inflicts 5 damage. Once in melee, and standing still, the Minotaur gets 2 attacks, each inflicting 4 damage. The Minotaur has trouble hitting high-armor opponents, but anyone it does hit is likely to suffer a morale save or be destroyed outright.

Keep the Goblin Scout with the Human Death Cleric so that the Scout can act as a bodyguard, especially since it gets the buddy bonus and inflicts Sneak Attack +1 damage if it enters a melee the Death Cleric is already involved in.

Weakness: Running Bulls is a fun warband to play in multiplayer games because if you don't win, someone else is likely to win soon. Your Crazed Minotaur Cultists have low armor. If they don't take out the enemy quickly, your Human Death Cleric might have to scramble to get into position to rally a routing Minotaur.

In Other Theaters: Underground, where the Death Cleric can see only 6", this warband fights at about two-thirds of its above-ground potential. Replacing the Human Death Cleric with the Half-Orc Fighter isn't an option, because the Half-Orc only has 2 command points—not enough to maneuver or rally a single Crazed Minotaur Cultist.

TRICKY BUGGERS

The Battle Plan: The Tricky Buggers warband aims to make life difficult for its enemies, peppering them with arrows shot by the Goblin Scouts while holding the knockout punch of the Ogre Delver in reserve.

Unlike Running Bulls, Tricky Buggers does well in a long, drawn-out game that begins with the Goblin Scouts chipping away at enemy models that make the mistake of being the Scouts' closest target. Any opponents who decide to make a serious assault on your section of the table must maneuver with the expectation that the Ogre Delver has the speed to hit them where they least want to be hit.

Drazen's Horde: Tricky Buggers

Models	Cost
Commanders	
1 Hobgoblin Fighter	14
Troops	
1 Ogre Delver	30
4 Goblin Scouts	24
	Total: 68
Terrain	
2 Quagmires	

Ranged attacks are great for routing or knocking down enemy models, but

not much good at slaying them. At some point, Tricky Buggers has to get its clubs and daggers dirty. That's no problem for the Goblin Scouts. Thanks to their Sneak Attack +1 ability, they're actually much stronger in melee than they appear. As long as they're teamed up with an allied model, the Goblin Scouts hit with a +2 to attack for 2 damage.

Weaknesses: If something unfortunate happens to the Ogre Delver, Tricky Buggers has to strain to inflict serious damage on the enemy. Try to maneuver so that the Delver won't move off the table in a single turn of routing.

In Other Theaters: For terrain underground, you probably want to play with a few Sacred Circles. The Goblin Scouts are less effective at ranged attacks underground, but the Ogre Delver is much more likely to be able to pop up where your enemies least want to see him.

TEETH GNASHING IN DARKNESS

The Battle Plan: You don't make life easy for your enemies, so why make life easy for the friends you game with? The Teeth Gnashing in Darkness warband won't make you popular, but it might let you grind out victory at the expense of everyone else's game plan.

Naresh: Teeth Gnashing in Darkness

Models	Cost
Commanders	
3 Tiefling Fighters	57
Troops	
1 Abyssal Maw	8
1 Gnoll Trooper	5
Total:	70

Terrain
3 High Walls, 1 Mausoleum

You want to create a battlefield of your choosing—in other words, lots of *darkness* spells. With his Blind-Fight ability, the Tiefling Fighter only misses in the dark on a roll of 1-5, while most other models miss on a roll of 1-10. Your opponents are trying to kill enemy models as quickly as possible, so *darkness* spells get in everybody's way.

You can either cast multiple *darkness* spells at the same time or save one Tiefling's spell for the moment when the other Tieflings' *darkness* spells fail.

The Abyssal Maw and Gnoll Trooper aren't high-armor models, but their vulnerabilities don't show up so clearly when concealed by *darkness*. You'll probably want to cast *darkness* on top of these models instead of forcing them to move into the *darkness* effect where they'll have to make saves or stop moving. The Tiefling Fighters, on the other hand, don't have to make that save because they have the Blind-Fight ability. The Tiefling Fighters are also helpful to your warband because as long as they stay within 6" of each other, they get bonuses to hit or rally. Remember, models that rout inside areas of darkness only move at half speed, meaning that a routing Tiefling Fighter might still be within 6" of its comrades and thus receive the bonus to its rally attempt.

Weaknesses: Your friends might decide that the sooner your models are eliminated from the game, the sooner they'll be able to return to their regularly illuminated warfare. They won't be exactly correct, since the effects of a *darkness* spell don't go away when the caster is eliminated. But you get the point.

Aside from being annoying, this warband might not be much fun to play unless you're the type of person who has fun watching everyone struggle.

In Other Theaters: This warband's tactics can work above ground, but it's harder to get the enemy into the area affected by a *darkness* spell when enemy models have more room to maneuver. You don't want to let the battle be decided while you twiddle your tiefling thumbs waiting for someone to come into the *darkness* and fight you.

THE ANSWER

The Battle Plan: Maneuver toward your enemy as quickly as you can, keeping your warband close together. This is not likely to go fast, but you don't need speed to inflict some damage. Use the Paladin's command to let the Sorcerer shoot any model on the table with its *magic missiles*. Pick off troublesome enemy leaders at the start of the game, or hold on to a couple of *magic missile* spells to pick up cheap points later on—after all, the 4-point command to shoot models lets the Human Sorcerer target a model that has already been knocked down!

Thalos: The Answer

Models	Cost
Commanders	
1 Human Sorcerer	22
1 Human Paladin	17
1 Dwarf Cleric (cross-faction)	14
Troops	
1 Stonechild (cross-faction)	16
Total:	69

Terrain
4 Low Walls

Tactical Advantage: +1

When you close with the foe, lead with the Stonechild, armored up by the Dwarf Cleric's *shield of faith* spell. Alternatively, place *shield of faith* on the Human Paladin to give it armor 21. The Dwarf Cleric can cast *cause fear* and *command* on enemy models in melee with the Stonechild, giving the Stonechild opportunity attacks against models that rout or free hits on models commanded to fall down.

Weaknesses: This warband is slow. Enemies who go all-out might get lucky and fight their way close to a win before you're able to bring your melee troops to bear. But peppering from the Human Sorcerer's *magic missiles* is more than most foes are willing to stomach, so it's more likely that your enemies will come to fight you.

In Other Theaters: Few people play ranged attack armies underground, so Low Walls are fine there, giving your Human Sorcerer line of sight for his *magic missile* spells. Above ground, a ranged attack army can shoot your slow-moving models to pieces, so be sure to go for High Walls instead.

by Robin D. Laws • illustrated by John Kovalic

There and Back Again

DM: *[Riffling her notes significantly, signaling that it's time to stop analyzing last week's* Buffy the Vampire Slayer *episode and get started with tonight's game] Okay, then, last time things got pretty complicated. Who wants to recap last week's session?*

Group: *[Looking around blankly, hoping someone else will volunteer] Uh . . .*

Whether you're playing in a plot-heavy campaign bursting with intrigue or simply heading into the dungeon to wreak havoc, there's always extra fun to be had in keeping a log of your PC's adventures. Writing an in-character journal allows you to keep track of important clues, NPCs, and plot threads. If your DM spins complex plotlines, you can earn your fellow players' gratitude by making reliable records of events in the storyline. Your DM should also be happy to have someone else capable of recapping previous sessions, and she might cut you some extra slack the next time you're hovering at -9 hit points.

Because it occurs between sessions, your work on the log lets you extend your enjoyment of the game past the actual hours of play. A log helps make your character stand out more vividly in everyone's imagination, because you're presenting campaign events through his point of view. You can also present your impressions of other players' characters. The results might surprise them and lead them to alter their portrayals in new and interesting ways.

Unless you're a well-practiced writer, you should start composing your log by making a point-form list. First, jot down everything the group needs to know in order to solve its immediate problems. Never forget that your journal is meant to be a useful tool for the whole group. Then ask yourself if you've left out any especially memorable incidents from the past game. If so, add them to your list.

Finally, make a chart listing the other player characters. Check to see that the events you've already listed pertain in some way to all of them. If not, jot down the event most important to each omitted character. By including everyone in some way, you're strengthening the connections between your PC and the others.

Now your list is complete and ready to flesh out into a page or less of text, written from your PC's point of view. If your log is meant to be read out loud at the beginning of each game, you need to keep it short. If it takes more than a few minutes to read, you might have a tough time holding the other players' attention. Keeping listeners interested while reading aloud is harder than it seems.

If you email your log to the rest of the group between sessions, you can be a little more verbose—but not much. Assume that readers will start to skim any account that fills more than a screen of text. Consider it unlikely that every member of the group will print out a lengthy recap and read it in its entirety before coming to the next session.

When describing each of the major events, think about them from your adventurer's point of view. Show the other players your PC's opinions of their PCs. Be careful, though. It's always tempting to write funny journal entries that poke fun at the foibles of other players' characters. Before taking part in this time-honored tradition, give some thought to its strategic implications. Some players don't take well to teasing, no matter how gentle. You don't want to offend anyone. Others might enjoy entering into a comic rivalry with your character, but some might take it too far. You don't want the rogue character rifling your backpack while you sleep when she should be on watch outside the inn.

We all like to kid around with our fellow players, but how many of us have stopped to consider the benefits that a little subtle flattery can bring? Point out the other PCs' successes as well as their failures. By describing the bravery and prowess of the party's cleric in holding off the slavering undead, you're fostering goodwill with his player. The next time he has to decide which group member gets that last healing spell, you might find yourself at the top of the list.

You can also use your log entries to head off conflicts between your PC and other party members. If your character did something strange or unpopular during the last session, your log might be able to explain his behavior in a way that the other players find acceptable.

When you feel ready, you can use your journal to subtly influence the direction of the storyline. If your character is pursuing an agenda, his journal should examine each event to see how it advances his plan. Let's say that he wants to eliminate the bandit tribes of the Lastrian Reaches. Last session was a dungeon crawl unrelated to this goal, in which you found a powerful magic sword. Your journal entry might read:

In a moss-slicked cavern entrance, we battled wights, and I seized from their treasure hoard the Sword of Bright Blinding. As I held it in my hand, I imagined it righteously striking down my enemy, Ruslaa the Bandit King.

Use these references to sell the other players on the idea that they'll all find the pursuit of your goal exciting and rewarding. Make your goal theirs as well. You also want to work on your DM's imagination, inspiring her to create adventures that get your character closer to his goals. After a while, DM and players alike might forget that the whole bandit suppression plot was your idea in the first place.

In real life, no one stops to periodically read out diary entries to his colleagues. It's usually best to stipulate that your journal readings are like the voice-overs you'd hear if your game were a TV series. The other players hear your PC's thoughts as part of the fictional presentation of the game, but their characters remain unaware of them. If the others use the information you present against you, you might have to ask the DM to enforce the separation between player and character knowledge. On the other hand, if this happens regularly, you should ask yourself what you're doing to upset them and what you can do to get back in their good graces.

That's it for general principles. Come back next month for some examples of distinctive styles in which your characters can write, whether they're eloquent bards or barely literate barbarians.

YOU: *[clearing your throat] A reading from the memoirs of Pelgor the Vast: "Attacked by cruel faeries, we found ourselves entrapped in gossamer webs with the strength of steel. I, Pelgor, spoke inspiringly, and soon the brave and ingenious wizard Quaesto dispelled our bonds, downing the insipid pixies by burning their wings. My massive Striking Hammer flew, and much crushing ensued. Later, in a hall of chilling ice . . ."* D

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THE UNSPEAKABLE OAF by John Kovalic

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by Chris Hind

NIGHTCASTER

Nightcaster is a third-person, single-player, action-adventure game for the Xbox video game system from Microsoft featuring intense spell combat and exploration. Players take the role of Arran, a novice wizard whose magical power grows as he ages throughout his quest to collect spells and rid the world of eternal night.

Although it's an action-adventure title, *Nightcaster* is ripe with source material for a D&D campaign. This article presents three spells from the game for use in D&D.

For more information on *Nightcaster*, please see the official website at **www.nightcaster.com.**

WATER GLYPH

Conjuration (Creation)
Level: Drd 3, Sor/Wiz 3
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 5-ft.-diameter cylinder, 20 ft. high erupting from the ground
Duration: 1 round/two levels (D)
Saving Throw: None
Spell Resistance: Yes

Sometimes known as Kalisto's Glyph for the wizard who perfected it, this spell causes a violent jet of elemental water (5 feet in diameter) to erupt from the ground. It rises to a height of 20 feet before cascading back down as a heavy downpour. Everything within a 10-foot radius of the column of water is drenched by this downpour. The downpour extinguishes open flames and has a 50% chance of extinguishing protected flames (such as those of lanterns). Within or through the downpour area, visibility ranges are reduced by half, and Listen, Search, and Spot checks, as well as ranged attacks smaller than siege weapons or giant's boulders, suffer a -4 penalty.

The jet of water is extremely powerful. Any creature that comes in contact with it is buffeted violently for 1d6 points of damage during each round of contact.

Creatures can attempt to force their way into the jet of water with a successful Strength check (DC 17), suffering 1d6 points of damage as they do so, but it otherwise blocks line of sight and provides cover like a solid object of its dimensions. Creatures that fail to enter the jet suffer normal contact damage and are knocked prone outside the water spout in the square they attempted to enter from.

A creature standing in the area of the water spout when the spell is cast can negate the damage by making a Reflex saving throw, provided that the creature can and does move out of the area by the shortest possible route.

Although this spell generates a great volume of water, the elemental droplets are volatile and dissipate within 1 round. Thus this spell cannot be used to fill receptacles or drown an opponent.

Material Component: A vial of pure water.

LAVA SPIKES

Conjuration (Creation)
Level: Drd 7, Sor/Wiz 8
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/3 levels; all of whom must be in contact with the ground, no two of whom can be more than 60 ft. apart
Duration: 1 round/3 levels
Saving Throw: Reflex negates
Spell Resistance: Yes

With the casting of this spell, spikes of red hot stone leap up from the earth to cage creatures within 10 feet of the ground's surface. The cages deal 13d6 points of damage; 3d6 is impact damage, the remaining 10d6 is fire damage.

The stones then immediately cool and

hold the creature in place. Creatures held by the stones are considered pinned but benefit from three-quarters cover. The stones hold the creature until the end of the spell's duration, after which they become brittle and crumble away to nothing. Creatures held by the stones can break free with a successful Strength check (DC 35) or wriggle out with a successful Escape Artist check (DC 30). Should other creatures attempt to free a trapped creature, treat the stone spikes as foot-thick masonry wall.

Creatures that make successful Reflex saving throws avoid the spell entirely.

PRIMAL LIGHTNING

Evocation
Level: Clr 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature/3 levels, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

When this spell is cast, bolts of positive energy leap from the air near the caster to strike designated undead. The caster can generate a maximum of one bolt for every three levels. However, no more than one bolt can affect a given undead creature per casting of the spell.

Undead affected by a bolt take 1d6 points of damage per level of the caster (to a maximum of 10d6) due to positive energy and are knocked prone. A successful Reflex save halves the damage and allows the undead creature to retain its footing. D

by Aaron Loeb

NEVERWINTER NIGHTS

First they brought pure D&D goodness to your computer with *Baldur's Gate,* then they provided two exceptional follow-ups with *Baldur's Gate II* and *Throne of Bhaal* (an expansion pack so big, it felt like a complete game.) Now Bioware is delving deep into 3rd Edition with *Neverwinter Nights.*

If you haven't heard about it yet, here are a few details: *Neverwinter Nights* is a complete single-player game, but it also comes with tools for building complete worlds (and campaigns) of your own. These can then be put on a server and you can allow both friends and strangers to come into your world and play. You can even step in as a DM (and allow others the same power), taking over monsters, toughening up or notching down the difficulty level, roleplaying NPCs, and shepherding the game like every good table-top DM has done for years. You can take control of a complete and breathing world, or play in the worlds created by others.

All of this will use the 3rd Edition rules, making it possible for gamers to take some of their favorite elements out of the *Neverwinter Nights* game and introduce them into their D&D worlds. Bioware was happy to provide us with several magic items from the game—ranging from moderately useful to quite powerful.

Because the premise of *Neverwinter Nights* is that it is both a single- and multi-player experience, with people from all over the world playing together, there are no unique items in the game (there is no way to make sure that your warrior is the only one in the world with a specific item), but some will certainly be rarer than others. This batch is a small sample of the wonders that await us all when *Neverwinter Nights* arrives at last.

Vermin's Bane

Forged by a dwarven clan that concealed themselves deep within an untamed jungle to fend off the harsh environment, blades of this sort were thought lost until several specimens were witnessed in the possession of one of the jungle's goblin tribes. The resulting drive for more of the greatswords by the local militia drove the goblins back to their jungle lairs, but several blades were captured in the interim.

Vermin's bane greatswords appear to be expertly honed blades, clearly of dwarven craft. Each is a *+1 greatsword bane versus vermin* that grants the wielder *freedom of movement,* as the spell cast by a 7th-level cleric, for as long as the weapon is held.

When a *vermin's bane* is used in battle with vermin of any kind, it gives off a slight glow and is warm to the touch. This cannot be used as an early warning ability, since it only begins once it has tasted the blood or ichors of vermin.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *freedom of movement, summon monster I;* **Market Price:** 112,350 gp; **Cost to Create:** 56,175 gp + 4,494 XP.

Circling Star

Circling star flails were the creation of Lord Welther Huntsman, a retiring

ranger that worried for the safety of his patrolled forests. Having amassed a small fortune in his career, the spoils of several unearthed ruins, he paid an enchantress to fashion these weapons and gifted them to carefully chosen successors, ensuring a continued reverence for the land.

These weapons of the forest are fashioned with wooden handles that seem from some angles to be carved with faces, but from others to merely present the natural knots and burls of wood. Light in the hand, the *circling stars* bestow incredible gifts of woodcraft upon their bearers.

While wielded, the *circling star* enables its bearer to see and hear more clearly and to better understand animal behavior. This gift seems so natural that it usually takes bearers a few days to realize that the *circling star* is having any effect at all. Beyond these gifts, the *circling star* is a powerful weapon in its own right, casting a dull glow as it smites enemies of the woods.

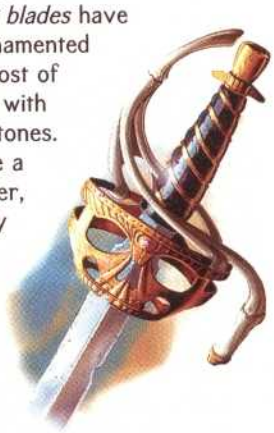
Each *circling star* is a *+3 light flail* that grants a +2 competence bonus to Spot, Listen, Wilderness Lore, and Animal Empathy skill checks.

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, creator must have 5 ranks in the Spot, Listen, Wilderness Lore, and Animal Empathy skills; Market Price: 18,948 gp; Cost to Create: 9,474 gp + 757 XP.

Shimmering Blade

Known blades of this configuration originate from the armory of Daavid Ali Fazeer, a merchant of renown 50 years ago. He claimed to have acquired these weapons aboard a drifting ghost ship, a vessel that sank soon after he found it. He refused to state whether its crew achieved their ghost status before or after he arrived on the scene.

These amazing blades appear to have a mind of their own. When wielded, they bob and dive, enabling the bearer to block even the most powerful blows. A *shimmering blade* makes even the greenest swordsman look like a master, parrying every incoming attack.



Shimmering blades have beautifully ornamented basket hilts, most of them adorned with valuable gemstones. The blades are a different matter, as they usually look notched and nicked—even though they are magical—for they have seen a great deal of use.

Each *shimmering blade* is a *+2 defending rapier* that grants a +3 deflection bonus to the wielder's AC.

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, *shield of faith;* Market Price: 54,320 gp; Cost to Create: 27,160 gp + 2,172 XP.

Doron's Mistake

Doron was a master dwarven smith, but even masters make mistakes. While disassembling some "worthless elven chain"—for research, of course—he accidentally dropped several links into his forge, and that trace amount of mithral tainted every armor he made until he scoured the thing from top to bottom. Each suit bore a strange enchantment, but Doron threw them all on the trash heap.

Light when worn and cool to the touch, these suits of mail look a bit ratty at first glance, but are quite obviously well made when carefully examined. Bearing distinct traces of mithral, these suits of armor cast a silvery glow when light is shone directly on them. However, because they have remnants of enchantments from one of the greatest dwarven forges in history, they also give the bearer a sense of hardiness and well-being.

Each *Doran's mistake* is a *+1 chain shirt* that provide a +3 resistance bonus to all Fortitude saving throws while the armor is worn.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *resistance;* Market Price: 19,250 gp; Cost to Create: 104,452 gp + 7,652 XP.

Kelsten Helmet

These helmets were created by the wizards of the Kelstenlands to help them fend off aggressive demonic hordes. Though designed to augment the spellcasting abilities of the Kelstenland wizards, it actually did much more, improving hardiness, reflexes, and willpower. Conflict between the two groups has been markedly restrained since the introduction of these helms.

These frightening helms of crimson and bronze were meant to clearly mark the wizards who crafted them. From a distance, they give their wearer a second visage, one with eyes of metal and blood. Indeed, at a first glance they appear to be made for warriors.

Each *Kelsten helmet* gives its wearer a +2 enhancement bonus to Intelligence and a +3 resistance bonus to all saving throws.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, *commune* or *legend lore, resistance;* Market Price: 17,000 gp; Cost to Create: 8,500 gp + 680 XP. D

Official Dungeons & Dragons®
campaign setting supplement:
The *Kingdoms of Kalamar*™
Player's Guide

July 27
Once again, half the party was killed trying to cross the Kurgo River outside the abandoned keep in Tarisato. That petty warlord's really becoming a thorn in our side. Whenever we take action, he uses his political connections to thwart us. It's so real; it's like the setting is alive. We definitely need an edge.

July 29
Stopped by the game store today and saw the Kingdoms of Kalamar Player's Guide had arrived. I looked through it in the store and was very impressed. I picked up a copy and I think this might be the answer to all our problems.

August 3
The Player's Guide rules. There are a bunch of new official D&D classes and prestige classes. My new character is going to be a Fhokki Shaman from Torakk named Thokken. The Shaman class ROCKS! He gets to choose an animal for his totem– then he can shapechange into that animal. I'm still undecided on my feats and skills; there are over seventy new ones. On top of it all, there are a bunch of new spells, new equipment and new armor. The best part is that every word is OFFICIAL Dungeons & Dragons so I can use this book in my Forgotten Realms and Greyhawk campaigns as well. Bonus!

August 17
Victory for the Crusaders of the Eagle's Nest! I finally decided on the Eagle as my totem, and it saved the day. Thokken flew ahead of the party and created a diversion, allowing everyone else to make it across the bridge in safety. Once there, we circled to surprise the enemy and win the day. Without my shaman, the others' new feats and spells would not have been nearly as effective. Thokken rules!

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POWER PLAY

Spring, Sprang, Sproing! by Stephen Schubert

Spring Attack is a great way to move in on, or retreat from, any creature with reach, but sometimes moving away still leaves the spring attacker within easy reach of the opponent, as the enemy is usually able to move up and then attack. The spring attacker can increase the separating distance by either using reach weapons or increasing his speed. A fighter with a longspear needs 5 feet less movement to close with an opponent when compared to his counterpart with a longsword. If possible, the character using Spring Attack should move around corners or obstacles to prevent a counter-charge by an opponent. Of course, the spring attacker who rarely gets hit is he who carries a supply of *potions of flying* and then springs up!

Are gauntlets and spiked gauntlets considered weapons? Could a monk wearing a pair of gauntlets attack and still apply her unarmed attack bonus and unarmed damage? Could the monk use her class abilities that require successful unarmed strikes, such as her stun ability, while wearing gauntlets? How much damage would a monk wearing a pair of gauntlets deal? If the gauntlets had an enhancement bonus (such as a +2 enhancement bonus) or a special ability (such as *flaming burst*), would a monk wearing these gauntlets gain any benefit? Can gauntlets even have weapon enhancement bonuses or weapon special abilities?

Both gauntlets and spiked gauntlets are weapons (that's why they are both listed on Table 7-4 in the *Player's Handbook*). A pair of gauntlets or spiked gauntlets can be magically enhanced, just as any other weapon can.

Although a non-monk wearing a pair of gauntlets is still considered unarmed (see the next two questions), a monk wearing gauntlets is using a weapon. A monk cannot use any of her special unarmed attack abilities (unarmed damage, stunning attack, and so on) when using a weapon. A monk can use her unarmed attack rate with a special monk weapon, but gauntlets are not a special monk weapon. A monk wearing gauntlets does not provoke attacks of opportunity when striking an armed foe with gauntlets. The monk deals the same damage as any other character of her size (1d3 points of damage for a medium-sized character). The monk would get the benefits of any magical properties the gauntlets might have.

If a spellcaster is wearing gauntlets, could the character cast a spell with a touch range and perform an unarmed strike in addition to the spell's effects? Could a spellcaster wearing spiked gauntlets do an armed strike in addition to the spell's effects?

No, you cannot deliver a touch spell through a weapon attack. You can, however, still make a melee touch attack to deliver a spell with touch range while wearing gauntlets.

Can a character wearing gauntlets opt to deal subdual damage in melee rather than normal damage, or would he be required to remove his gauntlets first? Could a character wearing spiked gauntlets strike with the palm or side of his hand to avoid doing normal damage in melee, choosing to deal subdual damage instead?

You can use any weapon to deal subdual damage, but you suffer a -4 penalty to the attack (see page 135 in the *Player's Handbook*).

A katana is defined in the *Oriental Adventures* book as a masterwork bastard sword. Would a Medium-size character with Exotic Weapon Proficiency (bastard sword) be able to wield a katana one-handed? Would a Medium-size character with Exotic Weapon Proficiency (katana) be able to wield a bastard sword one-handed?

Yes to both questions. Note that a katana is described as a masterwork bastard sword in both the *Dungeon Master's Guide* and the *Oriental Adventures* book. Exotic Weapon Proficiency (katana) is just another name for Exotic Weapon Proficiency (bastard sword), and vice versa.

The description of the shugenja in the *Oriental Adventures* book says that shugenjas don't use spellbooks, but rather use ofuda scrolls as divine focuses for their spells. Does this apply only to spells that require material components or to all shugenja spells regardless of listed components?

It applies to all shugenja spells.

Table 6-2 in the *Oriental Adventures* book seems a bit messed up. There are feats listed under the martial arts styles that don't match the written text. For example, Roundabout Kick is listed in Empty Hand style, but not in the Empty Hand text on the same page. Ki Shout is listed in its place.

Table 6-2 and the text that accompanies it are both correct. Some players perceive inconsistencies. For example, Roundabout Kick is part of the Empty Hand style, but it is not a requirement for Empty Hand Mastery (you don't have to know all the feats in a style to master it). You do, however, have to meet all the listed mastery requirements before you actually master the style.

Can you use the Karmic Strike feat from the *Oriental Adventures* book when fighting defensively? Can you use Karmic Strike when using the total defense option?

Yes. It's not a very good option, but you can do it.

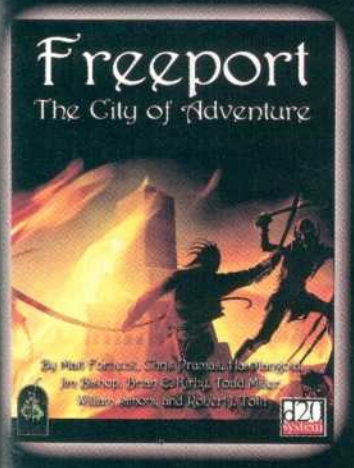
Note that you decide whether Karmic Strike is "on" or "off" during your turn, and the -2 armor penalty and ability to make opportunity attacks against foes who hit you remain until your next turn. Also note that any attacks of opportunity you make via this feat count against your number of attacks of opportunity you are allowed—you won't get a lot of attacks from the feat unless you also have Combat Reflexes and a decent Dexterity score.

You could likewise choose to fight defensively when it's your turn, and the +2 dodge bonus to Armor Class and the -4 attack penalty apply until your next turn. Thus, the attack penalty applies to any attacks of opportunity you might make by virtue of Karmic Strike.

You also can use Karmic Strike when you're using the total defense option. Since total defense doesn't carry an attack penalty, any attacks of opportunity you might make as a result of using Karmic Strike are unaffected. On the other hand, the +4 dodge bonus to Armor Class might well limit the number of foes who hit you and, thus, the number of attacks of opportunity you'll make.

Ten Fathoms Deep On The Road to Hell!

Freeport: The City of Adventure



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The *Oriental Adventures* book describes a new way of using the Sense Motive skill: You can estimate an opponent's level. Can anyone do that at any moment? Does it take one round or more?

Attempting to assess an opponent's level is a standard action. Anyone can try, even characters with no ranks in Sense Motive.

I have a friend who is playing a fighter/iaijutsu master, and our group can't agree what abilities he gets outside of iaijutsu duels. The skill description seems to say you can only use it during iaijutsu duels, but the iaijutsu master class description makes it seem like you gain many abilities that can be used outside of the duels. Can you explain which abilities can only be used in duels and which can be used outside of duels?

In an iaijutsu duel, your laijutsu Focus check doubles as your initiative roll, and you gain extra damage according to your check as shown on page 59 of the *Oriental Adventures* book.

Outside of an iaijutsu duel, you can make a check against a flat-footed opponent and deal extra damage. You can also make a check and deal extra damage to objects. (As noted in "Sage Advice" in issue #293, neither your normal damage nor your extra damage from laijutsu Focus is halved when you attack an object, despite what it says on page 59 of the *Oriental Adventures* book).

On page 77 of the *Dungeon Master's Guide*, it says that each character within range of a gaze attack must attempt a saving throw each round at the beginning of his turn to avoid the gaze. In the *Monster Manual* on pages 8-9, it says that each opponent within range of a gaze attack must attempt a saving throw at the beginning of his turn to avoid the gaze. Are allies of a creature with a gaze attack affected by the gaze attack? Logically, allies don't have to look at each other to fight, but what if they're flanking? Also, if a creature decided to avert its eyes to avoid a gaze attack (thus having a 50% chance to avoid having to make a saving throw at the beginning of its turn), does the creature with the gaze attack get any benefit?

Each creature (not just foes) within range of a gaze attack has a chance to be affected at the beginning of its turn. Note that allies of the creature with the gaze attack usually can look away from the creature. These allies, however, cannot then see the creature with the gaze attack, and that could make life pretty complicated for them in some cases. If the allies want to gain a flanking bonus from the creature with the gaze attack, it's perfectly reasonable to assume that the best these allies can do is avert their eyes (50% chance to avoid risking a saving throw).

In any case, when you avert your eyes from a gaze attack, the creature with the gaze attack gains one-half concealment against you, and your attacks against the creature have a 20% miss chance (see Concealment Miss Chance on page 133 of the *Player's Handbook).*

Does a *+1 short sword* with the shock enhancement (total enhancement of +2 for pricing purposes) overcome a creature's damage reduction of 15/+2?

No, only the weapon's actual magical enhancement bonus for attack and damage counts. The weapon in this example is considered a +1 weapon for overcoming damage reduction.

A creature with damage reduction (such as a gargoyle, damage reduction 15/+1) can use its own natural weapons as if they were enhanced enough to defeat its own damage reduction. If I purchased armor with the *invulnerability* enhancement (5/+1) and then encountered a gargoyle, could the monster bypass my damage reduction? Could I bypass its damage reduction without a magical weapon?

The gargoyle's natural weapons are treated as +1 weapons for purposes of defeating damage reduction, regardless of the damage reduction's source. Damage reduction from an item or a spell, however, never gives the recipient the ability to overcome another creature's damage reduction. In the example encounter, the gargoyle's natural weapon attacks would bypass the character's damage reduction of 5/+1, but the character would need a weapon with a magical enhancement bonus of at least +1 to bypass the gargoyle's damage reduction of 15/+1.

I've heard some people insist that spells such as *cure light wounds* or *fly* are effective on only one friend, even if the caster is holding the charge. On page 151 in the *Player's Handbook*, it says that a touch spell may be used on up to six friends as a full-round action. Doesn't this mean that a single touch spell can have up to six recipients?

It depends on what the spell's Target entry says. The Target entries for both *cure light wounds* and *fly* say "creature touched." Touching one creature completely discharges either of these spells.

You can indeed hold the charge on a spell with a touch range and touch up to six friends as a full-round action. Doing so doesn't accomplish anything, unless you have a spell that only partially discharges with a single touch. For example, the *water breathing* spell's Target entry reads "living creatures touched." As noted in the spell's description, you can divide the spell's duration among multiple recipients. To do so, you'd use the rule on page 151 in the *Player's Handbook*, and you could divide up the duration between up to six friends.

In my group, we have a ranger who sees himself as a bit of an archer—he has most of the ranged attack feats available. During our last game, he found an ally directly between himself and the target. He has the Precise Shot feat, so he ignores the -4 penalty for firing into melee. Does this also mean he can fire past his ally to hit his target with no penalties, or does his target get cover for being directly behind another combatant?

Yes, an intervening creature between the defender and the attacker provides cover from a ranged attack. The Precise Shot feat eliminates the -4 penalty for firing into a melee, but it doesn't eliminate cover bonuses. A shooter without the Precise Shot feat would suffer the -4 penalty for firing into melee, and the target would get a cover bonus to Armor Class as well.

The Weapon Finesse feat allows a character to use her Dexterity bonus rather than her Strength bonus for melee attacks with light weapons. Does the character use her Dexterity bonus for attack rolls and damage rolls or just attack rolls? Suppose the character has Weapon Finesse (dagger) and uses one dagger in each

hand. Does the off-hand weapon only get half of the Dexterity bonus to damage (following the same rules for Strength)? Can you even use Weapon Finesse when attacking with two weapons? If so, how would that work? Exactly which weapons can you use with Weapon Finesse anyway?

Weapon Finesse affects only attack rolls, not damage rolls. If you use Weapon Finesse and you hit, your Strength modifier still determines how much damage you deal.

When rolling opposed attack rolls (such as for a grapple or disarm attempt), does a natural 1 mean automatic failure?

Yes, you can use Weapon Finesse when you're attacking with two weapons. If you have the feat for a weapon you're using, the feat applies to any melee attack you make with that weapon, whether it's your sole weapon or one of the weapons you use in a two-weapon attack. When using Weapon Finesse in a two-weapon attack, conduct the attack as you would any other two-weapon attack, just use the attacker's Dexterity modifier for the attack rolls where it is applicable. For example, a 6th-level rogue of at least Medium-size has a Strength score of 7 and a Dexterity score of 18. The character has the Ambidexterity, Two-Weapon Fighting, and Weapon Finesse (dagger) feats. If the character uses the Full Attack action and strikes with both daggers, the character's attack bonus is +6 with each dagger (+4 base, +4 Dexterity, -2 two weapons used with the Ambidexterity and Two-Weapon Fighting feats, and the off-hand weapon is light). The character deals 1d4-2 points of damage with a successful hit (minimum of 1 point of damage). Note that if the character had a Strength bonus instead of a Strength penalty, only half the bonus would apply for the secondary weapon. (You suffer your full Strength penalty with an off-hand weapon.)

The Weapon Finesse feat only applies to light weapons, rapiers, or spiked chains. (See page 97 in the *Player's Handbook* for the definition of the term "light weapon.") Note that you have to be at least Medium-size to use a spiked chain with Weapon Finesse, and you can use a rapier with Weapon Finesse only if you can wield it in one hand.

Do you have to use the Full Attack action to get the benefits of the Cleave or Great Cleave feats? I'd say so, since you have to use the Full Attack action to get more than one attack.

No, you don't have to use the Full Attack action to get the benefit of either one of these feats. If you have either or both of the feats, you get an extra attack (or possibly extra attacks with Great Cleave) whenever you drop a foe, no matter what type of action you used to drop the foe.

When rolling opposed attack rolls (such as in a grapple or a disarm attempt), does a natural 1 mean automatic failure as it does for a normal attack roll?

For the attacker (that is, the character trying to disarm a foe or accomplish something with a grapple check) a natural 1 fails and a natural 20 succeeds, no matter what the defender rolls. Although the defender's roll is called an "opposed attack roll," the defender is really just setting the DC for the attacker: 1s and 20s aren't special for the defender. Just apply the defender's modifiers to set the DC for the attacker. If both the attacker and the defender roll a 1, the attacker fails. If both the attacker and the defender roll a 20, the attacker succeeds. Note that you cannot get a hold on a foe two or more sizes larger than you (see page 137 in the *Player's Handbook).*

All of the foregoing assumes that you are indeed making an opposed attack roll, which is subject to automatic success or failure. Checks are not subject to automatic success or failure. For example, if you are making an opposed check (as you would when making a Hide check opposed by a foe's Spot check) a roll of 1 or 20 has no special significance.

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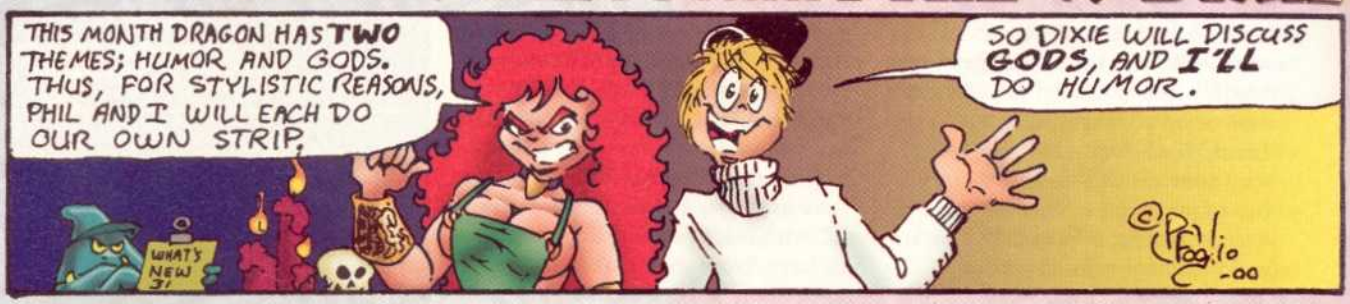

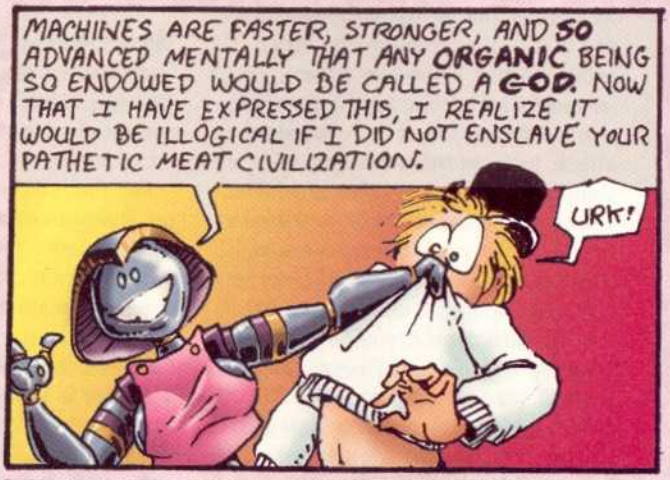

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