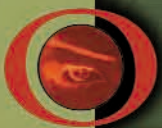


DM's Idea Pipeline

2005 Collection



RONIN ARTS



by Michael Hammes and Philip Reed

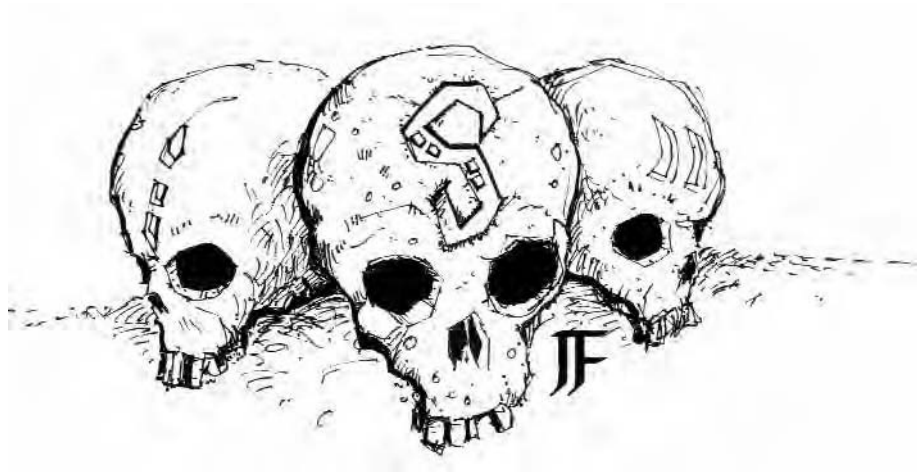


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Introduction

This collection of the *DM's Idea Pipeline* features the material that was e-mailed to subscribers during 2005.

The items, characters, rumors, and just plain *stuff* found in this PDF are designed to be used in your games as you see fit. A lot of the material is created with adventure hooks in mind and DMs will no doubt have ideas of their own as they read through this PDF. For even more stuff visit www.roninarts.com or www.rpgnow.com.

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ABOUT THE AUTHORS

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NOTE: Some of the material released during 2005 did not slot easily into this layout. In some places throughout the book you will find boxed text that has nothing to do with the section in question (such as the poisons on p. 114).



Feats

The more than 60 feats that follow were designed to both fill openings in the current feat choices and to create new character concepts. DMs can use these feats to personalize important NPCs. Players, of course, will also want to peruse the feats described herein.

A LEGEND IN YOUR OWN TIME [EPIC]

You have become a figure of legend, your exploits told by bards the world over. Many believe that you are nothing more than a fictional tale.

Benefit: When someone makes a reputation check against your name the standard DC is reduced from 25 to 10 – it's as if everyone knows of your adventures.

ACCOMPLISHED ACROBAT [GENERAL]

Your skill and talent with acrobatic maneuvers is legendary.

Prerequisites: Acrobatic, Jump 4 ranks, Tumble 4 ranks.

Benefit: You gain a +4 bonus on all Jump checks and Tumble checks. This bonus stacks with the bonus gained through the Acrobat feat for a total bonus of +6.

ACIDIC FOCUS [GENERAL]

Any [Acid] spells that you cast are more potent than before.

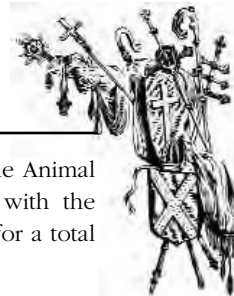
Benefit: Add +1 to the Difficulty Class for all saving throws against spells with the [Acid] descriptor that you cast. This bonus stacks with Spell Focus and Greater Spell Focus, if applicable.

ACIDIC SPELL [METAMAGIC]

You imbue damaging spells with an acidic quality.

Benefit: A spell that causes damage gains the [Acid] descriptor and deals an extra +1 points of damage per caster level (maximum of +10 damage). An acidic spell uses up a spell slot one level higher than the spell's actual level.





AGAINST THE ODDS [GENERAL]

You are at your best in combat situations when you're surrounded by foes.

Prerequisites: Combat Reflexes, Base attack bonus +5.

Benefit: For every melee opponent that threatens your space you gain a +1 morale bonus to Armor Class.

Special: A fighter may select Against the Odds as one of his fighter bonus feats.

AGILE STRIKE [GENERAL]

You may choose to rely on your dexterity when making a melee attack.

Prerequisite: Dexterity 13.

Benefit: As a free action, you may choose to apply your Dexterity bonus to attack rolls – in place of your Strength bonus. Your damage is still modified by your Strength.

ANCESTRAL RESERVE [GENERAL]

You are attuned to the spirits of your ancestors – long-dead powerful warriors – and may draw upon their spiritual energy to heal yourself.

Prerequisite: Spirit Touched.

Benefit: A number of times per day equal to one-half your character level (round up) you may attempt to summon energy from the spirits of your ancestors. Make a DC 15 Will save; for each point by which your roll surpasses the DC you automatically heal two hit points of damage. You may not heal beyond your maximum hit points.

ANCHOR STANCE [GENERAL]

You are at home on vertical surfaces, expertly moving up a wall, cliff, or other vertical surface using only your feet.

Prerequisites: Climb 6 ranks, Athletic.

Benefit: When climbing you use only your feet, leaving your hands free so that you may fight – or perform other actions the require your hands – without penalty. Additionally, as long as the character restricts his speed to 5-feet while climbing there is no chance that he will fall.

ANIMAL RAPPORT [GENERAL]

Your innate connectivity to animals, coupled with practical experience, gives you a greater degree of understanding with – and control over – animals.

Prerequisite: Animal Affinity, Handle Animal 4 ranks, Ride 4 ranks..

Benefit: You gain a +4 bonus on all Handle Animal checks and Ride checks. This bonus stacks with the bonus gained through the Animal Affinity feat for a total bonus of +6.

ARCANE SPEED [SPELLTOUCHED]

Whenever you are subjected to the effects of any arcane spell your body absorbs the energy, enabling you to move faster for a limited time.

Prerequisite: Exposure to *slow*.

Benefit: You gain a +5 ft. bonus to movement any-time that you are affected by an arcane spell. You retain this bonus for a number of rounds equal to the level of the spell that affected you. The spell is unaffected and otherwise functions normally.

ARMOR PIERCING SHOT [GENERAL]

You've studied the armor of man long enough to have a remarkable understanding of its construction – and weaknesses – and use this knowledge to your advantage.

Prerequisites: Precise Shot, Craft (armor-smithing) 6 ranks.

Benefit: As a full-round action you may study a distant foe's armor, searching closely for a weak spot. On your next turn, if you are uninterrupted, you may make a Spot check (DC 15 + the armor bonus of your target's worn armor); you gain a synergy bonus to this roll equal to one-half (round up) the number of ranks you possess in Craft (armor-smithing). If this Spot check is successful the armor bonus of your target's worn armor is reduced by one-half (round down) for a single attack with a bow or crossbow. Additionally, if the attack is successful, you gain a bonus to damage equal to the number of ranks you possess in Craft (armor-smithing).

BACK ON YOUR FEET! [GENERAL]

When reduced to fewer than 0 hit points you find the willpower to fight the temptation of death's embrace.

Prerequisite: Willpower Save +4.

Benefit: At any time that you are reduced to 0 hit points make a DC 15 (+ the number of points by which you are reduced below 0) Will save. On a successful save you shrug off some of the damage and are instead left with 1 hit point. If the save fails you are automatically at –1 hit point, regardless of the amount of damage that you suffered.



BEND BARS/LIFT GATES [GENERAL]

You've carefully studied the design of cages, iron gates, and other vertically moving gates and barred contrivances made of metal, mastering the knowledge necessary to exploit their weaknesses.

Benefit: At any time that you must make a Strength check to bend iron bars or lift a gate or portcullis you gain an insight bonus to the check that is equal to your current Strength modifier.

BLOODLUST [GENERAL]

When in the presence of your favored enemy you automatically become enraged.

Prerequisites: Favored Enemy ability, Rage ability.

Benefit: Immediately upon sight of your favored enemy you must make a successful DC 20 (+ your favored enemy bonus for this particular enemy) Will save or become enraged. You remain under the effects of your rage ability for as long as your favored enemy is within site. As soon as all favored enemies within sight are slain, the rage ends and you are fatigued for duration equal to the number of rounds that you were enraged.

Additionally, you cannot use your rage ability again for a period of 24-hours – even the presence of another favored enemy will not send you into a rage. If you come into contact with a favored enemy during the time that you may not rage your favored enemy bonus to reduced by half (round down).

CAREFULLY STUDIED ATTACK [GENERAL]

By studying your target you can strike to inflict greater harm.

Prerequisite: Intelligence 13.

Benefit: You may spend a full-round action – you may still make a 5-foot step during this round – to study any wounded target within 30 ft. of your current position. On your next turn, if you attack that target, you add your Intelligence bonus to your Strength modifier for purposes of the attack and damage rolls.

CAT S LANDING [GENERAL]

You always land on your feet when you fall and can better absorb the impact.

Prerequisites: Agile Landing, Tumble 10 ranks.

Benefit: When you fall from a height of 50-feet or less you may, as a free action, make a successful DC 10 (plus the number of feet fallen) Reflex save to convert all of the falling damage to nonlethal damage. If this save

fails then you suffer an additional 1d6 points of damage from the fall and are stunned for one round.

CIRCLE OF HOLY POWER [DIVINE]

You may redirect the gifts from your deity to create a protective aura that shields you and your allies from evil.

Prerequisite: Ability to turn undead, able to cast 2nd-level divine spells.

Benefit: By sacrificing a turn undead attempt you may project an aura of holy power that radiates out from your position a distance of 15 ft. + 2 ft./character level that you possess. Any good-aligned characters or creatures within the aura gain a +1 holy bonus on attack rolls and saving throws while evil-aligned characters or creatures that enter that same area must make a Will save (DC 10 + one-half your character level, rounded up) or they are staggered as long as they remain in the affected area. This aura persists for a number of rounds equal to your Wisdom modifier or Charisma modifier (whichever is higher).

COMPULSIVE PACKRAT [GENERAL]

You stow things away, saving almost everything that you can get your hands on, from bits of string to scraps of paper to candles to small sacks.

Benefit: A number of times per day equal to one-half your Will save bonus (round down), whenever you find yourself in need of some small object that is so light that its weight isn't worth noting (excluding gems, jewelry, and magic items), roll d% – if the roll is equal to or less than 75 minus the item's gold piece value (round prices up to the nearest gold piece value) then you just happen to have it in a pocket, satchel, or in your backpack.

Special: You may select this feat multiple times. Each time after the first the base percentage chance (and thus, the value of objects that you may have squirreled away) increases by 25. Note that a roll of 100 always indicates failure to find the required object. You may not check again for the same object after a failed check until one week of game time has passed.

CRIPPLING ATTACK [GENERAL]

Your sneak attacks are delivered with such precision that you can weaken opponents.

Prerequisites: Sneak attack ability, base attack bonus +3.

Benefit: When you successfully sneak attack an opponent the target also suffers 1 point of Strength damage.



CRITICAL SNEAK ATTACK [GENERAL]

Your critical hits during a sneak attack cause more damage.

Prerequisites: Dexterity 17+, +8d6 sneak attack damage.

Benefit: When you score a successful critical hit with a sneak attack one-half of your sneak attack damage is multiplied by two.

Normal: Sneak attack damage is not multiplied on a critical hit.

CURSED WOUND [DIVINE]

You may instill necromantic energies into your melee attacks.

Prerequisite: Ability to rebuke undead.

Benefit: A number of times per day equal to your Wisdom modifier, at the cost of one rebuke undead attempt each time, you may charge a melee attack with a piercing or slashing weapon with negative energy. If the attack successfully deals damage to the target the victim of the attack suffers 1d4+1 points of profane damage for a number of rounds equal to one-half (round up) the level of the class that grants you the rebuke undead ability. Keep track of the profane damage caused by this attack until the effect has ended.

At the end of the cursed wound's duration the victim must make a Will save (DC equal to one-half of the amount of profane damage caused by the cursed wound) and on a failed save the victim automatically suffers 1d4 points of Constitution damage.

DARK ECLIPSE [EPIC]

Once per day you may split your soul from your body and send it to completely block the sun.

Prerequisites: Any evil alignment, ability to cast 9th-level divine spells.

Benefit: Once per day, as a full-round action that provokes an attack of opportunity, your soul leaves your body and eclipses the sun, darkening the sun for all within a number of miles of your location equal to one-half your character level, round down. For those in the affected area it is night and not day. You may remain separated from your body for a number of rounds equal to your Wisdom modifier, though you are helpless for as long as you sustain this effect plus one additional round after you cease using this feat.

DESTRUCTIVE SONG [EPIC]

You may use your bardic talent in order to release a brief, destructive song that wounds all living, organic creatures nearby.

Prerequisite: Bardic Music class feature, Perform 20 ranks.

Benefit: You may expend two uses of your Bardic Music ability for the day in order to sing a loud, damaging song as a full-round action. All living, organic creatures within 30 feet of your position, including allies, suffer a number of six-sided dice of sonic damage equal to one-half your bard level (round down). A successful Reflex save (DC 10 plus one-half your character level (round down) *plus* your Charisma modifier) reduces the damage to half.

DIVINE INSPIRATION [GENERAL]

You may sacrifice some of your god-granted power for greater spellcasting ability.

Prerequisite: Ability to turn undead.

Benefit: Once per day, as a free action, you may exchange a single turn undead attempt for an increase in power to your next cast spell. All level-dependant effects of the next spell cast after calling upon this ability are treated as if the class level that grants your turn undead ability were a number of levels higher than its actual level equal to your Wisdom modifier.

EMPOWERED UNDEAD [GENERAL]

When creating zombies or skeletons you may temporarily transfer your own essence into your undead creations.

Prerequisites: Spell Focus (Necromancy), Ability to cast *animate dead*.

Benefit: Any time that you cast *animate dead* to create zombies or skeletons you may elect to suffer 1 point of Constitution damage in order to increase your created undead creature's hit points by a number of points equal to your caster level.

ENRAGE MOUNT [GENERAL]

When raging, your mount is enraged as well.

Prerequisites: Animal Affinity, Handle Animal 4 ranks, Rage ability.

Benefit: A number of times per day equal to one-half your Handle Animal ranks (round down), but no more than a number of times per day that you may rage, when you are raging your mount is enraged for the duration of your rage, gaining the exact same bonuses and penalties that you are subjected to while raging.



EPIC MIND [EPIC, PSIONIC]

Your mind is opened to the infinite possibilities of the universe, granting you an almost god-like grasp of the nature of psionics.

Prerequisites: Open Minded, character level 21st.

Benefit: A number of times per day equal your Wisdom modifier, for a number of rounds equal to one-quarter your character level (round down), you may increase your effective caster level by an amount equal to your Wisdom modifier plus one. You suffer 1d8 points of damage each time you use this feat.

The effective increase in manifester level increases your power points as well as all manifester-level dependent effects.

EPIC STRIKE [EPIC]

You can draw upon your legendary status and powerful experience as a warrior in order to inflict brutal, near-devastating damage on a lesser opponent.

Prerequisites: Intimidate 20 ranks, Character level 21st, +20 base attack bonus.

Benefit: Once per day you may summon your personal strength and focus all of your energy into a powerful, destructive series of attacks. One round each day you gain a bonus to your attack rolls and damage equal to your character level. This bonus may only be used against opponents with a character level or CR of 19 or less.

Special: You may select this feat multiple times, each time adding another use of this feat each day.

EXPERIENCED WARRIOR [GENERAL]

You've been in enough battles and fights that you know exactly where to strike an opponent to inflict the most damage.

Prerequisite: Base attack bonus +4, Combat Reflexes.

Benefit: A number of times per day equal to your base attack bonus, after you have already rolled damage, you may elect to increase the damage rolled by an amount equal to your character level. If you elect to increase the damage your target may make a Reflex save (DC equal to the entire amount of damage your attack inflicted) – if the save is successful your opponent has managed to twist enough to reduce the total inflicted damage to 50% (round up).

GREATER CAMOUFLAGE [GENERAL]

Your mastery of hiding within natural terrain is greater than that of many others.

Prerequisite: Camouflage as a class feature.

Benefit: You gain a +4 bonus to Hide checks when using your camouflage class feature.

GREATER WOODLAND STRIDE [GENERAL]

Years of experience moving through the forests have granted you the ability to move swiftly through dangerous terrain that has been enchanted in some way.

Prerequisite: Woodland Stride as a class feature.

Benefit: In addition to moving through natural undergrowth without penalty you may also move through magically enhanced patches of thorns, weeds, or briars without penalty. Additionally, you have a 10% chance (per square) of moving through dangerous molds and fungi – such as brown molds and yellow molds – without suffering damage (check once for each square entered that contains a mold or fungi).

HINDERING CUT [GENERAL]

You target an opponent's arms or legs, ripping through vital muscles and injuring him so badly that it is difficult for your targeted opponent to attack or defend against attacks.

Prerequisites: Base Attack Bonus +4, Deceitful.

Benefit: A number of times per day equal to one-quarter your character level (round down), before rolling to attack, you may declare that you are using this feat. On a successful attack your target must make a Fortitude save (DC 10 + one-half your character level plus your Wisdom modifier). On a failed save your target suffers a –1 penalty to attack and defense – or a 5-foot penalty to speed, attacker's choice – for 1d6+4 rounds.

Special: You may attack a foe that has already been affected by this feat. The effects of a failed Fortitude save stack.

HIGH GROUND ATTACK [GENERAL]

Your training and experience in combat has taught you how to take advantage of a battle when holding the high ground.

Benefit: When you are on terrain that is higher than your opponent you gain a +2 bonus to melee attack rolls and a +1 bonus to ranged attack rolls.

Special: A fighter may select High Ground Attack as one of his fighter bonus feats.



HOLY AURA OF THE RIGHTEOUS [DIVINE]

You may channel your divine energy in order to create a powerful aura that blinds your enemies.

Prerequisite: Ability to turn undead, two other [Divine] feats.

Benefit: Once per day, in place of a turn undead attempt, you may envelop yourself in divine light for a number of rounds equal to 1 + your Wisdom modifier. All characters and creatures of an evil alignment within a number of feet equal to 10 + your character level are blinded during this time. Additionally, all good-aligned characters and creatures within range of this effect, including yourself, heal 2 hit points each round (up to maximum).

Special: An alternate version of this feat that affects good-aligned characters, Unholy Aura of the Wicked, also exists.

HOLY SHADOW [DIVINE]

Your shadow is a weapon of holy power, capable of destroying lesser evils.

Prerequisites: Ability to turn undead, able to cast 3rd-level divine spells.

Benefit: Any evil-aligned creature or character that is within 5 ft. of you, if you are between the sun and the creature or character in question, suffers a number of points of sacred damage equal to your character level + 1d4.

Special: This feat may be taken multiple times, each time adding 1d4 to the amount of damage caused by your shadow. The holy shadow only inflicts damage to evil creatures or characters when you are outdoors in direct sunlight. If you are under cloudy skies, underground, or anywhere else not illuminated by a perfect sun this feat fails to function as described above.

KNEELING DEFENSE [GENERAL]

Your combat skills and training have been spent honing your defensive capabilities while kneeling – you can protect yourself equally well when kneeling or standing.

Benefit: When attacked with a melee weapon while you are kneeling you suffer no penalty to your AC.

Special: A fighter may select Kneeling Defense as one of his fighter bonus feats.

KNOWLEDGE BEYOND YOUR EXPERIENCE [GENERAL]

You achieve understanding and mastery of one of your class abilities at a lower level than those of your class typically do.

Benefit: Select any one non-spellcasting class feature of any class you possess when this feat is selected. This may be a class feature that is available only to characters of a level higher than your current level. For all purposes of the chosen class feature your level is treated as if you were two levels higher in that class than you actually are.

Example: A 1st-level paladin selects this feat and chooses the divine health paladin class feature. The character immediately gains all of the benefits of divine health – immunity to all diseases and magical diseases – at that time.

Special: You may select these feat multiple times, each time choosing a different class feature.

LONG LIVED [GENERAL]

You live longer than most others of your race.

Benefit: Extend all age categories by 20% (round up). You are affected by age categories as a later age than others of your species and your maximum age is higher (roll as per normal and then increase your roll by 20%).

Example: A human with this feat is middle age at 42, old at 64, and venerable at 84. Rolling for maximum age (2d20) results in 28 which is modified to 34.

Special: This feat may only be selected at 1st-level.

MEDITATIVE INSIGHT [GENERAL]

You may look deep inside yourself and unlock your mind's potential.

Prerequisites: Int 13+, Wis 13+.

Benefit: A number of times per day equal to your Intelligence modifier you may elect to spend 1 minute of game time in deep concentration. At the end of that time you gain a +4 insight bonus to all Intelligence and Wisdom-based skill checks made during the next hour of game time.

MENTAL FORTRESS [GENERAL]

You've developed your mental prowess, pushing your willpower to a point far beyond that of others of your kind.

Prerequisites: Iron Will, Will save +4.

Benefit: A number of times per day equal to your Wisdom modifier you may reroll a failed Will save. You must accept the result of the second roll.



MOUNTED CASTING [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat

Benefit: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while your mount is moving.

Normal: You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + spell level).

MUSCLE IT [GENERAL]

Completely disregarding the chance for personal injury, you push yourself when opening a stuck door, lifting a heavy load, or are otherwise relying solely on your strength.

Benefit: A number of times per day equal to your unmodified Strength bonus you may double your Strength bonus for a single Strength check. Once you have made the Strength check in question, whether you succeed or fail, make a Fortitude save (DC equal to the DC of the Strength check that you just made); on a failed save you are fatigued.

NATURE'S UNNATURAL GIFT [GENERAL]

When in the form of an animal you can use special abilities not typically associated with that animal type.

Prerequisite: Wild shape ability.

Benefit: When using the wild shape ability the character may, once per day, add the special ability of any animal or magical beast – with a CR equal to or less than your character level – to your chosen form's abilities. This extra ability persists until you revert to your normal form.



NECROCURRED [GENERAL]

The corruption of undead energy continues to consume your soul.

Prerequisite: Necroscarred, must have taken advantage of the Necroscarred feat's abilities at least three times a week for one year.

Benefit: Your off-hand continues to transform and now ends in cruel, yellow claws. You gain a +6 profane bonus to unarmed combat damage. Additionally, your *chill touch* ability may now be used twice per day.

NECROSCARRED [GENERAL]

An encounter with undead forces has forever changed your life.

Prerequisite: Must have been reduced to 0 hit points by any undead creature's natural attack.

Benefit: A horrific, near-death encounter with undead creatures has transformed your off-hand into a twisted, zombie-like appendage that, except for the appearance, functions exactly as it once did. You gain an inherent +4 bonus to all Intimidate checks against non-undead characters and creatures. Additionally, once per day, you may *chill touch* as a first level sorcerer. The save DC for this spell is equal to 10 + the spell's level + one-half your Charisma modifier.

NO SOUL, NO FEAR [GENERAL]

By releasing your life essence you become immune to all fear attacks and effects.

Prerequisite: Willpower Save +3.

Benefit: A number of times per day equal to your Willpower Save, as a free action, you may release your soul from your body, securing it in an untouchable field of arcane energy summoned forth from your own body.

For as long as your soul is separated from your body you are immune to all fear attacks and effects *but* you suffer a -4 circumstance penalty on all Charisma and Wisdom-based skill and ability checks.

Your soul remains separated from your body for a number of rounds equal to one-half (round down) your character level.



Special: Each time you activate this feat there is a 1% chance that the effect becomes permanent. In the event your soul is permanently separated from your body you become undead and are forever lost to evil. This change cannot be undone by any power short of a god's will.

PLANAR SENSE [GENERAL]

You have a natural connection to the streams of travel flowing to and from planar gates and can often correctly identify onto which plane a specific gate opens.

Prerequisite: 10 ranks in Knowledge (the planes), and must have traveled through at least five different planar gates.

Benefit: When in a space adjacent to a planar gate, as a standard action and with a successful DC 20 Knowledge (the planes) check, you can correctly identify the destination of the gate in question. On a second successful DC 20 Knowledge (the planes) check you know the gate's history.

PLANAR SHADOW [GENERAL]

Repeated interaction with planar travel has split your essence into multiple components, twisting and tearing your very soul until a faint shadow of yourself remains on all planes that you have visited.

Prerequisite: Must have visited at least ten different planes or demiplanes.

Benefit: You receive a +2 competence bonus to Will saves when making a saving throw against divination spells and magic used against you, such as *scrying*. Your competence bonus increases by 1 – to a maximum of +5 – for every two new planes or demiplanes that you visit after selecting this feat.

PROFANE SUNDER [DIVINE]

You draw upon the power of your evil god when attacking an opponents' weapons, shields, or other objects.

Prerequisites: Improved Sunder, Ability to rebuke undead.

Benefit: Once per day, as a free action and at the cost of a rebuke undead attempt for the day, you may channel your divine power into a sunder attack against an object held or carried by any good-aligned opponent. You gain a +2 profane bonus on the attack roll and, if successful, your attack unleashes a blast of profane energy that inflicts 1d4 points of damage on the opponent holding the attacked object.

Special: Good characters may take a similar feat – Holy Sunder – that has the same effect but may only be used against an evil-aligned opponents, provides the character with a holy bonus to the attack roll, and deals holy damage on a successful strike.

PSIONIC GIFT [PSIONIC]

You can elect to channel your life force into a companion, strengthening that individual's powers.

Prerequisite: Overchannel.

Benefit: You may join hands with an ally and increase you ally's effective manifester level by one, but in the process you suffer 1d10 points of damage. This increase in manifester level stacks with any increase your ally gains from the use of the Overchannel feat.

PSIONIC SCREECH [PSIONIC]

You are possessed with the ability to release a piercing psionic cry that washes over everything within its path.

Prerequisite: Overchannel.

Benefit: Once per day, as a standard action, you may throw your head back and scream, unleashing a terrible onslaught of psionic energy. All characters and creatures within 10 ft. + 1 ft./character level of you must make a DC 10 + one-half your character level Will save or fall prone for 1d4 rounds during which time the victim is also deafened. On a successful save the victim is merely deafened for 1d2 rounds.

RAPID CLIMB [GENERAL]

You scale walls quickly and gracefully, appearing to run up vertical surfaces.

Prerequisites: Acrobatic, Athletic, Climb 12 ranks.

Benefit: When climbing you move at twice the normal speed. Additionally, as long as you end your movement on a level surface, you may move vertically as if you were moving across a flat section of ground. If your movement is interrupted when using this ability then you must make a successful DC 20 Reflex save or fall to the ground unless you are somehow secured (such as with rope).

REAWAKENED YOUTH [MONK]

Your connection with time and enlightened state allow you to reverse the effects of aging.

Prerequisite: Timeless Body monk class feature.

Benefit: When this feat is taken select any two ability scores that have been negatively impacted by the aging process and return them to their state before achieving your current age category.

Special: This feat may be taken multiple times though it may never reverse the effects of aging to a state before adulthood.



SACRIFICIAL SPELLCASTING [GENERAL]

You can willingly sacrifice attribute points in order to empower cast spells.

Prerequisite: Empower Spell.

Benefit: A number of times per day equal to your caster level you may reduce any one of your attribute scores by one point in order to double all variable, numeric effects of a spell. Saving throws and opposed rolls are not affected, nor are spells without random variables.

The attribute reduction is treated as attribute damage which must be recovered as detailed in the SRD.

SECONDARY SKILLS [GENERAL]

A part of your childhood was spent preparing yourself for a career other than the one that you finally settled on. You retain some of that earlier training.

Benefit: Select any two related skills. Those skills are now permanent class skills.

Special: Your skill selection, and background reasons for the selection of this feat, must be approved by the DM. This feat may only be selected at 1st-level.

SHADOWED PAST [GENERAL]

Though you are hesitant to admit it and strive to keep those days a secret, you spent a number of your formative years living on the streets. During those years you learned a few things about the life of a thief.

Benefit: You possess sneak attack +2 which functions exactly like the rogue class feature of the same name – except that your sneak attack damage is only +2 points. If you ever gain the sneak attack ability through a chosen class or other manner this feat increases your sneak attack damage by +2.

Special: This feat may only be selected at 1st-level.

SOUL CLOAK [GENERAL]

You may mask your presence through effort of mind alone.

Prerequisite: Willpower Save +5.

Benefit: A number of times per day equal to your Wisdom modifier, as a free action, you may enshroud yourself in an invisible, intangible field of arcane energy that makes you completely immune to divination spells for a number of rounds equal to your character level. Additionally, as long as you are so enshrouded, undead cannot see you and will completely ignore you as long as they do not physically come in contact with you or as long as you do not engage them in melee combat.

SPLIT SECOND POWER ATTACK [GENERAL]

Your physical combat prowess is finely tuned to the point that you can shift your muscles at the last second in order to deliver a more powerful blow.

Prerequisite: Power Attack, Str 15.

Benefit: After rolling to attack with a two-handed weapon, or a one-handed weapon used with two hands, you may subtract a number of points from your attack roll up to your base attack bonus and add a number equal to that subtracted to your damage roll. The final effect of this feat is identical to Power Attack; the only difference is that you may subtract points from your attack roll *after* you have made the roll.

SPIRIT BURST [GENERAL]

You can redirect the spirit energy away from you and release it as a concentrated burst the wounds those around you.

Prerequisites: Spirit Touched, Spirit Shield.

Benefit: When encased in a shield of spirits you may, as a free action at any point during the spirit shield's duration, elect to release the spirit energy in an explosive blast that radiates outward in all directions a number of squares equal to one-half your character level (round down). The explosion of spirits washes over all within range, inflicting 2d6 (plus your character level) points of nonlethal damage. The spirits disperse swiftly once released – you may not draw upon any other spirit-related feat for 4d6 rounds after using this feat.

Special: This feat increases the number of times that you may use spirit shield each day by one. You may select this feat multiple times, each time increasing your spirit shield uses by one and increasing the damage dealt by your spirit burst by 1d6.

SPIRIT CHARGE [GENERAL]

You summon the spirit energy, directing it to empower your legs, strength, and soul, providing you with a more powerful charge attack.

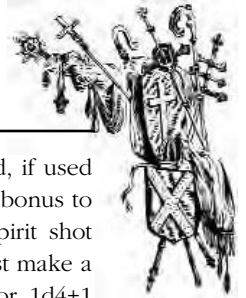
Prerequisites: Spirit Touched, base attack bonus +5.

Benefit: Once per day your charge may pass through at least one square that would otherwise be considered blocked, your body melding with the spirits and becoming insubstantial for a brief second.

SPIRIT GRAPPLE [GENERAL]

The spirits around you come to your aid, helping you to hold an opponent tight.

Prerequisites: Spirit Touched, Improved Grapple.



Benefit: A number of times per day equal to one-half your character level (round up) you may empower your body with spirit energy, gaining a +4 bonus on all grapple checks made within the next 10 rounds. This bonus stacks with the +4 bonus granted by Improved Grapple (for a total of +8).

If your opponent is a divine spellcaster your total bonus is increased to +10 (+6 for this feat and +4 for Improved Grapple); spirits have a much easier time interacting with those that have devoted their lives to communicating with the deities and interacting with the undead and religion.

SPIRIT HOST [GENERAL]

You open your body to the spirits, allowing them to possess your form for a limited amount of time, during which you gain abilities unlike those you normally possess.

Prerequisites: Spirit Touched, character level 15+.

Benefit: Once per day, as a full-round action, you may absorb the spirit energy that fills the world in order to become someone that you are not. For a number of rounds equal to one-half your character level (round down) plus your Wisdom modifier replace *all* of your statistics and abilities with those of any other character of a level equal to (or lesser than) your own.

Example: A Fighter 10/Wizard 8 that uses this ability could become, for a limited time, a Thief 18, a Cleric 18, or any other class combination that totals 18 levels. It is recommended that the player prepare the statistics for this temporary character ahead of time, or draw statistics from a sourcebook.

For as long as you are a different character all of your belongings – and your body itself – vanish into an adjacent plane that cannot otherwise be reached. For the duration of this possession you are the chosen character, your own mind and abilities gone, though who you have become retains a connection to your original self and acts as you require.

SPIRIT SHOT [GENERAL]

You may direct the spirit energy around you into an arrow, crossbow bolt, or other type of ammunition used by a ranged weapon that you are proficient with.

Prerequisites: Spirit Touched, proficiency with a ranged weapon.

Benefit: A number of times per day equal to one-half your character level (round up) you may imbue a single round of ammunition with spirit energy. The ammunition

retains this energy for a period of 24 hours and, if used in during the time, grants a +1d6 enhancement bonus to damage. Targets that suffer damage from a spirit shot arrow, crossbow bolt, or other ammunition must make a successful DC 20 Will save or be sickened for 1d4+1 rounds.

SPIRIT STRIKE [GENERAL]

Your connection to the spirit realms may be called upon to attack opponents.

Prerequisite: Spirit touched, Charisma 13.

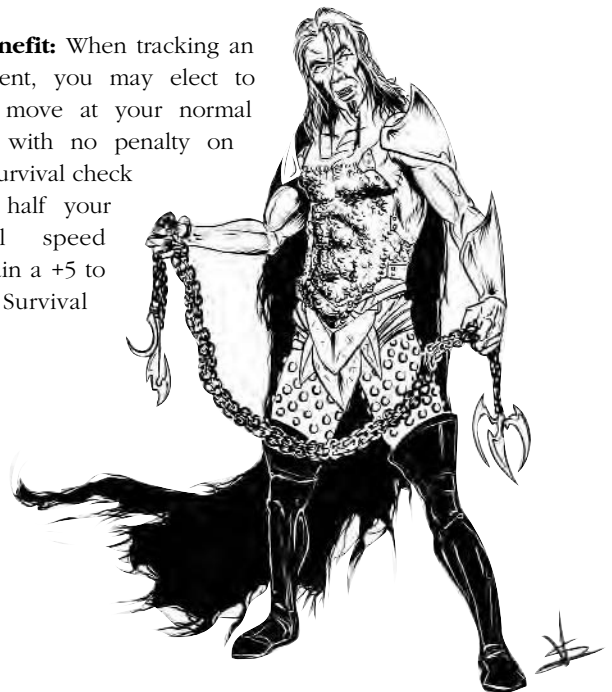
Benefit: A number of times per day equal to your Charisma modifier, as a free action, you may speak to the spirit realm and draw forth a stream of incorporeal power that may then be directed at an opponent. This stream of power appears as a swarm of spirits that streak forth against the chosen target, unerringly striking the target and inflicting 2d6 points of damage. Additionally, the target – and all others within 10-feet of the target – must succeed on a DC 15 Fortitude save or immediately be stunned for 1d3 rounds.

SPIRIT TRACK [GENERAL]

The spirits are all around us, watching our every move. Your connection to the spirit world enables you to tap into the spirit knowledge when tracking an opponent.

Prerequisite: Spirit Touched, Track.

Benefit: When tracking an opponent, you may elect to either move at your normal speed with no penalty on your Survival check or at half your normal speed and gain a +5 to your Survival check.





STAGGERING BLOW [GENERAL]

You're skilled at inflicting concentrated, terrible damage to opponents. Your attacks can kill faster than attacks of those less skilled than yourself.

Prerequisites: Power Attack, base attack bonus +6.

Benefit: Whenever you inflict damage equal or greater than the massive damage level of your campaign the target's Fortitude save DC (to survive the attack) is increased by 5.

STILL STANDING [GENERAL]

An attack that would have flattened most people, while damaging, isn't fatal.

Prerequisite: A number of hit points equal to 1.5 times the massive damage level of your current campaign.

Benefit: Your massive damage level is increased by 50% (round down).

TERRIFYING SHAPE [GENERAL]

Your wild shape ability enables you to take on the form of twisted, terrible versions of regular animals.

Prerequisite: Wild shape ability.

Benefit: When you use your wild shape ability you may choose to take on a twisted form. Any characters or creatures that come within 20 ft. of you must succeed on a DC 15 Will save or be affected as though by a *fear* spell (caster level 8th). A character or creature that succeeds on this check cannot be affected again by this ability for one day.

THREATENING STANCE [GENERAL]

You prey on the weakness of others and are skilled at presenting yourself in a manner that makes you appear more powerful, and intimidating, than you actually are.

Prerequisites: Intimidate 6 ranks, Persuasive.

Benefit: You get a +2 bonus on all Bluff and Intimidate checks; this stacks with the +2 bonus granted by Persuasive for a total bonus of +4 to Bluff and Intimidate checks. Additionally, a number of times per day equal to one-half your number of ranks in Intimidate, as a free action, you may rise up to your full height and glare at everyone near you. When you do this all opponents within 5 ft. – plus 5 ft. per rank you possess in Intimidate – of you must make a (DC 10 + one-half your character level) Will save; on a failed check the subject is cowering in your presence for a number of rounds equal to the number of ranks you

possess in Intimidate minus the subject's Will save bonus (minimum of 1 round).

Special: A fighter may select Threatening Stance as one of his fighter bonus feats.

UNEXPECTED MANEUVER [GENERAL]

You're a master of acrobatics, able to leap, tumble, and roll over obstacles, away from danger, and without a moment's thought.

Prerequisite: Acrobatic, Athletic.

Benefit: You get a +4 bonus to all Jump checks and Tumble checks (in addition to the +2 bonus granted by the Acrobatic feat) and a +2 dodge bonus to Armor Class. When moving out of a threatened square, as a standard action, you may make a Tumble check (DC equal to 10 + your opponent's base attack bonus) – on a successful check you do not provoke an attack of opportunity.

WALL WALK [GENERAL]

Your mastery of climbing has reached a point that you may move quickly across vertical – and overhanging – surfaces without risk of falling.

Prerequisites: Climb 6 ranks, Athletic, Anchor Stance.

Benefit: As Anchor Stance except the speed with which you may safely climb without fear of falling is increased to 15-feet.

WILY [GENERAL]

You've spent many years honing your natural cunning, teaching yourself how to better deceive others.

Prerequisite: Deceitful, Disguise 4 ranks, Forgery 4 ranks..

Benefit: You gain a +4 bonus on all Disguise checks and Forgery checks. This bonus stacks with the bonus gained through the Deceitful feat for a total bonus of +6.



Ability Paragons

The six prestige classes that follow were inspired by a few different OGC sources. They've proven quite popular with many players.

Ability paragon classes, such as the Paragon of Strength and the Paragon of Wisdom, are a type of prestige class that is used to represent a character's focus on improving one of his six base abilities rather than time spent studying a new class (or improving an existing class). Like other prestige classes ability paragon classes may only be selected by characters that meet certain requirements (as listed under each separate class description). Unlike most prestige classes, though, ability paragon classes rely more on the randomly-generated ability scores of a character than level-based abilities. For this reason, some characters may be eligible for an ability paragon class at 1st-level; in most d20 games classes are selected after ability scores are generated.

Once selected the benefits of an ability paragon class can be lost if ability damage or drain reduces the requisite ability score below the required level indicated by the class description.

Ability paragon classes may not be appropriate to all campaigns. Check with your DM before taking levels in any of the following ability paragon classes.

Paragon of Strength

Strict physical discipline and exercise greatly increases the character's Strength score, pushing his strength to levels frequently only seen in legends and tales told by bards. The Paragon of Strength foregoes all other training, concentrating on his natural strength in the hopes that brute force will be able to overcome any obstacle.

Hit Die: d12.

TABLE: PARAGON OF STRENGTH

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+2	+0	Ability Score Increase
2nd	+2	+3	+3	+0	Ability Score Increase, Bend Bars/Lift Gates, Power Surge
3rd	+3	+3	+3	+1	Ability Score Increase, Exceptional Strength, Intimidating Presence

REQUIREMENTS

To qualify to become a Paragon of Strength, a character must fulfill all of the following criteria.

Ability: Strength 17+.

CLASS SKILLS

The Paragon of Strength's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Paragon of Strength prestige class.

Weapons and Armor Proficiency: Paragons of Strength gain no proficiency with any weapon or armor.

Ability Score Increase: At 1st-level, and again at 2nd-level and 3rd-level, the Paragon of Strength's natural physical strength grows. The character's Strength score increases by +2 at 1st-level and by +1 at 2nd and 3rd-levels.

Bend Bars/Lift Gates: At 2nd-level a Paragon of Strength gains Bend Bars/Lift Gates as a bonus feat.

Power Surge (Ex): Beginning at 2nd-level a Paragon of Strength gains the ability to partially control the production and flow of adrenaline in his system. Once per day as a free action, a Paragon of Strength can create a tremendous burst of physical strength that allows him to transcend the limits of his body. He gains a +6 bonus to Strength for 5 rounds. At the end of this time, he takes a -4 penalty to Strength until he rests for eight hours. This ability places a tremendous strain on the character's muscles, leaving him exhausted until he has time to rest.



TABLE: PARAGON OF DEXTERITY

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+0	Ability Score Increase, Acrobat
2nd	+1	+0	+3	+0	Ability Score Increase, Agile, Extraordinary Flexibility
3rd	+2	+1	+3	+1	Ability Score Increase, Perfect Balance

Exceptional Strength: At 3rd-level a Paragon of Strength gains Exceptional Strength as a bonus feat.

Intimidating Presence (Ex): Beginning at 3rd-level the Paragon of Strength's size level is treated as one larger than it actually is for purposes of intimidation. A Medium-size Paragon of Strength, then, would be treated as Large (gaining a +4 bonus to Intimidate checks when dealing with other Medium-size characters).

Paragon of Dexterity

Focusing on increasing his agility, balance, and flexibility, the character's Dexterity score increases dramatically until it achieves a level of proficiency that even the most dexterous of rogues would envy. The Paragon of Dexterity focuses on training his body to bend and flex so that in any situation he may rely on his dexterity to succeed.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Paragon of Dexterity, a character must fulfill all of the following criteria.

Ability: Dexterity 17+.

CLASS SKILLS

The Paragon of Dexterity's class skills (and the key ability for each skill) are Balance (Dex), Escape Artist (Dex), Hide (Dex), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Sleight of Hand (Dex), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Paragon of Dexterity prestige class.

Weapons and Armor Proficiency: Paragons of Dexterity gain no proficiency with any weapon or armor.

Acrobat: At 1st-level a Paragon of Dexterity gains Acrobat as a bonus feat.

Ability Score Increase: At 1st-level, and again at 2nd-level and 3rd-level, the Paragon of Dexterity's natural agility improves. The character's Dexterity score increases by +2 at 1st-level and by +1 at 2nd and 3rd-levels.

Agile: At 2nd-level a Paragon of Dexterity gains Agile as a bonus feat.

Extraordinary Flexibility (Ex): Beginning at 2nd level the Paragon of Dexterity develops superior speed, agility, and flexibility, allowing him to bend and twist his joints in a manner that would cripple a normal person. The Paragon of Dexterity gains double his total Dexterity bonus on Balance, Escape Artist, Tumble, and grapple checks, if applicable.

Enhanced Speed (Ex): At 3rd-level the Paragon of Dexterity's legs become stronger and more flexible. The character's land speed increases by 10 feet.

Perfect Balance (Ex): Beginning at 3rd-level a Paragon of Dexterity's sense of balance is so great that he cannot be knocked prone.

Paragon of Constitution

Intent on building up his stamina and health, a Paragon of Constitution concentrates on improving his Constitution core well beyond the average level of others of his race. The Paragon of Constitution is rarely ill and shakes off most poisons and diseases without difficulty.

Hit Die: d12.

REQUIREMENTS

To qualify to become a Paragon of Constitution, a character must fulfill all of the following criteria.

Ability: Constitution 17+.



TABLE: PARAGON OF CONSTITUTION

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+0	+0	Ability Score Increase, Endurance
2nd	+2	+3	+0	+0	Ability Score Increase, Diehard, Natural Armor
3rd	+3	+3	+1	+1	Ability Score Increase, Exceptional Health

CLASS SKILLS

The Paragon of Constitution's class skills (and the key ability for each skill) are Concentration (Con), Intimidate (Cha), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Paragon of Constitution prestige class.

Weapons and Armor Proficiency: Paragons of Constitution gain no proficiency with any weapon or armor.

Endurance: At 1st-level a Paragon of Constitution gains Endurance as a bonus feat.

Ability Score Increase: At 1st-level, and again at 2nd-level and 3rd-level, the Paragon of Constitution's natural health and stamina improve. The character's Constitution score increases by +2 at 1st-level and by +1 at 2nd and 3rd-levels.

Diehard: At 2nd-level a Paragon of Constitution gains Diehard as a bonus feat.

Natural Armor (Ex): Beginning at 2nd level the Paragon of Constitution's skin hardens, his bones strengthen, and his entire body solidifies, providing him with greater protection. The Paragon of gains a +2 natural armor bonus to Armor Class. If the Paragon of Constitution already possessed a natural armor bonus that bonus increases by +2.

Exceptional Health (Ex): At 3rd-level the Paragon of Constitution gains immunity to all mundane diseases and poisons. When forced to contend with a supernatural or magical poison or disease the Paragon of

Constitution gains a +4 bonus to all saving throws.

Paragon of Intelligence

Typically, sages and wizards are the only types of characters that will lock themselves away in a library in an effort to enhance their knowledge. A Paragon of Intelligence not only studies but also spends much of his time working at solving puzzles of various types so that he can sharpen his intellect. A Paragon of Intelligence will almost always attempt to solve any problem through slow, methodical reasoning, putting his trust in his mind rather than his sword.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Paragon of Intelligence, a character must fulfill all of the following criteria.

Ability: Intelligence 17+.

CLASS SKILLS

The Paragon of Intelligence's class skills (and the key ability for each skill) are Appraise (Int), Craft (all skills, taken individually) (Int), Decipher Script (Int), Forgey (Int), Knowledge (all skills, taken individually) (Int), and Search (Int).

Skill Points at Each Level: 4 + Int modifier.

TABLE: PARAGON OF INTELLIGENCE

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+0	+2	Ability Score Increase, Investigator
2nd	+0	+0	+0	+3	Ability Score Increase, Crafter, Catalog of Knowledge
3rd	+0	+1	+1	+3	Ability Score Increase, Scholar



TABLE: PARAGON OF WISDOM

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+0	+2	Ability Score Increase, Iron Will
2nd	+0	+0	+0	+3	Ability Score Increase, Alertness, Intuitive Sense
3rd	+0	+1	+1	+3	Ability Score Increase, See Through Illusions

CLASS FEATURES

All of the following are class features of the Paragon of Intelligence prestige class.

Weapons and Armor Proficiency: Paragons of Intelligence gain no proficiency with any weapon or armor.

Investigator: At 1st-level a Paragon of Intelligence gains Investigator as a bonus feat.

Ability Score Increase: At 1st-level, and again at 2nd-level and 3rd-level, the Paragon of Intelligence's wit and intellect improve. The character's Intelligence score increases by +2 at 1st-level and by +1 at 2nd and 3rd-levels.

Crafter: At 2nd-level a Paragon of Intelligence gains Crafter as a bonus feat.

Catalog of Knowledge (Ex): Beginning at 2nd level the Paragon of Intelligence becomes a walking library, his extensive studying granting him with the ability to access facts regarding any subject that is thrust to the forefront during an adventure. The character gains his Intelligence modifier x 4 skill points that must be spent in Knowledge skills. This is a one-time gain.

Additionally, the character's maximum rank in any Knowledge skill is increased to character level +4.

Scholar: At 3rd-level a Paragon of Intelligence gains Scholar as a bonus feat.

Paragon of Wisdom

A Paragon of Wisdom is one that has developed his personal willpower, perception, and intuition to a point that he has risen far beyond the realm of normal man. Possessing such a powerful willpower that he can face down most threats to sanity and so perceptive that he can sense almost anything nearby, the Paragon of Wisdom depends solely on his awareness of his surroundings to see him through most dangers.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Paragon of Wisdom, a character must fulfill all of the following criteria.

Ability: Wisdom 17+.

CLASS SKILLS

The Paragon of Wisdom's class skills (and the key ability for each skill) are Hide (Wis), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Paragon of Wisdom prestige class.

Weapons and Armor Proficiency: Paragons of Wisdom gain no proficiency with any weapon or armor.

Iron Will: At 1st-level a Paragon of Wisdom gains Iron Will as a bonus feat.

Ability Score Increase: At 1st-level, and again at 2nd-level and 3rd-level, the Paragon of Wisdom's willpower and perception improves. The character's Wisdom score increases by +2 at 1st-level and by +1 at 2nd and 3rd-levels.

Alertness: At 2nd-level a Paragon of Wisdom gains Alertness as a bonus feat.

Intuitive Sense (Ex): Beginning at 2nd level the Paragon of Wisdom gains a remarkable sense of his surroundings, able to spot the smallest detail almost instantly. A Paragon of Wisdom gains a +4 bonus to all Listen, Search, and Spot checks.

See Through Illusions: At 3rd-level a Paragon of Wisdom's sense of his surroundings enables him to almost always see through magical disguises and illusions. The Paragon of Wisdom gains a +4 bonus to saving throws against illusions or magical disguises.



TABLE: PARAGON OF CHARISMA

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+0	+2	Ability Score Increase, Persuasive
2nd	+0	+0	+0	+3	Ability Score Increase, Unearthly Appearance
3rd	+0	+1	+1	+3	Ability Score Increase, Leadership, Powerful, Majestic Voice

Paragon of Charisma

Tapping into his natural, powerful personality and innate charm, the Paragon of Charisma devotes great amounts of time to studying – and interacting with – people of all races. The Paragon of Charisma depends primarily upon his persuasiveness and personal magnetism to see him through most situations.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Paragon of Charisma, a character must fulfill all of the following criteria.

Ability: Charisma 17+.

CLASS SKILLS

The Paragon of Charisma's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), and Perform (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Paragon of Charisma prestige class.

Weapons and Armor Proficiency: Paragons of Charisma gain no proficiency with any weapon or armor.

Persuasive: At 1st-level a Paragon of Charisma gains Persuasive as a bonus feat.

Ability Score Increase: At 1st-level, and again at 2nd-level and 3rd-level, the Paragon of Charisma's persuasiveness strengthens. The character's Charisma score increases by +2 at 1st-level and by +1 at 2nd and 3rd-levels.

Unearthly Appearance (Ex): Beginning at 2nd level the Paragon of Charisma's physical appearance changes, every blemish erased and every powerful, attractive feature augmented. The character gains a +4 bonus to all Charisma-related skill checks.

Leadership: At 2nd-level a Paragon of Charisma gains Leadership as a bonus feat.

Powerful, Majestic Voice (Ex): At 3rd-level a Paragon of Charisma's voice becomes more forceful, granting the character the ability to be heard over the loudest of crowds. The character can influence the actions of others with hit dice equal to less than one-half the character's level, gaining a +6 bonus to Charisma checks against those within 30-ft. (this bonus stacks with that granted by Unearthly Appearance).

Prestige Classes

The following prestige classes were written to provide the DM with some unusual ideas for NPCs and opponents. While they could be used by PCs, the DM should keep in mind that these classes will have a more lasting impression if they are first introduced to the campaign through an opponent of the party.

Mold Mage

Sometimes, when an arcane spellcaster finds himself in conflict with a dangerous mold, a bond takes place, the spellcaster looking deep within during his time of healing and finding that he has developed an affection for the terrible, unintelligent hazards. Such spellcasters may choose to become mold mages, characters that sacrifice their spellcasting growth for the ability to draw upon the power of molds.

Mold mage are rarely encountered, the class being far too specialized for most spellcasters to seriously consider.

Hit Die: d4.

REQUIREMENTS

To qualify to become a mold mage, a character must fulfill all the following criteria.

Feats: Skill Focus (Spellcraft), Spell Focus in any school of magic.

Spells: Ability to cast 5th-level arcane spells.

Special: The character must have suffered damage from a mold.

CLASS SKILLS

The mold mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

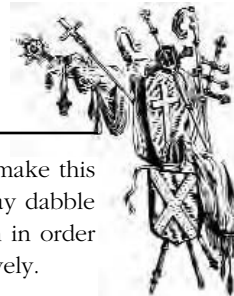
All of the following are class features of the mold mage prestige class.

Weapon and Armor Proficiency: Mold mages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At 2nd and 4th levels a mold mage gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 5th-level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 5th-level spells before he became a mold mage, he must decide to which class he adds each level of mold mage for the purpose of determining spells per day.

Table: Mold Mage

Level	Base				Special	Spells per Day/Spells Known
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Mold fellowship, mold touch 1/day	–
2nd	+1	+0	+0	+3	Sense mold	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Consume mold	–
4th	+2	+1	+1	+4	Mold touch 2/day	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Summon Mold	–



Mold Fellowship (Su): Beginning at 1st-level, a mold mage develops an intense, supernatural bond with all molds that he encounters. This bond gives the mold mage complete immunity to the harmful effects of any mold that he encounters.

Mold Touch (Su): Once per day, beginning at 1st-level, a mold mage may make a mold touch attack on any opponent; the mold mage must declare that he is making a mold touch attack – and the type of mold that he is mimicking (see below) – before rolling to hit. On a successful attack the target is affected as if he had stepped into a patch of the type of mold that the mold mage declared as his attack type. A mold mage may mimic the effect of any mold with a CR equal to or less than his mold mage levels.

At 4th-level the mold mage may use this ability twice per day.

Sense Mold (Su): Starting at 2nd-level, a mold mage may sense any mold within a number of feet of his location equal to 50 + five times his character level. Nothing short of a deity can interfere with this ability.

Consume Mold (Su): Beginning at 3rd-level a mold mage may spend a full minute with a patch of mold, during which time he may do nothing but eat from the chosen mold. At the end of that time the mold mage is healed, gaining a number of hit points equal to 2d4 plus his mold mage level. A mold mage may choose to consume mold a number of times per day equal to his mold mage level.

Summon Mold (Su): At 5th-level the mold mage's connection to molds is so great that a number of times per day equal to one-half his Intelligence modifier (round up) he may summon a patch of mold. Each time this ability is used, requiring a full-round action, the mold mage identifies one target square that he can see clearly that is within 25 ft. of his location; the target square, at the beginning of the mold mage's next turn, is instantly filled with a single mold of a type chosen by the mold mage.

Sandman

While many arcane spellcasters have been known to cast the *sleep* spell, there exist wizards and sorcerers that dedicate themselves to the spell, sacrificing other important aspects of their training and advancement so that they may better control the potentially powerful enchantment – and better understand the secrets of sleep magic.

The Sandman prestige class is a brief career choice, designed to enable an arcane spellcaster to cast *sleep* – and *sleep*-related spells – at a greater degree of power and control than those that do not devote time to the

study of these spells. No spellcaster will ever make this prestige class his dominant study but many may dabble in the class, electing a single level as sandman in order to utilize a simple, powerful spell more effectively.

Hit Die: d4.

REQUIREMENTS

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

Feats: Spell Focus (enchantment).

Spells: Ability to cast *sleep*, ability to cast 2nd-level arcane spells.

CLASS SKILLS

The Sandman's class skills (and the key ability for each skill) are Concentration (Con), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: A Sandman gains no proficiency with any weapon or armor.

Spells per Day/Spells Known: Starting at 2nd level, and again at 3rd level, a Sandman gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast *sleep* before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast *sleep* before he became a Sandman, he must decide to which class he adds each level of Sandman for the purpose of determining spells per day.

Greater Sleep: Any *sleep* or *deep slumber* spell cast by a Sandman affects a number of additional Hit Dice of creatures equal to twice the number of levels the character possesses in this class.

Example: A 3rd level Sandman casting sleep would affect a total of 10 hit dice worth of creatures (4 HD base + (3 x 2)). The same Sandman casting deep slumber would affect a total of 16 hit dice worth of creatures (10 HD base + (3 x 2)).

The Sandman's sleep and deep slumber spells are otherwise unaffected.



Table: The Sandman

Level	Base				Special	Spells per Day
	Attack	Fort	Ref	Will		
1st	Bonus +0	Save +0	Save +0	Save +2	Greater Sleep, Ray of Slumber	–
2nd	Bonus +1	Save +0	Save +0	Save +3	Wider Sleep, Spontaneous Sleep	+1 level of existing class
3rd	Bonus +1	Save +1	Save +1	Save +3	Swift Sleep	+1 level of existing class

Ray of Slumber (Sp): A number of times per day equal to his Sandman level, as a full-round action, a Sandman may unleash a powerful sleeping ray. With a successful ranged touch attack against any opponent that you can see you force the chosen target to make a Will save (DC 10 + your Sandman level + your Intelligence modifier). If the save fails the targeted creature falls into a deep sleep for a number of rounds equal to your Sandman level plus your Intelligence modifier. This affect is otherwise identical to the *sleep* spell.

Wider Sleep (Ex): Starting at 2nd level, all *sleep* and *deep slumber* spells cast by a Sandman are cast as if affected by the Widen Spell feat. The Sandman need not possess this feat and this affect does not impact the level at which *sleep* and *deep slumber* spells must be prepared. A Sandman may combine the Widen Spell feat with this class feature, considerably increasing the area of a *sleep* or *deep slumber* spell.

Spontaneous Sleep: Beginning at 2nd level, a Sandman can channel stored spell energy into *sleep* and *deep slumber* spells that the Sandman did not prepare ahead of time. The Sandman can “lose” any prepared spell in order to cast any *sleep*-related spell of the same spell level or lower (a *sleep*-related spell is any spell with “sleep” or “slumber” in its name).

Swift Sleep: At 3rd level the casting time of all sleep and deep slumber spells cast by a Sandman is reduced to a swift action.

training on the act of dominance and enticing undead to abandon their creators for his commands makes the Thief of Skulls something of a vulture, much more likely to take the created skeletons and zombies of other spellcasters than to attempt to create his own.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Thief of Skulls, a character must fulfill all the following criteria.

Feats: Spell Focus (necromancy).

Spells: Ability to cast *animate dead*, ability to cast 4th-level arcane or divine spells.

CLASS SKILLS

The Thief of Skull's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Thief of Skulls prestige class.

Weapon and Armor Proficiency: A Thief of Skulls gains no proficiency with any weapon or armor.

Spells per Day/Spells Known: Starting at 2nd level,

Thief of Skulls

Necromantic spellcasters, both foul agents of divinity and power-mad slaves of the arcane, typically revel in the creation and domination of undead servants such as skeletons and zombies. Many necromancers are masters of the animation of bones and corpses and are rarely seen without their undead followers, the creatures shambling about and performing their masters tasks, obeying each and every command to the best of their (limited) abilities.

The Thief of Skulls is an unusual type of necromancer, skilled in the art of stealing the undead followers of other necromantic spellcasters. Concentrating his

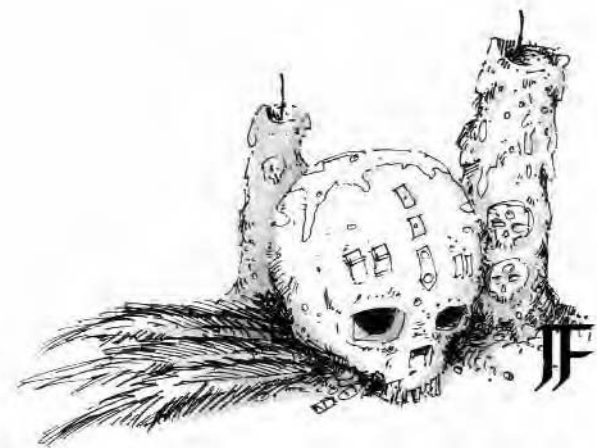




Table: The Thief of Skulls

Level	Base				Special	Spells per Day
	Attack	Fort	Ref	Will		
1st	+0	+2	+0	+2	Greater Control, Steal Undead	–
2nd	+1	+3	+0	+3	–	+ 1 level of existing class
3rd	+1	+3	+1	+3	Chill Touch	–
4th	+2	+4	+1	+4	Ultimate Control	+ level of existing class

and again at 4th level, a Thief of Skulls gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class in which he could cast *animate dead* before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one class in which he could cast *animate dead* before he became a Thief of Skulls, he must decide to which class he adds each level of Thief of Skulls for the purpose of determining spells per day.

Greater Control: Skeletons and zombies, either created by the Thief of Skulls or stolen from another necromantic spellcaster, are more willing to accept his commands than they are other spellcasters. A Thief of Skulls can control 6 hit dice worth of undead per level of the spellcasting class through he can cast *animate dead*. For these purposes his Thief of Skulls levels stack with his caster levels. If a character had more than one class in which he could cast *animate dead* before he became a Thief of Skulls, he must decide to which class he adds each level of Thief of Skulls for the purpose of controlling skeletons and zombies.



Steal Undead (Su): A number of times per day equal to his Thief of Skulls level, a Thief of Skulls may attempt to take command of skeletons and zombies that were created by another spellcaster. As a full-round action the Thief of Skulls stretches out his arms and chants a dark command that unleashes black lightning that streaks forth, striking all skeletons and zombies within 100 ft. of the Thief of Skull's position. The creator of the skeletons and zombies must make a successful Will save (DC 15 plus the Thief of Skull's level) or immediately lose control of his undead creations, the creatures falling under command of the Thief of Skulls (as if he had created them). If the Thief of Skulls steals control of more hit dice worth of undead than he can control then the excess creatures become uncontrolled, mindless undead that act upon instinct.

Chill Touch (Sp): At 3rd level, a Thief of Skulls may, as a full-round action, cast *chill touch* a number of times per day equal to his Thief of Skulls level.

Ultimate Control: At 4th level, the Thief of Skulls can control 10 hit dice worth of undead per level of the spellcasting class through he can cast *animate dead*. For these purposes his Thief of Skulls levels stack with his caster levels. If a character had more than one class in which he could cast *animate dead* before he became a Thief of Skulls, he must decide to which class he adds each level of Thief of Skulls for the purpose of controlling skeletons and zombies.

Spells

Here are over 50 spells that can be dropped into your campaign today.

ACID HEART

Enchantment (Charm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 hour/2 levels

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment spells turns the attitude of the targeted humanoid creature sour, making the targeted humanoid creature hostile toward any and all characters or creatures within a number of feet of his location equal to 3x the level of the caster. The affected humanoid creature will do anything in his power to verbally ridicule and berate those around him and, if the words turn to blows, the affected target gains a +4 morale bonus to attack and damage rolls for the spell's duration.

Material Component: The heart of an evil character or creature.

ARROW DEFLECTION

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

On a successful DC 20 Reflex save you can deflect one ranged physical (nospell) attack, if you are not flat-footed and are aware of the attack, per round as a free action. If the ranged weapon has an enhancement bonus to attack, the DC increases by the weapon's enhancement bonus. If the save succeeds then the attack is deflected harmlessly away.

ARROW DEFLECTION, GREATER

Transmutation

Level: Sor/Wiz 4

Duration: One minute/two levels

This spell functions like *arrow deflection* except that you may deflect ranged physical (nospell) attacks a number of times per round equal to one-half your caster level (round down), each time as a free action. Additionally, the Reflex save DC of the first ranged physical attack deflected each round is decreased to 10 (modified by the attacking weapon's enhancement bonus, if any) and the DC to successfully deflect each subsequent attack in a single round is increased by 5.

Example: A 7th-level wizard casting greater arrow deflection may attempt to deflect up to three arrows per round. The Reflex save DC of the first attempt at deflecting an attack in a round is 10, the second is 15, and the third is 20 (all of which would be modified by any enhancement bonus the attack possesses).

ARROW DEFLECTION, MASS

Transmutation

Level: Sor/Wiz 4

Range: Close (25 ft. + 5 ft./level)

Targets: One creature/level, no two of which can be more than 20 ft. apart.

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell functions like *arrow deflection* except that you may grant others the ability to deflect incoming ranged physical (nospell) attacks. While you may elect to include yourself in the spell's effect you may instead choose to just cast the spell on your allies.

ARROW OF THE SERPENT

Transmutation

Level: Sor/Wiz 3, Rgr 2

Components: V, M

Casting Time: 1 standard action



NEW SPELL [DESCRIPTOR]

One way to make demons, devils, and other denizens of the lower planes more impressive is to borrow a page from the SRD's *flame strike* spell. Specifically the little loophole (for lack of a better term) that states:

Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

Don't ask me why *flame strike* is the only spell that has this little stipulation, but it holds the seed of a new kind of descriptor: hellfire.

The hellfire descriptor does mechanically what the *flame strike's* fire damage does:

Hellfire: hellfire is a combination of ordinary fire and profane power. Any spell, spell-like ability, supernatural ability, or extraordinary ability with this descriptor deals half of its damage in fire damage and the other half from profane power which is not subject to being reduced by resistance to fire-based attacks.

To wit, any spell, spell-like abilities, etc. of denizens of the lower planes that involve the fire descriptor are now considered to have the hellfire descriptor and be composed of hellfire rather than "normal" fire, which means that the PCs' usual protections against such powers (i.e. a balor's flaming body and flaming whip) are only half effective.

If you wanted to take this to the next level, you could simply change the definition of the hellfire descriptor to the following:

Hellfire: hellfire is not ordinary fire but rather an embodiment of the profane power inherent in certain powerful creatures. Although it usually resembles ordinary fire (but can be virtually any color from black to green to crimson), it is not subject to being reduced by resistance to fire-based attacks.

Of course, by doing this you render any fire-based protections the PCs have moot. And why not? After all, a lantern archon has the following power:

Light Ray (Ex): A lantern archon's light rays have a range of 30 feet. This attack overcomes damage reduction of any type.

Exactly which monsters benefit from hellfire is up to you, but it should definitely be reserved only for powerful monsters (i.e. demons, devils) and NPCs (i.e. the high-priest of a demon cult); after all, if the PCs can have it then it isn't really special anymore.

Also, you don't need to limit hellfire to powers with the fire descriptor. Any damaging spell, spell-like ability, supernatural ability, or extraordinary ability can have hellfire substituted for its descriptor. Why not have *call hellfire bolt* (a *call lightning* composed of hellfire)?

Naturally, if there is hellfire there should be some sort of counter for the denizens of the higher planes. Perhaps a purelight or holylight descriptor?



Target: 1 arrow or bolt/2 caster levels
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You embed a mundane arrow or crossbow bolt with an arcane command that awaits the arrow's flight. An arrow affected by this spell, that is fired before the spell's duration expires, instantly transforms into a snake the instant it is released. The snake flies as an arrow and, if the attack is successful, the target suffers normal damage plus is bitten by the serpent, injecting the target with a poisonous venom (Fortitude DC 14, 1d4 Con initial and secondary damage). If the arrow is not fired before the spell's duration expires there is no effect. The arrow only transforms into a snake once it is fired from a bow.

Material Component: A single, mundane arrow and the tooth of a poisonous snake.

ASSASSIN'S HEART

Transmutation
Level: Asn 3
Components: S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

You temporarily relinquish your ability to stealthily attack and slay an opponent, transferring your skill to a single character or creature of your choice. For the spell's duration the chosen target gains both your sneak attack and death attack class features at the same level of skill that you possess.

Material Components: A drop of your own blood mixed with the target's blood and a single silver dagger with a value of no less than 5 gp. The dagger turns ash gray and crumbles to dust upon casting the spell.

AVERT ATTACK

Abjuration
Level: Clr 1, Pal 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level or until discharged

Saving Throw: None (harmless)
Spell Resistance: No (harmless)

You grant the subject a +5 deflection bonus to AC against the next attack that targets it. Whether the attack succeeds or not, the spell is triggered and the effect ends.

AVERT ATTACK, GREATER

Abjuration
Level: Clr 4, Pal 3, Sor/Wiz 3
Range: Medium (100 ft. + 10 ft./level)
Duration: 2 rounds/level or until discharged

This spell functions like *avert attack*, except it has a longer range and greater duration.

AVERT ATTACK, MASS

Abjuration
Level: Clr 6, Pal 5, Sor/Wiz 5
Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *greater avert attack*, except that it affects multiple creatures.

BLADE BARRIER, LESSER

Evocation [Force]
Level: Clr 4, Good 4, War 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Wall of whirling blades up to 10 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per four levels; either form 10 ft. high
Duration: 1 min./level (D)
Saving Throw: Reflex half or Reflex negates; see text
Spell Resistance: Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d4 points of damage per caster level (maximum 10d4), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no



damage by making a successful Reflex save.

A *lesser blade barrier* provides cover (+2 bonus to AC, +1 bonus on Reflex saves) against attacks made through it.

BURST OF TENTACLES

Conjuration (Creation)

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous and 1 round/level (D) (see below)

Saving Throw: None

Spell Resistance: No

This spell summons a swarm of thick, fleshy tentacles that fire forth from the caster's outspread hands. The tentacles wrap about any creatures within the affected area and hold them tight for the spell's duration.

Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage. Once the tentacles grapple an opponent, they knock the target prone and hold him fast until the spell expires or is dismissed.

The tentacles only grapple those creatures that are within the affected area when the spell is first cast. Others may enter the affected area without fear of attack even as the tentacles are holding their targets secure.

CONSECRATE CORPSE

Necromancy [Good]

Level: Clr 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell blesses a corpse in the name of the cleric's deity, making it immune to being turned into an undead through animation magic.

Consecrate corpse counters and dispels *desecrate corpse*. At the DM's option, it does so only if the caster succeeds at a caster level check of 1d20 + caster level against the original caster's caster level check (11 + spell's caster level).

Material Component: A vial of holy water that must be sprinkled over the corpse.

CURSE WEAPON

Transmutation

Level: Blk 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This transmutation makes a weapon strike true against good-aligned characters and creatures. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of good creatures or striking good incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes evil, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against good opponents are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

DEMON'S STRENGTH

Transmutation

Level: Blk 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)



The subject becomes stronger. The spell grants a +4 profane bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

DESECRATE CORPSE

Necromancy [Evil]

Level: Clr 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell curses a corpse in the name of the cleric's deity, making it easier to turn into an undead. A corpse that has been desecrated counts as 1/2 of its normal HD for purposes of undead animation and control limits when using the spells *animate dead*, *create undead*, and *create greater undead*. In addition, a desecrated corpse reduces the cost (in onyx gems) of animating the corpse by 1/2.

Desecrate corpse counters and dispels *consecrate corpse*. At the DM's option, it does so only if the caster succeeds at a caster level check of 1d20 + caster level against the original caster's caster level check (11 + spell's caster level).

Material Component: A vial of unholy water that must be sprinkled over the corpse.

FIRE BOLT

Evocation [Fire]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You fire a small bolt of fire from your fingertips. You must succeed on a ranged touch attack to damage your target. The bolt deals 1d3 points of fire damage and does not ignite combustibles.

FIRE BOLT, GREATER

Evocation [Fire]

Level: Sor/Wiz 2

Range: Medium (100 ft. + 10 ft./level)

This spell functions like *fire bolt*, except that it has a greater range (see above) and inflicts 1d3 points of fire damage plus 1 point per level of the caster.

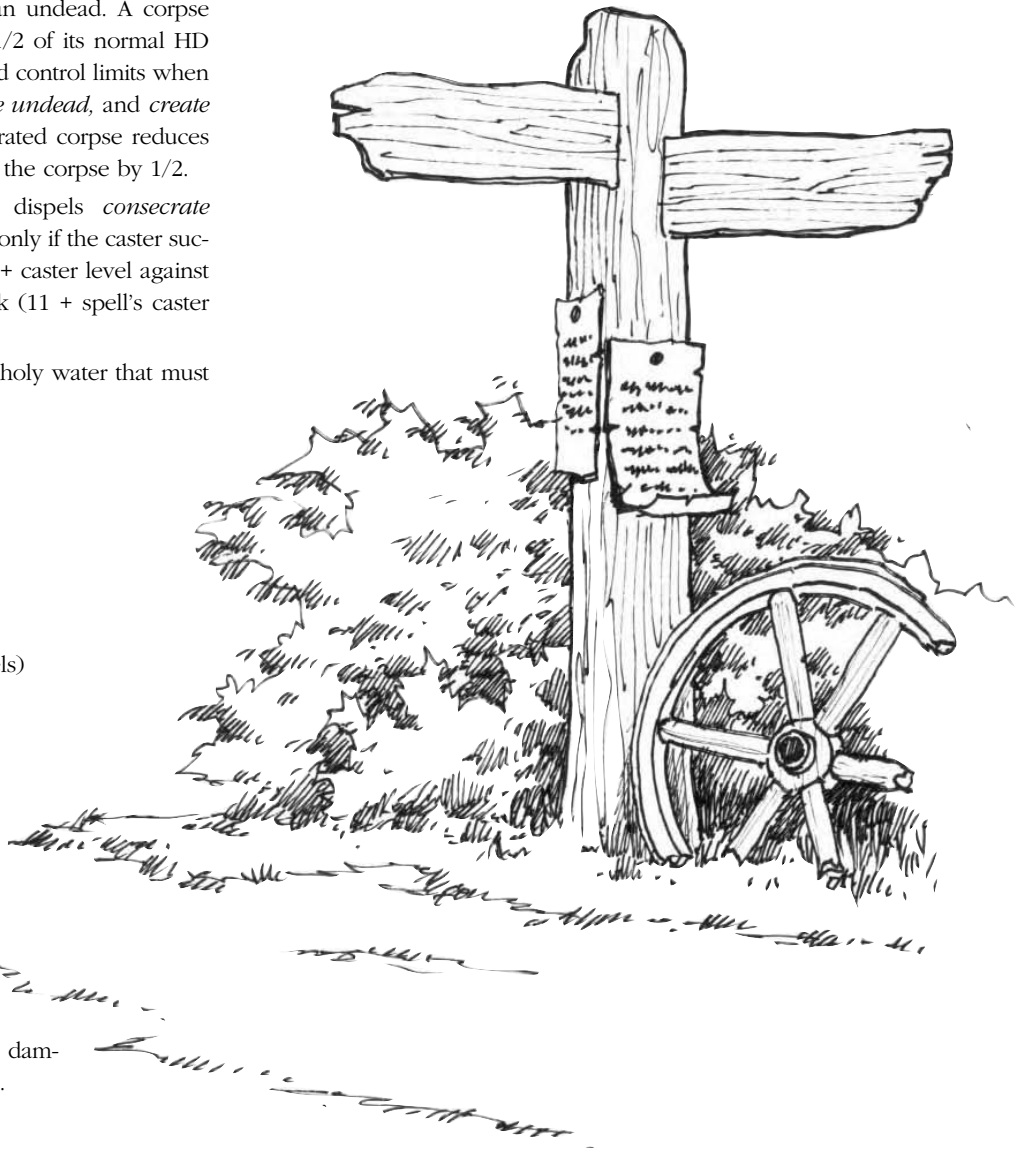
FIRE BURST

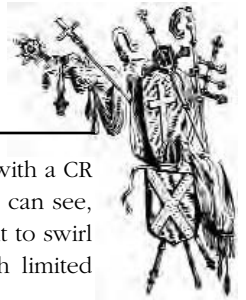
Evocation [Fire]

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action





Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. radius

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

You cause an existing fire source (ranging size from a candle to a bonfire) to release arrows of flame outward in all directions, centered on the fire source. Creatures within 10 feet take 1 point of fire damage per caster level (maximum 10 points). A creature that makes a successful saving throw suffers no damage.

Focus: An existing fire source.

FIRE TOUCH

Evocation [Fire]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You surround your hand in a shimmering orange and yellow flame. You must succeed on a melee touch attack to strike a target. The subject takes 1d4 points of fire damage and the spell does not ignite combustibles.

FIRE TOUCH, GREATER

Evocation [Fire]

Level: Sor/Wiz 2

This spell functions like *fire touch*, except that it inflicts 1d4 points of fire damage plus 1 point per level of the caster.

FOG CLOAK

Abjuration [Air]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You draw upon an existing hazardous fog (with a CR equal to or less than your caster level) that you can see, siphoning off a portion of the fog and causing it to swirl rapidly around your body, providing you with limited protection.

You gain a +2 enhancement bonus to AC and any characters or creatures that enter any square adjacent to you suffers as if they had stepped into the type of fog that is currently protecting you.

Focus: An existing natural, hazardous fog.

FROST TONGUE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates, see below

Spell Resistance: Yes

On a failed save this spell affects the subject with an uncontrollable demeanor, making even the friendliest of characters or creatures turn bitter and mean-spirited for the spell's duration. The subject turns hostile, verbally assaulting anyone that he comes into contact with.

For the spell's duration the subject's Charisma score is reduced to 3 and the subject must make a Will save (DC 10 + the caster's level) each round or spend the entire round concentrating on berating the nearest individual – the subject may take no actions that round.

GAPING WOUND

Necromancy

Level: Sor/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 3 rounds/level

Saving Throw: Will half

Spell Resistance: Yes

This powerful necromantic spell overwhelms a wounded character or creature, tearing existing wounds deeply. With this spell even the smallest of wounds can bring a subject to near-death or, sometimes, all the way to the grave.



A ranged touch attack must be made against the target. If successful, for the duration of the spell, each time the target suffers damage from any source he suffers 2 additional points of damage each round until the spell ends. This effect does not apply to subdual damage. This spell has no effect on creatures that are immune to critical hits.

When first affected by this spell the target may make a Will save that, if successful, reduces the additional damage to one point per round.

Material Component: A handful of stitches removed from an unwilling victim's wound.

GLow SPHERE

Evocation [Light]

Level: Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: A sphere of glowing light

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell causes a palm-sized sphere of glowing light to appear in the caster's hand. The caster decides the amount of light the sphere sheds initially and can change the amount of light anytime as a free action.

The sphere is capable of shedding light like a candle (5 ft. shadowy illumination) all the way up to torchlight (20 ft. bright illumination, 40 ft. shadowy illumination) in the following increments:

Bright	Shadowy
N/A	5 ft.
5 ft.	10 ft.
10 ft.	20 ft.
15 ft.	30 ft.
20 ft.	40 ft.

Further, the caster may direct the *glow sphere* as a move action, causing it to travel 30 feet per round in any direction but no farther than the maximum range allowed by the spell. If the *glow sphere* is not moved by the caster it remains in its present location; most casters keep the *glow sphere* attached to their staff or hand much like a *light* spell.

Arcane Material Component: a dead or living firefly or a bit of candle.

GRASP OF THE SAND TERROR

Evocation [Force]

Level: Clr 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. mandibles

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Grasp of the Sand Terror creates a Large pair of mandibles that grasp and constrict an opponent you designate.

Treat the mandibles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 23. Thus, its grapple check modifier is equal to your caster level +10. The mandibles are immune to all types of damage.

Once the mandibles grapple an opponent, they make a grapple check each round on your turn to deal 2d6+6 points of bludgeoning damage. The mandibles continue to crush the opponent until the spell ends or the opponent escapes.

Directing the spell to a new target is a move action.

HARVEST FLESH, MASS

Necromancy [Evil]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 10 ft. apart

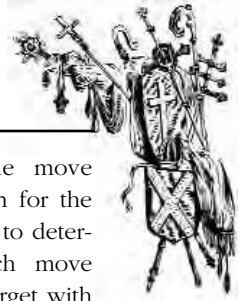
Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This evil, terrifying spell tears the flesh from multiple creatures, exposing the meat beneath the creature's skin. The target must succeed a Will check or suffer 1d6 points of damage +1 point per caster level. This damage takes twice as long to heal unless magical healing is used.

Material Component: A pound of flesh from a slain, intelligent humanoid.



ICY GRASP

Evocation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You cause a layer of crystal-clear ice to grow from your fingertips and completely encase your hands. Although you feel no cold the ice is so cold that it grants you a touch attack that deals 1d6 points of cold damage. This ice is flexible enough that you are able to move freely even with this spell persists.

Material Component: A single claw ripped from the hand of a living winter wolf.

MADNESS

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 5, Trickery 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures in a 15-ft. radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the targets to become *crazed*, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round:

d8	Behavior
1	Flee screaming away from source of fear at top possible speed
2-3	Mutilate/attack self (for this purpose, a familiar counts as part of subject's self), using a typical attack (i.e. cut with own sword, cast harmful spell on self, etc.).
4-5	Dazed; can take no action except to babble incoherently. At the DM's option, the subject wanders randomly,

effectively taking a double move action in a random direction for the round. The DM can roll 1d8 to determine the direction of each move action as with missing the target with a splash weapon.

6-7

Attack nearest friendly creature (the subject will never attack the source of the subject's fear).

8

Fall down helpless.

A *crazed* character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *crazed* character beyond any benefits they gain from the character's condition (i.e. dazed, helpless, etc.). Unlike a *confused* character, any *crazed* character that is attacked does not automatically attack its attacker on its next turn; the *crazed* character simply acts as determined by the roll of the dice.

Arcane Material Component: A bit of spittle from a rabid animal.

MALEVOLENT CLAWS

Necromancy [Evil]

Level: Clr 2, Evil 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Your fingers are sheathed in pulsing claws of unholy energy. Being of pure unholy energy, the *claws* strike as a melee touch attack and deal 2d6 points of damage against creatures of good alignment; they do not affect creatures not of good alignment. The *malevolent claws* are considered evil-aligned and thus bypass the corresponding damage reduction.

MULTIPLY MOLD

Conjuration (Creation)

Level: Drd 1, Sor/Wiz 2

This spell functions like *multiply slime* except that it affects a patch of hazardous mold.

Material Component: A pinch of any hazardous mold.



MULTIPLY MOSS

Conjuration (Creation)
Level: Drd 1, Sor/Wiz 2

This spell functions like *multiply slime* except that it affects a patch of hazardous moss.

Material Component: A pinch of any hazardous moss.

MULTIPLY SLIME

Conjuration (Creation)
Level: Drd 1, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: 1 slime
Duration: 2 rounds/level
Saving Throw: None
Spell Resistance: No

For the duration of this spell you cause a single hazardous slime to instantly double in size. You may cast *multiply slime* only on hazardous slimes with a CR equal to one-half your caster level.

Additional castings of *multiply slime* on a particular slime patch that is currently enlarged by any magical means are wasted and have no effect.

Material Component: A small vial containing a pinch of any hazardous slime. The vial and material are both consumed in the casting of this spell.

NEGATIVE ENERGY SHIELD

Necromancy [Force]
Level: Clr 2, Sor/Wiz 3
Components: V, S, M

This spell functions like *shield*, except that the protective disk is created entirely of negative energy and appears as a semi-solid form of black fog and any characters or creatures that come into contact with the shield suffer 1d6 points of negative energy damage.

Material Component: A skull fragment from an intelligent humanoid.

NULLIFYING CLOAK

Evocation
Level: Sor/Wiz 5
Components: V, S, M

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One spellcasting creature
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You cloak a single creature in a faint, silvery shimmer of light that suppresses any spellcasting ability (including spell-like abilities) and deals 2d4 points of damage whenever the subject attempts to cast a spell (or use a spell-like ability). For the spell's duration, the target must make a successful DC 20 caster level check each time it attempts to cast a spell or use a spell-like ability. If the check fails, the spell fizzles away just as if it had been cast (or the spell-like ability fails to work) and the target suffers 2d4 points of damage. If the check succeeds, the target is still damaged, but the spell or spell-like ability functions normally. Inherent spell-like abilities that are "always on" and spells that are permanently in effect are not affected by this spell.

Material Component: A bit of lead.

NULLIFYING CLOAK, MASS

Evocation
Level: Sor/Wiz 9

Targets: One spellcasting creature/level, no two of which may be more than 10 ft. apart

This spell functions like *nullifying cloak*, except that it affects multiple creatures.

OBSCURE PORTAL

Abjuration
Level: Clr 5, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One planar portal touched
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: Yes

This spell completely conceals a single, touched planar gate or portal, making it impossible to see or sense. Creatures and spells that permit the identification of planar gates are ineffective and unable to sense the location of the concealed gate. Any power lesser than that of a deity cannot pierce the veil created by this spell; the gate can still be seen but its nature as a portal to other dimensions cannot be detected.



Material Component: A feather from a dimension other than the one the targeted gate exists in.

OBSIDIAN RAY

Evocation [Force]

Level: Clr 1

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

An obsidian ray of force shoots from your hand. You must succeed on a ranged touch attack to hit your target. The ray deals 1d4 points of force damage. For every two caster levels the ray does an additional 1d4 points of damage (to a maximum of 5d4 at 9th level).

Material Component: A piece of obsidian.

PROTECTED OBJECTS

Abjuration

Level: Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One item/2 caster levels

Duration: 1 min./level

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transfer a limited portion of your arcane or divine ability to a touched object (or objects) for a number of minutes equal to your caster level. During this time, when required, you make saving throws for the affected objects – when they are not in your possession – as if you were holding, wearing, or otherwise attending the affected objects. If the affected objects are being held or used by someone else *you* choose whether or not you or the current user makes saving throws for the items.

PRYING EYE (ALSO PRYING EYES, LESSER)

Divination

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 minute

Range: One mile

Effect: One levitating eye

Duration: 1 minutes/level; see text (D)

Saving Throw: None

Spell Resistance: No

You create a single semitangible, visible magical orb (called “eye”). This eye moves out, scouts around, and returns as you direct it when casting the spell. The eye can see 60 feet (normal vision only) in all directions.

While the eye is quite fragile, it’s small and difficult to spot. The eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier equal to your caster level (maximum +10) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. If the eye travels through darkness it must find its way by touch.

When you create the eye, you specify instructions you want it to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eye as well.

In order to report its findings, the eye must return to your hand. It replays in your mind all it has seen during its existence. It takes the eye 1 round to replay 10 minutes of recorded images. After relaying its findings, the eye disappears.

If the eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won’t know if the eye was destroyed because it wandered out of range or because of some other event.

The eye exists for up to 10 minutes per caster level or until it returns to you. *Dispel magic* can destroy the eye. Of course, if the eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Material Component: A single crystal marble.

RAIN STORM

Conjuration (Creation) [Water]

Level: Clr 2, Drd 2, Water 2

Components: V, S, DF

Casting Time: 1 standard action

Area: Cylinder (40-ft. radius, 20 ft. high)

Range: Long (400 ft. + 40 ft./level)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No



A driving rain fills the spell's area, drenching everything in the area of effect and making things slightly slippery (+2 modifier to all Balance DCs).

The rain visibly outlines any invisible things (i.e. objects, creatures, etc.) in the area of effect.

The rain reduces visibility ranges by half within its area of effect, resulting in a -4 penalty on Spot and Search checks for locating items or creatures within the area.

The rain's noise imposes a -4 penalty on Listen checks while a creature is within the area of effect.

Ordinary-sized ranged weapon attacks into or through the spell's area are at a -4 penalty. Massive ranged attacks (i.e. a giant-thrown boulder or a siege engine projectile) are not so affected.

The rain automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

RAY OF DEBILITATION

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

A gleaming ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Dexterity score cannot drop below 1.

RAY OF PARALYSIS

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous, see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to fire a crackling ray of negative energy at a single target. You must succeed on a ranged touch attack to strike. The subject is paralyzed for 1d6+4 rounds if it fails a Fortitude save.

A Second Look

Sometimes it pays to take a second (or third) look at some of the spells in the spellbook.

One such spell is *magic aura*. One of the qualities of the spell that I initially overlooked is the fact that the spell can:

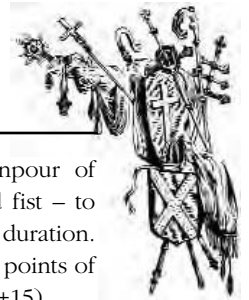
“. . . alter an item's aura so that it registers to *detect spells* (and spells with similar capabilities) as though it were nonmagical”

This is very handy to remember when there is a need to sneak a magic item into a highly secure area or past someone since *detect magic* will read a magical item enchanted by *magic aura* to appear as nonmagical as exactly that.

An *identify* spell will reveal the magic item for what it is, but the spell takes an hour and works only on a single item, effectively rendering it useless for security purposes.

Of course, since a magic item is (at least according to the standard rules) a masterwork item, a magical item will still be an obviously well made and valuable item and so that has to be taken into account.

If you allow *detect magic* to detect magic traps (they are magic devices after all) then *magic aura* can be used as part of magic traps to make them undetectable to that spell (and inexpensively, too).



Material Component: A pinch of earth from a ghoul's lair or a pit of flesh from a ghoul.

RAY OF PARALYSIS, GREATER

Necromancy

Level: Sor/Wiz 6

As *ray of paralysis*, but the subject is paralyzed for 1d8+6 rounds and also suffers 1d4+1 points of Constitution damage if it fails its saving throw.

Material Component: The hand of a ghoul.

SEARING LIGHT, LESSER

Evocation

Level: Clr 1, Sun 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d4 points of damage per two caster levels (maximum 5d4). An undead creature takes 1d3 points of damage per caster level (maximum 10d3), and an undead creature particularly vulnerable to bright light takes 1d4 points of damage per caster level (maximum 10d4). A construct or inanimate object takes only 1d3 points of damage per two caster levels (maximum 5d6).

SHOWER OF FLAMES

Evocation [Fire]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Creatures in a 20-ft-radius burst

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

Shower of flames causes a sudden downpour of flaming spheres – each the size of a clenched fist – to rain down over the affected area for the spell's duration. All creatures within the affected area suffer 1d8 points of fire damage +1 per caster level (maximum 1d8+15).

Material Components: A pinch of sulfur and a small sphere carved of wood (5 gp value).

SLIME BURST

Evocation

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. radius

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

You cause an existing slime hazard – with a CR equal to or less than your caster level – to release arrows of slime outward in all directions, centered on the slime. Creatures within 10 feet must make a successful Reflex saving throw or else suffer the effects of the targeted slime.

Focus: An existing natural, hazardous slime.

SUNBEAM, LESSER

Evocation [Light]

Level: Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Area: Line from your hand

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates and Reflex half; see text

Spell Resistance: Yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per four caster levels (maximum five beams at 20th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is dazzled and takes 2d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful



Reflex save negates the dazzled and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per two caster levels (maximum 5d6), or half damage if a Reflex save is successful. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

TALON OF THE EAGLE

Evocation [Force]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic natural weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This is a Ny-sha-waygh druid version of the *spiritual weapon* spell. Instead of creating a weapon of force it creates a force replica of a particular animal's natural weapon (i.e. a talon-shaped force in this case).

Each of the eight clans uses a slightly different version of this spell:

Clan	Spell Name	Force Created
Bear	<i>claw of the bear</i>	bear claw
Beaver	<i>tail of the beaver</i>	beaver tail
Deer	<i>hoof of the deer</i>	deer hoof
Eagle	<i>talon of the eagle</i>	eagle talon
Porcupine	<i>quills of the porcupine</i>	a mass of porcupine quills
Snake	<i>fangs of the snake</i>	snake mouth
Turtle	<i>snap of the turtle</i>	snapping turtle mouth
Wolf	<i>fangs of the wolf</i>	wolf maw

No matter what the shape, each natural weapon of force deals 1d8 force damage per hit, +1 point per three caster levels (maximum +5 at 15th level) and has a threat range of 20 and a critical multiplier of x2.

VOLCANIC WAVE

Evocation [Fire]

Level: Sor/Wiz 4

Components: XP, V, S

Casting Time: 1 action

Range: 40 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half, see text

Spell Resistance: Yes

Casting the *volcanic wave* spell unleashes a torrent of flaming lava that instantly engulfs the affected area. Any characters or creatures caught within the cone suffer 2d4 points of fire damage per caster level (maximum 24d4). Additionally, all affected characters and creatures suffer an additional 1 point of damage for a number of rounds after being hit by the spell equal to one-half the caster's level (round down).

A successful Reflex save reduces the initial damage to half though the secondary damage remains at 1d6/round.

XP Cost: 100 XP per caster level.

WALL OF WILL

Evocation [Force]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10 ft. square/level or a sphere or hemisphere with a radius of 1 ft./level

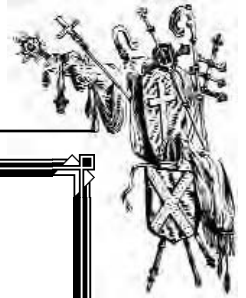
Duration: Permanent

Saving Throw: Will passes through; see text

Spell Resistance: No

A *wall of will* is a visible sheet of bluish-white energy, which the caster can form into a flat, vertical plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1-foot per level. The wall inflicts 6d6 points of force damage against anyone attempting to pass through it. Further, the character attempting to pass through must make a DC 18 Will save. Failure means that the character is repelled by the barrier, but can attempt to cross it again as many times as he likes – on subsequent attempts a character will suffer an additional 6d6 points of damage and have to make additional saving throws.

A *wall of will* cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. Spells and breath weapons cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier.



Keep 'Em Guessing

I like to mix things up as far as spell appearance for NPCs go, especially since the same basic spells (i.e. *fireball*, *web*, *magic missile*, *shield*, etc.) are used time and time again. I mean, if you go with the standard rules, once you've seen one *fireball*, you've seen them all.

I do not alter the spell's description (less work for me), only its appearance.

For example, the common *fireball* might appear in the following ways:

- A burst of variant colors, such as blue, purple, orange, yellow, etc. I try to stay with colors normally associated with fire, but nothing says that it can't be an explosion of black flame.
- Instead of a "glowing, pea-sized bead" I might have it take the shape of a small burning skull, a line of green-blue flames, a crackling shaft of pure black, or a twisting blob of purple goo.

Magic missile is another spell begging for unique appearance. After all, the description in the spell write-up is simply a mass of force-based magical energy. Here are some different looks I've used:

- Nothing visible at all; since it is force energy, the missiles are invisible (except for perhaps a slight shimmer in the air) as they hit their target.
- Glowing spheres of yellow light.
- Tendrils of smoke that trail from the caster's fingers
- Jet-black daggers.

Changing appearance works especially well with evocations, but any type of spell that has some sort of visual imagery associated with it can have its appearance altered. For example, the very ordinary *web* can take on a more sinister appearance by having the strands give off a green bioluminescence, by having them appear as sinew, or by making them out of dripping blue goo.

Even spells such as *telekinesis* can be made more interesting if there are visible ripples of force emanating from the spellcaster's hand. And who says that one caster's *rope trick* looks like another's?

The wall blocks ethereal creatures as well as material creatures. Gaze attacks cannot pierce a wall of will – the wall is opaque.

Material Component: A small piece of agate.

WALL OF WILL, LESSER

Evocation [Force]

Level: Sor/Wiz 4

Duration: 1 minute/2 levels

This spell functions like *wall of will* except that its duration is not permanent (see above) and all damage caused by the wall is reduced to 4d6.

WATER RAY

Conjuration (Creation) [Water]

Level: Clr 1, Drd 1, Water 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft.+5ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A tight beam of water springs from your hand. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray takes 1d8 points of damage +1 point per two caster levels (maximum +10).



WATER SPRAY

Conjuration (Creation) [Water]

Level: Clr 0, Drd 0, Water 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft.+5ft./2 levels)

Effect: Spray of water

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

A spray of water shoots from your hand. It is of sufficient quantity to soak a creature of Medium size or smaller. On a successful ranged touch attack you can extinguish a torch or other unprotected light source of similar size or smaller; you can extinguish protected light sources (i.e. lanterns) 50% of the time.

If you succeed at a ranged touch attack against a creature you strike the creature's eyes and the creature is dazzled for 1 minute unless it succeeds at a Reflex save. Sightless creatures as well as creatures already dazzled are not affected by water spray.

WATER TELL

Divination

Level: Drd 5, Water 5

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 min./level

You gain the ability to communicate with a body of water (a lake, river, stream, etc.). The body of water relates to you who or what has touched it as well as what lies within it. The water relates complete descriptions if asked.

A body of water's perspective is limited to things that come in direct contact with it, so it wouldn't be able to tell you about the buildings of a fishing village but it could tell you about the boats and the fishermen that ply

its waters and where they lie at anchor or enter it, thus enabling you to infer the location and size of the fishing village.

At the DM's option, the knowledge that can be gained from a large body of water such as a sea or ocean is limited to things from within a radius of 1 mile per caster level.



WATER WHIP

Conjuration (Creation) [Water]

Level: Clr 2, Drd 2, Water 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

A whip made entirely of water appears in your hand. You use it as you would an ordinary whip; it is a melee reach weapon, you provoke attacks of opportunity when you use it, and you can use the *water whip* to make trip attacks and disarm attempts.

You are automatically considered to be proficient with the *water whip*; this proficiency does not extend to actual whips. You use either your Strength or Dexterity modifier, whichever is higher, for attack rolls with the *water whip*.

Unlike an ordinary whip the *water whip* strikes for 1d8 points of slashing damage per hit, +1 point per three caster levels (maximum +5 at 15th level). You do not add your Strength modifier or any other modifier to the *whip's* damage. This damage can be either lethal or non-lethal (your choice at the time of casting, can be changed once per round as a free action) and is not affected by a creature's armor or natural armor.

The *water whip* remains until the spell's duration expires, you dismiss it, or you are disarmed or let go of the whip to avoid a trip.



Spell Components

It has been many, many months since I've designed some of these. For a lot more supplementary spell components see *101 Arcane Spell Components* and *101 Divine Spell Components*.

BARBARIAN'S SOUL

Description: In the few seconds following the death of a barbarian the warrior's soul lingers over the battlefield, attempting to assist his allies in the battle. During this time an accomplished spellcaster may tap into the barbarian's soul, using the death of the warrior to amplify the effect of a [force] spell.

Effect: Using this supplementary spell component – requiring a successful Spellcraft check at DC 15 + level of the slain barbarian – with any [force] spell that causes damage increases the spell's damage value by a number of points equal to the level of the recently-slain barbarian. The effect of this spell component may not be combined with any other components or damage modifiers.

If the slain barbarian was your foe the Spellcraft DC is increased by 10.

Negative Side Effect: If the Spellcraft effect fails the spell has no effect and the caster suffers a number of points of damage equal to the slain barbarian's level + his Constitution modifier. Additionally, the spellcaster must make a successful Concentration check (DC 20 + level of the spell cast) or be stunned for 2d6 rounds.

Casting Time Modifier: +2 rounds.

Component Type: S.

Knowledge (Arcana) DC: 32.

Weight: None.

Value: None.

CANDLE FROM A JACK O' LANTERN

Description: The burned down candle from a jack o'lantern makes a powerful supplementary spell component that enhances both [Fear] and [Fire] spells. The candle must have burned for at least three hours for it to be useful as described below.

Effect: On a successful Spellcraft check (DC 5 + spell level) the spell's range is doubled. This component may be used in conjunction with any other supplementary spell component.

Negative Side Effect: On a failed Spellcraft check the caster is stunned for a number of rounds equal to the level of the spell the component was intended to augment.

Casting Time Modifier: None.

Component Type: M.

Knowledge (Arcana) DC: 14.

Weight: <1 lb.

Value: 5 cp.

CRYSTAL GLOBE FROM A DESTROYED AUTOMENTAL

Description: This cloudy, cracked crystal globe was once mounted within the body of an automental. Automentals, nine foot tall constructs powered by raw elemental energy, are constructed by wizards as instruments of war. When an automental is destroyed the crystal can be removed from its body and used as a supplementary spell component. It is important to note that the crystal cannot be harmed when it is housed within an automental – this particular crystal must have been damaged after it was removed from the automental's torso.

Effect: When used with any [Electricity], [Fire], or [Cold] spell the caster must make a successful Spellcraft check (DC 10 + spell level) in order to unlock the power of the crystal. If the check is successful all numerical variables of the spell are tripled and the caster does not lose the appropriate spell slot for casting the spell. This component may not be used in conjunction with any other supplementary spell component.

Casting Time Modifier: +1 round.

Component Type: M.

Knowledge (Arcana) DC: 20.

Weight: 25 lbs.

Value: 2,000 gp.



DRAINING A MAGICAL RING [GENERAL]

Description: Any magical ring may, if the caster so desires, be used to augment a casting of the spell upon which the ring is based.

Effect: A spellcaster that so chooses may, when casting a spell that mirrors the spell used to create a ring currently worn by the spellcaster, augment the cast spell's effect. By making a successful DC 25 Spellcraft check immediately after casting the spell the caster drains the ring of all magical power. This drain amplifies the cast spell, doubling all numerical effects of the spell which is cast as if the spellcaster were 10 levels higher than his actual level.

Negative Side Effect: If the Spellcraft check fails the arcane energy of the ring detonates, inflicting 3d6 points of damage to the caster and 1d4 points of damage to any characters or creatures in adjacent squares. The cast spell is lost without effect and the ring is forever destroyed. Additionally, all that are affected by the detonation must make a DC 15 + the cast spell's level Will save or be stunned for 1d3 rounds.

Casting Time Modifier: +1 round.

Component Type: M.

Knowledge (Arcana) DC: 25.

Weight: Per ring.

Value: Per ring.

PATCH OF BROWN MOLD [COLD]

Description: A patch of brown mold in a square adjacent to an arcane spellcaster can be drained to amplify the damage dealt by any [Cold] spell. Unfortunately for the caster, this supplementary spell component may only be drawn upon for power when the spellcaster is close enough to the hazard to suffer nonlethal cold damage (as detailed in the brown mold description in the DMG).

Effect: By making a successful DC 20 Spellcraft check immediately after casting any damage-dealing [Cold] spell augments the spell's damage by 2d6 points of damage.

Casting Time Modifier: None.

Component Type: M.

Knowledge (Arcana) DC: 18.

Weight: —.

Value: —.

SCREAM OF AN INNOCENT VICTIM [FEAR]

Description: The seconds following the scream of an innocent victim are charged with magical energy that may be tapped into in order to enhance fear-based spells. Only the scream of an innocent victim has an effect on spells and, as we all know, locating one who is innocent is most difficult.

DM's Note: While it is difficult to determine whether or not a victim is truly innocent or not, assume for the purposes of this supplementary spell component that all young children of a good alignment are innocent.

Effect: On a successful Spellcraft check (DC 10 + spell level) the numerical values of a [fear] spell cast within two rounds of the scream of an innocent victim are doubled. (If any values are random, determine the value as per the normal rules for the spell and then double the result.)

Negative Side Effect: The spell functions as described above but the caster suffers 1 point of damage per level of the spell and is shaken for 1d4+2 rounds.

Casting Time Modifier: None.

Component Type: V.

Knowledge (Arcana) DC: 23.

Weight: None.

Value: None.



Hazards

The following hazards can be used to surprise the PCs by throwing a new, unusual encounter at them when they least suspect it.

AIR, NECROMANTIC (CR 6)

The air surrounding a powerful divine or arcane necromancer sometimes fills with dark, almost tangible negative energy when 30-40 HD of undead are created from a single use of the *animate dead* spell. An evil spellcaster (15th-level or higher) may – by willingly suffering one point of Constitution damage when casting *animate dead* – attempt to fill the air with this necromantic power by making a DC 30 Spellcraft check. If the check fails the Constitution damage is permanent but if the check succeeds the necromancer successfully transforms the air within a number of feet of his position equal to 2x his caster level into necromantic air. The air remains affected by this unholy talent for a number of days equal to the caster's Intelligence modifier.

Good-aligned characters and creatures that enter an area of necromantic air automatically suffer 2d6 points of unholy damage every round that they remain in the affected area – no save allowed. Undead that enter the affected area gain a +2 profane bonus to all attack and damage rolls for a number of rounds equal to the necromancer's caster level.

As a free action a good-aligned cleric – or a paladin – may willingly enter the affected area expend a turn undead attempt for the day. A cleric or paladin that does so must make a successful (DC 15 + the necromancer's caster level) Will save in order to completely destroy the area of necromantic air. If this save fails the character suffers 1d4 points of Wisdom drain and is forever scarred by a black skull on the back of his hand. If the save succeeds not only is the area destroyed but the necromancer that brought it into existence suffers 2d6 points of damage and is stunned for 2d6 rounds.

AIR, STILL (CR —)

Still air is an unusual natural phenomenon in which a planar tear releases air from the Elemental Plane of Air into a small area of a Material Plane world. Within the affected area – which may be any size from a single 5-foot square to an area covering hundreds of miles – the air is perfectly still. Animals in the affected area, spooked by the unnatural state of the air, must make a DC 20 Will save every minute or become frightened, refusing to

return to the area until the phenomena ends.

A pocket of still air typically lasts for 3d6 hours though ancient reports seem to indicate that the phenomenon sometimes lasts for years at a time. One bardic tale – DC 25 Bardic Knowledge check required – tells of a small farming community that was completely abandoned when a pocket of still air persisted for over a decade. According to the tale the community still stands, run down and abandoned, somewhere in the southern plains.

There is no known power strong enough to dispel a pocket of still air.

ARCANE BLEED MOLD (CR 2)

This dark green mold, created when yellow or amber mold grows over a magic item and is left undisturbed for a century, radiates faint light in even the darkest of conditions. Arcanebleed mold completely drains the magic item it has overgrown and, if disturbed, a 5-foot square of this mold explodes in a blast of arcane energy. All within 10 feet of the mold suffer 2d6 points of damage. Those that succeed a DC 18 Reflex save suffer only half damage.

Dispel magic destroys arcanebleed mold. The item drained by the mold is permanently destroyed and left a crumbling, devastated wreck that is completely worthless.

BAPHOMET'S SALIVA (CR 16)

Baphomet, lord and master of minotaurs, in fact has no direct connection to this black-colored slime. Those that first encountered the black, sticky substance named the slime for the demon lord after they lost most of their hired men-at-arms to the unholy substance. Curses filled the air that day as what was at first thought to be a dangerous – but avoidable – hazard turned out to be far fouler than any of those in the company could have possibly imagined. At first glance Baphomet's Saliva appears to be an oil of some sort, clinging to surfaces in the affected area. A successful DC 35 Knowledge (nature) check is required to correctly identify the hazard.

Baphomet's Saliva, dull black, wet, and sticky, behaves much like green slime. It clings to walls, floors,



and ceilings in patches, and reproduces as it consumes organic matter. Like green slime, Baphomet's Saliva drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of Baphomet's Saliva deals 3d8 points of Constitution damage per round as it devours flesh. Unlike most slime varieties, Baphomet's Saliva cannot be scraped off but must be frozen or cut away from the victim – the slime is immune to flame. 25 points of slashing or cold damage must be inflicted on the slime – the victim suffers the same damage – which does not destroy the hazard but merely frees the victim, the slime retreating out of the victim's square. For every 4 points of Constitution damage inflicted by the hazard the patch of Baphomet's Saliva instantly grows another 5-foot square in size.

A patch of Bahomet's Saliva can only be destroyed by casting *mass cure serious wounds*, *holy word*, *mass cure critical wounds*, or *mass heal* on the hazard. Even that only destroys a single 5-foot square of the hazard. While cold damage will repel the hazard, forcing it back

5-feet, it does not destroy Baphomet's Saliva. As well as being immune to fire the slime is also, unlike most slimes, immune to the effects of direct sunlight.

Against wood or metal, the slime deals 4d6 points of damage per round, ignoring hardness. Baphomet's Saliva does not harm stone.

DANGEROUSLY HOT FLOORS (CR 3)

In the deepest levels of dungeons and caverns there sometime exist vast pools of boiling, superheated lava. These lava pools, while dangerous in their own right, also heat the levels directly above, sometimes pushing stone floors to a point at which they are red hot and dangerous to touch.

This terrain hazard affects any characters or creatures that walk over the glowing hot floors. Characters or creatures passing through squares affected by extreme heat below them must make a DC 15 Fortitude save for each square of movement – on a failed check the extreme heat of the hot stone floor inflicts 1d4 points of nonlethal damage. A character that is knocked prone on a dangerously hot floor suffers 2d4 points of nonlethal damage. Any character or creature that is reduced to 0 hit points by this hazard begins suffering 1d4 points of lethal damage each round that they remain in an affected square.

At the DM's option, characters and creatures encased in metal armor, or that are made of metal, suffer +2 points of damage for each round whether or not they succeed on their Fortitude save.

DRAGONBLOOM (CR 2)

Dragonbloom appears as a small patch of flowers with dark red petals, crimson-colored stems, and small orange leaves growing near the plant's base. Dragonbloom is typically only found in a dragon's lair – the plant sprouts from decaying piles of dragon waste. Dragonbloom is a beautiful, sweet-smelling flower. A typical patch of dragonbloom covers a single 5-foot square.

If a patch of dragonbloom is disturbed, the plant releases a heavy cloud of poisonous spores in the form of a dark red cloud. Creatures within 10 feet of the dragonbloom must make a successful Fortitude save (DC 15) or sustain 1d4 points of Constitution damage as the inhaled spores eat away at the victim's lungs. The cloud lingers in the area for 2d4 rounds, and each round a creature remains in the area (or if a creature leaves and re-enters the area), it must make another Fortitude save or sustain damage as above. A patch of dragonbloom is easily destroyed with fire and the cloud can be easily dispersed by a *gust of wind* or similar spell.

BAPHOMET'S SALIVA AND UNDEAD

Though no adventuring party has yet survived to tell the true secret of Baphomet's Saliva, it is definitely a secret that all DMs must know. As terrible as the hazard is when encountered on its own, its true danger is revealed when the hazard comes into contact with undead creatures.

Whenever a patch of Baphomet's Saliva comes into contact with an undead creature the slime releases a small portion of itself. This small amount of the hazard bonds with the undead creature, granting the undead creature damage reduction 10/Holy and +20 hit points. This has no adverse effect on the slime, though a single 5-foot patch of the hazard ceases to exist after to augments 1d4 undead creatures.

A truly cruel DM can use this ability of Baphomet's Saliva to turn an otherwise dangerous, though survivable, encounter into a bloodbath. Watch and laugh as even the most powerful of adventurers shriek in terror as dozens of low-level undead wander through a patch of Baphomet's Saliva.



Dragons are immune to the poisonous spores released by a patch of dragonbloom.

DRY HAZE (CR 2)

This thick, heavy cloud of sand drifts slowly across the lands of the desert during the early mornings, a typical cloud rarely extending more than six feet above the ground. Characters caught within a patch of dry haze – a typical patch appears as a 20-ft. square – run the risk of suffocation: the character is considered to be without air and the character's Constitution score – for purposes of suffocation – is reduced to 1/4 when within a patch of dry haze.

A patch of dry haze can be dissipated harmlessly with *gust of wind* or a similar spell.

GOLD BEETLES (CR 1)

Gold beetles are small, gold-colored insects that – when seen in a group from a distance greater than 10-feet – resemble a small pile of gold coins. When first encountered a DC 15 Spot check is required to notice that the “gold coins” are crawling over each other. A successful DC 15 Knowledge (nature) check once the insects are spotted is required to correctly identify the insects.

Anyone moving into a square filled with – or a square adjacent to – a typical nest of gold beetles must make a DC 15 Reflex save to avoid the creatures as they suddenly swarm, attempting to completely cover the victim's body. The beetles inflict 1d4 points of damage each round as they bite at the victim's flesh. Any amount of fire damage inflicted on the beetles (which also harms the victim) destroys them.

Nests of up to 20-feet in size have been encountered. Gold beetles live in only the deepest caverns beneath the earth; sunlight blinds the insects and over one minutes of exposure to natural sunlight destroys the nasty bugs.

HARMONIC CRYSTAL (CR 1 OR GREATER)

These beautiful but fragile crystals are often found near underground sources of magic; they are especially prevalent near the drow lands.

Harmonic crystals are very sensitive to noise and any loud noises (yelling, battle, even elevated talking or running) produce enough sonic energy to cause the crystals to shatter. The GM can roll a Listen check for the crystals with a +10 modifier to the Listen DC (effectively, harmonic crystals act as if they have the Listen skill at -10); if the Listen check succeeds, the crystals shatter.

Example: The DC to hear an individual whispering is 15 so whispering will not set off the harmonic crystals since the total DC including the +10 modifier is 25. People talking, however, has a DC of 0 which, with the +10 modifier, equates to a DC of 10; there is a 50% chance that talking near a patch of harmonic crystals will cause them to shatter.

A 5-foot patch of harmonic crystals that shatters deals 1d6 points of piercing damage as needle-like shards puncture everything within a 10-foot radius. Larger patches act as though they were made up of numerous 5-foot patches.

Example: A 10-foot by 10-foot patch would act as 4 5-foot patches, each one spraying shards in a 10-foot radius for 1d6 points of piercing damage; creatures can be caught in multiple radii.

PATIENT POOL (CR 2)

This semi-transparent slime prefers to wait patiently in depressions in the ground, spreading itself out to resemble a small pool of water. A DC 20 Spot check is necessary to recognize that the pool is a little thicker than water while a DC 25 Knowledge (dungeoneering) check – made only after a successful Spot check – identifies the pool for what it truly is. Anyone touching a patient pool suffers 1d4 points of Constitution damage each round as the slime devours flesh. Unlike most slimes, a patient pool does not adhere to its victim; most patient pools survive on the remains of creatures that fall near it.

An average patient pool is a 5-foot square. Any cold or fire based spells cast upon a patient pool instantly destroys the slime. Any other sort of attack, including mundane fire, has no effect on a patient pool.

Patient pools are a rare form of slime encountered only in the deepest and most humid of caverns and dungeons. Patient pools can swim and will sometimes float on top of a deeper pool of ordinary water. Detecting a patient pool hiding on top of an ordinary pool of water requires a Spot check (DC 20 + 2 per 1 ft' of water beneath the slime).

PSIONIC FOG (CR 5)

This dark gray fog, thick and foul-smelling, can be found in any area in which a powerful psionic character or creature (CR or character level 10 or greater) has been slain. There is a 10% chance plus the CR or character level of the slain psionics user that psionic fog will form. The fog fills a circular area a number of feet in diameter equal to the CR or character level of the slain psionics user.



Anyone entering a psionic fog cloud must make a successful DC 25 Will save or suffer 1d6 points of Intelligence damage. A cloud of psionics fog, while unintelligent, does drift toward intelligent characters or creature – the fog has a move of 20. A psionic fog cloud can be dissipated harmlessly with a *gust of wind* or similar spell.

SLEEP MOSS (CR 2)

This soft, moist, slightly luminescent blue lichen (gives off light equivalent to a candle) is often cultivated by druids and underground races who use it to both decorate and guard their areas.

Any living creature that comes within 5 feet of a sizable patch of sleep moss must succeed at a Will save (DC 14) or fall asleep for 1d6 hours.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

With time individuals can build up an immunity to sleep moss (effectively gaining a cumulative +1 bonus to their Will save for every month they spend near such moss). As a result, the individuals that plant such moss tend to be immune to its effects, allowing them to safely tend to the lichen.

There are rumors of certain groups of rogues and assassins that use sleep moss in capturing live victims; a handful of sleep moss thrust over a creature's mouth or nose has the same effect as a patch of moss.

SLUDGE CHAMBER (CR —)

In some dungeons and subterranean caverns the common, non-hazardous dungeon slime grows so thick that movement through the area becomes difficult, the thick, disgusting slime pulling at a character or creature's feet with each step made through the substance.

When moving through a sludge chamber, the area is treated as difficult terrain – each square counts as two squares for movement purposes – and characters or creatures must make a successful DC 15 Reflex save for each square moved through or else become stuck until the beginning of the next round.

In some areas a sludge chamber is not only a hindrance to movement but is also a toxic, foul smelling hazard. In such instances all characters and creatures that enter a sludge chamber must make a DC 15 Fortitude



save each round or else become sickened for 1d4 rounds.

A sludge chamber cannot be destroyed.

SNOWFALL SLIME (CR 2)

This white-colored slime rests beneath a light dusting of snow, waiting patiently for a living creature of character to walk over it. Once a victim nears the center of a patch of snowfall slime – a typical patch is a 10-foot square – the slime strikes, going from a dormant state to its live, heat-absorbing state in fractions of a second.

Anyone caught on an activated patch of snowfall slime suffers 2d4 points of cold damage per round as it drains the heat from the subject. Creatures with the cold subtype are immune to the effects of snowfall slime. Escaping from a patch of snowfall slime is difficult as an active slime patch becomes quite slippery – a DC 15 *Balance* check is required to exit a square of snowfall slime and it costs 2 squares of movement to enter a snowfall slime-covered square. A failed check leaves the slime's victim prone.



Natural Phenomena

EARTHLIGHTS

Event: As they are climbing a steep, rocky mountain, a blue glow appears in front of them. The light moves about slowly until it surrounds the characters – no matter what protective measures they take the light will reach and envelope the characters. Within five or six minutes the glow fades away, leaving no mark or sign of its existence.

DC 25 Knowledge (nature) Check: An earthlight is a bright, blue light that streams forth from the ground and envelopes characters and creatures, making them appear to glow. Earthlights have no true effect on those so enveloped.

Casting detect magic reveals nothing – the lights have no magical source. Earthlights are, in fact, a natural phenomena that comes to life during a minor seismic event. It is impossible to predict when an earthlight will come into existence or, for that matter, how long they will last.

SKYQUAKE

Event: While traveling overland during a beautiful day, in any flatlands, a sudden crack of thunder startles the player characters. The sky is bright blue and free of clouds and as far as the eye can see there's nothing but flat, featureless land. The intense crack repeats six to eight more times over the next few moments and as the final crack's echo fades away to nothing the party is left to determine the cause of the sound.

DC 25 Knowledge (nature) Check: A skyquake is a rumbling sound created by the shifting of tectonic plates deep beneath the ground. The sound actually happens deep beneath the surface but tricks the ears into believing that it is emanating from somewhere high in the sky. Pinpointing the exact source of the sound is impossible and every person that hears a skyquake will swear the sound came from a different direction than the others that hear the same skyquake.

A skyquake has no impact on the game. It's simply an unusual phenomena a DM may introduce to add some flavor to his game. If the player characters take it as a dire prediction and spend hours of game time trying to track the source of the fun that can also be fun.

Spotting a patch of snowfall slime requires a DC 25 *Survival* check.

A single 5-foot patch of snowfall slime has 10 hp and can be harmed only by fire damage. The slime continues to function as described above until it is reduced to 0 hit points.

SWOLLEN CORPSE (CR 2)

This unusual cactus grows in the deepest deserts. A swollen corpse looks very much like the body of a humanoid, even appearing to be dressed in brown, tattered clothing. A Spot check (DC 15 + 3 for each 5 ft. between the character and the swollen corpse) is required to notice that the "body" isn't what it appears.

When a character or creature passes within 20 feet of a swollen corpse the cactus releases a cloud of poisonous spores that blanket everything within 25 feet of the cactus. Creatures within the affected area must make a successful DC 16 Fortitude save or suffer 2d6 points of

damage and 1d4 points of Constitution damage. A character or creature that is killed by this cloud of spores has a 25% chance of being used as the spores as a host for growing a new swollen corpse. It takes 1d6+5 days for a new swollen corpse to grow to maturity.

Once a swollen corpse releases its spores it will return to its deceptive form within 24 hours.

Any type of fire damage inflicted on a swollen corpse instantly destroys the hazard.

TREANT BLOOD (CR 7)

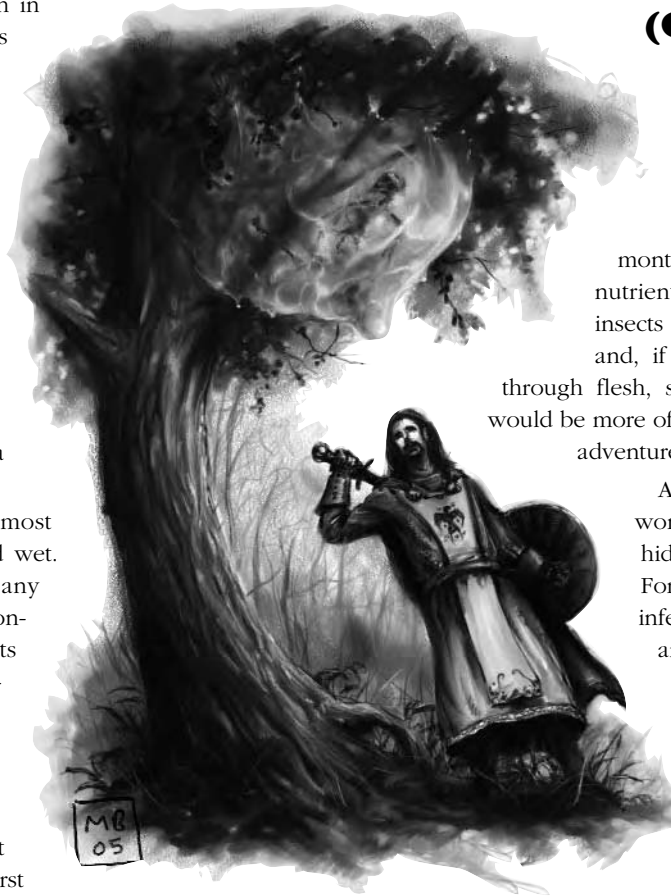
This thick, red-colored slime sometimes forms from the sap of a treant after the creature has been slain and its body left to rot. As sap leaks from the treant's corpse and pools beneath it, small insects and natural hazards flock to the growing puddle in search of food, many of them becoming stuck in the sticky, thick pool of sap. If one of the hazards that is attracted to the pool of sap happens to be a hazardous slime the two elements blend



together until the entire patch grows dark and begins to harden in the sun. Several weeks later the hard outer shell cracks and a patch of treant blood slithers out in search of prey. Treant blood patches prefer to move up a tree and await movement, the hazard slowly feeding on the tree as it waits. If a treant blood remains in a tree too long it will suck all of the life from the plant, leaving behind a gray, dead tree.

Treant blood, like most other slimes, is sticky and wet. The hazard consumes any flesh that it comes into contact with, dropping from its tree when it detects movement underneath it.

A single 5-foot square of treant blood deals 2d4 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (as long as the scraping device is not made of flesh, bone, or wood it will survive the process, otherwise the scraping device will be destroyed), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage or a *remove disease* spell destroys a treant blood patch. The slime has no effect on objects made of metal or stone.



WORM, TREASURE (CR 1)

These 1-inch long white-colored worms, found in groups of 4d12+20, make their homes within piles of coins that have remained undisturbed for several months. The worms live off of nutrients in the soil and small insects that stumble into their nest and, if not for their ability to eat through flesh, stone, and precious metals, would be more of a nuisance than a danger to adventurers.

A typical patch of treasure worms is a 5-foot square nest hidden within a pile of coins. For each month that the worms infest a coin pile 5d20x10 coins are destroyed. If the worms completely eradicate a pile of coins the entire group migrates to the next nearest coin pile.

The worms, for their small size, are frighteningly defensive of their nest: any character or creature that disturbs a pile of coins infested with treasure worms must make a DC 15 Reflex save or else be attacked by dozens on worms. The worms crawl over their target's body, inflicting 1 point of Constitution damage each round until they either slay their victim or they themselves are destroyed. Cold and fire damage kills treasure worms, though someone covered with the worms also suffers damage if a cold or fire attack is used to clean the worms from his body. There are too many worms to pick from a victim's body and water has no effect on the worms.



Planar Material

Following are new planar gates and a new demiplane. For more see Ronin Arts' *A DM's Directory of Demiplanes*.

Planar Gates

ALAREEACH'S BREATH

Knowledge (the planes) DC: 20

Between two threatening cliff faces on a specific material plane world the winds whisper their secret knowledge. Rocky outcroppings allow travelers to descend into this terrifying crevice from the mountain peaks high above the uneven terrain. Those climbing down the easternmost cliff face during the twilight hour pass from this world to a sprawling planar metropolis known as Aeternity. Only by climbing down this particular cliff face at this time of day does the gate function – climbing up or attempting to use this gate at any other time has no effect.

This gate came to be known as Alareeach's Breath centuries ago and the knowledge of its naming is known to few. Those succeeding a DC 30 Bardic Knowledge check know that Alareeach was a human fighter lost in this crevice when he descended the cliff face in search of his companions. Those standing above the fighter, securing the rope with which he was descending the cliff, watched in awe as the winds whipped through the crevice and consumed Alareeach. It is said that the fighter blew away much like the desert sands during a powerful wind. Planar travelers that know of this gate have frequently described the experience of passing through the gate as feeling as if they were being blown away by a powerful, storm-force wind.

THE CHAMBER OF STOLEN SOULS

Knowledge (the planes) DC: 20

Deep beneath the earth, hidden in the center of a great labyrinth, protected by extraplanar beings charged with allowing only those with the correct password to access it, is the Chamber of Stolen Souls. This 20 ft. square room, adorned with elaborate carpets and tapestries and sealed by a heavy, metal door, is a one-way portal to the negative energy plane. Any who enter the room, close the door, and go to sleep will awaken on the negative energy plane.

The password, known to all of those who succeed their Knowledge (the planes) check, is "sleepless domain" in an ancient demonic dialect that is no longer spoken. The exact number and power the chamber's guards fluctuates (the DM should scale these guards so that any battle with them is a very difficult encounter for the PCs) with time but those that are there will fight to the death to keep outsiders from entering the room.

The door swings open instantly when the password is spoken. If the password is unknown, and the guards defeated or distracted in some manner, the door's break DC is 35. There are no visible locks to pick.

THE CRUEL WINE

Knowledge (the planes) DC: 15

In The Whispered Journey, an inn found on the outskirts of one of the largest cities on a typical world, a drink may be purchased that has the power to transport one to Godpit, a demiplane where forgotten deities go to die. Though it cannot be acquired without asking specifically for it, a bottle of "Cruel Wine" costs 25 gold and is quite tasty, definitely worth the coin. If the drinker has a companion, and the two stare into each others' eyes as they each take a drink of the wine, they will be instantly transported to Godpit. This feature of the wine is only functional if the wine is consumed within the inn.

The owner of The Whispered Journey, Knute Messina [**male human, Exp 3, 11 hp**], knows of the wine's special ability and is restocked once a month by an unknown traveler from another plane of existence. Messina attempted to learn the motives of the wine seller and spent numerous years agonizing over the source and purpose of the wine but he's since made peace with the question and, for the most part, ignores it. Messina never offers the wine to travelers but is always quick to deliver a bottle when it is asked for by name. Messina keeps his supply, a dozen bottles, locked within a chest (DC 30 lock) in the back room. He is careful to send any who order the wine into a private room so that they may take advantage of the drink's special feature without upsetting his more mundane and less traveled customers.



THE FADING SOUND OF THE LAST BELL

Knowledge (the planes) DC: 19

There exists, many of you may know, a tiny hamlet deep in the forest of the south. That village, many of you may not know, possesses a planar secret that only the most experienced of travelers speak of. You see, near the center of this unassuming community is a place of worship in which members of the hamlet are free to pray to any god of a good alignment. The small temple, without name or master, is owned by the community itself – as it has been for almost a century. You see, that was when the wise priest Evian of the Holy Goddess left the temple to the people of the community – the last good act of an extremely good man.

Once each week the six iron bells in the temple are rung, their sounds beautiful and rich. The bells echo across the landscape and can be heard for miles around the hamlet. As the last echo of the last bell fades into non-existence those prepared for a miracle may will themselves to a distant demiplane, a good-aligned demiplane in which the spirit of Evian of the Holy Goddess is forever bound. Those that visit the spirit are rewarded (see below) if they befriend the spirit and he deems them worthy of his blessing. Only those of the purest heart ever leave the demiplane with the spirit's blessing. Evian's spirit cannot be harmed and is, in fact, one with the demiplane. Any of evil alignment cannot enter the demiplane – some unimaginable force limits access to only those of a good alignment. The demiplane is timeless and magic dead.

The demiplane is known to travelers as *God's Reward*.

The Reward

A traveler that is blessed by the spirit of Evian of the Holy Goddess gains a permanent +2 bonus to Wisdom. This blessing may be gained only once by a particular character or creature and is lost if the beneficiary ever acts in a manner which goes against the beliefs of the good-aligned.

SAFEHOUSE OF THE AGENTS OF THE DARKENED SILK

Knowledge (the planes) DC: 20

The Agents of the Darkened Silk is a small organization tasked with the responsibility of protecting the current gateway to Shadownsilk, a planar city that exists on the very edge of the Plane of Shadows. The gateway to Shadownsilk is the shadow of a man – one man each generation – and it is that man that the agents protect (see

p. 00).

The organization has safehouses hidden throughout the world, scattered amongst cities and towns and a few even hidden in mountains along heavily-traveled routes. Inside each safehouse is a closet-sized room that acts as a gateway to Shadownsilk. To activate this portal an individual need only enter the closet, close his eyes, and turn around six times. When his eyes are reopened the planar traveler will find himself in a similar safehouse that the organization keeps in Shadownsilk. From that safehouse a traveler may return to the world of the Agents – each closet on the material plane world has a corresponding closet in the Shadownsilk safehouse.

The safehouses are well protected at all times. Strangers attempting to gain access to any one of the safehouses will find themselves soon embroiled in a violent battle.

Demiplane

This demiplane follows the same format used in Ronin Arts' *A DM's Directory of Demiplanes*.

The Tower of Despair

This small demiplane, tainted with evil, is coterminous with the Negative Energy Plane on the lower end and coterminous to the Astral Plane on the upper end. The two major planes connect somewhere midway down the Tower of Despair and those inside the demiplane looking out see the area at which the two planes join as a shimmering line that crackles and sparks with magical energy. This demiplane is slowly collapsing and, from time to time, the transparent walls of the plane will buckle and shake, making everything within vibrate – all creatures inside the demiplane are stunned for 1d6 rounds each time this happens.

This demiplane is a storehouse for countless spellbooks that the inhabitants of the Tower of Despair – a trio of wizards that were abandoned here by their master (see Inhabitants, below) – collect copies of through use of the Nightmare Key (see Features, below). Rumors abound on Material Plane worlds of a forgotten tower in which all arcane knowledge may be found – it is possible that those rumors refer to this small demiplane.



TRAITS OF THE TOWER OF DESPAIR

The traits of the Tower of Despair are:

¥ *No Gravity and Normal Gravity:* Outside of the tower, in the void, there is no gravity. Individuals outside of the tower, including on the tower's roof, merely float in space, unless other resources are available to provide a direction for gravity's pull. Inside the tower the strength of gravity is normal and the direction is down.

- **Normal Time.**

¥ *Finite Size:* The demiplane is quite small, a cylinder only a few hundred feet across and stretching to 300 feet in height. The air outside of the tower is breathable and resembles a heavy fog on a fall morning. The tower floats in this empty space, the base shrouded in a thick fog – there is no solid ground beneath the tower.

¥ *Divinely Morphic:* Only deities have the ability to alter objects, creatures, and the landscape of this demiplane – ordinary characters have no power to affect the tower or the objects within. Deities may cause the Tower of Despair to change instantly and dramatically though only within the finite confines of the demiplane's size.

- **No Elemental or Energy Traits.**

¥ *Mildly Evil-Aligned:* When on this demiplane, creatures of any good alignment suffer a –2 circumstance penalty on all Charisma-based checks.

- **Normal Magic.**

LINKS TO AND FROM THE TOWER OF DESPAIR

Though this demiplane is coterminous to both the Negative Energy Plane and the Astral Plane, travelers may not normally pass between these planes through the transparent walls. When the walls of the demiplane buckle (as described above) an individual may push through the wall and enter either the Negative Energy Plane or the Astral Plane depending on where he is in this demiplane. Pushing through requires a successful DC 30 Fortitude check.

The original entrance to the Tower of Despair was a large telescope in the lair of a great lich. One would enter the Tower by aiming the telescope at a specific star and then staring through the telescope for exactly one minute. When the viewer pulled his eye from the telescope he would find himself standing on the roof of the Tower of Despair, an identical telescope next to him. Repeating the process, by staring at a specific silver ball visible through the demiplane's transparent

wall, returned the viewer to the lich's lair. When the lich abandoned his minions on this demiplane (see *Inhabitants*, below) he destroyed his own telescope and eliminated the only known portal between the Material Plane and the Tower of Despair.

INHABITANTS OF THE TOWER OF DESPAIR

The only inhabitants of the Tower of Despair are three wizards that were abandoned here by a lich. Why the three were banished here, and what their names are, has been long forgotten by the outside world. The three themselves no longer remember the reason for their banishment and these days refer to themselves solely as the "Collectors." None of them use a name and speak of themselves only as a group. The three have been cursed with immortality and are doomed to spend their lives on this solitary demiplane, forever using the Nightmare Key to create spellbooks.

FEATURES OF THE TOWER OF DESPAIR

This demiplane is in a state of perpetual twilight, bathed in a silver light from the Astral Plane that is muted by the proximity of the Negative Energy Plane. When within the tower, everything is lit from the soft glow of a thousand magical lamps. There is no day or night cycle on this demiplane.

A sense of dread washes over anyone within the plane; once every 30 minutes travelers must succeed a DC 25 Will save or suffer the effects of *fear* as if cast by a 20th level arcane spellcaster. Each successful save reduces the DC of the next check by 1 but only for as long as the traveler remains on this plane – leaving the Tower and returning resets the check to DC 25.

Nightmare Key

The Nightmare Key is a small, metal key that is attached to the Tower by an unbreakable, visible string of dreamstuff that was stolen from the Plane of Dreams. The Key works by tapping into the dreams of others and recording the information into a blank book, which the Key creates from nothing. The wizards in the Tower have been using the Nightmare Key to create copies of spellbooks that they file away and soon forget. Their collection is staggering and far beyond the comprehension of any one mortal.



Locations

These shops and locations can be introduced into almost any fantasy campaign. The described locations can, with work, become a central focus of your campaign or, if the players so desire, a usual watering hole or personal headquarters.

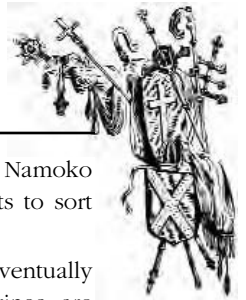
CORRIGAN'S, A STATIONER'S SHOP

This small, disheveled stationer's shop deals in blank books, pens, and inks as well as a number of pamphlets encouraging would-be authors and poets. The shop is roughly ten feet square and stacked from floor to ceiling with goods. The owner stands behind a single counter.

The only means of entrance and exit from the shop are the main door and a small trapdoor hidden behind the counter.

Owned and operated by Martin Godsafe [**male human, Exp3, 10 hp**], a startling tall man thin of build with long, wiry hair and a saddened look, Corrigan's is a place not so much known for its pens and papers as it is its more sinister goods.





You see, sir, Corrigan's is merely a front for Mr. Goodsafe's trade in flesh of the elves.

Once per week a wagon from out of town seeks out Mr. Goodsafe's establishment and purchases whatever elf flesh the grizzly shopkeep has managed to acquire since the wagon driver's last visit. Goodsafe never kills the elves himself but rather pays thugs and ruffians to search out those of the fair race. Goodsafe is careful to kill only those elves that appear friendless and without home – sometimes many weeks go by before Goodsafe has any stock on hand to sell to his nameless customer.

Mr. Goodsafe purchased the shop several years ago and has left the name unchanged.

Services and Prices

In order to keep up appearances Mr. Goodsafe sells his blank books and pamphlets and is, in fact, a surprisingly learned man. Many, many struggling authors and poets frequent Corrigan's on a regular basis without having any idea of what the shop's owner does to secure his true wealth.

KOMAKAI SHRINE

Komakai shrines are a common sight in the lands of the Namoko Dominion, where they can found on almost every street corner and lining the roadways in and out of even the smallest hamlet.

At its most basic, a komokai shrine is a small open structure (usually no more than three feet in any dimension) of some sort that houses offerings to the hundreds of gods and thousands of spirits that the Namoko worship.

The actual shape of the structure, the materials it is made of, and the offerings it holds vary by region and the wealth of the people tending the shrine. A shrine in the District of Nobles in the capital city of Yokosaka might be made of gold-chased ivory while a shrine in the mining town of Aohama would be made of quarried stone and one found among the foresters of Jota province would be made of simple wood.

Komakai shrines are not dedicated to any single god or spirit. Rather, they serve all of them equally; an offering to any god or spirit may be made at any shrine.

Many foreigners see this as a rather bizarre concept as a shrine might hold an offering of a dagger dedicated to Morikoku, Goddess of Painful Death, placed there by an assassin asking for success in his mission while simultaneously holding an egg offered to Toyosaka, God of Protection from Violent Death, meant to ward off the expected assassination.

As to whose offering will be accepted, the Namoko leave such questions up to the gods and spirits to sort out amongst themselves.

Offerings placed within a Komakai shrine eventually disappear. The Namoko claim that the offerings are taken by the god or spirit the offering was made to, but no one has ever witnessed this.

Naturally, there are occasionally rather interesting and valuable offerings to be found in such shrines (and more than one individual has foiled his creditors by dedicating his wealth to a shrine) which would appear to make a tempting target for thieves and those with weak morals (and many foreigners believe that this is how the offerings are "accepted" by the gods).

However, that is not a problem among the Namoko, for everyone knows that disturbing the offerings of a shrine angers all the gods and spirits equally and that the individual committing such an unthinkable act would soon regret it.

LAND OF ENDLESS LAKES (AUL-SHA-NYA-WAYGH)

This northern region is one vast oak and maple forest dotted with innumerable lakes, marshes, bogs, swamps, meres and criss-crossed by hundreds of small streams. It stretches from the Gray Sea in the west to the Andylyan Highlands in the east and from the Steelpeak Mountains in the south to the Frozen Desert in the north.

The region is home to numerous tribes of halflings known as the Ny-sha-waygh ("people of the Lakes") who live in longhouses along the banks of the region's streams and along its shoreline. Ny-sha-waygh longhouses are from 30 to 40 feet in length and have frames made from trees that are small enough to bend. The trees are tied with rope made from thin strips of bark and the resulting framework is covered with sheets of bark.

The Ny-sha-waygh are organized as matriarchal clans; upon marriage, the man joins his wife's clan. The eight known clans are the turtle, wolf, bear, beaver, deer, eagle, porcupine, and snake.

A clan's leader is always the eldest female druid. Most halflings are druids or rangers, with females being predominantly druids and males dominating the ranger ranks.

The Ny-sha-waygh are a fiercely insular people, despising the incursion of outsiders with few exceptions. Their greatest enemies are the orc and goblin tribes of the Steelpeak Mountains that occasionally raid into the Aul-sha-nya-waygh for timber and slaves.



THE LAZY OAF INN

The Lazy Oaf is your typical countryside inn. Located among farmers' fields at a crossroads of the Bloussard Highway, the Lazy Oaf consists of a walled courtyard enclosing the main building, a small stable, a well, and an herb garden. A good-sized apple orchard sits behind the courtyard.

The Lazy Oaf is run by Guy (male, human, Com 5, hp. 11) and Lorraine Chevriers (female, human, Com 4, hp. 14). Guy is a stick of a man in his late 40's with thinning hair while his wife Lorraine is a robust (okay, large) woman in her early 30's; they are referred to by the locals from the nearby village as "Mr. Asparagus and Mrs. Potato".

Guy runs the taproom and rents out the accommodations while Lorraine does the cooking (and does it quite well), manages the staff, and books the entertainment; although Guy is the face seen most often by guests, it is Lorraine that actually runs (and owns) the Lazy Oaf.

Their three children, 12-year old Pierre, 10-year old Claudette, and 7-year old Bernice help their parents run the inn by performing needed chores (i.e. making beds, sweeping, mopping, hauling water, gardening, stabling guests' mounts, etc.).

Two servers, Guillaume (male, human, Com 2, hp 5), a pinch-faced young man with a harelip and Amelie (female, human, Com 6, hp 7) a grandmotherly woman in her late 50's who started at the inn when it was owned by Lorraine's father round out the rest of the inn's permanent residents.

The Lazy Oaf is a favorite stop with the regional merchants as well as the more well-to-do farmers of the nearby village and, as a result, is the site of many a business meeting and trade negotiation, especially around the harvest seasons.

The Lazy Oaf is relatively busy at all times and it is not unusual for latecomers (i.e. those arriving in the evening or later) to have to sleep in the "common room" (that would be the tap room after all the guests have left and the benches have been cleaned). During harvest season, when merchants and factors flood the inn for several weeks to negotiate with the villagers for the local produce, the only sheltered space available may be the barn loft.

If the barn loft has already been filled, Guillaume will offer travelers the use of the inn's courtyard for free ("Hey, it's better and safer than sleeping on the open road"), figuring that he will make money by providing feed for their mounts and food and drink for them.

Professional entertainment is a nightly affair during the busy times (since the performers, except for food and drink which the Chevriers provide, are paid directly by the audience they don't bother to show up unless they know the inn will be relatively full), but it's hit or miss at other times; when an act is not already booked, impromptu performances by musicians that happen to be staying at the inn are always appreciated by the staff, guests, and locals.

MADAME LALAQUE'S SALON

salon: 1) a periodic gathering of people of social or intellectual distinction.

2) a large room used for receiving and entertaining.

Madame Lalaque maintains a good-sized house with a large staff near the royal palace where she often hosts gatherings of nobility for intellectual debates and discussion as well as entertainment.

M. Lalaque's salons tend to start shortly after noon and have been known to go well into the night. Two to four dozen lords and ladies as well as prominent citizens of the capitol (i.e. the non-noble wealthy and influential) are always in attendance, plus special invited guests (i.e. entertainers, artists, scholars, etc.). Anybody that is somebody (with the exception of the royal family of course) or who wants to be someone comes to M. Lalaque's salon.

The typical salon consists of a meet-and-greet while servants bring out trays of snacks followed by whatever formal program M.Lalaque has devised. This can be anything from a musical or theatrical performance to an art exhibition or a poetry reading to a discussion about religion, politics, philosophy, or current events. After the conclusion of the formal portion, people usually remain to socialize.

Throughout this time M. Lalaque constantly circulates among the guests, politicking, socializing, and charming. Of course, ultimately her main purpose in all this is to glean information useful for Lord Jerome, but also to cement her status at court as the leading lady of all things social.

Everyone there attends for the same reason: to improve his or her own social position and power. Amongst all the high-minded discussion, artistic performances, and genteel behavior (no dueling allowed) alliances are formed, maneuvers plotted, business ventures begun, and enemies made. M. Lalaque's salon is the hotbed of intrigue at court.



The most likely way for non-noble PCs to be invited (or welcome) at M. Lalaque's salon is for them to be scholars, artists, or philosophers or wealthy and/or influential (merchant, politician, etc.).

Bards are an obvious choice, but learned (having ranks in one or more Knowledge skills) sorcerers, wizards, and clerics are also frequently invited for discussion, as are skilled artists/performers (those with ranks in one or more Perform skills) regardless of character class.

Finally, one sure way to receive an invitation, is to have performed some heroic service (completed a tough adventure) relating to the crown because, well, everyone loves a hero (at least for an afternoon).

ROYAL DISPATCH POST

Located every 12-20 miles along the royal roads, all Royal Dispatch posts are identical. By law, no Royal Dispatch post can be located within one hundred paces of any other building so, with few exceptions, most are built on the outskirts of settlements or out in the countryside.

A post building itself is a relatively non-descript affair, being a two-story stone construction with stables on the ground floor and living quarters on the top floor. A small royal banner flies from a staff atop the crenellated roof at all times.

The stables can accommodate a total of 10 horses, although there are usually no more than half-a-dozen present at any one time, the rest being on the road. Storage space within the stables is enough for a month's worth of feed for the full complement of horses.

The second story houses the permanent staff, which consists of the post's commander (a corporal), three full-time soldiers as staff, and one to four riders that use the post as their base. The commander and one soldier work the 12-hour day shift while the remaining two soldiers work the 12-hour night shift; the riders ride their routes.

The focus of the staff is twofold. The first is to maintain the fitness of the horses and the stationed riders. The second is to receive and distribute correspondence.

Riders' routes are always between two posts, with the rider outbound to one post in the morning and returning by evening. While riders' routes begin and end at a dispatch post, they deliver and carry correspondence to locations on their route other than the post (town squares or government buildings).





The post takes in outgoing correspondence from the local officials, sorting it for the appropriate rider, and distributes incoming correspondence in the same manner. Note that, depending on the locality, correspondence may be picked up and distributed either by a member of the post's staff, the rider, the local official (or the official's representative), or all three.

The posts also serve as watch stations. In the event of an emergency, the commander will dispatch one or more of the staff on horseback to relay the emergency message to the nearest post, which will pass the message on in the same manner.

THE SCOURING WASTE

Encompassing the area from the Tazama Mountains south to the Bay of Sadhir, the Scouring Waste is a harsh, unforgiving hot and dry desert made even more forbidding by the fact that it is almost daily raked by sandstorms that ride the warm ocean winds from sea to the mountains.

Although a thin strip of settled life exists along the bay, where numerous small villages and the occasional larger port make their living fishing the waters and mining the desert's salt, the Scouring Waste is known more for the Ajdaair.

The Ajdaair, or "people of the storms", are the camel tribes of gnolls that dominate the Scouring Waste itself. Also called Jidair ("red people") for the red robes they wear which stain the gnolls' skin red, the Ajdaair live in small tribes of 30 to 100 members on the various oases that dot the desert.

An Ajdaair village is a collection of small family huts made from reeds pulled from the local oasis and covered with sand. The entrances of Ajdaair huts are always located on the north side. This method of construction not only allows Ajdaair huts to blend into the desert landscape, but also allows them to provide excellent shelter from the Ajda ("storms").

The Ajdaair are matrilineal, but not matriarchal. Each Ajdaa's position in the tribe is dependent solely upon his or her age and family's status; the eldest Ajdaa of the most powerful family always leads an individual tribe.

The Ajdaair have a traditional division of labor along male and female lines. The females process camel's milk, make camel butter, raise small flocks of hardy goats, make clothing and bedding from animal hides, and cultivate small-scale millet- and fig-based agriculture. The males serve as caravan guides and guards for foreign merchants, collect tolls from those that cross the tribe's land, engage in trading, and also occasionally raid or conduct warfare against the seaside communities.

Although traditional, this division of labor is not absolute and all Ajdaair, male or female, are taught the basics of combat and desert survival.

The Ajdaair carry on a brisk trade in obsidian jewelry, which is readily found near many oases and is valued both on the coast and in the lands north of the Tazama Mountains. They trade the obsidian for things that the tribes cannot produce themselves, chiefly weapons and other metal tools.

ZACHARY S RUGS

This large shop, a two-story home off of the main street of the town, is clearly marked by a large sign that hangs above the door. During the day, rugs are hung from a heavy line that stretches from the house to the street and Zachary's son Barclay [**male human, Com1, hp 2**] stands alongside the rugs to watch for thieves and to chat with potential customers.

Inside the shop, Zachary Bruner [**male human, Exp4, hp 16**] and his wife Dasha [**female human, Exp2, hp 6**] craft new rugs. If Barclay has any problems, or needs help closing a sale, Zachary heads outside to assist his son while his wife continues working.

The first floor of the shop is devoted to the craft and sale of rugs. A small kitchen is behind a door toward the back of the shop. A set of stairs leads up to the second floor where the family lives.

The shop typically has five or six rugs hanging outside for sale and one or two more nearly ready. The family supplements their meager income through fishing, hunting, and working errands for the wealthier families of the city.

Services and Prices

Most of the rugs sold here go for 8-12 gp. Zachary is capable of crafting more valuable rugs but there is such a low demand for them that he creates only one fine rug (30 gp+ value) each year unless specifically commissioned.



Unusual Doors

Dungeons are packed with corridor after corridor and room after room, all connected by a countless number of wooden, iron, stone, or otherwise normal doors. At times these doors are trapped, turning a dull encounter with a door into a potentially disastrous encounter.

Some of the doors that follow are not standard dungeon dressing pieces but neither are they traps waiting to be sprung. These unusual doors, manufactured by the dwarven craftsman Belkarath Mountaincrawler, are valuable treasures, each one custom-made for one of the dwarf's clients. Belkarath Mountaincrawler, dead some eighty years now, made a name for himself as a builder of unusual architecture and furniture, many pieces of which are now in palaces, museums, or lost somewhere in the campaign world.

DMs should consider using these doors sparingly – a possible way to introduce one of these doors to your campaign is to have an important NPC hire the adventurers to enter a dungeon and retrieve a Mountaincrawler original. Your players may question the logic behind dragging a door from a forgotten dungeon to a town but, if they're anything like my players, they'll jump at the chance to earn "easy" money.

CLICKING DOOR

Description: This metal door is, from all outward appearances, a typical iron door that's just a little thicker than an average door. The interior of the door is hollow and filled with numerous mechanical devices that are constantly clicking and whirring, increasing the Listen DC by 10 for anyone attempting to hear what is happening on the other side of the door. The door must be wound once a day in order to keep the gears functioning; the mechanism winds down after 24 hours. The gears serve no purpose other than to make it difficult to hear what's happening on the other side of the door.

Typical Thickness: 3 in.

Hardness: 6

Hit Points: 30 hp

Break DC: 22 (Stuck), 24 (Locked)

Value: 300 gp

DARKMOUTH DOOR

Description: This 10-foot wide by 8-foot tall door, constructed completely of stone, is set into a frame that resembles the mouth of an undead stalker, a terrible aberration that feeds on the living and undead. The door is opened by rotating a center stone and then dragging two interlocking pieces outward, one dropping to the ground and the other swinging up and locking into place. The two separate pieces are extremely heavy and require a DC 20 Strength check to lift (the upper door must be lifted when the door is opened and the lower door must be lifted when the door is closed). Failure requires a DC 15 Reflex save by anyone assisting in opening the door; on a failed save the door slams on fingers or toes, dealing 2d4 points of damage.

While not exactly common, darkmouth doors have been seen in four dungeons in the world and it is very likely that Mountaincrawler made as many as nine of these heavy stone doors.

Typical Thickness: 8 in.

Hardness: 12

Hit Points: 120 hp

Break DC: 35 (Stuck), 30 (Locked)

Value: 3,500 gp

DECOY DOOR

This ordinary-looking unlocked iron door is 8-feet tall and 5-feet wide and opens easily by pushing on the single handle mounted into the right-hand side of the door face. The door is decorated with nine different black gemstones, each one of which can be rotated. A successful DC 25 Search check reveals that while the door's handle can be slid from right to left the door itself isn't trapped. When the door's handle is slid to the right – the state the door is most often found in – the door opens into a small 5-foot square chamber filled with nothing more than dust. Searching inside the room reveals nothing; the chamber is exactly as it appears.



Sliding the handle from the right to the left generates several faint clicking sounds (successful DC 15 Listen check required to hear the clicks) and testing the door reveals that it now opens outward. The small chamber is still there, and unchanged, so it is obvious that no matter how the door is opened the 5-foot square room is unaffected.

What is affected when the door is opened outward, though, is that somewhere within 50-feet of the door, usually down a side passage or hidden behind some piece of carefully placed furniture, a section of wall swings inward revealing a secret passage. If the wall in which this secret door is hidden is searched before the nearby door is investigated a successful DC 35 Search check indicates to the adventurers that there is a secret door in the area but the lever mechanism is nowhere on this section of wall.

The handle automatically resets itself thirty minutes after being slid from the right to the left. The entire door is mechanical in nature – *detect magic* and similar spells reveal nothing – but the mechanism must be wound once every 1d6+1 days or the handle will fail to reset after use.

DOOR OF BELLS

Description: This wooden door, lightweight and frail, has a dozen 4" circles cut into it allowing anyone to see what's on the other side of the door. In each circle is mounted a small, silver bell that chimes when the door is opened. A strong wind will also sound the bells.

Opening the door without setting off the bells requires a DC 35 Sleight of Hand check.

Typical Thickness: 1 in.

Hardness: 3

Hit Points: 14 hp

Break DC: 17 (Stuck), 19 (Locked)

Value: 250 gp

DOOR OF THE DEEP

Description: This strong wooden door is reinforced with the armored skin of the twisted "eye of the deep" aberration. One side of the door, typically the side facing out to the public, has the eye of the deep's eye and mouth mounted on it; the entire design of this door is built around terrorizing visitors. Many of these doors are a deep red in color and designed so that the creature's mouth is open, revealing its many teeth.

Typical Thickness: 4 in.

Hardness: 12

Hit Points: 80 hp

Break DC: 32 (Stuck), 34 (Locked)

Value: 1,200 gp

DRAGONSKULL DOOR

Description: Made from the bones of dragons and decorated with the skulls of young wyrmlings, these doors were made popular during the dragon wars of the last century. Dragon slayers the world over delivered the skeletal remains of their kills to Mountaincrawler and his assistants so that dragonskull doors, a very prestigious war trophy, could be manufactured. Mountaincrawler never supplied his own materials for the construction of these doors and, due to the differences in the various slain dragons, each door is unique in appearance.

The information below is for a standard dragonskull door. Extremely rare doors, twice as thick and sturdy as this example, have been encountered – such doors are easily worth four times the amount stated below.

Many, many royal members consider it a true honor to have dragonskull doors installed in the public areas of their homes. Most of these doors were single door designs though a few double doors have been encountered.

Typical Thickness: 2 in.

Hardness: 5

Hit Points: 25 hp

Break DC: 24 (Stuck), 26 (Locked)

Value: 400 gp

DWARVEN TREASURY DOOR OF BLESSED STONE

Description: This stone door, thicker and heavier than most stone doors found in castles or dungeons, is easily identified – both sides of the door feature the sculpture of a dwarven face carved out of the stone. Mountaincrawler used these doors to express his respect for his ancestors and carved the sculptures in honor of his family history – each face is that of an important member in Mountaincrawler's family chain. Dwarven priests blessed each door though it has now been so many years that the magical effect of the blessing has worn off of the doors.

Typical Thickness: 5 in.

Hardness: 10

Hit Points: 65 hp

Break DC: 30 (Stuck), 30 (Locked)

Value: 575 gp



EMERALD AND STEEL DOOR

Description: Slightly taller and wider than a standard dungeon door, the emerald and steel doors manufactured by Mountaincrawler were originally constructed for a temple guarded by the paladin Kediavudd Martange. A dozen doors were built and delivered, each one carried to the temple by a stone giant slave of the dwarven kings of old. These doors are mostly solid steel and are covered with six emerald sheets on each side. The locks are of an outstanding quality – the keys are long lost.

Typical Thickness: 2 in.

Hardness: 10

Hit Points: 60 hp

Break DC: 32 (Stuck), 35 (Locked)

Value: 900 gp

FALSE TERROR STONE DOOR

Description: This heavy stone door, covered in engraved skulls and bones and black in color, was specifically created to appear as if it was constructed from a terror stone, a type of unusual hazard encountered in the wild (see *A Dozen Wilderness Hazards*). Mountaincrawler created the door for the Empress Quaa at the elvish female's request – the door was intended to protect her private treasure chamber from potential thieves. In transit from Mountaincrawler's workshop to its final destination the door was stolen by a band of brigands and has been lost ever since. Empress Quaa, so disgusted at the loss of the door, turned to a different craftsman for the door to her treasure chamber and refused to pay Mountaincrawler his fee.

Typical Thickness: 4 in.

Hardness: 8

Hit Points: 60 hp

Break DC: 28 (Stuck), 30 (Locked)

Value: 3,100 gp

GLOWING DOOR

Description: Manufactured from sheets of glow steel, a strange metal found deep underground, this heavy door gives off a faint light at all times. Glowing doors were used as the exterior entrances to dwarven strongholds. Glowing doors are easily found, many of them available in large city marketplaces. The glow cast by the door is the equivalent of the light shed by a typical candle.

Typical Thickness: 2 in.

Hardness: 12

Hit Points: 60 hp

Break DC: 29 (Stuck), 32 (Locked)

Value: 160 gp

KING S JWELED DOOR

Description: Mountaincrawler is known to have crafted seven of these doors during his career. Each door, made of stone mined deep in the Underdark, is reinforced with adamantine bands wrapping completely around it. Set into the stone, and the metal, are dozens of valuable gemstones – the exact selection of gemstones used varies between the doors. The door's lock is a metal sculpture of a shield, the keyhole in the exact center of the shield.

At this time, the location of only one of these doors is known – the other six remain lost and waiting to be found. The owner of the one known door, Gerald Hutchinson, has offered a reward of 2,000 gp per door delivered to him. Hutchinson hopes to find all seven doors and have them installed in his castle.

Typical Thickness: 4 in.

Hardness: 8

Hit Points: 60 hp

Break DC: 30 (Stuck), 30 (Locked)

Value: 2,000 gp

MOUNTAINCRAWLER S DOOR No. 9

Description: This heavy wooden door, 8 feet tall and constructed of thick planks secured together with iron bars, is decorated with twelve small rubies and the carved image of a hammer. This door was one of Mountaincrawler's most popular doors, its functionality and strength increased by iron rods running crosswise through the planks. Of all of Mountaincrawler's unusual doors, this is the most commonly seen design.

Typical Thickness: 2 in.

Hardness: 6

Hit Points: 30 hp

Break DC: 25 (Stuck), 27 (Locked)

Value: 225 gp



OBSIDIAN DOOR

Description: This frail door is manufactured from volcanic glass plates that are mounted to an iron frame. It is almost possible to make out details through the dark glass (DC 30 Spot check to determine the rough layout of the room on the opposite side of the door) though it's easier for most just to smash their way through the door. Obsidian doors are usually found with chips and slight imperfections – a perfect obsidian door would be worth twice the value listed below.

Typical Thickness: 1 in.

Hardness: 2

Hit Points: 10 hp

Break DC: 15 (Stuck), 15 (Locked)

Value: 175 gp

REINFORCED IRON DOOR

Description: Though most of Mountaincrawler's door designs were strange or ornamental in nature, he did make a few door designs that were fairly average in design (especially for such an accomplished artisan). This iron door is reinforced with additional metal bars – that run horizontally across the door – and a stone center. Many of these doors feature a mounted sculpture or some other form of ornamentation but this particular door is quite plain looking.

Typical Thickness: 2 in.

Hardness: 14

Hit Points: 80 hp

Break DC: 32 (Stuck), 34 (Locked)

Value: 120 gp

WINGED DOOR OF OPPRESSION

Description: For a decade, Mountaincrawler was held by the vile necromancer Ziramond, and forced to construct doors for the necromancer's foul fortress. Carefully watched by the necromancer's minions, Mountaincrawler's attempts at sabotage frequently failed. Once freed by his people, Mountaincrawler led an assault on the fortress and managed to destroy the necromancer, his followers, and most of the evil doors.

This one door, standing seven feet tall and decorated with the preserved wings of a giant bat, is the one that managed to get away. Today it is a highly sought after treasure, worth more than any other known work of the master craftsman.

Except for the cosmetic features, this door is otherwise identical to a common stone door.

Typical Thickness: 4 in.

Hardness: 8

Hit Points: 60 hp

Break DC: 28 (Stuck), 28 (Locked)

Value: 6,000 gp



Public Notices and Rumors

The information in this section is specifically geared toward adventure ideas and opportunities.

A CAVERNOUS LAIR NEAR THE CITY HOLDS A PRIZE (DC 20)

Failed Gather Information Check: “Deep as the city wall it is, and almost as well guarded. It was, let me see now, forty winters ago when I first stumbled across the entrance to the caves. It was early morning – I was just a boy then, you understand – and I was tending the sheep. Me da had told me to take the herd along the crick and let them graze on some of the untouched grass – this was back before the king gave the land to his son’s bitch of a wife – and I was laying on me back watching the clouds when this little beast of a man popped his head out the hole. Once the man saw me he disappeared.”

“Well, me and a few friends went out that night to find the hole. It was after midnight when we found the hole and discovered the cave. Down the hole we went, since Jacob had been smart enough to bring rope and a candle, and after about an hour of exploring we found the biggest damned cavern I’ve ever seen. It was the size of the church, I tell ya! And filled with gewels!”

“We were just starting to fill our pockets when a whole army of them little men showed up. They killed Erik and Jacob but the rest of us escaped. We never went back and didn’t tell what happened until a few years later. The guard searched for the cave but it was gone. And once the king give the land away none of us could look for it again. Them gewels and little men have got to still be down there. If you was to give me a couple ‘a gold I could draw you a map to the cave – them guards around the land would let you slip through for the right price.”

Source: Gerland Rosen [**male human, com3, hp 6**], a smelly old man that spends most of his time begging for coin. Rosen is short, missing an eye, and hasn’t worn clean clothes in at least a decade.

Successful Gather Information Check: “My friends, I couldn’t help but overhear the lies that scoundrel was spewing. Now, I don’t usually interfere in affairs not of my own concern but I feel it best you hear the truth now, before that thief sends you to your deaths. Yes, there was a cave and yes,

there were gems. Twelve years ago, when the king constructed his summer home in the area, the cave was cleared of foul creatures. There haven’t been any treasures in that cave for over a decade now. Be wary of anything else that scoundrel tells you.”

Source: Michael the Bloodless [**male half-elf, Clr3, 17 hp**], adventurous cleric of war. Reddish hair, fair complexion, dressed in robes and armed with a mace.

Follow Up: If the player characters choose to investigate the caves they’ll have to deal with the guards and then, even once they find the cave, they’ll find nothing. Not only were the caves cleared over a decade ago the king sends a patrol into the caves once every few weeks in order to ensure that no new creatures or bandits take up residence.

A MOST UNUSUAL PUBLIC NOTICE

The following letter is distributed throughout the lands, copies spreading far and wide. How the player characters react to the notice, and how the event plays out, should prove a most interesting diversion from the tedious dungeon-crawling that most adventurers participate in time and again.

In previous days I have contemplated the cause and effect of my life and the reasons for my self-imposed goals, objectives, and irrational expectations. In searching my most private of thoughts and dreams I have come to the conclusion that I am, in some manner which I do not fathom, broken in some strange way which makes me unfit for existence within society.

With that realization came a vision. A vision for a device that, if I could only achieve the means with which to construct it, I could enter the vile act of self-murder and complete my reason for existing. The device is utterly complex and its construction is far beyond the meager skills in my possession. For that reason I must convince others to share my vision and, God willing, make the engine of self-murder a reality.

Being a man of wealth I have at ready the funds with which to summon the greatest thinkers of our day and, were



it not for the frustrating laws of reality, I could even bring geniuses not yet born to my home so that the smartest wizards, most creative craftsmen, and greatest of devisers of all time could work shoulder to shoulder – all so that my engine of self-murder could close the covers on my life.

I, Adam Joseph Merriday, being of sound mind and capable body, do declare my funds solely devoted to the pursuit of bringing my vision to life. My considerable wealth, left to me by my long-since departed Aunt Olivia, is to be spent from this day forth only for the most minimal upkeep my body and property require and, most importantly, on the creation of the engine of self-murder. Furthermore, I hereby swear upon the graves of my ancestors that my property shall become the property of whomsoever successfully constructs – and uses upon my person – the engine of self-murder.

Signed, Adam Joseph Merriday

ABERNATHY CHAPEL HOLDS A DARK SECRET (DC 15)

Failed Gather Information Check: “I see you’re new in town. Whether you’re stayin’ for a night or the rest of your life, mind Abernathy Chapel. The chapel is haunted by evil and, as my mother told me and her mother told her, you should never go to the chapel lest the demons claim your soul.”

Source: Mercy Chatness [female human, Com 4, hp 10] is the local washerwoman. She feels it is her duty to warn everyone coming to town about the chapel and the danger that lies within, faithfully retelling a warning that has been passed down through the generations among the natives of Abernathy, even though she doesn’t know the reason for the warning.

Although Mercy is the only one of the villagers to volunteer the information to all strangers that visit the village other long-time locals will corroborate the warning, although they, like Mercy, don’t know the reason for it saying only “that’s the way it’s always been”.

Successful Gather Information Check: “Mercy tells that tale to every new person in town. I’ve been to the chapel plenty of times and have never seen anything.”

Source: Johnathan Goodfellow [male human, Com 3, hp 6], the local miller. Johnathan is actually relatively new in town, having bought the mill some 2 years ago from the previous miller. Having come from a larger city to this small town, Johnathan takes the local legends with a grain of salt. Still, he doesn’t go near the chapel at night nor has he been in he crypt, saying that it “makes him feel uneasy”.

Follow Up: PCs deciding to investigate may find that Abernathy Chapel does indeed have a dark secret.

The chapel itself is merely a stone shell, the once wood-en roof long gone, although whether from centuries of neglect or from some cataclysm one can’t tell and no one in town

remembers.

At precisely midnight on the night of a full moon a one-way *gate* from the Abyss opens in the chapel’s crypt and, sometimes, things come through.

Fortunately for the people of Abernathy, anything coming through the gate cannot leave the crypt due to powerful enchantments that confine any horrors to the crypt.

These enchantments remain as long as no living creature (i.e. a towns person or visitor) enters the crypt. Once a living creature has entered the crypt, the enchantments are dispelled and anything that comes through the *gate* can do as it pleases.

With the first rays of the morning, the *gate* closes. As it closes, it draws in anything that is not a permanent part of the crypt, much like a whirlpool. This can be deduced by the PCs if they enter the crypt since not only is the crypt completely devoid of any dust and sarcophagi, but there are also numerous deep scratches and gouges in the walls, floor, and ceiling from various creatures trying to keep from being sucked into the *gate*’s vortex.

COFFEE PRICES SHALL CLIMB (DC 15)

Failed Gather Information Check: “If what I heard is true, and I have every reason to believe that it is, the price of coffee shall soon climb higher than the dragons fly. In only a week the cost will be tripled! If you’ve any means I highly recommend buying as much coffee as you can today for tomorrow you shall be able to sell it and reap a mighty profit. I, myself, have already spent dozens of gold on coffee and have a healthy supply stashed away in a . . . well, I’ve said too much. I suppose I could sell you some of my stash, for a price.”

Source: Ageb Brown [male human, Com3, 6 hp], a pawnbroker dressed in clean tunic and breeches. Brown is a fanatic when it comes to cleanliness.

Successful Gather Information Check: “Coffee prices rising?” The man rolls his eyes and sighs. “I’ve no idea where these rumors originate but there is absolutely no truth in this particular lie. I suspect that some unscrupulous rogue is looking to rob you of your coin.”

Source: Sir Pearcey Evanrude [male human, Ari 3, 14 hp], a military tactician in his early thirties. Evanrude is a small, near-diminutive man who is constantly stroking the ends of his well-kept – yet short – cathedral beard.

Follow Up: Even though Sir Evanrude – rightly – proclaims the rumor as a lie it spreads far enough, and fast enough, the coffee prices do indeed rise over the next 1d4 days. The rising costs are shattered when a fresh delivery of coffee reaches the town. Some player characters may choose to take advantage of the situation, attempting to buy and sell coffee in order to generate quick profits.



NPCs

More than a dozen NPCs are introduced in this section, each one of which is ready for use in most fantasy campaigns.

ABERNOCK, MANSERVANT

"Might I remind you, sir, that you have an appointment this evening at Lord Marleigh's estate, and that goblins generally are not interested in light conversation."

Abernock is Sir Winston Dankhurst's manservant and has been so since the young man's coming-of-age. Abernock had previously served in the household of Count Darkhurst as a senior servant, but was promoted to his present position by the Count himself.

It is Abernock's job to return his lord's mind to the present whenever necessary. While Sir Winston is quite capable when his energies are focused, the young lord's mind is often on some fanciful re-imagining of history rather than on the present.

As a result, Abernock spends much of his time reminding his lordship of social commitments, the need to purchase supplies before dashing off into the wilderness, managing his lord's finances, and other such minor things.

Abernock is always impeccably dressed and mannered. Utterly unflappable and unfailingly polite, Abernock is the antithesis of his lord's often impulsive nature.

Abernock is utterly loyal to Sir Winston and always has his lord's best interests at heart, even if Sir Winston doesn't realize what his best interests are.

Abernock: Male human, Exp 8; CR 7; Medium-size humanoid (human); HD 8d6+16; hp 44; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +8/+3 (1d6+2/18-20 x2, rapier); AL LG; Fort +4, Ref +6, Will +9;

Str 14, Dex 14, Con 14, Int 14, Wis 16, Cha 14.

Skills and Feats: Bluff +12, Diplomacy +18, Gather Information +14, Handle Animal +14, Knowledge (local) +12, Knowledge (nobility and royalty) +12, Listen +13, Ride +12, Sense Motive +15, Spot +12; Lightning Reflexes, Martial Weapon Proficiency (rapier), Negotiator, Quick Draw.

Possessions: Dagger, rapier.

DARRUK NURKUTH, INNKEEPER AND MEMBER OF THE ORDER OF RIGHTEOUS FURY

"They should all just go back where they came from."

Darruk Nurkuth was just the kind of individual the Order was looking for: a devout worshipper of Ishpar with an obvious dislike for foreigners to go along with an inferiority complex. The fact that he was also in a position to see and hear what is going on in the village was an added bonus.

Since having joined the Order, Nurkuth has proven himself to be a great recruit. Not only has he supplied the Order with important information on the comings and goings of the occasional foreign visitor, most of whom are merchants of some means, but he has also been only too glad to denounce his neighbors (starting with his rival and the only other innkeeper in the village, Tulfil Sakkuth). Some of who have already gotten visits from the Order.

This has naturally given Nurkuth an inflated sense of importance and self-worth and he has begun to drop hints to his customers and the local villagers that he is connected to the Order, a fact that will not sit well with the Order's commander in the area once he hears of it.

Nurkuth is a slightly overweight man in his late 40's. There is nothing about him that would make him stand out from anyone else, and some say that this is the source of his problem.

Nurkuth was never a friendly individual, a fact that has contributed more than anything else to the success of his rival Tulfil Sakkuth, and has always been contemptuous of foreigners. Until joining the Order, however, he was able to keep his opinions and attitude largely in check, coming off as merely taciturn. The sense of importance and invulnerability that he derives from his membership in the Order has caused him to more and more openly show his contempt of foreigners and anyone else he does not like. While this has hurt his business even more, Nurkuth doesn't care. After all, once the Order visits Sakkuth's inn, he'll be the only game in town.



Darruk Nurkuth: Male human, Com 5; CR 4; Medium-size humanoid (human); HD 4d4+4; hp 17; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/x2, club); AL LG; Fort +2, Ref +1, Will +1; Str 11, Dex 10, Con 12, Int 13, Wis 10, Cha 13.

Skills and Feats: Knowledge (religion) +6, Listen +6, Profession (innkeeper) +3, Sense Motive +2, Spot +2; Skill Focus (Knowledge (religion)), Skill Focus (Listen), Toughness.

Possessions: Club.

GAEVIN STUART, TAX COLLECTOR

“ . . . but surely you can accept our need to collect extra taxes on salvage that is sold as sellable merchandise.”

Gaevin Stuart learned at a young age, from his father, that everyone must pay taxes. Stuart's father was a dishonest merchant, constantly on the run from government officials, unhappy customers, and business partners that awoke to discover their share in a particular investment – along with their partner – missing. Stuart's father drug young Gaevin from one side of the known world to the other for a decade until tax collectors, along with hired muscle, finally captured the debtor and thief and punished him a little too severely. As Gaevin held the hand of his dying father he swore that he would never be indebted to anyone.

An elderly couple, the man an aristocratic book dealer, took in Gaevin shortly after his father's death. Under the care of these kind folk he learned to read, to write, and to perform arithmetic. At the age of two and twenty years Gaevin started work as a collector's aide and now, two decades later, he is known as one of the most ruthless of tax collectors in the government's employ.

Gaevin Stuart is frequently quite charming, going out of his way to be friendly to all that he encounters. When pressed, though, the man becomes a ruthless villain – focused and unrelenting. A little over six feet tall and red haired, Gaevin is difficult to miss in a crowd. He prefers to wear fine tailored clothing.

Gaevin Stuart: Male human, Art5; CR 5; Medium humanoid; HD 5d8; hp 26; Init +0; Spd 30 ft.; AC 10, touch 10, Flat-footed 10; Base Atk +3; Grp +3; Atk +3 melee (1d4, dagger); Full Atk +3 melee (1d4, dagger); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Diplomacy +10, Gather Information +8, Intimidate +11, Knowledge (taxes) +9,

Profession (administrator) +7, Sense Motive +11; Skill Focus (profession (administrator)), Skill Focus (sense motive), Skill Focus (intimidate).

Possessions: Dagger, fine clothing, pouch (belt), ink (1 oz. vial), inkpen, scroll, gold ring.

HAROLD OAKSTONE, ROYAL DISPATCH RIDER

“I'm off.”

Thanks to his familiarity with horses and his ability to ride, skills he gained working on his lord's demesne, Harold Oakstone was brought into the cavalry when he joined the King's Army.

Young Harold soon distinguished himself with his skillful riding and fearlessness in the saddle, receiving a promotion to cavalry scout. After several years of service in the scouts, Harold was chosen to be among the first dozen riders to be assigned to the newly started Royal Dispatch Service.

Harold didn't really want the assignment, but his superiors told him that he simply didn't have a choice. The king had wanted only the best and most professional riders for his dispatch service and Harold fit the bill. Reluctantly, Harold accepted the assignment.

Being the professional soldier that he is, Harold completes his dispatch duties with the utmost professionalism, but he is always on the lookout for an opportunity to rejoin the scouts.

Harold misses the days of roaming on the frontier, keeping a lookout for trouble and always keeping just a step ahead of danger. He does what he can to keep himself in fighting trim and, while his long days as a dispatch rider have kept him in great physical shape, he believes that the routine of being a dispatch rider, and the lack of danger, are causing his mind and reflexes to lose their edge.

Although he has never had any trouble on his route, Harold knows that the greatest defense a dispatch rider has is in flight, preferably to the nearest dispatch post, and that fighting is a last resort. As a result, should he ever be attacked, Harold will do his utmost to avoid the situation and report the incident at the nearest dispatch post.

Harold Oakstone: Male human, War2/Exp 4; CR 5; Medium-size humanoid (human); HD 2d8+2 plus 4d6 +4; hp 29; Init +3; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +8 (1d6/18-20 x2, rapier); AL LG; Fort +5, Ref +4, Will +5; Str 11, Dex 17, Con 12, Int 15, Wis 12, Cha 12.



Skills and Feats: Climb +4, Handle Animal +10, Heal +5, Intimidate +5, Knowledge (geography) +6, Listen +7, Ride +12, Spot +7, Survival +5, Tumble +5; Alertness, Animal Affinity, Mounted Combat, Weapon Finesse (rapier).

Possessions: Longsword, dagger, leather armor, dispatch pouch, signal horn, lunch.

LORD JEROME LECLERQUE, BLACKMAILER

"It would be a pity if it became known."

A minor noble whose family had fallen on ill fortune (largely due to his father's gambling debts), Lord Jerome made his first gold as a blackmailer quite accidentally.

In the heat of the moment, when Lord Jerome's uncle proved less than willing to provide a loan to pay for funeral expenses for Lord Jerome's father, Lord Jerome threatened to reveal the man's smuggling activities to his liege; the loan was quickly forthcoming.

Realizing that he had stumbled upon a goldmine, Lord Jerome has dedicated his life to the gathering of information for the express purpose of using it to extort money.

Lord Jerome began small at first, using his noble status and the money from his uncle (his father was buried in a pauper's grave) to gather interesting information about the nobles at court. Constantly reinvesting his profits, today Lord Jerome sits at the center of a sizeable network of information agents, buying and selling the secrets of everyone from the local merchant to the king himself. Although he once gathered the information himself, today he leaves that up to his information agents, limiting his appearances at court for special occasions and for dramatic effect.

Thanks to his activities Lord Jerome has a list of enemies a mile long, yet he is probably the safest individual in all of the land as everyone knows that, should he meet an untimely death, all of his information will be made public. As a result, his enemies have a very strong incentive to keep him alive; more than one would-be assassin sent by some dimwitted victim of Lord Jerome's has been intercepted by other victims before any harm could be done to the man.

Lord Jerome is a rather corpulent man in his late fifties with a bald pate ringed by white hairs. Cleanly shaven, his face has a perpetually ruddy complexion. Thanks to his tendency to wear plenty of expensive clothing to cover his corpulence, Lord Jerome is always perspiring.

Lord Jerome cares about no one but himself and his business. He doesn't take anything personally concerning his activities, including assassination attempts, and feels that his clients should behave in the same manner.

To Lord Jerome, everyone is a tool to be used; he considers himself a craftsman whose trade happens to be blackmail. And like a master craftsman, Lord Jerome takes excellent care of his tools, paying and treating them well. Of course, also like a master craftsman, should a tool no longer be of use, it needs to be gotten rid of.

Lord Jerome is always professional in his dealings with his victims. His objective in blackmailing people is to set up a steady stream of income, not to ruin them. In his experience he has found that individuals will pay a reasonable amount once or forever, but placing an unsustainable burden upon them leads them to take desperate measures. And when people are desperate, they are capable of anything.

Lord Jerome: Male human, Ari 3/Exp 8; CR 10; Medium-size humanoid (human); HD 3d8 plus 8d6; hp 42; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +8/+3 (1d4/19-20 x2, dagger); AL N; Fort +3, Ref +3, Will +15; Str 10, Dex 10, Con 10, Int 17, Wis 18, Cha 16.

Skills and Feats: Bluff +17, Diplomacy +28, Gather Information +21, Knowledge (geography) +5, Knowledge (local) +17, Knowledge (nobility and royalty) +17, Listen +17, Search +11, Sense Motive +20, Spot +17; Alertness, Investigator, Iron Will, Negotiator, Skill Focus (Diplomacy).

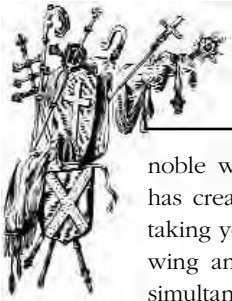
Possessions: Dagger, *amulet of proof against detection and location*, *boots of teleportation*, *dust of disappearance*, *periapt of proof against poison*, *poison ring* (as the *poison* spell with unlimited uses), *ring of mind shielding*.

MADAME JUSTINE LALAQUE, INFORMATION AGENT

"It would be a pity if it became known."

One of Lord Jerome's favorites is Justine Lalaque. A former noble mistress, Justine was already deeply involved in the intrigues of the court when Lord Jerome chose her to join his organization. Although at first reluctant to do so, as she was doing well on her own, Justine soon saw that working for Lord Jerome would open up entirely new avenues for herself and after all, she reasoned, no one is young forever.

Today Madame Lalaque is a fixture at court, serving as the primary eyes and ears for Lord Jerome among the



noble women. No longer a mistress, Madame Lalaque has created the role of wealthy dilettante and sponsor, taking young talented nobles of both genders under her wing and showing them the ways of the court while simultaneously using them to gather information and improve her own position at court, chiefly by ensuring that everyone she has contact with owes her favors.

Of course, while she is well off, the money for her endeavors comes from Lord Jerome; if he were to withdraw his funding Madame Lalaque's days at court would quickly be numbered. Madame Lalaque is quite aware of her situation and, since she thoroughly enjoys her life at court, does her best to keep Lord Jerome happy.

For the time being at least their relationship remains a win-win situation. Madame Lalaque gets to play the lady of means and Lord Jerome gets excellent information. However, neither Madame Lalaque nor Lord Jerome is under any illusions otherwise; either one would betray the other if it was to his or her advantage.

Madame Lalaque was once one of the true great beauties at court. Currently in her early forties, she is still a striking woman though she has lost some of her youthful luster. Strangely, as she has gotten older, she has actually become more popular and more attractive, having replaced the effortless beauty of youth with the stature of a confident woman of means that holds many of the keys to success at the court.

Madame Lalaque is a trendsetter in every sense of the word. No one can match her influence on all things involving art and fashion; her sponsorship can raise an artist to undreamed of heights, and the clothes she chooses to wear are imitated almost immediately.

Madame Lalaque: Female human, Ari 10; CR 9; Medium-size humanoid (human); HD 10d8+10; hp 55; Init +1; Spd 30 ft.; AC 10 (touch 11, flat-footed 10); Atk +6/+1 (1d4-1/19-20 x2, dagger); AL N; Fort +3, Ref +3, Will +10; Str 9, Dex 12, Con 12, Int 15, Wis 16, Cha 19.

Skills and Feats: Bluff +9, Diplomacy +28, Gather Information +20, Intimidate +11, Knowledge (nobility and royalty) +15, Listen +12, Perform +5 (dance), Ride +2, Sense Motive +18, Spot +12; Alertness, Iron Will, Negotiator, Skill Focus (Diplomacy), Skill Focus (Gather Information).

Possessions: Dagger, *periapt of proof against poison*, *poison ring*.

MAPDUL LANJAM, RECRUITER FOR THE ORDER OF RIGHTEOUS FURY

"What if I told you that there are others who feel as you do?"

Mapdul Lanjam is the local recruiter and contact for the Order, a peddler traveling a daily circuit around the local villages.

While he does still peddle his iron wares and other goods (i.e. candles, small tools, and other things not of local manufacture), his main trade now is to recruit members to the Order.

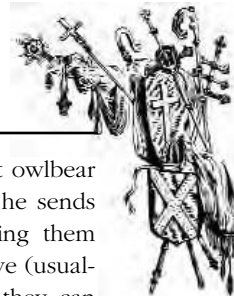
Mapdul's methods are simple. Whenever he meets someone that is obviously a worshipper of Ishpar and of a suitable personality (i.e. griping about foreigners or the lax attitudes of people nowadays) Mapdul feels the individual out more with such questions as "Well, what can one do about it?" or "Weren't things better before they showed up?"

If the individual gives satisfactory responses, Mapdul asks if he can join the individual in worship. Assuming that the individual agrees, Mapdul will spend several weeks visiting the individual and worshipping with him to build rapport and make absolutely certain that the individual is a true believer and worthy of joining the Order.

Once convinced, Mapdul offers to introduce the individual to some people that feel like the individual, and Mapdul himself, do, at which point he introduces them to the Order.

Mapdul is a true believer; he is firmly convinced that the kingdom and its people have moved too far away from the teachings of Ishpar and that this is what has allowed the demons of the Rann and the kingdom's other enemies to grow more powerful; only by returning the people to the teachings of Ishpar and removing all of the "evil" (read: foreign) influences can the kingdom be saved.

Mapdul is a man in his early 30's who looks every inch the peddler he is. From his worn boots to his mismatched clothes, scruffy appearance, and the large knapsack full of goods on his back, no one that sees Mapdul would think him anything else. At least not unless they happened to catch the hateful gaze occasionally lets rest on a foreigner, or the fact that he seems to enjoy the company of individuals with rather conservative ideas and opinions.



Mapdul Lanjam: Male human, Com 4; CR 3; Medium-size humanoid (human); HD 3d4+3; hp 10; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 (1d4/19-20 x2, dagger); AL LG; Fort +2, Ref +2, Will +2; Str 11, Dex 12, Con 12, Int 14, Wis 13, Cha 12.

Skills and Feats: Diplomacy +6, Gather Information +3, Knowledge (religion) +7, Listen +3, Profession (peddler) +3, Sense Motive +8, Spot +3; Skill Focus (Diplomacy), Skill Focus (Knowledge (religion)), Skill Focus (Sense Motive).

Possessions: Dagger.

MASTER SEGUNDO DANDOLO, CHEF DE CUISINE DU ROYAL

"If it can fit in my pots, I can cook it."

Master Dandolo has been the head chef in the royal kitchens for over seventeen years. Having begun as a kitchen boy when he was only 8 years old, Master Dandolo has steadily displayed a tireless energy, desire to learn and experiment, and ability to please his superiors in his rise to the top of his profession.

The royal kitchens are a busy place; Master Dandolo supervises five chefs, eleven assistants, and two-dozen kitchen and scullery maids.

As chef de cuisine of the royal court it is Master Dandolo's job to not only cook the meals for the royal family and their guests, but also to impress; the chef de cuisine is considered an artist and is expected to perform accordingly.

As with most men in his position, Master Dandolo is demanding, short-tempered, and has been known to make his displeasure of a staff member's actions felt physically (usually with a cuff to the back of the ear). That being said, as far as chef de cuisine's go, Master Dandolo is actually relatively relaxed. Despite his verbal and physical admonishments, Master Dandolo is not abusive of his staff; he knows his success is dependent on his staff working well and any of his verbal or physical admonishments are well earned. As a result, he is actually popular (or at least respected) by his kitchen staff.

Master Dandolo tries to do all of his own food and spice shopping and he is arguably the most publicly visible member of the royal household. While this takes a significant amount of his time, Master Dandolo sees this as vitally important in the quality of his cooking. When shopping he is usually assisted by one chef and two or three assistants.

Of course, there are certain ingredients he cannot get on his own; he is not about to go after the main ingre-

dients required for "wyvern-tail soup" or "roast owlbear haunch" or "honey-glazed shriekers". Instead, he sends adventurers to retrieve such ingredients, giving them specific instructions on how to properly preserve (usually salt) the meat. If the adventurers do well they can expect steady work, especially around the social season.

Master Dandolo is a short, thin dynamo of a man in his late 50's. Seemingly possessed of boundless energy, his thinning gray hair is constantly plastered to his head from the heat and humidity of the kitchen. Although he begins each day with a fresh chef's uniform and clean apron, by the end of the day.

Master Dandolo is a perfectionist in everything he does and expects nothing less of his staff. While some in the newer members of his staff see him as an overbearing primadonna, the fact is there is nothing that he asks his staff to do that he himself has not done.

Master Dandolo: Male human, Com 12; CR 11; Medium-size humanoid (human); HD 12d4; hp 30; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +10/+5 (1d4/19-20 x2, kitchen knife); AL LN; Fort +5, Ref +6, Will +14; Str 11, Dex 13, Con 11, Int 16, Wis 17, Cha 14.

Skills and Feats: Diplomacy +6, Gather Information +5, Profession (chef) +21, Knowledge (nobility and royalty) +13, Search +6, Sense Motive +10; Endurance, Iron Will, Leadership, Negotiator, Run, Skill Focus (Profession (chef))

Possessions: Wooden spoon, apron, chef's hat.

NEZJAN FASSUK, COMMANDER OF THE FAITH OF THE ORDER OF RIGHTEOUS FURY

"If you have followed the teachings of Ishpar, you have nothing to fear."

Nezjan Fassuk is the fourth son of a minor noble. With no hope of land and title (as it goes to the eldest son), Nezjan did what many other sons of the nobility have done: he joined the church.

Nezjan's time in training was not particularly notable; he neither impressed nor dismayed his superiors at the seminary. Upon graduating, Nezjan was assigned to a small village far on the edge of the kingdom, where his superior rated his service as satisfactory. In fact, it wasn't until he discovered the Order (or was it that the Order discovered him?) that Nezjan came into his own.

His efforts at recruiting for the Order, planning his chapter's "visits", and adhering to his superiors' wishes, all while continuing in the guise of the friendly village



priest were quickly noticed by the Order's masters. Realizing that such a talent was wasted in the countryside, the Order arranged to have Nezjan transferred to head a larger village parish and gave him the title of "Commander of the Faith" along with the authority to operate on his own.

Since his transfer Nezjan has continued to use his office as village priest to recruit for the Order, especially among the disaffected sons of the wealthy and the local nobles. As commander he also has full responsibility for the Order's "visits" in his parish.

In addition to recruiting on his own he has also built up a small network of recruiters, including Mapdul Lanjam, who have been very successful in their own right, recruiting such individuals as Darruk Nurkuth.

As Nezjan continues to swell the membership of the Order in his parish at a breakneck pace the Order's masters are discussing giving the promising young man even greater responsibilities.

On the surface Nezjan appears as a true believer, and in a way he is; he knows that the Order can get him what he wants, which is the power and respect denied him by birth. As long as the Order continues to provide, Nezjan is only too happy to continue on his current path.

Nezjan is an impeccably groomed, remarkably well-mannered man in his late 20's. Highly intelligent and naturally cautious, Nezjan rarely gives anyone any reason to doubt he is anything other than the contemplative village priest. Although he loves planning them, Nezjan does not lead his chapter's "visits", preferring to leave that to his loyal and zealous lieutenants.

Nezjan Fassuk: Male human, Ari 2/Clr 5; CR 6; Medium-size humanoid (human); HD 2d8+2 plus 5d8+5; hp 39; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +5 (1d4+1/19-20 x2, dagger); AL LG; Fort +5, Ref +2, Will +10; Str 12, Dex 12, Con 12, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +5, Diplomacy +10, Gather Information +5, Handle Animal +5, Knowledge (nobility and royalty) +4, Knowledge (religion) +9, Listen +8, Ride +4, Sense Motive +12, Spot +8; Alertness, Extend Spell, Negotiator, Skill Focus (Sense Motive)

Spells Prepared (Law and Good domain) (5/4+1/3+1/2+1; save DC 13 + spell level): 0-level: *detect magic, guidance, light, resistance, virtue*; 1st level: *bane, cause fear, doom, protection from chaos*, sanctuary*; 2nd level: *aid*, enthrall, hold person x2*; 3rd level: *bestow curse, magic circle against chaos*, searing light*

*denotes domain spell

Possessions: Silver holy symbol of Ishpar, dagger.

PAUL GASPARD, INFORMATION AGENT

"Now that would be worth a gold or two."

Paul Gaspard is a member of Lord Jerome's network of information agents, supplying his employer with useful tidbits that he has gathered while working the merchant district in return for a very comfortable living.

Once a laborer himself, Paul was recruited by Lord Jerome after the blackmailer paid him for some information because, as Lord Jerome put it, Paul had the two qualities necessary: a quick mind, and a desire for wealth.

Paul spends his days among the rank-and-file workers of the merchant district, keeping his ear and purse open for any useful bits of information that he happens to come by.

Most of the information Paul gets from his own "network" of individuals, workers of all stripes who are always glad to gossip in exchange for a beer or some silver. From this information, Paul gathers and confirms the important items (usually by checking with multiple sources) and reports them to Lord Jerome.

Like all of the other information agents working for Lord Jerome, Paul is very careful about making sure his information is accurate and that he holds nothing back; not only does he not want to lose the good lifestyle that working for Lord Jerome provides, he also doesn't want to lose his head.

Paul will always work special assignments, which consist of gathering information about a specific individual or confirming something that Lord Jerome has gotten from another source, at the behest of Lord Jerome.

Paul is a non-descript man in his mid-forties. Although well off, Paul still dresses and acts as a laborer, including keeping a certain amount of grime on himself, at all times, finding it easier to blend in and "work" in this manner.

Paul Gaspard: Male human, Com 2/Exp 6; CR 7; Medium-size humanoid (human); HD 2d4+2 plus 6d6+6; hp 34; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +6 (1d4+1/19-20 x2, dagger); AL LN; Fort +3, Ref +2, Will +9; Str 12, Dex 11, Con 13, Int 15, Wis 14, Cha 12.

Skills and Feats: Appraise +3, Bluff +5, Diplomacy +18, Gather Information +16, Hide +2, Knowledge (local) +11, Listen +11, Profession (laborer) +4, Search +5, Sense Motive +13, Spot +11; Alertness, Investigator, Iron Will, Negotiator.

Possessions: Dagger.



SIGURD NENASHEVA, SHIP'S DOCTOR

"That scratch? Boy, if you let every little nick and bang keep you down you'll find yourself swimming with the sharks inside of a fortnight."

A curious, lazy fellow, Nenasheva is ship's doctor onboard *Gallows' Reach*, a merchant ship that spends most of its time transporting illegal goods between the larger port cities on the eastern coast. Closing in on forty winters, Nenasheva is overweight and out-of-shape, an unlikely individual to serve on a sailing ship. As a good friend of the captain, Nenasheva gets by with a lot that a typical doctor wouldn't and the man knows it and takes advantage of it. It's not at all remarkable to find Nenasheva spending his time onboard raiding the pantry, nosing through the cargo, or making a general nuisance of himself.

Some of the crew are sick of the doctor and his behavior and it's only a matter of time before they get the man alone and deal with his actions.

Sigurd Nenasheva (Male Human Exp5): CR 4; Medium humanoid; HD 5d6; hp 20; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +3; Grp +2; Atk +3 melee (1d4/19-20, +1 dagger); Full Atk +3 melee (1d4/19-20, +1 dagger); AL N; SV Fort +3, Ref +1, Will +5; Str 8, Dex 11, Con 10, Int 12, Wis 13, Cha 10.

Skills and Feats: Craft (alchemy) +8, Bluff +3, Diplomacy +7, Forgery +2, Heal +11, Knowledge (herbalism) +8, Knowledge (anatomy) +9, Profession (surgeon) +12, Search +6, Sense Motive +9, Speak Language (2 ranks); Skill Focus (profession (surgeon)), Great Fortitude, Improved Initiative

Possessions: +1 dagger, healer's kit, sailor's outfit, wine (bottle, fine).

SIR WINSTON DANKHURST, HISTORIAN

"Now this is an interesting predicament. It reminds me of when Lord Dimtwaddle's forces were hopelessly outnumbered . . ."

Sir Winston Dankhurst is the youngest of three sons of Lord Dankhurst. Realizing that he had no chance of inheriting his father's domain, Sir Winston took to the books at an early age, becoming quite knowledgeable in a number of fields before settling on history as his passion.

Since reaching adulthood, young Sir Winston has traveled far and wide, chronicling events both great and small that have caught his fancy while collecting the legends and

histories of the areas to which he has traveled.

Rather than focusing on one particular area, era, or individual, Sir Winston has taken a smorgasbord approach to his historical scholarship, picking and choosing those things that he finds interesting from among all that he has learned.

While this scattershot approach to his chosen scholarly pursuit makes him easily dismissed by more serious (i.e. focused) historians, the fact is that his books of historical snippets have far outsold those more narrowly focused, making Sir Winston both envied and derided in academic circles.

Not that this bothers Sir Winston a whit. Being independently wealthy has allowed him to do precisely as he wishes and, much like his soldiers admire a great military leader, so Sir Winston sees the fact that the public likes his take on history better.

Abernock, his faithful manservant, accompanies Sir Winston on all of his travels, maintaining his lord's connection with reality when Sir Winston goes off on one of his fantasies.

Sir Winston occasionally hires adventurers to take him to historical sites (i.e. lost temples, old battlefields, destroyed wizard's towers, etc.), but more often he is simply found roaming the countryside talking to people about the history of their locality.

Sir Winston is always well dressed and mannered, a dandy some might say. Although he will brave the discomforts of a long journey through the outdoors, he much prefers the comforts of a well-appointed inn room and a warm fireplace after a hard day's research.

Although he has considerable abilities in many areas, Sir Winston's mind is often on the pursuit of history, during which time he loses focus on everything around him, forgetting both his good manners and the fact that the world is not as safe as one would like to believe.

Sir Winston Dankhurst: Male human, Ari3/Exp 3; CR 5; Medium-size humanoid (human); HD 3d8+3d6; hp 24; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +5 (1d6+1/18-20 x2, rapier); AL CG; Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con 11, Int 17, Wis 12, Cha 15.

Skills and Feats: Diplomacy +11, Gather Information +9, Handle Animal +9, Knowledge (Dungeoneering) +8, Knowledge (Geography) +8, Knowledge (History) +18, Knowledge (Local) +12, Knowledge (nobility and royalty) +8, Listen +6, Perform +7, Ride +10, Sense Motive +11, Spot +6; Animal Affinity, Improved Feint, Skill Focus (Knowledge (history)), Skill Focus (Knowledge (local))

Possessions: Dagger, rapier.



Variant Class

KRAG MARAUDER (WARRIOR VARIANT)

The orcs of the Krag make their living by raiding each other's lands as well as those of their neighbors. Their chief goals in such raids are cattle (as cattle represent wealth) and hostages.

The Krag orc raids rely on stealth and speed; the ideal raid is one where their enemies never realize that the orcs have been there until it is too late to catch them.

Class Skills

The marauder's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

The following are class features of the marauder NPC class.

Weapon and Armor Proficiency: The marauder is proficient in the use of all simple and martial weapons, light armor, and shields (except tower shields).

SKRIMESH, KRAG ORC GREASER

"Certainly passage may be arranged, but it will cost you."

Skrimesh is a full-blooded orc "greaser", an individual that acts as a go-between for individuals attempting to do business (i.e. trade with, hire, pass through territory, etc.) with the orc tribes of the Krag (hence the term "greaser" – he "greases" the way).

Being a greaser can be a lucrative profession, but it is also a dangerous one. A greaser works outside of the tribal structure of the orcs and enjoys none of the protections associated with being a member of the tribe; a greaser survives not by force of arms, but by being clever.

The services of a greaser are absolutely necessary as the Krag orcs tend to capture/kill non-Krag orcs on sight.

Skrimesh is unusual in that he is a full-blooded Krag orc; most greasers are half-orcs since they do not belong to any of the orc tribes (the orc tribes of the Krag consider them weak half-breeds) and are also not welcomed in the adjoining lands. While being a full-blooded or does not give Skrimesh any obvious advantages over his half-orc competitors, Skrimesh does seem to be able to get things accomplished that the half-orc greasers cannot. Whether

this is due to his full-blooded orc status or the fact that he is good at his job is an open question.

Skrimesh works out of Tarjak, a dirty little town located at the edge of the Krag.

What exactly Skrimesh charges for his services is up to the DM.

Skrimesh, Krag Orc Greaser: Male Krag orc, Mar 2/Exp 5; CR 6; Medium-size humanoid (Krag orc); HD 2d8+2 plus 5d6+5; hp 33; Init +0; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +7/+2 melee (1d6+2/19-20 x2, shortsword) or +6 ranged (1d4/x2, sling); SQ Krag orc traits, low-light vision; AL LN; Fort +5, Ref +2, Will +3; Str 14, Dex 12, Con 13, Int 10, Wis 9, Cha 12.

Skills and Feats: Appraise +5, Bluff +9, Climb +4, Diplomacy +3, Gather Information +8, Hide +2, Jump +4, Knowledge (local – Krag orc tribes) +7, Intimidate +3, Listen +1, Move Silently +2, Ride +2, Spot +5, Survival +1, Tumble +3; Power Attack, Run, Skill Focus (Bluff).

Possessions: Leather armor, shortsword, sling, 20 bullets, poncho, chullo



WALDEN RALDOFF, COMPANY COOK

"Sure, I don't get out on the battlefield and swing a sword. But ye better damned well believe that this company wouldn't be worth spit if I didn't feed it three square a day. I've been with the outfit some twenty years now and have stopped hash and beans to 'most every man jack that's passed through over the years. I even fed a king oncet."

Walden signed on with a mercenary company at the age of 12, hoping to become a powerful warrior. It just wasn't meant to be. Assigned to the mess staff within moments of entering the company, Walden has done nothing but prepare and serve food for over twenty years. He's friendly, good natured, and a favorite with most of the troops. In the evenings Walden can be found playing cards or jawing with the boys.

His friendly nature makes Walden a natural when it comes to collecting rumors. Everyone in the company, no matter their rank, feels comfortable with sharing information with Walden – true, false, it doesn't matter to him as long as he gets to hear some new, juicy gossip.

Walden is loyal to the company but sometimes forgets what he's doing and shares too much information when he's in town. Luckily, the cook doesn't get to town more than twice a year.

He stands almost six feet tall, is slightly overweight and balding, and always dressed in common clothes. Walden's only possession of any value is a ring he won in a card game a decade ago.

Male Human Exp3: CR 1; Medium humanoid; HD 3d6; hp 13; Init +0; Spd 30 ft.; AC 10, touch 10, •at-footed 10; Base Atk +2; Grp +1; Atk +1 melee (1d6-1, club) or +2 ranged (1d6-1, club); Full Atk +1 melee (1d6-1, club) or +2 ranged (1d6-1, club); AL N; SV Fort +1, Ref +3, Will +4; Str 8, Dex 11, Con 10, Int 12, Wis 13, Cha 9.

Skills and Feats: Appraise +7, Craft (cooking) +10, Diplomacy +5, Intimidate +5, Knowledge (nature) +7, Listen +7, Search +7, Spot +7; Lightning Reflexes, Skill Focus (Craft (cooking)).

Possessions: Bottle (glass/wine), bread (loaf), cheese (hunk), club, cook's tools, jug (clay), oil (1 pt. flask), pot (iron), gold ring (with emerald stone).

YAYAL THE UNLUCKY, THIEF

"So there I was, standing knee-deep in mud, the rain pouring over me, and a king's ransom in jewels in my fists. That's when the guard spotted me and yelled for my surrender."

Yayal has always been surrounded by bad luck, even when he was five years old and working as a pickpocket for his mother. Time and again Yayal would be in position for a good thing and fate would rip it from his grasping fingers. When he was 10 he had his hands on an original Andriet painting and lost it as he fell while escaping from the city watch. When he was 15 he had over a thousand gold worth of gems in his satchel only to find, upon reaching home, that every gem had fallen through a hole in the bottom of the satchel.

Yayal is 22, short and wiry, with close-cropped black hair and a constant look of terror on his face. Yayal lives in a cellar room beneath a local pub and spends his time trying to score the perfect job. Stories of Yayal's unlucky activities are legends in the underworld community and he's frequently the butt end of cruel jokes and pranks.

These days, Yayal isn't good for much beyond muggings and smash and grab jobs. The local guild won't allow him to join and almost every merchant and town guard knows of his failed career as a thief. Yayal makes most of his money selling false information to adventurers and merchants that are passing through town though even that has led to difficulties at times.

Yayal the Unlucky: Male Human Rog3; CR 3; Medium humanoid; HD 3d6+3; hp 16; Init +2; Spd 20 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +1; Atk +1 melee (1d4-1/19-20, dagger) or +5 ranged (1d6/x3, +1 *shortbow*) or +4 ranged (1d4-1/19-20, dagger); Full Atk +1 melee (1d4-1/19-20, dagger) or +5 ranged (1d6/x3, +1 *shortbow*) or +4 ranged (1d4-1/19-20, dagger); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL NE; SV Fort +2, Ref +5, Will +3; Str 8, Dex 15, Con 13, Int 10, Wis 14, Cha 12.

Skills and Feats: Climb +1, Disguise +5, Escape Artist +1, Hide +7, Intimidate +3, Listen +8, Move Silently +7, Search +6, Spot +8, Survival +4, Swim -4, Tumble +1, Use Rope +4; Point Blank Shot, Rapid Shot, Stealthy.

Possessions: +1 leather armour, +1 *shortbow* (50 masterwork arrows), dagger, rope (hemp/50 ft.), sack (bread loaf), cheese (hunk), waterskin.



Organizations

The following organizations are ready to provide you with hooks for adventure.

CULT, THE ORDER OF RIGHTEOUS FURY

Cult: A religion or religious sect generally considered to be extremist or false, with its followers often living in an unconventional manner under the guidance of an authoritarian, charismatic leader.

The Order of Righteous Fury is a cult of the god Ishpar (or some other campaign-appropriate LG deity).

The Order has declared a crusade against the enemies of Ishpar. While this in itself would generally be much lauded, especially since the priesthood and paladins of Ishtar continuously work to contain the demonic incursions from the Rann of Despair, the fact is that the Order's idea of what constitutes the "enemies of Ishpar" is rather broad.

The Order believes in a strict interpretation of the Laws of Ishpar and zealously metes out punishment to anyone that is viewed as having transgressed them. Even minor errors, such as working after sundown on the day prior to a sabbath, have earned people threats and beatings and, in areas where local authority is particularly weak, much worse. The order makes no distinction between actual followers of Ishpar and others in this.

In addition to being tremendously reactionary, the Order is also insanely xenophobic, distrusting everyone not of "the blood of Ishpar", which means any foreigners, native non-Ishpar worshippers, and any non-humans. More than one unfortunate family not of the "blood" has received a not-so-subtle warning to leave the kingdom, usually in the form of a bloody symbol of Ishpar painted on their doorway. Those that have not heeded this warning have lived to regret it.

Despite being officially denounced by both the Church of Ishpar and the royal family as an extremist cult the Order of Righteous Fury nevertheless continues to operate with seeming impunity, and its membership appears to be growing.

Many rumors suggest that this is because the Order actually has the tentative support of the Church as it seeks to increase its power at the expense of the king. Of course, just as many other rumors suggest it is really the king that secretly supports the cult in an attempt to weaken the church. Then a third series of popular rumors has the nobility furthering the cult in the hopes of weakening the central authority of both the church and king. And finally some suggest that the Order is actually a tool of the demons of the Rann, a group of dupes that believe they are serving Ishpar's purposes





even as they further the chaos and anarchy that the demons so prize.

Whatever the truth, all that matters to most is that the agents of the Order continue to strike when and where they want, sowing fear and doubt among the populace and turning neighbor against neighbor while the local authorities stand by helplessly. While the Order currently operates almost exclusively in the countryside and other areas where the reach of authority is weak, they have occasionally struck in the bigger cities and most agree that it is only a matter of time before the Order gets bold enough to strike even in the capitol.

LORD JEROME'S INFORMATION NETWORK

Like any good network, Lord Jerome's is organized in a hierarchy. At the top is Lord Jerome himself; everything begins and ends with the master blackmailer.

The second tier includes his most trusted/useful individuals. These are his information agents, including Paul Gaspard and M. Lalalque and a handful of others like them. All information agents report to Lord Jerome directly.

Below them are key (meaning reliable) contacts. These include several dozen nobles, craftsmen, merchants, soldiers, guardsmen, etc. that have proven valuable through the years by providing a steady stream of useful and factual information. These key contacts report to the information agents and many (though not all) don't even know that their information ends up in the hands of Lord Jerome (or even that he exists).

The final level are simple contacts. These individuals, who also report to or are sought out by the information agents, are those that provide the occasional bit of information or are useful only for highly specialized circumstances (i.e. the servant of a very minor noble, a baker's apprentice, etc.).

Money greases the wheels of Lord Jerome's organization. Although there are a number of individuals, especially among the key contacts, that are being blackmailed by Lord Jerome (either directly or through his information agents) and pay him off with information rather than money, in general Lord Jerome prefers to use the carrot rather than the stick; he prefers to buy loyalty rather than force it. None of his information agents are being blackmailed.

When necessary, Lord Jerome can call on any number of individuals that are capable of retiring tools, retrieving items from hard to reach locations, and persuading people in a more direct manner. This is rare and always done on a contract basis.

THE ROYAL DISPATCH

As part of the continuing efforts of the king to bring progress to the kingdom, the Royal Dispatch was established. Its goal: to relay vital news, messages, orders, and other official government correspondence throughout the kingdom in the most rapid manner possible.

Based on the idea of military couriers and initially conceived as a purely military operation, the Royal Dispatch has since been expanded to include all official government correspondence.

From its headquarters at the capitol, the Royal Dispatch daily sends its riders out into the far reaches of the kingdom, following the royal roads to deliver correspondence to, and collect correspondence from, the scores of royal dispatch posts.

Royal Dispatch riders wear a well-recognized uniform consisting of brown riding breeches, yellow tunic, and brown and yellow cap. In addition, each rider carries a brass horn that produces a distinct tone which the rider sounds as he nears a pick-up/delivery point or for emergencies.

Although interfering with the duties of a Royal Dispatch rider is considered an offense against the crown and is subject to the harshest penalties, that hasn't stopped some groups and individuals from attempting to do just that. Fortunately, all dispatch riders are military veterans capable of defending themselves.

THE ROYAL PIGEON CORPS

Headquartered within the royal castle itself, the Royal Pigeon Corps maintains a series of lofts for almost a thousand homing pigeons.

The Royal Pigeon Corps is under the supervision of the royal pigeon master who supervises a staff of five individuals in the daily care and training of the birds as well as the receipt of messages.

The homing pigeons are assigned to military and government posts, especially on the frontier. Since a homing pigeon that has been sent can only be replaced by physically transporting another one to the location, something that can take several weeks on the frontier, they are used to send only the most important messages (i.e. invasion, natural disaster, important event requiring the king or some other high official's immediate attention, etc.) back to the capitol. More mundane and routine communications are sent using the Royal Dispatch service.

The number of pigeons assigned to each location varies based on how frequently they need to, or are expected to need to, communicate with the capitol. Most posts receive at least four pigeons, but some important posts have a dozen or more.

Random Tables

These tables can help a DM when it's time for some quick help.

CORPSE TABLE

Whenever you find yourself in need of a corpse, roll 1d6 and consult the following table.

- 1: The victim is a male human some twenty winters of age. He is dressed in a cheap cloak and tattered tunic, both of which are soaked in blood. His flesh is chalky and cratered, likely from a bad case of acne or chicken pox as a child. His wide set eye sockets are empty – something or someone removed the victim's eyes. A deep gash through his neck is the source of the pool of blood in which the victim is found.
- 2: This still-warm corpse is that of a female elf, beautiful except for the caved in skull and missing right hand. The woman's body is stripped except for a thin, shredded robe and signs of physical abuse – including rope marks – cover her breasts, neck, and back. A tattoo on the woman's left forearm is of a unicorn wreathed in stars (a successful *Knowledge (nobility and royalty)* check is required to recognize that the symbol is that of a royal house of the elves of the western plains).
- 3: This malnourished body, with all four limbs broken and the lower jaw shattered, is all that remains of a local ex-celebrity, Gregor Kontos. Kontos, a once-important member of the city council, was a human of some sixty winters of age before he was exorcised from the council a decade ago. Rumors of corruption and interaction with devils led to the man's fall from power and he has been rarely seen since losing his position. How Gregor's body came to be in this location, and who is responsible for his death, is a mystery.
- 4: The corpse is a young half-orc of less than sixteen winters. The body is in terrible shape, covered in dozens of deep, blood-covered cuts and twice as many black bruises. Clothed in a red cloak, dark supertunic and dark breeches, the half-orc looks much like any other member of his race. A dagger at the half-orc's side indicates that he was unable to defend himself and a pouch of copper and silver coins leads one to question the motive of the killer (or killers).

- 5: The victim, a human female woman of middle-age, is missing her lower jaw and anyone looking into the dark cavity can see that extends into her now hollow skull. Whatever removed the woman's jaw and extracted her brain may still be in the area – the woman's body is still warm to the touch. Three-toed, bloody footprints lead to a wall at which point the tracks lead straight up the building's side. Following the tracks becomes close to impossible on the building's rooftop as they are lost in bird droppings and filth.
- 6: The body of this male dwarf is missing its head. The dwarf, dressed in a dark cloak and chain shirt, is also missing one foot and the only item of value left with the body is a gold necklace. Blood spattered about the corpse and the area, including far more blood than the dwarf could have possibly contained within his short form, indicate that the dwarf gave as good as he got and it's likely that the murderers are somewhere close by attempting to recuperate from their wounds.

GREETINGS

Even today people of different cultures have different ways of greeting each other. Back in the medieval days, such ways could literally vary from village to village.

Here's a d20 list of greetings for people that are meeting face-to-face (the equivalent of the handshake). You can use this list anytime the PCs come to a new area or village; simply roll a d20 and that is the way that people greet each other.

Greetings (d20)

1. Raise right hand open palm outward, touch other person's open palm.
2. Grab the bridge of one's nose while shaking hands.
3. Clasp your hands over the others' forearm and shake thrice.
4. The younger individual bows to the elder, who nods in response.



COIN NAMES

Tired of everyone using gold pieces? Want the currency in your campaign to reflect a little more what medieval currency was like? Here are some coinage names grouped by their values:

Copper	Silver	Gold	Platinum
Hog	Cow	Horse	Dragon
Peasant	Baron	Duke	King
Single	Ten	Hundred	Thousand
Truth	Honor	Faith	Loyalty
Hundredth	Tenth	One	Ten
Hut	House	Mansion	Palace

Obviously, there are many more possibilities, and these coin names don't actually come close to what medieval coins were like (but then again, medieval coins didn't work on the 1/10/100/1,000 system either). Still, it is a bit more interesting for the local weaponsmith to ask for "Eleven Dukes for that longsword" or the local innkeeper to ask for "Two Tenths" after a night's stay in the common room.

5. Kiss each other on both cheeks.

6. Raise your hands to the sky while praising the fortune for bringing the individual in contact with you (the junior person goes first).

7. Place your hands on each other's cheeks while touching foreheads.

8. Hug for a good long time.

9. Reach down and grab some dirt (or grass, stones, whatever is available) to sprinkle at the other's feet (the junior person goes first).

10. Men tug at each other's beards (or chins); women tug at the other's earlobe.

11. A simultaneous gentle patting on the top of the head.

12. A simultaneous drawing and crossing of weapons (everyone carries weapons, daggers at a minimum).

13. Each of you bares his or her teeth and growls deeply.

14. Simultaneous interlacing of the fingers of each other's left hand.

15. A belch (the junior goes first)

16. Spit on the ground between each other's feet (junior goes first).

17. Clasp each other with the right hand on the other's left shoulder.

18. Stand on one leg while reciting the five-verse rhyme of greeting.

19. Make a fist and place it against your heart (junior goes first).

20. Stick out your tongue (junior goes first).

INN NAMES (d20)

1. Dog and Partridge
2. The Vine
3. Old Fox
4. Cross Keys
5. Baron's Inn
6. Rose and Crown
7. Shoulder of Mutton
8. Woolpack
9. Farriers Arms
10. Wheel
11. Pig and Whistle
12. Spotted Cow
13. Castle Inn
14. New Inn
15. Black Oak
16. Hope and Anchor
17. Galloping Steed
18. Ball and Cup
19. Crowing Rooster
20. Crossroads Inn



MASTER DANDOLO'S RANDOM MAIN COURSE GENERATOR

Roll one d20 for each of the three categories to create a main course fit for the royal hall. Of course, you may wish to peruse various sources to come up with your own dishes (i.e. stirges pickled in aboleth slime).

Note that it is generally considered in bad taste to serve anything from humanoid creatures and/or with higher Intelligence.

Method of Preparation

1. Stewed
2. Glazed
3. Roasted
4. Boiled
5. Deep-fried
6. Pan-fried
7. Braised
8. Baked
9. Steamed
10. Slow-cooked
11. Pan-broiled
12. Grilled
13. Burnt
14. Raw
15. Smoked
16. Seared
17. Sautéed
18. Au jus
19. Pickled
20. Flambé

Body Part (may not apply to all creatures)

1. Tongue
2. Liver
3. Wing (or arm or leg or tentacle or claw)
4. Eyeball
5. Flank
6. Tail
7. Brains
8. Shank
9. Foot (hoof)
10. Snout
11. Tripe
12. Egg
13. Blood

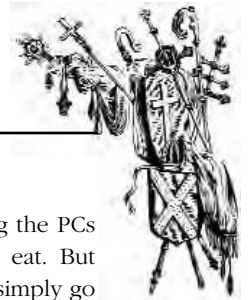
14. Head
15. Stomach
16. Heart
17. Neck
18. Ears
19. Ribs
20. Loin

Creature

1. Ankheg
2. Cockatrice
3. Dire Boar (or any other dire animal)
4. Violet Fungus
5. Ooze (take your pick)
6. Frost Worm
7. Gray Render
8. Hippogriff
9. Hydra
10. Krenshar
11. Manticore
12. Mimic
13. Rast
14. Roc
15. Sea Cat
16. Shambing Mound
17. Spider Eater
18. Tendriculos
19. Worg
20. Wyvern

PEOPLE THAT APPROACH THE PCs IN THE CITY (d20)

1. City watch patrol looking for a criminal
2. Visitor to the city asking for directions
3. Beggar (might be working with a pickpocket)
4. Merchant pushing his or her wares (usually food or drink)
5. Individual that has mistaken you for someone he or she knows
6. Drunkard that wishes to share a joke
7. Streetwalker
8. Young child lost and looking for his or her parents (could be a trap)
9. Clergyman asking for alms
10. Swaggering bully looking for a fight
11. Doorman eager to get you into his or her establishment



12. Love-struck woman or man
13. Religious zealot looking to convert you
14. Group of roistering young nobles/wealthy stirring up trouble
15. Old friend/relative
16. Sworn enemy
17. Anxious individual that believes he or she is being followed
18. Messenger with news of interest
19. Potential employer
20. Lunatic

PEOPLE THE PCs MEET ON THE ROAD (d20)

1. Journeyman (an apprentice in a trade on his way to another city to set up shop)
2. Pilgrims on their way to a temple/holy site
3. Military patrol
4. Merchant caravan
5. A tinker and his dog
6. Peasants on their way to market
7. Fellow adventurers
8. Bandits
9. Wealthy individual/noble and his or her retainers
10. Beggar
11. Family of gypsies
12. Troupe of actors
13. Wandering minstrel
14. Bounty hunter hot on a criminal's trail
15. Escaped livestock
16. Shepherds and their flock
17. Questing paladin
18. Random monster
19. Mourners carrying coffin
20. Eloping lovers

SPECIAL OF THE DAY

Coming back from a hard day's adventuring the PCs stop at the local inn and order something to eat. But what exactly is available? You can roll a d20 or simply go down the list.

Special of the Day

1. Jellied Eel
2. Grilled rabbit and mushrooms
3. Braised pigeon
4. Venison, potatoes, and carrots
5. Fenneled trout
6. Sausage and bread
7. Barley soup
8. Squirrel and bacon stew
9. Spit-roasted lamb with egerdouce (onion and fruit) sauce
10. Chicken with green beans
11. Eggs and honey (omelet with honey)
12. Pork liver and kidney pottage
13. Braised duck
14. Leek soup
15. Stewed capons
16. Farmer's platter (cold cuts, butter, bread)
17. Inside-out pig
18. Mint duck
19. Cheese pie with herbs
20. Wild game stew

Treasure

For over three years now Ronin Arts has been known for providing DMs with interesting and unusual treasures. It is only fitting that the *DM's Idea Pipeline* would feature new treasure items almost every week.

Armor

ARMOR OF THE GREHELL S CHILDREN

Appearance: This light-color suit of armor, constructed from leather and dark, thick segments of flesh, is most instantly recognizable by the heavy carapace mounted to the armor's back. This carapace forces the wearer to bend forward, giving him a hunchback-like appearance. The armor's helmet, resembling the toothed maw of some dangerous creature, completely obscures the wearer's vision and the gauntlets, long, bladed devices of metal, prevent the wearer from using his hands.

Appraise Information: DC 18. This unusual armor is constructed from the corpse of a grethell, a medium-sized aberration that lives deep in the swamps. The grethell defend the swamp from intruders and this particular suit of armor was made by a twisted cult, Grethell's Children (see box). Only the highest ranking cult members are allowed to wear this armor and, even then, they wear the suits only during worship ceremonies. Members of the cult will not wear this armor when on a raid or in combat – unless they are surprised during a ceremony.

Value: 25 gp. While the armor has no value as equipment, it does have limited value as an art object. A collector of rare and unusual armors will likely pay up to 10x the listed value.

Special Rules: The wearer of this armor is blinded, suffers a –6 penalty on all Listen checks, and suffers a –10 penalty on his Dexterity and Strength. The armor does provide some protection if worn in combat, granting the wearer a +4 armor bonus.

ARMOR OF THE VENOMHATCHER

Appearance: This heavy plate armor looks strangely organic though on closer inspection it is obvious that it is indeed constructed of metal. The armor is silver in color, polished to a high shine. Rows of spike-like appendages decorate the armor's shoulder guards and arms and the helmet, when worn, makes the wearer look like some sort of bizarre, terrifying insectoid creature. The armor is lined with crimson, padded silk and is quite comfortable to wear. Hooked gauntlets that prevent the wearer from using his fingers finish the truly alien look of the armor.

Appraise Information: DC 25. This ceremonial armor was constructed from the metallic hide of a venomhatcher, an unusual construct that travels the numerous planes of existence looking for any organic life and

GREHELL S CHILDREN

This dark cult of outcasts and the unwanted lives deep in the swamps to the south, leaving their home rarely and, then, only to raid caravans that pass close by to their lair. Fifty plus members strong, these evil people has elected to worship the grethell, terrible aberrations that worship and care for the swamps. The grethell have accepted their worshippers and, though they are unable to communicate with the cult, they instruct their followers through signals made with their tentacles. The cultists are completely loyal to the aberrations and will do anything asked, including allowing themselves to be used as food for the grethell.

The cult has recently resorted to kidnapping children from nearby communities so that they may build their ranks. They prefer to steal newborns and raise them as followers of the grethell.

Anyone attacking a grethell will come under attack by dozens of cultists – the crazed cult members will fight to the death in order to save the grethell.



killing any life that they encounter. Suits of armor constructed from the shell of slain venomhatchers were worn by Emperor Anaxkar's bodyguards near the end of the villainous Emperor's reign over the demiplane known simply as Virus. Venomhatcher armor is rarely seen and is quite valuable.

Value: 9,150 gp (1,500 gp full plate, 150 gp masterwork, 7,500 gp for the armor's rarity).

Special Rules: Armor check penalty -6 (it would be -7 if the suit were not masterwork quality). The helmet's heavy, obstructing shape increases all Spot and Listen checks by four. The armor's gauntlets, when worn, prevent the wearer from using his hands or fingers though they do provide +2d4 damage to unarmed attacks.

BATTERED FULL-FACE HELM

Appearance:

This gray metal helmet has a heavy plate reinforcing the forehead and is completely closed, the visor locked in place - when worn the helmet greatly restricts the wearer's vision. The helmet is fastened to a thick metal guard that protects the wearer's shoulders and neck. This helmet is worn and faded, covered in numerous small dents. Faded scrollwork that was once painted on the helmet's face is the only markings that can be found anywhere on it.

Appraise Information: DC 16. This helmet is constructed of a cheap iron that was once painted a rich, vibrant gray. The painted scrollwork is of a style used by the winter elves over five hundred years ago, though this helmet is simply a copy of a once-great helmet design and is really only two decades old.

Value: None. If it were in perfect shape it would be worth 15 gp.

Special Rules: The locked visor of the helm increases all Spot DCs by +5.

DAGGER WORM HELM

Appearance: This heavy, full helmet appears to be the head of some subterranean beast, the creature's mouth split wide open so that the wearer's head extends

from the beast's open mouth. Rows of sharp, needle-like teeth surround the wearer's head which is encased in a lizardskin-like covering that reveals only the wearer's eyes. The helmet's final bit of decoration are four long tentacles, each tipped with a dagger-like spike, that hang loosely down the wearer's back. The helmet is extremely heavy and uncomfortable to wear.

Appraise Information: DC 25. This unusual helmet is built from the remains of a young dagger worm, a burrowing monster found only in the deepest caverns. Every piece of the helmet was built from the remains of the creature, including the skeletal frame that allows the helmet to maintain its shape.

Helmets such of this are usually constructed by drow warriors that have completed the Trek of the Worm, a coming of age ritual that many male drow must undergo before they are accepted into the ranks of the Night's Elite, a special group of drow warriors tasked with defending their high priestess.

Value: 3,500 gp.

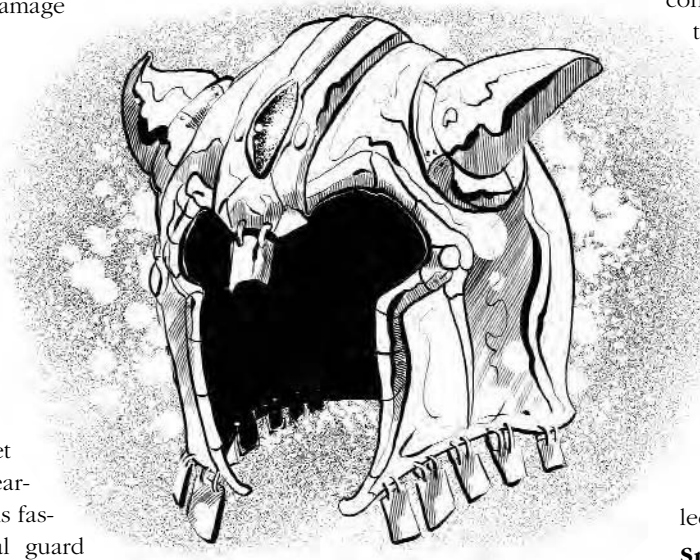
While the helmet has little combat effectiveness it is a highly-sought collectible.

Special Rules: This heavy helmet increases the DC of all Spot and Listen checks by 10. The helmet is so heavy that anyone wearing it suffers a -1 circumstance penalty on all Strength and Constitution checks.

GAUNTLET OF THE PIERCER

Appearance: This pair of gauntlets, constructed for a medium-sized humanoid, is of the mitten-style. Each appears to be manufactured from solid stone but upon closer examination they are in fact created from the shell of some unidentified creature. The gauntlets are lined with black velvet and are decorated with red gemstones - four on each gauntlet.

Appraise Information: DC 20. These gauntlets are constructed from the shell of the piercer, an unusual subterranean creature that resembles a stalactite. Piercers are known for their tactic of remaining motionless on the ceiling of a cavern or dungeon and then dropping down on a victim, impaling them with their stalactite-like body. The gemstones are flawed rubies.





Value: 198 gp (8 gp for the gauntlets, 30 gp for the unusual material used in their construction, and 20 gp for each ruby).

Special Rules: The mitten-style of the gauntlets forces a circumstance penalty of -4 on all Dexterity checks.

GRIFFON CHAIN BARDING

Appearance: This suit of chain barding is interesting in that it has been crafted with two openings, one on each side of the creature's back.

Appraise Information: DC 18. If it can be ridden, someone makes barding for it, and griffons are no exception. This particular suit of armor is obviously meant for a flying mount since it has openings for the creature's wings, but determining the exact type of creature is largely a matter of trial and error.

Value: 600 gp (600 gp for the barding).

Special Rules: Griffon barding is four times as expensive as comparable human armor and weighs twice as much; it is otherwise identical in its effects to human armor. For example, this particular suit of griffon chain barding would have the following statistics:

Cost: 600 gp.

Armor Bonus: +5

Max. Dex. Bonus: +2

Armor Check Penalty: -5

Speed (50 ft.): 35 ft.

Speed (120 ft. fly (average)): 90 ft. (poor)

Weight: 80 lb.

MICOLAI'S HELM

Appearance: The large helmet is decorated with a silver dragon that has been inlaid into the sides. The helmet features a wide, hat-like brim and long cheekguards that frame the wearer's face. It was specifically designed to protect against sword attacks.

Appraise Information: DC 14. This helmet was used decades ago and is of a type used by an ancient religious order. The silver design on the helmet is beautiful work, valued by collectors. The helmet bears the same design found on a suit of plate armor and a shield that was uncovered over a year ago.

Value: 70 gp (25 gp for the helm, 35 gp for the artistic value, and 10 gp for the silver in the design).

Special Rules: Anyone attacking with a sword against an opponent wearing one of these helmets suffers a -4 penalty to attack and damage rolls.

UNUSUAL MATERIAL: STONELIMB WOOD

Usually just referred to as stonewood, this particular type of material is harvested from the stonewood trees that grow in the caverns deep beneath the surface world. Stonewood trees originated on the surface and were originally under the care of the elven people until the evil drow slaughtered the trees' protectors, destroyed most of the plants, and took the remaining, living trees to their kingdom below ground. Through dark magic, sacrifices to their evil gods, and centuries of patience the drow adapted the stonewood trees, transforming them to survive in the darkness underground.

Today stonewood is a rare material, used by drow and other evil subterranean races to create a number of different items.

Value: 400 gp per pound.

Hardness: 6.

Hit Points: 18 per inch.

Uses: Stonewood may be used in place of any wood or lumber. The material is frequently used for the construction of doors, wooden shields, and bows.

NOBLE'S GORGET

Appearance: This gorget – a piece of armor designed to protect the wearer's neck – is fashioned of a lightweight metal that glistens in the sun. A soft leather lining makes the gorget comfortable to wear and the gold piping and twenty green gemstones set into the gorget make it a fashionable, gorgeous protective item.

Appraise Information: DC 15. Also sometimes referred to as an assassin's foil, this item is primarily for ceremonial purposes – the gorget is so lightweight that it offers barely any protection (see special rules, below). The gemstones are elfeyes, a rare type of emerald mined by the dwarves of the western badlands. While common amongst royalty and the higher class, each gorget is custom crafted. Some wealthy collectors of ceremonial armors are known to specialize in gorgets.

Value: 450 gp (10 gp for the gorget, 20 gp for each gemstone, and 40 gp for the collectible value of the item).



Special Rules: This item, while lightweight, is bulky and difficult to move quickly in. The wearer suffers a -4 penalty to all Dexterity-related checks (and skills) while wearing this item. Additionally, the item's protective qualities are poor, at best and offers only a +1 armor bonus.

SHIELD OF THE OCTOPUS

Appearance: This massive tower shield is unique in appearance, a heavily-sculpted set of tentacles flailing out from the center of the shield. The entire shield is fashioned of metal and painted red.

Appraise Information: DC 16. The shield was manufactured hundreds of years ago by a long forgotten artist known for creating weapons and armors decorated with tentacles. The reverse side of the shield bears the artist's mark, a circle with a line slashed through it.

Value: 250 gp (30 gp for the shield, 150 gp for masterwork quality, and 70 gp for the artistic value of the shield).

Special Rules: Armor check penalty is increased by 4 due to the shield's weight. This is a work of art used for ceremonial purposes and not intended for use in battle.

SHIELD OF THE SORCERER

Appearance: This small steel shield is polished to a bright shine and is decorated with a dozen small metallic studs. A dark, rust-colored metal band encircles the shield's edge upon which are twenty green gemstones. The shield's straps are tattered leather, little more than scraps. The straps must be replaced if the shield is to be properly utilized in combat.

Appraise Information: DC 18. This attractive shield was constructed almost six-hundred years ago for the evil sorcerer Amadies, a ruthless conqueror infamous for his actions at the Battle of Earthtorn. The metallic studs are made of silver it is said that they were once, long ago, ensorcelled with a powerful magic that kept the bearer of the shield safe from harm. A DC 25 Knowledge (history) check reveals that the studs were never magical - this is just a baseless rumor that has grown through the ages. The gemstones are emeralds.

Value: 583 gp (9 gp for the shield, 150 gp for masterwork, 2 gp each each silver stud, 15 gp for each emerald, and 100 gp for the shield's historical and collectible value.

Special Rules: As a masterwork shield, the armor check penalty is reduced by one (to none).

Weapons

BOMB, KNOCKOUT

Appearance: This palm-sized green glass sphere is cool to the touch. It feels rather light and fragile and, as you take a closer look, you notice that the interior is milky green rather than pure green.

Appraise Information: DC 17. This little item is a knockout bomb; it is filled with a gas that can render unfortunates caught within it unconscious for a short period of time.

Due to the fragility of the glass sphere, knockout bombs are usually stored in protective containers such as pouches filled with sawdust or even custom-made wooden cases lined with felt or silk.

Value: 40 gp (40 gp for a single knockout bomb).

Special Rules: You can throw a knockout bomb as a ranged attack with a range increment of 20 feet or fire it from a sling like a sling bullet with a range increment of 50 feet. When the bomb strikes a hard surface (or is struck hard), it releases a sleep gas. Each creature within a 10-foot radius spread must make a DC 15 Fortitude save or fall unconscious for 2d4 rounds.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Crafting a knockout bomb requires a successful Craft (alchemy) check (DC 25).

BOMB, CHAOS

Appearance: This palm-sized glass sphere is cool to the touch. It feels rather light and fragile and, as you take a closer look, you notice that the interior is a roiling iridescent mass.

Appraise Information: DC 17. This little item is a chaos bomb; it is filled with a toxic gas that confuses intelligent creatures.

Due to the fragility of the glass sphere, chaos bombs are usually stored in protective containers such as pouches filled with sawdust or even custom-made wooden cases lined with felt or silk.

Value: 25 gp (25 gp for a single chaos bomb).

Special Rules: You can throw a chaos bomb as a ranged attack with a range increment of 20 feet or fire it from a sling like a sling bullet with a range increment of 50 feet. When the bomb strikes a hard surface (or is struck hard), it releases a flammable gas that creates a blinding flash. Each intelligent creature within a 10-foot radius spread must make a DC 15 Fortitude save or be



confused for 1d4 rounds.

A *confused* creature's actions are determined by rolling d% at the beginning of his turn: 01–10, attack thrower with melee or ranged weapons (or close with thrower if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from thrower at top possible speed; 71–100, attack nearest creature. A *confused* creature that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* creature. Any *confused* creature that is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. A *confused* creature does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Crafting a chaos bomb requires a successful Craft (alchemy) check (DC 25).

BOMB, FLASH

Appearance: This palm-sized glass sphere is cool to the touch. It feels rather light and fragile and, as you take a closer look, you notice that the interior is a smoky gray.

Appraise Information: DC 17. This little item is a flash bomb; it is filled with a flammable gas that ignites the moment it makes contact with the air.

Due to the fragility of the glass sphere, flash bombs are usually stored in protective containers such as pouches filled with sawdust or even custom-made wooden cases lined with felt or silk.

Value: 15 gp (15 gp for a single flash bomb).

Special Rules: You can throw a flash bomb as a ranged attack with a range increment of 20 feet or fire it from a sling like a sling bullet with a range increment of 50 feet. When the bomb strikes a hard surface (or is struck hard), it releases a flammable gas that creates a blinding flash. Each sighted creature within a 10-foot radius spread must make a DC 15 Fortitude save or be blinded for 1d4 rounds.

Blinded creatures cannot see and take a –2 penalty to Armor Class, loses any Dexterity bonus to AC, move at half speed, and take a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded creature.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Crafting a flash bomb requires a successful Craft (alchemy) check (DC 25).

BOMB, SMOKE

Appearance: This palm-sized glass sphere is cool to the touch. It feels rather light and fragile and, as you take a closer look, you notice that the interior is a smoky black.

Appraise Information: DC 17. This little item is a smoke bomb; it is filled with a dense concentration of opaque smoke.

Due to the fragility of the glass sphere, smoke bombs are usually stored in protective containers such as pouches filled with sawdust or even custom-made wooden cases lined with felt or silk.

Value: 30 gp (30 gp for a single smoke bomb).

Special Rules: You can throw a smoke bomb as a ranged attack with a range increment of 20 feet or fire it from a sling like a sling bullet with a range increment of 50 feet. When the bomb strikes a hard surface (or is struck hard), it releases its smoke. The smoke fills a 10-foot radius spread (treat as a *fog cloud* spell); a moderate or strong wind dissipates the smoke in 1 round. The smoke is fully released after 1 round and dissipates naturally.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Crafting a smoke bomb requires a successful Craft (alchemy) check (DC 20).

BOMB, TOXIN

Appearance: This palm-sized glass sphere is cool to the touch. It feels rather light and fragile and, as you take a closer look, you notice that the interior is a vague gray.

Appraise Information: DC 17. This little item is a toxin bomb; it is filled with an inhalation poison.

Due to the fragility of the glass sphere, toxin bombs are usually stored in protective containers such as pouches filled with sawdust or even custom-made wooden cases lined with felt or silk.

Value: 1,010 gp (for a toxin bomb containing ungod dust), 1,510 gp (for a toxin bomb containing insanity mist), 2,110 gp (for a toxin bomb containing burnt other fumes).

Special Rules: You can throw a toxin bomb as a ranged attack with a range increment of 20 feet or fire it from a sling like a sling bullet with a range increment of



Poison	Type	Initial Damage	Secondary Damage	Price
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp

50 feet. When the bomb strikes a hard surface (or is struck hard), it releases its inhalation poison. Each creature within a 10-foot radius spread must make the appropriate Fortitude save or suffer the poison's effects.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Crafting a toxin bomb requires a successful Craft (alchemy) check (DC 25).

DRACONIC DAGGER WITH SCABBARD

Appearance: This long, heavy dagger is made of a black metal and decorated with silver designs. The scabbard is made of the same material and adorned with red gemstones.

Appraise Information: DC 15. The metal used in the dagger and scabbard's construction was taken from a metal-clad ancient dragon, a powerful creature bonded to metal through powerful sorcery. The dagger and scabbard were created over a century ago for the human warrior-king Flackavius who lost the weapon when he died at the Battle of Twenty Swords. The three red gemstones on the scabbard are carefull-cut rubies.

Value: 657 gp (2 gp for the dagger, 25 gp for each gemstone, 175 gp for the historical significance, and 400 gp for the craftsmanship and metal-clad dragonskin used in the item's construction).

Special Rules: The dagger's slim design allows it to deal piercing damage.

GRIFFON WAR CLAWS

Appearance: These wicked steel claws are obviously not meant for human hands. Each claw is roughly the length of a longsword blade and is hollow so that it can be slipped over a creature's appendage. It is secured in place with a sturdy leather thong.

Appraise Information: DC 18. That these metal claws are obviously meant for some form of creature is obvious. A Knowledge (nature) check (DC 13) will tell the examiner that they are designed to fit a bird's claws.

War claws are used by griffon riders to enhance their mount's already respectable claws.

Value: 45 gp (45 gp for one set of claws; a griffon has four sets of claws).

Special Rules: Griffons must be trained to accept war claws.

War claws increase the damage of a griffon's claw or rake attacks according to the following table:

Old Attack	New Attack
1d6	1d8
1d8	2d6
2d6	3d6

While wearing war claws, the griffon suffers a -10 penalty to its land-based movement rate.

MASTERWORK WAR CLUB

Appearance: This small but heavy wooden club has a leather-wrapped grip and features a curved body that has been carved to appear as an eagle's talon. The "talon" is grasping an egg-shaped club-head. Numerous triangular silver inlays cover the club.

Appraise Information: DC 18. The club is a perfect example of the war clubs employed by the primitive halfling tribes of the "Land of Endless Lakes"; given the eagle motif and the quality, the club undoubtedly belonged to a war chief of the Eagle clan.

The club is made from the ball root of a maple tree, something that occurs when a root from a tree hangs over a stream bank and is shaped by the water into a curved shape. The silver inlays are actually bits of oyster shells. This is clearly a masterwork weapon.

Value: 450 gp (300 gp for masterwork quality, 150 gp for collector value).

Special Rules: None.

MULTIWEAPON

Appearance: This appears to be a plain steel rod, roughly the length of a man's forearm. Upon closer inspection, however, you notice fine geometric lines on the rod's surface.

Appraise Information: DC 12. It's a steel rod that weighs about five pounds, what more is there to say? What exactly it might be used for is anyone's guess as it makes a better paperweight than weapon.

Value: 10 gp (10 gp for the rod).



Special Rules: The steel rod is a *multiweapon*. Upon the command of its possessor the *multiweapon* changes from its rod shape to that of any metal-based weapon. Thus, upon command, the *multiweapon* could become a longsword, hammer, or greataxe but not a longbow, spear, or halberd. The resultant weapon has all of the characteristics and statistics of a normal weapon of its kind (and requires the proper weapon proficiency feat to wield without penalty).

Moderate transmutation; CL 9th; Craft Rod, Craft Magic Arms and Armor, *fabricate*; Price 12,000 gp.

It is rumored that there are variant *multiweapons* that include enhancement bonuses and special abilities as well as adamantite and cold iron versions.

SACRED DAGGER OF THE RATCALLER

Appearance: This blade of long, curved dagger is white in color and the dagger's handle – wrapped in leather straps – is a deep crimson in color. No other distinguishing features or ornamentation decorate the weapon.

Appraise Information: DC 15. This weapon is used by Ratcallers, wererat priests that worship the Rat (a lawful evil deity of the Animal, Earth, and Trickery domains). The weapon is constructed of steel and painted white – Ratcallers must frequently repaint their daggers and use them only as a last resort (the weapons are not intended for use in combat but, rather, for ceremonial sacrifices only). It is said that for each victim sacrificed to the Rat deity the dagger gains magical powers but this merely a rumor that has no basis in fact. The leather straps wrapped around the weapon's handle are also frequently replaced – Ratcallers strive to keep their sacred daggers in pristine condition at all times.

Value: 2 gp. It is possible that collectors of wererat artifacts may exist, in which case the dagger would likely be worth 10 to 20 gp.

Special Rules: None.

SHANDHU

Appearance: A set of five blades sit on spines that extend from a central palm-sized disk much like the arms of a starfish.

Appraise Information: DC 18. This is a shandhu, a combination melee/throwing weapon used by the dwarves of Deep Kagojima.

A shandhu is used in combat by grasping the weapon about its disk and placing the fingers between three of the blades (thumb/index and middle finger/ring finger and pinkie), making it almost an extension of the

hand.

Shandhu are usually used in pairs. Shandhu techniques emphasize fluid motions and often incorporate spins; a shandhu master in action is nothing more than a blur of blades.

A shandhu is thrown much like a disk.

Value: 5 gp (5 gp for a single shandhu).

Special Rules: A shandhu has the following statistics

Type: Exotic Light Melee Weapon

Cost: 5 gp

Dmg (S): 1d4

Dmg (M): 1d6

Critical: 19-20/x2

Range Increment: 20 ft.

Weight: 2 lbs.

Type: Slashing

Clothing

BLUE DRAGON CAP

Appearance: This is a plain blue reptile leather flat cap.

Appraise Information: DC 12. The style says peasant, but the material and craftsmanship says nobility. What can one say except that such an anachronism, while interesting, will be a tough sell since no peasant can afford it and no nobleman (except whomever commissioned it) would wear it?

Value: 105 gp (5 gp for the leather, 100 gp for masterwork quality).

Special Rules: The cap was made using the same process as the *white dragon cloak*.

The *blue dragon cap* grants the wearer the sound imitation ability. This allows the wearer to mimic any voice or sound he or she has heard anytime he or she likes (as long as he or she is wearing the cap). Listeners must succeed on a Will save (DC equal to 10 + the user's Intelligence modifier) to detect the ruse.

Moderate universal; CL 10th; Craft Wondrous Item, *permanency* (costs 1,000 xp); Price 25,000 gp.

CLOAK OF THE FOLLOWERS OF ASPHIBYIEX

Appearance: This thick, black leather cloak is fastened at the neck with a chain formed of bones and iron. The cloak is in excellent condition and lined with wool.

Appraise Information: DC 18. This is a cloak of a disciple of orcs that believe an ancient god rests at the bot-



tom of Lake Craddush. The god, Asphibiex, is a water elemental god worshipped by orc necromancers near the orcish city of Skraag. The cloak is made from the skin of an eye of the deep that is cured and sewn to a thick, black fabric made from wool. The cloak is dyed black and the chain, made of bones and iron, is attached to the cloak with a thick, leather strap.

Value: 63 gp (8 gp for the cloak, 35 gp for the eye of the deep skin, and 20 gp for its historical significance.)

Special Rules: The cloak provides a +2 equipment bonus to Fortitude saves vs. cold.

COBTOR'S SKULLCAP

Appearance: This is fine green silk skullcap richly embroidered with gold thread and pearl.

Appraise Information: DC 13. A skullcap is a common headdress, especially among academics, merchants, and other sorts of professionals.

This particular example is quite expensive, being made of fine silk and covered in pearls embroidered to the cap by gold thread. The gold thread traces a very fine and delicate design reminiscent of a spider's web; the overall look of the skullcap is of a bedewed spider's web on a lush field of grass.

A successful Knowledge (local) check (DC 35) imparts the knowledge that a skullcap matching this design belongs to the criminal mastermind Cobtor known for his secrecy and elusiveness.

Value: 1,377 gp (2 gp for the gold thread, 25 gp for the silk, 100 gp for masterwork quality, 1,250 gp for the pearls)

Special Rules: *Cobtor's skullcap* is one of the chief reasons why so little is known about Cobtor.

The *skullcap* protects its wearer from all divination attempts and mind-affecting spells, even *limited wish*, *miracle*, and *wish* spells.

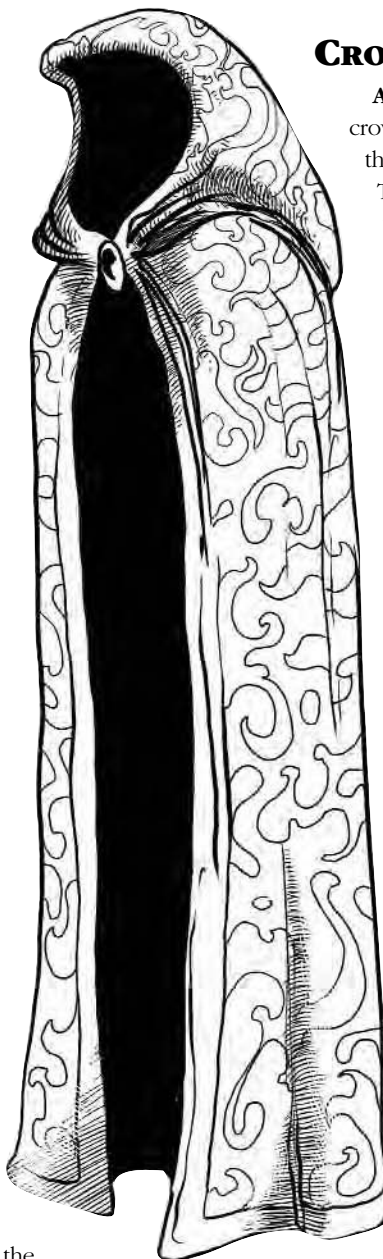
Furthermore, the wearer becomes instantly aware of any attempts to *sCRY* the wearer.

If the *sCRY* attempt is within a 40 ft. radius of the wearer, the wearer instantly knows the location of the magical censer or scrier. Otherwise, the wearer and the scrier make

opposed caster level checks (1d20 + caster level). The *skullcap's* wearer's caster level for purposes of this check is 15.

If the *skullcap's* wearer matches or exceeds the scrier's result then the wearer receives a mental image of the scrier and an accurate sense of the scrier's distance and direction from the wearer.

Strong abjuration; CL 15th, Craft Wondrous Item, *detect scrying*, *mind blank*; Price: 74,000 gp.



CROWN OF KHARKUS

Appearance: This heavy, black metal crown is decorated with a larger demon's skull that protrudes from the front of the crown. The skull's mouth is open and long, silver teeth make the crown a menacing sight to behold. Orcish writing decorates the inside of the crown.

Appraise Information: DC 18. This crown is used by the Cult of Kharkus, an orcish cult that operates in the city of Skraag. The cult devotes its energy worshiping the demon Kharkus. The crown is made of steel. The writing reads "Deliver us to our death and allow us to serve you."

Value: 250 gp (25 gp for the crown, 100 gp for the craftsmanship and materials, and 125 gp for its collectibility).

Special Rules: Wearing the crown for any length of time is tiring and puts a great deal of strain on the wearer's neck. After one hour, all Strength and Constitution checks suffer a -2 circumstance penalty.

DUNCE CAP

Appearance: This is a plain conical gray felt hat that is about as tall as its diameter. A large black letter "D" has been stitched onto the hat.

Appraise Information: DC 11. Although someone might confuse it for a wizard's hat, this would appear to be a dunce cap, a safe assumption given the shape and the bold letter emblazoned upon it. The dunce cap has

been a means of punishing pupils for some time, although a bardic lore or Knowledge (history or local) check (DC 30) reveals that its conical shape was originally believed to act as a funnel and aid in bringing the light of knowledge to people.



Value: 2 cp (2 cp for the hat).

Special Rules: Although this particular *dunce cap* is in the actual shape of a dunce cap, most *dunce caps* appear as ordinary hat, caps. *Dunce caps* are the bane of wizards and sorcerers everywhere. More than one incautious arcane spellcaster has fallen prey to rival who created a *dunce cap* that looked exactly like his normal head covering and replaced the original with it.

A *dunce cap* can be placed upon someone's head during combat. It is easiest if the victim is not aware that someone is attempting to do so (i.e. sneaking up behind them), but, since the magic works the moment the *cap* sits on the head, it can be done even if the victim is aware. Trying to place a dunce cap is a touch attack that does provoke an attack of opportunity.

Once placed on an intelligent creature's head, the creature must succeed at a Will save (DC 17; 21 if arcane spellcaster) or suffer the effects a *feblemind* spell. The *dunce cap* is a single-use item; its magic is completely discharged in the act of it being placed on someone's head.

Moderate enchantment; CL 9th; Craft Wondrous Item, *feblemind*; Price: 2,250 gp.

KRAG ORC CHULLO

Appearance: This conical brown wool hat has earflaps. A long woolen string drops from each earlap

Appraise Information: DC 16. A chullo is the most common headwear among the Krag orcs, who often wear it under their helmets.

Although a chullo can be somewhat uncomfortable, since it is made of coarse, and thus scratchy, mountain goat wool, it is very warm.

By tying the woolen strings together under one's chin, the wearer secures the earflaps in place.

A successful Knowledge (local) check identifies the brown color and the style as belonging to the Ghost Climber tribe.

Value: 5 sp (5 sp for the chullo).

Special Rules: N/A

KRAG ORC PONCHO

Appearance: This large woolen garment looks like a gray wool blanket that has had a hole big enough for a head to fit through cut in its center.

Appraise Information: DC 16. Worn by Krag orcs, such a poncho is a boon in the often foggy (meaning wet and chilly) conditions found in the Krag.

This particular poncho is typical of the kind. Crafted from coarse wool (which is sheared from the domesticated mountain goats that are the most valuable resource

of the Krag), it is both itchy and warm. Given the lack of available pigments most ponchos are either left natural, such as this one, or are colored a shade of brown.

A successful Knowledge (local) check (DC 14) identifies the gray color and style as belonging to the Vale Hunter tribe

Value: 1 gp (1 gp for the poncho).

Special Rules: N/A

LADY S CRIMSON PELISSE

Appearance: This short, jacket-like article of clothing is a bright crimson in color and lined with white silk. Embroidered on the edges of each sleeve is a vine-like arrangement that completely encircles the wearer's wrist. The garment is in excellent condition and neatly folded. When it is found it's inside a black leather wrap that is neatly tied with a yellow ribbon.

Appraise Information: DC 12. This is a common article of clothing amongst the wealthy ladies of the court. The pelisse is worn over a dress at important functions or, in some regions, as a protective covering against the weather when the lady must venture out of doors. The pelisse was a very popular garment some forty years ago but current fashion and style has relegated them to a less important role. It is said that in some of the larger cities the wearing of a pelisse marks the wearer as one that is completely out of touch with the latest trends.

Value: 12 gp. The leather wrap and yellow ribbon are worth an additional 4 gold.

Special Rules: None.

LIFE-TAKER

Appearance: The pale leather of this single glove appears to be falling apart as bits and pieces of it hang loosely; even the stitching is coming undone and you can see large gaps along the fingers.

Appraise Information: DC 11. This glove is in such bad shape that even if its twin were found, there is very little to be gained here.

Value: 1 cp (1 sp; the glove is falling apart after all).

Special Rules: A *life-taker* is always a single glove (left or right-handed determined by the crafter at the time of creation). Imbued with the powers of death and evil, a life-taker glove grants the following abilities when worn:

- it imbues its wearer with a continuous *deathwatch* (as per the spell) ability.

- at will, the wearer is able to use a *death knell* (Will save DC 13).

Wearing a *life-taker* precludes wearing any other sort of magical glove or gauntlet on the free hand.



Faint necromancy; CL 3rd; Craft Wondrous Item, *death knell*, *deathwatch*; Price 1,800 gp.

MIST CLOAK

Appearance: This very light, gray woolen cloak with hood is of obviously excellent workmanship.

Appraise Information: DC 11. Everyone can use a fine cloak

Value: 10 gp (10 gp for the rod).

Special Rules: A *mist cloak* provides a +5 competence bonus on Hide checks at all times. By placing the hood over her head and speaking the command word, the owner of a *mist cloak* becomes insubstantial, misty, and translucent as per the *gaseous form* spell. The effect is dismissible and works up to a total of 10 minutes per day. This duration need not be continuous.

Moderate transmutation; CL 5th; Craft Wondrous Item, *gaseous form*; Price 6,750 gp.

MOCCASINS OF WATER WALKING

Appearance: This child-size pair of fine soft leather shoes features intricate blue beadwork along the stitching of the upper. They are in remarkably good condition.

Appraise Information: DC 18. Although one could easily assume that these shoes belong to a child, they in fact do not. These moccasins are typical of the style worn by the wild halfling tribes of the area known as the "Land of Endless Lakes". They appear to be very comfortable.

Value: 1 gp (1 gp for the moccasins).

Special Rules: These moccasins are actually *moccasins of water walking*. An individual wearing them is able to walk, charge, run, etc. on any liquid as if it were firm ground.

Faint transmutation; CL 5th; Craft Wondrous Item, *water walk*; Price 12,000gp.

NABASU-SKIN CLOAK

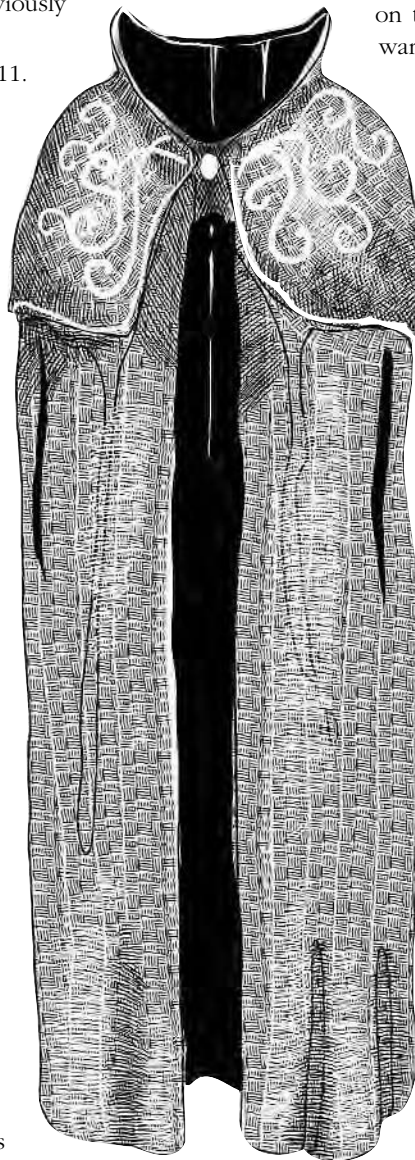
Appearance: This gray-colored, thick cloak appears to be stitched together sheets of unusual leather over a canvas backing. The cloak's most distinctive feature are the extremely massive bat-like wings that rest on the wearer's upper back and stretch outward for a total wingspan of seven feet. An iron framework helps support the wings, ensuring that they remain in a fixed position and do not flail about even in the harshest of winds. The cloak fastens at the neck by a thick, black chain and a hook. The cloak is quite heavy.

Appraise Information: DC 20.

The cloak is made from the flesh of a nabasu, a member of a terrible race of demons that lives for the screams of the dying. The cloak is a one-of-a-kind item created by the well-known clothier Alexi Fedorov. A successful DC 25 Bardic Knowledge or Knowledge (nobility and royalty) check is required to identify the cloak as a garment that was originally created for the demon hunter Ichadius over one-hundred years ago. Ichadius only wore the cloak to ceremonial functions – there are no reports of the demon hunter having worn the cloak while adventuring. Ichadius was last seen entering a planar gate on the lowest level of the Fearheart dungeon complex.

Value: 1,801 gp (1 gp for the cloak, 650 gp for the nabasu-skin, 150 gp for the masterwork quality, and 1,000 gp for the cloak's collectible value).

Special Rules: The cloak's extreme weight – 45 lbs. – and unusual design impose a –8 penalty to the wearer's Strength and Dexterity. Donning or removing the cloak is a difficult process that requires two assistants and 15 minutes of time. Of course in an emergency the cloak can be removed quickly – in as little as 3 full rounds – though doing so has a 35% chance of damaging the cloak and harming its value.





SEGNAR'S CAPE

Appearance: This black, tattered cape, which includes a deep cowl, is quite unusual in appearance, featuring pointed shoulders that rise dramatically from the wearer's body. The cape's cowl is so deep that it shrouds its wearer's face in shadow, making it difficult to identify the wearer even in the brightest of lights. The cape fastens at the neck with a length of dark rope. The cape is made up of three layers of cloth, all heavy canvas, that are stitched together though its current condition is so poor that the layers are starting to separate.

Appraise Information: DC 15. This cape was once in excellent, if plain, condition. Worn by the warrior Segnar, the cape had no real significance or value – until Segnar encountered a trio of fear guards. Incorporeal undead, fear guards are rarely encountered evil entities best known for their ability to spread fear. Segnar died in the battle, but was able to take two of the three undead with him, all three of their life energies sucked into the Negative Energy Plane where Segnar, now an incorporeal being, continues to fight the oppressive powers of fear and evil. In that destructive final conflict every piece of equipment, every weapon, and every article of clothing carried by Segnar was empowered with fragments of the warrior's soul *and* the essence of the destroyed fear guards. This cape is just one of dozens of items and legend holds that anyone that can don all of the affected items will be charged with powerful, god-like abilities.

Value: 10,001 gp (1 gp for the cape, 10,000 gp for the collectible/potential value of the cape).

Special Rules: This is up to the DM. In one scenario the legends are inaccurate and treasure hunters the world over are searching for a set of items that have no true value. Sure, they radiate a powerful arcane power but this is just energy that has absorbed the cape (and other items) but it has no real effect. In a second scenario each item carries true power that can only be unlocked once they are brought together. The easiest way to replicate this concept in game terms is to provide the wearer that combines the items with all of the special attacks and qualities of a fear guard (darkvision, weakness to daylight, fear aura, ability to cause Wisdom damage) for as long as the items are worn.

This could be a campaign-destroying concept. Or it could very well be the basis for a campaign. The concept of linked items that provide extreme power is a dangerous one that must be introduced into a campaign only after careful consideration.

SILVER DRAGON SURCOAT

Appearance: This is a fine silver serpent leather surcoat complete with a gold silk sash.

Appraise Information: DC 16. One would assume that this particular surcoat was created for a ceremonial purpose rather than an actual martial one as it would be much too expensive to be used in the field. It is interesting that there is no coat-of-arms or other symbol to be found upon it.

Value: 124 gp (20 gp for the leather, 5 gp for the silk, 100 gp for masterwork quality).

Special Rules: The surcoat was made using the same process as the *white dragon cloak*.

The *silver dragon surcoat* grants the wearer the alternate form ability. This allows the wearer to assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell at 1st caster level, except that the wearer does not regain hit points for changing form and can only assume the form of an animal or humanoid. The wearer can remain in the animal or humanoid form until he or she chooses to assume a new one or return to his or her natural form.

Bronze, and *gold dragon* surcoat also have this ability.

While a surcoat is appropriate, this item will also work as a vest, vestment, shirt, jacket, etc.

Strong universal; CL 12th; Craft Wondrous Item, *permanency* (costs 2,000 xp); Price 50,000 gp.

WHITE DRAGON BOOTS AND GLOVES

Appearance: These fine white leather boots and gloves are obviously of high quality. They appear to be waterproofed and are lined and trimmed with fur.

Appraise Information: DC 13. Truly a fine set of custom boots and gloves. The craftsmanship is clearly masterwork and, judging from the cut and style, they were crafted for a woman of means. The fur lining the gloves and boots is rabbit while the trim is ermine.

Value: 140 gp (5 gp for the leather, 5 gp for the rabbit fur lining, 30 gp for the ermine trim, 100 gp for masterwork quality).

Special Rules: These items were made using the same process as the *white dragon cloak*.

The *white dragon boots and gloves* grant the wearer the icewalking ability. This works like the *spider climb* spell but is limited to icy surfaces. The wearer must have both the *boots* and *gloves* on in order to be able to “walk” on icy walls or ceilings (as a creature with *spider climb* must have its hands free to climb).



Having only the *gloves* (but not the *boots*) provides no benefit beyond granting a +5 bonus to Climb checks for climbing icy walls (not ceilings).

Having only the *boots* also provides only a +5 bonus to Climb checks for walls, but they also prevents the wearer from slipping (having to make a Balance check) on any icy floor or horizontal surface (any surface that the wearer could normally walk on, so no walls or ceilings).

These costs assume that the items are created as a set. If a pair of *boots* is created but not gloves, reduce the XP costs and price by one-half.

A set of *copper dragon boots and gloves* grants the *spider climb* ability (as per the spell). They function exactly as their *white dragon* counterparts except that they are usable on any surface and all costs are doubled.

Moderate universal; CL 9th; Craft Wondrous Item, *permanency* (costs 500 xp); Price 12,500 gp.

WHITE DRAGON CLOAK

Appearance: This heavy leather cloak is made from the hide of a blue-white reptile and has been lined with white rabbit fur and trimmed with ermine fur. A crystal clasp holds the cloak around the wearer's neck.

Appraise Information: DC 13. This is a very fine, and unique, cloak indeed. The craftsmanship is top-notch, the leather very rare if not unique, and the ermine trim sets the whole thing off very well. The use of rabbit fur, even though the white rabbit fur works well, means that it is not as valuable as if a more dear sort of fur had been used.

Value: 300 gp (20 gp for the leather, 20 gp for the rabbit fur lining, 130 gp for the ermine trim, 10 gp for the crystal clasp, 100 gp for masterwork quality).

Special Rules: The cloak is actually made from the hide of a white dragon that was infused with a *permanency* spell during removal of the hide within moments of the dragon's death. As a result, it retains some of the dragon's magical nature. Please note that the dragon in question must actually possess the special ability (i.e. it must be of an appropriate age category) for such an item to be fashioned.

A *white dragon cloak* grants the wearer immunity to cold; the wearer never takes cold damage. The wearer does not suffer from the ancillary effect of vulnerability to fire.

Other cloaks are possible:

Dragon Cloak	Immunity
Black, Copper, Green, Silver*	Acid
Blue, Bronze	Electricity
Brass, Gold, Red	Fire
Silver*	Cold

*must choose one or the other for standard cost or can have both for double the cost

Strong universal; CL 12th; Craft Wondrous Item, *permanency* (costs 2,000 xp); Price 50,000 gp.

Miscellaneous

A HISTORY OF THE ZARKOL SWAMP

Appearance: This heavy, leather-bound book appears ill-used; several of the pages are falling out.

Appraise Information: DC 21. This rather obscure tome was written by one Samia Vilthis, a scholar of questionable repute to those that have even heard of her.

In the book she claims that the Zarkol Swamp was once, several millennia ago, the home of an advanced culture based upon magic and filled with fabulous wealth.

Where or how she got her information the book does not tell, and scholars have dismissed her claims as wild fantasies since there is no evidence in recorded history of the Zarkol Swamp ever being anything other than a swamp.

The only corroboration to the book's claims is a rumor that resurfaces every so often on the lips of individuals that have been to the Zarkol Swamp and claim to have found gems, gold, and precious objects simply lying at the bottoms of murky pools.

Value: 5 gp (5 gp as a curiosity).

Special Rules: N/A

CATALOG OF TRAPS AND MECHANICAL PUZZLES

Appearance: This thick book is close to four-feet tall and six-feet wide, the covers constructed entirely of iron bars, steel plates, and decorated with thousands of interlocking gears that are constantly rotating ticking. The book closes tightly with a locking mechanism that requires a DC 10 Open Lock check to open. With well over 5,000 parchment pages, each sheet made of dozens of smaller sheets of parchment that have been stitched together, and the metallic covers, this book weighs close to 1,500 lbs. Every page of the book is covered with illustrations, instructions, and schematics detailing magical and mechanical traps and puzzles – discussing both the construction and disarming of such devices.

Special Features: A detect magic spell cast on the book reveals a faint magical aura (a spell has been cast in order to keep the clockwork components of the cover



A TRAP: TREASURE LEDGE TRAP

This variant of the common pit trap covers a 5-foot square area (though all squares adjacent to the pit are also affected, see below) and is typically 30-60-feet deep. Ten feet down, on opposite sides of the pit's walls, are two small ledges, each just large enough for a human to precariously stand on; a series of handholds along all four walls of the pit can be used to climb down to either ledge. On the edge of one ledge is a glowing gemstone, book, dagger, or other small treasure. A detect magic spell cast on the pit reveals that the item on the ledge's edge has a moderate magical aura.

A DC 25 Search check is required to notice the trap's trigger, a thin line that connects the treasure to the ledge. The trap activates the instant the treasure is lifted. Once activated the entire pit transforms in the following ways:

- Sharp, knife-like spikes shoot out of the handholds and turn the pit into a spike-lined mess. The spikes above the ledge point downward while those below the ledge point upward. Anyone using a handhold when the spikes are activated suffers 2d6 points of slashing damage and must make a successful DC 20 Reflex save in order to grab the rocky surface of the wall (if the save fails the unlucky victim begins falling). A DC 20 Climb check is required each round to hang onto the wall – on a failed check the character or creature falls. Anyone falling in the pit suffers 1d6 points of slashing damage each round from the upward pointing spikes. The downward pointing spikes make climbing up dangerous – the Climb DC is increased by +5 and even on a successful check the character suffers 2 points of slashing damage (if the Climb check fails the character suffers 1d3+2 points of damage and starts to fall).

- Both ledges instantly retract into the wall. A DC 20 Reflex save is required to grab the rocky surface of the wall (if the save fails the character begins falling – see above). A DC 20 Climb check is required each round to hang onto the wall – on a failed check the character or creature falls. The treasure item also retracts into the wall.

- All squares adjacent to the pit instantly rotate up on the outer edge, turning into slides angled toward the pit. A DC 20 Reflex save is required of any characters or creatures in these affected squares – on a successful save the character or creature jumps free of the danger and lands prone in a safe square adjacent to the trapped area. If the save fails the victim falls into the pit.

One hour after being activated the trap automatically resets. The treasure has no value, the glow generated by a *light* spell that has been made permanent. Anyone attempting to cut the line that triggers the trap must make a DC 30 Disable Device check or else accidentally spring the trap.

50' Deep Treasure Ledge Trap: CR 7; mechanical; touch trigger; automatic reset; 50 ft. deep (5d6 fall), spiked walls (automatic 1d6 per round); Search DC 25; Disable Device DC 30.

constantly in motion). Anyone that carefully studies the book for a solid year may attempt a DC 15 Intelligence check. If the check is successful the character gains a permanent +6 circumstance bonus to all Craft (trapmaking) and Disable Device checks. The amount of time spent studying the book may be decreased though the DC of the Intelligence check must be increased by +5 for each month the character subtracts from his time spent studying the book.

Example: A character could attempt to gain the book's bonus after 8 months by making a successful DC 35 Intelligence check.

On a failed Intelligence check the time spent studying the book is lost and the character must start completely over if he wishes to try again.

Value: 15,800 gp.

CHILD S CARVED BEAR

Appearance: This rather simple carving of a bear stands on a small platform. The platform has four small wheels and a metal eyelet to which a string has been attached. Taking a closer look, you notice that the bear has one ear broken off.



Appraise Information: DC 13. This is a child's toy, and not a particularly good one at that. The bear used to be colored, but time and play have worn off most of the colors and even taken the bear's ear.

Value: 2 sp (2 sp for the toy).

Special Rules: This particular bear is a *guardian toy*. Commissioned by wealthy individuals for the protection of their children, *guardian toys* appear as ordinary toys until activated by a command word (usually something nonsensical that the child will have an easy time remembering and is not likely to come up in ordinary conversation). It is rumored that there are some guardian toys that activate whenever the child is in some kind of danger, but these have not been confirmed.

When called, this particular *guardian toy* becomes a brown bear that acts in all ways like a normal brown bear under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the *guardian toy* once again becomes a carved bear.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate object*; Price: 10,000 gp.

DUST OF PRESERVATION

Appearance: This small paper packet, really nothing more than a piece of heavy paper folded in on itself and tied with a coarse string, holds a coarse, white, crystalline powder.

Appraise Information: DC 17. This is *dust of preservation*, a must-have for chefs dealing in bringing only the freshest and most exotic meat to the table as it preserves the freshness of meat for a number of days.

Although one would think that a *purify food and drink* spell would solve such problems, the fact is that while that spell restores the meat to a state suitable or eating, it does not restore the freshness and flavor that has been lost. In essence, while *purified* meat might be good enough for a commoner's table, it would never do for the royal table.

Master Dondolo is thought to be the sponsor of this particular dust, although there is some debate about its true origins among chefs. In any case, Master Dondolo gives this dust (made specially for him by the royal family's chaplain) to adventurers charged with bringing back the unusual ingredients that Master Dondolo is famous for.

Value: 300 gp (300 gp for a packet).

Special Rules: *Dust of preservation* works exactly like the spell of the same name, preventing decay and spoilage of the remains of a creature for three days (longer preservation times are possible with each additional day adding 50 gp to the price) until it can be *raised*

or cooked.

Faint necromancy; CL 3rd; Craft Wondrous Item, *gentle repose*; Price: 300 gp.

DUST OF PURIFICATION

Appearance: This palm-sized leather bag is quite scuffed; it has obviously seen some serious use. Opening it up one finds a finely ground white, crystalline powder.

Appraise Information: DC 17. *Dust of purification* is a boon for travelers without ready access to the *purify food and drink* spell and even well provisioned and supported caravans take along a measure of the *dust* just in case. This particular leather bag holds about 10 applications of the *dust*.

Value: 25 gp (25 gp per application).

Special Rules: An application of *dust of purification* dissolved in water or sprinkled over spoiled food works exactly like the *purify food and drink* spell.

Faint transmutation; CL 1st; Craft Wondrous Item, *purify food and drink*; Price: 25 gp.

FEATHER TOKEN, DOVE

Appearance: This is obviously a bird's feather. Its small size, about a finger's length, suggests that the bird that lost it was small as well.

Appraise Information: DC 12. A successful Knowledge (nature) check (DC 19) reveals the feather to be that of a dove.

Value: N/A (it's a bird's feather; you can find them by the dozens out in the woods).

Special Rules: A *dove feather token* is activated by spending one round concentrating on the destination its owner wishes to reach (it must be on the same plane as the owner at the time of activation) then casting the *feather token* into the air. The feather then remains floating in the air a short distance before its owner, leading its owner to the destination and pointing out hazards as per the *find the path* spell.

Moderate divination; CL 11th; Craft Wondrous Item, *find the path*; Price: 3,300 gp.

FOLIO OF SLIMES

Appearance: The covers of this heavy, thick tome are constructed of sheets of mithril that have been hammered flat and nailed to wooden planks. The covers are secured to each other – and hold the pages in place – with twenty iron rings, each one of which has been painted red. The cover is completely barren of decoration or design. Opening the book reveals over 1,000 gray parchment pages, each one covered in fine, detailed writing and numerous illustrations.



Special Features: This book provides complete details and stories regarding hundreds of different types of hazardous slime. Anyone that devotes a solid month to reading this tome – during which time the character may take breaks only to eat, sleep, and other light activities – that makes a successful DC 25 Knowledge (nature) check receives a +4 circumstance bonus to all skill checks, attack rolls, and saving throws made against any type of hazardous slime.

Value: 2,800 gp.

GREEN DRAGON MASK

Appearance: This is a plain green reptile leather mask that is held in place with leather straps. Strangely enough, it only has eyeholes.

Appraise Information: DC 17. This is a most unusual find indeed. While there are masks that only have eyeholes, they are usually designed to be held in front of the face (either by hand or by holding on to a rod that has been affixed to the mask); they are not designed to be worn over the face as this one is since, by their nature, wearing such a mask over the face makes it difficult to breathe. Nevertheless, although of questionable utility as anything other than an instrument of torture, the quality of the leather and workmanship of the mask cannot be denied.

Value: 110 gp (10 gp for the leather, 100 gp for masterwork quality).

Special Rules: The mask was made using the same process as the *white dragon cloak*.

The *green dragon mask* grants the wearer the water breathing ability (as per the dragon's ability, not the *water breathing* spell).

Black, bronze, and gold dragon masks also have this ability.

Moderate universal; CL 9th; Craft Wondrous Item, *permanency* (costs 1,500 xp); Price 37,500 gp.

GENTLEMAN S RING

Appearance: This is a plain, small gold ring with a small bright blue gemstone set in its center.

Appraise Information: DC 12. The ring is a gentleman's ring and its small size indicates that it is meant to be worn on the pinkie (a common fashion in many lands).

The ring itself is nothing special, being a plain gold band with a rather unexpressive azurite.

Value: 12 gp (2 gp for the gold ring, 10 gp for the azurite).

Special Rules: This ring is actually a *ring of color spray*, a favorite among wealthy individuals looking for

a subtle, and relatively inexpensive, measure of security.

Upon command a *ring of color spray* detonates a vivid cone of clashing colors as per the *color spray* spell.

Faint illusion; CL 1st, Craft Wondrous Item, *color spray*; Price: varies; a single-use ring is 50 gp while a permanent one is 2,000 gp.

KEY TO THE CITY

Appearance: This large and heavy gold key is as long as a man's forearm. The key's handle features an inlaid ceramic coat of arms.

Appraise Information: DC 14. Although it appears to be of solid gold, the key is actually brass with gold plating. The coat of arms is that of the city of Tawningham, a fact readily identifiable with a Knowledge (local) check (DC 17). The key is obviously not a real key and does not fit any actual lock.

Value: 12 gp (2 gp for brass, 10 gp for the workmanship).

Special Rules: A key to the city is a recognition award usually given to individuals that have taken some action to benefit the city. It is generally a political award, being given for such things as donating large sums of money, bringing in new business (or being successful in one's business), having a long history of volunteering for the city, at the end of a long and distinguished public or private service career, etc. (acts of heroism are usually rewarded with medals).

The DM can decide that additional benefits accrue beyond the public recognition of receiving a key to the city and having something nice to put on the mantelpiece. For example:

- The individual receives a reduction or partial exemption from city taxes.

- The individual receives a monetary award or pension (this is usually only given to public servants).

- The individual now belongs to a special club of "keyholders", influential individuals from the city all of whom have received the award (in short, he or she has "made it").

MERCHANT S CHEST ON CHEST ON CHEST

Appearance: The exact appearance of this portable furniture depends completely on the state it is in when first seen. When found stacked one atop the other the three chests – each smaller than the last – appears as a plain wooden chest of drawers with clawed feet. The lowest – and largest – chest has two drawers stacked one on top the other, the middle chest has two drawers side by side, and the top chest – the smallest – has eight small



AN ARTIFACT: THE DEMON HAMMER

This war hammer was one of the great possessions of the Church of Ishpar, wielded by the Paladins-General of the church in countless battle against the demons of the Rann until it was lost in the Rann of Despair during the 7th Crusade when the demon lord Berukyn slew its wielder Paladin-General Athal Imsar.

Since that time there have been three further Crusades and countless expeditions into the Rann and even the demon realms to attempt to recover the weapon. Unfortunately, as yet, no one has been able to even locate the weapon.

Said to have been a gift to the first Metropolitan of the church by Ishpar himself, the *Demon Hammer* is much more than a powerful weapon; it is a symbol of the purpose and might of the Church of Ishpar and its loss has had grave consequences for the church.

Not only has the church lost status in the eyes of both the king as well as the population, but the loss of the weapon has also been seen as both an omen and a punishment.

There are those that have taken the loss of the *Demon Hammer* as an omen that the demons of the Rann will eventually be victorious; this has given rise to not only to a palpable air of despair and uncertainty in the kingdom, but has also increased the number of individuals willing to work with the demons (after all, who doesn't want to be on the winning side?).

A second school of thought is that Ishpar has allowed the weapon to remain hidden because there is no one in the church strong enough to wield it and/or because the church is no longer deserving of such a weapon. This is the school of thought that has given rise to the Order of Righteous Fury, which believes that only when Ishpar has been returned to his rightful place within the hearts and minds of everyone in the kingdom can the *Demon Hammer* be recovered and the demons defeated.

Whatever the truth, one thing is certain: whoever recovers the *Demon Hammer* will wield almost unlimited power and influence within the Church of Ishpar.

The *Demon Hammer* appears as an ordinary war hammer forged entirely from iron. The war hammer itself is devoid of decoration with the sole exception being that the hammer's head is stamped with the symbol of Ishpar. A mithral chain loop of exquisite purity is connected to the hammer's haft; it is meant to be worn about the wrist and prevents the wearer from having the weapon torn from his or her grasp (the wielder can still be disarmed; the weapon simply dangles from the wielder's wrist rather than lying on the floor or in the opponent's hands).

The *Demon Hammer* is a cold iron +6 *axiomatic bane (chaotic outsider) holy war hammer*.

drawers side by side. The drawer handles are made of a dark metal and each chest also has handles on the sides. When encountered as individual components, each chest appears as a plain wooden chest with drawers (as described above), the largest with four clawed feet. All of the drawers have (average, DC 25) locks.

Appraise Information: DC 12. A chest on chest on chest is a type of furniture designed for those that travel frequently and spend many weeks in different inns and rooms across the lands. Assembled the chests require less floor space and are easier to access than normal traveling chests but when broken down into their three separate components the chests are easier to move than a dresser or piece of furniture of a similar size would be. This particular chest on chest on chest is quite plain and of a style used by traveling merchants.

Value: 12 gp (6 gp for the largest chest, 4 gp for the middle-sized chest, and 2 gp for the smallest chest). Some more elegant versions of this type of portable furniture can be worth hundreds of gold, depending on the craftsmanship and materials used in their construction. Many nobles that wish to appear world travelers have custom chest on chest on chest furniture created – these men rarely ever break the components down and use them for traveling.

Special Rules: None. As with any chest arcane locks and spells could be found on a chest on chest on chest. The chests weigh 50 lbs. for the largest, 40 lbs. for the middle-sized chest, and 25 lbs. for the smallest chest.



MUSICAL PAINTING

Appearance: This massive wall ornament, 8 feet long, 4 feet tall, and 2 feet thick, is a mechanical “painting” framed in a dark brown wooden frame. The “painting” is actually several hand-painted wooden figures and objects, each secured to a wooden rod, and a background painting. A key on one side of the painting can be wound and once released the image starts to move and play a simple, child-like melody. The image is that of several warriors charging an army of orcs and as the music plays the battle rages on. The music – and action – continue for twenty minutes when the key is fully wound.

Appraise Information: DC 18. This mechanical work of art is relatively common in the palaces across the sea, where the craftsmen of the land are highly skilled in the creation of clockwork contraptions.

Value: 2,900 gp. In its homeland the value would drop to 1,000 gp.

Special Rules: None.

NAMOKESE FOLDING FAN

Appearance: This fine folding fan is made of fourteen vanes of lacquered wood covered by a sheet of rice paper. When unfolded, the fan depicts the scene of a noble couple reclining in a garden.

Appraise Information: DC 17. Fans are a common sight in the hot and humid lands of the Namoko where everyone from the farmer in the field to the courtesan of the emperor uses a fan to create a cooling breeze on a stifling day.

Folding fans are the province of the wealthy and nobility in the Namoko Dominion; ordinary people make due with non-folding flat fans.

Both types of fans are usually decorated in bright colors and very often painted with scenes of rural, city, or courtly life.

This particular fan is of good quality, but not spectacular and probably belongs to a member of the lower nobility, most likely a high-ranking servant.

Value: 5 gp (5 gp for the fan).

Special Rules: N/A

NAMOKESE HAIRPINS (KANSASHI)

Appearance: This is a set of six hairpins. Each hairpin features a flat head, and a slender body some six inches in length that tapers down to a very fine point.

Appraise Information: DC 18. Namokese women grow their hair long and wear it up in elaborate styles.

Hairpins such as these are used to keep the hair up and out of the wearer's face; depending on how elaborate the style, up to twelve of such pins may be needed to properly secure the hair.

Given their length and sharpness, such hairpins can also be used as weapons of last resort.

A legendary clan of Namokese female assassins and spies is said to use poisoned hairpins.

Value: 1 sp (1 sp per hairpin).

Special Rules: A hairpin has the following statistics:

Type: Simple Light Melee Weapon

Cost: 1 sp

Dmg (S): 1d2

Dmg (M): 1d3

Critical: 19-20/x2

Range Increment: 5 ft.

Weight: <1 lbs.

Type: Piercing

NAMOKESE STEEL FAN (TESSEN)

Appearance: This unusual folding fan is made entirely of steel. The top of the steel framework and the plates have been honed to razor sharpness.

Appraise Information: DC 18. I suppose it would be inevitable that in a land where everyone uses a fan that someone would eventually make a weapon out of one. This is such a weapon, although it is a rather crude example; many better examples exist.

Value: 5 gp (5 gp for the folding fan).

Special Rules: A folding fan has the following statistics:

Type: Exotic Light Melee Weapon

Cost: 5 gp

Dmg (S): 1d3

Dmg (M): 1d4

Critical: 19-20/x2

Range Increment: N/A

Weight: 2 lbs.

Type: Slashing

A folding fan can be used both offensively and defensively (much like a shield can be used to bash).

When used defensively, it acts as a buckler (providing a +1 bonus to Armor Class and imposing a -1 Armor Check penalty and a 5% Arcane Spell Failure chance).



OCTOPUS-SHAPED TYG

Appearance: This heavy wooden mug is beautifully carved to resemble an octopus, the tentacles flailing out and slowly curving upward until they wrap together to form four handles. The mug has been carefully stained a rich, black color and the eyes are small black gemstones. Nicks and scratches cover the mug, disrupting its exquisite design.

Appraise Information: DC 14. Mugs with multiple handles are commonly known as tygs and are popular in taverns. The extra handles of the mug make it easy to pass through a crowd – there's always a free handle to grab. This particular mug is one from a set that was carved for the Emperor Cephalophantus close to one-thousand years ago. The Emperor, the bards claim, was descended from some external cosmic race and considered octopi and squids to be relatives to his family's bloodline. Cephalophantus was slain at the Battle of Moonlight and, as he had no heirs, with his death died his bloodline.

Value: 950 gp.

Special Rules: None.

THE OUTSTRETCHED HAND

Appearance: This heavy key, made of metal, resembles a bony hand, fingers outstretched and reaching for what only the key's creator knows. The craftsmanship of the key is simply spectacular and it's almost a miniature piece of artwork more than it is a simple key. The key dangles from a simple, metal chain. The key is beautifully painted with white and black.

Appraise Information: DC 10. The key has no value unless what it opens can be determined. This is completely the DM's realm though a key such as this one, so gruesome in appearance, may very well open the burial chamber of a wealthy family. How the key came to be separated from its owner – or its lock, for that matter – is unknown but there is likely to be a story behind it. The key could either be found and become the source of a brief adventure or it could be the final goal of an adventure. A DM can never have enough interesting keys to captivate the attention of his players.

Value: None. If the lock that the key opens can be determined, its value could be astronomical (if, for example, it's the key to the kingdom's treasury vaults) or near worthless (if it opens a small, empty chest).

Special Rules: None.

SCRAP OF PARCHMENT WITH HANDWRITING

Appearance: This single parchment scrap, neatly cut on three sides and ragged on the fourth, bears dwarvish writing that reads:

"We, the Company of Bracckar, hereby own Morfan Brighthair the sum of 75 gold to be paid in no less than a fortnight. If we, the Company of Bracckar, fail to pay this sum Morfan Brighthair may take possession of our most valuable horse. We, the Company of Bracckar, hereby swear to do everything in our power to pay this sum by the date due."

The letter is signed and dated, though the date is a decade old.

Appraise Information: DC 10. The only real challenge in a scrap of paper such as this is in finding a way to turn it into ready coin. Where the Company is now – a mercenary company known to work for lawful clients only – is an adventure in itself, as is finding Morfan Brighthair. Research will reveal that Brighthair is a half-elf bard that lives in Marchion, a trade city on the edge of the barbarian lands. How this IOU came to be in possession of whomsoever the player characters acquired it from is unknown, as is its current status.

Value: Nothing, unless the player characters can find the Company – or Brighthair – and convince whomever they locate to pay them for the scrap of parchment.

Special Rules: None. The IOU could be the basis for a side-plot or adventure, especially if the value were much higher (the DM could set the value at whatever amount he feels would be necessary to entice his players into investigating the paper and those it mentions).

SHAYLAN S SPHERE

Appearance: This is a perfectly shiny, palm-sized golden sphere. It feels surprisingly light and is very warm to the touch. Listening closely, you seem to hear a faint hum.

Appraise Information: DC 12. This is obviously a magical item as, although it appears to be made of gold, is clearly not.

A successful bardic knowledge check (DC 25) will reveal that the sphere is actually *Shaylan's Sphere*, a wondrous item created by the wizard *Shaylan* who was as renowned for his aversion to violence against his person as his arcane abilities.

Value: 12,600 gp (12,600 gp enchantment costs).

Special Rules: When held in the hand and upon command, *Shaylan's Sphere* expands to a 7 ft. diameter, encompassing the individual that is holding it at the time in a *resilient sphere*.



If the *sphere* is not in contact with a creature at the time the command is given, it does not activate. If the creature is too large to fit within the *sphere* or there are two or more creatures in contact with it, the *sphere* attempts to engulf the creature(s) and then returns to its small form and cannot be activated again for 24 hours.

The *sphere* can be deactivated at anytime by a second use of the command word.

The *sphere* can be used offensively or defensively.

Offensively, it can be used to entrap a creature. Defensively, it provides protection for the creature.

A *rod of cancellation*, a *rod of negation*, a *disintegrate* spell, or a targeted *dispel magic* spell that nullifies the *sphere* when it contains a creature causes the *sphere* to expel its occupant, revert to its normal size, and be unable to be activated for 24 hours.

Moderate evocation; CL 7th; Craft Wondrous Item, *Resilient Sphere*; Price: 12,600 gp.

SMUGGLER'S LINEN

Appearance: This is a roughly three-foot-square sheet of fine, bleached linen. Unfortunately, it looks as though it has seen heavy use, being quite stained and soiled if not torn.

Appraise Information: DC 10. The linen is of a very fine weave and, if the dirt and stains can be gotten out, it would serve as a fine tablecloth.

Value: 6 gp (6 gp for yard of linen)

Special Rules: The linen is actually *smuggler's linen*. Any object completely wrapped in the *linen* is protected as if by an *obscure object* spell.

Faint abjuration; CL 3rd, Craft Wondrous Item, *obscure object*; Price: 3,000 gp.

TRACKER

Appearance: This is a small pin, the kind used by tailors to hold hemlines prior to stitching.

Appraise Information: DC 10. It's a small pin, what more do you want?

Value: <1 cp (1 cp for a dozen pins).

Special Rules: The pin is actually a *tracker*, a clever little magic item often used by individuals that wish to keep tabs on others without them being aware.

A *tracker* can be virtually any object, but small, common objects are preferred. Good examples are fine pins (to stick unobtrusively in someone's clothing) and coins (to give back as change or to place in a treasure chest to allow its owner to track the chest's thief).

A *tracker's* creator can mentally monitor the relative position (direction and distance) to the *tracker* as long as the *tracker* is on the same plane as the creator; moving the *track-*

er to another plane or destroying it prevents its creator from monitoring it.

Faint divination; CL 3rd; Craft Wondrous Item, *status*; Price: 500 gp.

TRAVEL SPIT

Appearance: This is a set of five 3-foot long metal poles. One of the poles has a handle on one end and a sharp point on the other. The other four poles have flat ends and each has a small metal protrusion about 2/3 of the way up.

Appraise Information: DC 16. This little gadget is a portable roaster. The pole with handle and point is a spit and the other four poles are the spit's supports. Assembly is a matter of moments: simply place the two pairs of support poles together by leaning them upon the metal protrusions, place the spit on the supports, and start a fire underneath.

This particular spit is capable of holding roughly 10 pounds of meat (i.e. a couple of chickens, several trout, a large capon, a haunch of meat, etc.) and weighs five pounds. There are larger examples available, including ones for spitting whole hogs, but they are too bulky to be transported by an individual and are usually carried in carts.

Value: 10 gp (10 gp for the set).

Special Rules: There are also magical *travel spits*.

On command a magical flame envelops the *spit*. The flame has two settings: "low flame" is ideal for slow roasting (1d6 points of damage to anyone in contact with the flames) while "high flame" is better for quick meals (2d6 points of fire damage to individuals coming into contact with the flame). Because of its magical nature, the flame burns evenly, making cooking more uniform and times more predictable. Once the food is cooked, or to better check its progress, the flame can simply be turned off by another command.

The *spit* turns by itself; the *spit's* owner merely starts the spit by turning it and it will continue to turn at that speed until the owner either speeds it up or stops it.

Note that in a magical *travel spit* only the spit itself is magical; the support poles are simply there to hold the spit above the ground. So, if they are lost, the *spit's* owner can simply use a set of branches, rocks, or anything else that will hold the *spit* in place while it turns.

The *spit* can be used as a weapon much like an awkward torch or spear (-4 on attack rolls unless an Exotic Weapon Proficiency is used specifically for the spit). It is considered a one-handed weapon whose sharp end does 1d4 points of damage and either 1d6 or 2d6 points of magical fire damage with its flame alight. Please note that unlike a *flaming* weapon, the flames of the spit can hurt the spit's wielder.

Faint evocation; CL 3rd; Craft Wondrous Item, *flaming sphere*, *unseen servant*; Price: 1,000 gp.



Stelae

stela/stele/stelae = an upright stone or slab, column or pillar, with an inscribed or sculptured surface used as a monument, mile marker, commemorative tablet, etc.

The following changes have been made to the standard Ronin Arts' treasure statblock to fit the theme: **Appraise Information** has been combined with **Knowledge Information** into a single category.

The **Knowledge Information** DC serves as the DC for an appropriate Knowledge (Geography, History, Local, Nobility and Royalty, Religion, and/or The planes) check. The exact applicable Knowledge skill(s) is up to the DM based on the information provided. The DC can also be used for the Bardic Lore check.

[[[End Box]]]

STELAE, ABYSSAL

Appearance: This 20-foot six-sided stela appears to have been carved from pure obsidian. A constant flow of vague, ever-changing rust-red symbols appears to float out from the depths of the stela, hanging for a moment on its surface, before submerging again.

Appraise/Knowledge Information: DC 24. No one is sure how, where, or when abyssal stelae appear. Abyssal stelae have been known to appear in such diverse locations as the middle of a king's palace, the top of the highest mountain, the depths of the ocean, and the field of an ordinary farmer.

Often abyssal stelae disappear just as mysteriously as they appear, but usually not before they have unleashed some form of horror upon the surrounding world.

There are a number of cults in the world that view the appearance of an abyssal stela as a favorable omen and unleash their own violence and chaos in conjunction with the stela's appearance.

The presence of one abyssal stela upon a world does not preclude the appearance of another.

Value: N/A.

Special Rules: An *abyssal stela* is an artifact with tremendous and uncontrollable powers.

Once per round the *abyssal stela* releases a *symbol* spell (except for *symbol of persuasion*; use the table below or determine which *symbol* spell randomly) that affects all creatures except denizens of the abyss.

1d20 Symbol

1, 4, 11, 19	<i>symbol of death</i>
2, 3, 12, 15	<i>symbol of fear</i>
5, 7, 14, 20	<i>symbol of insanity</i>
6, 9, 13, 17	<i>symbol of pain</i>
8, 10, 16, 18	<i>symbol of sleep</i>

In addition, until it is either destroyed (an act that can only be accomplished with a *wish* or *miracle* spell and the sacrifice of a willing individual's soul while in contact with the stela) or it disappears on its own (non-cumulative 1% chance per day), an *abyssal stela* acts as a one-way *gate* from the Abyss, allowing any curious resident of that accursed plane to enter the Material Plane at will.

STELA, BOUNDARY

Appearance: Carved into the rock of the hillside, this 30-foot stela has been carved to resemble a tablet. There is writing on the tablet.

Appraise/Knowledge Information: DC 12. There are four such identical stelae carved into the sandstone hills surrounding the Jathrian city of Arthun. The stelae are placed at the cardinal points of the compass (north, south, east, and west) and set the boundaries for the city and its lands, an area of roughly 24 square miles.

Assuming one can read the local language, the writing on the stelae is quite clear, dedicating the land, people, fields, streams, etc. within the boundaries of the four stelae to the Jathrian gods and their mortal representative at the time, the now long-deceased Queen Artana.

The stelae were carved during the reign of Queen Artana who founded Arthun after her successful campaign against the nomadic Macmec wherein these lands were seized.

It is legend that as long as the four stelae remain that Arthun cannot fall. As a result the Macmec have launched several attacks both against the city and at the stelae, but so far all have failed; the city and its lands remain in Jathrian hands. The stelae are guarded at all times by Jathrian troops.

Value: N/A.

Special Rules: It is up to the DM to decide whether the legend is true or not.



STELA, DECORATIVE

Appearance: This small stela, roughly two-feet wide by three-feet high, has a round body and a rounded top. The stela has been carved with a hunting scene, complete with a boar, hounds, and hunters with spears.

Appraise/Knowledge Information: DC 11. Such stelae are a common sight in the city-states of Helikares where they are placed at the foot of every building constructed as a sign of good luck.

The stelae are often used as reference points. For example:

“Go to the large house with the forest nymph (stela implied), turn left, head for the square but before you get there you will turn right at the house with the water maiden (stela implied). Go down that alley until you get to the man on the mushroom (stela implied) and you're there.”

The larger stela and the more elaborate the carving, the wealthier and/or more important its owner. This particular stela is of a medium size. While not itself very impressive, the carving has been very nicely done and suggests that the building belongs to someone with wealth but a sense of understatement.

Value: 100 gp (for this particular stela).

Special Rules: N/A

STELA, GUARDIAN

Appearance: This man-sized stone slab sits on a stone base and features a simple carving of an armored warrior.

Appraise/Knowledge Information: DC 14. A guardian stela is a relatively common sight in the Kingdom of Nakhtal where they are often erected at locations that have been the site of some great evil (i.e. a gruesome murder, bloody battle, necromancer's tower, etc.), at forlorn crossroads, and in graveyards.

Erecting a guardian stela requires that the necessary stones (one for the base and one for the stela) be carved and blessed by a Nakhtalian high priest. The stones are then transported on a wagon drawn by two sacred oxen to the site and enplaced and again blessed.

It is believed that a guardian stela wards the area, preventing the evil from recurring and protecting the people that visit there. While the Nakhtalians firmly believe this, foreigners, especially those that have fallen prey to bandits or wild animals near such stelae, are naturally rather skeptical.

Although there is nothing obviously magical about the stelae, it is a widely held belief that any defacement of the stelae or attempts to move them will lead to the offending individual(s) being cursed. The curses supposedly leveled include everything from being instantly stricken dead to contracting a horrible wasting disease that rots the offender from the inside out.

It is also said that if a guardian stela is ever destroyed or

moved from its location, it will reappear at its site at the next sunrise.

Value: 500 gp (to certain unscrupulous collectors).

Special Rules: Whether the legends are true or not is up to the DM; while the stelae themselves are not magical, they are sacred to the Nakhtal gods and one can never tell what happens when one profanes the possessions of the gods.

Should the DM decide that a guardian stela does indeed have a divine connection, a good idea would be to have an archon (or archons), or more powerful outsiders, of sufficient power *gate* to the stela's vicinity to deal with any offenders or help those in true need.

STELA, LOTANGA

Appearance: This large, roughly outlined teardrop-shaped granite stela features vague markings that appear to be some sort of indecipherable language.

Appraise/Knowledge Information: DC 17. There are a number of such stelae located throughout the lands of the Lotanga where they are always found in quiet glades near the small villages that serve as homes for these clannish warriors.

The stelae are the focal points for a number of Lotanga festivals and religious ceremonies as well as serving as places of judgment when crimes have been committed.

Even a casual glance at this stela gives one the sense of its being ancient beyond reckoning. While this particular stela is bare, many are moss-covered and some even have flowers and grass growing upon them.

The actual origins of the sacred stelae are unknown even to the Lotanga. The Lotanga shaman have legends of the stelae being tears of sorrow shed by the Lotanga gods after the War of The Heavens which saw god kill god and the sky rent asunder. It is said that the tears remained so that the Lotanga lands might never suffer the conflict and strife that the gods themselves experienced.

The writing on the stelae is indeed indecipherable to any mortal means and even the gods themselves, both foreign and Lotanga, are silent about either the writing or the stelae's true origins.

It is said that one day there will come chosen one among the Lotanga that will be able to read the holy words upon the sacred stelae and lead the Lotanga to glory.

Value: N/A.

Special Rules: The *Sacred Stelae* of the Lotanga are effectively artifacts. Although they vary in appearance, each stela has the following effects:

Completely impervious to all mortal attempts to harm, alter, or influence them (i.e. magic, weapons, etc.).

Hallow as per the spell with a 120-ft. radius.

Zone of Truth as per the spell in a 120-ft. radius.

Strong evocation; CL 20th.



Variant Rules

The following rules variants can be used to change your game in a variety of different ways. The reserve point rules are reprinted from an existing OGC source though we've expanded the uses for reserve points.

Reserve Points

This variant gives each character a capacity to recover quickly from injury. This capacity, measured as reserve points, replenishes lost hit points quickly after a fight. Thus, characters may be wounded and near death by the end of a fight but then recover to full strength (or nearly full strength) before the next fight begins;

Reserve points work particularly well in low-magic campaigns or any game in which healing is rare, expensive, or otherwise hard to get.

USING RESERVE POINTS

A character's quantity of reserve points equals his full normal hit point total.

After a character becomes injured (by losing hit points), reserve points begin automatically converting to hit points at the rate of 1 per minute of nonstrenuous activity (such as resting or hiking, but not climbing, swimming, or fighting). Thus, for each minute of nonstrenuous activity, the character regains 1 hit point and loses 1 reserve point.

Nonlethal Damage: Reserve points can also reduce a character's nonlethal damage total. For each reserve point that converts to a hit point, a character also subtracts 1 point from his nonlethal damage. In addition, a character can take a standard action to "spend" a number of reserve points equal to or less than his HD to reduce his nonlethal damage an equal amount. (If a character has the Endurance feat, the DM might choose to make this a move action, to reflect the fact that such characters can more easily persevere through exhausting situations.)

ALTERNATE USES FOR RESERVE POINTS

In order to make reserve points a more valuable facet of your campaign, the following alternate uses are presented. This is an optional subset of an optional rule and should only be used during a game session with the DM's permission. These options make reserve points

similar to action points, though with a much lower variety, and more concentrated focus, of uses.

Expending Reserve Points to Overcome Adverse Conditions

As a free action, at any time during play, a character may expend reserve points to overcome the following adverse conditions that typically weaken, slow, or kill.

Ability Damaged: A character may overcome temporary loss of ability score points by expending 10 reserve points per ability score point of damage suffered. These reserve points must be spent immediately in reaction to whatever caused the damage. The character may elect to *not* overcome the full amount of ability score damage suffered.

Ability Drained: Much like ability damage, a character may overcome the permanent loss of ability score points by *permanently* expending 15 reserve points per ability score point of drain suffered. These reserve points must be spent immediately in reaction to whatever caused the drain. The character may elect to *not* overcome the full amount of ability score drain suffered.

Permanently Spending Reserve Points

Some of the options presented require that the character permanently expend reserve points. This makes these expenditures particularly painful, as permanent reserve point loss will weaken a character over time. The player will need to think through the expenditure quickly, weighing the current gain with the long-term loss, before initiating any of these options.

Blinded: A character may resist the effects of blindness by spending a number of reserve points equal to the number of rounds during which the character would suffer from this condition. These reserve points must be



RESERVE POINT-RELATED FEATS

The following feats were written specifically for use with the reserve point rules detailed above. If you do not use the reserve point system in your game these feats will prove useless to your game.

Reserve point-related feats are designated as [Reserve] in order to make it easier for a DM to include the concept in his campaign and to make it easier to identify reserve-point related feats quickly when they're presented in a list of other feat types.

Battle Hardened [Reserve]

You possess a greater reserve of energy and vitality to draw upon when you are wounded.

Benefit: Your pool of reserve points is increased by +6.

Faster Recovery [Reserve]

You recover quickly after a fight.

Benefit: Your reserve points transfer into hit points at a rate of 2 per minute of nonstrenuous activity.

Normal: Reserve points typically transfer into hit points at a rate of 1 per minute of nonstrenuous activity.

Recovery During Battle [Reserve]

You may steal precious seconds during a battle to recover from sustained wounds.

Prerequisite: Battle Hardened, Fast Recovery.

Benefit: A number of times per day equal to one-half (round down) your Fortitude save bonus, as a standard action, you may make a DC 20 Fortitude save: on a successful save you immediately transfer a number of reserve points equal to your character level to replenish hit points lost during battle. If this save fails you permanently lose 1 reserve point.

spent immediately in reaction to whatever caused the blindness. A character may not choose to negate only part of time during which blindness would be suffered but must, instead, expend points to completely overcome the full duration of the condition.

Cowering: At the cost of 2 reserve points a character may ignore the effects of cowering. These reserve points must be spent immediately in reaction to whatever caused the condition.

Exhausted: A character may ignore the effects of exhaustion by *permanently* expending 5 reserve points. These reserve points must be spent immediately in reaction to whatever caused the condition.

Fascinated: At the cost of 6 reserve points a character may ignore the effects of fascination. These reserve points must be spent immediately in reaction to whatever caused the condition.

Fatigued: A character may reduce fatigue to mere exhaustion by *permanently* expending 10 reserve points. These reserve points must be spent immediately in reaction to whatever caused the condition.

Nauseated: A character may reduce the effects of nausea to sickened by expending 2 (+ 1 point per round the nausea would affect the character) reserve points. These reserve points must be spent immediately in reaction to whatever caused the condition.

Shaken: At the cost of 2 reserve points a character may ignore the effects of shaken. These reserve points must be spent immediately in reaction to whatever caused the condition.

Sickened: At a cost of 1 reserve point for each round the character would suffer from this condition the character may ignore the condition's effects. These reserve points must be spent immediately in reaction to whatever caused the condition. A character may choose to only partially reduce the number of rounds during which he is sickened and does not have to overcome the full time.

Expending Reserve Points to Regain Use of a Class Feature

A character may, as a free action on his turn, choose to expend reserve points in order to reuse a class feature that has a limited number of uses per day.



By *permanently* spending a number of reserve points equal to the class level at which the class feature becomes available the character may use that feature one more time that day.

*Example: A cleric with the ability to turn undead may do so only a limited number of times per day. If the cleric finds himself in need of this feature after he has already used it its maximum number of times in a single day may **permanently** expend 1 reserve point to turn undead once again that same day. A paladin, on the other hand, would need to **permanently** spend 4 reserve points to use his turn undead feature again, since the paladin gains the class feature at 4th level.*

REPLENISHING RESERVE POINTS

Characters naturally regain lost reserve points at the same rate that they naturally heal lost hit points (see Healing in the *Player's Handbook*). If a character receives any magical healing, that healing is applied first to the character's lost hit points. Any excess healing left over after the character's hit points are restored to full normal is applied to increase the character's current reserve point total (up to its normal maximum).

CONSTITUTION CHANGES

If a character's Constitution modifier goes up or down, his reserve points go up or down just as his hit points do. If a decrease in Constitution would drop a character's reserve points below 0, any excess reduction is deducted from his current hit points.

Acquiring Action Points through Die Choice

The basic mechanic of most d20 games involves the rolling of a single twenty-sided die. For those campaigns utilizing the action point concept, as found in the modern SRD and some fantasy releases, another method of making attack rolls, skill checks, and other dice rolls that would normally use a d20 follows.

Whenever a player is instructed to succeed at a task by rolling a d20 the player may choose to, instead of rolling the d20, roll another die or combination of dice (see table, below). If the roll succeeds – equals or surpasses the DC of the task in question – then the character gains a number of bonus action points dependant

upon the exact die or dice combination rolled.

Die/Dice Rolled	Action Point Bonus
2d8	1
1d12	2
1d8	3
1d4	4

Bonus action points used in this manner must be used during the game session in which they are earned; the action points do not carry over to the next game session.

NOTE: This method may only be used in situations in which there is immediate danger involved. Any situation in which a character could opt to Take 10 or Take 20 on a task, or one in which failure will not have damaging effects to the character or his goals, are not suitable for this method of die rolling. The DM has final say over when a task is worthy of an attempt at gaining bonus action points.

Critical Hit Variants

As the rules currently stand, a natural 20 rolled during an attack indicates a "threat" which then leads to more die rolling. While there is absolutely nothing wrong with this system (after all, thousands of players have been using it for five years now), there are some players that would appreciate a simplified, faster critical hit system.

The following rules completely replace the SRD critical hit rules. Additionally, the "critical" entry in weapon descriptions is no longer required when these rules are used.

Critical Hits – Low-Damage Version

The damage of any successful attack is increased a number of points by which the attack succeeded.

Example: A modified attack roll of 22 against an AC of 15 exceeded the AC by 7, increasing the attack's damage by 7.

Critical Hits – High-Damage Version

The damage of any successful attack is multiplied for each point by which the attack succeeded.

Example: The same modified attack roll of 22 against an AC of 15 equals a x7 multiplier to the damage dealt. A second modified attack roll of 15 (or 16) against the same AC of 15 would deal the weapon's normal damage.



While dangerous, both variants are quick to implement and cut down on the amount of dice rolling during a game. This first variant, while destructive, is nowhere near as deadly as the second; most attacks under the second variant will kill a target in a single blow.

To maintain a “heroic” campaign, consider using the first variant for attacks against the player characters and important NPCs and the second variant against everyone else (commonly referred to as mooks). Of course, a DM could also choose to disallow all critical hits against the player characters. This would make the game less deadly for the PCs so it is a choice that should only be made in campaigns in which the death of a player character is specifically avoided.

Conditions

The standard rules limit the effects of fear to the following: shaken, frightened, and panicked.

While this might seem fine, how many times have you seen someone in a horror movie “frozen” in fear? Or in the writings of H.P. Lovecraft has someone gone “mad” with fear? Or perhaps you’re familiar with the phrase “died of fright”? If you wanted to simulate such effects, how would you go about it using the rules? Well, here are some suggestions:

Crazed: A crazed character’s mind has snapped from fear. A crazed character’s behavior is determined by rolling d% at the beginning of his turn:

d10	Behavior
1-2	Flee screaming away from source of fear at top possible speed
3-4	Mutilate/attack self (for this purpose, a familiar counts as part of subject’s self), using a typical attack (i.e. cut with own sword, cast harmful spell on self, etc.)
5-6	Dazed; can take no action except to babble incoherently. At the DM’s option, the subject wanders randomly, effectively taking a double move action in a random direction for the round. The DM can roll 1d8 to determine the direction of each move action as with missing the target with a splash weapon.

- 7-8 Attack nearest friendly creature (the subject will never attack the source of the subject’s fear). If no friendly creature is nearby, do nothing but babble incoherently.
- 9-10 Fall down helpless.

Crazed is a more extreme state of fear than shaken, frightened, or panicked and a less severe state of fear than debilitated or expired.

Debilitated: A debilitated character is “frozen” with fear and is effectively helpless (as per the condition), unable to even take mental actions.

Debilitated is a more extreme state of fear than shaken, frightened, panicked or crazed and a less severe state of fear than expired.

Expired: An expired character has literally died from fear; the character is dead (as per the condition).

Expired is a more extreme state of fear than shaken, frightened, panicked, crazed, or debilitated.

How do you apply these new effects? Obviously, such powerful fear effects should be used with caution and probably be reserved for only on the most powerful/impressive creatures as determined by you.

On the other hand, you could simply use the following formula:

Anytime a creature fails a Will save to resist a fear effect that results in the creature being panicked (not shaken or frightened) use the following table based on how badly the Will save was failed:

Failure of Save	Result
Less than 5	Panicked
5 to 9	Crazed
10 to 14	Debilitated
15+	Expired

Note that this could also apply to the *fear* and *symbol of fear* spells.



Monsters

While the DM's Idea Pipeline doesn't include monsters on a regular basis, we do sometimes like to toss in a beastie or two.

Brain Eater

Small Magical Beast

Hit Dice:	3d10+6 (22 hp)
Initiative:	+5
Speed:	20 ft. (4 squares), fly 30 ft. (poor)
Armor Class:	20 (+1 Dex, +1 size, +8 natural), touch 12, flat-footed 19
Base Attack/Grapple:	+3/+3
Attack:	Slam +8 melee (1d6+6)
Full Attack:	Slam +8 melee (1d6+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Darkness, improved grab, extract
Special Qualities:	Blindsight 90 ft.
Saves:	Fort +4, Ref +4, Will +2
Abilities:	Str 18, Dex 12, Con 15, Int 2, Wis 12, Cha 10
Skills:	Hide +12, Listen +7*, Spot +6*
Feats:	Improved Initiative
Environment:	Underground
Organization:	Solitary, pair, clutch (3-9), or swarm (6-15)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-5 HD (Small)
Level Adjustment:	—

The brain eater is thought to be a cousin of the darkmantle, although whether it is some sort of evolutionary offshoot or some twisted experiment is anyone's guess.

The brain eater looks much like its less dangerous cousin except that it is rather more robust and its tentacles end in razor-sharp, bony spines. Its mouth, located on the underside much like the mouth of an octo-

pus, is capable of stretching as wide as the body of the brain eater and is filled with rows of small but serrated teeth that the creature uses to grab hold of a victim's head with.

A brain eater is about 4 1/2 feet long from the tips of its tentacles to the top of its head. It weighs about 50 pounds.

COMBAT

A brain eater attacks by dropping onto its prey and wrapping its tentacles and mouth around the opponent's head. Once attached, it digs its spines and teeth into the opponent's head and tears away with a vicious twisting motion. A brain eater that misses its initial attack often flies up and tries to drop on the opponent again.

Darkness (Su): Once per day a brain eater can cause darkness as the *darkness* spell (caster level 7th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a brain eater must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Extract (Ex): A brain eater that begins its turn attached to an opponent's head and successfully maintains its hold automatically extracts and swallows the opponent's brain, instantly killing that creature.

Once it has extracted and swallowed a creature's brain, the brain eater flies off to digest its meal.

Blindsight (Ex): A brain eater can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the brain eater.

Skills: A brain eater has a +4 racial bonus on Listen and Spot checks.

These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.



Ghoul, Rycelean

Cursed by the gods, the former monks of the Monastery of Rycel are doomed to haunt the earth as undead, feasting upon the flesh of those they once tried to aid.

Medium Undead	
Hit Dice:	4d12 (26 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), climb 30 ft.
Armor Class:	18 (+4 Dex, +4 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+2/+3
Attack:	Bite +6 melee (1d6+2 plus paralysis)
Full Attack:	Bite +6 melee (1d6+2 plus paralysis) and 2 claws +1 melee (1d4+1 plus paralysis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Paralysis, pounce, Rycelean ghoule fever
Special Qualities:	Darkvision 60 ft., undead traits, +2 turn resistance
Saves:	Fort +1, Ref +8, Will +6
Abilities:	Str 13, Dex 18, Con —, Int 13, Wis 14, Cha 14
Skills:	Balance +11, Climb +16, Hide +9, Listen +7, Move Silently +10, Spot +7
Feats:	Multiattack, Weapon Finesse (bite)
Environment:	Any
Organization:	Solitary, gang (2–4), or pack (7–12)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	5–6 HD (Medium)
Level Adjustment:	—

Rycelean ghoules appear as desiccated versions of their former selves. Flaps of torn, sickly-gray skin hang loosely from their bones and long, wicked, bone-like claws sprout from the ends of their fingers and toes. Some still wear the tattered remains of their vestments, but most have cast them off, their torment only increased by any evidence of their previous life.

COMBAT

Rycelean ghoules prefer to attack with surprise whenever possible, striking from a concealed location by leaping or diving onto their prey.

Paralysis (Ex): Those hit by a Rycelean ghoule's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Pounce (Ex): If a Rycelean ghoule charges a foe, it can make a full attack.

Rycelean Ghoule Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d4 Con and 1d4 Dex. The save DC is Charisma-based.

An afflicted non-cleric or non-paladin humanoid who dies of Rycelean ghoule fever rises as a ghoule at the next midnight. A humanoid who becomes a ghoule in this way retains none of the abilities it possessed in life. It is not under the control of any other ghoules, but it hungers for the flesh of the living and behaves like a normal ghoule in all respects.

An afflicted cleric or paladin humanoid who dies of Rycelean ghoule fever rises as a Rycelean ghoule at the next midnight. A humanoid who becomes a Rycelean ghoule in this way retains none of the abilities it possessed in life. It is not under the control of any other Rycelean ghoules, but it hungers for the flesh of the living, especially of worshippers of its previous deity, and behaves like a normal Rycelean ghoule in all respects.

Saves: In addition to the standard undead good Will save, Rycelean ghoules have good Reflex saves.

Skills: Rycelean ghoules have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Goblins, Zarkol

Zarkol goblins are degenerate cousins of the more common goblin. Found deep within the Zarkol Swamp, where they vie for dominance with equally degenerate lizardfolk, few people ever have an encounter with Zarkol goblins. Which is a good thing, since Zarkol goblins are cannibals and even bigger humanoids keep a wary eye out when they are about.

Whether Zarkol goblins are ordinary goblins that were turned degenerate by some cataclysmic event, whether they were bred by some mad wizard, or whether they are goblins that simply have failed to evolve is anyone's guess.

Zarkol goblins are distinguished from their more common cousins by being about 3-1/2 to 4 feet tall



(although they weigh no more) and having much more feral expressions; especially noticeable are their sharp teeth and nails.

Their skin color ranges from deep green (almost black) to a mossy green and their eyes tend to be a muddy brown.

Zarkol goblins wear little clothing or decoration beyond a loincloth, and even that is often missing. They dwell in miserable little family-based villages where the buildings are nothing more than mud caked on a framework of sticks.

Zarkol Goblin Traits (Ex): Zarkol goblin characters possess the following traits:

- +4 Dexterity, -2 Intelligence, -2 Wisdom, -2 Charisma
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A goblin's base land speed is 30 feet.
- Low-light vision out to 60 feet.
- +4 racial bonus on Move Silently and Hide checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Gnoll, Orc
- Natural Weapons: 2 claws (1d3) and bite (1d3)
- Favored class: Barbarian

Gnoll, Ajdaair

The Ajdaair are noticeably shorter and significantly thinner than standard gnolls, standing about 6 1/2 feet tall and weighing some 150 lbs. Their fur is thinner and coarser than that of the standard gnoll and varies from a dark, almost black, brown to a light tan in color. The Ajdaair speak Aj, a dialect of Gnoll. Due to their extensive trading most male Ajdaair also speak Common.

Ajdaair Traits (Ex): These are the sum total of the Ajdaair traits; they are not in addition to the standard halfling racial traits.

- +2 Strength, +2 Dexterity
- Size Medium.
- Base land speed 30 feet.
- Low-light vision.
- Racial Hit Dice: An Ajdaair begins with one level of humanoid, which provides 1d8 Hit Dice, a base attack bonus of +0, and base saving throw bonuses of Fort +2, Ref +0, and Will +0.

- Racial Skills: An Ajdaair's humanoid levels give it skill points equal to 4 x (2 + Int modifier). Its class skills are Listen and Spot.
- Racial Feats: An Ajdaair's humanoid levels give it one feat.
- +2 racial bonus on Hide, Listen, Move Silently, Ride, and Spot checks.
- Automatic Languages: Aj (Gnoll dialect); Bonus Languages: Common
- Favored Class: male – Ranger, female – Cleric
- Level adjustment: +1

Griffon, Scout-

Large Magical Beast

Hit Dice:	8d10+32 (76 hp)
Initiative:	+4
Speed:	50 ft. (10 squares), fly 150 ft. (average)
Armor Class:	20 (-1 size, +4 Dex, +7 natural), touch 13, flat-footed 16
Base Attack/Grapple:	+8/+16
Attack:	Bite +12 melee (2d6+4)
Full Attack:	Bite +12 melee (2d6+6) and 2 claws +9 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+2
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +10, Ref +10, Will +6
Abilities:	Str 18, Dex 19, Con 18, Int 6, Wis 14, Cha 9
Skills:	Jump +8, Listen +7, Spot +15
Feats:	Iron Will, Multiattack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, pair, or pride (6-10)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	9-11 HD (Large); 12-22 HD (Huge)
Level Adjustment:	+3 (cohort)

Scoutgriffons (often called scoutgriffs) were originally simply the fastest of ordinary griffins trained for courier and scout duty, but through decades and centuries of careful breeding by griffin trainers, they have become a breed unto themselves (much like warhorses).



Noticeably more leanly muscled in their build than wild griffons, scoutgriffs measure as much as 9 feet from nose to tail and weigh as much as 600 pounds.

COMBAT

Scoutgriffs are controlled in combat by their rider, who usually prefers to avoid or escape combat. If combat is unavoidable, the rider will attempt to use his or her mount's speed to gain favorable advantage before allowing the animal to pounce on its opponent.

Without their riders, scoutgriffs prefer to pounce on their prey, either diving to the attack or leaping from above.

Pounce (Ex): If a scoutgriff dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d6+2.

Skills: Scoutgriffs have a +4 racial bonus on Jump checks and a +8 racial bonus on Spot checks.

Training A Scoutgriff

Although intelligent, a scoutgriff requires training before it can bear a rider. To be trained, a scoutgriff must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly scoutgriff requires twelve weeks of work and a DC 30 Handle Animal check. Riding a scoutgriff requires an exotic saddle. A scoutgriff can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Scoutgriff eggs are worth 6,000 gp apiece on the open market, while young are worth 12,000 gp each. Professional trainers charge 3,000 gp to rear or train a wargriff.

Carrying Capacity: A light load for a scoutgriff is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Griffon, War-

Large Magical Beast

Hit Dice:	10d10+50 (105 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), fly 120 ft. (average)
Armor Class:	20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+10/+20
Attack:	Bite +17 melee (2d6+6)
Full Attack:	Bite +17 melee (2d6+6) and 2 claws +14 melee (1d6+3)
Space/Reach:	10 ft./5 ft.

Special Attacks:	Pounce, rake 1d6+3
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +11, Ref +9, Will +6
Abilities:	Str 22, Dex 15, Con 20, Int 5, Wis 13, Cha 8
Skills:	Jump +14, Listen +7, Spot +16
Feats:	Flyby Attack, Iron Will, Multiattack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	11–13 HD (Large); 14–24 HD (Huge)
Level Adjustment:	+4 (cohort)

Wargriffons (often called wargriffs) were originally simply the largest and most aggressive of ordinary griffons trained for combat, but through decades and centuries of careful breeding by griffin trainers, they have become a breed unto themselves (much like warhorses).

Noticeably more powerful in their build than wild griffons, wargriffs measure as much as 10 feet from nose to tail and weigh as much as 900 pounds.

COMBAT

Wargriffs are controlled in combat by their rider, who usually prefers to use his or her mount's natural advantage by making swooping charges at opponents, the wargriff raking with its talons before flying away.

Without their riders, wargriffs prefer to pounce on their prey, either diving to the attack or leaping from above.

Pounce (Ex): If a wargriff dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +14 melee, damage 1d6+3.

Skills: Wargriffs have a +8 racial bonus on Jump and Spot checks.

Training a Wargriff

Although intelligent and bred for war, a wargriff requires training before it can bear a rider in combat. To be trained, a wargriff must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly wargriff requires twelve weeks of work and a DC 30 Handle



Animal check. Riding a wargriffin requires an exotic saddle. A wargriffin can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Wargriffin eggs are worth 7,000 gp apiece on the open market, while young are worth 14,000 gp each. Professional trainers charge 3,000 gp to rear or train a wargriffin.

Carrying Capacity: A light load for a wargriffin is up to 520 pounds; a medium load, 521–1,040 pounds; and a heavy load, 1,041–1,560 pounds.

HALFLING, NY-SHA-WAYGH

The Ny-sha-waygh are taller and rangier than their cousins, averaging about 3 1/2 feet in height while weighing between 30 and 35 pounds. They speak Tayl-ny “the language of the people”, a language derived from Halfling but sufficiently different enough that it is considered a separate language (and requires a separate Speak Language skill).

Ny-sha-waygh Traits (Ex): These are the sum total of the Ny-sha-waygh traits; they are not in addition to the standard halfling racial traits.

- +2 Constitution, +2 Dexterity, -2 Strength, -2 Charisma
- Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A Ny-sha-waygh's base land speed is 20 feet. However, all Ny-sha-waygh have the Fast Movement special ability (this does not stack with the barbarian class' fast movement ability).
- +2 racial bonus on Climb, Jump, Hide, Listen, Move Silently, Spot and Swim checks.
- +1 racial bonus on attack rolls with shortbows and slings.
- Automatic Languages: Tayl-ny, Goblin, Orc.
- Favored Class: male – Ranger, female – Druid.

Homing (or Carrier) Pigeon

Tiny Animal

Hit Dice: 1/4 d8 (1 hp)
Initiative: +2
Speed: 10 ft. (2 squares), fly 90 ft. (average)

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +0/-13
Attack: Claws -3 melee (1d2-5)
Full Attack: Claws -3 melee (1d2-5)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6
Skills: Listen +3, Spot +5
Feats: Run (quintuples flight speed instead of running speed)
Environment: Temperate forests
Organization: Solitary or coop (2-20)
Challenge Rating: 1/6
Advancement: —
Level Adjustment: —

Ranging in length from twelve to eighteen inches, homing pigeons are known for being able to find their way home (usually the place it was hatched or where it was taken soon after hatching) over vast distances. This quality makes them very useful for communication.

Although able to carry only very small messages, usually written on scraps of paper and placed in a small wood or bone tube, the great distances they can cover and the reliability with which they deliver their message makes them arguably the best way to send important messages.

Lizard, Zarkol

Medium Animal

Hit Dice: 4d8+16 (34 hp)
Initiative: +2
Speed: 40 ft. (8 squares), swim 40 ft.
Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple: +3/+7
Attack: Bite +7 melee (1d8+6)
Full Attack: Bite +7 melee (1d8+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Trip
Special Qualities: Low-light vision, scent
Saves: Fort +10, Ref +7, Will +2



Abilities:	Str 19, Dex 17, Con 19, Int 1, Wis 12, Cha 2
Skills:	Climb +8, Hide +7*, Listen +4, Move Silently +8, Spot +4, Swim +17
Feats:	Alertness, Great Fortitude
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	3
Advancement:	5–6 HD (Medium)
Level Adjustment:	—

Zarkol lizards are large, powerful reptiles that dwell in the Zarkol Swamp. Although there are rumors of Zarkol goblins and lizardfolk riding such lizards, they have not been confirmed and are highly doubtful in any case.

Combat

When hungry, threatened, or otherwise challenged, Zarkol lizards are quite aggressive, using their powerful jaws to tear at prey or enemies.

Trip (Ex): A Zarkol lizard that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the Zarkol lizard.

Skills: A Zarkol lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Zarkol lizards have a +4 racial bonus on Hide and Move Silently checks. *In swamps or overgrown areas, the Hide bonus improves to +8

Okamori

Tiny Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 30 ft., fly 30 ft. (clumsy)
Armor Class:	16 (+2 size, +4 Dex), touch 16, flat-footed 12
Base Attack/Grapple:	+0/–12
Attack:	Bite +6 melee (1d3–4)
Full Attack:	Bite +6 melee (1d3–4)
Space/Reach:	2-1/2 ft./0 ft.

Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +6, Will +1
Abilities:	Str 3, Dex 19, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance + 12, Climb +12, Hide +12, Listen +5, Spot +5
Feats:	Alertness, Weapon Finesse(B)
Environment:	Temperate forests
Organization:	Troop (10–40)
Challenge Rating:	1/6
Advancement:	2–3 HD (Small)
Level Adjustment:	—

Okamori are creatures that look like very much like cat-sized, tiger-striped lemurs. They are incredibly agile and can fly (actually glide; they cannot move at an up angle unless carried by a strong wind) courtesy of a blanket-like membrane of furry skin that stretches between their forelegs and hind legs (much like a flying squirrel).

Okamori come in a range in color from white to dark brown; the skin is always brighter than the tiger stripes.

Okamori are a favorite pet among the Okamori, and are considered to be bringers of good luck.

Combat

Okamori generally flee from any opponents larger than themselves, although if cornered they fight ferociously.

Skills: Okamori have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

Okamori As Familiars

The master of an Okamori familiar gains a +2 bonus on initiative checks (this stacks with other initiative bonuses such as that provided by the Improved Initiative feat).

Orc, Krag

Unlike their more common cousins, the orcs of the Krag do not live underground (there are few natural caverns in the Krag and the area has no resources worth mining). Rather, they live above ground in small tribal groups spread out among the many small and sparse valleys of the Krag.



Although they began as normal orcs, over the centuries the Krag orcs have adapted to their environment to where they have today become a distinct subrace.

Krag orcs are taller, leaner and quicker than their orcish cousins. Their features are softer than those of orcs and their eyes brown rather than red.

Krag orcs prefer natural colors, such as various shades of brown and gray, that help them blend in with their home environment.

The typical Krag orc is around 6 1/2 feet tall and weighs about 170 pounds.

Krag Orc Traits (Ex): These traits are in addition to the orc traits, except where noted.

- +2 Strength, +2 Dexterity, -2 Intelligence, -2 Wisdom
- Low-light vision. This trait replaces the orc's darkvision.
- Krag orcs do not suffer from light sensitivity
- Favored class: Ranger

Krag Half-Orc Traits (Ex): These traits are in addition to the half-orc traits, except where noted.

- +2 Dexterity, -2 Intelligence
- Low-light vision. This trait replaces the half-orc's darkvision.
- Krag half-orcs do not suffer from light sensitivity
- Orc Blood: For all effects related to race, a Krag half-orc is considered an orc
- Favored class: Ranger

Pus Fiend

Medium Aberration

Hit Dice:	5d8+30 (53 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 30 ft., swim 30 ft.
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+3/+3
Attack:	Bite +5 melee (1d2 plus disease) or pus spray +5 ranged touch (1d6 acid plus disease)
Full Attack:	6 bites +5 melee (1d2 plus disease) and pus spray +5 ranged touch (1d6 acid plus disease)
Space/Reach:	5 ft./5 ft.

Special Attacks:	Burbling, pus spray, stench, diseases, improved grab, blood drain, engulf, ground manipulation
Special Qualities:	Amorphous, damage reduction 5/bludgeoning, darkvision 60 ft.
Saves:	Fort +7, Ref +5, Will +5
Abilities:	Str 10, Dex 15, Con 22, Int 6, Wis 13, Cha 13
Skills:	Climb +8, Listen +5, Spot +9, Swim +8
Feats:	Lightning Reflexes, Weapon Finesse
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	6–13 HD (Large)
Level Adjustment:	—

A pus fiend is either a cousin of the gibbering moulder, or some magically derived offshoot. Although initially appearing much as a gibbering moulder, the creature is exceptionally vile-smelling and constantly oozes a sickly yellowish-white fluid from numerous prominent open sores.

A pus fiend is slightly larger than a gibbering moulder, being about 4 feet across and 4 to 5 feet high. It weighs about 300 pounds.

A pus fiend can speak Common, but only communicates when it serves its own unfathomable purposes.

COMBAT

A pus fiend attacks by shooting out strings of protoplasmic flesh, each ending in one or more weeping eyes and a foul mouth that bites at the enemy. A pus fiend can send out a total of six such members in any round.

Burbling (Su): As soon as a pus fiend spots something edible, it begins a constant sickly, wet burbling as a free action. All creatures (other than pus fiends) within a 60-foot spread must succeed on a DC 14 Will save or be affected as though by a *fear* spell for 1d4 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same pus fiend's burbling for 24 hours. The save DC is Charisma-based.



Pus Spray (Ex): As a free action every round, a pus fiend fires a stream of pus at one opponent within 30 feet. The pus fiend makes a ranged touch attack; if it hits, it deals 1d6 points of acid damage, and the target must succeed on a DC 19 Fortitude save or be blinded for 1d6 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

Stench (Ex): A pus fiend's sores generate a horrible odor that is offensive to nearly every other form of life. All living creatures (except pus fiends) within 30 feet of a pus fiend must succeed on a DC 19 Fortitude save or be sickened while within the area of effect and for 1d6 rounds thereafter. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same pus fiend's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Disease (Ex): Slimy doom—bite or pus spray, Fortitude DC 19, incubation period 1 day; damage 1d4 Con (character must succeed at another saving throw or 1 point of damage is permanent drain instead). The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a pus fiend must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): On a successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1d2 points of Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a DC 14 Strength check or severed by a successful sunder attempt (the mouth has 3 hit points).

A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed.

Engulf (Ex): A pus fiend can try to engulf a Medium or smaller opponent grabbed by three or more mouths.

The opponent must succeed on a DC 15 Reflex save or fall and be engulfed. In the next round, the pus fiend makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the pus fiend from within. The previously attached mouths are now free to attack others. The save DC is Strength-based and includes a +2 racial bonus.

Ground Manipulation (Su): At will, as a standard action, a pus fiend can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while

stone takes 2 rounds. Anyone other than the pus fiend in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A pus fiend is not subject to critical hits. It cannot be flanked.

Skills: Thanks to their multiple eyes, pus fiends have a +4 racial bonus on Spot checks.

A pus fiend has a +8 racial bonus on any Climb and Swim checks to perform some special action or avoid a hazard. It always can choose to take 10 on a Climb or Swim check, even if distracted or endangered. It can use the run action while climbing or swimming, provided it climbs or swims in a straight line.

Sand Terror

Hit Dice:	7d8+21 (52 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	19 (-1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+5/+15
Attack:	Bite +10 melee (4d6+9)
Full Attack:	Bite +10 melee (4d6+9)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 4d6+9, Improved Grab, Trample 2d8+3
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +8, Ref +2, Will +2
Abilities:	Str 23, Dex 10, Con 17, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Desert
Organization:	Cluster (2-5) or mass (6-11)
Challenge Rating:	4
Alignment:	Always neutral
Advancement:	8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment:	—

The Sand Terror is an aggressive burrowing insect. A Sand Terror has a wide, squat body, six legs, and a massive pair of mandibles. Sand Terror carapaces are always jet-black. A Sand Terror is about 11 feet long and weighs some 1,800 pounds.



A Sand Terror burrows with legs and mandibles. A burrowing Sand Terror usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It prefers to dig a network of interconnected pits and tunnels. The pits are some 20 to 40 feet deep and have a 10-foot diameter. Each of these pits is connected by a short (10 feet to 20 feet) tunnel of 5 feet in height and 10 feet wide to a central chamber that is also some 5 feet high but has a diameter of 20 to 40 feet.

Combat

The Sand Terror waits in its central chamber for prey

to fall into one of its pits, at which point it rushes out and attacks.

Constrict (Ex): A Sand Terror deals 4d6+9 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a Sand Terror must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Trample (Ex): Reflex half DC 19. The save DC is Strength-based.

Marionettes

Marionettes are magically crafted constructs designed to resemble the jointed puppets manipulated by strings or wires attached to their limbs of the same name. A magical marionette has no strings or wires but otherwise looks identical to the mundane version. Constructing marionettes requires relatively minor magics. A marionette is between 2 1/2 to 3 feet tall.

COMBAT

Marionettes are mindless and do nothing without order from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are completely emotionless and cannot be provoked.

A marionette's creator can command it if the marionette is within 60 feet and can see and hear its creator. If not commanded, a marionette usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The marionette's creator can give it a simple command to govern its actions in his or her absences. The marionette's creator can order the marionette to obey the commands of another individual (who might in turn place the marionette under someone else's control, and so on), but the marionette's creator can always resume control over his creation by commanding the marionette to obey him alone.

CONSTRUCTION

The cost to create given for each marionette includes the cost of the physical body and all the materials and spell components that are consumed or become a part of the marionette. Creating a marionette is essentially similar to creating any sort of magic item. However, a marionette's body includes costly material components that may require some extra preparation. The marionette's creator can assemble the body himself or hire someone else to do the job.

Note: The market price of an advanced marionette (a marionette with more Hit Dice than the standard marionette described in each entry) is increased by 500 gp for each additional Hit Die. The XP cost for creating creating an advanced marionette is equal to 1/25 the advanced marionette's market price minus the cost of the special materials required.

Big Hands

Small Construct

Hit Dice:	3d10+10 (26 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15
Base Attack/Grapple:	+2/+5
Attack:	Slam +6 melee (1d3+3)
Full Attack:	Slam +6 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, constrict 1d3+3
Special Qualities:	Construct traits, damage reduction 5/bludgeoning, darkvision 60 ft., low-light vision.
Saves:	Fort +1, Ref +5, Will +1
Abilities:	Str 16, Dex 18, Con -, Int -, Wis 10, Cha 1
Skills:	—
Feats:	—
Environment:	Any



Organization:	Solitary or gang (2–4)
Challenge Rating:	2
Advancement:	4–5 HD (Small)
Level Adjustment:	—

A big hands marionette features a pair of hands that are clearly disproportionately large in relation to its body. Big hands marionettes are often painted in dark colors and their faces feature a rictus grin.

Combat

Constrict (Ex): A big hands deals 1d3+3 points of damage with a successful grapple check against a Medium or smaller creature. Because it seizes its victim by the neck, a creature in the big hands' grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a big hands must hit a Medium or smaller opponent with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Big hands receive a +4 competence bonus on grapple checks, which is already included in the statistics block.

Quickness (Su): A big hands is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Construction

A big hands must be carved from a single block of wood weighing at least 20 pounds, treated with rare varnish and decorated with special paints worth 250 gp. Creating the body requires a DC 15 Craft (sculpting) or a DC 12 Craft (carving) check.

CL 5th; Craft Construct; *baste, suggestion, unseen servant*, creator must be at least 5th level; Price 2,500 gp; Cost 1,500 gp + 90 XP

Knight

Small Construct

Hit Dice:	3d10+10 (26 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15
Base Attack/Grapple:	+2/+5
Attack:	Sword +6 melee (1d3+3)
Full Attack:	Sword +6 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—

Special Qualities:	Construct traits, damage reduction 5/bludgeoning, darkvision 60 ft., low-light vision.
Saves:	Fort +1, Ref +5, Will +1
Abilities:	Str 16, Dex 18, Con —, Int —, Wis 10, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	2
Advancement:	4–5 HD (Small)
Level Adjustment:	—

A knight carries a sword in one hand and a shield in the other. Knights are often painted to look metallic and feature coats-of-arms.

Combat

Quickness (Su): A knight is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Construction

A knight must be carved from a single block of wood weighing at least 20 pounds, treated with rare varnish and decorated with special paints worth 250 gp. Creating the body requires a DC 15 Craft (sculpting) or a DC 12 Craft (carving) check.

CL 5th; Craft Construct; *baste, suggestion, unseen servant*, creator must be at least 5th level; Price 2,500 gp; Cost 1,500 gp + 90 XP.

Little Drummer Boy

Small Construct

Hit Dice:	2d10+10 (21 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	18 (+1 size, +4 Dex, +3 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+1/-2
Attack:	Slam +3 melee (1d2+1)
Full Attack:	Slam +3 melee (1d2+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Drumming



Special Qualities:	Construct traits, damage reduction 5/bludgeoning, darkvision 60 ft., low-light vision.
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 12, Dex 18, Con –, Int –, Wis 10, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	1
Advancement:	3–4 HD (Small)
Level Adjustment:	—

The most noticeable feature of a little drummer boy is the drum that has been attached to its waist. Drummer boys are usually painted with uniforms of some kind.

Combat

Drumming (Su): As a standard action, a little drummer boy may beat out a drum roll. All creatures within a 10-foot radius at the time of the drum roll suffer 1d8 points of sonic damage and must succeed on a DC 11 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Construction

A little drummer boy must be carved from a single block of wood weighing at least 15 pounds, treated with rare varnish and decorated with special paints worth 150 gp. Creating the body requires a DC 15 Craft (sculpting) or a DC 12 Craft (carving) check.

CL 5th; Craft Construct; *sound burst, suggestion, unseen servant*, creator must be at least 5th level; Price 1,500 gp; Cost 900 gp + 54 XP.

CONSTRUCTING MORE MARIONETTES

Just as actual marionettes can be carved into everything from birds and dragons to specific individuals and classic archetypes, so too can magical marionettes be crafted to be just about anything.

Using either the little drummer boy/the fool (for marionettes focused on supernatural abilities) or big hands marionettes (for marionettes designed as combatants) as a base, the DM can create literally dozens of marionettes in a matter of moments.

For example:

The Dragon – use the big hands/knight marionette as a base, change the slam/sword attack to a claw attack, and substitute the following breath weapon (based on any fire spell of 2nd level or lower such as *burning hands* or *flaming sphere*) for the big hands' improved grab/constrict abilities:

Special Ability

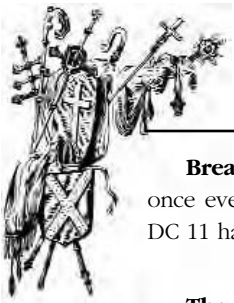
Want to emphasize the blasphemous horrors that are the undead? Want to make them more frightening? Then use this modified version of the dragons' Frightful Presence and give it as a special ability to the undead in your campaign. After all, since the undead are the bane of all things living, they should make a little more of an impact than "oh, another ghoul". Naturally, you can use this for dragons as well. Oh, and also for aberrations or anything else "not of this world" in the Cthulu sense.

Frightful Presence (Ex): This special quality makes a creature's very presence unsettling to foes. It takes effect automatically whenever a foe views the creature. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier).

This ability affects opponents with fewer Hit Dice or levels than the creature has differently than those who have equal or greater Hit Dice or levels.

On a failure, an opponent with fewer Hit Dice or levels becomes panicked for 1d4 rounds per HD of the frightful creature. An opponent with fewer Hit Dice or levels that succeeds on the saving throw is shaken for as long as the opponent remains within the presence of the creature.

Opponents with equal or greater Hit Dice or levels that fail the saving throw are shaken for as long as they remain within the presence of the creature. A successful saving throw means that the opponent is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.



Breath Weapon (Su): 10-foot cone of fire, free action once every 1d4 rounds; 1d6 points of fire damage; Reflex DC 11 half damage. The save DC is Constitution-based.

The Sandman – use the little drummer boy/the fool marionette as a base and substitute the following special attack for the drumming/fool's touch attack:

Sleep Sand (Su): As a standard action the sandman can reach into its sack and draw forth a handful of sand that it then casts into the air about itself. Any creature within a 10-foot radius of the sandman must succeed at a DC 11 Will save or fall asleep.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep sand cannot affect unconscious creatures, constructs, or undead creatures.

The special attack is based on the *sleep* spell which is substituted for the *sound burst/touch of idiocy* spells in the marionette's creation. The sandman looks like an old man with a large sack on its back.

Half-Races

I always wondered why there were half-orcs and half-elves, but no half-dwarves, half-halflings (quarterlings?), or half-gnomes. So, this week we will present the statistics and appearance of those three.

Please note that, like half-elves and half-orcs, all of these races are based on having a human parent.

HALF-DWARVES

- **Medium:** As Medium creatures, half-dwarves have no special bonuses or penalties due to their size.
- Half-dwarf base land speed is 30 feet. Unlike their dwarven parent, half-dwarves have their speed reduced when wearing medium or heavy armor or carrying a medium or heavy load.
- **Darkvision:** Half-dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- **Stability:** A half-dwarf gains a +2 bonus on ability checks made to resist being bull-rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +1 racial bonus on saving throws against poison.
- +1 racial bonus on saving throws against spells and spell-like effects.

- **Dwarven Blood:** For all effects related to race, a half-dwarf is considered a dwarf.
- **Automatic Languages:** Common and Dwarven. Bonus Languages: Any (other than secret languages, such as Druidic).
- **Favored Class:** Any. When determining whether a multiclass half-dwarf takes an experience point penalty, her highest-level class does not count.

Physical Description: Half-dwarves are shorter and stockier than humans, standing from 4 1/2 to 5 1/2 feet in height and weighing a little more than a human of comparable height, but less than a dwarf.

Half-dwarven skin is always darker than that of their human parent and their eyes are brown. Half-dwarven hair is also darker than that of their parent; there are no redheaded or blond-haired half-dwarves.

Half-dwarves follow the predominant fashions of the society in which they are raised (either dwarven or human) as regards their hairstyles and clothing choices.



Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Half-Dwarf	18 years	+1d4	+2d4	+3d4
Half-Gnome	18 years	+1d6	+2d6	+3d6
Half-Halfling	16 years	+1d6	+1d8	+3d4

Race	Middle Age	Old	Venerable	Maximum Age
Half-Dwarf	47 years	71 years	95 years	+3d10 years
Half-Gnome	45 years	68 years	90 years	+4d10 years
Half-Halfling	38 years	57 years	76 years	+2d20 years

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Half-Dwarf, male	4'3"	+2d6	110 lb.	x (2d6) lb.
Half-Dwarf, female	4'0"	+2d6	90 lb.	x (2d6) lb.
Half-Gnome, male	3'10"	+2d6	60 lb.	x (1d2) lb.
Half-Gnome, female	3'7"	+2d6	45 lb.	x (1d2) lb.
Half-Halfling, male	3'8"	+2d6	55 lb.	x (1d2) lb.
Half-Halfling, female	3'6"	+2d6	40 lb.	x (1d2) lb.

HALF-GNOMES

- **Medium:** As Medium creatures, half-gnomes have no special bonuses or penalties due to their size.
- Half-gnome base land speed is 30 feet.
- **Low-Light Vision:** A half-gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- +1 racial bonus on saving throws against illusion.
- +1 racial bonus on Listen checks.
- **Gnomish Blood:** For all effects related to race, a half-gnome is considered a gnome.
- **Automatic Languages:** Common and Gnome. Bonus Languages: Any (other than secret languages, such as Druidic).
- **Spell-Like Abilities:** A half-gnome with a Charisma score of at least 13 also has the following one of the following spell-like abilities: 1/day – *dancing lights* or *ghost sound* or *prestidigitation*. Caster level 1st; save DC 10 + half-gnome's Cha modifier + spell level.
- **Favored Class:** Any. When determining whether a multiclass half-gnome takes an experience point penalty, her highest-level class does not count.

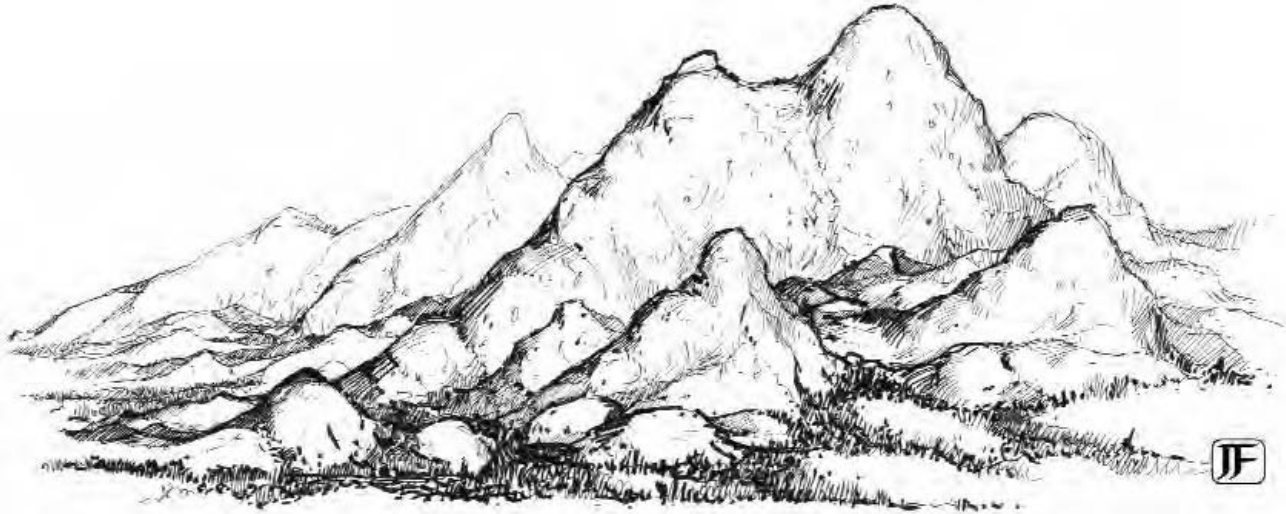
Physical Description: Half-gnomes are as tall as dwarves but as thin as elves. Half-gnomes stand from 3 1/2 to 4 1/2 feet in height but are as lithe as elves.

Half-gnome skin is always darker than that of their human parent, having brown undertones. Half gnomes have fairer hair than that of their human parent, ranging from a light brown to white-blond. Their eyes are usually blue, but can occasionally be green.

Half-gnomes follow the predominant fashions of the society in which they are raised (either gnomes or human) as regards their hairstyles and clothing choices.

HALF-HAFLINGS

- **Medium:** As Medium creatures, half-halflings have no special bonuses or penalties due to their size.
- Half-halfling base land speed is 30 feet.
- +1 racial bonus on Climb, Jump, Listen, and Move Silently checks.
- +1 racial bonus on one saving throw (either Fortitude, Reflex, or Will).
- +1 morale bonus on saving throws against fear. This bonus stacks with the half-halfling's +1 bonus on Will saving throws (if that is the saving throw chosen for the racial bonus).
- **Halfling Blood:** For all effects related to race, a half-halfling is considered a halfling.
- **Automatic Languages:** Common and Halfling. Bonus Languages: Any (other than secret languages, such as Druidic).



- **Favored Class:** Any. When determining whether a multiclass half-halfling takes an experience point penalty, her highest-level class does not count.

Physical Description: Half-halflings are almost as tall as dwarves but very thin. Half-halflings stand from 3 1/2 to 4 1/2 feet in height but have a very slight build.

Half-halfling skin is a lighter shade of the human parent's and has a reddish or pinkish undertone. Half-halflings always have black hair, although it can be curly, straight, or anything in between.

Half-halflings follow the predominant fashions of the society in which they are raised (either gnomes or human) as regards their hairstyles and clothing choices.

Poisons

For the assassins in your game – especially the NPC assassins!

GHOUL ICHOR

Type: Injury DC 13

Initial Damage: 1d3 Dex + 1d3 Con

Secondary Damage: Paralysis (1d3 hours)

Price: 175 gp

Crafting a one-ounce vial of ghoulish ichor (enough for a single application/dose) requires a pint of fresh human blood and the ashes of a ghoulish of at least Small size as chief ingredients along with a successful Craft (alchemy) check (DC 23).

GHOUL DUST

Type: Inhaled DC 14

Initial Damage: 1d6 Con

Secondary Damage: 2d6 Con + reanimation as ghoulish within 24 hours if killed by the ghoulish dust

Price: 1,200 gp

Crafting a one-ounce pinch of ghoulish dust (enough for a single application/dose) requires the brain of a still living (er, unliving) ghoulish and a pound of ghoulish flesh as chief ingredients along with a successful Craft (alchemy) check (DC 25); the ghoulish is of course returned to death during the process.



EVENT: BOUNTY HUNT

Description: Whenever an unusual danger threatens community and the local law enforcement (i.e. the militia, the sheriff, etc.) cannot handle it alone, or there isn't a real local law enforcement agency, a community or its law enforcement agency will often organize a bounty hunt.

Events: A bounty hunt is organized along rather simple lines. Individuals interested in collecting the bounty register in town with the local authorities who tell them what exactly the bounty is for (i.e. a particular criminal, a tribe of humanoids, an infestation of giant insects, etc.), the amount of the bounty (i.e. 500 gp, 10 gp for each, etc.), and how to go about collecting it (i.e. bring him in alive, bring back the insects' heads, etc.).

Bounty hunts are usually low-key affairs since no community is happy with having to resort to hiring bounty hunters to do its work, so the only real excitement will be in whatever places cater specifically to the bounty hunters (i.e. inns and taverns or the local military camp).

Game Effects: A bounty hunt can be invaluable for adventurers to meet others in their field, both to establish contacts and to create rivalries.

It can also be a boon in establishing ties with the local community or law enforcement agency so that, if a group or an individual does a good job, the next time there is a bounty to be hunted the people doing the hiring will contact the group or individual exclusively, rather than opening it up to everyone.

Variations: Bounty hunts can be for virtually anything:

1. Criminal – bounties placed on individual criminals or small gangs with the idea of bringing them to justice; may be dead or alive.
2. Tribal – bounties placed on humanoid tribes, usually collected only for combatants (i.e. males of fighting age), with the idea being to drive the humanoid tribe out of the area.
3. Monster Infestation – bounties placed on a single monster (i.e. a dragon, mantichore, etc.) or an infestation of some kind (i.e. giant insects or other such pests); the bounty is usually collected only when the monstrous infestation is wiped out.

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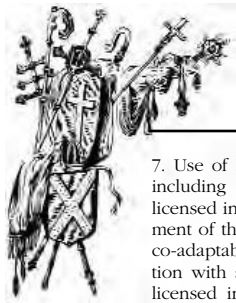
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Detailed Information

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LOCATION: _____

LEVEL #: _____

EL: _____

INHABITED: YES NO

INTELLIGENT INHABITANTS: _____ NOTES: _____

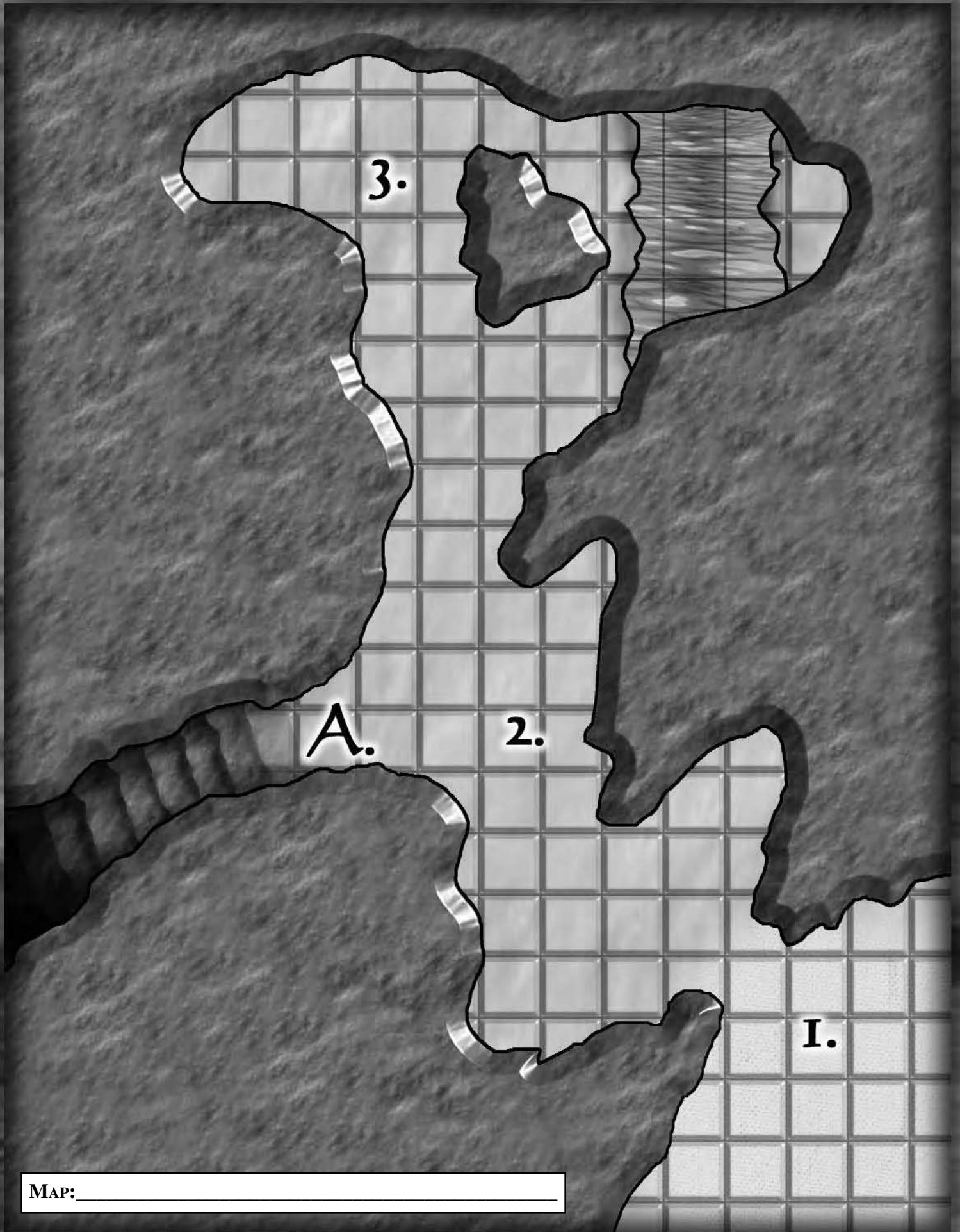
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B. _____



3.

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MAP: _____

Detailed Information

MAP: _____ MONSTERS: _____

LOCATION: _____

LEVEL #: _____

EL: _____

INHABITED: YES NO

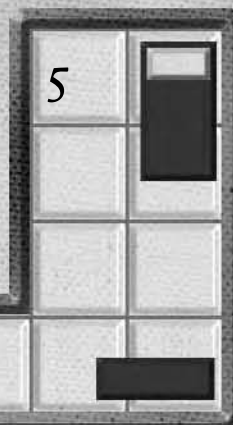
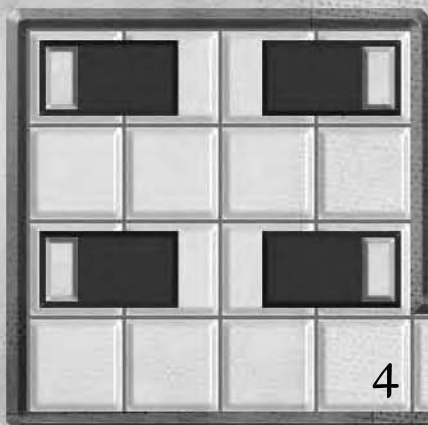
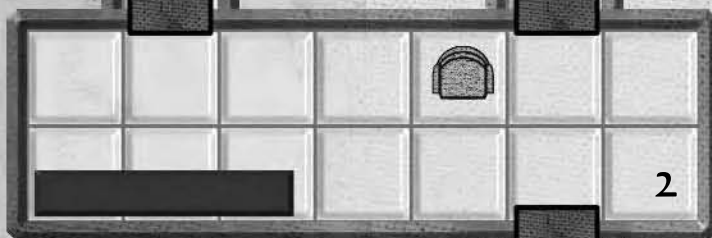
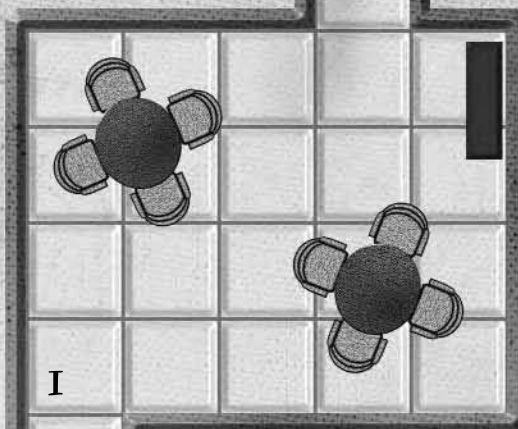
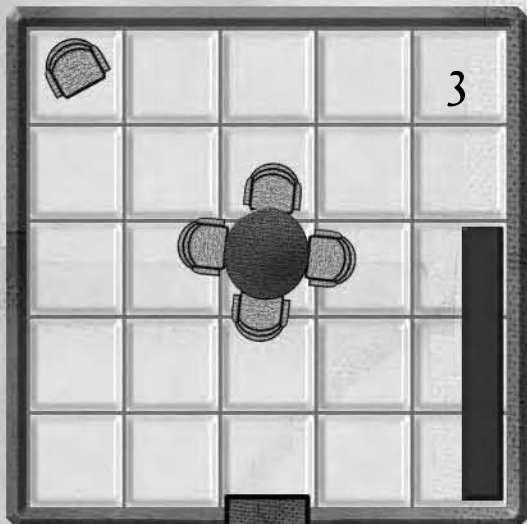
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LOCATION: _____

LEVEL #: _____

EL: _____

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INTELLIGENT INHABITANTS: _____ NOTES: _____

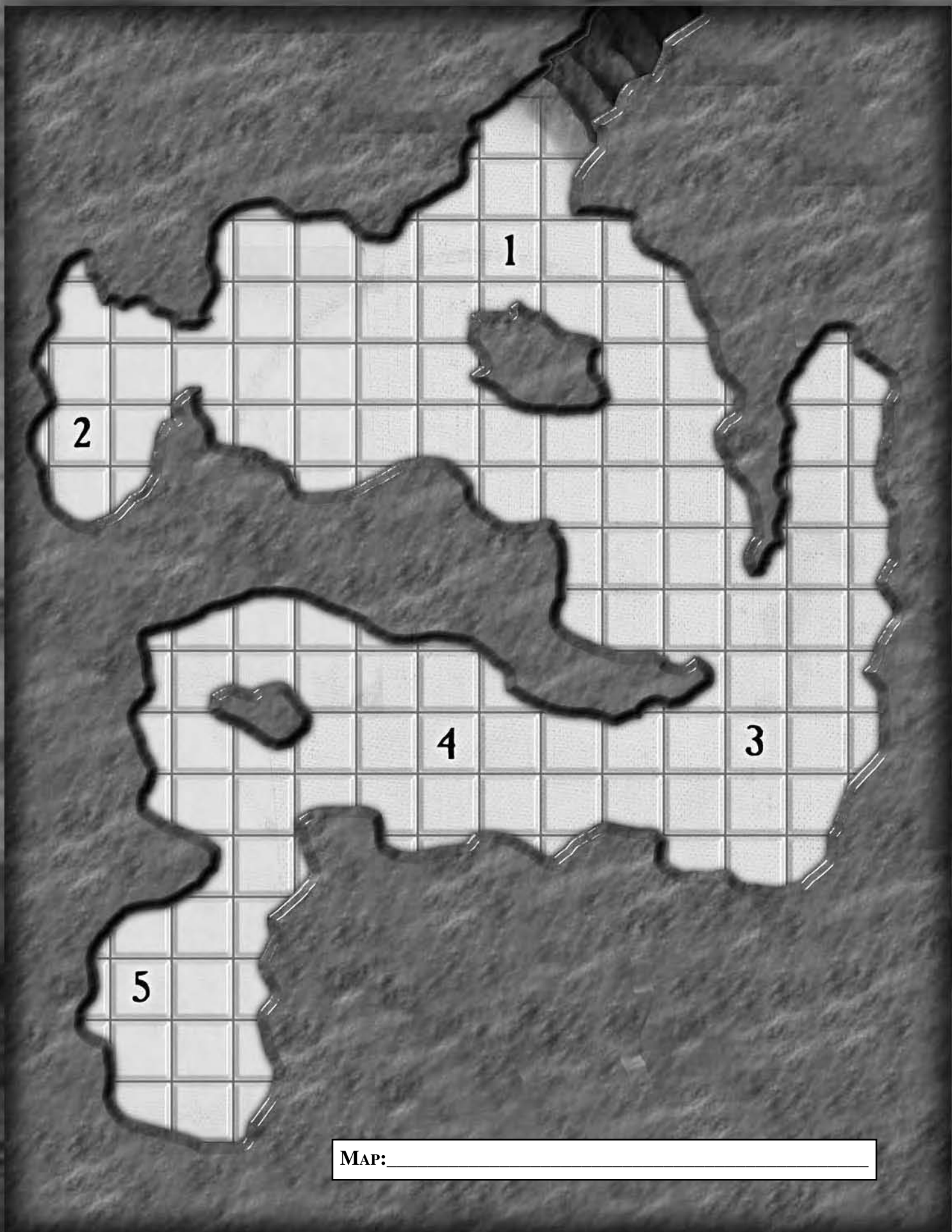
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1

2

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MAP:

Detailed Information

MAP: _____ MONSTERS: _____

LOCATION: _____

LEVEL #: _____

EL: _____

INHABITED: YES NO

INTELLIGENT INHABITANTS: _____ NOTES: _____

1. _____

2. _____

3. _____

4. _____

5. _____



Breads and Sides

biscuit	1 copper
black pudding	2 copper
hard bread	2 copper
apple tart	4 copper
vegetable	4 copper

Meals

bean soup	4 copper
vegetable pottage	4 copper
pigeon pie	5 copper
fish plate	6 copper
Mattie's cheese	1 silver
rabbit leg	1 silver
mutton chop	2 silver
deer steak	3 silver
roasted chicken	3 silver
turkey leg	4 silver
steak	5 silver

Drinks

black ale	4 copper
Dwarven ale	6 copper
garden wine	3 silver
king's wine	2 gold



Menu.

Breads and Sides

biscuit	1 copper
black pudding	2 copper
hard bread	2 copper
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