

# NEW MONSTERS

## Withra :

No. Appearing : 1-4

AC : 3

Moves : 12"

HD : 4

Treasure : Type E but 50% chance lost it

Attack : 1-6 plus special

Align : Chaos

The Withra is an incompetent Wraith. The only distinguishing characteristic between the Withra and the Wraith is a small chaos mark on the back of the neck. Like other undead it is impervious to the usual spells such as sleep, charm, etc. However, unlike its brothers, it is completely impervious to magical weapons and silver weapons and can only be hit by normal weapons. Also, unlike other undead, it cannot be turned or dispelled by any level of cleric - if anyone makes such an attempt, it will approach that person in curiosity. Because of its low dexterity, it attacks at -4 hit prob. If it hits, it does 1-6 pts. damage and collapses dead and ~~raises~~ raises its victim to the top of the next experience level.

# NEW MAGICAL WEAPONS + ITEMS

**Shield of Defense**: Plain, round steel-rimmed teakwood shield with pointed steel center boss  
Effects: If user elects to defend only, it has a 75% chance of completely blocking any physical blow by anything up to 10<sup>th</sup> level. Otherwise it acts as a +2 shield

value: 25,000 G.P.

**Gauntlet of the Master Thief**: Fine leather glove with <sup>mithril links across the</sup> ~~silver~~ back, emerald encrusted wristguard and red threaded/patterned palm.  
Effect: Can only be used by thieves. Any other class attempting to use it will find it attacks at -10. Thieves gain the following abilities: 25% plus on all thieves abilities in which the hand is used. When using a rapier a thief will gain +3 on attacks and will get double the attacks with that hand.

value: 75,000 G.P.

**Boots of Banana Peel**: looks same as other magical boots. Will even perform one of their functions except in a battle situation, then they lock onto wearers legs and become zero co-efficient. The wearer slips, slides, and falls and falls

## NEW MAGICAL WEAPONS + ITEMS (CONT.)

Hawk Helm: Silver helm shaped like a hawk's head. Effects: wearer gets infravision and has his vision tripled. Also becomes 90% immune to fear and confusion. However there is a 1% chance that anytime the helm is used the wearer will transform into a hawk and fly away.

value: 20,000 G.P.

Caduceus of Supreme Elemental Control:

Looks like a gold flecked silver wand around which 2 serpents are entwined. At the tip of the wand is a helm with wings. Effect: By concentrating on a section of the caduceus the magic-user can summon forth a 10-die elemental. Each section has 5 charges.

(section glows)

ivory helm: Air

ruby snake: Fire

crystal snake: Water

gold-flecked wand: Earth

The magic-user has a 95% chance of controlling the elemental regardless of the disturbance (with the exception of death)

## NEW MAGICAL WEAPONS + ITEMS (cont.)

Seal of the Snake: golden ring with a crest of a Cobra with two small rubies inset in the Cobra's eyes. Effect: When the incantation around the inside of the ring is uttered, the two rubies will glow and materializing before the wearer will be 1-4 giant Cobras. They will obey the wearer's will 1/day. If summoned more than once, control will decrease (2:50%, 3:25%, 4:10%, 5:1%). Each Cobra has AC 6 HD 4+4. They attack ~~two~~ <sup>three</sup> ways: 1<sup>st</sup>, by spitting an acidic poison which kills unless a saving throw is made (even if save is made, damage is still 2-16) If they are killed or have finished killing, they disappear. Their second attack is a bite of 2-12, and their third attack is constriction 1-10.

Ring of Ruthlessness: looks like a platinum ring encrusted with strange blood-red and purple stones. Effect: Unless saving throw is made (add +5 to amount needed) the wearer, no matter what alignment, becomes 100% amoral and ruthless. If anyone even disagrees with him, he will attempt to slay them. The wearer gets a +3 on his strength

## NEW MAGICAL WEAPONS + ITEMS (cont.)

and constitution, and is hasted whenever he attacks. Only a remove curse can free the wearer from the ring.

value: 50,000 G.P.

Nefer Amulet :

## NEW WEAPONS & TREASURES (magical, cont.)

Non-Corrodible Armor: Shiny, ebony armor  
Resists all corrosive agents.

1-50%: +1    51-75%: +2    76-90%: +3  
91-99%: +4    100%: +5

value: 25,000 G.P. x (+)

Ring of Betrayal: Beautiful, ornate silver ring  
inlaid with precious stones. When  
first put on it will be whatever the  
wearer wishes it to be. However, in  
a situation where stealth is needed  
it will begin making as much noise  
as possible. It will also cause the  
person wearing it to attack an  
ally in battle or if worn on the  
hand opposite the sword hand  
it will interfere with the sword  
hand. Only a ~~Dispel Magic~~ <sup>Remove Curse</sup> or  
a Wand of Negation (Cancellation?)  
will destroy the ring's power.

value: 20,000 G.P.

Electric Armor: Looks like normal armor  
Effect: When struck by a metal  
weapon it delivers an electric  
charge of 5-30 pts. damage.

value: 75,000 G.P.

## NEW MAGICAL WEAPONS & ITEMS (cont.)

Puff of Prescience - small bag full of what looks like yellow powder. Effect - When a pinch of the powder is thrown to the floor, it will burst in a puff of smoke and the person using the stuff will get a look at some room or area that they will come to in the future. The catches are that the person does not know the location and also cannot hear. Bag contains 20 pinches. Usable only once per day. More than once sends person using it to room shown.

value 20,000 G.P.

Key to the Kingdom - a platinum key with glowing runes. Effect: When touched to a secret door or chest, panel, etc., it will magically open the item. If the object has a trap that remains undetected, the key will successfully bypass the trap 75% of the time. This item can be used 1/day. More than once and the key will melt. Key has 20 charges

value. 25,000 G.P.

## NEW MAGICAL WEAPONS + ITEMS (cont.)

Random Spell Scroll - scroll has ten spells:

- |  |                               |
|--|-------------------------------|
| 50% ① Sleep 1-4                                      | 25% ⑥ Legend Lore             |
| 45% ② Wizard Lock                                    | 20% ⑦ Delayed Fire Ball       |
| 40% ③ Masque   | 15% ⑧ Power-Word: Blind       |
| 35% ④ Wall of Fire                                   | 10% ⑨ Monster Summ <b>VII</b> |
| 30% ⑤ <del>Teleport</del><br><del>Feather Fall</del> | 5% ⑩ Disaster                 |

This scroll was made by a magic-user who was either stupid or vindictive. When the scroll is opened, an incantation appears and underneath are the 10 spells. The catch is this: When a magic-user reads the incantation, everything disappears on the scroll for one day, so that the magic-user cannot see which one was cast, for what happens is this. There is a base 50% chance of the 1st Level spell working, going down 5% per level till at 40<sup>th</sup> there is only 5%. If the percentage is rolled (by DM) the spell is the one cast. If not, then a random roll is to decide which spell did get thrown.



## CITIES

1. Keraptis...JH99
2. Ylaruan...Z81
3. Minrothad...EE80
4. Sclavak...F70
5. Darokin...N64
6. Nanq-Rubbob...U64
7. Glantri...N54
8. Thyatis...N45
9. Sxodan...G42
10. Cynidicea...G37
11. Karameikos...F33
12. Akesoli...U33
13. Selenica...N28
14. Corunglain...N29
15. Akoros...Q25
16. Ierendi...AA25
17. Nolo-Nolo...R9
18. Gugonix...06
19. Dwyrain...E4
20. tribal

## MISC.

Empire of Cezavy (capital at Sclavak)  
Kingdom of Alasiya (twin capitals Akesoli & Selenica)  
Kingdom of Gorllewin (ceremonial capital at Glantri)  
Tentrumtoom...K88 (ruined city & pyramid dungeon)  
The Streel (major river, East section)  
Jorund river (river east of Darokin)  
Iuxed river (river west of Darokin)  
Axhonief river (boundary Gorllewin - Darokin)  
Qeda river (river of Nanq-Rubbob)  
Altan Tepe Mountains (central mountain chain, E. section)  
Radan Tepe Mountains (northern mountain chain)  
Kovan Tepe Mountains (central mountain chain, W. section)  
Lake Amsorak (large inland lake)  
Canolbarth (forest & forested mountains, NW., E. section)

## TRIBES (humanoid)

1. Ethengar...south steppe
2. Fnokki...north steppe
3. Heldann...eastern fjords, coast, islands.
4. Dulesmir...desert
5. Malpheggi\*...fresh water swamp
6. Atruaghin...Altan Tepe mountains
7. Cusort...Radan Tepe mountains
8. Plirok...Kovan Tepe mountains
5. Quastog\*...Canolbarth forest
9. Hagath...northern forest, East section
10. Capheron...northern forest, West section

## TRIBES (orcish)

1. Grilth...forest
  2. Ubirgh...islands
  3. Vanog...mountains
  4. Kobblekem...swamp
- \* marginally human

## LANGUAGES

### Human

Thyatic - Thyatis, Karameikos, Cynidicea, Akoros, Darokin, Keraptis.

Iasuli- Ylaruam, Minrothad, Ierendi, Dulesmir, Atruaghin.

Cezavy - Cezavy, Hagith.

Gwynish - Gorllewin, Dwyrain.

Heldann - Heldann "kingdoms" & clans, Quastog.

Plirok - Guganix, Nolo-Nolo, Plirok.

Xoph - Nanq-Rubbob, Malpheggi.

Ethengar - Ethengar clans.

Mnokkian - Mnokki clans.

Ethesti - Alasiya.

Glaini - Corunglain.

Celok - Cusort, Capheron.

### Non-human

Goblin - Kobolds, Goblins, Hobgoblins.

Orcish - Orcs, Great Orcs.

Dwarvish - Dwarves.

Elvish - Elves.

Kzinti - Kzinti.

Gnome - Gnomes, Grolls, Trolls.

Parseomian - Tharks...

Mahar - Mahars.

Ogre - Ogres, Giants, Giganthropithici.

Shoggoth - Shoggoths.

	<u>Intelligence</u>	<u>Languages</u>
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	9.....	2
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	10.....	2
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	11.....	3
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	12.....	4
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	13.....	5
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	14.....	6
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	15.....	7
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	16.....	8
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	17.....	9
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	18 (1-50%)..	10
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	(51-75%)..	11
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	(76-90%)..	12
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	(91-99%)..	13
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	(00%).....	14
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---guildsman interpreter's  
guild +2 languages.  
guildsmaster interpreter's  
guild +4 languages.---

---All other intelligent creatures converse in alignment tongues---

SOCIAL LEVELINHERITANCE

01 - Slave, Serf (runaway)	none	
02 - Freedman		basic inheritance
03 - Unskilled labor, peasant		
04 - Freeman (owns farm or house)		new players inherit on a roll of 1 on a 6-sided die.  basic inheritance = % dice X 10 GP's.
05 - Trader(1), Fisherman(2), Hunter(3), Seaman(4)	X2	
06 - Craftsman (roll on Craft chart)		
07 - Guildsman (roll on chart)		skills are cumulative but not necessarily retroactive.  new skills are rolled at random, cumulative skills may be chosen to fit the character.  Original experience is independent of Social level. Original experience = age X 20-sided die.
08 - Merchant (1, owns shop) (2, 4 -24 mules) (3, owns boat)	X3	
4 - Gentleman Farmer - owns large farm		
09 - Master Craftsman		
10 - Guildmaster		
11 - Honorific Knight, Merchant Prince	X4	
12 - Nobility (Heredity Baron)		
13 - " " " (Viscount)	X5	
14 - " " " (Count or Earl)		
15 - Peer of the Realm (Marquis)		X6
16 - " " " " " " (Duke)		
17 - Royalty, minor (Archduke)		X7
18 - " " " , major (Prince)		

Roll one 12-sided die. If 12 roll % dice. 1-50% = 12, 51-70% = 13, 71-85% = 14, 86-95% = 15, 96-98% = 16, 99% = 17, 00% = 18. Advance Social Level one for every five levels of experience or whenever the character performs a particularly daring and noteworthy deed, especially one which arouses the admiration of the community. For example, funding a new temple or university, pacifying a large area, hunting spell using Red Dragons to rescue comrades, rapping the hoard of the Ghibbelins...

CRAFTS

- 1 - sail maker
- 2 - carpenter
- 3 - candle maker
- 4 - fletcher
- 5 - boyer
- 6 - brewer
- 7 - tinker
- 8 - rope maker
- 9 - potter
- 10 - other

MASTERCRAFTS

- 1 - shipwright
- 2 - wagoneer
- 3 - blacksmith
- 4 - mason
- 5 - goldsmith
- 6 - minstrel
- 7 - tracker
- 8 - calligrapher
- 9 - cartographer
- 10 - other

- GUILDS (Guildsmen are subject to 1-20 GP dues/month plus 20% of all monies earned by their skills even if not under contract. Failure to do so is a criminally offense in most cities. Guildmasters need not pay dues and are paid a 1-100 GP consultant retainer/year. They pay 10% of monies earned by them only when under guild contract. The guild will pay 50% of a Guildsman's medical and legal fees and 75% of those incurred by a Guildmaster. All members receive free housing and food. They are also subject to Guild justice, not civil justice for misdemeanors but not felonies.)
- 1 - Animal trainers
  - 2 - Mercenaries
  - 3 - Interpreters
  - 4 - Sages
  - 5 - Scribes
  - 6 - Armorers
  - 7 - Engineers
  - 8 - Navigators
  - 9 - Jewelers
  - 10 - other

## ORIGINS OF CHARACTERS

01-10 = Thyatis (E) 11-18 = Cezavy (E) 19-23 = Alasiya (E) 24-28 = Thanegioth (E) 29-36 = Darokin (C-S) 37-39 = Keraptis (C-S) 40-41 = Minrothad (C-S) 42-44 = Cynidicea (C-S) 45-46 = Karameikos (C-S) 47-49 = Akorros (C-S) 50-51 = Ierendi (C-S) 52-54 = Sxodan (C-S) 55-56 = Nolo-Nolo (C-S) 57 = Gugonix (C-S) 58-59 = Dwrain (K) 60-64 = Gorllewin (K) 65-66 = Soderfjord (K) 67 = Ostland (K) 68 = Vestland (K) 69-70 = Corunglain (K) 71-76 = Ethengar (T)	77-79 = Mnokki (T) 80 = Dulesmiir (T) 81 = Malpheggi (T)* 82 = Quastog (T)* 83 = Qeda (T)* 84 = Mmesshny (T)* 85 = Hagath (T) 86 = Stregghon (T) 87 = Capheron (T) 88 = Kerendas (T) 89 = Heldann (T) 90-91 = Atruaghin (T) 92-93 = S. Coast (F) 94 = Valley (F) 95 = N. Coast (F) 96 = Nanq-Rubbob (C)* 97 = Ylaruam (C) 98 = Biazzan (C) 99 = Llyntref (C) 00 = Mavvrand (C)	(E) = Empire (C-S) = City-State (K) = Kingdom (T) = Tribe (F) = Freeholds (C) = City * = marginally human  If the character comes from a civilized state with a capital city there is a 25% chance he comes from the capital. For Gorllewin this is Glantri, for Cezavy this is Sclavak for Alasiya this is either Selenica or Akesoli. The Heldann kingdoms have no capital.
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### RACE TABLE:

01-75 = Human 76-80 = Dwarf 81-85 = Elf (25% Half-elf) <i>86,87-Hobbit</i> 88-89 = Orc, Great Orc 90-91 = Goblin, Hobgoblin, Bugbear 92 = Felis, Lupus, Ratus Sapiens 93 = Leprechaun, Banshee 94 = Gnome 95 = Gnoll, Kobold 96 = Troglodyte 97 = Centaur, Kzin 98 = Ogre (25% Ogre Magi) 99 = Lizard, Turtle, Snake, Toad-men	00 = 1. Dragon (from 8th level) 2. Mercurial 3. Sphinx (4 types) 4. Balrog 5. Giant (6 types) 6. Mahar 7. Mangroll 8. Protein Polymorph 9. Troll 10. Minotaur 11. Thark 12. Daughter of Kali
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There is a 75% chance the character is male, 25% chance female. Non-human characters still roll for origin but it is approximate. There is only a 25% chance their social status will be recognized by humans.

### HUMAN LANGUAGES

1. Thyatic - Thyatis, Karameikos, Cynidicea, Akorros, Darokin, Keraptis, Valley freeholds, N. Coast freeholds, Mavvrand.
2. Iasuli - Ylaruam, Minrothad, Ierendi, Dulesmiir, Atruaghin, Biazzan, Stregghon, S. Coast freeholds.
3. Xoph - Nanq-Rubbob, Malpheggi, Quastog, Qeda, Mmesshny.
4. Mnokki - Mnokki, Corunglain, Capheron.
5. Ethengar - Ethengar, Alasiya.
6. Kerendas - Kerendas, Nolo-Nolo, Gugonix.
7. Cezavy - Cezavy.
8. Gwynish - Gorllewin, Dwyrain, Llyntref
9. Thanegioth - Thanegioth, Hagath.
10. Heldann - Heldann, Soderfjord, Ostland, Vestland.

- NON-HUMAN LANGUAGES:
1. Goblin - Kobolds, Goblins, Hobgoblins, Bugbears.
  2. Orcish - Orcs, Great Orcs, Kzinti, Tharks, Centaurs.
  3. Elder - Elfs, Dwarf Hobbits, Ents, all impish types.
  4. Ogre - Ogre, Giants, Balrogs, Ogre Magi, Yeti.
  5. Gnome - Gnomes, Gnolls, Trolls, Mangrolls.
  6. Ghebbelin - Trogs and all other animal-men

## NONHUMAN PLAYER CHARACTERS

DWARVES: 4' tall +/- 8", stocky, broad, dark, bearded. +4 levels (not pips) when rolling saves vs. magic. Note slanting passages, shifting walls, traps, new construction on a 1 or 2 (d6). Infravision 60'. Thieves gain % bonuses. Only race who can use +3 war hammer.

ELVES: 5' tall +/- 10", slim, pale. In wilderness can move silently and surprise on 1-4 (d6). Can blend into vegetation so almost invisible when not attacking. 90% resistant to charm and sleep spells. Cannot be paralyzed by ghoulish types. Infravision 60'. Note secret doors on a 1 or 2 (d6). Acute hearing.

HOBBITS: 3' tall +/- 6", +4 levels when rolling saves vs. magic & poison. Move quietly and surprise on a 1-4(d6). Blend into vegetation like Elves. Thieves gain % bonuses. No Hobbits of 18 strength will be found.

ORCS, GREAT ORCS: 5' tall +/- 10" (Great Orcs 6' tall +/- 12"). Note underground works & traps like Dwarves. Orcs with 18 strength will always be Great Orcs. Orcs consider Elves their hereditary enemy, though they don't really like anybody. Infra 60'.

GOBLINS: 4' tall +/- 6". Infravision 60'. Note underground works or traps on a 1 (d6). Thieves gain % bonuses equal to Dwarves. Goblins with a 16 or above strength will always be Hobgoblins or Bugbears. All Goblin types consider Dwarves & Gnomes their enemies.

HOBGOBLINS: 6'6" tall +/- 10". Infravision 60'. Note underground works & traps 1 or 2 (d6).

BUGBEARS: 7' tall +/- 12". Infra 60'. Surprise on 1-3 (d6). Thieves % bonuses as Dwarves.

LEPRECHAUNS: 2'6" +/- 6". Infra 60'. +4 points (pips) on all saving throws vs. magic. Thieves gain % bonuses like Hobbits. Can detect invisible. None will be found with 17 or 18 strength. Naturally gain Detect Magic at 1st level, Charm 1-4 at 2nd, Levitate at 3rd, Confusion at 4th and Dimension Door at 5th regardless of other spell use.

BANSHEES: 6' tall +/- 4", slim, pale ivory-green skin. Can shriek so that magic-users cannot throw spells within 30', +10' per level. Starting 2nd mr. all creatures in range take 1-3 pts./mr. from shriek (except other Banshees and creatures with no hearing). Fighter-Banshees roll only a 6-sided hit die. They tend to be cowardly.

GNOMES: 3' tall +/- 6". Infra 60'. A Dwarvish type. All bonuses, saves & detection abilities as Dwarves. Gnomes hate Goblins & Kobolds so much they get a +1 to hit when fighting them. None of 18 strength will be found.

GNOLLS: 7' tall +/- 12". Infra 60'. Hyaenaish beastly types.

KOBOLDS: 3' tall +/- 6". Infra 60'. Gain % bonuses as Thieves like Hobbits. None of 18 strength will be found. Fighters roll only a 6-sided die. Hate Gnomes so much they attack practically on sight.

TROGLODYTES: 6' tall +/- 8". Infra 90'. Chameleon power-surprise on a 1-4 (d6). AC 5 without armor. No Trogs with 18 Charisma will be found. 25% will have two javelins which do 2-8 pts. damage and are +3 when used by Trogs.

CENTAURS: 9' tall +/- 12", 9-12 ft. long. AC 5 without armor. Attack with weapon plus 2 front hooves for 1-6 each.

KZINTI: 6'6" tall +/- 10". A felinoid race, even fiercer than Felis Sapiens. The Kzinti live for war, and tend to attack on the least or no provocation. All Kzinti must have at least 13 dex. Retractable claws enable them to use weapons or claw for 1-3. A Kzin can also bite for 1-3.

OGRES: 9' tall +/- 12", AC 5 without armor. Ogres must have at least 16 strength. Ogres with an 18 intelligence will always be Ogre Magi.

OGRE MAGI: 10'6" +/- 20", AC 4 without armor. An Ogre Mage can regen. 1 pt./mr., but not return from death that way. Must have at least 16 strength. They gain one of the following spells for each level advanced, regardless of other spell use (roll at random); Fly, Invis, Darkness 10'r., Polymorph to humanoid type, Charm 1-4, Sleep 1-4, Assume Gaseous Form, Cold Spell.

LIZARD-MEN: 7' tall +/- 8", AC 5 without armor. Can swim at 12, using tail for propulsion. None will be found with 18 charisma.

TURTLE-MEN: 5' tall +/- 6", 3' wide. Turtle-men carry their own armor, so are always AC 3. Move 6. None with 18 charisma will be found.

TOAD-MEN: 5' tall +/- 6", AC 7 without armor. Squat, ugly, bumpy-skinned amphibians. If their skin is touched or if they hit with open hand they do 1-6 pts. of oozing acid damage. None will be found with better than a 15 charisma.

SNAKE-MEN: 5'6" tall +/- 3". Snake-men have bodies that appear human, but heads like giant vipers. They have the use of a permanent Masque spell when desired, so that they can be totally disguised as humans or other humanoids (not subject to dispell at touch). Each snake-man has the use of one additional magical spell, rolled up at random using the scrolls chart. Charisma (appearance) can be altered at will, but none gain charisma bonuses beyond their natural rolls.

DRAGONS: Player-character dragons are limited to those types which can polymorph to human or animal form. Infra 60', detect hidden & invisible. Dragons get double hit dice, but are never clerics or thieves. Other abilities + alignment are by type.

MERCURIALS: 5'6" tall +/- 8", slim. Mercurials get 4-sided hit dice regardless of class, and add only 1 pt. per level beyond 4th. They never wear armor heavier than AC 7.

SPHINXES: Androsphinx: Chaotic, the Andro gains its first roar at 2nd level, its second at 4th and its third at 6th. For every two levels it advances it goes up one level as a chaotic cleric, regardless of other class abilities (if just a cleric, all cleric levels are added together). 8' tall, wings, male. Cannot be a thief.

Criosphinx: 7'6" tall, wings, male, Neutral. Can speak to animals (not as the spell). Cannot be a thief.

Gynosphinx: 7' tall, wings, female, Neutral. At 1st level gains Detect Magic & Detect Invis., at 2nd Read Magic & Read Langs., at 3rd Locate Object & Clairaud., at 4th Clairvoyance, at 5th Remove Curse, at 6th Legend Lore, at 7th Symbol, regardless of other spell-using abilities. Cannot be a Thief.

Hieracosphinx: 7' tall, wings, Chaotic, male or female. Cannot be a Thief.

LAMMASU: 7' tall, wings, Lawful. Inspiration must be at least 15. For each level advanced, it also advances one level as a cleric (no additional exp. pts. needed). At first level can become Invisible, at 3rd gains Double-Strength Protection/Evil 10'r., at 5th Dimension Door. All Lammasu's Cure spells are double strength. Cannot be a Thief. For that matter, Lammasu and all Sphinxes must fight with their natural weaponry.

BALROGS: 12' tall +/- 20", wings. +6 pts. on all saving throws vs. magic. At 1st level there is a 10% chance a Balrog will be able to immolate, at 2nd 20%, etc.

GIANTS: All Giants get double hit dice (except Hill, 1½; and Storm, 2½).

Cloud: 18' tall, Neutral. Surprised only on a 1 (d6). +4 damage.

Fire: 12' tall, Lawful. Impervious to fire-type attacks. +4 damage.

Frost: 15' tall, Chaotic. Impervious to cold-type attacks. +4 damage.

Hill: 10' tall, Chaotic. +3 damage.

Stone: 12' tall, Neutral. +4 damage.

Storm: 21' tall, Chaotic. +5 damage, Impervious to electrical attacks. They gain Lightning Bolt at 1st level, Levitate at 2nd, Water Breathing & Predict Weather at 3rd, Control Winds at 4th, Weather Summoning at 5th, Call Lightning at 6th, regardless of other spell use.

MAHARS: 6'6" tall +/- 10". Pterodactyl-like-looking, with large braincases. Mahars communicate by psionic telepathy. They are prone to let others fight for them, as their manipulative claws are not very effective for holding weapons (-4 to hit). Traditionally all their heavy labor is performed by humanoid slaves. At 1st level they gain a psionic Charm 1-4, at 3rd Charm 1-8, at 5th Charm 1-14, at 8th Mass Charm, and at 12th Charm Any, and at 16th Mass Charm Any, regardless of other spell use. Will tend not to be grateful or obligated for favors done by "inferior" humans.

MANGROLLS: 10' tall +/- 12", AC 2 without armor, Chaotic. At 1st level they regen. 1 pt./mr., at 3rd 1-2 pts./mr., at 5th 1-3 pts./mr., at 7th 1-4 pts./mr. Otherwise they have all normal Mangroll abilities. None will be found with 18 charisma.

TROLLS: 9' tall +/- 12", AC 4 without armor. Regen 3 pts./turn (1 pt./3 mr.). Acute sense of smell, Infra 90'. None will be found with 17 or 18 charisma. There is a 25% chance they will take any reasonable opportunity to get away with eating somebody, even members of the party.

PROTEIN POLYMORPHS: AC 2 without armor, Infra 60'. Amorphous creatures with the ability to take any form they choose. If a Pro-Poly stays in its chosen form there is no way to tell its true identity, except that if the form it chooses has special powers (Troll, Balrog, Elf, etc.) the Pro-Poly will not have them.

## NONHUMAN PLAYER CHARACTERS

Felis, Lupus & Rattus Sapiens: 8-sided die for type:

1-3: Mixed type, bipedal, fighting with claws and bite. AC 9; HD 1½; Move 9; Cl 1-4, Bt 1-6.

4: Mixed type, bipedal, can wear armor (not plate) and use weapons, AC 9; HD 1; Move 9, Claws 1-3, Bite 1-6.

5: Mixed type, quadrupedal, with a psionic power. AC 7; HD 1; move 12; Claws 1-4, Bite 1-6.

6: Human type. Play essentially as human.

7: Beast type (intel. Cat, Wolf, Giant Rat). AC 7, HD 2; Move 12; Claws 1-6; Bite 1-8.

8: Lycanthrope (from birth). Weretiger, werewolf, wererat. Play as such.

AVIS SAPIENS: AC 9; HD 1; Move 9/24. About 6' tall, 25' wingspan, adults weigh 50-80 lbs.

Prehensile taloned feet (can do 1-3 damage). Can only use hands when wings are folded.

Hands have two outside fingers & thumb. Long, crested head, beaked face. The Avis' have

hollow bones which are easily crushed, so they will usually avoid hand-to-hand combat.

They can dive-bomb with javelins flung from their feet. Only crazy or desperate Bird-men

will enter dungeons. They don't even like buildings.

FORMICANS: The intelligent ant-people. They have an extremely rigid class structure, with three basic types making up over 98% of their population.

The Myrmarchs are the leaders. Physically they are about 4' tall by about 7' long, AC 5,

with manipulative fingers on their forward (upper) limbs. They have an intelligence

of 13 or greater, and from this class come the Formican magic-users. Can bite for 1-3.

The Proleformas are the workers. 5' tall by 8' long, AC 4, with manipulative fingers.

Formican thieves and clerics come from this class. Can bite for 1-4.

The Myrmidons are the warrior class. 6 to 7 feet tall, 9 to 10 feet long. AC 2, with huge

cleaver-claws on their forelimbs for cutting through armor (1-6 damage). Can also

bite for 1-6 with their large mandibles. Strength is always 13 or better.

Because of their rigid class structure, a Proleforma cleric-thief is the only combination

type possible. Formicans will be 75% lawful, 15% neutral, 10% chaotic. Neutrals and chaotic

will be outcasts from the Ant cities. Formicans do not wear any armor other than natural,

though proleformas may use shields. They move 15, have infravision 60', and a very sensi-

tive sense of smell. They communicate with each other by telepathy (in a city forming

almost a group-mind). With non-Formicans they speak Elder. Cities outside the Formican

Empire feud with each other and the Empire. Ant-peoples' origin can be told by the designs

painted all over their carapaces, signifying their city and queen.

### WANDERING MONSTERS

Standard Lich: 18th level, 81 HP, AC 0. Spells: 1 offensive 9th level-roll.

Mass Charm (8)      Disintegrate (6)      Mantle of Stealth (4)      Call Wind (3)

Far Despatch (8)      Magic Jar (5)      Fear (4)      Illusion (2)

Prismatic Spray (7)      Telekinesis (5)      Ice Storm (4)      Wizard Lock (2)

Sleep 1-14 (7)      Poison Gas (5)      Cold (4)      Mirror Image (2)

\*Double Haste (6)      Feeblemind (5)      ESP (3)      Hold 1-6 (2)

Geas (6)      Paralysis (5)      Fly (3)      Lightning Bolt (2)

Wall of Iron (6)      Animate Dead (5)      Fire Ball (3)      Sow Discord (2)

Stone/Flesh (6)      Magnetize (4)      Suggestion (3)      All 1st levels

Chasm (6)      Confusion (4)      Slow Spell (3)



## NONHUMAN PLAYER CHARACTERS

Random Roll:

- 1-70: Human
- 71: Bird-Man/Brownie
- 72: Bugbear
- 73: Centaur
- 74-76: Dwarf
- 77,78: Duck
- 79-81: Elf
- 82: Ghibbelin/Leprechaun
- 83: Gnoll
- 84,85: Gnome
- 86: Goblin
- 87: Great Orc
- 88: Half-Elf
- 89: Halfling
- 90: Half-Orc
- 91: Hobgoblin
- 92: Kobold
- 93: Kzin
- 94: Lizard-Man
- 95: Ogre (25% Ogre Magus)
- 96,97: Orc
- 98: Satyr
- 99: Thark/Treant
- 00: Troglodyte

### Bird-Men (Avis Sapiens)

Intelligence +1, Dex +2, Strength -1, Constitution -2.  
Fighters to 6th, Magic-Users (incl. Illusionists) to 12th.  
20' wing-span when unfurled, will not wear armor (AC 10),  
will not go in dungeons.

### Brownies

Intelligence +1, Dex +3, Strength -3, Constitution -1.  
Magic-Users (espec. Illusionists) to 15th, Thieves unlim.  
1½ feet tall, Thief bonuses as Halfling +5%.

### Bugbears

Strength +1, Dex +2 (18 max), Intelligence -1, Charisma -2.  
Fighters to 15th, Thieves to 15th. 7' tall, IV 60',  
Thief bonuses as Dwarf +10% on move silently.

### Centaur

Strength +1, Const +2, Intell -1, Dex -1, Charisma -1.  
Fighters to 10th, Druids to 8th, Rangers to 12th.  
9' tall, AC 5 without armor, armor costs 5X normal, age X3,  
hate Orcs, add 10% to all Rangers' abilities.

### Dwarves

Const +1, Charisma -1. Fighters to 20th, Thieves unlim,  
Assassin to 9th. IV 60', 4½' tall, attack Orcs, Goblins

and Hobgoblins at +1. Special magic resistance & mining skills (see PM). Move 6'.

Ducks 4½' tall, move 6', will not drown if unarmored. Otherwise, equiv. to Human.

### Elves

Dex +1, Const -1. Fighters to 15th, Magic-Users to 20th, Thieves unlim, Assassin to 15th. 90% resistance to sleep & charm, attack at +1 using sword or bow (not crossbow), IV 60', spot secret doors on a 1 (d6) or 1-4 (d6) if actively searching. Age X15.

### Ghibbelins

Intelligence +3 (20 max), Wisdom -3. Fighters to 10th, Thief, Magic-User, Illusionist unlim, Assassin to 15th. Can disguise themselves as any humanoids, AC 7 without armor, age X20, anti-aligned.

Gnolls Strength +1, Const +2, Intell -1, Charisma -2.

Fighters to 10th, 7' tall, IV 60', age X½.

Gnomes +1 Const, -1 Charisma. Fighters to 10th, Illusionists to 11th, Thieves unlim,

Assassin to 8th. IV 60', age X9, attack Kobolds and Goblins at +1, Move 6'.

Special magic resistance and mining abilities (see PM).

Goblins Dex +1, Charisma -1. Fighters to 10th, Thieves unlim, bonuses equiv. to Gnomes.

4' tall, IV 60', age X2/3, attack at -1 in full sunlight, hate Gnomes & Dwarves,  
notice new or unusual construction 25%.

Great Orcs Strength +2 (19 max), Const +1, Wisdom -1, Charisma -2.

Fighter to 20th, Thief to 6th. 7' tall, hate Elves, no IV.

Half-Elves Cleric to 8th, Druid to 14th, Fighter to 15th, Ranger to 12th, Magic-User to 15th, Thief unlim, Assassin to 15th, IV 60', age X3.

Halflings Dex +1, Strength -1. Fighters to 10th, Thieves unlimited. 3½' tall, IV 30', age X2, special magic & poison resistance (see PM).

Half-Orcs Const +1, Charisma -1. Cleric to 6th, Fighters to 15th, Thieves to 12th, Assassin to 15th. IV 60'.

Hobgoblins Const +1, Charisma -1. Fighters to 15th, Thieves to 12th. 6½' tall, IV 60', hate Elves, detect new constr, sloping pssgs, shifting walls 40%.

Kobolds Dex +3 (20 max), Strength -1, Const -1, Charisma -1, Fighters to 7th, Thieves unlim, bonuses equal to Halfling. 3' tall, IV 60', age X2, attack at -1 in full sunlight, hate Gnomes, move 6'.

Kzinti Strength +2, Dex +1, Wisdom -3. Fighters unlimited. 8' tall.

Leprechauns Intelligence +2, Dex +3, Strength -4, Const -1. Magic-Users (especially Illusionists) & Thieves unlim. 2'tall, age X3, Thief bonuses as halfling.

Lizard-Men Strength +1, Const +2, Intelligence -1, Charisma -2. Fighters to 12th. Ac 5 without armor. 7' tall, can breathe & fight underwater 1-4 turns.

Ogres Strength +3 (19 max), Const +2 (19 max), Intell -1, Wisdom -1, Charisma -3. Fighters unlim. 9' tall, age X1½, AC 5 without armor.

Ogre Magi Strength +2 (19 max), Intell +2 (18 max), Const +1, Wisdom -2, Charisma -3. Fighters to 20th, Magic-Users to 15th. 10½' tall, age X3, AC 4 without armor.

Orcs Const +1, Charisma -2. Fighter to 15th, Thieves to 10th. Attack at -1 in full sun, hate Elves, note new or unusual constr 35%, sloping passages 25%.

Satyrs Fighters to 9th, Druids to 12th, Thieves to 8th, Rangers to 12th. AC 5 without armor, no females, age X5, surprised only on a 1 (d6).

Tharks Strength +3 (20 max), Const +1, Intell -1, Wisdom -3. Fighters unlimited. Males 15' tall, females 12' tall.

Treants Strength +4, Const +2, Dex -5, Charisma -1. Fighters to 15th, Druids to 14th. AC 0 (except vs. fire), 12'-15' tall, age X20. Hit for 1-10, will not go in dungeons.

Troglodytes Strength +1 (18 max), Const +2 (18 max), Intell -2, Charisma -2. Fighters to 12th. AC 5 without armor, IV 90', hate humans. Trog javelins (2): +3. Chameleon-like skin and repulsion musk (see Monster Manual).

# CLERICAL SPELLS TO 30TH LEVEL

CLERIC LEVEL ↓	SPELL LEVEL →	1	2	3	4	5	6	7	8	9	10	11
1	1											
2	2											
3	2	1										
4	3	2										
5	3	2	1									
6	4	3	2									
7	4	3	2	1								
8	5	4	3	2								
9	5	4	3	2	1							
10	6	5	4	3	2							
11	6	5	4	3	2	1						
12	7	6	5	4	3	2						
13	7	6	5	4	3	2	1					
14	8	7	6	5	4	3	2					
15	8	7	6	5	4	3	2	1				
16	9	8	7	6	5	4	3	1				
17	9	8	7	6	5	4	3	2				
18	10	9	8	7	6	5	4	2				
19	10	9	8	7	6	5	4	2	1			
20	11	10	9	8	7	6	5	3	1			
21	11	10	9	8	7	6	5	4	2			
22	12	11	10	9	8	7	6	4	2	1		
23	12	11	10	9	8	7	6	5	3	1		
24	13	12	11	10	9	8	7	5	3	2		
25	13	12	11	10	9	8	7	6	4	2		
26	14	13	12	11	10	9	8	7	5	2		
27	14	13	12	11	10	9	8	7	5	3	1	
<del>28</del>	15	14	13	12	11	10	9	8	6	4	1	
29	15	14	13	12	11	10	9	8	6	4	2	
30	16	15	14	13	12	11	10	9	7	4	2	

M-U LEVEL	SPELL LEVEL														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	1														
2	2														
3	2	1													
4	3	2													
5	4	2	1												
6	4	2	2												
7	4	3	2	1											
8	4	3	3	2											
9	4	3	3	2	1										
10	4	4	3	2	2										
11	4	4	4	3	3										
12	4	4	4	4	4	1									
13	5	5	5	4	4	2									
14	5	5	5	4	4	2	1								
15	5	5	5	5	5	2	1								
16	5	5	5	5	5	3	2	1							
17	5	5	5	5	5	3	3	2							
18	5	5	5	5	5	3	3	2	1						
19	5	5	5	5	5	3	3	3	1						
20	5	5	5	5	5	4	3	3	2						
21	5	5	5	5	5	4	4	4	2	1					
22	5	5	5	5	5	5	4	4	3	1					
23	5	5	5	5	5	5	5	5	3	2					
24	5	5	5	5	5	5	5	5	4	2	1				
25	5	5	5	5	5	5	5	5	5	2	1				
26	6	6	6	6	5	5	5	5	5	2	1				
27	6	6	6	6	6	6	6	5	5	3	1				
28	6	6	6	6	6	6	6	6	6	3	2				
29	7	7	7	7	6	6	6	6	6	3	2	1			
30	7	7	7	7	7	7	7	6	6	4	2	1			

MAGICAL SPELLS 1<sup>st</sup> to 30<sup>th</sup> LEVEL

SPELL LEVEL

M-U LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
31	7	7	7	7	7	7	7	7	7	4	2	1			
32	8	8	8	8	7	7	7	7	7	4	3	1			
33	8	8	8	8	8	8	8	7	7	5	3	1			
34	8	8	8	8	8	8	8	8	8	5	3	2			
35	9	9	9	9	8	8	8	8	8	5	3	2	1		
36	9	9	9	9	9	9	9	8	8	6	4	2	1		
37	9	9	9	9	9	9	9	9	9	6	4	2	1		
38	10	10	10	10	9	9	9	9	9	6	4	2	1		
39	10	10	10	10	10	10	10	9	9	7	4	3	1		
40	10	10	10	10	10	10	10	10	10	7	5	3	1		
41	11	11	11	11	10	10	10	10	10	7	5	3	2		
42	11	11	11	11	11	11	11	10	10	8	5	3	2	1	
43	11	11	11	11	11	11	11	11	11	8	5	3	2	1	
44	12	12	12	12	11	11	11	11	11	8	6	4	2	1	
45	12	12	12	12	12	12	12	11	11	9	6	4	2	1	
46	12	12	12	12	12	12	12	12	12	9	6	4	2	1	
47	13	13	13	13	12	12	12	12	12	9	6	4	3	1	
48	13	13	13	13	13	13	13	12	12	10	7	4	3	1	
49	13	13	13	13	13	13	13	13	13	10	7	5	3	2	
50	14	14	14	14	13	13	13	13	13	10	7	5	3	2	1
51	14	14	14	14	14	14	14	13	13	11	7	5	3	2	1
52	14	14	14	14	14	14	14	14	14	11	8	5	3	2	1
53	15	15	15	15	14	14	14	14	14	11	8	5	4	2	1
54	15	15	15	15	15	15	15	14	14	12	8	6	4	2	1
55	15	15	15	15	15	15	15	15	15	12	8	6	4	2	1
56	16	16	16	16	15	15	15	15	15	12	9	6	4	3	1
57	16	16	16	16	16	16	16	15	15	13	9	6	4	3	1
58	16	16	16	16	16	16	16	16	16	13	9	6	5	3	1
59	17	17	17	17	16	16	16	16	16	13	9	7	5	3	2
60	17	17	17	17	17	17	17	16	16	14	10	7	5	3	2

MAGICAL SPELLS 3<sup>rd</sup> to 6<sup>th</sup> LEVEL

# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

by Lawrence Schick and Tom Moldvay

### INTRODUCTION

The purpose of this article is to add an element of novelty and unknown danger to the DM's high-level encounter table, and to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun to run, and the players should have an interesting time dealing with them.

These heroes are all in some fashion exceptional, and thus they deviate a bit in their qualities and capabilities from standard D & D. Also, most originated in other universes or worlds, and so were not bound by the same set of restrictions that apply to the average D & D character. Some are multi-classed, for example. This system has been used to describe the skills and abilities of the characters as they appear in the literature, even though some of these combinations and conditions are not normally possible. In addition, some minor changes have been made in order to bring them in line with the game and to enhance playability.

Note: For the game purposes of these heroes: Dexterity 18 (00) gives +4 on Reaction/Attacking, -5 Defensive adjustment and three attacks per round for high level fighters. Constitution 18 (00) gives fighters +4.5 per hit die bonus.

### Alan Garner's DURATHROR

13th level fighter/Dwarvish paladin  
ARMOR CLASS: 0  
MOVE: 6"  
HIT POINTS: 112  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 1-10 (+4)  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: See below  
ALIGNMENT: Lawful-good  
STRENGTH: 18 (86%)  
INTELLIGENCE: 9  
WISDOM: 13  
DEXTERITY: 15  
CONSTITUTION: 18 (49%)  
CHARISMA: 17  
HIT BONUS: +4  
PSIONIC ABILITY: Nil



Durathror, son of Gondemar, is a prince of the huldralfok (mountain dwarves). He looks like a viking in miniature with flowing yellow hair and a forked beard hanging to his waist. He wears a winged helmet, a shirt of +2 plated mail (treat as banded mail), and a cloak of white eagle feathers.

Durathror is a close friend to the Lios-alfar (lawful-good elves). When the elf-king Atlendor took his people to the high hills to avoid death from the spreading pollution of the industrial revolution, Durathror exchanged gifts with Atlendor as a token of friendship. He traded Tarnhelm, a cloak of invisibility, for Valham, a cloak of flying.

Gondemar was appalled that his son would trade away the greatest treasure of the clan and he expelled Durathror from his people. Durathror sought to go with the fair elves but Atlendor

foresaw the future and told Durathror that he would be needed in the lowlands to discharge a duty of great weight. Durathror chose the path of duty and was thus exiled from both dwarves and elves.

Durathror spent much of his exile in Fundindelve, a magical cavern where 140 knights dressed in silver armor lay in enchanted sleep with a milk-white steed sleeping at each one's side. The knights await the day when they must wake and ride forth to battle Nastrond, the Great Spirit of Darkness. They are watched over by Durathror's friend, the wizard Cadellin Silverbrow. The heart of the enchantment was sealed with Firefrost, the weirdstone of Brisingamen. If the weirdstone were destroyed, the knights would wake before their time and would be long dead when Nastrond chose to attack. Darkness would rule the world.

Durathror's duty came when the weirdstone was stolen. He helped recover it. The party returning the weirdstone to Fundindelve was attacked by the armies of the morthbrood, a league of evil wizards. In a great battle at Clulow Cross, Durathror fought alone and died. His sacrifice gave Cadellin the time he needed and the weirdstone was saved.

As a reward for his valor and his patience throughout the long years of exile, Durathror was resurrected by the forces of Lawful-good. He was awarded the honor of becoming one of the few paladins who are dwarves.

Durathror now fights the forces of chaos and evil wherever they may be found. If encountered he is probably (80%) on a mission for the gods. He is not adverse to delaying the mission to wipe out local chaotic or evil forces if it will not take too long. Such forces may, of course, be party members.

If he is not on a mission, Durathror may decide to fight the party, join it for the remainder of the adventure, or simply ignore it depending on his reaction. Roll two 6-sided dice and make the proper adjustments. Durathror will join the party on an 11 or 12, fight the party on a 2 or 3, and ignore the party on all other rolls. Adjustments are as follows: +1 if the party contains a lawful-good dwarf, +2 if the party contains a lawful-good elf, +1 if the party is more than 50% lawful or good, +2 if the party is entirely lawful-good, -1 if the party contains no lawful-good dwarves or elves, -1 if the party is less than 50% lawful or good, -2 if no one in the party is lawful-good. Pluses and minuses are cumulative.

Durathror will attack svart-alfar (drows), goblins, hobgoblins, or orcs on sight. His magical sword, Dyrnwyn (a two-handed sword), is +2 to hit and has the power to disintegrate drows, goblins, hobgoblins, and orcs on any roll of 15 or above.

Durathror is +2 on all saves except poison and spells against which he is +7. He has all the normal paladin's powers, including the following spells: bless, command, remove fear, detect charm, speak with animals, spiritual hammer, and remove curse.

July, 1979

Durathror enjoys fighting. A kind of controlled berserker ecstasy comes over him in battle. He shouts his battle cry "Gon-demar" and wades in. Durathror will not retreat, even against impossible odds, unless he can be convinced retreat is necessary to save someone else's life.

REFERENCE: *The Weirdstone of Brisingamen* (paperback, published by Ace Books) by Alan Garner.

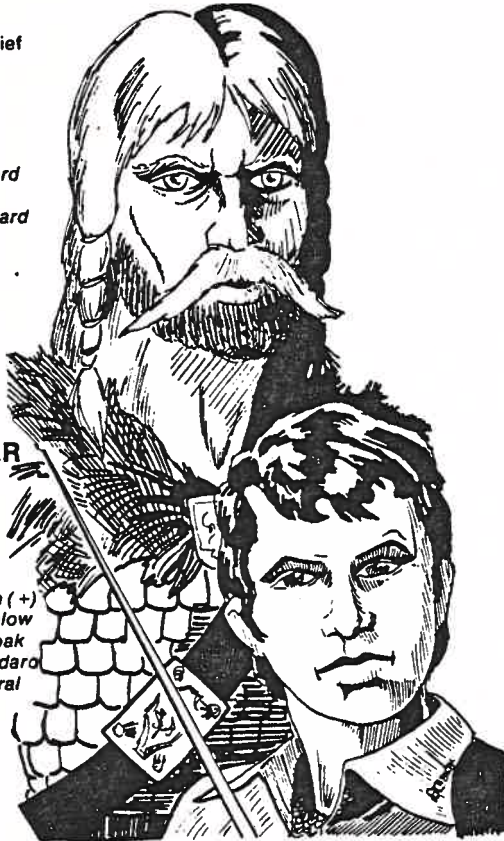
## Fritz Leiber's FAFHRD and THE GRAY MOUSER

### FAFHRD

20th level fighter/8th level thief  
ARMOR CLASS: 0  
MOVE: 12"  
HIT POINTS: 119  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 1-8 (+5)  
SPECIAL ATTACKS: +2 sword  
SPECIAL DEFENSES: Nil  
MAGIC RESISTANCE: Standard  
ALIGNMENT: Neutral-good  
STRENGTH: 18 (94%)  
INTELLIGENCE: 17  
WISDOM: 15  
DEXTERITY: 18 (27%)  
CONSTITUTION 18 (54%)  
CHARISMA: 17  
HIT BONUS: +4  
PSIONIC ABILITY: Nil

### THE GRAY MOUSER

16th level fighter-thief  
ARMOR CLASS: 0  
MOVE: 12"  
HIT POINTS: 80  
NO. OF ATTACKS: 4  
DAMAGE/ATTACK: Weapon (+)  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: + cloak  
MAGIC RESISTANCE: Standard  
ALIGNMENT: Chaotic-neutral  
STRENGTH: 14  
INTELLIGENCE: 18 (63%)  
WISDOM: 15  
DEXTERITY: 18 (00%)  
CONSTITUTION: 16  
CHARISMA: 16  
HIT BONUS: +3  
PSIONIC ABILITY: Nil



Fafhrd's youth was spent as an apprentice skald in a sub-arctic barbarian tribe on the world of Nehwon. At eighteen, Fafhrd's curiosity about civilization and love for a southern dancing-girl/thief, forced him to flee from the tyranny of his tribe's magic-wielding matriarchy, the Snow Women. He took with him his rebellious father's sword, Graywand.

In the city of Lankhmar, Fafhrd learned the art of thieving from his love, Vlana, and took up her vendetta against the powerful Thieves' Guild. Fafhrd met the Gray Mouser during their simultaneous ambush of two members of the Guild, and they instantly knew each other for soul-mates. That same night the Thieves' Guild murdered their beloveds, Vlana and Ivrian, through sorcery and Fafhrd and the Mouser, through their mutual revenge and grief, formed a bond that would last them through the greatest adventures ever known to the world of Nehwon.

Fafhrd is nearly seven feet tall, broad-shouldered, and powerfully muscled. He has green eyes, a handsome face sur-

rounded by red-gold hair, and generally wears armor of leather and steel about equivalent to chain mail. He often fights with Graywand (+2) in his right hand and an axe in his left, using both for alternate guarding and attacking. He enjoys a good fight, especially with the Mouser at his side, and his speed and dexterity is astounding for a man of his size. He is sometimes moody, changing from a bluff, hearty good cheer to a bleak, fey and fatalistic melancholy. Fafhrd retains some of his training as a skald, and in this respect he can be treated as a second level bard (without the druidic spells).

Fafhrd can drink most men under the table, and is usually willing to try. Even drunk, he is an extremely dangerous man.

Somewhere along the way, Fafhrd and the Mouser came to the attention of two of the most powerful wizards on Nehwon. Fafhrd came under the sometimes sponsorship and aegis of Ningauble of the Seven Eyes, acting somewhat as an agent, errand-boy, or magical chess-piece. Fafhrd's payment for these services often merely consists of cryptic advice.

The Gray Mouser was a child of the slums of the southern cities of Nehwon, and grew in the cracks and crannies of Lankhmar like a weed. As protege to that evil city's Prince of Pimps, he learned thieving and weapon-play early, and to be sly, cunning, and quick-witted (see "The Childhood and Youth of the Gray Mouser", by Harry Otto Fischer, *The Dragon* +18). Around the age of ten the Mouser became interested in magic, and apprenticed himself to Glavas Rho, a kindly old white magician with more knowledge and love than actual power. They left Lankhmar for a forest-cottage some distance away, and there, for several years, Glavas Rho schooled the Mouser (now re-named Mouse) in his simple spells and nature-lore, even persuading the boy to give up his weapons.

Ivrian, the daughter of the cruel Duke Janarri, began visiting the cottage secretly, and became friends with Mouse. Eventually, the Duke raided the cottage, burning it and Glavas Rho. The Mouser took back up the ways of evil and death for revenge. He killed the Duke through black magic and fled with Ivrian to Lankhmar, where he resumed his career as free-lance thief extraordinaire.

Eventually he met Fafhrd, and after the deaths of Ivrian and Vlana and the heroes' subsequent vengeance on the Thieves' Guild, they stayed together, each sensing that somehow they complemented each other perfectly. Their mutual regard grew and solidified as they adventured together across the world of Nehwon.

The Mouser is often petty, perverse, and rather vindictive, especially concerning blows to his ego. His wit is as keen as his sword, and though he has forgotten most of the magical lore of his youth, he is wily and wary concerning sorcery. He is physically very small, but lithe and supple as a cat. He wears a gray leather tunic, breeches, and boots, and a gray cloak of mouse-skin that acts as a +3 *cloak of protection*. His weapons are his long, slim sword, Scalpel (1-6 damage +1), and his dagger, Cat's Claw (1-4 damage +1). Both weapons are +3 to hit. The Mouser uses both when fighting, and can throw Cat's Claw with great accuracy (+3 to hit) at short range. He is also very adept with the sling, which he can fire very quickly and accurately (+3 to hit, 3 times per melee round).

The Gray Mouser's sometime tutor and sponsor is Sheelba of the Eyeless Face. Fafhrd and the Gray Mouser are sometimes sent to other worlds for the mysterious purposes of Ningauble and Sheelba. They are not adverse to a bit of adventuring on the side. Sheelba and Ningauble sometimes compete, putting the Mouser and Fafhrd on opposite sides, but the two heroes will never willingly harm each other. They may not always act in

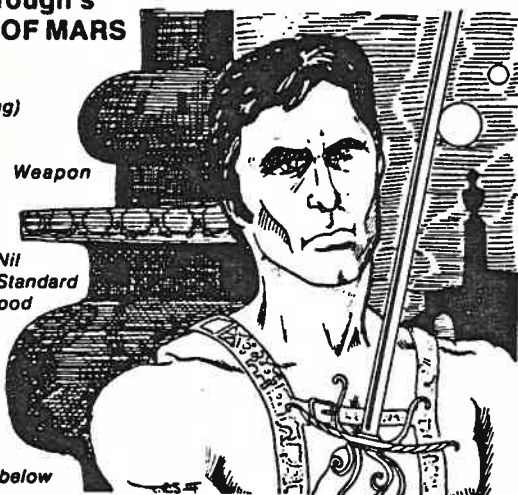
concert, but they will never openly act at cross purposes on any serious matter.

Fafhrd and The Gray Mouser will appear together 80% of the time. If only one appears, the other is not far behind and will show up in 1-10 turns.

REFERENCE: *Swords and Deviltry, Swords Against Death, Swords in the Mist, Swords Against Wizardry, The Swords of Lankmar, Swords and Ice Magic* (paperbacks, published by Ace Books). "Sea Magic" in *The Dragon* +11. All by Fritz Leiber.

**Edgar Rice Burrough's  
JOHN CARTER OF MARS**

30th level fighter  
 ARMOR CLASS: 5  
 MOVE: 12"/36" (jumping)  
 HIT POINTS: 158  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: Weapon (+10)  
 SPECIAL ATTACKS:  
     Radium pistol  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 ALIGNMENT: Lawful-good  
 STRENGTH: 20  
 INTELLIGENCE: 14  
 WISDOM: 11  
 DEXTERITY: 18 (00%)  
 CONSTITUTION: 19  
 CHARISMA: 18 (33%)  
 HIT BONUS: +6  
 PSIONIC ABILITY: See below



John Carter was originally an average earthman, but has become a sort of immortal, archetypal warrior; he can recall no childhood, just an endless series of wars and martial endeavors. He always seems to be physically about the age of 30.

After serving on the Confederate side of the American Civil War, he went west as a prospector. Trapped in a cave by Indians and mortally wounded, Carter, on the verge of death, somehow psychically transported himself to Mars (or Barsoom, as it is known to its inhabitants). Mars' gravity is only one-fourth that of Earth, so Carter instantly became the strongest humanoid on Barsoom, with a relative D&D strength of 20 (for game purposes, always treat John Carter as if he were on Barsoom, as this is his heroic environment in the novels). Carter freed Dejah Thoris, Princess of Helium, from the Green Men of Barsoom, eventually married her and became Warlord of Helium (and a good deal of the rest of the planet).

Carter's Mars is a world of paradoxes. Barsoom is a dry, dying planet, studded with abandoned cities and ancient races, falling gradually into barbarism. There is a universal code of honor for hand-to-hand fighting, which states that if one man draws a certain weapon for a duel, his opponent will counter with the same or a lesser weapon. Barsoomian fighters (including John Carter) are usually armed with a dagger (1-4 damage +10), short sword (1-6 damage +10), and long sword (1-8 damage +10). In addition, they carry a pistol, but this is rarely used save by cowards or in wars. Carter abides by the code of honor, and will respond with the same type of weapon he is attacked with (regardless of the number of opponents), unless he is attacked magically (which he may interpret as some sort of psychic attack). Then there is a 50% chance each attack that he will feel justified in using his pistol against the magic-user. This pistol contains five rounds, each doing 1-10 damage if they hit. All five rounds may be fired in one melee round.

John Carter is about six feet tall with short black hair and gray eyes. Like all Barsoomians, he wears no armor; only a

leather harness for carrying his weapons. His great strength enables him to move in giant leaps. He can jump up to 20 feet high, and leap right over the heads of his opponents. He will generally try to help anyone he thinks is in trouble, but if he is double-crossed or finds out he has been deceived, he may go into a fighting rage, attacking everyone he can reach until all the miscreants have been punished.

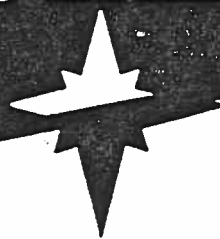
Honor in battle is exceedingly important to him. John Carter has long fought the Guild of Assassins on Barsoom, considering them honorless fighters. If he recognizes that a party member is an assassin, he will disarm him and force him to leave the party (for the party's own good). He will give the assassin his own dagger so he has a fighting chance of reaching safety.

Psionically, Carter has a permanent *Tower of Iron Will*; no one has ever broken it. Over the years he has honed his ability to teleport between worlds, and he is likely to show up anytime, looking for adventure.

REFERENCE: *A Princess of Mars, The Gods of Mars, The Warlord of Mars, Thuvia, Maid of Mars, The Chessman of Mars, The Master Mind of Mars, A Fighting Man of Mars, Swords of Mars, Synthetic Men of Mars, Llana of Gathol, John Carter of Mars*. (paperbacks, published by Ballantine Books) All by Edgar Rice Burroughs.

Addenda: Kane's hit points (from the previous issue of TD) should be 175, not 165. Also, note that exceptional percentages for 18s for other abilities than strength are given here for comparison purposes, and are not standard D&D or AD&D.

# STARSHIPS



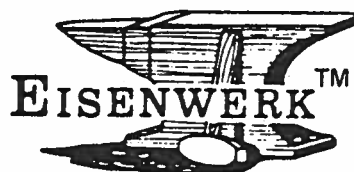
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### INTRODUCTION

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### Leigh Brackett's ERIC JOHN STARK (and NORTHHOUNDS) ERIC JOHN STARK

15th level fighter  
ARMOR CLASS: 0  
MOVE: 8"  
HIT POINTS: 90  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 1-8 (+3)  
SPECIAL ATTACKS: see below  
SPECIAL DEFENCES: See below  
MAGIC RESISTANCE: 50%  
ALIGNMENT: Chaotic-good  
STRENGTH: 18 (62%)  
INTELLIGENCE: 14  
WISDOM: 11  
DEXTERITY: 17  
CONSTITUTION: 16  
CHARISMA: 14  
HIT BONUS: +2  
PSIONIC ABILITY: Nil

### NORTHHOUNDS

FREQUENCY: Very rare  
NO. APPEARING: 1-6  
ARMOR CLASS: 5  
MOVE: 15"  
HIT DICE: 4  
% IN LAIR: Nil  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 1-10, 1-6, 1-6  
SPECIAL ATTACKS: Killing fear  
SPECIAL DEFENCES: Nil  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Low  
ALIGNMENT: Chaotic-good  
SIZE: Large  
PSIONIC ABILITY: Special



Eric John Stark is about six feet tall with short black hair and light-colored eyes. He is lean and well-muscled, sinewy rather than massive.

He wears synthetic pants and shirt covered by plasteel mesh armor, hence his 0 armor class yet fast movement.

Born in a mining colony in Mercury's twilight belt, Eric John Stark was orphaned at an early age. He was adopted and raised by the sub-human aboriginals who clawed out a precarious existence in the sun-stricken valleys. Stark's early life was a constant struggle for survival. He was given the name N'Chaka, the Man-Without-a-Tribe, by the aboriginals.

When miners caught and slaughtered his foster-parents, Stark tried to kill them but was himself captured. The miners put him in a cage and took him around the camps as a one-man freak show. A Terran administrator, Simon Ashton, rescued him.

Simon Ashton became Eric John Stark's second foster-father. He raised him to cope with civilization but was only partly successful. His early life left a lasting mark on Stark. He does not feel at ease in urban surroundings. He has a near-pathological need from freedom and has become a totally masterless man whose only loyalties are to himself and Simon Ashton.

When Eric John Stark rescued Simon Ashton from imprisonment on the planet Skaith, he killed the king-dog Flay and took over pack leadership of the Northhounds. There is a 25% chance that 1-6 Northhounds will be accompanying Eric John Stark at any given time.

The Northhounds are huge, specially-bred dogs with the psychic ability to radiate a killing fear. They stand four feet high at the shoulders, are covered with shaggy white fur, and have large, unnaturally brilliant eyes. They will attack on Stark's command or in self defense. Characters who are attacked psychically must first save versus death (poison) then versus fear. Each hound may attack 1-4 characters, regardless of level. The hounds also can attack with a bite and two paws but they always prefer to attack psychically first. If a character kills Stark there is a 30% chance they will accept him as new pack leader (50% if character is non-human). If the character also survives a psychic attack by the Northhounds (makes both saving throws) add 40% to his chances of being accepted as new pack leader.

Eric John Stark leads the Northhounds because, when the hounds attacked him, he reverted to his N'Chaka personality. The hounds do not consider N'Chaka human. As N'Chaka, Stark is capable of an animalistic fury which increases his hit probability to +5 and his damage to +7 but lowers his armor class to 5. Such ferocity can only be maintained for 2-8 melee rounds. In battle, there is a 35% chance each melee round that Stark will revert to N'Chaka. If trapped or backed into a corner, there is a 70% chance each melee round he will revert to N'Chaka. Any empathic spell or attempt to charm Stark will automatically bring out the N'Chaka personality. N'Chaka has a +8 save versus empathic spells and charm.

Eric John Stark is a mercenary by profession. If encountered, roll an 8-sided die. 1: Stark has been sent by an anonymous benefactor to help one party member (at random). His help lasts for the duration of the adventure. 2: Stark is on a mission to kill one party member (at random). 3: Stark is guarding the nearest treasure. 4: Stark had heard that the party is seeking treasure and offers his services for 10% of whatever treasure he helps win. He will serve for one adventure only. 5: Stark has been sent to capture one member of the party (at random). He may fake joining the party until a favorable time for capturing his victim and escaping without being killed. 6: Stark has been sent by a wizard to inform the party where the nearest enchanted monster lair is.

He may or may not help them depending on his reaction to the party. 7, 8: Treat Stark as a normal wandering monster.

REFERENCE: *People of the Talisman* and *The Secret of Sinharat* (paperback, published by Ace Books as a double). *The Ginger Star*, *The Hounds of Skaith*, and *The Reavers of Skaith* (paperbacks, published by Ballantine Books). All by Leigh Brackett.

### Lord Dunsany's WELLERAN

ARMOR CLASS: -2  
MOVE: 7"  
HIT POINTS: 113  
NO. OF ATTACKS: 2/1  
DAMAGE/ATTACK: 1-8 (+4)  
HIT BONUS: +2  
ALIGNMENT: Lawful good  
PSIONIC ABILITY: Nil  
STRENGTH: 18 (78%)  
INTELLIGENCE: 13  
WISDOM: 14  
DEXTERITY: 18 (07%)  
CONSTITUTION: 18 (65%)  
CHARISMA: 16



"Where the great plain of Tarphet runs up, as the sea in estuaries, among the Cyresian mountains, there stood long since the city of Merimna well-nigh among the shadows of the crags." In the past, before the city-men grew mild and mellow, Merimna produced many great captains of war who constantly defeated the tribal nations who sought to conquer Merimna. Soorenard, Mommolek, Rollory, Akenax, and young Iraine were great heroes whose memories protected Merimna long after their deaths. But the first, and the greatest, of the hero captains was Welleran. Wielding his terrible curved sword, his blood red cloak flowing from his shoulders, Welleran rode his pure black steed into battle and none could stand against him.

When, at long last, Welleran received a mortal wound, he rode alone to a nearly inaccessible ravine, and cast his body in that it might be hidden from all men. Soorenard, Mommelek, Rollory, Akenax, and

young Iraine all followed Welleran's example so that a hundred years after the death of Iraine, the tribes believed that the great heroes of Merimna were still alive, waiting to attack again if the tribes advanced beyond the mountains to the plains before Merimna. This deceit was aided by the life-like statues of the heroes which could be seen on the ramparts of Merimna even from the far mountaintops, and the red-cloaked guards who sang Welleran's old songs as they paced their rounds.

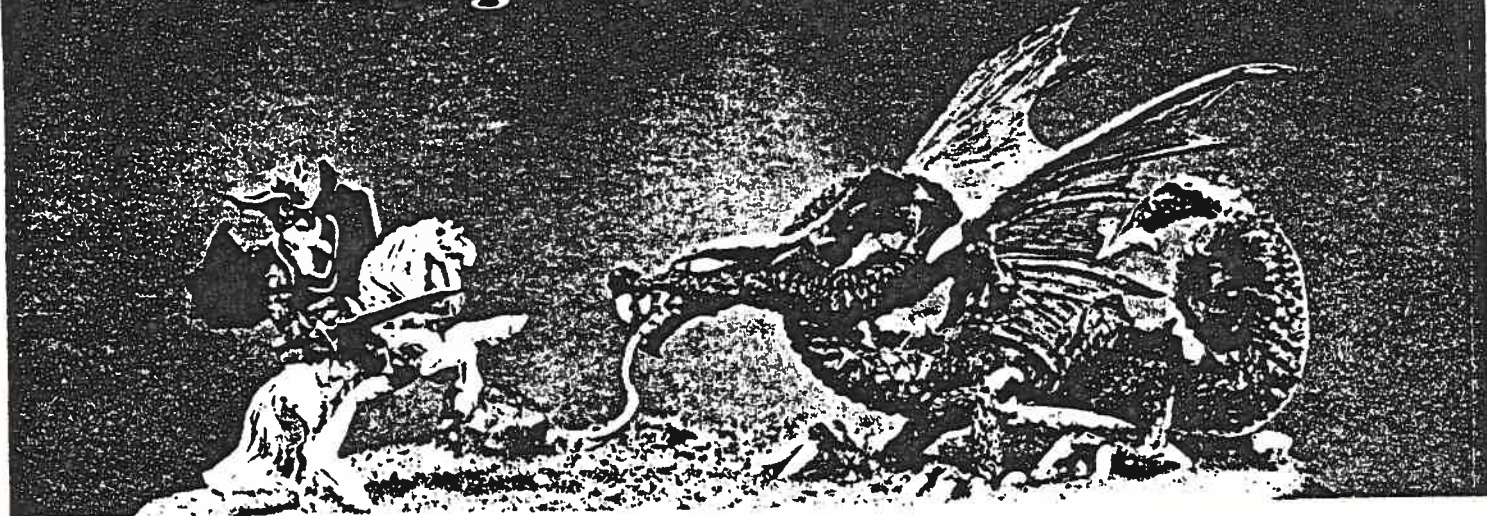
Eventually two tribesmen stole into Merimna at night and discovered the truth. The tribes advanced to battle, swearing a vengeance for past defeats which would culminate in the sacking of Merimna. The city-men gathered up weapons which had not been used for a century and formed amateur battle ranks upon the plain.

The night before the battle, the ghost of Welleran possessed a young man, Rold, who had always been fascinated by Welleran's sword and cloak (on display in a glass case). The ghost of the other heroes likewise possessed dreaming sleepers and what should have been a slaughter of the city-folk turned into a massacre of tribal warriors instead.

The ghost of Welleran, having reacquired a taste for battle, cannot rest. It continues to possess anyone who chances to pick up his sword and wear his cloak. Only Lawful good characters may touch sword or cloak. Treat the sword of Welleran as having 17 intelligence and 15 Ego, activated only if the individual carrying the sword is attacked. If the sword takes over the character, that character becomes Welleran for the duration of the battle, gaining all Welleran's abilities and hit points (temporarily). When the battle is over the player character returns to normal. Unfortunately, possession by Welleran takes energy, so for each battle where Welleran is in control, the player character permanently loses 1 hit point.

REFERENCE: "The Sword of Welleran" from *Gods, Men, and Ghosts: The Best Supernatural Fiction of Lord Dunsany* (paperbound, Dover Publications, Inc.), or, *The Young Magicians* (paperback, Ballantine Books, Inc. edited by Lin Carter), or, *The Sword of Welleran* (hardback, copyright 1908, long out of print), by Lord Dunsany (Edward John Moreton Drax Plunkett, 18th Baron Dunsany).

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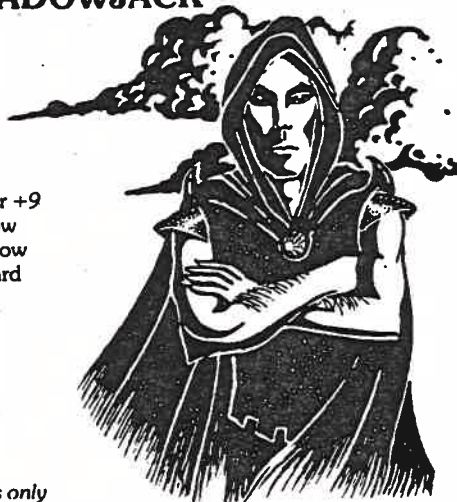
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### Roger Zelazny's SHADOWJACK

25th level thief,  
9th (18th) level fighter,  
9th (18th) level magic-user  
ARMOR CLASS: 4 or 0  
MOVE: 9" or 18"  
HIT POINTS: 102 or 123  
NO. OF ATTACKS: 3/2 or 2/1  
DAMAGE/ATTACK: Normal or +9  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: Standard  
ALIGNMENT: Chaotic evil  
STRENGTH: 13 or 18 (00%)  
INTELLIGENCE: 18 (77%)  
WISDOM: 17  
DEXTERITY: 18 (00%) or 19  
CONSTITUTION: 19  
CHARISMA: 17  
HIT BONUS: Normal or +6  
PSIONIC ABILITY: In shadows only  
N.B. All information set in italics is applicable only when Shadowjack is in the shadows.



It is said that Shadowjack does not have a soul as men do. He can be killed, but not permanently. Each death but brings a new reincarnation. The process is not instantaneous: his resurrection and journey back from Glyve in the World of Night may take months or years. Death and reincarnation are painful and disorienting processes. Jack will do most anything to avoid them. He will certainly promise to do anything if it looks as if his death is imminent. Since one of his titles is Jack of Liars, it is likely that such promises are a way of stalling for time, until he can slip into the shadows.

Shadows are his realm, and his powers are greatly increased whenever Jack is covered by shadow. When in the shadows, Jack can

use his psionic powers; he throws spells in one-half the normal casting time. Under normal dungeon conditions, with non-magical light, there is a 50% chance per melee round of Jack being in shadow. Once inside the shadows, Jack's chances of remaining in shadow increases 10% each round (i.e. 60% for 2nd round, 70% for 3rd round . . .) As long as Jack makes his percentage he is in shadows, but if he fails his chance falls back to the 50% base. Magical light renders his shadow powers useless, though just beyond the range of the magical light there will be an area of shadow Jack can use.

Shadowjack is a tall, thin man who usually dresses in dark colors. His hair is black, his complexion swarthy, his features somewhat aquiline. His dark eyes do not blink at all. Jack's cloak acts as a +3 cloak of protection in the shadows. His sword is +3 to hit, +3 to damage in the shadows.

Shadowjack's most redeeming features are his loyalty to friends and his sense of honor to those who have aided him. When not under obligation of friendship, Jack is ruled by whimsy and his ironic sense of humor. He considers the theft of difficult objects to be a challenge he cannot pass up. He is also guided by a fanatic sense of vengeance and will endeavor to track down and punish anyone responsible for one of his deaths, or who has harmed his friends.

If encountered in a dungeon, there is a 50% chance that Shadowjack is on the same mission as the dungeon party (or will lead the party to the most valuable treasure on that level if the party has no definite mission). He will attempt to use the party for his own ends, deserting them if his death seems near, and stealing the most valuable item from the treasure when the adventure is over. If Jack befriends a character (an extremely positive reaction when first meeting, or a positive reaction after a character saves Jack's life), Jack will either forego the theft he came for or compensate his new friend with another gift. On the other hand, an extremely negative reaction will mean that Jack has formed an irrational hatred and will do his best to see that that character is killed during a fight.

If Shadowjack is not on the same mission as the party, he is probably out to rob one of the party members (whoever receives the worst reaction roll). If anyone is foolish enough to mention Shadowjack's name while in the shadows, there is a 20% chance he will teleport in to investigate.

### SPELLS: (\* = preferred spells)

1st	2nd	3rd
Hold Portal	Darkness 15' r	Dispel Magic
Identify	Knock	Feign Death*
Jump	Locate Object	Fly
Spider Climb	Detect Invisibility	Haste*
Friends*	Forget	Water Breathing
	5th	6th
Minor Globe of Invulnerability*	Teleport*	Geas
Wizard Eye	Conjure Elemental	Legend Lore
Charm Monster	Distance Distortion	Tenser's Transformation*
Dig	Leomund's Secret Chest	
Polymorph Self	Passwall	
	8th	9th
Phase Door	Power Word, Blind*	Power Word, Kill*
Power Word, Stun*	Symbol	
Reverse Gravity		

Psionic Strength = 118  
Psionic Ability = 236

## PSIONICS

### ATTACK MODES

Psionic Blast  
Mind Thrust  
Psychic Crush

### DEFENSE MODES

Mind Blank  
Thought Shield  
Mental Barrier

### DISCIPLINES

*Clairaudience* (25th level mastery) — object must be in shadow  
*Clairvoyance* (23rd level mastery) — object must be in shadow  
*Body Equilibrium* (21st level mastery)  
*Detect Magic* (19th level mastery i.e. 95% chance to determine type of magic)  
*Mind Over Body* (17th level mastery i.e. good for 35 consecutive days)  
*Dimension Door* (15th level mastery) — from shadows to shadows only

### THIEVING ABILITIES:

Pick pockets: 135% or 170%	Open locks: 99%	Find/Remove traps: 99%
Move silently: 99%	Hide in shadows: 100%	Hear noise: 75% or 85%
Climb walls: 99.9%	Read languages: 80% or 99%	

REFERENCE: *Jack of Shadows* (paperback, published by Signet Books) by Roger Zelazny.

## Jack Vance's

# IUCOUNU, THE LAUGHING MAGICIAN

20th level magic-user  
ARMOR CLASS: 7  
MOVE: 9"  
HIT POINTS: 50  
MAGIC RESISTANCE: Standard  
ALIGNMENT: Neutral evil  
PSIONIC ABILITY: Nil  
STRENGTH: 9  
INTELLIGENCE: 18 (87%)  
WISDOM: 12  
DEXTERITY: 15  
CONSTITUTION: 15  
CHARISMA: 14



*Eyes of Charming, periapt of proof against poison, ring of invisibility, ring of protection + 2, rope of entanglement.*

Iucounu does not look the part of a mighty magician — he is a small, bald man dressed in black, whose wide mouth is habitually made wider by as he grins at the humorous antics of all the world's inhabitants. Though he appears innocuous, he is not to be trifled with, as he will not hesitate to punish those who interfere with his plans or attempt to relieve him of some of his many magical treasures.

Iucounu has been known to travel between the planes of existence in his search for knowledge and magical curiosae. He is on speaking terms with many daemons, demons and devils, and one or more (35% chance) may be accompanying him when he is encountered (roll d6, 1-2: daemons, 3-4: demons, 5-6: devils. Dice for type at random. If a lesser type is indicated, there will be 1-3 of them; if a greater type, there will be only one.)

Iucounu has knowledge of many strange and powerful spells. Some of these correspond approximately to spells from our universe, but some are different. Note that though Iucounu can memorize fewer spells than one of our magic-users of comparable level, his spells have verbal components only, and their casting time is usually shorter. When encountered, he will have in his memory five of the spells from the following list. Roll d20: if any spell is rolled twice, choose a powerful offensive spell in place of duplication.

1-2: *The Charm of Forlorn Encystment*: this is the same in all respects as the 9th level magic-user's spell *imprisonment*.

3: *The Charm of Untiring Nourishment*: by speaking this charm, the magic-user need not breathe, eat or drink while the spell lasts. Duration: 1 turn/level. Casting time: 2 segments.

4-5: *The Excellent Prismatic Spray*: This is the same as the illusionist's 7th level spell in all respects save casting time, which is only 3 segments.

6: *Felajun's Second Hypnotic Spell*: a paralysis spell. Range: 1"/level. Duration: 1 round/level. Area of effect: 4" diameter sphere. Casting time: 1 segment. Saving throw: neg.

7: *Gilgad's Instantaneous Galvanic Thrust* or the *Instantaneous Electric Effort*: this is the same as a lightning bolt in all respects save casting time, which is only 1 segment.

8: *Houlart's Blue Extractive*: this spell is used to remove a being from its refuge or concealment. If the target fails to save, it will simply fly from its hiding place and land at the feet of the caster. Any being so treated will be stunned for 2-12 rounds. Range: 1"/level. Casting time: 5 rounds. Saving throw: neg.

9: *Houlart's Visceral Pang*: the recipient of this spell will be totally incapacitated by excruciating pains in the abdomen for 1-3 rounds. Range: 9". Area of effect: 1 creature. Casting time: 2 segments. Saving throw: none.

10: *Lugwiler's Dismal Itch*: the recipient of this spell is cursed with a continual itching over every square inch of his or her epidermis. When in this condition, armor class is two levels worse, all fighting is done at -5, and spell use is impossible. Range: 6". Duration: until dispelled (remove curse will also work.) Area of effect: 1 creature. Casting time: 3 segments. Saving throw: neg.

11: *Phandaal's Critique of the Chill*: this is the same as the cone of cold spell in all respects save casting time, which is only 3 segments.

12: *Phandaal's Gyrator*: the unfortunate target of this spell is levitated into the air and spun about at any speed the caster desires. At the fastest possible rate of spin, the spinner will take 10 hit points of damage per round due to the centrifugal forces involved. Controlling the spell requires great concentration on the part of the caster. If the concentration is broken, the spell dissipates. Range: 6". Duration: 1 round/level. Area of effect: 1 creature. Casting time: 5 segments. Saving throw: none.

13-14: *Phandaal's Mantle of Stealth*: the caster of this spell is rendered invisible, inaudible and odorless; virtually undetectable save to true seeing, a robe of eyes or a gem of seeing (and touch). Any attempts at offensive action on the part of the recipient instantly negate the spell (as with invisibility). Duration: 1 round/level. Area of effect: creature touched. Casting time: 2 segments.

15: *Rhialto's Green Turmoil*: the recipient of this spell is overcome with a violent nausea which totally incapacitates him or her for 2-20 rounds. Range: 5". Area of effect: 1 creature. Casting time: 2 segments. Saving throw: neg.

16: *Spell of the Macroïd Toe*: in this specialized polymorph spell, the big toe (or similar extremity) of the creature affected grows to the size of a small house. Range: 4". Duration: until dispelled. Casting time: 4 segments. Saving throw: neg.

17: *Spell of the Omnipotent Sphere*: this combines the effects of the magic-user's spell *anti-magic shell* with those of a *cube of force*. It is a near-total (but non-mobile) protection for the caster. Duration: 1 round/level. Area of effect: 10' diameter sphere. Casting time: 9 segments.

18: *Spell of the Slow Hour*: this spell is similar to the magic-user's spell, *slow*, except that it is twice as efficient, and slows the affected creatures to one-quarter the normal or current rate. In all other respects (range, duration, etc.) it is the same.

19: *Temporal Stasis*: this spell duplicates the 9th level magic-users' spell *time stop* in all respects save name.

20: *Thasdrubel's Laganetic Transfer* or the *Agency of Far Despatch*: when this spell is uttered, the recipient is bound as if by a hold person spell. A nycadaemon appears (i.e., is gated in), grasps the held recipient and flies him or her either to a point designated by the caster or 10-100 miles in a random direction. Range: 3". Area of effect: 1 creature. Casting time: 1 round. Saving throw: none.

REFERENCE: *The Eyes of the Overworld* (paperback, published by Ace Books) by Jack Vance.

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"NICE DICE"

# GIANTS IN THE EARTH

## CLASSIC HEROES FROM FICTION & LITERATURE

Lawrence Schick and Tom Moldvay

### INTRODUCTION

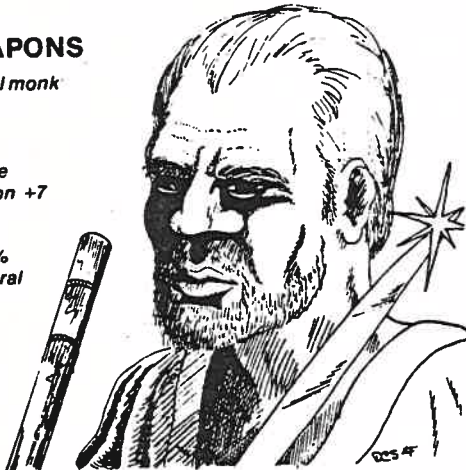
The purpose of this article is to add an element of novelty and unknown danger to the DM's high-level encounter table, and to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun to run, and the players should have an interesting time dealing with them.

These heroes are all in some fashion exceptional, and thus they deviate a bit in their qualities and capabilities from standard D & D. Also, most originated in other universes or worlds, and so were not bound by the same set of restrictions that apply to the average D & D character. Some are multi-classed, for example. This system has been used to describe the skills and abilities of the characters as they appear in the literature, even though some of these combinations and conditions are not normally possible. In addition, some minor changes have been made in order to bring them in line with the game and to enhance playability.

Note: For the game purposes of these heroes: Dexterity 18 (00) gives +4 on Reaction/Attacking, -5 Defensive adjustment and three attacks per round for high level fighters. Constitution 18 (00) gives fighters +4.5 per hit die bonus.

### Piers Anthony's SOL OF ALL WEAPONS

20th level fighter/ 14th level monk  
 ARMOR CLASS: Variable  
 MOVE: 28"  
 HIT POINTS: 122  
 NO. OF ATTACKS: Variable  
 DAMAGE/ATTACK: Weapon +7  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENCES: Nil  
 MAGIC RESISTANCE: 50%  
 ALIGNMENT: Lawful-neutral  
 STRENGTH: 18 (91%)  
 INTELLIGENCE: 11  
 WISDOM: 13  
 DEXTERITY: 18 (00%)  
 CONSTITUTION: 18 (58%)  
 CHARISMA: 16  
 HIT BONUS: Variable  
 PSIONIC ABILITY: Nil



#### Weapons:

Single Sticks (paired wooden sticks, 3' long):

4 attacks per melee round, +3 to hit, 1-3 damage per hit (+7), armor class = -3.

Daggers (matched pair):

4 attacks per melee round, +3 to hit, 1-4 damage per hit (+7), armor class = -2.

Sword (basket hilted):

3 attacks per melee round, +3 to hit, 1-8 damage per hit (+7), armor class = 1.

Staff (metal):

1 attack per melee round, +3 to hit, 1-10 damage per hit (+7), armor class = -7.

Morning Star (spiked ball on chain):

2 attacks per melee round, normal to hit, 1-20 damage per hit (+7), armor class = 3.

Club (wooden):

2 attacks per melee round, +3 to hit, 1-12 damage per hit (+7), armor class = 0.

Sol of All Weapons is a well-muscled yet slender man about six feet tall with medium-long blond hair, blue eyes, and a short scant beard. He wears dark pantaloons cinched at waist and knee, a loose white jacket reaching to his hips and elbows and left hanging open at the front, elastic sneakers, and a heavy gold bracelet clasped on his left wrist. He pushes a small, one-wheeled cart containing his six weapons.

Sol comes from post-cataclysmic America. The heart of Sol's world is the battle circle — a 15-foot ring of finely-barbered turf. A boy becomes a man by learning to master one of the six weapons; sword, staff, morning star, club, daggers, or single sticks. Sol is the only man to ever master all six weapons. Serious fights in the battle circle are for fealty. The loser swears allegiance to the winner. If the loser already has warriors sworn to his service they also swear allegiance to the winner. In such way are tribes formed.

Sol is not only an incredible natural athlete who has developed his skill by defeating the best fighters of his world, he has also been trained in the scientific arts of fighting by technical experts. (He has a monk's fighting skills without the thiefling abilities or clerical skills.) Sol is ambidextrous and can fight with both hands at once if using daggers or single sticks.

Sol united the North American tribes and became master of a nomad empire. He was fighting a rear-guard action in China against hopeless odds when he was teleported to a new universe. His magical resistance is due to his being born in a non-magical universe.

Sol was undaunted by suddenly arriving in a strange universe. He is setting out to conquer this new world by the methods he knows best, by defeating its best warriors and thus gaining their fealty. When encountered, he will mark out a battle circle (if possible) and challenge the best fighter in the party (regardless of the person's alignment). If there is no single character who stands a chance against him, Sol will fight two at once.

If his challenge is accepted, the combatants fight until one is unconscious. Treat as a normal fight except that as wounds are not struck to kill: when a character reaches zero hit points there is a 75% chance he has been knocked unconscious (1-10 turns), and a 25% chance he was killed accidentally. When a character regains consciousness he regains 50% of the hit points lost during the fight. If Sol is defeated in the circle he will serve the character or characters who defeated him. He expects the same service if a player character loses.

If no one will accept Sol's challenge, his reaction to the

party is rolled at -2. He has learned about magic and considers it unmanly. If Sol sees any magic-user attempting a spell he will immediately attack the party, preferably the magic-user throwing the spell. When fighting outside the battle circle, Sol will attack to kill as there is no honor in the combat.

REFERENCE: *Battle Circle* (paperback, published by Avon Books). *Battle Circle* is a collection of three previously published novels: *Sos the Rope*, *Var the Stick*, and *Neq the Sword*, all by Piers Anthony.

## Tanith Lee's ZORAYAS

23rd level magic-user  
 ARMOR CLASS: 3  
 MOVE: 9"  
 HIT POINTS: 40  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 1-8 each  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENCES: See below  
 MAGIC RESISTANCE: Standard  
 ALIGNMENT: Lawful-evil  
 STRENGTH: 7  
 INTELLIGENCE: 18 (93%)  
 WISDOM: 17  
 DEXTERITY: 6  
 CONSTITUTION: 10  
 CHARISMA: 18 (00)  
 HIT BONUS: None  
 PSIONIC ABILITY: Nil



Zorayas is the thirteenth daughter of King Zorashad of Zojad who conquered sixteen kingdoms. Proud Zorashad set up inscriptions whereon he claimed to be the "Mightiest of the Mighty, Ruler of Men and Brother of the Gods, whose equal is not to be found under heaven." It was a mistake. Zorashad was brought low by Azhrarn, Prince of Demons. The empire dissolved, and all Zorashad's wives and children were slain, except for Zorayas, newly born on the night Zojad was razed.

A nurse ran away with the baby, but near dawn, the nurse's heart gave out. Zorayas fell to the road and rolled down a hill. Both her arms were broken, and the lower half of her still soft face became deformed.

Zorayas was saved by a hermit who healed her as best he could. Zorayas grew up, her face hideous, her arms twisted and pain-racked. She did not know she was abnormally ugly until a son of one of the kings who overthrew Zorashad slashed her across the cheek with his riding crop and mocked her. The hermit died soon after and Zorayas tried to carry on his work of healing men and animals. But the people ran from her, thinking she had the evil eye. All fled except for a pedlar who raped her.

Embittered, her ideals twisted inside-out, Zorayas turned to black magic, quickly becoming an expert. She conjured up Drin smiths (lesser demons) to make her a suit to hide her deformities. The armor is +5 and gives her the fighting abilities of a 16th level fighter of normal strength and dexterity. Only she can use it. The armor is of black iron, chased with silver. Zorayas wears iron gloves and an iron mask covering her face below the eyes, leaving her long-flowing copper hair free.

With the aid of her magic, Zorayas avenged herself for past torments and reconquered all the lands her father had ruled. She even trapped Azhrarn in a specially-prepared room and threatened him with death.

Azhrarn is unpredictable. Instead of being angered, he chose to be amused at Zorayas' audacity and re-made her face and arms so that Zorayas became enchantingly beautiful. As Azhrarn predicted, such beauty combined with Zorayas' personality could only lead to mischief in the world of man. Zorayas has her father's pride with a temperament geared toward vengeance and domination. She worships Azhrarn and, when he touched her, "Something of his fascinated wickedness, his delight in the sport of tangling the plans of mankind permeated her bones."

It amuses Zorayas to watch the antics of an individual smitten with love for her. If she removes her iron mask, any character gazing at her must save versus magic (human males add 4 to their saving throw) or be charmed. Once she has charmed a character she will torment him for sport, often demanding gifts as tokens of affection. When the character has nothing left to give her, Zorayas will leave him with his love unfulfilled. There is a 10% chance that the charm will have become so strong that the character will become suicidal once Zorayas is gone.

Zorayas may be accompanied (50% chance) by her bodyguard, 2-8 fighters in plate, each fighter 7-12th level. If she encounters a Lawful evil character willing to worship Azhrarn (by donating 10% of his earnings each adventure) she may give that character appropriate gifts (probably taken from other party members).

SPELLS: (\* = preferred spells)

1st	2nd	3rd
Burning Hands	Detect invisibility	Dispel Magic
Detect Magic	Fools Gold	Fireball
Sleep	Mirror Image*	Fly
Magic Missile	Web	Monster Summoning I
Shocking Grasp	Wizard Lock	Phantasmal Force
4th	5th	6th
Charm Monster*	Animal Growth	Death Spell*
Hallucinatory Terrain	Conjure Elemental	Geas*
Minor Globe of Invulnerability	Distance Distortion	Monster Summoning IV
Monster Summoning II	Monster Summoning III	Spiritwrack*
Polymorph Other*	Transmute Rock to Mud	Tenser's Transformation
7th	8th	9th
Cacodemon* (her armor serves as protection)	Trap the Soul*	Power Word, Kill*
Monster Summoning V	Polymorph Any Object*	Monster Summoning VII
Reverse Gravity	Otto's Irresistible Dance	Imprisonment* (after first charming victim)
Simulacrum	Monster Summoning VI	
Vanish	Maze	

REFERENCE: *Night's Master* (paperback, published by DAW Books) by Tanith Lee.

## Clark Ashton Smith's MAAL DWEB

20th level magic-user  
 ARMOR CLASS: -1  
 MOVE: 9"  
 HIT POINTS: 61  
 MAGIC RESISTANCE: Standard  
 ALIGNMENT: Lawful evil  
 PSIONIC ABILITY: Nil  
 STRENGTH: 12  
 INTELLIGENCE: 18 (96%)  
 WISDOM: 16  
 DEXTERITY: 15  
 CONSTITUTION: 17  
 CHARISMA: 16

Amulet of diminution and enlargement, bracers of defense: AC 4, necklace of adaptation, periapt of proof against poison, ring of protection +4, wand of polymorphing.

Preferred spells: maze (special — see below), all charm spells, flesh to stone, globe of invulnerability, meteor swarm, all polymorph spells, project image, teleport.

Maal Dweb has gone almost as far as his power can take him — he rules an entire solar system, and does so with the iron grip of a despot. Millennia old, he has nearly exhausted all the possibilities for amusement and interest on the six planets of Momoth, Xiccarph, Ulassa, Nough, Rhul and Votalp, and now he crosses his silver interplanar drawbridge to other worlds in search of a challenge or some new thing.

Superficially, Maal Dweb looks to be an average man in his thirties, balding, nondescript, wearing somber clothes. However, his extraordinary nature will immediately be apparent if he is accompanied by one (35% chance) or even two (15% chance) of his special iron golems (see description below: the other 50% of the time, he will be unaccompanied). Maal Dweb is a very quick, clever and resourceful man, with an acute sense of the ironic; this sensibility is not often shared by his unfortunate opponents.

Maal Dweb is very much interested in the bizarre, the extra-normal, and any tragedy caused thereby. However, he will not really be



grateful for information pertaining to his interests, as he considers all creatures to be utterly beneath him, tools and pawns for his amusement (though he does not allow this to lead him to underestimate his opponents). He will occasionally seek out a challenge to keep himself sharp, and in order to even things up a bit, he has been known to leave all of his protective devices behind (of which he owns many more than those shown, as these are only his typical possessions when skylarking: when Maal Dweb is on serious business, he goes armed to the teeth).

**Special Iron Golems:**

ARMOR CLASS: 3

MOVE: 9"

HIT DICE: 80 hit points

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 4-40

SPECIAL ATTACKS: None

SPECIAL DEFENSES: As standard iron golem

INTELLIGENCE: Low-average

PSIONIC ABILITY: Nil

Huge brazen automatons, Maal Dweb's golems have right arms ending in huge sickles, with which they can inflict 4-40 points damage on a hit. Their major differences from standard golems are the lack of a poison gas breath weapon, and the fact that their intelligence allows them to act without continuous instructions from their master.

**Special Maze Spell:**

This spell requires 7 segments to prepare, and may be cast on one creature only. There is no saving throw. The victim is transported to the entrance to Maal Dweb's extradimensional maze of evil plant life. He

(or she) will have no choice but to enter — the alternative is swirling, endless limbo. As the character moves into the maze, the thick, solid walls of plants come alive and writhe and rustle in his direction: tendrils twine, thorny strands whip, tiny mouths snap, grass entangles his feet if he hesitates. Progress is difficult, but retreat is impossible, as the passages close up behind the victim. (Druidic plant control spells will work in this place, but there is really no place to go but the terminus — beyond the rest of the garden is limitless limbo.) As long as the character keeps moving at a steady pace, he will be relatively safe, but if he stops, he will begin to feel drowsy, and desire to lay down and go to sleep. No saving throw is needed to throw this off, but if the character should give in to sleep (for whatever reason), he or she may be considered dead and eaten by the plants.

When the character reaches point B, he will suddenly be confronted by two huge hairy ape-like creatures (AC: 4; HD: 8; HP: 38, 34; # Attacks: 2; Damage: 2-12). These creatures are immune to all charm-type spells, and will seek to kill the maze victim.

If the character defeats the giant apes and makes it to the end of the trail, he will find himself at the base of a stone platform stretching out into the mists of nowhere. On the end of the platform is a pentagram, and rising from the vagueness beyond the platform are three stone columns, each of which is crowned with a solemn demon head. Attempting to advance out onto the platform will cause the last plant on either side to whip out with a paralyzing tentacle. If the character fails to make a saving throw vs. petrification, he or she will be held there by the tentacles and slowly laved with a polymorph-juice from the plants' flowers, until he or she exactly resembles one of the giant apes. The demon-heads will solemnly announce, "The adventurer

has met the fate ordained by the gods," and the new ape-thing will be released into the maze, never to escape.

If the character makes it to the pentacle, he or she will be instantly transported back to the point from which he left. Time spent in the maze corresponds to real time.

REFERENCE: *Lost Worlds* (Hardcover, published by Arkham House; paperback edition published in UK) by Clark Ashton Smith.

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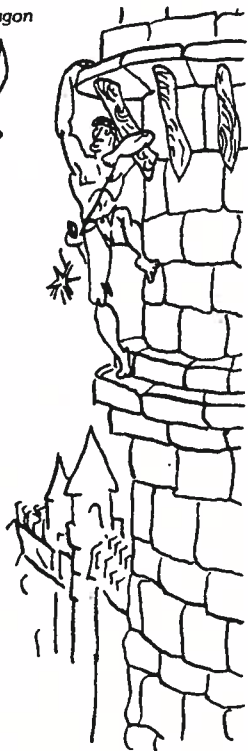
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## THE PRIME ALIGNMENTS

### LAW:

- (A) Absolute Order (High Law)
- (B) Goodness/Harmony
- (C) Justice/Vengeance
- (D) Evolution
- (E) Knowledge
- (F) War

### NEUTRALITY:

- (A) Preserve the Balance (High Neutrality)
- (B) Nature
- (C) Personal Power
- (D) The Four Elements (*elemental*)
- (E) Beauty, the Arts, and Love (*esthetic*)
- (F) ~~Passivism/Rejection of the Physical~~ (*War*)

### CHAOS:

- (A) Absolute Randomness (High Chaos)
- (B) Personal Power
- (C) War
- (D) Life/Fertility
- (E) Evil/Death
- (F) Devolution

Law: ABSOLUTE ORDER (High Law)

(Monks, Paladins)

Tenets: The only tolerable form of existence is with everything in order and in its place. It is necessary that uniformity be imposed upon the world so that perfect control of all actions can be accomplished, thus eliminating all disruption and discontent.

Prime Deity: MORILIROM

AC: irrelevant  
HP: 300  
MOVE: instantaneous  
MAGIC: all magical and clerical spells  
PSI: 7

Morilirom appears as a huge, blindingly white cube, tetrahedron, octahedron or similar perfect geometrical object. He cannot be harmed by physical weaponry. All chaotic creatures must flee his presence or be turned to stone (range: 200'). Morilirom has little or no interest in dealing with individuals, but this indifference makes him utterly fair. He cannot be insulted or flattered. He will only appear personally in the event of a massive Chaotic incursion. He generally prefers to work by granting power to those who can aid his purposes, though this power may be revoked upon completion of the task. Talismans of protection vs. various Chaotic creatures are his usual rewards.

Law: GOODNESS/HARMONY

(Monks, Paladins)

Tenets: Order can be achieved only by all living things working together in harmony and mutual respect. The prime goal is the greatest good of the greatest number. Do unto others etc, Most creatures have some goodness in them and can eventually be brought into the great brotherhood. Regrettably, some are so unregenerately evil and quarrelsome that force must be used to prevent them from damaging others. They are like tumors that must be excised for the health of society.



## Prime Deity: CYRULLIA

AC: -4  
 HP: 300  
 MOVE: 18"  
 MAGIC: Standard +  
 all clerical  
 spells  
 PSI: 3

Cyrullia appears as a beautiful hermaphrodite dressed in flowing robes or golden ornamental armor. He rides the white pegasus gelding "Whickerwind" (HP: 40, Move: 56"), and often appears accompanied by half-a-dozen unicorns. Cyrullia is known to some as "The Physician" or "The Healer" (and among the Orcs as "The Leech"). One end of his white-ash staff heals all wounds and diseases instantly at a touch; the other end causes all wounds received during a lifetime to reopen and all diseases to relapse instantly. Cyrullia's Paladin's can call upon him personally for aid once in their lifetimes. In extremity, there is a 5% chance that any of his priests above 7th level can call for a miracle. Usually he prefers to work more indirectly, granting aid and rewards on a smaller scale.

Law: JUSTICE/VENGEANCE

(Monks, Paladins, Assassins)

Tenets: Good (Law) must be rewarded and Evil (Chaos) must be punished. All creatures are judged impartially by weighing their good and evil deeds. Transgressors will be punished according to the depth of their depravity. Criminals must be diligently pursued until brought to justice. (Examples of Law: Justice enforcers might include Solomon Kane, The Shadow, Mr. A., Javert).

## Prime Deity: MARLY

AC: -4  
 HP: 300  
 MOVE: 24"  
 MAGIC: Standard +  
 See Past +  
 Detect Truth/Lie  
 PSI: 3

Known as "The Inquisitor", Marly appears as a man with blazing eyes, wearing a black cowl and robes and wielding an ebony staff that delivers 4-40 points damage in magical shock at a touch. He is always accompanied by The Headsman, an eight-foot tall heavily-muscled man wearing only black trousers and cowl (AC: -2, HP: 150, 100% magical resistance). He is armed with a +5 two-handed vorpal axe. There is a 10% chance that Marly will reward some meritorious avenger with a talisman of protection, usually against reprisals. There is a 5% chance he will send material aid to anyone engaged on a righteous mission of vengeance (1% if non-Lawful). It is said that Marly's spies are everywhere, and that for everyone he has a list of good and evil deeds. He demands respect, and punishes those foolish enough to forget it.

Law: EVOLUTION ("Social Darwinism")

(Monks, Assassins)

Tenets: Evolution is the law of life. All species slowly tend toward the perfect by the weeding out of the unfit. Those better equipped to survive, in the jungle or society, are the favored of the Gods. Those with the ability to exceed and rule others are required by divine Law to do so. Those who are on top obviously deserve to be, or they would not be there. All must strive at the expense of their neighbors for the good of the species.

## Prime Deity: SLARSKEN OBEL

AC: -5  
 HP: 300  
 MOVE: 36"  
 MAGIC: Standard +  
 all magical  
 spells  
 PSI: 3

Slarsken Obel appears as a perfectly-formed man in the prime of life (in matriarchies he appears as a woman). He is strong, dextrous, cunning, inventive, charismatic, artistic, humorous and skilled in weaponry far beyond the abilities of any mortal. He is the total entrepreneur, seemingly able to take advantage of any opportunity to advance his worship, even at the expense of the other Lawful alignments (but most discreetly). Capitalists and imperialists and mercenaries are his primary worshippers. Somewhat to his mystification, he never seems to make much progress among the rank and file of humanity. Slarsken Obel goes into battle with a +5 weapon of any sort he chooses, striking four times per round for +10 damage. His only reward to the faithful

SLARSKEN OBEL cont.

is praise and justification. He secretly covets Morilirom's power.

Law: KNOWLEDGE

Tenets: Before true Law can be brought to the world, all things must be known and understood. The measurings and methods of science and magic are inherently opposed to the randomness of Chaos. Once the possible is known, the impossible is proscribed. Only through the gradual quantification and qualification of the world can Chaos be totally expunged.

Prime Deity: SEDJIMA

AC: 0  
HP: 300  
MOVE: 12"  
MAGIC: All magical and clerical spells

Sedjima appears as an old, white-haired sage. He can answer any question put to him (though he may choose not to). His priests' Augury and Divination spells will have a better chance of success than usual (1½% per level of cleric). Magic-users professing his alignment will have a 2% better chance per level with the Contact Other Plane spell, and Legend Lore is unusually effective for them. Sedjima's rewards and punishments are always in the form of information. Otherwise, his participation in human affairs is quite passive, consisting of encouragement and cryptic advice through oracles. He does tend to come down hard on book-burners, however.

Law: WAR

(Monks, Paladins)

Tenets: Militant Law. The simplest and most efficient way to exterminate Chaos is by force of arms. Lawful existence will not be safe until Chaos is eradicated, and with order and discipline on their side the Lawful forces have an enormous advantage over Chaos. The spread of Law is much simplified by the use of the direct method. Humanity's cardinal virtue and Law's strongest asset is discipline.

Prime Deity: THOLTANCOMA

AC: -6  
HP: 300  
MOVE: 24"  
MAGIC: Standard  
PSI: None

This god appears as a giant, bearded warrior in full armor of red dragon scales, with dragon teeth strung around his neck as a bracelet. He strikes once per round with the Hammer of Law for 10-100 points damage. In his presence, all Lawful warriors fight at +4, and all Chaotics at -4. Only in a rare cataclysmic confrontation between Law and Chaos will he appear. He usually prefers to send one or more of his Paladin Bodyguard to aid those he deems worthy (AC: -2, 10th level, armed with Holy Swords). He expends his forces rarely and carefully, however: decades may go by without seeing one of his Bodyguard on earth. Tholtanooma will often send advice to Lawful military commanders in the form of omens or messages only they can see. He may (5%) reward a mighty deed of Lawful valor with a powerful magical weapon or a potion of Temporary Near-Invulnerability. He may also (5%) instill courage in any Lawful warrior stricken with Fear.

Neutrality: PRESERVE THE BALANCE (High Neutrality)

(Paladins)

Tenets: The perfect existence can only be achieved by carefully balancing Law and Chaos in equal parts. Living creatures need both the order of Law and the constant change of Chaos. Through evolution, all things move toward perfection: Chaos insures that all possibilities will be tried, but Law insures that only the best will survive. Law and Chaos of themselves are dead ends. "Both light and shadow are needed to see."

Prime Deity: MANTURIN

AC: -5  
HP: 300  
MOVE: 24"  
MAGIC: Standard +  
all clerical  
spells  
PSI: 5

Manturin appears as a mighty titan struggling under the weight of an immense balance which he wears as a voke. From the right pan of the balance he can throw 15-die lightning bolts, while from the left pan he can throw bright 8-pointed stars that explode into 10-die fireballs. He can do either or both of these once per round. If Manturin is called upon for aid, he always carefully considers all the factors before deciding whether or not to help. Uncareful supplicants may find him aiding their enemies! His aid often comes in the form of granting warriors Javelins of Lightning (20 points) or fireball stars (15 points). Magic-users and clerics may find scrolls or wands of similar value. Those whom he aids may never know who their benefactor was--Manturin prefers to work behind the scenes. Neutral Paladinhood is possible in his service to those sufficiently dedicated to the Balance. Such Paladins may find that Manturin is subtly directing their actions through omens, signs, etc., visible only to themselves.

Neutrality: NATURE

(Druids)

Tenets: Man is a part of nature, and must be fully integrated with the ecology. The Cycle of Life is the closest thing to perfection on this plane: there is a place and a part to play for each creature. Man, in his arrogance, deems himself above the Wheel of Nature, and thus causes disharmony within nature and within himself. Only in the give-and-take of the natural life can man find contentment. Those who ignore this truth and would upset the ecology even further must be prevented from doing so. Death, after all, is just one more turn of the wheel.

Prime Deity: RILLIFLOHAM

AC: -4  
HP: 300  
MOVE: 12"  
MAGIC: Standard +  
all druidical  
spells  
PSI: None

Rillifloham appears as a 40-foot Treant, bearing in his branches fruits and nuts of every kind, and with squirrels, birds and other small animals living in his leafy crown. He is slow to anger, but implacable once his wrath has been stirred up. His friends have an easy time of it in the wilderness, as all the plants and animals seem to aid them. His enemies, however, will seem to find all the living things of the wild conspiring against them. Rillifloham can strike with his fists for 8-80 points damage, and can summon 3-18 Treants (as well as any other wild creatures that are around) to his aid. Fire does only normal damage against him. He may (10%) reward meritorious actions on natures behalf with a wooden artifact of great power or the assistance of an animal as a familiar.

Neutrality: PERSONAL POWER

(Assassins)

Tenets: Personal aggrandizement is the only goal of the followers of this alignment. Law and Chaos are irrelevant to the individual save as a means to an end. Total solipsism--self is all that matters. The fate of others, even as a consequence of one's own actions, is of no real concern. They are but tools. A person must rely totally on his own strengths and skills.

Prime Deity: RASAN KORYA

AC: -3  
HP: 300  
MOVE: 12"  
MAGIC: Standard  
PSI: 3

This god appears as a richly-appareled man or woman, formally dressed. He fights if he must with a +5 flaming sword that does 5-50 points damage and can shoot fireballs of 10-dice value. Worshippers who have contributed enough at his shrines may have a favor done for them (5% chance). Rasan Korya is whimsical at

## RASAN KORYA cont.

times, bored or indifferently cruel at others. A supplicant requesting aid in battle may receive the help of a Kobold or a cavalry brigade, depending on Rasan's mood. He really only looks with favor upon those who can manage without his help. Why should he do anything for weaklings, who can do nothing for him?

Rasan Korya lives in a huge stone hall where he presides over a continuous banquet. The guests there continually duel amongst each other for the of sitting closer to the head of the table. Mortals may be invited to this party as a reward for meritorious service. Rasan is continuously scheming to usurp the power of other gods, and several minor, forgotten deities have been his victims.

## Neutrality: THE FOUR ELEMENTS

Tenets: A basically primitive philosophy. The powers that rule the elements are propitiated in the hope that they will grant favors, or at least withhold their wrath.

### Earth: GUNGER

AC: -4  
HP: 200  
MOVE: 12"  
MAGIC: Standard +  
all earth spells  
PSI: None

Gungger is the Boss of the earth elementals. He strikes with his fists for 10-100 points damage. He can summon 1-12 earth elementals to his aid, and can cross water with no trouble. Gungger is primarily worshipped by the mining and subterranean peoples.

### Air: HARA

AC: -2  
HP: 200  
MOVE: 72"  
MAGIC: Standard +  
all air spells  
PSI: None

Hara is the Queen of the air elementals. She can hit six times per round for 3-30 points damage, and can summon 1-12 air elementals to her aid. Hara cannot be touched by anything launched into the air. Mariners and the flying races are her most common worshippers.

### Fire: ZKRACL

AC: -2  
HP: 200  
MOVE: 36"  
MAGIC: Standard +  
all fire spells  
PSI: None

Zkracl is the Tyrant of the fire elementals. He hits for 5-50 points fire damage, and can throw a 20-die fireball every round (save vs. spells:  $\frac{1}{2}$  damage). He can summon 1-12 fire elementals to his aid, and is not affected by water. It is said that he can spy through any fire. Many hearths have shrines to Zkracl.

### Water: SHALIRI

AC: -2  
HP: 200  
MOVE: 12"/36" (H<sub>2</sub>O)  
MAGIC: Standard +  
all water spells  
PSI: None

Shaliri is the King of the water elementals. He hits for 3-30 points damage, and once per round can envelop and instantly drown any creature that does not make its save vs. spells. He can summon 1-12 water elementals to his aid, and is not affected by heat. Mariners, fishermen and the aquatic races are his primary worshippers.

## Neutrality: BEAUTY, THE ARTS, AND LOVE

Tenets: Man's highest achievements are in the arts, for only there can he transcend his mortality. The only worthwhile occupation is the creation and

BEAUTY, THE ARTS, AND LOVE cont.

appreciation of beauty. Man can make of himself an art form, and appreciation thereof begets Love, which refines the senses and further increases our appreciation of all that is beautiful. Anything that must be done may as well be done with style and flair. What you do is not nearly so important as how you do it.

Prime Deity: DEMYURITAS

AC: -2	Demyuritas appears as a stunningly beautiful youth who can be
HP: 300	either male or female. Beings who annoy him are merely teleported
MOVE: 24"	away 1-20 hexes in a random direction when he points his finger
MAGIC: Standard	at them (once per round, no saving throw). Demyuritas can't stand
PSI: 5	vulgar types in his presence, and may be impressed by charismatic,
	stylish, smooth-talking types (though he may not trust them, he
	will enjoy their company). Extremely charismatic types may even
	be taken as lovers for an evening. Bards are always a favorite
	with Demyuritas. His gifts include musical instruments and
	artistic and magical implements of wondrous beauty and power.

Neutrality: PASSIVISM/REJECTION OF THE PHYSICAL (No Bards)

Tenets: The physical world is but a phantasm, as true reality lies within the mind. To reach perfect understanding of the mind, the concerns of the body must gradually be removed, until only the inner mind remains. Law and Chaos are mere figments. A passive attitude toward the world is cultivated so as not to interfere with mental concentration and in the hope that ignoring physical reality will make it go away.

Prime Deity: PHAFRA

AC: irrelevant	Phafra is a totally non-physical being who never appears on
HP: irrelevant	the material plane. His existence can only be shown by deduction.
MOVE: where?	There is no contact whatsoever between Phafra and any being
MAGIC: None	still tied to their material person.
PSI: All	

Chaos: ABSOLUTE RANDOMNESS (High Chaos)

Tenets: The ideal is the co-existence of all possibilities, which will come about when the bonds of Law (and Time, which is a Lawful concept) are broken. The ultimate goal is a return to that condition of total randomness that supposedly existed before the imposition of Law.

Prime Deity: KARNAWENN

AC: -6	A formless, sizeless, timeless mass. The sight of Karnawenn drives
HP: 300	mortals instantly mad. Fortunately, it is impossible for more
MOVE: Instantaneous	than one of his tentacles to appear on the prime material plane,
	and that must take some kind of form (usually that of a human).
MAGIC: All spells	This tentacle contains only 10% of Karnawenn's hit points, and
	its appearance is continually changing subtly. Its armor class
PSI: all	also continually varies from 10 to -9. With this form, however,
	Karnawenn can throw any possible spell. Karnawenn more often works
	through his agents, which are usually Baldanders. He rewards those
	who aid him by improving their attributes and by absorbing them into
	his substance upon their deaths.

Chaos: PERSONAL POWER

(Assassins)

Tenets: The destruction of Law offers the greatest opportunities for a clever person to advantage of. Chaos holds the promise that anyone can be great and powerful under the right conditions. The rigid forms of Law offer no chance for the individual to get ahead. By fomenting disorder, an unscrupulous person can gain an in to the personal power he desires.

Prime Deity: BLESKUTA

AC: -5                    Bleskuta appears as a wereboar the size of a Frost Giant.  
HP: 300                   He fights with a huge granite club that strikes for 6-60  
MOVE: 18"                points damage. He will aid supplicants only in return for  
MAGIC: Standard +      large endowments of his temples or the blood-price of the  
  Shape Change           life of a Lawful bureaucrat. His aid usually comes in the  
PSI: 3                    form of a temporary doubling of the strength, level and/or  
                          hit points of the beneficiary. In extremity, he may send  
                          1-6 wereboars or others of his servants to help (5% chance).  
                          Bleskuta is careful to appear stupider and much less cunning  
                          than he is. He has been known to walk the earth in many  
                          different guises, intriguing and fomenting discord. Gener-  
                          ally, the more successful his worshippers are, the more he  
                          favors them.

Chaos: WAR

Tenets: War is the most inherently Chaotic action humans can undertake. Conflict is to be encouraged, not only against Law (a prime consideration), but for its own sake. A good all-out war may disrupt things so much that Law may lose its grip on the world completely.

Prime Deity: THAKTA TYLDEN

AC: -6                    This god appears as a huge warrior in black armor with red  
HP: 300                   trim. In his presence, all Chaotic warriors fight at +4,  
MOVE: 24"                all Lawfuls at -4. He wields the Whip of Chaos, which can  
MAGIC: Standard        strike up to three opponents at once for 4-40 points damage  
PSI: None                each. It is extremely rare for Thakta Tylden to appear  
                          personally at anything less than Armageddon-sized battles.  
                          He prefers to send one or more of his sons to fight for him:  
                          LAKUNTH, a 15th-level Weretiger (AC: -1, HP: 75);  
                          PAKUNTH, a Stone Giant (AC: 4, HP: 45, 50% magic resistance);  
                          RAKUNTH, an Orcish demi-god (AC: -2, HP: 60, 3 attacks/round,  
                          +6 to hit, +8 damage);  
                          QUAKUNTH, a winged 10th-level Troll (AC: 2, HP: 45);  
                          and DAKUNTH, a 20th-level demi-Balrog (AC: -2, HP: 90, 85%  
                          magic resistance).  
                          Thakta Tylden may reward valuable service on his behalf with  
                          a mighty weapon or powerful destructive wand (10% chance). On  
                          the other hand, cowardly followers may be turned into Kobolds.

Chaos: LIFE/FERTILITY

Tenets: Life in its infinite variety is the true finest expression of Chaos. Fertility and change are the watchwords. Law, as the imposition of order and stagnation, ultimately equals death. Such an end must be fought vigorously so that life will have a chance to explore all possible options.

Prime Deity: TEMANAMAT

AC: -1           Temanamat appears as a full-breasted, wide-hipped woman  
HP: 300           carrying a cornucopia from which she can pull any form of  
MOVE: 12"         life she desires, including creatures to fight for her  
MAGIC: Standard (once per round). With a few spells she can cause the  
PSI: 3           driest wasteland to become fruitful. Her clerics' healing  
                  spells are more effective than usual (10% more so per level  
                  of cleric). She usually uses Satyrs as her messengers and  
                  agents. Farmers, barren women and sterile men are her most  
                  common supplicants.

Chaos: EVIL/DEATH

(Assassins)

Tenets: Random wickedness and cruelty is Chaos' greatest weapon against Law. Seemingly pointless violence and atrocities can create more confusion and disruption of the social order than any other cause. Life, ultimately, must be completely eradicated: the only real difference between living and unliving matter is that living beings actively impose restrictions upon the stuff of Chaos. Life is a product of Law, and Death is a returning of organized substance to disorganized Chaos.

Prime Deity: GOLOD

AC: -4           Golod's huge squat body has four arms that end in taloned  
HP: 300           hands. His face is flat and apish, with tusks protruding  
MOVE: 24"         from his mouth. Tattooed on his chest is the Yellow Sign.  
MAGIC: Standard + Golod can only be appeased by human sacrifice. He will look  
                  all death         most favorably upon those who have sent him the most lives.  
                  spells           He fights with his four clawed hands, which hit for 3-30  
PSI: 3           points each plus paralysis (save vs. spells). His servants  
                  include the legion of the Undead, and he may send aid in that  
                  form if his followers are in need (5% chance). Those who  
                  serve him in life can expect to serve him later as members  
of the undead. Golod may (5%) reward some particularly evil deed with the gift of some terrible artifact or weapon.

Chaos: DEVOLUTION

Tenets: It is possible to return down the ladder of evolution to the primal oneness of the beginnings of life. Great truths are hidden in the primordial ooze from which we sprang. We must devolve in order to understand these ancient cosmic secrets. Degeneration is first mental and then physical. The first step in this sacred task is the sloughing off of humanity for the bestial and depraved. It may actually take many generations before the Devolving Ones can fully grasp the meaning of the hidden knowledge.

Prime Deity: SOG-MORTHOTH

AC: -2           Sog-Morthoth appears as an amorphous creature about 40 feet  
HP: 300           in diameter, oozing greenish slime from its surface and  
MOVE: 18"         sprouting tentacles and pseudopods apparently at random.  
MAGIC: Standard + It radiates a permanent Fear spell in a 100' radius, which  
                  Shape Change         must be saved against each round. If its worshippers call  
PSI: None           upon it for aid, it may (10% chance) help them by tempo-  
                  rarily doubling their strength and/or the effectiveness  
of their spells (1-10 rounds duration). Those in Sog-Morthoth's service tend to gradually become less human and more bestial, and begin to prefer subterranean living to the surface world. They may actually develop infravision.

