

**DUNGEONS  
& DRAGONS®**

# Library of Tinkering

Custom Rules for the Mystara Campaign Setting





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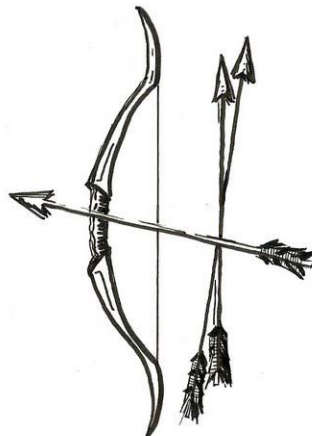
# Library of Tinkering

Custom Rules for the Mystara Campaign Setting

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## Introduction

# DUNGEONS & DRAGONS®

“Welcome to the land of imagination. You are about to begin a journey into worlds where magic and monsters are the order of the day, where law and chaos are forever at odds, where adventure and heroism are the meat and drink of all who would seek their fortunes in uncommon pursuits. This is the realm of Dungeons & Dragons Adventure Game.”

E. Gary Gygax 1981  
The Keep on the Borderlands

Whenever I run a game of Dungeons & Dragons, I strive to present a world like the one Gygax so ably described in the preceding paragraph. I remember reading that quote back in 1981. I loved it then. I still love it now. Seriously, I love it in an honest, non-ironic way. To me, it sums up what constitutes a great Dungeons & Dragons campaign.

In 1987, TSR published *The Grand Duchy of Karameikos*. This was the first of the successful Gazetteer series, each one detailing a nation of the Known World. As a companion book TSR also released *B1-9 In Search of Adventure*, a collection of previously published modules that was retroactively set in the Grand Duchy of Karameikos. Armed with these two source books and a set of Frank Mentzer’s revised rules, I started my first Mystara campaign. The players were Alissa Huelsman-Bell, Jeff McCurry and Ivan Wall.

Since then, I have been fortunate enough to introduce Mystara to a number of wonderful people. They have enriched my life and I thank them all: David Anderson, Glenn Bane, Terry Falcone Bane, Alissa Huelsman-Bell, Greg Bell, Sean Black, Lisa Callcaine, Richard Cassida, Kevin Chalk, David Cokker, Joseph Crenshaw, Diana Diriwaechter, Andy Fuller, Jeff Hayes, Scott Hodges, Deidre Eby Kesler, Marc Kesler, Kurt Kesler, Sarah Fuller Kesler, Michael Klein, Ken Kurass, Emily Lovuolo, Tracey Matthews, Adam McClellan, Jeff McCurry, Dustin McDaniel, Sonya McDaniel, Jimmie McEver, John Stevenson, Bill Tatum, Teresa Thomason, Clemmens Vengert, Dean Volk, Bob Wagstaff, Ivan Wall, Todd Wilkerson, and Allen Yearwood.

No Dungeons & Dragons game is complete without some house rules. E. Gary Gygax once commented that the original Dungeons & Dragons game was essentially a “non-game,” serving as a platform for various house rules.

This Mystara campaign is no exception. In the interest of fairness, I have done my best to make these rulings available to all participants. Nothing can spoil a fun evening of gaming faster than a misunderstanding stemming from a poorly communicated house ruling. This brings us to the document you hold in your hands.

Back in the middle of the nineties, when I should have been hard at work on my college thesis, I compiled the first edition of the Rules of the House. I bound them all together in a great big blue three ring binder. For close to two decades the big blue notebook has served the campaign





well. Nevertheless, in recent years new rules have been created and adopted into our ongoing campaign. Additionally, some of the material produced for the house rules have been found irrelevant.

So, an updated edition became necessary to reflect the changes made to the rules in collaboration with all of the players and co-Dungeon Masters I have played with since the first compilation. Working with Sarah Kesler as editor and Bob Wagstaff as illustrator, I set out to create an up-to-date edition.

In determining the order in which to place the material in this book, we sought to emulate the Rules Cyclopedia. Hopefully, this will allow it to more readily function as a companion work.

Here it is. It is a labor of love. I hope it proves useful and enjoyable to everyone, and I look forward to continuing to see this evolve and grow.

Happy Holidays!

Donald Eric Kesler  
December 2011



*Heroes seeking their fortunes in uncommon pursuits*







## Character Creation

Character creation is covered in the Rules Cyclopeda on pages 6 through 12.

### Rolling for Ability Scores

Rolling for ability scores is covered on page 6 of the Rules Cyclopeda.

There are three methods for generating ability scores in use in the current campaign. Using the first method, players must roll 3d6 for each of the six ability scores. These scores may not be swapped between abilities, but must be assigned to the ability for which it was generated. The player may, however, create a total of six different sets of ability scores and select the one he or she wishes to use.

Optionally, the player may simply start with 72 total ability score points which may be distributed amongst the six ability scores. No single ability score may be lower than a three or higher than an eighteen.

Second generation characters, the children of previously established player characters; have been created with 80 total ability score points to divide amongst the six ability scores. Characters in the same campaign have also been created using this method, even if they are not the decedents of previously established player characters.

### Starting Hit Points

Hit Points for new characters are covered on pages 7 and 8 of the Rules Cyclopeda.

Newly created first level characters start with maximum hit points. For example, a first level magic-user starts with four hit

points in addition to whatever adjustment this character receives due to a high or low constitution score.

Only the first level or first hit die is treated in this manner for newly created higher level characters entering an ongoing campaign.

### Recovering Lost Hit Points

Hit points are covered on pages 7, 8 and 12 of the Rules Cyclopeda. The healing general skill is covered on pages 83 and 84 of the Rules Cyclopeda.

Aside from the healing general skill, the Rules Cyclopeda provides no means for player characters to recover hit points without resorting to magical means.

Eight hours of sleep, even if during an adventure, will allow a player character to heal one hit point. For every full day of rest, player characters are healed 1d4 hit points.

### Rolling for Hit Points after First Level

When rolling for hit points, it is acceptable to re-roll results that are less than a three.

### Negative Hit Points a.k.a. Keeping Characters Alive

Death in the campaign and keeping characters alive is discussed on pages 266 of the Rules Cyclopeda. These optional rules will not be used; however, they served to inform the existing house rule that allows a character's sustain and survive damage that places their hit points in the negative numbers.





A character damaged below zero hit points may survive so long as the negative damage does not exceed the character's initial hit points possessed at first level.

For example a first level fighter with a 13 constitution has nine hit points. This character may be damaged all the way down to -9 hit points and still survive.

A character whose damage has taken them below zero hit points continues to deteriorate, losing an additional hit point per subsequent round until being healed up to at least zero hit points. This bleeding out damage occurs at the end of every round. This allows all other characters an opportunity to strive to save their expiring companion.

If in the course of the campaign a player character's constitution score changes enough to cause an adjustment in the amount of hit points possessed by the character, then the total of the character's initial hit points change as well.

For example our first level fighter had an unfortunate magical encounter that permanently lowered her constitution to a 12, reducing her initial hit points to 8. This fighter can now only survive being damaged down to -8 hit points.

If the character somehow changes their race or class during the course of the campaign, then the player character's initial hit points become those of the new race or class.

### **Strength Adjustment toward Encumbrance Allowed**

Adjustments for ability scores are covered on pages 9 and 10 of the Rules Cyclopedia.

<b>Strength Score</b>	<b>Adjustment to Encumbrance</b>
2-3	-300 coins
4-5	-200 coins
6-8	-100 coins
9-12	
13-15	+100 coins
16-17	+200 coins
18-19	+300 coins
20-21*	Doubles Encumbrance Limit*
22-23*	Character can use two handed melee weapons with one hand*
24-27*	Triple Encumbrance Limit*

\* Wrath of the Immortals, pages 52-53.

For every +1 adjustment for exception strength, player characters may add 100 coins to the total encumbrance allowed. Of course, the reverse is also true. For every -1 adjustment for below average strength, subtract 100 coins from the total encumbrance allowed.

For example; a character with a strength score of 18 may move at 120' per round while carrying 700 coins in encumbrance.

### **Constitution Ability Score and Raise Dead Spells**

The total number of times a player character be the recipient of a raise dead spell is equal to one half of the character's constitution score. Both raise dead and raise dead fully count against the total allowed.

### **Languages**

Languages are covered on pages 10 and 258 of the Rules Cyclopedia





All characters start knowing the common tongue which is Thyatian, the language of the Thyatian Empire. In lieu of an alignment language, which we will not be using, all characters may select an additional language.

### **Saving Languages**

Characters are not required to fill all of their open language slots prior to their initial appearance in the campaign. Players may opt to do this in the hope of acquiring a language that is only available in another nation. The player may have some other role playing reason for not filling all his available slots. Regardless of the reason, it is entirely acceptable.

It is entirely up to the Dungeon Master to decide how much time and money will need to be spent by a player character wishing to learn a new language.

### **Equipment**

Equipment is covered in the Rules Cyclopedia on pages 62 through 74. The March, 1993 issue of Dragon Magazine had an article by Vince Garcia entitled *Different Totes for Different Folks*. This article introduces a number of new items of adventuring gear as well as a number of ready-made backpacks to speed up the character creation process. This article has been incorporated into the house rules.

### **New Characters Entering an Ongoing Campaign**

If in the course of an ongoing campaign a new player character is created, it will enter the campaign with one half of the total experience points accrued by the least experienced character.

The new character may start the campaign with a reasonable number of magical possessions. There is no hard and fast rule governing the number or type of magical items a new character will start the game with; however, the Dungeon Master will have final approval of any magical items entering the campaign in this manner.

### **Character Age & Aging**

Page 143 of the Rules Cyclopedia provides a method for morbid players to determine the natural lifespan of their player characters. Below is an optional method for randomly generating player character's starting ages. Player characters are, of course, free to introduce their character at whatever age they wish.

<b>Class or Race</b>	<b>Starting Age</b>
Cleric	18+1d6
Fighter	15+1d6
Magic-User	14+2d6
Thief	12+2d6
Dwarf	40+4d6
Elf	90+6d6
Halfling	25+2d6
Mystic	18+1d6

Character aging is covered on page 143 of the Rules Cyclopedia. While a number of optional restrictions are proposed to restrict a Player Characters ability to remain physically young through magic, none of them have been incorporated into the campaign.

As a character ages, ability scores will be affected. Starting characters have the attributes generated during character creation. The following charts are used only as a character ages during the course of a campaign.





Race	Young	Mature	Middle Aged	Old	Venerable
Human	14-20	21-40	41-60	61-90	91-120
Halfling	22-35	36-70	71-110	111-175	176-240
Dwarf	35-50	51-150	151-250	251-350	351-460
Elf	50-100	101-400	401-600	601-800	801-1000

Obviously, non-standard character classes are not on the preceding table. These can be created as needed.

Effects of Aging	
Young	- 1 Wisdom, +1 Constitution
Mature	+Strength, +1 Wisdom
Middle Aged	-1 Strength, +1 Intelligence, +1 Wisdom, -1 Constitution, +1 Language or General Skill or Weapon Mastery Slot
Old	-2 Strength, +1 Wisdom, -2 Dexterity, -1 Constitution +1 Language or General Skill or Weapon Mastery Slot
Venerable	-1 Strength, +1 Intelligence, +1 Wisdom, -1 Dexterity, -1 Constitution, +1 Language or General Skill or Weapon Mastery Slot



*Next, we'll talk about alignment. For example, this guy is chaotic.*

The effects of aging are cumulative. Magical aging or the regaining of ones youth by magical means only affects the three physical attributes; strength, dexterity and constitution.





## Personality Traits

Alignment is covered in the Rules Cyclopedia on pages 10 through 11. Personality Traits are introduced and detailed on pages 9 through 12 of the Player's Book from Gazetteer #7, The Northern Reaches.

Instead of simply selecting Lawful, Neutral or Chaotic as the alignment for a player character, players will assign a value to twelve personality traits for their characters in order to more fully define their character's nature.

The twelve traits are as follows; cautious, modest, peaceful, generous, courageous, reverent, forgiving, energetic, honest, trusting, loyal and dogmatic. For each one of these twelve traits, players should assign a value ranging from 1 to 20 to

represent how strongly the character is influenced by the given trait.

For example, if the character is a fighter, the courageous personality trait should be significant. Choosing a courage trait score of at least 10, or as high as 20, might be appropriate. A magic-user, on the other hand, might think it no shame to be much more cautious than courageous, and might have a cautious trait score of 10 to 20, and a courage score no higher than 10.

Trait scores of 15, or more, indicate very strong personality traits. Conversely, trait scores of 5 or less are equally strong expressions of the opposite trait. Note the characteristics are always referred to in their positive form – peaceful, honest or forgiving – even if the character has a low rating in the quality; however, using the implied opposite – violent, deceitful vengeful – is more descriptive.

Personality Trait	Opposite Trait
Cautious	Rash
Modest	Proud
Peaceful	Violent
Generous	Greedy
Courageous	Fearful
Reverent	Godless
Forgiving	Vengeful
Energetic	Lazy
Honest	Deceitful
Trusting	Suspicious
Loyal	Unreliable
Dogmatic	Open-Minded

### Cautious (Rash)

Cautious characters like to consider and discuss before they act. They are reluctant to act impulsively, even when haste is necessary. They're happier when back-up plans and escape routes have been plotted out in detail.

Rash characters do the first thing that comes to mind. They might think that acting quickly gives some advantage, or that they are clever at improvising a plan one they have gained the initiative. The other explanation is that they may simply be unable to control their impulses.





### **Modest (Proud)**

Modest characters are humble, tending to understate their own accomplishments and abilities. They are not easily offended when others criticize or mock them, and they easily ignore jokes or taunts.

Proud characters have a poor sense of humor when it comes to themselves and their principles and beliefs. They are quick to avenge an insult, real or imagined and feel compelled to answer challenges, even when they are at a considerable disadvantage.

### **Peaceful (Violent)**

Peaceful characters prefer an ordinary normal life to a life of conflict. When possible, they try to resolve disagreements by negotiation and, when threatened by violent enemies, they try to eliminate the threat with the least danger of injury to themselves and others. On the other hand, peaceful personalities need not avoid all violence categorically. They understand that it can be a necessary defense against a violent opponent. A peaceful character will simply try the other choices first.

Violent characters enjoy fighting for the sake of fighting. They think negotiation is undignified and cowardly, and scorn those who shrink from violence. In hostile dungeons or wildernesses, or in warfare, violent people may make good heroes. In civilized regions, such people are a definite danger to society.

### **Generous (Greedy)**

Generous characters give freely of their time and wealth to friends, family and clansmen, and are prudently generous even to strangers. They carefully honor

the rules of hospitality, extending protection to guests or victims of misfortune or evil.

Greedy characters don't like to share their time or wealth with others, and are always eager to add to their possessions. Such people are scorned by the Northmen but, at the same time, Northmen respect a wealthy man, and the only way to become wealthy is to be careful with the belongings you do have.

### **Courageous (Fearful)**

Courageous characters don't hesitate to confront danger – even when it might be smarter to go around it or to try to confuse it. Sometimes it is difficult to distinguish between courage and stupidity.

Fearful characters prefer to get out of a dangerous situation, occasionally leaving at a dead run. Fearful behavior can be a matter of careful, sensible evaluation of the odds, and sometimes it is simply a failure of nerve.

### **Reverent (Godless)**

Reverent characters honor and fear the Immortals and their servants on the Prime Plane. They faithfully observe the rituals and strictures of the Immortal's cult, and give great weight to the counsel of priests and holy men. Their faith makes them strong, and occasionally hard-headed or foolish in following the principles of their cult.

Godless characters may refuse to honor the Immortals on principle, or they may simply be careless or frivolous in their religious observances. Even a reverent character might sometimes doubt the wisdom of an Immortal and his servants,





or may compromise his principles in a difficult or ambiguous situation.

### **Forgiving (Vengeful)**

Forgiving characters understand that no one is perfect, and that people sometimes act carelessly or thoughtlessly without necessarily being evil. Forgiving characters also realize that other people may not share their enlightenment, and make allowances for the ignorant and uneducated.

Vengeful characters know that the only way to eradicate evil behavior is to punish it ruthlessly. They treat an offender harshly, believing that he'll hesitate before he offends again. Even normally forgiving persons may sometimes be vengeful, particularly when an important loyalty or principle is involved – or when the person is in a particularly bad mood.

### **Energetic (Lazy)**

Energetic characters are always eager to be doing something, even if it is the wrong thing. They consider laziness a great evil, and consider it a virtue to work for the sake of working, if there is no better reason.

Lazy characters can't see what all the fuss is about. Hate makes waste, they say. They often conceive very elaborate excuses for avoiding tasks that they are just too lazy to do. Even energetic people get tired and fed up sometimes, refusing to budge – because they are usually so energetic, they feel entitled to relax now and then.

### **Honest (Deceitful)**

Honest Characters tend to speak the truth, even when it might have been better to keep quiet. They may be painfully

frank, and may thoughtlessly reveal information they should have kept secret. On the other hand, you can generally trust what they say.

Deceitful characters seem to actually enjoy telling untruths. Sometimes such characters misrepresent the truth to take advantage of others. Others characters may speak untruths or wild exaggerations just to be entertaining, or to make themselves seem more important. A character who fails to be honest doesn't necessarily lie. More often, he simply fails to tell the whole truth, or he refuses to say anything.

### **Trusting (Suspicious)**

Trusting characters see themselves as trustworthy, and expect others to be trustworthy also. They tend to accept others at their word, and can be duped by dishonest or deceitful persons.

Suspicious characters may be suspicious because they themselves are sneaky, or they may have learned their suspicious nature after painful experiences with deception. Occasionally even very trusting persons hesitate to trust others, perhaps on the basis of vague intuition, or when remembering the warnings of other acquaintances.

### **Loyal (Unreliable)**

Loyal characters honor friendships, oaths and personal, family, and social obligations. Unreliable characters may be consistently self-centered and careless of others, or may seek advantage by betrayal. When normally loyal people act unreliably, it may be an isolated incident of forgetfulness, carelessness, or inconsiderateness.





### Dogmatic (Open-Minded)

Dogmatic characters tend to follow the letter of the law, regardless of extenuating circumstances. Law and tradition are sacred, and disagreeing with their principles is evil. They often emphasize justice over mercy, and have a reputation for hardheadedness and moral arrogance.

At their best, open-minded characters can consider both sides of a problem, and are not bound by the blinders of habit and tradition. At their worst, they are completely arbitrary and unpredictable, and honor no principles but their own whims.

DM Note: For all their virtues, Lawfuls can hardly be credited with being open-minded. In fact, their narrow-mindedness often keeps them from appreciating other points of view, and makes them unsympathetic where they could be more understanding and compassionate. On the other hand, being open-minded isn't always a virtue. Being open-minded about torture or mass slaughter is hardly praiseworthy, for example.

### Assigning Traits

Players may opt to randomly assign personality traits to their character. This is not an entirely bad idea if you have no idea what sort of personality you wish to give a newly created character; however, I have found this system works best when players give thought and care to assigning values to their personality traits.

After you have finished assigning scores to the twelve personality traits, determine the average score and consult the following chart.

Personality Trait Average	Alignment
1-8	Chaotic
9-12	Neutral
13-20	Lawful

Alignment change is discussed on page 143 of the Rules Cyclopedia. In the course of the campaign, a character's personality may change as the result of certain events or actions. This may result in a shift from one alignment to another. So long as this alignment change takes place as the result of the character's personality undergoing a reasonable evolution, the player will not suffer any negative consequences.

Should the player simply decide to ignore his character's alignment, then the player character will have his or her alignment changed to reflect how the character was being portrayed. Furthermore, the player character will lose a level of experience that cannot be restored through magical means.

### Alignment Languages

Alignment Language is covered in the Rules Cyclopedia on page 11. They will not be used. Alignment Languages simply do not fit in the Mystara Campaign, where lawful nations wage war with one another over mundane economic and territorial reasons.

All player characters start the game with an additional language. An additional human tongue is recommended since there are so many in the Mystara campaign setting. If you do opt to select a non-human, non-demihuman language, please consult the dungeon master. Not all races of creatures, like trolls, have their own distinct language.







## Characters Changing Class

The option to change classes using these rules is only available to humans. Other races may discuss changing to optional classes of the same race with the DM. After deciding to change classes the character may no longer progress further in the original class. The maximum total levels may not exceed 36 from both classes.

In order to switch classes, the character must have an above average ability score in the prime requisite of the new class. The character must also earn twice as much experience per level until the character's new class exceeds his or her original. This character functions in virtually all respects as a first level character. The character is limited to the weapons and armor of the new class. The character's abilities, Saving Throws, THACO, and spells available are determined by the character's new class. If during an adventure the character decides to use the abilities of his or her old class no experience is gained for the entire adventure.

The character gains no new weapon mastery choices or general skills until his or her new class is of a higher level than

the original class. At this point new weapon mastery choices and general skills are acquired according to the new class. The character may use any levels of weapon mastery and general skills acquired before changing classes.

When the character opts to change classes he or she retains the number of hit points gained. No further hit points are gained until the character progresses in his or her new class beyond the level attained in the original. For example a fifth level Fighter who changes class to Magic-User does not roll for more hit points until the character attains sixth level in Magic-Use. At this point our example rolls a 1D4 for hit points.

Once the character's new class exceeds his or her old class the character may freely mix the functions of both classes. The character uses the best THACO from the two classes. The character may select the best saving throws from between the two classes.

Restrictions regarding weapons and armor still apply with regard to operations particular to one or both classes. The time required to train in the new class is 3D6 months of game time, during which the character may not adventure.





## Cleric Character Class

The cleric character class is described on pages 13 through 16 of the Rules Cyclopedia.

When Dungeons & Dragons was created, the cleric character class was modeled upon the Knights Templar of the Medieval Crusades. This fact is reflected in the armor and weapons allowed to the characters. Like the Templars described in White's *The Once and Future King*, clerics in Dungeons & Dragons are forbidden edged weapons by religious vows. The clerical spell list is clearly inspired by the miracles of Moses and Jesus and other figures from the Abrahamic texts. Clerics even have seven levels of spells, one for each of the seven heavens of the Quran. Magic-Users, in contrast, have nine levels of spell, one for each of the nine circles of Hell from Dante's *Inferno*.

The cleric character class, as presented in the Rules Cyclopedia, is well suited for a medieval, Judeo-Christian fantasy setting like Clark Ashton Smith's *Averoigne*, but it does not quite work in a polytheistic setting like *Mystara*. Each Immortal has their own bailiwick which will be reflected in the powers bestowed upon their clerics.

### Selecting a Patron

Unlike other Dungeons & Dragons campaigns in which I have participated in, *Mystara* has a wide range of Immortal patrons. Immortals actively involved in the affairs of *Mystara* number in the hundreds. Players should work with the Dungeon Master and select an Immortal who best reflects the type of character they wish to play.

### Immortal Patron and Character's Nationality

Prior to selecting an Immortal patron for a newly made cleric, one should first decide upon the character's nationality. Certain Immortals are far more active in certain locations. For example, it would be highly unusual for a Cleric from the land locked Canolbarth Forest of *Alfheim* to serve the Immortal Malafor, patron of the Merrow and friend of the dolphins.

The world of *Mystara*, the campaign setting, is covered on pages 268 through 290 of the Rules Cyclopedia.

### The Immortals

The Immortals are discussed in chapter 15 of the Rules Cyclopedia on pages 219 through 223.

The Immortal patron of the cleric character will be the most important non-player character in that character's existence. Clerics, unlike magic-users, serve as a channel through which the powers of an Immortal flow. These powers wielded by a cleric never truly belong to the cleric, rather they are granted by an Immortal who wishes to influence the mortal realm. This element should play a vital role in the development of the character's personality.

This is a tremendous role playing challenge. A fighter character can feel free to unsheathe her sword and strike out at anyone without fear of offending her weapon. Not so for the cleric character. The true weapon wielded by the cleric is the powers of an Immortal, an Immortal





whose wishes and desires should be considered carefully.

Prior to entering the ongoing campaign, the player and Dungeon Master should reach a consensus on some clearly defined objectives or ideals promoted by the Immortal. Anything that the Immortal would consider taboo or forbidden should also be clearly defined. Of course, there are aspects about the Immortals not known by mere mortals; regardless, the player character should still be able to enter the campaign with at least a general understanding of the nature of the Immortal being served.

### **Clerics in Armor**

According to page 13 of the Rules Cyclopeda, a cleric may use any armor and may carry a shield. This is not necessarily true. Depending upon the cleric's Immortal patron, certain types of Armor may be forbidden. Generally speaking, the cleric character should gain additional benefits to make up for additional restrictions against types of armor allowed. The player should work out the details of what types of armor are acceptable to the patron Immortal with the Dungeon Master prior to entering the campaign.

### **Clerics Wielding More Weapons**

On page 13 of the Rules Cyclopeda it states that Clerics may not use edged or pointed weapons, but all others permitted. Instead of following this rule, Clerics should be restricted to three or four weapons that are favored by their Immortal patron.

For example, a cleric who serves an Immortal patron of the hunt could be restricted to the long bow, the dagger, the

net and the spear. These four weapons are weapons that one would use while hunting. The player should work out the details of which weapons are acceptable to the patron Immortal with the Dungeon Master prior to entering the campaign.

### **Immortal Specific Spell List**

Clerical Spells are listed on pages 33 through 40 of the Rules Cyclopeda. Like armor and weapons, spells can be changed, no more than two or three per level, to more properly reflect the nature of the Immortal. For example, it is unlikely that an immortal patron of darkness would ever grant the light spell; however, the same immortal may grant a more potent version of the darkness spell.

### **Reversible Spells**

Reversible spells are discussed on page 33 of the Rules Cyclopeda.

Generally speaking, chaotic immortals employ the reverse forms of most spells; however, in Mystara, this is not always the case. The association between reversible spells and the chaotic alignment goes back to the Judeo-Christian origins of the cleric character class. According to the medieval texts on witchcraft, the servants of Satan would recite passages from the Bible or the Lord's Prayer in reverse. This is what was in the mind of Gyax and Arneson when they initially created reversible spells for the Dungeons & Dragon's game.

Objectively speaking, there is no difference between a character casting the reverse of a cure light wounds spell on an enemy or striking them with a mace +1. They both inflict the same amount of damage. They both use magic. It is only if one considers the reversal of the spell to be a perversion of the Immortal's original





intent that the action can be judged as chaotic.

Once again, the player should work out the details of what types of reversible spells are acceptable to the patron Immortal with the Dungeon Master prior to entering the campaign.

### **Balancing Cleric's Armor, Weapons and Spells**

Players and dungeons masters should work together to create or adopt rules that reflects the disposition and goals of the patron Immortal without unduly unbalancing game play. Please see the **Cleric of Petra**, **Cleric of Protius** and **Cleric of Kagyar** as examples.

### **Turning Undead**

Turning Undead is described on pages 13 and 14 of the Rules Cyclopedia.

In order to effectively turn undead, a cleric must employ the holy symbol of their Immortal patron. Inexpensive holy symbols are readily available, costing only 5 gold pieces; however, clerics using inexpensive holy symbols incur a penalty of 3 to the turning roll.

### **Improvised Holy Symbols**

A cleric in dire straits can crudely fashion a holy symbol with whatever materials are at hand. Manufacturing such an improvised holy symbol takes about a turn. Using a makeshift holy symbol incurs a penalty of 15 to the turning roll.

### **Undead Control**

Turning Undead is described on pages 13 and 14 of the Rules Cyclopedia.

Depending upon the Immortal Patron, certain chaotic clerics may be able to control undead. The chance of control is the same as the chance of turning. The total maximum number of hit die that a cleric can control is equal to twice the cleric's level.

In all other respects, treat the chaotic cleric as an undead liege as described on pages 217 through 218 in the Rules Cyclopedia.

### **Animate Dead**

All sane societies regard the abhorrent practice of animating corpses with horrified revulsion. Most humans and demi-humans consider such necromantic acts to be disrespectful toward the deceased and will respond with open loathing toward known necromancers. There are few instances where this act is not considered chaotic and evil.

### **Clerics in Conflict**

A cleric cannot undo a spell cast by a higher level cleric serving the same Immortal patron. The higher level cleric who initially cast the spell must first give their consent for the lower level cleric's spell to work.

Clerics may undo a spell cast by a higher level paladin or avenger; however, paladins and avengers can't undo the spell of higher level cleric of the same Immortal patron.

Clerics receive no saving throw versus curse or quest spells cast by higher level clerics who serve the same Immortal. This rule also applies to paladins and avengers.

Paladins and avengers may impose such quests and curses on lower level paladins





and avengers; however, clerics, even if lower level than the paladin or avenger, are not denied their saving throw.

### **Commune Spell**

The Dungeon Master is free to use the player character's casting of a commune spell as a way to convey all sorts of information from the patron Immortal the cleric player character. Regardless, the player character may only count on asking three questions and receiving yes or no answers.

### **Curse & Quest Spells**

A cleric will immediately recognize if a character or monster is either or cursed or quested by their patron Immortal or one of his servants. This is an innate, passive ability of the cleric.

Certain magical devices, such as an amulet of protection from crystal balls & esp, will block this ability. Paladins and avengers do not possess this ability.

### **Raise Dead & Raise Dead Fully**

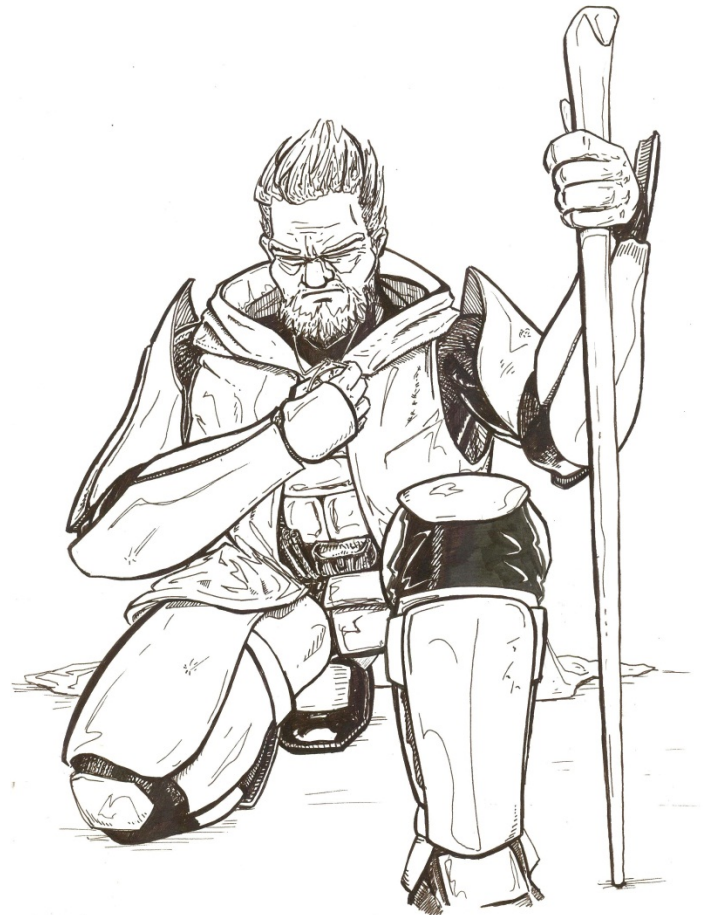
A player character may only be subject of the raise dead spells as many times as one half of the character's constitution score. Both raise dead and raise dead fully count against the total allowed.

Raise Dead and Raise Dead Fully are both powerful magical spells. Cleric characters should be certain that they know the will of their immortal patron before casting these spells. Clerics who raise an enemy of their immortal from the dead will surely rue the day.

### **Restore**

The restore spell will only give the character back the amount of experience points where were lost. Players who lose levels due to an energy draining attack should carefully document the total amount of experience points lost.

If the player character has lost multiple levels, the spell will restore the lowest amount lost. It does not matter when the energy drain occurred.

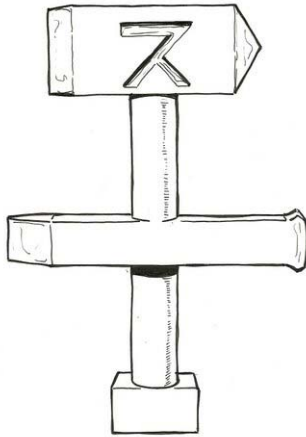


*Trevelyn Gravic, Cleric of Petra*





## Clerics of Kagyar



For additional information on clerics of Kagyar, see Gazetteer 6 Dwarves of Rockhome, from which much of the following information is drawn.

Immortal Served: Kagyar

Eptitaths & Other Names: Ka-Gar, The Artisan, Flasheyes

Status: Eternal of Matter

Holy Symbol: A crossed hammer and chisel.

Alignment: Neutral

Interests: Dwarves, crafts, metallurgy, sculpture, knowledge, miners

Domains: Matter, Earth, Crafts, Metal

Favored Weapon: Battle Axes and War Hammers

Appearance: Kagyar appears as a sinewy dwarf of average stature, with a short, black, vainly well-kept chin beard, greying black hair, small hollow eyes that burn with the flame of creativity, dressed in a simple tunic of white linen, with a turban

on his head (or the drawn hood), a medallion at his neck that holds his symbol and with a hammer and a chisel at his belt.

Kagyar is the patron of craftsmen and the dwarven race, and, until recently, has little interest in all the rest. He is deeply devoted to the survival of the dwarves, which in the past led him to direct them to the isolationism they are known for. In recent times, he has directed his followers to mix more with humans and other races, in the interest of improving their skills for survival. In addition, he is able to grant great inspiration to any individual that demonstrates an innate talent for art and craftsmanship.

His only true ally is Garal, who he even considers a brother for their similarities. He collaborates now and then with Ka, Wayland, and Polonius on ambitious projects that affect the Sphere of Matter or art in general. Mutual interests have also led him to ally with Rad in recent times, which many among the immortals consider an unusual pairing. Kagyar's primary enemies are the humanoids Orcus and Jammudaru, who have often interfered with his plans. He also opposes Entropics sworn to destruction.

### Dwarven Clerics

All clerics of Kagyar are dwarves and must be lawful or neutral.

Though humans and other demihuman races are mostly unaware of it, there are clerics among the dwarves. The dwarves, too, have a relationship with the Immortals, and need to have their spiritual needs attended to, and so some take oaths of service to Kagyar, the Immortal who created the dwarven race, and learn how to wield clerical magic similar to that of





the humans, how to advise and counsel their dwarven charges on matters of honor and ethics.

However, dwarves are very private about their clerical studies and their philosophies regarding Kagyar and the other Immortals. For this reason, a dwarf-cleric will almost never reveal to a non-dwarf that he is a cleric. He would have to have been a close friend of the non-dwarf for a matter of several game years, and there would have to be some pressing reason for him to make this admission. For instance, a dwarf-cleric would only use healing magic on a non-dwarf if the other were a close friend or if the survival of the party depended upon it.

### Experience Table

Dwarf-clerics, like ordinary dwarves, are able to attain the 12th level of experience.

Level	XP	Spells Per Level					
		1	2	3	4	5	6
1	0	-	-	-	-	-	-
2	4,000	1	-	-	-	-	-
3	8,000	2	-	-	-	-	-
4	16,000	2	1	-	-	-	-
5	32,000	2	2	-	-	-	-
6	64,000	2	2	1	-	-	-
7	120,000	2	2	2	-	-	-
8	250,000	2	2	2	1	-	-
9	400,000	3	2	2	2	-	-
10*	600,000	3	3	2	2	1	-
11*	800,000	4	3	3	2	2	1
12*	1,000,000	4	4	3	3	2	1

\*Constitution Adjustments no longer apply.

### Prime Requisite

Dwarf-clerics have two Prime Requisites: Strength and Wisdom. If a dwarf has a score of 13 or more in both Ability Scores, the character gains a 5% bonus to

experience points earned in every adventure. If the Wisdom score is 16 or greater (along with Strength of 13 or more), the XP bonus is 10%.

### Minimum Scores

A dwarf-cleric must have Constitution and Wisdom scores of 9 or greater when first played.

### Hit Dice

A six-sided die (1d6) is used to determine a dwarf-cleric's hit points. A dwarf-cleric starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each level of experience. The dwarf-cleric only gains 1d6 hit points per level up to 9th level; above 9th level, he earns + 2 hit points per level thereafter.

### Armor

Clerics of Kagyar can wear any kind of armor and employ any shield.

### Weapons

The dwarf-clerics are supposed to be exemplary leaders of dwarven kind. For that reason, their order severely restricts the types of weapons they may use to weapons which are considered to be dwarven racial weapons. For this reason, a dwarf-cleric may only use axes (two-handed battle axes and hand axes) and war hammers under ordinary circumstances.

A dwarf-cleric can also use the throwing hammer, the halberd, the pole axe, the bardiche, and the tochaber axe, but remember that a dwarf using any pole arm suffers a -3 hit roll modifier because the dwarf is undertall for the weapon.





However, a dwarf-cleric can, in desperate situations, use any weapon an ordinary dwarf can, but only with the ability of a normal man. A dwarf-cleric can never increase his fighting ability with weapons other than axes and war hammers.

Dwarf-clerics attack on the Fighters column of the Character Hit Rolls table. Therefore, a 12th level dwarf-cleric trying to hit AC 3 with a war hammer would have to roll a 10; if he were forced to use a dagger or a sword, however, he would have to roll a 17.

### **Saving Throws**

The dwarf-cleric saving throws are identical to the ordinary dwarf saving throws. (Don't forget, though, that dwarf-clerics with Wisdom of 13 or more will receive bonuses to some saving throws.)

### **Clerics of Kagyar and Undead**

No cleric of Kagyar can turn undead.

### **Resistance to Magic**

Clerics of Kagyar receive +1 bonus to saving throws vs. spells; at 9th level this power is replaced by the Mystic ability Resistance.

### **Very Sturdy**

Clerics of Kagyar receive a +1 bonus to the Constitution ability score.

### **Keepers of the Forge of Power**

Every cleric of Kagyar belongs to the caste of the Keepers of the Forge of Power (see pages 145-146 of the Rules Cyclopeda for further details).

### **Spells of Kagyar**

Dwarf-clerics may learn many of the spells which their human counterparts could use, with the exceptions and substitutions below. They may learn a number of additional spells at lower levels, as they cannot learn the 7<sup>th</sup> level spells available to their human counterparts.

Dwarf-clerics use and regain spells in precisely the same manner that human clerics do. Note, however, that the dwarven Immortal patron, Kagyar, is a creator. He does not approve of destructive spells, particularly the reversed versions of clerical spells. Should a dwarf-cleric begin using these spells too often, the he or she may fall out of favor with Kagyar.

#### **1<sup>st</sup> Level Spells**

Clerics of Kagyar gain the 2<sup>nd</sup> level clerical spell *Resist Fire* as a first level spell instead of *Resist Cold*.

#### **2<sup>nd</sup> Level Spells**

##### **Heat Metal 15' Radius**

Clerics of Kagyar gain this spell instead of *Resist Fire*.

Range: 0

Duration: 1 round

Effect: Heats 1 Metal Object per Level of the Caster

This spell causes one metal object per level of the caster to become so hot that anyone touching it will receive 1d6 points of damage. In addition, if the object is held, the individual holding it must make a saving throw vs. spells, or drop the object. The caster may select which objects within the area of effect are affected, but







may only select one object in contact with each individual.

### **Remove Rust**

Clerics of Kagyar gain this spell instead of *Snake Charm*.

Range: Touch

Duration: Permanent

Effect: Removes rust from one metal object

With this spell, a cleric can remove all rust from one small metal object (up to a 5' sq. volume) or a small portion of a larger object (up to 5' sq. volume). The spell also renders the object immune to rust for 1d4+1 turns (2-5 turns), after which the object can become rusted again normally. The spell does not repair damage already caused by rust.

### **Repair Stone Object**

Clerics of Kagyar gain this as an additional spell.

Range: Touch

Duration: Permanent

Effect: Repairs one stone object

With this spell, the cleric may repair one stone object of up to 5000 coin weight per level of the caster. The spell does not replace missing pieces of the object. If used on a magical stone object, the object will be restored to its original form, but it will not retain any magical properties. After 12<sup>th</sup> level the amount of stone that can be affected continues to increase at demihuman attack ranks.

### **Speak with Animals – Cave Dwellers**

Clerics of Kagyar gain this spell instead of *Speak with Animals*.

Range: 0 (Cleric Only)

Duration: 6 turns

Effect: Allows conversation within 30'

Powers and effects are the same as *Speak with Animals* (pg. 35, 36) except that the spell can only be used to speak with cave dwelling animals. All animals encountered underground or within caves are considered cave dwellers. The caster may attempt to speak with similar animals that live above ground, but they may not understand the cleric or may only have a limited understanding.

## **3<sup>rd</sup> Level Spells**

### **Repair Metal Object**

Clerics of Kagyar gain this spell instead of *Growth of Animal*.

Range: Touch

Duration: Permanent

Effect: Repairs one metal object

With this spell, the cleric may repair one metal object of up to 5000 coin weight per level of the caster. The spell does not replace missing pieces of the object. If used on a magical metal object, the object will be restored to its original form, but it will not retain any magical properties. After 12<sup>th</sup> level the amount of metal that can be affected continues to increase at demihuman attack ranks.

### **Stone Shape**

Clerics of Kagyar gain this as an additional spell.

Range: Touch

Duration: Permanent

Effect: Reshapes one cubic foot of stone per level

This spell allows the cleric to form an existing piece of stone of up to one cubic foot per level of the caster into a shape of his or her choosing, without changing the





volume of the stone. The spell will not create finely detailed objects, but can approximate any shape.

#### 4<sup>th</sup> Level Spells

##### **Pillar of Kagyar**

Clerics of Kagyar gain this spell instead of *Animate Dead*.

Range: 30'

Duration: 1 turn/level

Effect: Causes 1 stone pillar to erupt from the ground

This spell causes a pillar of stone to erupt upward from the ground. The pillar will rise up from a surface of earth, stone, sand, or clay, but not from any other substance. The height of the pillar can be controlled by the caster and raised or lowered at will. The pillar can be controlled while the caster is atop the pillar or beside it, as long as the caster is within 30'. The pillar can attain a height of up to 10' per level of the caster. The pillar's height can rise or fall at the rate of 60' per round. The pillar's width is normally 10' in diameter, but can be doubled to 20' in diameter by reducing the height by 1/2. If conjured beneath a living creature, the creature will be knocked away from the area of eruption and take damage equal to 1d6 per level of the caster (saving throw vs. spells for half damage).

##### **Repair Magical Stone Object**

Clerics of Kagyar gain this as an additional spell.

Range: Touch

Duration: Permanent

Effect: Repairs one magical stone object

With this spell, the cleric may repair one magical stone object of up to 5,000 coin

weight per level of the caster. The spell does not replace missing pieces of the object. If used on a magical stone object, the object will not only be restored to its original form, it will also restore any magical properties. However, if missing pieces of the object are critical to the enchantments, they must be found and replaced by an additional use of this spell in order to restore magical properties. After 12<sup>th</sup> level the amount of stone that can be affected continues to increase at demihuman attack ranks.

##### **Speak with Stone**

Clerics of Kagyar gain this spell instead of *Speak with Plants*.

Range: 0 (Cleric Only)

Duration: 3 turns

Effect: All stones within 30'

This spell enables the cleric to talk to stones as though they were intelligent. The cleric may request a simple favor, and the stone will grant it if it is within the stones' power to understand and perform. It will also allow the cleric to communicate with rocklike monsters.

##### **Stones to Bats**

Clerics of Kagyar gain this spell instead of *Sticks to Snakes*.

Range: 120'

Duration: 6 turns

Effect: Up to 16 stones

This spells allows the cleric to turn up to 8d8 stones into bats. They obey the cleric's commands, but will turn back into stones when slain or when the spell's duration ends.

Bats: NA 8d8; AC 6; HD 1/4; Attacks: Confusion – 10 bats per opponent;





Damage Nil, MV 9' (3'), Fly 120' (40'),  
Save Normal Man; ML 6

## 6<sup>th</sup> Level Spells

### 5<sup>th</sup> Level Spells

#### Dust Storm

Clerics of Kagyar gain this spell instead of *Insect Plague*. This spell has the same effect as *Insect Plague*, but appears as a dust storm.

#### Raise Dead

Dwarf-clerics may only raise other dwarves with the raise dead spells. Dwarf-clerics, by Kagyar's definition, are avatars for their own race and no other race. Thus, they cannot bring representatives of any other race back to life.

#### Repair Magical Metal Object

Clerics of Kagyar gain this as an additional spell.

Range: Touch

Duration: Permanent

Effect: Repairs one magical metal object

With this spell, the cleric may repair one magical metal object of up to 5000 coin weight per level of the caster. The spell does not replace missing pieces of the object. If used on a magical metal object, the object will not only be restored to its original form, it will also have any magical properties restored. However, if missing pieces of the object are critical to the enchantments, they must be found and replaced by an additional use of this spell in order to restore magical properties. After 12<sup>th</sup> level the amount of stone that can be affected continues to increase at demihuman attack ranks.

#### Animate Stone/Metal Objects

Clerics of Kagyar gain this spell instead of *Animate Objects*. The Powers and effects are the same as *Animate Objects*, but this spell can only affect stone or metal objects.

#### Earthen Servant

Clerics of Kagyar gain this spell instead of *Aerial Servant*. The spell has the same effect as *Aerial Servant*, but it appears as a servant made of and traveling through earth.

#### Find the Path Underground

Clerics of Kagyar gain this spell instead of *Find the Path*. The powers and effects are the same as *Find the Path*, but can only be used to find the direction to places underground while the character is underground.

#### Hand of Kagyar

Clerics of Kagyar gain this spell instead of *Create Normal Animals*.

Range: 60 ft.

Duration: 1 turn per level

Effect: Causes 1 stone hand to erupt from a stone surface

This spell causes a great hand of earth and stone to emerge from any earthen surface – floor, wall, or ceiling. Once created, the hand performs the bidding of the caster for the duration of the spell. The base of the hand is rooted to the spot chosen by the caster, and cannot move from that spot. The hand has a reach of 10' in any direction. The hand has a strength of 25, which is sufficient to move 7200 coin weight e.g. uproot a small tree, lift a





boulder, or help support a structure threatening to collapse.

The hand can grab a creature within its reach using a wresting rating of 21 (normal wresting rules apply). If the creature is pinned, the hand can inflict  $2d6 + 6$  damage per round if the caster wishes. The hand can also strike a target chosen by the caster. It can attack once per round with the same chance to hit as the caster, and inflicts  $3d6 + 6$  when striking. The hand always attacks last in a round because it is relatively slow. The hand can hurl stones using the caster's chance to hit with a maximum range of 300 feet/yards. Stones inflict  $4d6$  damage if they hit.

The hand has AC -2 and can sustain 60 hp damage before being destroyed. Sharp weapons inflict only one-half damage to the hand.

### Stone Form

Clerics of Kagyar gain this spell instead of *Speak with Monsters*. This spell is the same as the magic user spell *Stone Form*.

### Wall of Stone

Clerics of Kagyar gain this as an additional spell. This spell is the same as the magic user spell *Wall of Stone*.

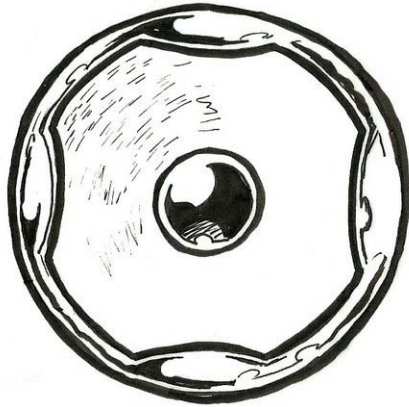


*Karrfar, a sacred hammer of Kagyar*





## Clerics of Petra



Immortal Served: Petra

Eptitaths & Other Names: Warden of Traladara, Patroness of Defenders, Patroness of Besieged Cities

Status: Celestial of Time

Holy Symbol: A round shield with a boss in its centre; some may consider it a potter's wheel viewed from above.

Alignment: Neutral

Interests: Defense and safekeeping, patriotism, courage, resistance, virtue, fighting clerics, besieged settlements, Milenians, Traladarans

Domains: Time, Law, Protection, War, Courage

Favored Weapon: Heavy mace and Petran Shield

Appearance: Petra is a petite woman with a light complexion and short dark hair who sports a determined and severe countenance. She wears an ancient bronze cuirass of Traldar or Milenian tradition

and wields a round shield on her left arm and a heavy mace in her right hand.

Petra is a very practical immortal who doesn't like nonsense and trivialities. She does not feel pity for those who do not have the courage to challenge fate and adversity and prefer instead to cry and mourn. She prefers those characters that go on despite the hardships and never fear to face the impossible. Petra is the patroness of many warrior clerics, of those who defend besieged settlements, and of Traldars and Milenians (and their descendants) all around the world.

She is often in open disagreement with Vanya because of Vanya's disposition for conquering anything (including Karameikos), and because Vanya is sworn enemy of the Milenians. She also despises Leptar (aka Hircismus) who played a large part in the collapse of the last Traldar cities.

Clerics of Petra must be neutral or lawful.

### Armor

Clerics of Petra can wear any kind of armor. Additionally, at third level and above, they may employ a Petran Shield.

### Weapons

In addition to the normal weapons allowed to all other clerics; clerics of Petra at third level and above may employ a Petran Shield. This is one of the favored weapons of Petra.

### Masterful Tacticians

Clerics of Petra receive +2 bonuses to Fortification, Leadership and Military Tactics general skills.





## Strong Warriors

Clerics of Petra receive a +1 bonus to the Strength ability score.

### Petran Shield

This weapon appears very similar to a typical round shield. Closer inspection will reveal that it features an unusually heavy steel rim and boss. (Antique versions of this weapon feature these same components fashioned out of bronze.) Both of these elements, the heavy boss and rim, add an additional five pounds to

the weight of this shield (Encumbrance: 150 coin).

Typically, the flat wooden surface of this shield weapon is covered in a thin layer of bronze. Quite often this area is etched with images inspired by the Song of Halav. The Traldar stopping the Beast-Men invasion at the Volaga River is the most popular image. Both the bronze and steel portions of this weapon are polished to a mirror like brilliance.

Weapon	Level	Ranges	Damage	Defense	Special Effects
Shield, Petran	BS	-	1d4	A: -1AC	-
[P=A]	EX	-	1d6	A: -1AC	Second Attack
	SK	-	2d4	A: -2AC	Second Attack
Cost: 50gp	M	-	P=3d4 S=2d4+1	A: -3AC	Second Attack + Deflect (1)
Enc: 150cn	GM	-	P=4d4 S=3d4	A: -4AC	Second Attack + Deflect (2)

The Petran Shield is a medium sized, one-handed melee weapon. It is never thrown in battle. Generally, it is carried in the off-hand, and allows a cleric of Petra to make a second attack in melee combat. Unlike other shield weapons, the Petran shield is a very sturdy weapon and there is no need to check for breakage. Also unlike other shield weapons, the offhand penalty is not negated until the wielder attains skilled or greater level of weapon mastery.

Neither the weapon itself nor the training required to effectively employ this weapon are readily available. Knowledge of the mastery skills required to use this weapon is considered sacred by the followers of Petra and would never be shared with those outside of the clergy. Some Paladins of Petra have acquired the skills, but these are rare.

At any point after a cleric of Petra attains third level, he or she may ask a Patriarch or Matriarch of the faith to perform the ceremony of the Priest or Priestess. This ceremony serves two functions. First, it recognizes that the cleric is no longer a Novice of the faith and bestows upon him or her rights and duties that accompanies being a Priest or Priestess of the Church of Traladara. Secondly, the newly ordained Priest or Priestess magically gains a basic level of mastery with the Petran shield. This free level of mastery does not count against the normal number of weapon mastery choices available.

It is possible that the Novice is considered unworthy to receive this ceremony. This happens when a cleric has committed acts that raise questions about his or her dedication to either Petra or the Church of Traladara. Naturally, it might be





possible to trick the mortals involved, but Petra herself would not be so easily deceived. During these rare instances, the Novice will be instructed to perform some sort of quest of atonement in order to prove his or her worthiness to receive this gift from the Immortals.

Higher levels of weapon mastery with the Petran Shield may only be learned from higher level Clerics of Petra. Naturally, anyone who has fallen out of Petra's good graces will not be able to attain higher levels of mastery. In extreme cases, the offending Cleric may be stripped of the weapon mastery levels he or she has already attained.

Some enchanted versions of this shield are present in Karameikos; however, these are very rare. Low level parties might be asked to go on quests to recover lost Petran Shields that bear an enchantment. Clerics of Petra would not wish to see such a weapon in the hands of the unfaithful and would seek to recover such items for the Church of Traladara.

## Spells of Petra

### 1<sup>st</sup> Level Spells

#### **Petra's Holy Touch**

Clerics of Petra gain this spell instead of *Snake Charm*.

Range: 5'

Duration: Permanent

Effect: Up to four creatures of Neutral or Lawful Alignment

This spell is similar to Cure Light Wounds but allows the healing to be spread to those close to the cleric. Roll 1d6+1, divide amongst all humans and creatures (including the cleric) and round up. This spell cannot be reversed.

### 3<sup>rd</sup> Level Spells

#### **Petra's Shield**

Clerics of Petra gain this spell instead of *Growth of Animals*.

Range: 0

Duration: 1 turn

Effect: Creates a magical energy shield that emanates from the Petran Shield.\*

The spell creates a disc of energy that emanates from a Petran Shield\*, creating in effect a much larger shield 10' in diameter and unhindered by ground or walls. This prevents the shield from being used as a weapon, but while the spell is in effect it gives the cleric an additional -2 AC to close combat attacks and a -4 AC to missile attacks. The cleric may also defend against magic missiles by saving vs. spells (one save per missile). If successful, the magic missile evaporates upon hitting the shield's energy.

Any missile attack in which the line of fire passes through Petra's Shield is penalized by -2. This will protect against enemy fire, but may also hinder the ranged attacks of allies.

If the cleric loses consciousness or dies, the effects of Petra's Shield end.

### 4<sup>th</sup> Level Spells

#### **Petra's Guidance**

Clerics of Petra gain this spell instead of *Speak with Plants*.

Range: 0 (Cleric Only)

Duration: Permanent

Effect: Cleric receives the wisdom to defend the besieged





After casting this spell, the cleric must meditate for 1d4 turns upon the best way to defend against an impending enemy invasion. The cleric must remain silent and motionless, refraining from using general skills, casting spells or engaging in combat. If this period of meditation is disrupted by an attack or other disturbance, then the spell is wasted and erased from the caster's memory without its effect manifesting.

At the end of this time, the will instinctively know what steps need to be taken to ensure his current location will remain secure from invaders. If these measures, which will take 1d20 hours, are followed then the defending force adds 2% to their battle rating for each level of the cleric.

### 5<sup>th</sup> Level Spells

#### **Petra's Blessing**

Clerics of Petra gain this spell instead of *Insect Plague*.

Range: 10'

Duration: 1 Turn

Effect: Creates one holy spring

Within this spell the cleric summons forth an enchanted spring from the ground or a wall. The spring will flow for ten minutes, creating enough water for 12 servings. The water's magical effects will be granted as long as the water is used within 6 turns of its creation. Each serving, when anointed upon a creature neutral or lawful alignment by a Cleric of Petra, will heal 2d6+2 points of damage, and for 6 turns will give the recipient a +2 bonus on all attack and damage rolls and improve the morale of friendly creatures by+2. The healing is instantaneous, but if it is not needed at the time, 2d6+2 points of

damage will be negated if inflicted within 6 turns of the water's creation.

### 6<sup>th</sup> Level Spells

#### **Petra's Bow**

Clerics of Petra gain this spell instead of *Animate Objects*.

Range: 0 (Cleric Only)

Duration: 6 Rounds

Effect: Creates a magical bow that launches magical missiles

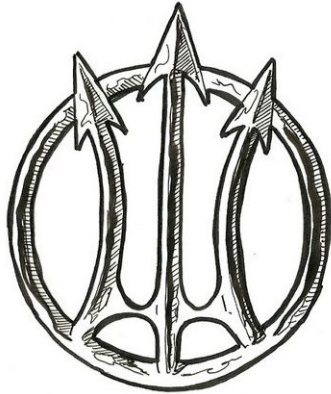
When this spell is cast, a glowing bow made of energy appears in the cleric's hand. The Cleric of Petra may use it to attack up to twice per round. Like a magic missile, the glowing arrows fired from the bow inflict 1d6+1 (2-7) points of damage to any creature it strikes within 150' of the caster. When fired, the arrow will hit anyone visible target the cleric specifies. The arrow never misses and the target is not allowed a saving throw.

A Petra's Bow cast by a 24th level cleric will create three magic missiles per round and a Petra's Bow cast by a 36th level cleric will create four magic missiles per round.





## Clerics of Protius



Immortal Served: Protius

Epitaphs & Other Names: Ahti, Manadyn, Manwara, Nithys, Father Ocean, The Spuming Nooga, Old Man of the Sea, Sovereign of the Oceans and Water, Patron of Sailors, Protector of Marine Fauna

Status: Eternal of Time

Holy Symbol: The trident

Alignment: Neutral

Interests: Seas and oceans

Domains: Air, Ocean, Storm, Water

Favored Weapon: Trident (also net)

Appearance: The race of Protius's manifestation form varies based on each type of follower that worships him, but all (human, triton, merrow, etc.) share certain characteristics. He always appears with the traits of a male individual of advanced age, with a beard, moustache, and hair of greenish algae, with a nude body or enveloped by algae that constantly drips salt water, and a trident held in his fist. His face is mercurial: at one time, he is

calm and seraphic, then suddenly he is happy, only to get angry the next moment, passing to alternate stages of reflection or determined by his fixed expression. His other manifestation forms are a great dolphin of remarkable intelligence and gigantic whale.

This Immortal represents the sea in all its aspects--treacherous, beautiful, bountiful, and terrifying. He does not just take command of the sea. This ancient and primordial entity is the sea. Indeed, of all the many Immortals of Mystara, Protius is one of a small handful who have been around for millennia.

Protius is not a particular admirer of humans or humans-like races. He doesn't dislike them; he just does not care if they care whether they succeed or fail, live or die. Many sailors are devout followers of Protius, tossing coins of copper, silver and gold overboard either in gratitude for a successful voyage or as a wise precaution prior to setting sail. Sometimes Protius heeds these prayers; often he does not.

He is well liked in Ylaruam as the patron of Al-Kalin. Tradition holds that he was also the patron of Sinbad. Indeed, it would seem that he tests his most devout followers by challenging them with wave after wave of hardship. Those who endure become heroes whose legends endure the passage of time and tide.

In the Northern Reaches area, especially in Vestland, Protius is known as the Spuming Nooga. His symbol there is a spuming or spouting whale. Among the sea-dwelling peoples – such as mermen, tritons, nixies, etc – he is called Manwara.

Rival (upstart) Immortal of the Sea Calitha Starbrow and Protius have very different interests and have come into conflict in



the past. According the clerics of Calitha Starbrow, "Protius is a wild thing who cares not for the careful preservation for the seas and sea life."

Clerics of Protius can be of any alignment. In this regard, they reflect the unpredictable nature of their Immortal. The mortal servants of Protius receive a number of blessings for their service, including the following:

### **Armor**

Clerics of Protius can wear any kind of armor; however, they may not use as a shield as this item is useless in underwater combat.

### **Weapons**

In addition to the normal weapons allowed to all other clerics; clerics of Protius may wield a trident. This is the favored weapon of Protius. Additionally, many clerics of Protius make extensive use of nets.

### **Adroit Swimmers**

Clerics of Protius have a swimming movement rate equal to their movement on land and cannot drown unless they are tied or unconscious. All other characters swim at 1/5 their outdoor running rate. This reduced rate is reduced all the way down to a third when the character submerges (Rules Cyclopeda pg. 89).

### **Skilled Underwater Combatants**

Clerics of Protius have trained extensively in underwater combat and do not suffer the basic penalty of -4 to attack rolls that other characters suffer when fighting underwater (Rules Cyclopeda pg. 115).

## **Spells of Protius**

### **1<sup>st</sup> Level Spells**

#### **Gill Growth**

Clerics of Protius gain this spell instead of *Remove Fear*.

Range: Touch

Duration: 8 hours (72 turns)

Effect: bestows gills upon a single recipient

This spell cannot be cast on an unwilling subject. This enchantment causes the recipient to grow gills, allowing him or her to breathe underwater like a fish. Unlike similar enchantments, this spell does not allow the recipient to breathe out of water. Drowning rules are located on page 89-90 of the Rules Cyclopeda and should be used if someone using this spell should suddenly find themselves left high and dry.

#### **Locate Sea Life**

Clerics of Protius gain this spell instead of *Detect Evil*.

Range: 0 (Cleric Only)

Duration: 6 turns

Effect: detects one sea creature within one mile

This spell allows the caster to sense the direction of one known, normal, sea creature or plant. The caster cannot locate fantastic creatures, plant monsters, or intelligent beings. He must name the exact type of sea life he seeks. The creature or plant gets no Saving Throw.





### **Predict Weather**

This spell is available to clerics of Protius as a bonus.

Range: 0

Duration: 12 hours

Effect: Gives knowledge of the coming weather

This spell enables the cleric to learn the accurate weather to come for the next 12 hours. It affects an area 1 mile in diameter per level of the cleric; for example, a 20<sup>th</sup> level cleric would learn the weather within a 20 mile diameter (a 10 mile radius). This spell does not give the cleric any control over the weather; it merely predicts what is to come.

## **2<sup>nd</sup> Level Spells**

### **Charm Aquatic Life**

Clerics of Protius gain this spell instead of *Snake Charm*.

Range: 120'

Duration: 4d4 (4-16) turns

Effect: magically charms 4d4 HD of sea life with a 40' square area

This spell functions like charm person, except that it affects aquatic creature of no greater than animal intelligence. It can also affect multiple targets within the area of effect. Please note that this spell does not allow the caster to communicate with the affected creatures.

Creatures affected by this spell will regard the caster as a good friend and kindly benefactor. If the spell caster speaks a language that the creatures understand the spell caster may give orders to the target. As long as these orders are not obviously self-destructive then the target will obey without question or hesitation. The target may resist orders that are contrary to its

nature, alignment and habits. No roll is required to resist.

The charm is automatically broken if the spell caster attacks the target, either by spell or by weapon. The target will fight normally if attacked by the spell caster's allies.

### **Obscure**

Clerics of Protius gain this spell instead of *Silence 15'*.

Range: 0

Duration: 1 turn per level of the caster

Effect: Creates a huge misty cloud

This spell causes a misty cloud of vapor to arise from the ground or water around the cleric, forming a huge cloud. The cloud is 1' high per level of the cleric and is 10' in diameter for each level. For example, a 20<sup>th</sup> level cleric could cast an *obscure* 20' tall and 200' diameter (100' radius). The cloud has no ill effects except to block vision.

The caster, and all creatures able to see invisible things, will be able to see dimly through the cloud. All other creatures within the cloud will be delayed and confused by the effect. While within the cloud, these creatures are effectively blind.

When this spell is cast beneath the waves, millions of tiny bubbles are created. The obscuring effect is the same.

## **3<sup>rd</sup> Level Spells**

### **Call Lightning**

Clerics of Protius gain this spell instead of *Locate Object*.

Range: 360'

Duration: 1 turn per level of the caster

Effect: Calls lightning bolts from a storm





This spell cannot be used unless a storm of some (any) type is within range of the cleric. (This does not mean that he must be within the spell's range of the storm cloud, but only that the stormy weather be taking place within 360' feet of him.)

If a storm is present, the cleric may call 1 lightning bolt per turn (10 minutes) to strike at any point within range. The lightning bolt descends from the sky, hitting an area 20' across.

Each victim within that are takes 8d6 (8-48) points of electrical damage, but may make a saving throw vs. spells to take half damage. The cleric need not call the lightning every turn unless desired; it remains available until the spell duration (or the storm) ends.

### **Speak with Children of Protius**

Clerics of Protius gain this spell instead of *Speak with the Dead*.

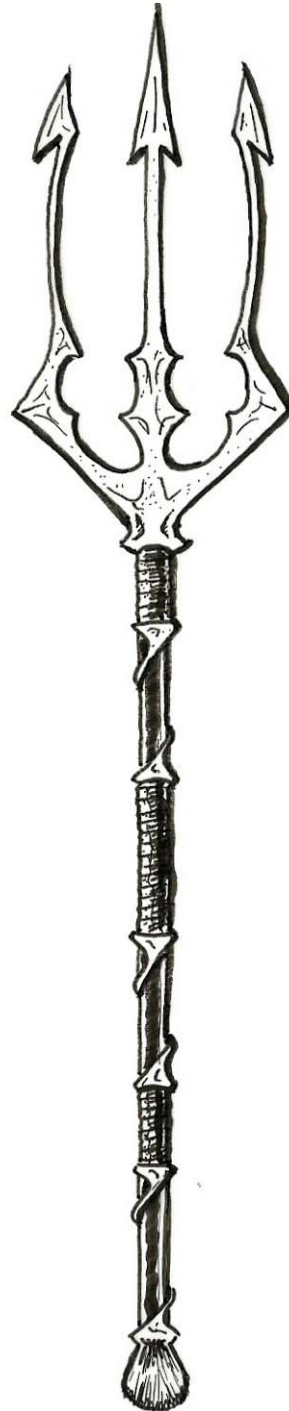
Range: 0 (Cleric Only)

Duration: 12 Turns

Effect: allows caster to communicate with sentient sea life within 60'

This spell allows comprehension and communication with all aquatic creatures of greater than animal intelligence. For the durations of this spell the cleric may speak with all sentient sea life within 30'; the effect moves with the caster.

The creatures spoken to usually have favorable reactions (+2 bonus to the reaction roll), and they can be talked into doing a favor for the cleric if the reaction roll is high enough.



*Vortex, a sacred trident of Protius*





## Magic-User Character Class

The magic-user character is described on pages 19 through 21 of the Rules Cyclopeda. Information on magical spells is covered on pages 43 and 44 of the Rules Cyclopeda.

### Magic-Users in Armor

Contrary to the rule as it appears on page 19 of the Rules Cyclopeda, magic-user player characters may wear armor. There is, however, a penalty for wearing armor.

For every increment of protection provided, all experience points earned are penalized by a ten percent (-10%). Furthermore, for every increment of protection provided, there is a ten percent (10%) chance of spell failure. Spells that fail due to armor are still erased from the memory of the magic-user just as if they had been cast.

### Magic-Users in Armor Penalty Chart

Armor Worn	Penalty to XP Earned	Chance of Spell Failure
Leather Armor	-10 %	10 %
Scale Mail	-20 %	20 %
Chain Mail	-30 %	30 %
Banded Mail	-40 %	40 %
Plate Mail	-50 %	50 %
Suit Armor	-60%	60%
Shield*	-10 %*	10 %**

\*The -10% penalty for bearing a shield is added on top of any other armor penalties. Furthermore, the shield penalty goes into effect even if the magic-user is not wearing any other form of armor.

\*\* The 10% chance of spell failure for bearing a shield is added on top of any other chances of spell failure. Furthermore, the shield penalty goes into effect even if the magic-user is not wearing any other form of armor.

For example: Spells cast by a magic-user clad in plate mail armor would have a 50% chance of failing. Furthermore, all experience points earned while wearing plate mail armor would be penalized by 50%.

### Magic-Users Wielding More Weapons

Please notice that page 19 of the Rules Cyclopeda lists some optional weapons that a magic-user may employ. These rules will be used.

Magic-users will be allowed to wield other weapons not normally allowed; however, there is a penalty. The magic-users experienced earned will be penalized by 1% per point of damage the weapon is capable of inflicting at the basic level of weapon mastery.

For example: A magic-user wielding a normal sword on an adventure would suffer an 8% percent penalty toward the experience points earned on the adventure.

The magic-user may gain levels of weapon mastery in these weapons, but as the maximum damage increases so does the experience point penalty.

For example: A magic-user who became the grand master of the normal sword would suffer a 20% penalty toward the experience earned on any adventure in which the sword was wielded.





### Magical Instructor

The Rules Cyclopedia states on page 44 that all Magic-User and Elf characters have an instructor. Furthermore, this NPC provides new spells for the character as levels of experience are acquired. Generally, we will not be using this rule. Player characters will need to locate spells through adventuring in order to expand their spell book.

The notion of a mentor establishes certain assumptions about the role of magic and magic-users in the campaign world. It posits that magic is a very rare skill that is passed personally from master to student. This assumption is not reflected in the magic heavy campaign world of Mystara. Large groups of students are taught simultaneously at impersonal institutions like the Great School of Magic of Glantri City or the Tutorial Guild of Minrothad.

It is entirely possible that a player character is the student of more traditional magic-user who has few apprentices; however, this is not something that should be assumed. Players who want their character to have such a magical instructor should work out the details in advance with the Dungeon Master. This character will be a fully-fledged NPC with an agenda independent of the player character's goals.

### Spell Books

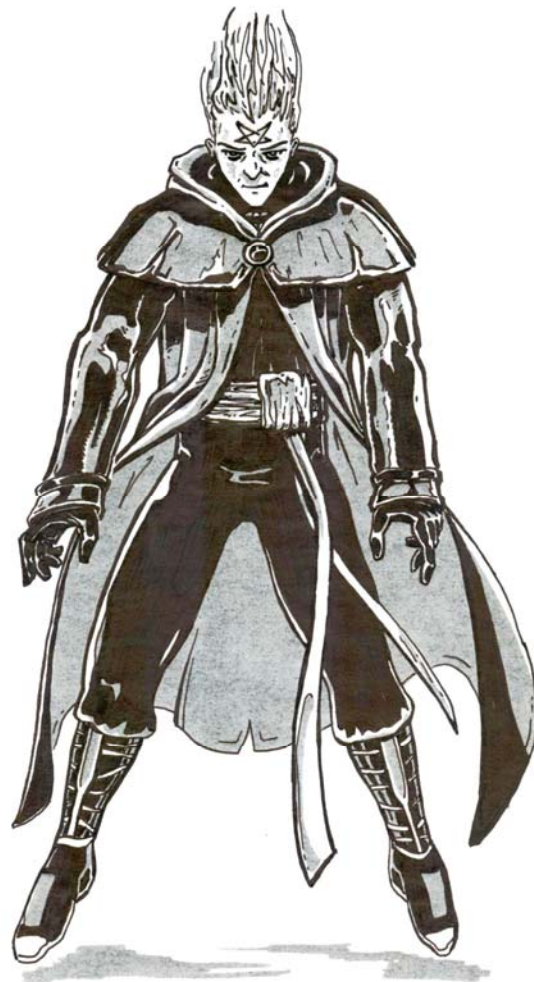
The rules governing spell books are covered on pages 43 and 44 of the Rules Cyclopedia.

While player characters don't start the game with a magical instructor, they do start the campaign with a spell book as stated on page 8 of the Rules Cyclopedia. It is just not assumed that this Spell Book

was a gift of the wizard who taught the character.

Spell books generally measure two feet square and are two to six inches thick. Regardless of the exact dimensions, spell books have an encumbrance of 200 coins.

Only one such tome is required by a player character regardless of the number of spells placed within.



*Prince Vladimir Hokol d'Ambreville*

Page 147 of the Rules Cyclopedia provides information on magic-user spell choice. Instead of using this method, all player character magic-users start with four first level spells. Two of these spells





will be *read magic* and *detect magic*, which every magic-user acquires as they learn about magic. The other two spells may be determined randomly or selected by the Dungeon Master. Ideally, one of the four starting spells should either be *charm person*, *magic missile*, *shield* or *sleep*.

### Using Another's Spell Book

A read magic spell will allow a mage to peruse the contents of another's spell book. Perusal will only allow one to learn the contents of the spell book.

Only after a character has discovered the contents of the spell book, may that character use another read magic spell to memorize a spell from the book. One read magic spell will be required for each spell memorized.

### Expanding a Spell Book

Page 44 of the Rules Cyclopeda provides information on expanding a magical spell book, including information on copying spells found on scrolls or spell books.

As with the nearby section on magical teachers, the information on other magic-users erroneously assumes a great deal about the campaign setting. In Mystara there is no ancient traditional prohibition against magic-users from trading magical spells. Paranoia does not necessarily infect the magic-user community. Spells inscribed upon scrolls and penned in spell books can readily be purchased in the more cosmopolitan cities of Mystara.

Copying a new spell, such as found either on a scroll or spell book, consumes both time and money. It takes one day for every two spell levels and costs 250 gold pieces for every spell level. No other spell casting may be performed during this

time. The money is spent on rare inks and other paraphernalia used in transferring the spell.

Copying a familiar spell, in order to create a backup spell book, is a far easier task. A magic-user may copy four spells a day into a backup spell book. The cost of the ink, however, remains at 250 gold pieces for every spell level.

We will be ignoring the prohibition against copying down magical spells of levels higher than the player character can currently cast.

### Spell Casting from a Spell Book

A desperate magic-user may attempt to cast a spell directly from a spell book as if it were a scroll. If the spell book is not the magic-users own, then he or she must either cast read magic or employ some sort of magical device.

Spell books were not designed to be used in this manner. There is a chance that the spell will not function. The chance the spell will function correctly is 15% for every level of the spell caster, minus 5% for each level of the spell.

As mentioned previously, spell books were not designed to be used in this manner. There is a chance that the spell book will detonate, unleashing an explosion of polychromatic magical energy that is neither fire, nor ice, nor acid, nor electricity.

The chance of explosion is 15% per level of the spell, minus 5% per level of the spell caster. The chance of magical detonation increases by 15% if the spell caster is using another's spell book.





The explosion inflicts 3d6 points of damage for every level of the spell being cast up to the 20d6 maximum damage. The explosion forms a sphere, radiating outward ten feet for every level of the spell being cast. Characters and monsters in the area of effect may make a saving throw versus spells to take half damage.

A daring thief at 10<sup>th</sup> or greater level may also try this maneuver. As with magic-user scrolls, there is always a 10% chance that the spell will backfire, creating an unexpected result, because of the thief's imperfect understanding of magical writings.

It is possible for the spell to function and for the spell book to detonate. With a thief it is even possible for the spell to function and the spell book to detonate and the spell to backfire.

### **Replacing a Spell Book**

The proposed guideline provided on page 44 of the Rules Cyclopedia is the procedure we will employ.

A character wishing to replace a lost spell book must spend 1,000 gold pieces and one week of study for each spell level replaced. For example, each 3rd level spell would require 3,000 gp and three weeks to reconstruct. This reconstruction takes up all the character's time, leaving none for adventuring.

### **Magic Missile Spell**

A magic missile inflicts magical damage to its target. It leaves behind no perceivable wound or mark. For this reason, a magic missile can't inflict structural damage. A detect magic spell will reveal where a character has been struck with a magic

missile, but it is not required to apply curative magic.

Damage sustained by a magic missile can't be cured by the use of the healing general skill; however, hit points lost in this manner can be restored without resorting to magical means by resting.

### **Form Spells Expanded**

These rules were originally presented in the Champions of Mystara boxed set.

All of the form spells; clothform, woodform, stoneform, ironform and steelform may be modified when cast. These modifications are referred to as special effects. For every special effect added to the material produced the volume is cut in half. The maximum number of special effects is five.

Some special effects are merely cosmetic such as making steelform transparent or making woodform into living wood complete with leaves. For the most part these cosmetic changes do not affect game mechanics.

Other special effects have a tangible change that does affect game mechanics. For every special effect used to lower weight causes a 20% reduction in weight. Armor class may be improved by +1 per special effect employed. Hit points may also be increased by 20% when a special effect is used.

Remember that only five special effects may be placed per form spell. Feel free to be creative when developing cosmetic special effects.







## Magical Panache

The December 1993 issue of Dragon Magazine had an article by Dan Joyce entitled *The Color of Magic* containing a number of ideas to help players flesh out their magic-user characters. The most provocative of these was the notion of allowing magic-users was panache.

A magical panache allows a magic-user to perform a mundane task in a magical manner. The magical panache does not save the magic-user time or resources or even physical effort. The magical panache simply looks cool.

For example, the magical panache to mystically roll dice allows Boneburner to gesture dramatically with his hand about six inches over a pair of dice. They will both hop up on a corner and start spinning round and round, and when he takes his hand away, the dice tumble and fall. He has no control over which side the dice will land upon. It simply looks wizardly.

Magic-Users may create one magical panache for every two levels of experience, and use it as often as desired.



*Crisiant Iola and Galina Vladmierovna Study Their Spells*





## Thief Character Class

The thief character is described on pages 21 through 23 of the Rules Cyclopedia.

### Dexterity Adjustment to Thief Skills

Thieves receive bonus percentile points to their thief skills based off of their dexterity score. These additional percentiles may be distributed amongst the thief skills in any manner that the player chooses.

Dexterity Score	Adjustment to Thief Skills
2-3	-30 percentiles
4-5	-20 percentiles
6-8	-10 percentiles
9-12	
13-15	+10 percentiles
16-17	+20 percentiles
18-19	+30 percentiles

For example, a player character thief has been generated with a dexterity score of 18. The player opts to distribute the thirty additional percentile points as evenly as possible. The player raises six of the skills; open locks, find traps, remove traps, climb walls, move silently and hide in shadows by four percentile points. The player then raises the remaining two; pick pockets and hear noise, by three percentile points.

### Thieves' Pick Pocket Ability

When employing this skill, thieves are supposed to subtract 5% from their chance of success for each level or HD of their target. I feel that this is far too punitive a penalty.

Instead, player character thieves must subtract 5% for every level possessed by the target that is greater than the thief's level. Thus a third level thief picking the pocket of a fourth level fighter would only suffer a five percent penalty (-5%) instead of a twenty percent penalty (-20%).

Likewise, thieves receive a bonus when picking the pockets of lower level characters or monsters. Player character thieves may add 5% to their chance of success for each level or HD they are greater than their intended victim.



*Anya Fyodorov*





### Thieves in Armor

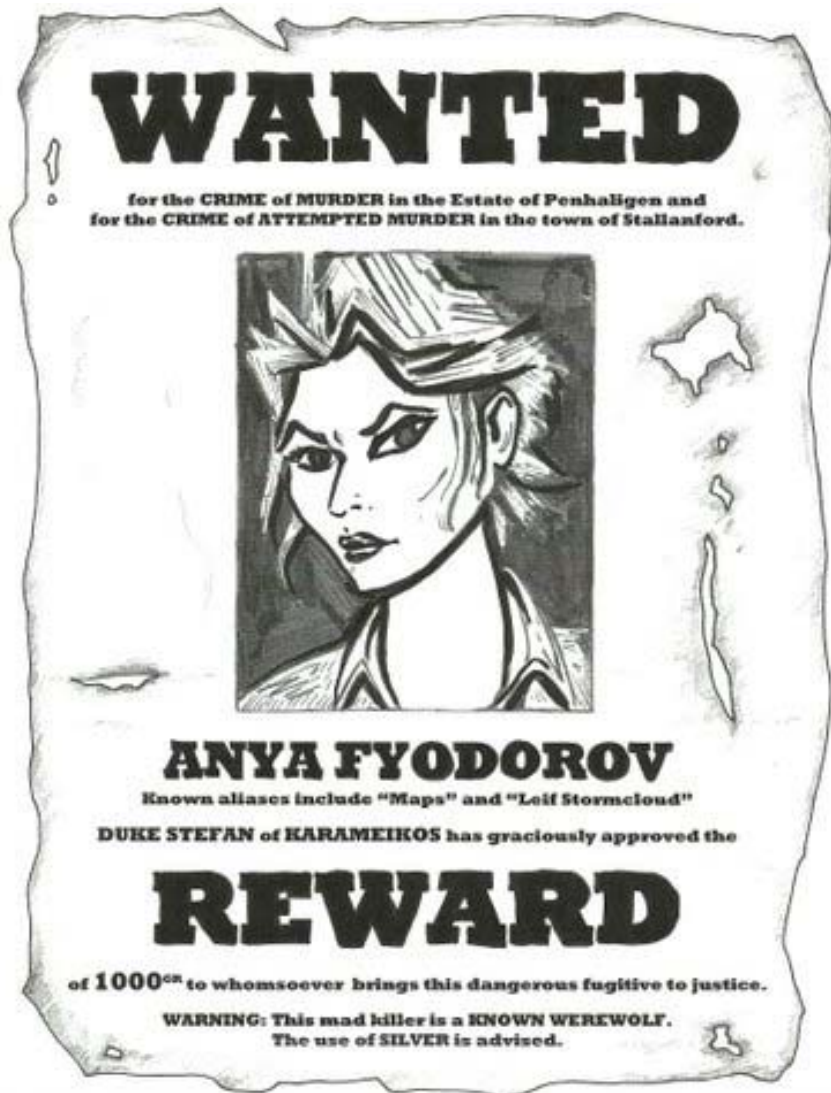
Contrary to the rules as it appears on page 21 of the Rules Cyclopedia, thief player characters are not limited to only utilizing leather armor. There is, however, a penalty to wearing armor.

For every increment of protection provided beyond what is provided by leather armor, all thief abilities and experience points earned are penalized by a ten percent (-10%).

### Thieves in Armor Penalty Chart

Armor Worn	Penalty to Thief Ability & XP Earned
Scale Mail	-10 %
Chain Mail	-20 %
Banded Mail	-30 %
Plate Mail	-40 %
Suit Armor	-50 %
Shield*	-10 %*

\*The -10% penalty for bearing a shield is added on top of any other armor penalties. Furthermore, the shield penalty goes into effect even if the thief is not wearing the leather armor normally allowed.





## Dwarf Character Class

The dwarf character class is described on pages 23 through 25 of the Rules Cyclopedia.

### Dwarven Demi-Human Detection

Page 24 of the Rules Cyclopedia explains how a dwarf may attempt to detect stone traps, sliding walls, sloping corridors and new constructions. Instead of using this method, four general skills have been created and will be used instead. These four general skills do not count against the total number of general skills allowed.

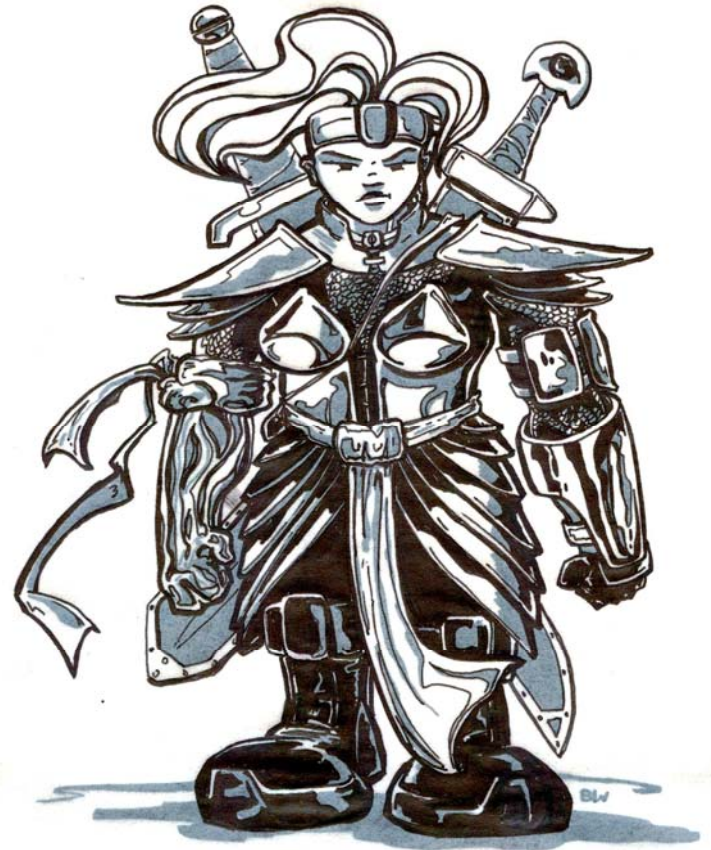
Because these four skills could represent an innate affinity for stone and not a formal study of stone working, these skills may be based off of wisdom instead of intelligence.

**Detect New Construction:** This skill is found in Rockhome or Stronghollow or any other dwarven settlement. With a successful skill check, this skill allows the character to estimate the approximate age of any stone construction. Use of this skill takes a turn.

**Detect Sliding Walls:** This skill is found in Rockhome or Stronghollow or any other dwarven settlement. With a successful skill check, this skill allows the character to determine if a 10' section of wall moves and in which direction it moves. Use of this skill takes a turn.

**Detect Sloping Corridor:** This skill is found in Rockhome or Stronghollow or any other dwarven settlement. Due to the uneven nature of the floors in most natural caverns, it is often difficult to notice if a passage gradually slopes upward or downward. With a successful

skill check, this skill allows the character to determine if a passage or corridor is sloping and to know the degree and direction of the incline. Use of this skill only takes a round.



*Garlee Stronghollow of Clan Stronghollow*

**Detect Stone Traps:** This skill is found in Rockhome or Stronghollow or any other dwarven settlement. Dwarves are capable of discerning traps incorporated into stone work and heavy construction. Falling ceilings and pivoting floors are common examples of stone traps. Stone traps do not include rope snares or small, delicate, mechanical traps. With a successful skill check, this skill allows the character to determine if stone trap is





located with a 10' area. Use of this skill takes a turn.

### **Higher Level Craftsmen**

Higher level dwarves with the appropriate general skills can forge magical arms and armor. The details for these dwarf craftsmen are located in GAZ6 Dwarves of Rockhome. These craftsmen general skills can become hard to come by at higher levels. If you want your character

to be able to take advantage of this at higher levels, you may wish to give your character armor-making or weapon-making general skills at a lower level.

### **Variant Rules**

Demihuman and Mystic Experience levels as described under variant rules on pages 266 and 267 of the Rules Cyclopeda are allowed.

## **Elf Character Class**

The elf character class is described on pages 25 through 26 of the Rules Cyclopeda.

### **Elf Languages**

Page 25 of the Rules Cyclopeda lists the languages an elf knows simply by virtue of being an elf. Instead of knowing the hobgoblin language all elves speak the goblin tongue, which is the language spoken by goblins, hobgoblins and bugbears.

### **Elf Demi-Human Detection**

Page 25 of the Rules Cyclopeda explains how an elf may attempt to detect secret doors. Instead of using this method, two general skills have been created and will be used instead. These two general skills do not count against the total number of general skills allowed.

Because these two skills could represent an elf's innate affinity for observation and not a formal study of secret doors and concealed objects, these skills may be based off of wisdom instead of intelligence.

**Detect Secret Doors:** This skill is taught in dwarven communities, but is only really common amongst elves. All characters have a base 1 in 6 chance of locating a secret door. This skill indicates that the character is aware of the telltale signs to look for. A turn spent searching and a successful skill check will reveal to the character if any secret doors are located within a 10' area.

**Spot Concealed Items:** A turn spent searching and a successful skill check will reveal to the character if an item is concealed within a 10' area. This skill may be used to spot a thief attempting to hide in shadows. For every 5 percentiles the thief made their hide in shadows roll, penalize the spot concealed item roll by -1. If attempting to spot a character concealed by an elven cloak, the skill check is penalized by -5.

### **Elf Spell Casting**

According to the Rules Cyclopeda, elves select their spells from the same list provided for magic-users. As an option, player characters may use either of the two spell lists from the Gazetteers series.





GAZ5 The Elves of Alfheim has a list of spells that are more appropriate for a race of magical woodland beings. It also includes spells normally reserved for clerics and druids.

GAZ13 The Shadow Elves contains a list of spells suited for grim subterranean life. Like GAZ5, this list also contains certain clerical spells.

Players who opt to have their player characters draw their spells from either one of these sources may learn other spells; however, they will be treated as

uncommon for purposes of spell research. Human magic-users will simply not be able to learn any of the clerical or druidic spells from these elf spell lists.

### Variant Rules

Demihuman and Mystic Experience levels as described under variant rules on pages 266 and 267 of the Rules Cyclopedia are allowed.



*Bruinbane Red Arrow of Alfheim*





## Halfling Character Class

The Halfling character class is described on pages 26 through 27 of the Rules Cyclopedia.

### Halfling Demi-Human Woodland Abilities

Page 27 of the Rules Cyclopedia explains how a Halfling may attempt to hide in woodland or dungeon settings. Instead of using this method, a general skill has been created and will be used instead. Halfling player characters start the game with hide (indoors/caves) and hide (forest/jungle). These two general skills do not count against the total number of general skills allowed.

Because these two skills could represent a Halfling's innate affinity for hiding and not a formal study of obfuscation, these skills may be based off of wisdom instead of dexterity.

**Hiding (Chose Terrain):** This skill is available virtually anywhere. This skill is very similar to the thieves hide in shadows skill with some very important differences. The character taking this skill must choose *one* type of terrain in which the skill works from the following list: city/outdoors, indoors/caves, forest/jungle, plains, desert, arctic and mountains/hills. The skill only works in that type of terrain. (However, the character could conceivably spend seven slots, one for each type of Hide skill.)

City/Outdoors is used in the streets, in trash-strewn alleyways, on rooftops, and in similar urban environments. Indoors/Caves is used in dungeons and catacombs, in caverns and caves, and in

most enclosed spaces. The other terrain types are self-explanatory.

Humans, demihumans, and humanoids can take Hide Skill. With a successful skill check, the character will remain unseen as long as the character is motionless. In order to heighten the suspense, the Dungeon Master may opt to make the skill check on behalf of the player character, preventing him or her from knowing if the skill check was successful.

### Halflings Advancing Beyond Eighth Level

According to the Rules Cyclopedia, Halflings can't advance beyond eighth level. The Gazetteer series offers an alternative. GAZ8 The Five Shires has information on Hin Masters, a Druid variant for Halflings who have attained eighth level.

### Variant Rules

Demihuman and Mystic Experience levels as described under variant rules on pages 266 and 267 of the Rules Cyclopedia are allowed.



*Ring of Fairy Friendship*





## Non-Standard Character Classes

The standard character classes are covered on pages 13 through 28 in the Rules Cyclopedia. The optional Mystic Class described on pages 29 through 31 is also allowed. In addition, I have access to extensive rules for numerous non-standard character classes.

Finally, if you don't see it here, I have created whole new monster classes for adventurous players. Please see the Minotaur Character class as an example.

**GAZ2 Emirates of Ylaruam** has details for the Dervish a desert dwelling druid variant.

**GAZ5 Elves of Alfheim** allows for the Elf Wizard, an alternate progression for high-level Elves.

**GAZ6 Dwarves of Rockhome** has details for the Dwarf-Cleric.

**GAZ8 The Five Shires** has information on Hin Masters, a Druid variant for eighth level Halflings.

**GAZ9 Minrothad Guilds** has information for the sea faring and spell casting Merchant-Prince.

**GAZ10 Orcs of Thar** has information on a number of humanoid races including, Kobold, Goblin, Orc, Hobgoblin, Gnoll, Bugbear, Ogre and Troll. It also has instructions for adapting other humanoids like Lizard Men and Minotaurs.



*Crisiant accepts her due tribute of liquor and fruit.*







**GAZ11 Republic of Darokin** offers information on making land travelling and spell casting Merchants who are similar to counterparts in Minrothad.

**GAZ12 Golden Khan of Ethengar** has its own spell casters known as Shamans.

**GAZ13 The Shadow Elves** provide information on both standard Shadow Elves and their spiritual leaders, Shadow Elf Shaman.

**GAZ14 The Atruaghin Clans** has information on the Shamani, the spiritual leaders of the Atruaghin people.

**PC1 Tall Tales of the Wee Folk** provides information for a vast number of fey and woodland creatures. The Brownie (and the chaotic Redcap), Centaur, Dryad, Faun, Hsiao, Leprechaun, Pixie, Pooka, Sidhe, Sprite, Treant, Wood Imp, and

Woodrake are all detailed. This source book also provides information on Woodland Spellcasters, a sort of split-class available to certain woodland races.

**PC2 Top Ballista** provides information for a number of avian creatures. The Faenare, Gnome, Gremlin, Harpy, Nagpa, Pegataur, Sphinx and Tabi are all detailed.

**PC3 The Sea People** provides information for creatures that swim in the seas of Mystara. The Aquatic Elf, Kna, Kopru, Merrow, Nixie, Sea Giant, Shark-Kin and Triton are fully covered.

**PC4 Night Howlers** reveals the details of the lycanthropic creatures that roam under the light of Matar. The Werebat, Werebear, Wereboar, Werefox, Wererat, Wereseal, Wereshark, Weretiger, Werewolf and Devil Swine are all detailed.

### Minotaur Character Class

Minotaur Experience Table			
Title	Level	Experience Points	Hit Dice
Whelp	-3	-30,000	3
Youngster	-2	-22,500	4
Teenager	-1	-15,000	5
(Normal Monster) Tribesman	0	0	6
Scout	1	60,000	7
Marauder	2	120,000	8
Raider	3	240,000	-
Plunderer	4	480,000	9
Ravager	5	780,000	10
Destructor	6	1,080,000	11
Devastator	7	1,380,000	-
Conqueror	8	1,680,000	12
Conqueror	9	1,980,000	+2 hp

**Description:** A minotaur is a large man-shaped creature with the head, hide and temperament of a bull. It is larger than human size (standing 7-9' tall) and has

been known to eat humans. It will attack anything its size or smaller and will pursue as long as its prey is in sight. Minotaurs usually live in tunnels or mazes.





**Prime Requisite:** Strength

**Experience Bonus:** 5% for Strength 13-15. 10% for Strength 16-18.

**Hit Dice:** D8

**Maximum Level:** 36

**Armor:** Any, Shields Allowed. The Minotaur described in the Rules Cyclopedia has a natural Armor Class of 6. Following the precedent set in GAZ #10, this AC is an average that includes fighting skill, armor and agility. It should not be used. Instead, all Minotaurs start with a base AC of 9.

**Weapons:** Any

**Natural Attacks:** Instead of attacking with a weapon, a minotaur may opt to attack with a gore and a bite. Each attack deals 1d6 points of damage.

**Special Abilities:** At Whelp level both Direction Sense and Tracking general skills are acquired with a +2 bonus. At normal monster level, the Minotaur also gains the Blind Fighting general skill. These three skills are in addition to the four skills acquired by normal monster level.

**General Skills:** Other general skills may be acquired in addition to the bonus general skills possessed by all Minotaurs. By the time the player character reaches normal monster level, the Minotaur will have four general skills. One may be selected at Whelp; one at Youngster; one at Teenager and the final one at Tribesman. For every four levels, the Minotaur gets an additional general skill.

**Weapon Mastery:** Based off of the chart on page 75 of the Rules Cyclopedia, a Minotaur starts with two weapon mastery choices. He gains another choice at third, sixth and ninth level.

As explained on page 81 of the Rules Cyclopedia, the level of mastery attainable is determined by the intelligence of the Minotaur. An intelligence of 12-15 will allow a Minotaur to become skilled, a 16 intelligence will allow a Minotaur to become an expert. Normally, a Minotaur lacks sufficient intelligence to attain greater levels of weapon mastery.

**THAC0:** Minotaurs fight as monsters of whatever HD they may have reached.

**Blind Fighting:** This dexterity based general skill is available anywhere. This skill grants the ability to engage in melee combat with an opponent that is invisible. The possessor of this skill must be able to hear his or her adversary in order to use this skill. Success negates the penalty for fighting an invisible target. A check needs to be made for every round of combat that this skill is used.

**Direction Sense:** This skill is trained to pilots of flying vessels and mounts. Direction sense is the ability to know which way is up in totally unfamiliar settings or in poor visibility. This skill differs from navigation in that navigation requires external clues, whereas Direction Sense is pure gut feeling and intuition. Which way is up and down, north and south, east and west, can be detected on a successful skill check. (PC #2)





## Spells and Spell Casting

Most rules regarding spell casting are covered on page 32 of the Rules Cyclopedia.

### Interrupted Spell Casting

Page 32 of the Rules Cyclopedia states, "If the character is disturbed (i.e. hit in combat, tackled, etc.) while casting a spell, the spell will be ruined, and will still be "erased" from his mind just as if it had been cast." This is the only sentence in the entire Rules Cyclopedia on Interrupted Spell Casting.

The fact that the character can perform no other action during the round in which a spell is cast certainly suggests that the spell caster spends the entire round casting the spell. This would imply that the spell caster would be susceptible spell interruption during the entirety of the combat round. For example, a spell cast on the fourth segment of the round could be disrupted by a hand-to-hand attack executed on final segment of the round.

The logistics of implementing this rule would dramatically alter combat. For example, it would be necessary for all player characters to declare their actions prior to rolling initiative, forcing characters to execute actions that are no longer applicable. This will not do.

Instead of being susceptible to interruptions during the entire round, spell casters are only susceptible to interruptions during the segment of the round in which the spell is being cast. Furthermore, based off of the Combat Sequence Checklist on page 102 of the Rules Cyclopedia, only Missile Combat and Magic, attacks which are resolved

either before or during Magic, may be used to interrupt a spell.

In the event of simultaneous spell casting, the lower level spell is cast first. In the event of simultaneous spell casting of spells of the same level, the caster with the highest prime requisite ability score goes first. In the unlikely event of simultaneous spell casters casting the same level spell and possessing identical prime requisite ability scores, both spells are either disrupted or successfully cast. There is a fifty percent chance for either result.

### Undoing Another's Spell

When a spell caster attempts to undo a spell cast by another, there is a 5% percent chance of failure per level of difference between the casters. This rule applies to all uses of spells to undo another spell caster's spell.

For example, a light spell cast by a first level magic-user is 95% likely to be ineffectual against a darkness spell cast by a 20<sup>th</sup> level magic-user.



*Crisiant in mortal peril*





## New Common Clerical Spells

The OD&D game does not have many healing spells. For example, should a character get a hand cut off, there are no spells in the game to restore this lost limb. To address this, I have created a few spells to help keep the player characters in one piece.

### 1<sup>st</sup> Level Spell

#### **Remove Scar**

Range: Touch

Duration: Permanent

Effect: See below

This spell removes unwanted marks and blemishes from a character or monster's skin. Generally, it is used to remove unsightly scars; however, it can also be used to remove any non-magical tattoos, brandings and other such markings. The caster of this spell has total control over which scars are removed and which scars are left in place. Unwilling recipients of this spell are entitled a saving throw vs. spells to avoid the effect.

### 2<sup>nd</sup> Level

#### **Restore Claws, Horns or Teeth**

Range: Touch

Duration: Permanent

Effect: See below

This restorative spell will fully restore and repair lost or damaged claws, horns or teeth of a single character or monster.

For each type of restoration, a separate spell must be employed. For example, two applications of this spell would be required if the intended recipient was suffering from the loss of both claws and teeth, as the spell will only affect a single set of claws, horns or teeth.

A single set of teeth is defined as all of the teeth and tusks that emerge from a single orifice or mouth. A single set of claws is considered all of the nails or talons emerging from a pair of claws, hands, or feet. A single set of horns is considered all of the horns, antlers or keratin growths emerging from a single skull or head.

Unwilling recipients of this spell are entitled a saving throw vs. spells to avoid the effect.

### 3<sup>rd</sup> Level

#### **Replace Lost Limb**

Range: Touch

Duration: Permanent

Effect: See below

This potent healing spell will cause a new limb to grow in place of one that was lost. Over the course of a single game day, the missing limb will slowly be replaced by a new, fully functional limb that is in all respects identical to the one that the character or monster had lost.

During the twenty-four hour period in which the lost limb is being regenerated, the character or monster must remain completely bedridden, using neither general skill nor magical spell. If the character or monster engages in any activity more arduous than eating or employing a chamber pot the spell will be ruined.

This spell is only effective if cast shortly after the limb was lost. The time allowed is one week plus one day per level of the cleric. Arms, legs, tentacles, feelers and wings can all be regenerated by use of this spell. Unwilling recipients of this spell are entitled a saving throw vs. spells to avoid the effect.





## New Common Magic-User Spells

The following spells serve two functions. First they provide more protection for magic-users. Secondly, a number of these spells should be common, since they are a prerequisite for the creation of certain common magical items.

### 1<sup>st</sup> Level Spells

#### Armor

Range: Touch

Duration: 6 Turns

Effect: One living creature

The recipient of this spell gains a bonus to their armor class of +1. For every five additional levels of experience, an additional +1 bonus to armor class is granted by the same spell. Thus a sixth level magic-user may grant a +2 bonus to an ally's armor class. The maximum bonus attainable from this spell is +5 attainable at 21<sup>st</sup> level.

This is the spell commonly used in the making of magical armor and shields.

#### Bleach (DotE – Book #3, pg. 21)

Range: Touch

Duration: Permanent

Effect: Fades pigment, dispels color

This spell was created by hedge-wizards (low-level magic-users whose spells are mostly concerned with household affairs). Each application of the *bleach* spell will bleach a certain amount of material down to its original color - one basket of laundry, one painting, one application of *color* spell, one tattoo, etc.

Ordinary stains are automatically bleached. When cast on a *color* spell, it will only work if the caster is the same level or

a higher-level than the caster of the *color*. When cast on normal art, such as a painting or a tattoo, the DM gives the artwork a saving throw. The greater and more skilled the art, the more likely it is to survive unhurt. A child's scrawlings may get no saving throw, while the great work of a grand master may save as a 24<sup>th</sup> level magic-user.

The spell will not discolor the surfaces beneath the pigments or paints. Cast on a tattoo, for instance, it will entirely eliminate the tattoo, but the skin beneath will be normally colored.

#### Blip

Range: 0

Duration: 2 Turns

Effect: The spell caster only

At any time after this spell is cast the spell caster may avoid any one attack that would normally hit. The spell caster simply blips out of existence for a brief moment. The caster may select which attack to avoid after an attack roll is made. He or she may **not** opt to blip after a saving throw has failed or damage has been rolled.

This spell is similar to the teleport spell except the caster does not go anywhere. This spell ends when either the duration has expired or one attack is avoided.

#### Defense

Range: 0

Duration: 6 turns

Effect: The spell caster only

This spell will provide the caster with a magical form of armor that is invisible. This armor does not impede spell casting and it has no encumbrance. This spell will





have no effect if the caster is actually wearing armor or (in the case of certain humanoids) the casters tough hide is already equal to or better than what is provided by the spell.

The defense spell provides an armor class of 8 at first level. For every five additional levels of experience, the armor class granted by this spell is improved one place. Thus a sixth level magic-user may conjure into existence a defense spell that grants an armor class of 7. The maximum base armor class attainable from this spell is 2 at 30<sup>th</sup> level.

Dexterity adjustments and magical items of protection, such as rings of protection, will work with the defense spell. Armor, either mundane or magical, will never work with this spell.

This is the spell commonly used in the creation of bracers of defense.

### **Growth of Hair\***

Range: Touch

Duration: Permanent

Effect: One creature or object

This spell causes hair or hair like material to grow up to six feet in length. The exact amount is up to the caster.

The reverse of this spell, Removal of Hair, causes hair or hair like growth to diminish. Up to six feet of hair like material can be removed in this manner. The exact amount is up to the caster.

This spell has limited to use in combat. At the DM's discretion this spell could, if cleverly used, have some minor impact on a melee. For example, it could be used to force an unwilling recipient to either loose initiative or make a dexterity check to avoid being momentarily entangled.

Unwilling recipients of this spell are entitled a saving throw vs. spells to avoid the effect.

### **Music**

Range: 60'

Duration: 6 Turns

Effect: Creates music 120' radius, potentially damaging only in the center 15' radius.

This spell creates music of a nature selected by the spell caster. The music created must be something that the spell caster has heard before. This spell can even recreate the sound of creatures like harpies, but it can't recreate the magical effects generated by such creatures. Throughout the spells duration, the type of music may be changed by the caster. The volume level can also be raised or lowered as the caster wills it for the durations of the spell.

The music's volume can be increased to the point that it inflicts 1d4 points of damage per round in a 15' radius. A save versus spells is allowed to avoid this damage; however, a new save must be made for every round that the character remains in the area of effect.

Unlike the silence spell, music may not be cast on a person or object. It can only be cast in an area.

This spell, if loud enough to inflict damage, grants a bonus of +2 to all saving throw rolls to resist the magical effects of audible attacks such as the song of the harpy or the cry of the banshee.

Spell casters within the damaging area of effect must make an intelligence check in order to cast magic-user spells, or a wisdom check to cast clerical spells. One check is required per spell cast. If the





check fails then the spell is wasted. If no ability score is provided for an NPC, the dungeon master will roll a 12+1d6 to randomly determine either the intelligence or wisdom score.

### Offense

Range: Touch

Duration: 2 Turns

Effect: One or more weapons or natural attacks

This spell when cast upon a non-magical weapon or natural attack form (claw, fist, horn, etc.) will grant a bonus of +1 on both the attack and damage rolls. This will temporarily allow for mundane items to effect magical creatures that are immune to normal weapons and attacks.

For every five levels of experience, another bonus of +1 is created by the same spell. That at 6<sup>th</sup> level a magic-user may grant a bonus of +2 to hit and damage rolls.

Higher level spell casters may opt to divide these bonuses amongst more than one weapon or natural attack. Thus our aforementioned 6<sup>th</sup> level magic-user may either grant a +2 bonus to a single type of attack, or he may decide to grant a +1 to two separate types of attacks. All weapons or natural attacks to be affected by this spell must be touched simultaneously by the spell caster when this spell is cast.

The total maximum bonus any single attack may receive is +5. The total maximum bonuses available are 8 at 36<sup>th</sup>. For example, a 36<sup>th</sup> level spell caster may bestow a +4 bonus to two separate weapons; however, the same spell caster could only bestow a +5 bonus to a single weapon.

This is the spell commonly used in the creation of magical weapons.

## 2<sup>nd</sup> Level Spells

**Color** (DotE – Book #3, pg. 22)

Range: Touch

Duration: Permanent, until *bleached*, casting duration up to twelve turns (two hours)

Effect: Changes color of affected area

This spell allows the caster to lay magical color down on a surface. The surface may be as small as the nose on a tiny china miniature, or as large as a 20'x20' area of wall. The casting time may be as short as a round for one simple color (for instance, tinting a room wall sky-blue) or may go on for a couple of hours. During that time, the caster may vary the color of the whole area, or may color different parts of the area in different ways.

The effect of this is that the magic-user can “paint” for up to two hours at a time, colors that are permanent and nearly imperishable by age and weather. A dispel will not remove *color*; only *bleach* or a *wish* can.

Different spellcasters use this for different purposes. Artists use it to make paintings that will not fade or to decorate themselves and others with brilliant body-colors and face-painting. Builders use it to re-tint stone and make wood more beautiful.

If one casts a *color* on top of another *color*, the second spell has no effect unless the second caster is of equal or higher level than the first, in which case the second spell covers up the first. However the spell would not be removed. To get rid of it, one would have to *bleach* away both *color* spells. Magic-users may leave messages for





one another this way. They choose an agreed-upon message drop, and one wizard uses one application of *color* to write a message, and another to cover it up. The next magic-user will use a *bleach* to uncover the message, and then cover it over again or use another *bleach* to erase it.

Just because a character can apply color with this spell doesn't make them good at it. To be truly artistic with the use of this spell, a character must have some sort of Artisan skill.\*

\* *Artisan general skills are described in DotE – Book #3, pg. 26*

**Protection** (created by Diedre Kesler)

Range: 0

Duration: 2 Turns

Effect: The spell caster only

The spell provides a bonus of +1 to both the magic-user's armor class and saving throws.

For every five levels beyond what is required to cast this spell, one more +1 bonus is created by the same spell. Thus an 8<sup>th</sup> level magic-user may receive a bonus of +2 to both armor class and saving throws.

The maximum bonus attainable by this spell is + 5 at 23 level.

This spell is commonly used in the creation of Rings of Protection.

**3rd Level Spells**

**Occupational Assistance**

Range: Touch

Duration 1 Turn per level of the caster

Effect: One living creature

This spell will allow one to temporarily possess one of the general skills described on pages 81-85 of the Rules Cyclopedia. This skill functions normally for the duration of the spell and all skill checks attempted uses the recipient's ability scores to determine success. The spell caster chooses the general skill to be granted. The spell caster need not know the general skill in order to bestow it upon another.

At the end of the spell, the skill is completely forgotten. The recipient will not forget performing the skill, but he or she or it will not be able to account for how it was accomplished.

If the recipient of this spell already has the general skill that the caster is attempting to magically bestowed, then a +2 bonus is granted to all pertinent skill checks.

**Regeneration**

Range: Touch

Duration: 2 rounds/level

Effect: One character or monster

The recipient of this spell recovers subsequently lost hit points at the rate of one hit point per round. Hit points lost prior to the casting of this spell are not regenerated by this spell.

For every ten levels of experience beyond what is required for the spell caster to cast Regeneration, the recipient recovers an additional lost hit point every round. Thus, the recipient of a Regeneration spell cast by a 5<sup>th</sup> level magic-user subsequently recovers one lost hit point per round. The recipient of a regeneration spell cast by a 15<sup>th</sup> level magic-user subsequently recovers two lost hit points per round.

While a troll is incapable of regenerating damage inflicted by fire or acid, the







regeneration spell does not share this limitation. Also, unlike a troll, the recipient of this spell does not regain lost limbs.

### **Extra Spatial**

Range: 30'

Duration: 12 turns +2 turns/level of the caster

Effect: One storage container

This spell affects any one non-magical storage container. Once enchanted, the storage container will hold 20 times its normal storage capacity; however, it will weigh no more than an identical non-enchanted container filled to capacity.

An item to be placed inside the container may be no larger than 10' x 5' x 3'. A larger item will not fit inside. Items placed within the container disappear. Anyone may reach in and find the contents by touch. For every level of the spell caster, a fifty coins worth of container capacity can be enchanted.

For example, a twelfth level magic-user can cast an extra spatial spell on a small sack affecting it so it will hold 12,000 coin weight but only weigh 600 coins.

The interior of extra spatial objects do not contain a breathable atmosphere. Any living organism placed within an extra spatial object will begin to suffocate.

An extra spatial enchantment works by intruding upon the dimension of Nightmare. Conventional objects and organisms on the prime material plane occupy the first, second and third dimensions; however, other three dimensional objects and organisms coexist on the prime material plane occupying the third, fourth, and fifth dimensions. This is known as the dimension of Nightmare

and it is the antithesis of conventional reality.

The interior of extra spatial objects do not contain a breathable atmosphere. Any living organism placed within an extra spatial object will begin to suffocate. In fact, the dimension of Nightmare is toxic to all conventional life.

An extra spatial object placed with another extra spatial object will cause a rift in the fabric of reality. Any objects contained in the extra spatial objects are instantly destroyed. The only exceptions are artifacts and immortal level life forms.

The rift, spherical in shape, measures one foot in diameter for every 100 coin of extra spatial capacity. Add the total extra spatial capacity of both containers together. This rift forms instantly, and diminishes at a rate of 100 feet per round. Organisms and objects and player characters caught in the area of effect of the rift are immediately pulled through and cast adrift in the multiverse.

A module placed in a separate reality like B3 Palace of the Silver Princess, X2 Castle Amber or EX1 Dungeonland would be appropriate. Optionally, the Dungeon Master could place the player characters adrift on the astral plane and simply run random encounters until they devise some means of escape. The ultimate destination of the player characters is up to the whimsy of the Dungeon Master.





*Victorious atop the Tower of Xanthipon in the Milenian Empire*





## The Colour of Magic

Dragon Magazine #200

Specialized spells for D&D game spellcasters

by Dan Joyce

Life for a low-level NPC spellcaster in the D&D game can be nasty, brutish, and short - as Unwin the Seer is about to find out. His career as a villain is looking good. He's charmed six ogres in as many days and has made quite a splash in caravan-robbing circles.

Now he sits playing cards with his ogre buddies, happy in the knowledge that the main door to his hall is bolted shut. His happiness lasts about two minutes.

CRASH! The door swings inward, the lock broken. Three humans enter; the two in front are armed and armoured, and the one behind them wears robes and a pointy hat. Adventurers!

The ogres grab their clubs. Unwin leaps to his feet, scattering cards everywhere, and begins to chant and gesture with obvious arcane intent. A shimmering arrow appears in the air and darts toward the adventurers. Oxbrain the Hero is hit square in the chest. He does not seem to care.

"Surrender or die!" shouts Unwin.  
"There's more where that came from."

"Rubbish," sneers Oxbrain, lifting his spear. "You've shot your bolt. Eat this, low-level scum!" He turns and whispers to Xeno the Enchanter, "Magic missile? I thought this guy was tough!"

Oxbrain hurls his spear. Unwin catches it in the chest and dies instantly. His ogres soon follow. The game is over.

D&D game magic doesn't always have the mystique it deserves. It is simple and it works, but there are only a certain number of spells, and experienced players can recognize them instantly. When they have seen one magic missile, they have seen them all. When they know that one Enchanter could do, they know what all Enchanters could do. Magic-users cease to be men of mystery and become instead merely grades of heavy artillery in pointy hats.

It is even worse at lower levels, where there are fewer options. The average 1st-level magic-user is a sleep spell on legs. Players just will not respect such characters unless you can recreate a sense of mystery and a world in which every magic-user can do something different.

This looks like a plea to create separate spell lists for every magic-user. It is not - quite. The existing D&D spells from the D&D Cyclopaedia cover most magical effects already. "New" spells are often just minor variations of old ones. Bardolph's electromagnetic barrier sounds novel, but if it measures 20' x 60', prevents the passage of creatures with fewer than four hit dice, and does 1-6 points of damage to all others, then it's not very different from wall of fire or wall of ice. At least, it's not very different in terms of game mechanics. In terms of game atmosphere (how the players perceive it), it could be very different indeed!

This is the key to creating hundreds of new spells to suit any kind of spell-caster: make cosmetic changes to existing spells. Describe spells differently. Magic missile need not be a shimmering arrow. It could





be a telekinetic fist, a jet of flame, or a steel pin stuck into a voodoo doll. The game mechanics remain the same. All that changes is how these effects are brought about. Hence, a magic missile variant will still do 2-7 points of damage, with a range of 150' and a duration of one round. A shield spell still grants a saving throw. As for the rest, use your imagination. Maybe Maximus the Black casts a magic missile by momentarily enchanting his dagger, then making a pass at a distant enemy with it. A cut, doing 2-7 points of damage, opens up on Maximus' enemy, mirroring the swipe Maximus made with his dagger.

When you redefine how spells work, you may need to make some additional, minor changes for the sake of consistency. Maximus the Black, for instance, will always need a dagger or some other sharp implement with which to cast his version of magic missile. Such changes require careful thought from the DM and ought not to affect the overall power of the spell too greatly.

The benefit of this method is that there is no danger of upsetting the game balance. All the spell effects have been extensively play tested already. Redefining the causes just adds colour, individuality, and panache.

Spells can also be styled so that they are in keeping with the overall conception of the character. As an example, take Illfrith the Ice Queen, a 5th-level magic-user NPC who lives in the DM's "Northern Wastes" campaign. Ordinarily, she would not be able to use any "ice magic" until she reached 7th level (wall of ice). Yet she can cast fireball at 5th level. By describing her spells differently, however, she becomes a real Mistress of Ice Magic.

Here are Illfrith's spells, with descriptive notes. Unless stated otherwise, all the effects remain the same as the original spell (damage, range, duration, saving throws, etc.).

#### First level

**Magic missile.** Illfrith conjures an icicle out of thin air, then hurls it.

**Shield.** Her skin becomes the bluish-white colour of a glacier. Intense heat, as from a fire-based spell or large, open bonfire or furnace within 10', negates this spell.

#### Second level

**Knock.** Illfrith freezes any lock or bar on the affected portal, causing it to become brittle and shatter with the first use of force.

**Web.** Instead of sticky strands, a layer of ice forms over the area affected, immobilising all within. The ice can be physically broken or melted with fire (standard 1-6 points of damage in the latter case to any characters touched by the flamed).

#### Third level

**Fireball.** Illfrith creates a zone of intense cold (Fimbul-winter) in an area corresponding to a fireball's standard area of effect. The duration is one round.

If you work backward from the effects to the cause, you will find that standard D&D spells can be transformed almost infinitely. So long as the power of a spell is not increased, anything goes. You can even change the name if it suits you. The D&D game is about imagination. Use it, and bring back mystical magic. (See the





assorted NPCs at the end of this article for further ideas.)

That all-important panache

Let's continue the action from the introductory scenario. After the ogres are dispatched, a lone adventurer heads back for town. At the Guttled Goblin Tavern, the singed survivor swears at his flint and tinder. Xeno the Enchanter has had a hard day down in the dungeon. Thanks to him, half-a-dozen ogres, a magic-user, two close friends, and a room full of expensive furnishings are now only piles of hot ash. But producing 33,529 cubic feet of white-hot flame takes a lot out of a man, and he is gasping for a good smoke to relax. Unfortunately, he cannot raise a spark to light his pipe.

Magic is powerful stuff, and casting even a first-level spell presumably requires a lot of physical or mental effort. No one ought to be able to cast fireballs indefinitely.

The problem arises at the lower end of the magical scale. There are no spells less powerful than those of first level - no cantrips, no minor prestidigitations. A Warlock may be able to fly and turn invisible, but he still has to cook his own breakfast. Xeno the Enchanter can conjure a fireball by waving his arms about, but he cannot light his pipe by snapping his fingers.

Magic-users need a bit more panache than this. In one sense they are only human - even a Necromancer has to use the garderobe - but they are also a breed apart. A magic-user who lowers himself to plebeian levels does a lot of harm to his image, and this illusion of power is one of his greatest assets. To maintain this image, the magic-user ought to be able to do

ordinary things in an extraordinary way. Xeno should be able to light his pipe like that - SNAP! He could probably poach his eggs without a campfire, too.

Don't go overboard. A good rule of thumb is to allow magic-users to do magically only what they can already do by normal means. The idea is to enhance the atmosphere of the game, not the power of the magic-user. No effect as powerful as even a first-level spell should be allowed.

To prevent players doing "just anything" with these subsidiary powers, and also for the sake of consistency, all magical effects should reflect the spells that the magic-user already knows. Xeno, incinerator extraordinaire, can dispense with flint and tinder to light his pipe. Corvus the Conjuror (who knows levitate, floating disc, and his own version of magic missile: telekinetic fist) can shuffle cards with psychokinesis. Maximus the Black, who knows death spell, can kill small harmless animals like mice merely by stroking them (he's not bothered by flies or mosquitoes, either, as they die upon touching his flesh).

It is worth repeating that these effects are only for atmosphere. They should not be useful in combat. Tantalus the Beguiler (who knows charm person) can probably haggle a good price on a new horse, but if he is jumped in a dark alley and cannot bluff his assailant, he must resort to his dagger. Supernatural panache is a useful thing to have, but it is not a suit of armour.

The following sections depict a number of idiosyncratic NPCs and their special spell lists. Only the magical aspects of the spell lists. Only the magical aspects of the NPCs are covered here. DMs should feel free to flesh out the NPCs' personalities,





history, and motivations. Alternative spell names are given in parentheses, although the effects are the same as the original spell unless otherwise noted.

### Grimfang

Grimfang is a 3rd-level goblin magic-user, the shaman of a small tribe that uses spiders of varying sizes as guards, mounts, and totem animals. All her spells have an arachnid theme.

#### First level

Shield (Chitin). Grimfang's skin turns into touch, articulated chitin for the duration of the spell, giving her a spider-like appearance.

Sleep (Spiderbite). Range: Nil. Duration: Special. Grimfang can inject sleep-inducing poison by biting. This requires a roll to hit in combat. She can put 2d8 hit dice worth of creatures to sleep for 4-16 turns (determine the duration secretly when the spell is cast). Any creature bitten that has over 4 + 1 hit dice, or more hit dice than Grimfang has hit dice worth of poison remaining, is unaffected (the magic-user still loses the relevant hit dice worth of poison, however). Any unused poison disappears when the magic-user falls asleep or loses consciousness. Grimfang's bite does no physical damage. The victim of this spell is affected as per the standard version of this spell: sleep for 4-16 turns, no saving throw.

#### Second level

Web. Standard spell.

### Blackthorn

Blackthorn is a 5th-level elf whose spells are tied to earth, plants, and his natural

archery ability. He rarely leaves the forest in which he is so effective.

#### First level

Magic missile (Arrow-strike). This spell enchants an ordinary arrow, which must then be fired from a bow within one round. The arrow hits automatically. Range and damage are those of the spell, not the normal arrow.

Ventriloquism (Whispering leaves). Blackthorn's spell is a reversed version of the original. It must be cast on a plant or tree. If Blackthorn remains within 60' of the enchanted plant, he can hear any sound made near it as if he were there.

#### Second level

Invisibility (Camouflage). Blackthorn's skin and clothing take on the exact hue of the background scenery. In dense vegetation, this works as a normal invisibility spell. In areas lacking such cover, Blackthorn can insure invisibility only if he remains still. Sudden movements will give his presence away.

Web (Ensnare). The effect is caused by trees, bushes, roots, creepers, and even grass twining around the victim. The spell must be cast in an area where such greenery exists.

#### Third level

Lightning bolt (Heartseeker). This spell affects only one target. This spell is cast on an arrow, which must be fired from a bow within one turn. The arrow unfailingly strikes any target within range (180'). Damage is 1d6 points of damage per level, with a save for half damage. The enchanted arrow always strikes a vital spot.





Imran

A 7th level magic-user, Imran belongs to the Order of Secret Flame, a group of magicians who specialise in fire magicks.

First level

Darkness (Smokescreen). This is a reversed version of the first-level spell, light. Smokescreen must be cast in the vicinity of fire, and it cannot be cast on a creature. It causes impenetrable smoke to stream forth from the flame, and this persists until the spell ends.

Sleep (Smother). Range: 20'. The spell must be cast in the vicinity of fire. It causes translucent green smoke to issue from the flames. All who inhale the smoke (except the caster) suffer the usual effects of a sleep spell. Note the reduced range.

Magic missile (Firefinger). A jet of flame shoots from Imran's fingertips, with standard effects. Highly flammable objects will ignite if struck directly.

Second level

Continual light (Eternal flame). Range: Nil. When cast on any inanimate object, this spell creates a small fire that gives off as much heat as a torch, but which has the brilliance of a continual light spell. The eternal flame will not consume the object it is cast on, but it will ignite anything else that touches it, just like a normal flame. The eternal flame spell can be quenched only by immersion in water or by magical means. Any fire that the spell's flame starts can be put out normally, however. This spell cannot be cast on a creature.

Mirror image (Smoke shadows). This spell surrounds Imran with a 5' radius of semi-

opaque smoke, in which 2-5 shadowy images appear. These are indistinguishable from Imran and move as he moves. Imran can see through the smoke normally.

Third level

Clairvoyance (Firegazing). To cast this spell, Imran must stare into a flame of some kind.

Fireball. Standard spell.

Fourth level

Wall of fire. Standard spell.



*Galina's Staff of Wizardry*





## Equipment

Equipment is covered in the Rules Cyclopedia on pages 62 through 75.

In order to speed up character creation, the following two articles provide some

ideas for basic equipment. They also include some equipment that is not listed in the Rules Cyclopedia.



### Different Totes for Different Folks

Basic backpacks for every D&D® game adventurer

by Vince Garcia

Artwork by Joseph Pillsbury

One aspect of creating a new D&D® game character too often treated superficially is that of outfitting the hero with her basic equipment. A new hero making her first venture into the dangerous outlands needs more than arms, armor, and a week's food rations. The well-prepared adventurer takes along the little things that aid those of her chosen class out in the wild. The table

here has an expanded list of equipment that players may wish to refer to when outfitting new characters, to speed play. Items in italics are new, not shown on the Adventuring Gear Table in the D&D game Rules Cyclopedia (page 69). Also presented are examples of basic adventuring kits for specific D&D game professions.







D&D Game Adventuring Gear Table		
Item	Description/Notes	Cost/Enc.
<i>Arrowhead</i>	For use when manufacturing arrows in the wild	1 sp/1
Backpack	Capacity of 400 cn (40 lbs.)	5 gp/20
<i>Backpack, explorer's</i>	Capacity of 800 cn (80 lbs.)	10 gp/80
<i>Backpack, waterproof</i>	Capacity of 300 cn (30 lbs.)	30 gp/60
<i>Bandages</i>	Prevents further blood loss; enough for 1 character's wounds from 1 combat	1 sp/1
<i>Bedroll</i>	Heavy blanket and small pillow	1 gp/50
Belt		2 sp/5*
<i>Block and tackle</i>	Effectively reduces the weight of hauled object to 25% normal, but requires 4 times the amount of rope	5 gp/100
Boots, riding/swash-topped		5 gp/15*
Boots, plain		1 gp/10*
<i>Bow strings, 10</i>		1 gp/1
<i>Candle</i>	Burns 1 hour; sheds light in 10' radius	1 sp/1
<i>Chisel</i>	For chipping away stone	2gp/10
<i>Climbing hook, hand-held</i>	Supports up to 250 lbs.	5 gp/40
Cloak, long		1 gp/15*
Cloak, short		5 gp/10*
Clothes, extravagant	Tunic & pants; blouse & skirt; robe; etc.	50+ gp/30*
Clothes, fine	See above	5 gp/20*
Clothes, normal	See above	2 gp/20*
<i>Disguise kit</i>	Includes wigs, hair dye, makeup	20 gp/50
<i>Drill, hand</i>	For drilling through wood or metal	10 gp/30
Garlic	Useful against vampires	5 sp/1
Grappling hook	Holds up to 500 lbs.	25 gp/80
<i>Gloves, heavy</i>	Prevents rope burns, assures better grip on slippery items, protects against contact poisons and things that harm exposed skin (e.g., needle traps); impossible to pick pockets or remove traps while wearing these.	5 sp/10*
<i>Gloves, soft</i>	Protects against contact poisons and other things that harm exposed skin; useless against needle traps	1 gp/5*
Hammer, utility	Does 1d3 damage if used as a weapon	2 gp/10
Hat		2 sp/3
Holy symbol	At DM's discretion, may be needed to Turn undead.	25 gp/1
<i>Holy symbol, inexpensive</i>	Inflicts penalty of 3 to Turning roll	5 gp/1
Holy water	Breakable glass vial	25 gp/1
<i>Ink, vial of</i>	Enough to write 50 pages of simple text	1 gp/20
Iron spike	One spike needed for each 5' of a sheer surface being climbed by a thief or mountaineer	1 sp/5
<i>Journal, blank</i>	With fifty 6"x9" pages	20 gp/30





<i>Knapsack</i>	Capacity of 250 cn (25 lbs.)	3 gp/10
<i>Knife, utility</i>	Does 1d3 damage if used as weapon	1 gp/5
Lantern	Burns 4 hours; 30' radius of illumination	10 gp/30
<i>Lantern, bullseye</i>	Burns 4 hours: illuminates cone 100' long, 20' base	20 gp/30
<i>Lasso, leather</i>		5 gp/30
<i>Leather, bulk</i>	One square foot for miscellaneous use	1 sp/5
<i>Lockpicks</i>	Optional portion of thieves' tool kit; does not permit trap removal	15 gp/5
<i>Magnifying glass</i>	For studying fine details and fire-starting	3 gp/5
<i>Map, explorers'</i>	Speculative map of unexplored territory	50 gp/10
<i>Map, detailed</i>	Highly detailed map of explored territory	30 gp/10
<i>Map, general</i>	General trail map of explored territory	10 gp/10
Mirror, hand	Made of steel	5 gp/5
<i>Musical instrument, stringed</i>	Lute, mandolin, etc.	20 gp/100
<i>Musical instrument, wind</i>	Flute, recorder, etc.	5 gp/30
Oil, ceramic flask	Does 2d6 damage or covers 10' square area and burns for 3 rounds	2 gp/10
<i>Oil, metal flask</i>	Prevents accidental breakage; cannot be used as missile weapon	1 gp/20
<i>Papyrus</i>	One 12"x12" leaf	1 sp/1
<i>Parchment</i>	One 10"x10" leaf	1 gp/5
<i>Parka</i>	For warmth in cold climates	5 gp/40*
Pole	Wooden, 10' long	1 gp/100
<i>Pot, Cooking</i>	Two-quart capacity	1 gp/50
Pouch, belt	Capacity 50 cn (5 lbs)	5 sp/2*
<i>Quill pen</i>	For writing	5 sp/1
Quiver	Holds 20 arrows	1 gp/5
<i>Quiver, back</i>	Holds 50 arrows; prevents wearing of pack or knapsack	5 gp/20
<i>Quiver, belt</i>	Holds 10 crossbow quarrels	1 gp/3
Rations, iron	Week's supply; stays fresh 2 months	15 gp/70
Rations, standard	Week's supply; stays fresh 7 days	5 gp/200
Rope, 50' length	Supports 750 lbs.; for each 10 lbs. above this, give 5% cumulative chance of breakage.	1 gp/50
Sack, small	Capacity 200 cn (20 lbs.)	1 gp/1
Sack, large	Capacity 600 cn (60 lbs.)	2 gp/5
<i>Salt, 1 lb</i>	For preserving meat or monster parts for future use; one pound of salt is needed for each 5 lbs. of organs being preserved	10 gp/10
<i>Scroll case, waterproof</i>	Hold 1 map, 1 scroll, or 10 leaves of parchment	5 gp/20
<i>Sewing kit</i>	For repair of cloth/leather	1 gp/10
Shoes		5 sp/8
<i>Spellbook, blank</i>	24"x24"x6"; holds 24 spells	100 gp/200
<i>Spellbook, cover</i>	Waterproof	10 gp/30





Stake, wooden		1 sp/1
<i>Tent, 2-man</i>	6'x4'x4'; watertight	20 gp/200
Tent, 4-man	6'x6'x5'; watertight	25 gp/500
Thieves' tools	Needed for picking lock & removing traps	25 gp/10
Tinder box		3 gp/5
Torch	Burns 1 hour; sheds light in 30' radius	2 sp/20
<i>Twine, 100' ball of</i>	Supports up to 30 lbs; for each 10 lbs. above this, give 10% chance of breakage	2sp/10
<i>Vial, empty glass</i>	Holds 1 pint (enc. 20 when filled)	1 gp/10
Water/wineskin	1 quart capacity (enc. 30 when filled)	1 gp/5
Wax	For making impressions	3 sp/10
<i>Whistle</i>	For signaling or bird calls	1 sp/5
Wolfsbane	To ward off lycanthropes	10 gp/1

\* If this item is being worn, as opposed to being packed away as a spare, its encumbrance is considered to be 0.

### Kits for new characters

New adventurers bring with them varied philosophies and backgrounds that naturally prompt a character to bring certain items most useful to his adventuring class as a whole. The monastery-trained cleric, for instance, is more likely to pack along bandages and holy water than a backwoods fighter who knows the practical value of a block and tackle. Several basic packs follow for quick outfitting, each listing cost and weight factors. Players naturally may add or delete equipment as they deem fit. Note that the weight of the pack itself and bedroll (in most cases) are not considered in the encumbrance contained by the pack.

#### Cleric

A cleric's purpose is to heal, protect, and represent the interests of her particular order. Her basic kit reflects these aspects of her profession.

Item	Cost/Enc.
Backpack	5 gp/20
Bandages (10)	1 gp/10
Bedroll (attached to pack)	1 gp/50
Clothes, fine (priestly garments)	5 gp/20
Garlic	5 sp/1
Holy symbol, inexpensive	5 gp/1
Holy water	25 gp/1
Ink, vial	1 gp/20
Parchment (2 leaves)	2 gp/10
Quill pen	1 gp/5
Ration, standard (1 week)	5 gp/200
Tinder box	3 gp/5
Water/ wineskin	1 gp/5
<b>Total</b>	<b>55.5 gp/348</b>





### Fighter/Dwarf

Fighters and dwarves are perhaps the most practical adventurers, wasting very little upon unnecessary items. The professional warrior has few true needs.

Item	Cost/Enc.
Backpack	5gp/20
Bandages (5)	5sp/5
Bedroll (attached to pack)	1gp/50
Oil	2gp/10
Pot, cooking	1gp/50
Rations, iron (2 weeks)	30gp/140
Rope, 50'	1gp/50
Sack, large (3)	6gp/15
Tinder box	3gp/5
Torches (5)	1gp/100
Water/wineskin	1gp/5
<b>Total</b>	<b>51.5 gp/450</b>

### Thief

The thief's life is an often risky one. Incumbent upon those who rely on stealth and fleetness of foot is to take no more than necessity requires, for freedom of movement is of paramount importance.

Item	Cost/Enc.
Backpack	5 gp/20
Bedroll (attached to pack)	1 gp/50
Candles (3)	3 sp/3
Climbing hook	5 gp/40
Gloves, soft	1 gp/5
Hammer, utility	2 gp/10
Iron spikes (10)	1 gp/50
Magnifying glass	3 gp/5
Ration, iron (1 week)	15 gp/75
Rope, 50'	1 gp/50
Sack, large	2 gp/5
Thieves' tools	25 gp/10
Tinder box	3 gp/5
<b>Total</b>	<b>64.3 gp/328</b>





### Halfling

Halflings also prefer traveling light, although the industrious little fellows might pack a variety of items to cover a number of different contingencies.

Item	Cost/Enc.
Knapsack	3 gp/10
Bedroll (in knapsack)	1 gp/50
Candles (3)	3 sp/3
Ink, vial of	1 gp/20
Oil	2 gp/10
Map, general	10 gp/10
Mirror, hand	5 gp/5
Parchment (2 leaves)	2 gp/10
Quill pen	5 sp/1
Magnifying glass	3 gp/5
Rations, iron (1 week)	15 gp/75
Sack, small (3)	3 gp/3
Tinder box	3 gp/5
Torch	2 sp/20
Wineskin	1 gp/5
<b>Total</b>	<b>50 gp/232</b>

### Elf/Mage

The needs of a spell-caster are many, and it is all too true that the tools of her trade take up much of her available space!

Item	Cost/Enc.
Backpack	5gp/20
Bedroll (attached to pack)	5gp/20
Scroll case	1gp/50
Ink, vial of	1gp/20
Magnifying glass	3gp/5
Mirror, hand	5gp/5
Spellbook	100gp/200*
Parchment (3 leaves)	3gp/15
Quill Pen	5sp/1
Rations, iron (1 week)	15gp/70
Scroll case	5gp/20
Torch	2sp/20
Tinder box	3gp/5
Vial, empty glass	1gp/10
<b>Total</b>	<b>147.7 gp/461</b>

\* This is presumed to be the book the character starts play with. If it is stored in other than the pack, its encumbrance is discounted from the total, leaving room for other gear.





### Mystic

Austerity is a trademark of the mystic, and rare is the character who bears more than the most essential of items.

Item	Cost/Enc.
Knapsack	3 gp/10
Bedroll (in knapsack)	1 gp/50
Candle	1 sp/1
Ink, vial of	1 gp/20
Journal, blank	20 gp/30
Quill pen	5 sp/1
Rations, iron (1week)	15 gp/75
Tinder box	3 gp/5
<b>Total</b>	<b>43.6 gp/192</b>

### Druid/Outdoorsman

Clerics studying the path of druidism, as well as other outdoor adventurers (including some elves), understand that a wide variety of equipment can compensate for the many demands of the wild. Thus, while the professional explorer bears a heavy burden, he is rarely caught helpless in the wild.

Item	Cost/Enc.
Backpack, explorer's	10 gp/80
Arrowheads (20)	1 gp/20
Block & tackle	5 gp/100
Bedroll	1 gp/50
Climbing hook	5 gp/40
Hammer, utility	2 gp/10
Iron spikes (10)	1 gp/50
Knife, utility	1 gp/5
Leather, bulk	1 sp/5
Map, general	10 gp/10
Parka	5 gp/40
Rations, iron (1 week)	15 gp/75
Rope, 50.	1 gp/50
Tent (2-man)	20 gp/200
Tinder box	3 gp/5
Torches (2)	4 sp/40
Twine, ball of	2 sp/10
Water skin (full)	1 gp/30
Whistle	1 sp/5
<b>Total</b>	<b>81.8 gp/325</b>





## STANDARD EQUIPMENT PACKS

By Tom Moldvay, The Lost City

Normally, the characters will equip themselves using the gold provided. To set up more quickly, ignore the gold and use the standard equipment packs instead. The players copy one pack type (thieves and clerics must take Pack C) and they are ready to go!

### Pack A

Item	Description	Cost/Enc.
Backpack	Capacity of 400 cn (40 lbs.)	5 gp/20
Sack, large	Capacity 600 cn (60 lbs.)	2 gp/5
Lantern	Burns 4 hours; 30' radius of illumination	10 gp/30
Oil, ceramic flask (2)	Does 2d6 damage or covers 10' square area and burns for 3 rounds	4 gp/20
Tinder box		3 gp/5
Iron spike (12)	One spike needed for each 5' of a sheer surface being climbed by a thief or mountaineer	12 sp/60
Hammer, utility	Does 1d3 damage if used as a weapon	2 gp/10
Water/wineskin	1 quart capacity (enc. 30 when filled)	1 gp/5
Rations, standard	Week's supply; stays fresh 7 days	5 gp/200
<b>Total</b>		<b>33.2 gp/355</b>

### Pack B

Item	Description	Cost/Enc.
Backpack	Capacity of 400 cn (40 lbs.)	5 gp/20
Sack, large (2)	Capacity 600 cn (60 lbs.)	4 gp/10
Torch (6)	Burns 1 hour; sheds light in 30' radius	12 sp/120
Oil, ceramic flask (3)	Does 2d6 damage or covers 10' square area and burns for 3 rounds	6 gp/30
Tinder box		3 gp/5
Pole	Wooden, 10' long	1 gp/100
Rope, 50' length	Supports 750 lbs.; for each 10 lbs. above this, give 5% cumulative chance of breakage.	1 gp/50
Water/wineskin	1 quart capacity (enc. 30 when filled)	1 gp/5
Rations, standard	Week's supply; stays fresh 7 days	5 gp/200
Mirror, hand	Made of steel	5 gp/5
<b>Total</b>		<b>32.2 gp/545</b>

### Pack C

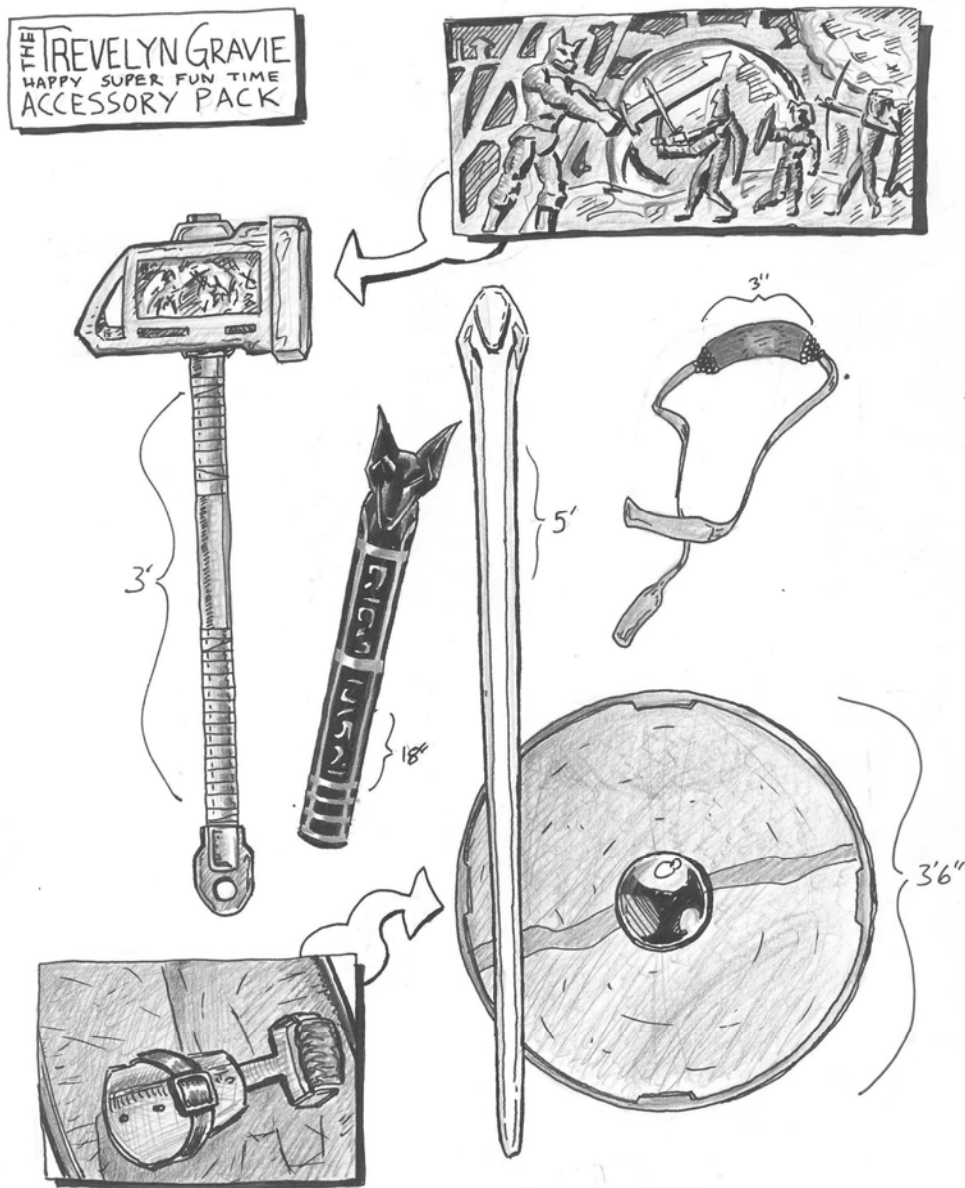
Item	Description	Cost/Enc.
Backpack	Capacity of 400 cn (40 lbs.)	5 gp/20
Sack, small (4)	Capacity 200 cn (20 lbs.)	4 gp/4
Holy symbol	At DM's discretion, may be needed to Turn undead.	25 gp/1*
Thieves' tools	Needed for picking lock & removing traps	25 gp/10*
Holy water	Breakable glass vial	25 gp/1*





Iron spike (12)	One spike needed for each 5' of a sheer surface being climbed by a thief or mountaineer	12 sp/60
Rope, 50' length	Supports 750 lbs.; for each 10 lbs. above this, give 5% cumulative chance of breakage.	1 gp/50
Water/wineskin	1 quart capacity (enc. 30 when filled)	1 gp/5
Rations, standard	Week's supply; stays fresh 7 days	5 gp/200
<b>Total</b>		<b>42.2gp/ 340 or 349</b>

\*Pack C is designed to accommodate a thief or cleric. If you purchase Pack C, select a Holy Symbol, Thieves' tools or Holy water. Only the cost of one of these items is included in the packs total price. If the Thieves' tools are selected, Pack C's total encumbrance is 349.







### Tools Used to Assist General Skills

Some general skills such as craft (weapon making) obviously require tools and equipment to use. For example in order to use this general skill a character requires an anvil, hammer, and other tools. A higher quality tool may add a bonus of +1 to the weapon crafting general skill.

Other skills such as navigation do not require tools, but may be modified by certain items. A navigator may use the navigation general skill without a sextant, but a sextant will add a bonus of +1 to the navigation general skill. As a general rule assume an extra tool or higher quality tool adds a bonus of +1 to the skill.

Multiple bonuses may be accrued by using multiple items. For example a navigator with a sextant, a telescope, a compass, a map of the area, and drafting tools for the map, receives a total bonus of +5 to the navigation general skill. Thus five items grants a total bonus to the general skill of +5. The preceding example of course assumes the navigator has the cartography general skill in order to understand the map.

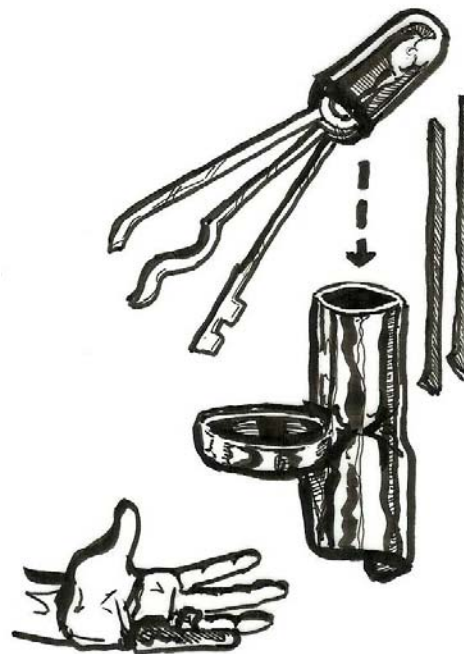
The maximum total bonus one can receive from tools and high quality equipment is +5. The highest quality bonus a single tool may have is +5. Deciding whether or not an item is required for to utilize a general skill or modifies a general skill falls squarely upon the shoulders of the Dungeon Master. Please ask him or her before making any assumptions.

As a general rule assume that high quality equipment costs up to five times normal prices. Other items not listed will have to have their prices determined by the Dungeon Master. If a character has the

appropriate craft general skills they may wish to construct tools. To determine the quality of the tool compare the skill check to the following chart.

Skill Roll Made By	Tool Quality
0-4	Standard
5-8	+1
9-12	+2
13-16	+3
17-20	+4
21+	+5

Using this chart, you will notice that without exceptional Ability scores, General Skill scores, or high quality tools it is impossible to construct a +5 tool. This is not a mistake. These high quality items should be difficult to make and hard to come by. This chart may also be used to ascertain the quality of other items crafted.



*Donal McGregor's False Finger Lock Picks*





## Partial Armor

The rules for armor are covered on page 67 of the Rules Cyclopedia. This entry provides rules for characters utilizing partial protection or an odd assortment of armor pieces. It originally appeared on page 44 of Gazetteer 10 The Orcs of Thar. When scavenging for usable pieces of armor from a battle site, one may roll a 1d20 to determine what pieces of armor are salvageable.

Gladiatorial fighters in Thyatis and Ierendi traditionally wear partial armor. When selecting armor for the arena, functionality is often secondary to drama.

Armor Pieces		
D20	Protected Area	Cost/Encumbrance
1-2	Shield	Normal
3	Head	1/4
4	Torso	1/4
5-6	Shoulder (one)	1/10
7-8	Arm (one upper)	1/10
9	Elbow (both)	1/10
10-11	Arm (one lower)	1/10
12	Hands (both)	1/10
13-14	Waist & Groin	1/10
15-16	Leg (one upper)	1/10
17	Knees (both)	1/10
18-19	Leg (one lower)	1/10
20	Feet (both)	1/10

**Value and Encumbrance:** The third column indicates the value of the armor pieces. It indicates the percentage of a full armor's cost that the particular piece represents. A full set of mismatched

armor can be more expensive than normal armor.

The encumbrance of armor pieces is determined the same way. Find the normal encumbrance for the type of armor; then find what fraction of encumbrance the piece of armor represents. Here again, a full set of mismatched armor can be more encumbering than normal armor. This is due to the fact that the pieces are mismatched and do not fit well together.

**Partial Armor Protection:** After determining the value and encumbrance of the armor pieces, one should then ascertain the degree of protection provided by the partial armor. The following chart lists protection ratings to determine Armor Class.

Partial Armor Protection Ratings			
D20	Armor Material	Head or Torso	Any Other Pieces
1-5	Padded Fur	2 points	1/2 points
6-10	Leather	4 points	1 points
11-14	Scale	5 points	1 points
15 -17	Chain	6 points	2 points
18-19	Banded	7 points	2 points
20	Plate	8 points	3 points

**How to Use Protection Ratings:** Add up the points corresponding to your armor pieces, divide by 10 (round down). Then subtract the total from 9; the result is your character's Armor Class. In other words, each 10 points of Partial Armor Protection equals a bonus of 1 to your Armor Class.

The use of the shield is unchanged. It provides the usual bonus of 1 to your Armor Class, as per conventional rules.





## Fencing Weapons

The rules for weapons are covered on pages 62 to 66 of the Rules Cyclopeda. Weapon Mastery is covered on pages 75 to 80 of the Rules Cyclopeda. I have

created weapon mastery tables for two new types of daggers, the stiletto and the main-gauche, as well as the rapier and buckler shield.

Weapon	Level	Ranges	Damage	Defense	Special Effects
<b>Stiletto</b>	BS	15/25/3 5	1d3	-	-
<b>[P=H]</b>	EX	20/30/4 0	1d4	H:-1AC/1	Stun (s)
	SK	25/35/5 0	1d4+2	H:-2AC/2	Stun (s)
Cost: 5gp	M	30/40/6 0	P=2d4 S=1d4+2	H:-2AC/2	Stun (s) Double Damage (20)
Enc: 5cn	GM	40/50/7 0	P=3d4 S=2d4+1	H:-3AC/3	Stun (s) Double Damage (19,20)

A stiletto possesses a long slender blade and needle-like point, intended primarily as a stabbing weapon. The stiletto blade's narrow cross-section and acuminated tip reduces friction upon entry, allowing the blade to penetrate deeply. Though similar to a dagger, stiletos are ineffectual at cutting or slashing.

A stiletto is very effective at penetrating armor thus granting a +1 to hit roll bonus versus armored characters and monsters who receive a low AC due to the toughness of their hides. This bonus does not apply to characters without armor or monsters noted for their high dexterity.

Weapon	Level	Ranges	Damage	Defense	Special Effects
<b>Main-Gauche</b>	BS	-	1d3	-	No off-hand penalty
<b>[P=H]</b>	EX	5/10/15	1d4	H:-1AC/1	No off-hand penalty Disarm (Save)
	SK	10/15/3 0	1d4+2	H:-2AC/2	No off-hand penalty Disarm (Save +2)
Cost: 5gp	M	15/20/3 5	P=2d4 S=1d4+2	H:-3AC/3	No off-hand penalty, Disarm (Save +4)
Enc: 15cn	GM	20/25/4 0	P=3d4 S=2d4+1	H:-4AC/4	No off-hand penalty, Disarm (Save +6)

The main-gauche (French for "left hand") is used mainly to assist in parrying incoming thrusts, while the dominant hand wields a rapier or similar longer weapon intended for one-handed use. It may also be used for attack if an opportunity arises. The Defense bonus

offered by the Main-Gauche may be added to the Defense bonus provided by the weapon wielded in the primary hand. This weapon mastery chart for the rapier is based on the one created by Bruce Heard for Dragon Magazine #176.





Weapon	Level	Ranges	Damage	Defense	Special Effects
Rapier	BS	-	2d4-1	-	
[P=H]	EX	-	1d8+1	H:-2AC/2	Deflect (1) Disarm (Save)
	SK	- /10/20	P =1d8+2 S= 1d8+1	H:-2AC/3	Deflect (2) Disarm (Save+2)
Cost: 10gp	M	- /15/25	P=1d12 S=1d10	H:-3AC/3	Deflect (3) Disarm (Save+4)
Enc: 60cn	GM	10/20/3 0	P=1d12+1 S=1d10+1	H:-4AC/4	Deflect (3) Disarm (Save+6)

With the exception of the buckler, use of a shield negates the “Art of Fencing” required for the Rapier, negating all dense bonus and special effects. The rapier also suffers a -2 to hit versus suit armor.

**Buckler Usage:** This dexterity based general skill allows a character to employ a small shield called a buckler or target shield. The buckler has a 50 coin encumbrance and costs 10 gold pieces.

In use, the bearer of the buckler moves the target shield to intercept the melee

blows of an opponent. The buckler, while effective in melee combat, is ineffectual against missile fire, providing no bonus to armor class.

Use of the buckler does not interfere with thief skills. For every round that this skill is being used, the character receives a +1 bonus to armor class against melee attacks. Mystics may not use the buckler. Magic-Users may use a buckler, but suffer the appropriate experience point penalty for using a shield.



*Alain d'Ambreville in action*





## Flintlock Pistols and Rifles

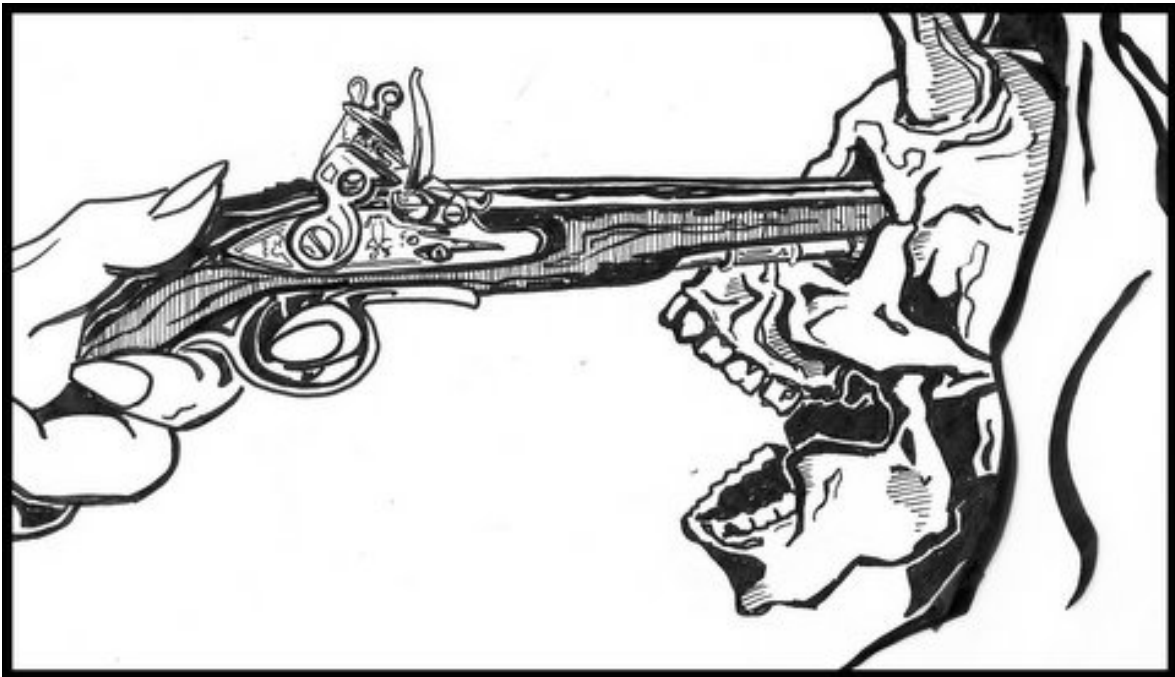
the work Frank Mentzer did for IM1 *The Immortal Storm*. Enjoy!

The stats for these weapons are based on

### Flintlock Pistol

Encumbrance: 30 coins, Primary: All

Mastery	To Hit Bonus	Damage	Range	Special Effects
Basic	+4	1d8	10/20/30	-
Skilled	+5	1d10	20/40/60	2x Damage (19-20)
Expert	+6	1d10+2	30/60/90	3x Damage (19-20)
Master	+7	1d10+4	40/80/120	4x Damage (19-20)
G.Master	+8	1d8+8	50/100/150	4x Damage (17-20)



*Zwei Herzog defends the ship.*

### Flintlock Rifle

Encumbrance: 80 coins, Primary: All

Mastery	To Hit Bonus	Damage	Range	Special Effects
Basic	+4	2d8	20/40/60	-
Skilled	+5	2d10	40/80/120	2x Damage (19-20)
Expert	+6	2d10+2	60/120/180	3x Damage (19-20)
Master	+7	2d10+4	80/160/240	4x Damage (19-20)
G.Master	+8	2d8+8	100/200/300	4x Damage (17-20)





The Flintlock Rifle is a two handed missile weapon.

On a hit roll of 16 or greater, the victim may be stunned. The victim is allowed a saving throw vs. Death Ray to avoid this effect. The stunned victim rolls a saving throw vs. Death Ray each subsequent round. The stun effect continues until one is successful.

On a hit roll of 20, the victim may be instantly reduced to zero hit points. The victim is allowed a saving throw vs. Death Ray to avoid this effect. If the saving throw is successful the victim still takes normal damage and is automatically stunned for 1d10+5 rounds.

### Siege Equipment

#### READY, AIM, FIRE!

The big guns are here for D&D® games

By Bruce Heard  
Dragon Magazine #199  
November 1993

We've received several letters in the past few months about weapon mastery charts for artillery. After some thought, it looked like an interesting idea, so we went a bit further and looked into gunpowder as well. Here are details for both mechanical artillery and actual cannons, and the way weapon mastery affects them.

Weapon mastery is always limited to a single type of artillery piece (ballistae, light catapults, heavy catapults, small bombards, etc.). In general, the performance of an artillery piece lies with the experience of its crew. In order for weapon mastery skills to improve the effectiveness of an artillery piece, its crew must have superior skills and competent

A flintlock pistol may be used as a blackjack for identical damage and special effects. If the gun is loaded at the time, a successful hit has a 50% chance of causing the weapon to discharge.

A flintlock rifle may be used as a staff for identical damage and special effects. If the gun is loaded at the time, a successful hit has a 50% chance of causing the weapon to discharge. Likewise, there is a 50% chance that the weapon will discharge if it is used successfully to deflect a melee attack. It takes two rounds to reload a flintlock pistol or rifle.

leadership. The crew usually consists of a chief artillerist and several assistants. The initial effectiveness of the artillery piece should be based on the chief artillerist's mastery. However, the remainder of the crew should have a mastery no less than two levels below that of their chief.

For example, a Grand Master artillerist needs a complete crew of not less than Expert level of mastery. Should the latter not be true (the crew is incomplete, some of the assistants are inadequately trained, or the chief artillerist is missing), then use the lowest level of mastery among the crew, minus one. In other words, if the Expert assistants lose their Grand Master chief, that crew would then operate at a Skilled level. Also note that a crew and its chief can be reduced to an Unskilled level if at least one of the crew members lacks Basic training on the appropriate artillery piece.

Weapon mastery at an artillery piece grants the usual bonuses to Attack Rolls





and the Despair Effect when maximum damage is inflicted (see Rules Cyclopedia, pages 76-77). Damage and special effects are listed in the individual weapon mastery charts given in this article. Artillery pieces provide no defensive benefits in combat, at least in terms of traditional melee in the D&D game. Depending on its size or whether it is fitted with a mantlet, however, the artillery piece can conceivably provide some cover bonus against missile weapons, but this has nothing to do with weapon mastery per se. Finally, weapon mastery does not improve the fire rates and maximum ranges of artillery pieces.

### **Oversized weapons**

The statistics given are for artillery pieces built for human-sized artillerists.

For larger weapons (those used by giants, for example), add +1 to damage for each extra 1' above human size. Assume a human to be in the "up-to-7'-tall" category.

Catapults or ballistae made for 10'-tall humanoids get an extra +3 damage, for example, up to +15 for storm giants (22 tall).

Likewise, the building cost, encumbrance, HP, and weekly cost of ammunition for oversized weapons all increase +10% for each extra foot of intended user size. A light catapult built for storm giants, for example, would then cost 375 gp to build (150 gp + 150%). It would have an encumbrance of 30,000 cn, 45 HP, and an ammo cost of 10,000 gp per week. The ranges of these weapons increase in a similar manner (rounding fractions up), but only for the intended users. Smaller users are assumed to be too weak to crank these machines up to their full potential.

Using an artillery piece that was built for a larger crew requires a penalty to hit of -1 per foot of difference, up to -5. Beyond this, the smaller user is assumed to be too small or too weak to operate the artillery piece at all. For example, humans might be able to operate a catapult or a ballista built for hill giants (12' tall) at -5 to hit, but not one for stone giants (14' tall) or for bigger creatures. Artillery pieces built for smaller users can be operated without penalty.

### **Gunpowder in the MYSTARA setting**

Gunpowder-using siege weapons-if allowed by your DM would be a novelty in the Known World. If they existed, here's some background that could be used: An obscure cleric from the Heldannic Order, Brother Berthold Schwartz of Freiburg (now deceased), claimed to be the inventor of gunpowder. That cannot be proved since it appeared in various areas almost at the same time. Of course, this is reason enough for the kindly Heldannic bunch to feel that all the other nations have no right to use this holy weapon sent by Vanya! It would seem that gunpowder is a byproduct of the Great War between Thyatis and Alphatia.

The nations that have access to gunpowder could be Thyatis, Karameikos, the Heldannic Knights, Darokin, Rockhome, and faraway Ochalea. Glantri, of course, would probably seek to have every speck of this despicable, nonmagical black filth scoured from the surface of Mystara (Peh! There isn't enough of this evil powder in King Stefen's Mad Mary to rival our Glantrian fireballs!).

Between these two extremes lie the have-nots. Some don't really care or aren't





wealthy enough for this kind of novelty (like Ierendi, Minrothad Guilds, Aengmor, Five Shires, Ethengar, Northern Reaches, Ylaruam, and Wendar), but might be able to acquire it if needed. A host of others are frothing at the mouth for the skills and secrets necessary to create the precious gunpowder and the weapons that utilize it. In the latter group would fall all humanoids, Hule, and most of the Isle of Dawn nations. None of them would be above kidnapping, blackmail, and other treachery to acquire what they want.



*Lieutenant Commander Ryszard Albrecht*

Much like the style of the medieval world, Known World cannons would probably be delicately carved and painted in the bright heraldic colors of their owners. Pennants would be added to identify the commanders. All this could be very

colorful, except that gunpowder is still poorly understood in the MYSTARA setting. Its components, mixing techniques, and dosage vary from one alchemist to another.

The big risk of using gunpowder is that it can backfire. Anytime an unmodified result of 1 or 2 is rolled when firing a siege weapon, the cannon explodes causing the indicated amount of damage for its Basic level of weapon mastery. Damage affects a radius of 20 for an iron pot, 30 for a serpentine, 60 for a bombard, and 90 for a great bombard (no save). The hand-gun explosion effect is explained separately under its own entry.

**General note on cannons:** The iron pot, serpentine, bombard, and great bombard are siege weapons comparable to catapults in terms of establishing their primary/secondary targets and special effects. Their minimum ranges are equal, to half their Basic short ranges. The cost of ammunition varies with the size of the bombard. Assuming that a pound of powder costs 5 gp, a single shot from an iron pot costs 10 gp, a serpentine shot costs 20 gp, 450 gp for a bombard, and 1,200 gp for a great bombard. A mason is needed on site to carve stones to fit exactly the caliber of the canon (every gun has a different caliber).

**Fire rates:** The firing rates are for siege situations, where artillerists properly clean their guns and allow ample time for cooling. In an emergency, siege weapons can fire faster, but catastrophic explosions would be more likely (on an unmodified result 1, 2, or 3 on an attack roll). In this case, a serpentine could fire as fast as a light catapult; a bombard could match a heavy catapult; a great bombard could fire as fast as a trebuchet. Weapon mastery never increases the firing rates of siege







weapons, especially when gunpowder and overheated barrels are involved.

**Great bombard:** A great bombard should be a unique weapon, a one-of-a-kind in a kingdom. It belongs more to the realm of fantasy than history but that's what we're here for! When referring to it, one should give it a proper name like King Karamaikos, Mad Mary, or the Great Bombard of Freiburg, etc.

The one described in this article, a 20 - long cannon weighing at least 10 tons, shoots a huge, 1,200 pound boulder up to 500 yards, with an extravagant amount of powder for each shot (at least 240 pounds-no one said that big guns in the D&D game had to be efficient!) Other gargantuan bombard can be built to fire smaller projectiles up to a mile away, but at half damage (rounded down). After each shot, a cone-shaped area about 30 yards-long by 20-yards-wide immediately in front of the great bombard's mouth fills with a thick, black smoke that blocks normal sight. It takes three rounds to clear the air with a normal breeze.

The horrendous thunder of a great bombard can be heard 10 miles away, possibly frightening the enemy. In addition to its special Stun and Knockout effects, a great bombard also requires one Morale Check per day from all enemy troops (of less than one full HD each or "level-zero" NPC) within its field of fire and range. The Morale Check is made at the moment of the first shot each day. Horses are particularly vulnerable to the thunderous detonation. They become skittish within a mile of the gun and remain so for a whole turn after the detonation (no cavalry charges, orderly lines, and timely maneuvers possible during that time).

Projectiles shot from a great bombard have an area of effect of 20' radius from the point of impact. All objects or creatures within that area of effect suffer 1d10 points of damage from flying debris (save vs. death ray for half damage).

The great bombard requires six large wagons to transport and 40-50 yokes of draft horses or oxen. This includes its supply of powder, balls, lifting apparatus, heavy timber pieces and trestles to hold the bombard, spare part, tools, accessories, crews, etc. In order to unload the massive gun and position it, up to 200 people are needed. Such huge devices can move only at the rate of 16 miles a day by road. As with most bombard, it is solidly tied to a bed of thick timber pieces to absorb the recoil. Beams and wedges are then needed to elevate and aim the bombard. The timber has to be repaired or replaced almost after every shot, and the bombard is then re-aimed before firing again.

**Missing a target:** When any artillery piece misses its target, use a conventional scatter diagram (a hex with its sides numbered 1-6) to see where the boulder actually hits. On a score of 1 on a d6, the boulder falls due north of the intended target. On a 2, it falls northeast, on a 3, southeast, etc. Subtract the number the attacker rolled (after modifications) from the score needed to hit the target, and multiply the result by five. The total indicates how many yards in the given direction the boulder misses its target.

If the projectile exceeds by 20 yards or more its maximum possible range as the result of a missed shot, assume the artillery crew somehow packed too much powder into the cannon! The chief artillerist or the best crew member must make a skill check (Intelligence score +1





for each level of weapon mastery above Unskilled).

If it fails, the cannon's barrel cracks and needs to be sent back to a master engineer for repair (a score of 20 always fails).

Repair requires a full week (at the cost of one-quarter the original cost of the cannon). The cannon will blow up if used while damaged. Note that a cannon cannot hit itself or something behind its own position! If this happens, reroll the direction of the error. A projectile, however, could conceivably fall as little as a yard away from the cannon's muzzle as the result of a missed shot (to the vast relief and amusement of the enemy).

**Building cannons:** These novelties require the services of a specialized engineer. The engineer must have the proficiency skill to build cannons. The initial skill requires three slots. The skill is based upon intelligence with a -5 penalty. The cannon must be fired (usually in combat, by its artillery crew) to find out whether it was properly built. If the engineer had succeeded the skill roll, then the cannon fires normally. If not, treat as if the artillery crew's hit roll was a 1 (i.e., the gun blows up). If the attack roll was indeed 1, double the damage from the explosion.

The engineer can build iron pots, serpentines, and veuglaires without any further penalty. Each one successfully built reduces the engineer's skill penalty by 1 at that specific type of cannon. For example, an engineer who's already built three functioning serpentines gets a -2 instead of a -5 the next time he builds a serpentine. Any successes beyond five are ignored for each particular type of cannon. It takes a month to build an iron pot or a small bombard.

The engineer can build full-sized bombards with an extra penalty of -5 to

skill checks, in addition to any penalties he might still have with smaller artillery pieces (add all penalties existing for iron pots, serpentines, and veuglaires). As with smaller cannons, this penalty can be reduced by the number of full-sized bombards successfully built. Bombards require two months for their construction.

Great bombards receive an extra -10 penalty to the skill check. This penalty can *never* be reduced. Great bombards require six months for their construction.

However, if a bombard blows up on the first attempt to use it, it is customary for the master engineer to repay a fine worth 20% of the whole construction fee.

**Gunpowder quality:** There are varying degrees of quality for gunpowder that are never apparent at the time of purchase. Poor gunpowder will misfire on a roll one greater than what would normally cause a hand gun or a siege weapon to explode. For example, on a roll of 3, a bombard with poor gunpowder would misfire. Misfiring does not necessarily cause an explosion—instead nothing happens for 1d10 rounds. At the end of the indicated round, roll 1d6. On a 1-2, the weapon does indeed explode (as if an attack roll of 1 had been rolled). On a 3-4, the weapon fires normally. On a 5-6, the powder is bad and does not ignite at all. The weapon must be reloaded.

If the powder is of superior quality, the chance for explosion is reduced by one. A siege weapon thus would only explode on an attack roll of 1. In the case of the hand gun, replace the explosion with a misfire, as explained above.

One is likely to get poor-quality powder from an unscrupulous alchemist or from an abandoned armory. Powder from Ochalean alchemists is reputed to be

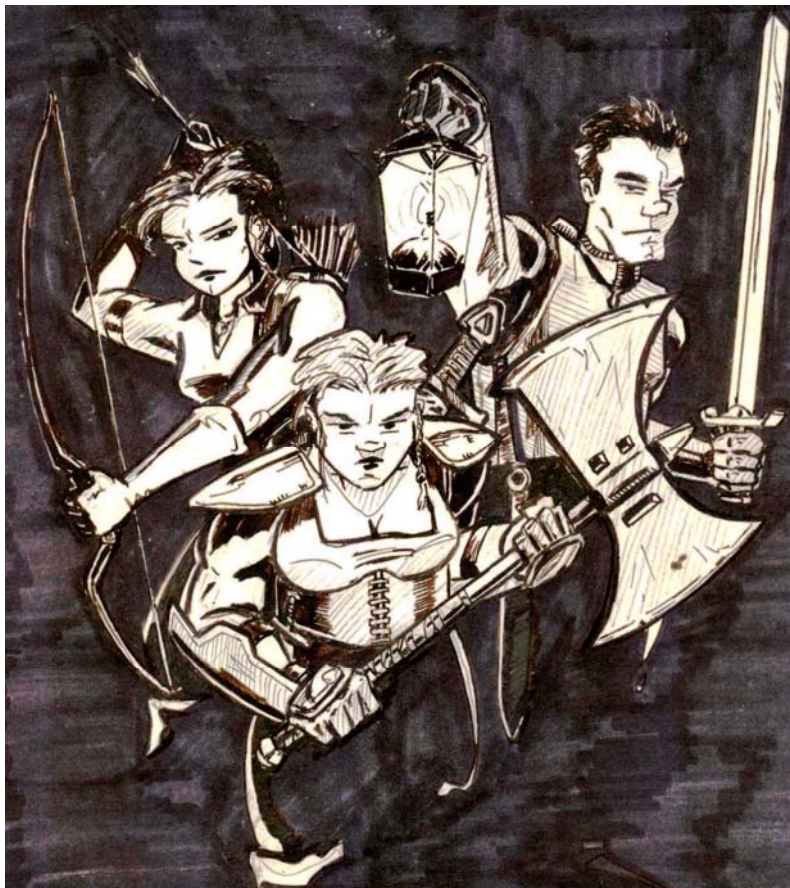




excellent although this could be nothing but rumor! Specialists producing superior gunpowder charge twice the regular price.

**War Machine effects:** Although expensive to build and not necessarily very efficient, cannons do have a greater value in the War Machine mass-combat system compared to traditional artillery. An iron pot gives a +6 to an army's BR, a serpentine or a veuglaire gives a +8 BR, a bombard a +12 BR, and a great bombard +16 BR.

At the end of each day, roll 1d20. On a score of 1, one or more cannons have exploded (2d10% of all cannons, rounded up). The destroyed cannons are chosen at random, and 1d4 crew members per destroyed cannons are permanently lost (includes the artillery chief on rolls of 4). With superior quality gunpowder, only 1d10% of the cannons explode. With poor gunpowder, 3d10% of the cannons explode.



*Anya Fyodorov, Garlee Stronghollow, and Alex Urchev. One of them was killed by a bear.*

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Siege Weapon	Level	Ranges	Damage	Defense	Special Effects
<b>Ballista</b>	BS	100/200 /300	1d10+6	-	-
<b>[P=L]</b>	EX	110/210 /300	1d12+7	-	Stun (S)
	SK	120/220 /300	2D8+7	-	Stun (S)
Cost: 75gp	M	130/230 /300	P=3D6+7 S=4D4+7	-	Stun (S) Double Damage (20)
Enc: 6000 cn	GM	140/240 /300	P=3d8+8 S=3D6+8	-	Stun (S) Double Damage (19,20)

P = L: Primary target includes large (L) creatures only.  
P: Primary target; S: Secondary target (all other targets).  
S/M/L: Ranges - Short/Medium/Long.

Special effects: All special effects are limited to the specified ranges. Skewer: Unless the defender saves vs. death ray, the ballista's heavy bolt remains stuck in the defender!

The defender must make a successful Strength check to remove it, or else the bolt inflicts another 1d6 points of damage each round the defender attempts to move. Death: Unless the defender saves vs. death ray, he is reduced to 0 hp.

Siege Weapon	Level	Ranges	Damage	Defense	Special Effects
<b>Springal</b> <i>(heavy ballista)</i>	BS	80/160/ 240	2d8+8	-	-
<b>[P=L]</b>	EX	100/170 / 240	2d10+9	-	Skewer (S)
	SK	120/180 /240	2D12+10	-	Skewer (S/M)
	M	140/190 /240	P=3D10+11 S=3D8+11	-	Skewer (S/M) + Death (S)
	GM	160/200 / 240	P=3d12+12 S=5D6+10	-	Skewer (S/M) + Death (S/M)

Note: The springal is similar to the normal ballista, except it hurls heavy javelins rather than bolts. The difference lies in its greater size and hurling mechanism that relies on a vertical, wooden spring hitting the back of the javelin, rather than a

crossbow-style device. Note that the springal only has a 90° field of fire (part of its firing mechanism can be rotated up to 45° left or right), compared to the ballista that has a full 360° field of fire. The springal's primary/secondary targets and special effects are the same as the ballista.





Siege Weapon	Level	Ranges	Damage	Defense	Special Effects
<b>Light catapult</b> <i>(and onagers)</i>	BS	200/250 /300	1d8+8	-	-
<b>[P=L]</b>	EX	210/260 /300	1d10+9	-	Stun (S/M)
	SK	220/260 /300	2D6+9	-	Stun (S/M/L)
Cost: 150gp	M	230/270 /300	P=2D8+10 S=1D12+11	-	Stun (S/M/L) +Knockout (S/M)
Enc: 12,000 cn	GM	240/270 /300	P=2D10+12 S=2D8+12	-	Stun (S/M/L) +Knockout (S/M/L)

P = L: Primary target includes large (L) creatures only.  
P: Primary target; S: Secondary target (all other targets).  
S/M/L: Defender's size - Small/Medium/Large.

Special effects: Special effects are limited to the defender's relative size. Stun: Unless the defender saves vs. death ray, he is stunned. A stunned defender moves at one-third speed and cannot attack or cast spells. The defender also suffers a -2 penalty to Armor Class and saving throws (including saving throws against the catapult's possible Knockout effects). Knockout: Unless the defender saves vs. death ray, he is knocked unconscious for 1d100 rounds.

As far as artillery pieces are concerned, the defender's size is in relation to the attacker's. To keep it simple, anything half the size of the attacker (round up) is considered Small (S). It should be considered Large (L) if twice or more the size of the attacker (round up). Anything else is Medium (M). See "Oversized weapons" later in this article.

Siege Weapon	Level	Ranges	Damage	Defense	Special Effects
<b>Heavy catapult</b>	BS	250/320 /400	1d10+10	-	-
<b>[P=L]</b>	EX	270/330 /400	1d12+12	-	Stun (S/M)
	SK	290/340 /400	2D8+12	-	Stun (S/M/L)
Cost: 250gp	M	310/350 /400	P=2D12+12 S=2D10+12	-	Stun (S/M/L) +Knockout (S/M)
Enc: 18,000 cn	GM	330/360 /400	P=3D10+12 S=4D6+10	-	Stun (S/M/L) +Knockout (S/M/L)





Siege Weapon	Level	Ranges	Damage	Defense	Special Effects
Trebuchet	BS	250/375 /500	1d12+13	-	-
[P=L]	EX	280/390 /500	2d8+14	-	Stun (S/M)
	SK	320/410 /500	2D10+15	-	Stun (S/M/L)
Cost: 400gp	M	360/430 /500	P=2D12+16 S=2D10+16	-	Stun (S/M/L) +Knockout (S/M)
Enc: 24,000 cn	GM	400/450 /500	P=5D6+16 S=3D10+12	-	Stun (S/M/L) +Knockout (S/M/L)

Weapon Table Supplement							
Weapon	Cost (gp)	Enc. (cn)	AC	HP	Full Crew	Fire Rate	Ammo. Cost/Week
Springal	100	12,000	4	18	5	1/4 rounds	3,000
Hand Gun	50	100	-	-	(1)	1/3 rounds	n/a
Iron Pot	500	5,000	0	18	4	1/ turn	2,800
Serpentine*	1,000	10,000	0	24	4	1/ turn	5,600
Bombard	2,500	80,000	-2	30	6	1 / ½ hour	45,000
G. Bombard	5,000	200,000	-2	40	10	1 / hour	60,000

\* Add 100 gp if mounted on wheels (a two-wheel carriage). For another 20gp, a serpentine can be fitted with a small wooden mantlet to provide

some overhead protection from missile weapons (arrows and crossbow bolts shot from long range). It is similar to a shield (AC +1) and protects the crew operating the serpentine.

Weapon	Level	Ranges	Damage	Defense	Special Effects
Hand gun*	BS	60/120/ 180	1d8+2	-	-
[P=H]	EX	75/130/ 180	1d10+2	-	Double damage on 20
	SK	90/140/ 180	2D12+2	-	Double damage 19-20
	M	105/150 /180	P=2D8+4 S=2D12+4	-	Double damage 18-20
	GM	120/160 /180	P=3D6+5 S=2D6+5	-	Double damage 17-20

\*coulevrine-a'-main or hand-culverin

P = H: Primary target is a foe attacking with either hand-held or hand-thrown weapons.

S: Secondary target (monsters attacking with natural or missile weapons).

H: AC/\*: AC bonus and number of times this AC bonus can be used against attacks from primary targets (once during the round the weapon is fired).

Note: This weapon is only listed here for reference. It is not a siege weapon. This

ancestor of the arquebus requires two hands to fire. It looks like a bulky, metal





tube (1" caliber) at the end of a wooden staff that the gunner holds under the arm when shooting. A slow burning match or cord is needed to fire the weapon. It can fire every three rounds, requiring two full rounds to reload, during which the user must not be interrupted or wounded. Weapon mastery does not improve its rate of fire.

On an unmodified hit roll of 1, the handgun backfires, causing 1d6 points of damage to the user. The ammunition consists of a fine black powder produced by an alchemist and properly sized stone bullets, adding up to 10 gp for 20 shots. It can be used only by a fighter.

Double damage: If the attacker rolls the indicated attack score without modifications, damage is doubled.



*Zwei Herzog, a formidable artilleryman*

Siege Weapon	Level	Ranges	Damage	Defense	Special Effects
<b>Iron Pot</b> (pot de fer)	BS	90/180/ 270	1d8+6	-	-
<b>[P=L]</b>	EX	110/190 /270	1d10+7	-	Stun (S/M)
	SK	130/200 /270	2D6+7	-	Stun (S/M/L)
	M	150/210 /270	P=2D8+8 S=1D12+9	-	Stun (S/M/L) +Knockout (S/M)
	GM	180/220 /270	P=2D10+10 S=2D8+10	-	Stun (S/M/L) +Knockout (S/M/L)

This is an early version of the contemporary mortar weapon. It looks like a fat, vase-shaped cannon, almost

wider than it is long (about 3. long). It fires a 20-pound projectile with two pounds of powder.





Siege Weapon	Level	Ranges	Damage	Defense	Special Effects
<b>Small Bombard</b> (serpentine)	BS	120/240 / 360	2d4+7	-	-
<b>[P=L]</b>	EX	150/255 / 360	2d8+8	-	Stun (S/M)
	SK	180/270 / 360	3D6+9	-	Stun (S/M/L)
	M	210/285 / 360	P=2D10+11 S=3D6+10	-	Stun (S/M/L) +Knockout (S/M)
	GM	240/300 / 360	P=3D8+12 S=3D6+11	-	Stun (S/M/L) +Knockout (S/M/L)

This is a small cannon, about 6' long with a 6" caliber, sometimes mounted on wheels. It shoots a 40-pound projectile with four pounds of powder. Intermediate cannons, like the medieval veuglaires, also existed, with an approximate length of 10" and a 10" caliber. The latter usually sat on

a heavy set of timber to absorb its recoil. The veuglaire inflicts an extra +5 to damage at all levels of mastery. It has the same statistics as the serpentine, except for a price of 1,800 gp, an encumbrance of 15,000 gp, and an ammunition cost per week of siege reaching 20,000 gp.

Siege Weapon	Level	Ranges	Damage	Defense	Special Effects
<b>Bombard</b>	BS	140/280 / 420	1d12+13	-	-
<b>[P=L]</b>	EX	170/295 / 420	2d8+14	-	Stun (S/M)
	SK	200/310 / 420	2D10+15	-	Stun (S/M/L)
	M	230/325 / 420	P=2D12+16 S=2D10+16	-	Stun (S/M/L) +Knockout (S/M)
	GM	260/340 / 420	P=5D6+16 S=3D10+12	-	Stun (S/M/L) +Knockout (S/M/L)

This is a large cannon, about 15' long, with a 20" calibre, capable of shooting a 300-pound projectile with 45 pounds of

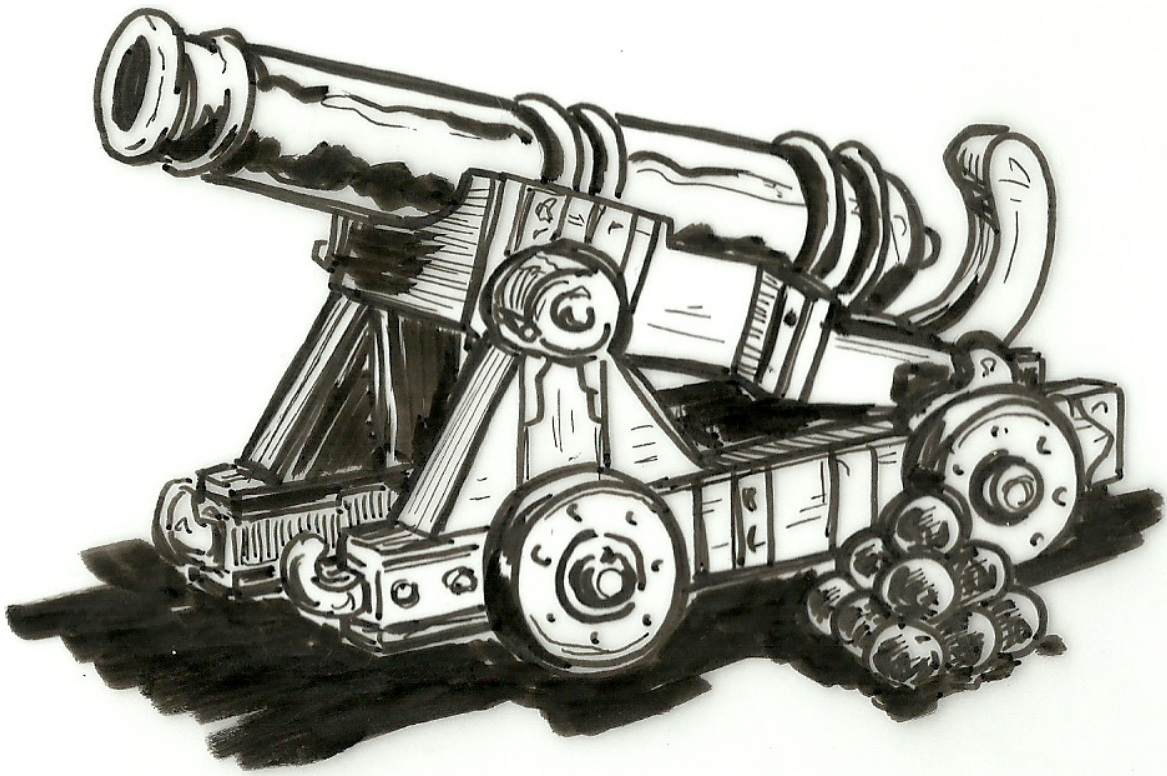
powder. It needs two wagons with eight horses/oxen to carry. At least 70 people are needed to load or unload the bombard from its carriage.







Siege Weapon	Level	Ranges	Damage	Defense	Special Effects
Great Bombard	BS	200/400 / 600	3D8+10	-	-
[P=L]	EX	250/425 / 600	3D10+10	-	Stun (S/M)
	SK	300/450 / 600	4D8+12	-	Stun (S/M/L)
	M	350/475 / 600	P=4D10+14 S=3D12+14	-	Stun (S/M/L) +Knockout (S/M)
	GM	400/500 / 600	P=4D12+16 S=3D12+16	-	Stun (S/M/L) +Knockout (S/M/L)





## Weapon Mastery

The optional rules for weapon mastery covered on pages 75 through 81 of the Rules Cyclopeda will be employed.

### Weapon Mastery and Nationality

Prior to selecting weapon mastery choices for a newly made character, one should first decide upon the character's nationality. Certain weapons are only available in certain locations. For example, it would be unreasonable for a Halfling from the Five Shires to wield a gladiatorial weapon like a Cestus.

The world of Mystara, the campaign setting, is covered on pages 268 through 290 of the Rules Cyclopeda.

### Saving Weapon Mastery Slots

Characters are not required to fill all of their open weapon mastery slots prior to their initial appearance in the campaign. Players may opt to do this in the hope of acquiring training in a weapon that is only available in another nation. The player may have some other role playing reason for not filling all his available slots. Regardless of the reason, it is entirely acceptable.

It is up to the Dungeon Master to decide if training is available. Time and money required to advance acquire weapon mastery training is covered on page 75 of the Rules Cyclopeda.

### Cestus

The weapon mastery chart for the Cestus on page 78 of the Rules Cyclopeda is clearly in error. The average damage actually decreases as the wielder gains

levels of mastery. Please use the following table instead.

### Cestus [P=H]

Cost: 5 gp

Encumbrance: 10 coin

Level	Damage	Defense	Special Effect
Basic	1D3	-	No off-hand penalty
Skilled	1D4+1	-	No off-hand penalty
Expert	1D4+3	-	No off-hand penalty
Master	P = 2D4+2 S = 1D4+3	-	No off-hand penalty
Grandmaster	P = 3d4+2 S = 2d4+3	-	No off-hand penalty

### Deflection Special Effect

The deflection special effect is described on page 80 of the Rules Cyclopeda. The deflect special effect will only deflect melee weapon or thrown weapon attacks. It will not deflect natural attacks like horns, claws or bites.

The deflecting character is also required to roll a natural twenty on the saving throw versus Death Ray when deflecting a natural twenty rolled for the to hit roll.



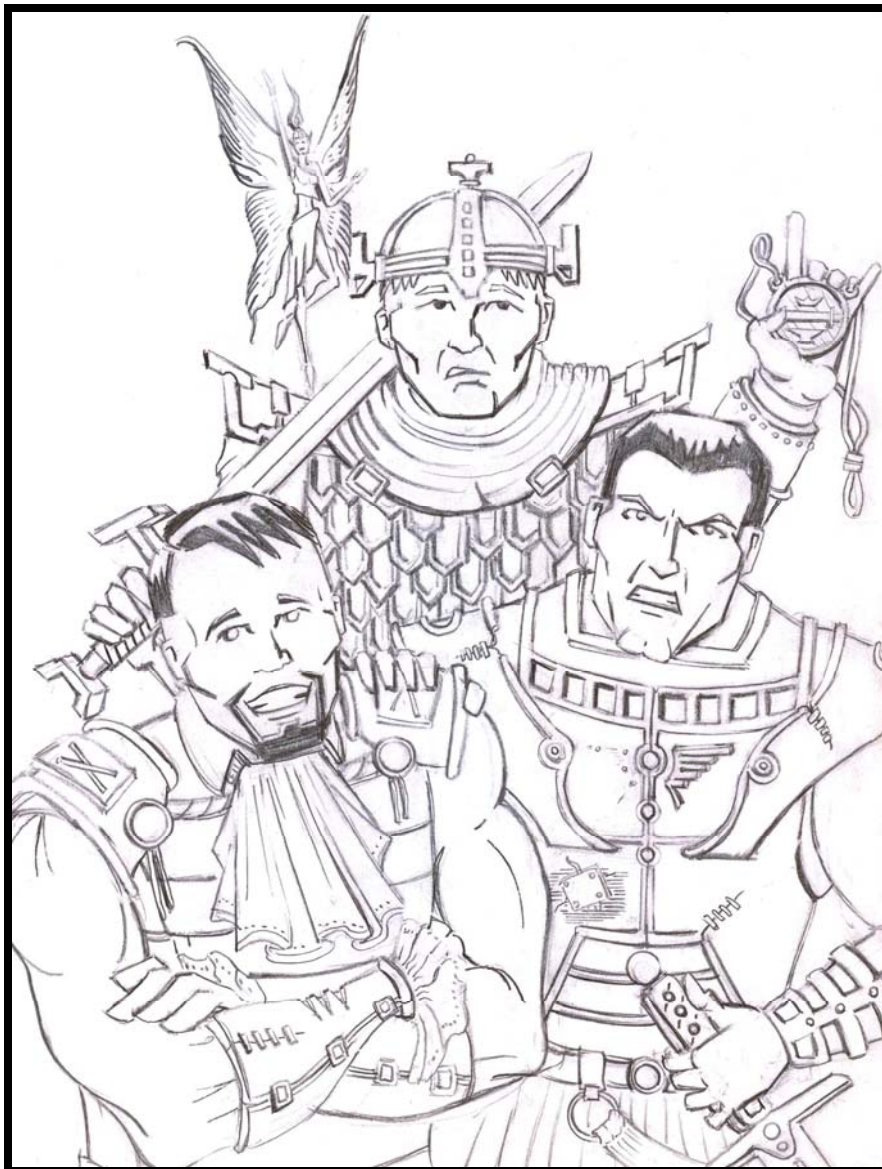


### Deflecting Attacks for Another

A player character using a weapon with the deflect special effect may opt at any point during a combat round to deflect attacks directed at another character that is within five feet. The player character that is deflecting attacks for another may not perform any other actions during the round. At most, only two player characters may deflect attacks directed at the same target.

### Striking & Wrestling

The optional rules for striking and wrestling covered on pages 111 through 114 of the Rules Cyclopedia will be employed. Player characters may opt to gain levels of weapon mastery in these two fighting styles.



*Crisiant Iola, Nikoli Romanov, Marcel & Alain d'Ambreville acquire secondhand armor.*





## General Skills

The optional rules for general skills covered on pages 81 through 85 of the Rules Cyclopeda will be employed.

### General Skills and Intelligence

Page 81 of the Rules Cyclopeda details the bonus general skills that characters with exceptional intelligence ability scores receive.

“Characters who have an Intelligence of more than 12 start with more than four skill slots. If the character has an Intelligence of 13-15, he gets 1 additional skill slot; if his Intelligence is 16-17, he gets 2 additional skill slots; and if his Intelligence is 18, he gets 3 additional skill slots.”

Characters that lose points of intelligence in the course of play do not lose these bonus general skills. The reduced ability to implement intelligence based general skills serves as a sufficient consequence.

### Bonus Skill for Creative Players

Players who create a wholly new general skill will receive it for free. This bonus skill will not count against the total amount of general slots allowed to the player character. Each player may only receive one such bonus skill per character.

### General Skills and Nationality

Prior to selecting general skills for a newly made character, one should first decide upon the character's nationality. Certain general skills are only available in certain locations. For example, it would be unreasonable for a desert dwelling

character from the Emirates of Ylaruam to have Survival (forest/jungle).

The world of Mystara, the campaign setting, is covered on pages 268 through 290 of the Rules Cyclopeda.

### Saving General Skill Slots

Characters are not required to fill all of their open general skill slots prior to their initial appearance in the campaign. Players may opt to do this in the hope of acquiring a general skill that is only available in another nation. The player may have some other role playing reason for not filling all his available slots. Regardless of the reason, it is entirely acceptable.

It is up to the Dungeon Master to decide if the means to acquire a skill is available and how much time and money it will cost the player character.

### General Skills and the Optional Rule for Languages

General skills may be used to learn additional languages as covered on page 85; however, contrary to the stated rule, characters learning a language in such a manner will be fluent in their chosen language and will not be required to make a skill check in most situations.

### Using General Skills Not Possessed by the Character

Under certain circumstances, a character may attempt to use a general skill not possessed by the character. First, the Dungeon Master must decide if the player





character even has a chance of executing the task.

For example, most fighters should not be allowed to even attempt to make check for the general skill, magical engineering. However, the Dungeon Master may rule that a fighter from a magocracy like the Principalities of Glantri might have enough understanding of magic to attempt a skill check to understand something fairly basic about a common magical enchantment.

Virtually all characters should be allowed to attempt physical feats, regardless of background. Any character can observe another character walking on a tight rope or riding a land based creature and attempt to emulate their actions.

The base chance for success at using a general skill not possessed by the character is one half of the applicable ability score. Penalties for difficult tasks are applied after the ability score has been halved.

### Perks

A player may select a perk instead of a general skill. All perks must be selected when the character is first created. A player may only spend four of his general skill choices on perks. Intelligence, after all, does not affect these types of benefits.

A perk, unlike general skills, are bonuses that a character could gain in the course of gaming. Perks differ also in that perks could be lost in the course of the campaign. These benefits give a character a slight edge when entering a campaign.

**Contact:** This perk indicates the character knows someone who owes the character a favor for some reason. The player does

not have to select the person in advance, but could name them when needed. For example the player characters are accosted by highwaymen. The player at this point may declare that one of the highwaymen is their contact. The contact will only help in a way that does not place him or her in obvious danger, but will try to help if able. In our above example the highwayman may try to persuade his boss to let the party pass unmolested. The player may not select for a contact someone who's past the Dungeon Master has already deemed a major NPC. However any minor NPC that the player might have had the slightest chance to come in contact with in his or her past may be chosen. This perk may be taken as often as desired.

**Magic:** This perk allows the character to start with a minor magical possession. If a weapon or a type of armor is chosen the maximum bonus is +1. Magical plate mail and suit armor may not be selected. Any potion or scroll may be selected. Spell scrolls may only contain a single first level spell. If the player selects any miscellaneous magic items, or any wands, staffs or rods the Dungeon Master must approve of the item.

This item has intangible value as well as tangible value to the character for some reason. The player may decide the exact reason. The character would not readily part with this item for mere money. This perk may be taken multiple times.

**Money:** This perk grants the character more starting funds. If selected once the character multiplies the 3D6 roll by 100 instead of 10 for determining starting gold pieces. For every extra time this perk is selected double the amount of starting gold. Thus if a character took this perk twice the starting gold would be 3D6 X





200, if taken three times the starting gold is 3D6 X 400, and if taken all four times the starting gold is 3D6 X 800.

**Mount:** This perk grants the character a fantastic mount. The character still needs to select the appropriate riding skill. Select the mount from the following list; Bat (Giant), Griffon, Hippogriff, Horse (any), Lizard (Gecko), Pterandon, Unicorn and Wolf (Dire). This perk may only be selected once.

While unicorns may only be ridden by pure maidens, there is no connection between purity and chastity. I would consider a personality trait average of 15 and higher to be sufficiently pure.

**Side Kick:** This perk grants the character a loyal friend and ally who shares the views and aspirations of the character. This side kick may be of any class or race that the player chooses. The side kick earns half the experience of his or her friend. This side kick is not charmed, but is very loyal. However, if this loyalty is abused or the characters alignment changes the side kick may very well leave. This perk may only be selected once.

### General Skill Packages

A general skill package is a way of receiving a bonus for selecting a group of related general skills. A package costs one general skill selection, and will grant a bonus of +2 to all of the related skills covered by the package. A character wishing to acquire a package must have at least two related general skills. These general skills may be based on different types of abilities. No skill roll is required to receive this bonus.

For example a character that has two or more general skills associated with sailing

upon the ocean blue, may spend a skill choice on a nautical package. Our example would then receive a bonus of +2 on all general skills that are associated with nautical travel.

The player does not receive a greater bonus than +2 if a general skill is covered by more than one package. For example a player with both a nautical package and a jack of all trades package only receives a bonus of +2 to profession skill: first mate.

The Dungeon Master may allow seemingly unrelated skills to receive the +2 bonus under certain conditions. For example the aforementioned character with the nautical package may wish the package to include leadership. The player explains to the Dungeon Master that leadership is necessary to operate as an officer on a sailing vessel. This is reasonable, but the player should receive the package bonus only when the character is leading the crew of a sailing vessel.

Some packages are already detailed under the section on General Skills. These are: Artist, Craft Master, Jack of all Trades, Linguist, Scholar, Scientist, Bard, and Performer.

When creating new packages the player needs to be fairly specific in stating what he or she hopes the package will cover. For example a player may not create a fighting package, and receive a bonus on all combat related skills. A character may however select a specific style of fighting, such as an archer package, and receive a bonus on all archery related general skills.

Ideally, packages encourage specialization with regard to skill selection, which will facilitate role playing.





## Arbitration of Published General Skills

**Cheating General Skill:** This skill is not limited to characters of Chaotic alignment. It is the actions committed by a character that reveals their alignment; it is not the skills or powers that they have at their disposal.

**Deceiving General Skill:** The deceiving general skill certainly can't be used to compel a player character to believe an NPC; however, it can be used to penalize a player characters' detect deception general skill.

**Escape General Skill:** The escape general skill does not allow non-thief characters the ability to pick locks. It does, however, allow characters to escape from ropes and other bonds.

**Fire Building General Skill:** A player character with any of the survival general skills is assumed to be able to build a fire without a tinderbox and does not need to spend a slot for the fire building general skill.

As it appears in the Rules Cyclopeda, the fire building general skill gives a player character only a 33% chance to start a fire without a tinderbox. This is not worth a whole general skill slot.

**Healing General Skill:** Damage sustained by a magic missile can't be cured by the use of the healing general skill; however, hit points lost in this manner can be restored without resorting to magical means by resting.

**Hunting General Skill:** The hunting general skill, with a successful skill roll, will allow characters to kill game animals with a single attack roll. When used in such a manner, the skill check is penalized

for every hit die beyond the first possessed by the targeted game animal. Game animals include bear, boar, deer, ducks, elks, and great cats.

The intent behind this rule is to allow characters to play humane hunters. This skill will not allow player characters to instantly kill attacking animals that he or she was not actively hunting.

**Military Tactics General Skill:** Military Tactics is described differently on page 50 of Gazetteer #5, the Elves of Alfheim, than how it appears in the Rules Cyclopeda. Most strikingly is that this general skill offers an alternative method for resolving mass combat. We will not be using this method. Instead the War Machine that is detailed on pages 117-126 of the Rules Cyclopeda will be used.

Player Characters with the General Skill, Military Tactics, should use the description of this skill as it appears on page 84 of the Rules Cyclopeda.

A successful Military Tactics skill check adds +10 points to a forces battle rating. An additional +10 points is added to the battle rating for every increment the skill check was successful beyond what was required to make a successful skill check.

This bonus for Military Tactics is consistent with the bonuses granted by both the Fortification and the Siege Craft General Skills. Furthermore, these General Skills can be used together to generate even greater bonuses.

**Piloting & Riding General Skills:** The rules for the piloting and riding general skills are covered on page 85 of the Rules Cyclopeda. According to these rules, a player character must spend a general skill slot for each vehicle piloted and for each





mount ridden. This rule is far too restrictive in a world like Mystara, populated by bi-planes, dragons, flying carpets, griffons and sky ships.

Instead of an infinite number of piloting and riding general skills, each of these two general skills have three types. When selecting either piloting or riding, the player character must select which type the character has mastered. The three types of piloting and riding skills are aquatic, avian and ground.

The use of magical items such as Flying Carpets and Brooms of Flying does require the Piloting (Avian) general skill. Player characters without Piloting (Avian) may attempt to use these devices; however, any skill checks will be penalized as described under the section entitled,

#### **Using Riding Skills Not Possessed by the Character**

Having attained training in any of the three Riding general skills provides player characters a bonus of +3 when making an unskilled attempt at either of the other two forms of riding. Skill in any of the Piloting skills does not provide a similar bonus.

For example, a character with a 17 dexterity attempting to perform a Riding (Ground) without purchasing the skill could make the attempt at half their ability score. In this case, the score would be a 9.

Hipparch Caledon has Riding (Avian) and a dexterity score of 17. He could attempt Riding (Ground) with half of his dexterity and a bonus of +3 for possessing the Riding Skill in avian mounts. For him, the score would be a 12.

**Piloting (Aquatic):** This skill includes the basic care and maintenance of water based vehicles and the ability to control such vessels under difficult circumstances. Piloting rolls are required if the character is attempting to use a weapon while piloting a waterborne vehicle; failure means conditions prohibit the use of the weapon.

**Piloting (Avian):** This skill includes the basic care and maintenance of airborne vehicles and the ability to control such vessels under difficult circumstances. Piloting rolls are required if the character is attempting to use a weapon while piloting an aerial vehicle; failure means conditions prohibit the use of the weapon.

**Piloting (Ground):** This skill includes the basic care and maintenance of land based vehicles and the ability to control such vessels under difficult circumstances. Piloting rolls are required if the character is attempting to use a weapon while piloting an earthbound vehicle; failure means conditions prohibit the use of the weapon.

**Riding (Aquatic):** This skill includes the basic care and feeding of water based riding animals and the ability to control such mounts under difficult circumstances. Riding rolls are required if the character is attempting to use a weapon from the back of a swimming animal; failure means the mount is moving too much for the character to use the weapon.

**Riding (Avian):** This skill includes the basic care and feeding of aerial based riding animals and the ability to control such mounts under difficult circumstances. Riding rolls are required if the character is attempting to use a weapon from the back of a flying animal;





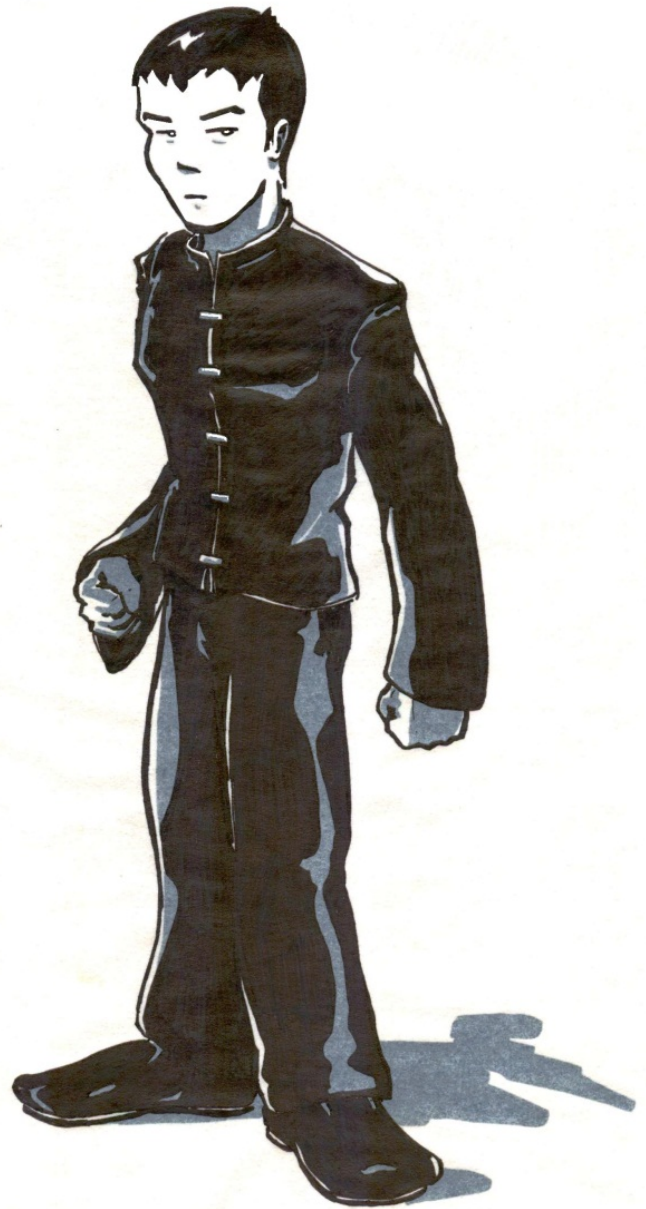


failure means the mount is moving too much for the character to use the weapon.

**Riding (Ground):** This skill includes the basic care and feeding of land based riding animals and the ability to control such mounts under difficult circumstances. Riding rolls are required if the character is attempting to use a weapon from the back of a riding animal; failure means the mount is moving too much for the character to use the weapon.

**Survival General Skill:** A player character with any of the survival general skills is assumed to be able to build a fire without a tinderbox and does not need to spend a slot for the fire building general skill.

As it appears in the Rules Cyclopedia, the fire building general skill only gives a player character only a 33% chance to start a fire without a tinderbox. This is not worth a whole general skill slot.



*Chen Wu has many skills.*





## Strength Based General Skills

**Boxing:** This skill is available anywhere. This skill will, with a successful skill check, force the target of a successful striking attack to suffer a -2 penalty on both the saving throw to avoid being stunned and the saving throw to avoid being knocked out. This skill may be selected multiple times. For every extra time this skill is purchased, impose an additional -1 penalty to the opponents' saving throws. (DEK)

**Brawling:** This skill is usually available only in lawless areas. This skill allows you to fight using pieces of furniture, knocking attackers off-balance and so on. Brawling damage is not lethal, it just knocks victims unconscious when reaching 0 hit points.

A successful check allows you to double damage for each +1 in strength bonus your character has. Damage is spread amongst the attackers in the same group, up to ten attackers. (GAZ #10)

**Diskos Throwing:** This skill is available in the Empire of Thyatis and the Milenian Empire. This skill assumes a character has studied the various techniques of throwing the diskos. In competition, the best roll wins.

A successful use of this skill also grants the character a plus 10' range for tossed objects and thrown weapons. (HWR #3)

**Lightning Strike:** This skill is available in any culture that makes extensive use of two-handed weapons. The character with this skill is simply using brute strength to overcome to the weight and mass of a two-handed weapon. A successful skill check allows the character to ignore the

initiative penalty a character normally suffers when using a two-handed melee weapon. (Sarah Fuller Kesler)

**Paralysis Resistance:** This skill is taught in the mystic cloisters of Alphatia and Ochalea. A successful skill check allows the character to apply a modifier to their saving throw versus paralysis. A successful skill check grants a bonus of +1 to the saving throw. For every increment of four beyond what is required for success the save is modified by an additional +1 bonus. The maximum bonus is +5 to the save versus paralysis. (DEK)

**Power Punch:** This skill is available only to those who have received training at a mystic cloister. This skill allows a character using a striking attack to inflict double normal damage. A character using this skill attacks with a -4 penalty to the to hit roll and forfeits the initiative, attack last in the combat round Mystics may take this skill and use it with their attacks. (DEK)

**Strength Training:** This skill is available anywhere. This costs one skill choice. It indicates that the character is spending some time working out, exercising and lifting weights. This general skill grants a permanent increase of +1 to the character's strength ability score. All bonuses that come with possessing an above average strength score apply. This skill may be taken multiple times. (DEK)

**Strong Bow:** This skill is available anywhere, but is common only in the Ethengar Khanates. A successful use of this skill will allow a character to have their strength bonus to the damage from





an arrow. This separate skill check must be made for each attack. (DEK)

**Turn to Stone Resistance:** This skill is available in the Empire of Alphatia. This skill grants the character a bonus to their saving throw versus turn to stone. Successful use of this skill grants a bonus of +1 to the saving throw. For every increment of four beyond what is required for success the save is modified by an additional +1 bonus. The maximum bonus is +5 to the save versus turn to stone. (DEK)

**Weight Lifting:** This skill is available anywhere, but is common in the Empire of Thyatis. This skill allows a character to briefly lift more coins of encumbrance than they are usually allowed.

With a successful skill check, a character may lift an additional 100 coins of encumbrance. Additionally, the character may lift an additional 100 coins for every increment the skill check roll exceeded what was required.

For example, a weight lifting character with an 18 strength that rolls a 16 on their skill check is capable of lifting 300 coins. They may lift an additional 100 coins encumbrance for making the skill check. They may also lift an additional 200 coins encumbrance for rolling two under what was required.

This additional weight may only be held up for half of the character's strength score in rounds. (DEK)

## Intelligence Based General Skills

### Alter Spell General Skills

Alter Spell General Skills can only be learned at the Sundsvall University, located in the City of Sundsvall, the capitol of the Kingdom of Vertiloch and the Alphatian Empire.

Alter Spell General Skills are a unique set of general skills that allow spell casters to manipulate common spells in a number of ways. Affected creatures, area of effect, damage dice, duration, range and saving throw can all be controlled. Even the requirements for verbal or somatic gestures can be eliminated with the proper alter spell general skill. A skill slot must be spent for each of the alter spells general skills.

To determine if the spell caster is able to alter a spell a skill check is made when the spell is committed to memory, either

through study or through prayer. A spell caster may not alter a spell that he or she may not normally cast. Alter general skills may be used multiple times on the same spell. Furthermore, different types of alter general skills may be used in conjunction on a single spell. If any of the skill checks fail the spell caster is unable to alter that particular spell on that day. The spell caster won't be able to try altering that spell again until after twenty four hours has past.

When using an alter spell skill on the same spell more than once, the percentage of change is always determined from the standard form of the spell. For example, if using the alter area effect skill to increase the area of effect of a fireball spell, one successful use would increase the area of effect from 40' diameter to 60' diameter and two successful skill checks would increase the area of effect to 80'. Two





successful skill checks would not increase it to 90<sup>2</sup>.

For clerical spells, the alter spell general skills are based of wisdom. For magic-user spells, the alter spell general skills are based off of intelligence. (DEK)

**Alter Spell's Affected Creatures:** This skill will increase the number of hit die affected by a spell. With a successful check, the number of affected hit die will increase by one and the level of the spell will increase by one. This skill will not work on spells that are not limited by hit die affected.

For example, a successful roll will allow a magic user to create a second level sleep spell that will affect creatures with 5+1 hit die or less. (DEK)

**Alter Spell's Area of Effect:** With a successful skill check this skill will add 50% to a spells area of effect and increase the level of this spell by one and a half. This general skill can also be used in reverse, reducing the area of effect by 50% and decreasing the spells level by a factor of one. When calculating the new level for increased area of effect, round up fractions. (DEK)

Some spells are described as only affecting one person or object. In order to increase the affected area enough to affect two persons or objects, two successful general skill checks will be required. (DEK)

**Alter Spell's Damage Die:** With a successful skill check, this skill will increase the damage dice used by a factor of one will increasing the level of the spell by a factor of two. This skill may also be used to decrease the die type by a factor of one and lower the spell level by one. The type of damage die, listed in

ascending order, are as follows; d1, d2, d3, d4, d6, d8, d10, d12 and d20.

For example, with four successful skill checks, a magic-user could alter a magic missile spell so that it inflicted 1d20+1 per missile and was treated in all respects like a ninth level spell. (DEK)

**Alter Spell's Duration:** With a successful skill check, this skill allows a spell caster to add 50% to the spells durations and increases the spells level by one. This skill may also be used to decrease a spell's duration by 50% and lower its level by one. Naturally, this general skill will not work on spells that have either an instantaneous or special duration. (DEK)

**Alter Spell's Range:** This general skill, with a successful skill check, will increase a spell's range by 50% and increase the spells level by one. This skill may also be used to decrease the spell's range by 50% and lower the spells level by one. This skill does not work on spells with a range of 0 or spells that require the caster to touch the target. (DEK)

**Alter Spell's Saving Throw:** With a successful skill check, this skill will cause the target of the spell to suffer a penalty of -1 toward the saving throw versus spells. This will also increase the spell's level by one. This skill may also be used to grant a +2 bonus toward the target's saving throw and lower the spell's level by one. Naturally, this skill will not work on spells for which no saving throw is allowed or required. (DEK)

**Alter Spell's Somatic and Verbal Requirement:** This skill, with a successful skill check, negates the requirement for either hand gestures or speech when casting a spell. Use of this skill raises the spell by two levels. With two successful





skill checks both the somatic and the verbal requirements can be eliminated for a spell. Of course, this would raise the spell's level by a total of four levels. (DEK)

**Artist:** This skill is available anywhere. This skill may only be taken by a character with two or more art related general skills. This skill grants a +2 bonus to all of the art skills possessed by the character. No skill roll is required. This skill may only be taken once. (DEK)

**Boating:** This skill is available in any community near water. This skill grants the ability to perform as a crewman on a larger ship. This skill also includes fishing skills. Most simple tasks are performed automatically by characters with this skill; check against this skill only in critical or emergency situations. (GAZ #7)

**Craft Master:** This skill is available anywhere. This skill may only be taken by a character with two or more craft related general skills. This skill grants a +2 bonus to all of the craft skills possessed by the character. No skill roll is required. This skill may only be taken once. (DEK)

**Cryptography:** This skill is commonly taught to spies who operate on behalf of many of the nations of the Known World. This general skill allows a character to encipher or decode a message. The character may not use this skill on a language the character does not know. The decoding skill is penalized by the amount the cryptologist who initially encoded the message succeeded in making the skill roll to encipher the message.

Successfully decoding the message does not guarantee comprehension. The message may allude to persons or places

or terminology with which the character is unfamiliar.

**Detect New Construction\*:** This skill is found in Rockhome or Stronghollow or any other dwarven settlement. With a successful skill check, this skill allows the character to estimate the approximate age of any stone construction. Use of this skill takes a turn.

**Detect Sliding Walls\*:** This skill is found in Rockhome or Stronghollow or any other dwarven settlement. With a successful skill check, this skill allows the character to determine if a 10' section of wall moves and in which direction it moves. Use of this skill takes a turn.

**Detect Sloping Corridor\*:** This skill is found in Rockhome or Stronghollow or any other dwarven settlement. Due to the uneven nature of the floors in most natural caverns, it is often difficult to notice if a passage gradually slopes upward or downward. With a successful skill check, this skill allows the character to determine if a passage or corridor is sloping and to know the degree and direction of the incline. Use of this skill only takes a round.

**Detect Stone Traps\*:** This skill is found in Rockhome or Stronghollow or any other dwarven settlement. Dwarves are capable of discerning traps incorporated into stone work and heavy construction. Falling ceilings and pivoting floors are common examples of stone traps. Stone traps do not include rope snares or small, delicate, mechanical traps. With a successful skill check, this skill allows the character to determine if stone trap is located with a 10' area. Use of this skill takes a turn.





\* Because these four skills could represent an innate affinity for stone and not a formal study of stone working, these skills may be based off of wisdom instead of intelligence.

**Executioner:** This skill is available in all societies in which capital punishment is employed. Those who practice this skill are often simultaneously respected and treated as pariahs. With a successful skill check, a character is able to mercifully end the life of a bound or submissive monster or character in a single round. Failure indicates that the executed is forced to needlessly suffer for as many rounds as the roll was missed.

The means of execution varies from culture to culture. Examples include the chopping block, hanging and the guillotine. Possession of this skill assumes that the character is familiar with all of these techniques. (Glen Bane)

**Fortification:** This skill is taught in many military academies. This skill is generally not available in countries that do not utilize fortified defenses. This is the skill used by military commanders when defending a stronghold against a siege, intelligently utilizing soldiers and equipment.

A successful skill check adds +10 points to a force's battle rating when defending a stronghold. An additional +10 points is added to the battle rating for every increment the skill check was successful beyond what was required to make a successful skill check.

For every increment that the skill check is missed, subtract -10 points from the defending forces battle rating. (DEK)

**Intelligence Training:** This skill is available anywhere a sizable library is present. This skill cost two skill choices. This skill indicates the character is spending some time studying in a library. This skill permanently raises the characters intelligence attribute by +1. This includes all adjustments for high intelligence. This skill may be taken multiple times. (DEK)

**Jack of all Trades:** This skill is available anywhere. This skill may only be taken by characters with two or more professional skills. This skill grants a bonus of +2 to all of the characters professional skills. No skill roll is required. This skill may only be taken once. (DEK)

**Knowledge of Clan Relic (Choose Type):** This skill is only available in a demihuman settlement that has a clan relic. This skill deals with the clan relics of demihumans. It provides knowledge of care and treatment for the relic and what properties these items possess. A successful skill roll regarding the history or use of the relic indicates the character knows one specific answer or fact. (GAZ #5)

**Knowledge of Home Terrain (choose specific location):** This skill is available anywhere. This skill grants knowledge of the land, water and weather of a region. This includes knowing the safest or fastest travel routes, communities, local water ways and weather conditions.

Use of this skill in a characters home region is done at +2 bonus. Use of this skill in an unfamiliar but similar setting is at a -2 to -4 penalty. (GAZ #7)

**Knowledge of Market Value:** This skill is available anywhere but is particularly common in the Republic of Darokin and





the Minrothad Guilds. A character with this skill automatically knows the market value of common goods, including standard D&D game items. Successful checks allows one to estimate the approximate value of special goods like magical items and treasures. If the roll is missed consult the following chart.

Failed By	Estimate Off By
1-2	10%
3-5	50%
6-9	100%
10+	D100 x 10%

If the roll was odd, subtract the percentage. If the roll was even add the percentage. (GAZ #7)

**Knowledge of Nonhuman Culture (select type):** This skill is available only in communities with a sizable library or where the character can observe the culture first hand. This skill gives characters information of a general nature about a fairly broad group of creatures. These broad groups include Aquatic Races, Avian Races, Demihumans, Dragons, Fairy Races, Giants, Humanoids, Lowlife, Lycanthropes, Magical Constructs, Planar Creatures, Undead, and Woodland Races.

This knowledge includes incomplete understanding of culture, methods of warfare and skills with magic. A successful check indicates the character has the answer to a specific question. (GAZ #7)

**Knowledge of Trade Routes:** This skill is available from areas where merchants congregate and is common in the Republic of Darokin and the Minrothad Guilds. This general skill grants the character knowledge of trade routes about

the world of Mystra. It also lets the character know with a successful roll where a particular item can be purchased at a low price and sold at a high price. (DEK)

**Library Use:** This skill can be learned in any society with some form of bureaucracy. This skill enables a character, with a successful skill check, to find a given book or reference in a library.

This may also be used to determine where a character in a city would need to go to find a particular document or obtain a particular permit. This skill is very handy for doing research on any topic or investigating a person's background. (DEK)

**Linguist:** This skill is available in areas with a sizable library or center of learning. This skill may only be taken by characters with two or more general skill languages. This skill grants a bonus of +2 to all of the characters general skill languages. No skill roll is required. This skill may only be taken one time. (DEK)

**Machine Building:** This skill is unique to gnomes and is possessed by few other races. Non-gnomes may learn this skill but these characters always suffer a penalty of -1 to the skill roll.

This skill is the practical complement to Fantasy Physics. This skill covers the practical application of building absurd gnomish devices. It is the ability to take a Fantasy Physics plan and make it work. (PC #2)

**Mandragora:** This skill is available only in the Principalities of Glantri. This skill allows a Magic-User to recognize Mandragora plants and safely harvest them. The roots may be used to make a soporific or a hallucinogenic drug. The





victim of the drug must make a constitution check; if he fails he will fall asleep for 1D6 days, or answer the truth to 1D6 questions the Magic-User asks.

At ninth level the Magic-User may animate the plant's root to create a Manikin as described on page 94 of Gazetteer #3. A skill check is required for each task attempted; one to harvest, one to create a drug, or one to animate. (GAZ #3)

**Meditation:** This skill is available only in the Principalities of Glantri. This skill helps a haracter reach a higher level of intellectual perception. After one hour of preparation in absolute silence, the character, with a successful skill roll, gains a modifier to one intelligence check. This bonus is +1 up to level 5, +2 up to level 10, etc; and +8 at level 36.

The player must inform the Dungeon Master which problem he wishes to solve before meditating. The effect lasts until the ability check is attempted. Meditation can assist in intelligence based general skills, spell research, enchanting items, and certain magical spells. (GAZ #3)

**Mental Resistance:** This skill is available only in the Empire of Alphatia. This skill grants a bonus to saving throws versus certain mind attacks. These attacks are charm, confusion, control, fear, feeble mind, and sleep. A successful skill check grants a bonus of +1 on the saving throw. For every increment of four beyond what is required to make the roll add an additional bonus of +1 up to the maximum bonus of +5. (DEK)

**Quick Casting:** This skill is available only in the Principalities of Glantri. This skill allows a Magic-User to cast spells more quickly with a successful check. If, at the

beginning of a round, a Magic-User states he has the components ready for a specific spell, that spell goes off first thing in the next round, before initiative is rolled. If the spellcaster changes his or her mind in between, he or she must shuffle components and do nothing else that round. If the check is failed the spell goes off at the characters action. (GAZ #3)

**Scholar:** This skill may only be studied in areas with a sizable library. This skill may only be learned by characters with two or more knowledge skills. This skill grants a bonus of +2 to all of the characters knowledge skills. No skill roll is required. This skill may only be taken once. (DEK)

**Scientist:** This general skill may only be studied in areas with sizable libraries. This skill may only be taken by characters with two or more science skills. This skill grants a bonus of +2 to all of the characters science skills. No skill roll is required. This skill may not be taken multiple times. (DEK)

**Read Runes:** This skill is available only in the Northern Reaches. This skill grants the ability to read the sacred runes of the Northern Reaches. Successful use permits a literal reading of the message. Understanding the sacred or profound meanings of the runes requires separate use of the interpret runes spell. Activating a Rune of Power requires the use of a bless rune spell. (GAZ #7)

**Sailing Weather:** This skill is taught in any coastal city that takes to the sea. This skill grants the ability to anticipate sea and weather conditions and to take advantage of them or avoid their dangers. A successful use might increase a vessel's speed or warn of an impending storm. (GAZ #7)



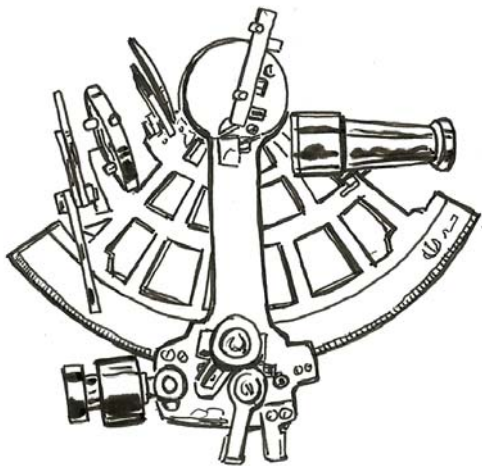




**Ship's Captain (choose type):** This skill is available in any coastal city for aquatic based ships. Captains of flying and land vessels are trained wherever these vessels are constructed.

This skill grants the ability to direct a competent crew on a large vessel. This also grants knowledge of standard procedures and customs. A successful check may be used to add a +1 to the crew's morale.

This skill does not cover direct challenges to the captain's authority such as a mutiny. That would be covered under another skill such as leadership. (GAZ #7)



**Siege Craft:** This skill is trained only to military personnel. This is the ability to effectively coordinate attacks against walled settlements and fortifications. A character with this skill knows the best place to set up siege weapons and artillery and other tactics.

Characters with this skill may add +10 to their forces battle rating plus another +10 bonus per point the roll was successful beyond what was required.

If the roll was not successful then the battle rating is penalized by -10 per point missed. (DEK)

**Skald:** This skill is available only in the Northern Reaches. This skill is the knowledge of the traditional verses concerning the Northern Reaches traditions, legends, and heroic figures, and the ability to present these tales to an audience. The higher the successful roll, the finer the presentation. To create original verses glorifying the deeds of modern heroes, checks are made at -4 penalty.

This skill differs from storytelling in that Skalds often use these tales in teaching morale lessons. (GAZ #7)

**Spell Combination:** This skill is only attainable in the Principalities of Glantri. This technique allows the Magic-User to mix his or her spell levels in any combination, so long as the total spell levels do not exceed his or her capacity. For example a fourth level Magic-User normally casts two first level spells, and two second level spells (for a total of six spell levels). With this skill, he can memorize six first level spells, or three second levels, or any other appropriate combination. (GAZ #3)

**Spell Dabbling (select spell):** This skill can be learned from any Magic-User, but is common in the Principalities of Glantri and the Empire of Alphatia. This general skill indicates that the character received some degree of magical training. The character with this skill may attempt to cast one common 1<sup>st</sup> level magical spell per day. The spell is the same every day.

If the roll is successful the spell goes off as if cast by a first level Magic-User. If the roll fails the character must again rest and





study the spell before attempting this skill again. A Magic-User or Elf may take this skill to suggest a spell that was never mastered by the character. The user of this skill, if not a Magic-User or Elf, has the spell written on five sheets of parchment that has 25 coin encumbrance. If the character wishes to expand his or her spell capacity another skill must be chosen for each spell. The dabbler suffers the same chance of failure from armor that other Magic-Users do.

In the Principalities of Glanrti spell dabblers are regarded scornfully as failures. (DEK)

**Spot Concealed Items:** This skill is only available in elven communities. A successful use of this skill lets a character know if a concealed item is in a 10' area. This skill requires a turn of searching. This skill may be used to spot a thief. This use of the skill is penalized by -1 for every point by which the thief made the percentage roll. (DEK)

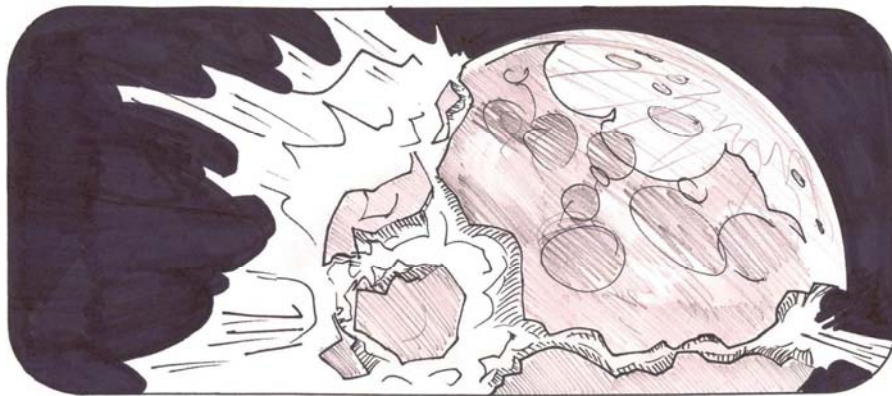
**Torturer:** This skill is used by characters to extract information by effectively inflicting pain on an individual. Success indicates the character answers one question honestly. Failure indicates the subject has told a convincing lie. A successful use of the resist pain skill will negate this skill.

This skill is used primarily by the forces of chaos. (DEK)

**War Machine Engineering:** This skill is available only in the Broken Lands. This skill enables a character to maneuver a war machine, commonly used by the Broken Land humanoids. This skill also lets you use the weapons and command the crew to its best potential. The character may add +1 to the morale of the war machine's crew with a successful check. (GAZ #10)

**Vital Blow (select race):** This skill may be learned only in a Mystic Cloister. This skill indicates the character is aware of the vital areas of a specific race. A successful use of this skill allows a character to target a sensitive area when attacking. This targeting results in a bonus of +2 on damage rolls. This check needs to be made for every attack when it is used. This skill does not work with most offensive spells as they tend to strike a large area.

A character may attempt this skill on a similar race at a -2 to -4 penalty depending on how similar the race is. A character with this skill may also attempt a healing skill on that specific race at a -4 penalty to the roll due to familiarity with the species' anatomy. (DEK)



*Old Alphatia is destroyed in its civil war.*





## Wisdom Based General Skills

**Animal Empathy (choose terrain):** This skill is available from druids and elves. This skill gives a character an understanding of animals of a particular terrain. These creatures will not normally attack the character with a successful skill check.

This skill does not convey any type of control over these creatures and these animals may act in self-defense. These creatures will however be more receptive to the character. (DEK)

**Animal Kinship (choose specific type):** This skill is available in any society that has a kinship with a specific animal. This skill will grant a character a kinship with one type of creature of animal intelligence or less. This creature will respond in a friendly manner toward the character.

With a successful roll the character is able to communicate simple ideas and needs to the animal. The animal will assist the character to the best of its ability. The type of creature selected for this skill must be very specific. Thus a character wishing kinship with a shark must select the specific type of shark affected, such as great white.

This skill is particularly appropriate for characters who wish to play noted equestrians. (DEK)

**Clerical Magic:** This skill may be learned from any Clerical order willing to train the character. This indicates a degree of loyalty toward the Immortal granting the spells to the character. Unlike most skills the Immortal granting this spell may become displeased with the character and take the skill away.

This skill costs two choices in order to cast one first level clerical spell as if the character was a second level Cleric. A skill check must be made for the spell to be successfully cast. Failure indicates the spell has failed to manifest and the character must rest and pray before attempting the skill again.

An additional skill choice may be spent on the same spell to allow the character to treat the spell as if it was cast by a third level Cleric. A Cleric may take this spell to indicate a ritual that was never properly mastered.

**Contemplation:** This skill is available in most Clerical orders and churches. This skill does for wisdom what meditation does for intelligence. Use the same rules except substitute wisdom wherever intelligence is called for. (DEK)

**Direction Sense:** This skill is trained to pilots of flying vessels and mounts. Direction sense is the ability to know which way is up in totally unfamiliar settings or in poor visibility. This skill differs from Navigation in that Navigation requires external clues, whereas Direction Sense is pure gut feeling and intuition. The character may detect which way is up and down, north and south, east and west on a successful skill check. (PC #2)

**Fantasy Physics:** This skill is unique to gnomes and is possessed by few other races. If a non-gnomish character takes this skill it suffers a permanent penalty of -1 on skill checks. This skill is the ability to design a device for carrying out some complex function based on pseudo-technological theory. Fantasy physics is the principle that if something looks as if





it ought to work, even though its workings may not be physically possible, the odds are that it will work. (PC #2)

**Guidance/ Counsel:** This skill is available wherever wisdom is found. This is the advisory skill of the kindly old cleric and other people whose advice is often sought by those in trouble. The player interprets the situation, formulates a recommendation, and then makes a roll; if it is successful, the Dungeon Master will tell the player how accurate or helpful the idea is. (Dawn, Book #2)

**Herbal Lore:** This skill is available in woodland communities. This skill gives the character knowledge of natural remedies for non-magical diseases and toxins. A successful check allows a poisoned character that failed a saving throw versus poison to attempt a second check at a -2 penalty.

This skill will also cure a non-magical disease provided the diseased character rests for 3D6 days. In both cases the Herbalist needs ready access to fresh plant life. If the character rolls a natural 20 then he or she has made a grave error. The plants selected are hazardous to the patient and will inflict 1D10 points of damage unless a save versus poison is made. (DEK)

**Immortal Studies:** The character is familiar with the general characteristics of the immortals and the spheres of power. This includes common symbols, known beliefs and practices of followers, etc. This knowledge is not as focused or in depth as the *Ceremony* skill; however, with a successful skill roll the character can demonstrate an expert knowledge of a particular immortal or its followers; for instance, secret teachings would not be

known to an outsider, but rumors of said teachings may. (Bob Wagstaff)

**Magic Resistance (select type):** This skill is available in the Empire of Alphatia. A successful use of this roll allows a character to receive a bonus to their saving throw versus spell. This bonus does not apply to spell like effects produced by magical items. With a successful skill check the character receives a bonus of +1 to a saving throw versus spells. For every increment of four the character makes the roll beyond what is required gains an additional bonus of +1 up to a maximum of +5.

The character must choose the type of magic he or she wishes to be more resistant from clerical, druidical, elven, fairy, magical, and merchant. (DEK)

**Plant Empathy:** This skill is available only in Alfheim. This character is much attuned to plant life of all sorts and may tell if the plant is healthy or not. Horticulture or gardening is required to identify the nature of the disease.

A successful use of this skill grants a bonus of +2 to reaction rolls with sentient plant life. (DEK)

**Sense Aura:** This is a skill available from Clerical orders and Mystic cloisters. This skill allows a character to perceive emanations of good and evil from an area. This skill is not specific and does nothing to help determine if a person or creature is evil.

Characters with this skill are often confused by areas where the forces of good and evil have both been active. (Adam McClellan)





**Soothsaying:** This skill is available in any society that reveres fortune telling such as the Grand Duchy of Karamaikos. This general skill allows the player to understand some form of fortune telling. This skill might only indicate an understanding of the formalities of speculative divination, or it might indicate some predictive power. Only the dungeon master knows for certain. (HWR #1)

**Teaching:** This skill is available anywhere. This skill allows the character to train others. A successful use of this skill means the character was able to train someone a skill that he or she knows. (DEK)

**Undead Control:** This skill may be learned from any clerical order willing to train the character. This skill may also be learned from the Necromancers of the Principalities of Glantri. Regardless of where the character learned this skill, it indicates the character received some degree of magical training.

A successful skill check allows the character to turn one type of undead as if he or she was a first level Cleric. The type

of undead affected must be selected when this skill is learned.

For every additional skill spent on the same type of undead will improve this skill by one level. Clerics with this skill may attempt to turn the selected type of undead as one level higher. Chaotic characters may use this skill to control the selected type of undead. (DEK)

**Water Divining:** This skill is available only in the Emirates of Ylaruam. This is the ability to sense deposits of underground water in areas that are apparently devoid of moisture. This is a useful skill in arid areas. A successful check will inform the character if there is water present. (PC #2)

**Wisdom Training:** This skill can be learned from many Clerical orders and Mystic cloisters. This skill costs two skill choices. This skill indicates the character is trying to understand the spiritual truths of the universe. This skill grants a permanent increase of +1 to the characters wisdom ability score. This skill also grants all of the adjustments that come with a high wisdom score. This skill may be taken multiple times. (DEK)

## Dexterity Based General Skills

**Agility Training:** This skill is available only in the Principalities of Glantri. This skill allows a Spellcaster to be able to cast spells while moving. This can only be done at normal walking pace; riding a mount or dodging attacks imposes a severe penalty on the ability check (-1 to -4 depending on the difficulty) if the attempt fails the spell is lost. (GAZ #3)

**Ambidexterity:** This skill may be learned anywhere but is common in the Empire

of Thyatis. This general skill costs two skill choices. This skill negates all off-hand penalties. This skill also allows the use of the defensive bonuses and special effects of an off-hand to be utilized. The character must succeed a skill check for every round that ambidexterity is used. (DOE #2)

**Archer:** This skill is available everywhere but is common in Alfheim. This general skill indicates the character has trained as





a light infantry archer. When wearing leather armor and using a bow or crossbow, the character gains a bonus of +2 to attack rolls and a bonus of +2 to armor class.

This roll must be made every round it is used to gain the attack roll bonus and armor class bonus. (DEK)

**Arrow Parry:** This skill is only taught in the Mystic cloisters of Ochalea. This skill allows a character whose hands are empty to deflect non-magical projectiles. A skill check is required for each missile parried, and the roll is penalized by the amount rolled by the attacker over what was needed to hit the character.

The roll is further penalized by -1 per parry attempted after the first in the same round. The defending character needs to roll a natural 1 to parry an attack roll of a natural 20. (DEK)

**Barbarian Fighting:** This skill is commonly found only in the Heldann Freeholds and Norwold. This skill indicates a character has trained in fighting in light armor and using heavy melee weapons. This is designed to help players emulate the barbarian heroes of fantasy literature. When wearing leather armor or lighter and using a battle axe, war hammer, shield weapon, normal sword, bastard sword, or two-handed sword the character gains a bonus of +1 on to hit and damage rolls and a bonus of +2 for armor class on a successful skill check.

To gain the bonus on to hit and damage rolls and armor class the character needs to make a skill check every round this fighting technique is used. (DEK)

**Breakfall:** This skill is available anywhere. Its possession indicates that the character

has practiced landing from a hard fall in a manner that minimizes damage. This skill will on a successful roll subtract 1 point of damage per die of damage taken from a fall. On a very low damage roll, the character may take no damage. (DEK)

**Blind Fighting:** This skill is available anywhere. This skill is the ability to engage in melee combat with an opponent he or she cannot see. The user of this skill must be able to hear his enemy in order to use this skill. Success negates the penalties for fighting an invisible target. A check needs to be made for every round of combat this skill is used. (DEK)

**Bow Shield:** This skill is taught in the Emirates of Ylaruam and Thothia. With this general skill, an archer may use a small shield while firing a bow. Normally, if bearing a shield while firing a bow a character loses the armor bonus of a shield and suffers a -1 penalty on to hit rolls.

This skill negates that attack penalty and furthermore a successful skill check allows the character to apply the shield's AC bonus on the same round the bow is fired.

This shield has a 50 coin encumbrance and costs 10 gp. This shield is very similar to the buckler and may be used by thieves without incurring penalties. This shield may be used with the buckler skill so that a character possessing both skills need not carry two shields. (HWR # 2)

**Bracer Block:** This skill is available only from the Mystic cloisters of northern Glantri. This skill, with a successful check, grants the opportunity to deflect two melee or thrown weapon attacks per round.

To deflect this attack the character needs to wear a pair of heavy bracelets identical





to those used in Thothia. The character also needs to make a saving throw versus death ray per attack deflected. This skill may be used with bracers of defense. (DEK)

**Bracer Usage (Choose Type):** This skill is available only from the Mystic cloisters of Thothia. This skill allows a person to gain a +1 bonus to Armor Class for wearing any pair of non-magical armlets, bracelets, or anklets. However, only one of these three is gained per skill slot spent. Thus if a character wishes to wear a pair of bracelets, a pair of armlets, and a pair of anklets he or she needs to spend three slots to acquire a net +3 AC bonus.

This skill may not be used with any form of armor as this skill is a form of martial arts which requires freedom of movement. If used with bracers of defense this skill enhances the protection provided.

As mentioned previously, this skill is a form of martial arts. The wearer of the bracer maneuvers the armored section of his or her body to deflect blows. Thus if this character is surprised he gains no AC bonus. This character may also not use a bow and use bracers in the same round.

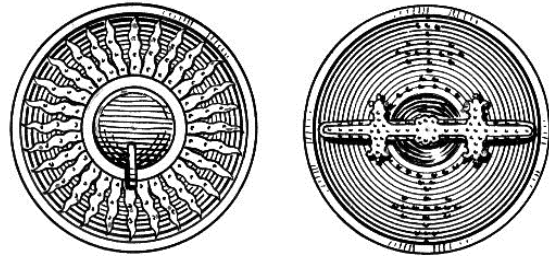
Normally a roll is not required for this skill unless the areas armored are somehow restricted, such as a character wearing anklets while knee deep in mud. This skill is available to all classes. (HWR #2)

**Breath Dodge:** This skill is available only in the Empire of Alphatia. This skill grants a character a bonus against saving throws versus dragon breath with a successful skill check. A successful check gives the character a bonus of +1, for every four increments the roll is made

beyond what is required for success the character gains a additional bonus of +1. The maximum bonus attainable is +5. (DEK)

**Buckler Usage:** This skill is available anywhere but common only in the Republic of Darokin. This general skill allows a character to use a small shield called a buckler. The buckler has a 50 coin encumbrance and costs 10 gold pieces.

This shield does not interfere with thief skills and may also be used by a rapier using character. For every round this skill is used it lowers the characters armor class by a factor of one. Mystics may not use this skill, but Magic-Users can while suffering the appropriate penalties for using a shield. (DEK)



**Cavalier:** This skill is available anywhere but common in the Heldann Freeholds, the Grand Duchy of Karameikos and the Empire of Thyatis. This skill indicates that the character has trained in the use of heavy weapons and armor. When wearing chain mail or heavier armor and using a lance, mace or normal sword, the character gains a bonus of +10' encounter movement and a bonus of +1 on to hit and a +1 bonus to damage rolls.

A successful skill check is required for every round this skill is used. Knights often take this skill along with the jousting skill. (DEK)





**Cliff Hopping:** This skill is common in any community near mountain ranges. This general skill allows a character move about on natural rock formations at normal movement rate. This does not allow a character to move on sheer surfaces, but it does allow him or her to move about on fairly steep inclines so long as some ledges and outcroppings are available.

A skill check is only required when fighting or engaged in some other complex task. (GAZ #10)

**Dancing:** This is the ability to dance in a skilled manner; a character may make his or her living with this skill and could acquire fame. This of course depends on how good the character is at dancing. (DEK)

**Darokin Infantry:** This skill is available only in the Republic of Darokin. The soldiers of Darokin wears padded leather and a metal breast plate. Treat this armor as if it were scale mail. These soldiers also use the pike.

When wearing the armor and using the pike these soldiers gain a bonus of +1 to hit, a +1 to damage, and a bonus of +1 to armor class. These characters also receive a bonus of +1 to their personal initiative in the first round of combat.

For every round the character uses this skill he or she must succeed in a skill check. (DEK)

**Dexterity Training:** This skill is available anywhere. This skill costs two skill choices. It indicates the character has been working on his or her reflexes. This skill grants a permanent increase of +1 to the characters dexterity ability score. This includes adjustments for high ability

scores. This skill may be taken multiple times. (DEK)

**Evade:** This skill is available anywhere. This general skill is used by those who wish to avoid pursuit. This skill comes from through experience at fleeing from dangerous situations. With a successful skill check the character may add +10' movement per round for the next 10 rounds giving the evader a chance to elude pursuit. This skill also adds 20% to the character's chance of evasion as described on page 99 of the Rules Cyclopedia.

This general skill is also taken by athletes who participate in track and field events. Would-be marathon runners should take this skill and the endurance skill. (GAZ #7)

**Fencing:** This skill is common only in the Republic of Darokin and in the Principalities of Glantri. The character with this skill is trained in fighting with light weapons and armor. The weapons include the rapier, the short sword, the dagger, the stiletto, and the main-gauche. Armor is restricted to leather and a buckler.

Successful use of this skill while using these weapons grants the character a +2 bonus on to hit rolls and a +2 bonus to armor class in melee for that round. If the character throws away or loses his or her weapon, the bonus to armor class no longer applies. (GAZ #11)

**Fighting Instinct:** This skill is available only in the Northern Reaches and the Heldann Freeholds. This skill conveys an ability of impulsively attacking first in order to gain the advantage in combat. Successful-use gives a +2 initiative in the first round of combat. (GAZ #7)







**Forgery:** This skill is available in any city with an organized thieves' guild. Characters with this skill can create duplicates of scrolls, seals and documents, and can also detect another's forgeries.

The forger must have an example of the item to be duplicated and penalties may be applied depending on the condition of the example and how much time the character has. (HWR #3)

**Gladiator:** Gladiatorial combat is a style of dueling involving revealing partial armor and exotic weapons. While designed for showmanship, gladiatorial duels are no less deadly than normal fighting. Gladiators in Thyatis and Ierendi employ the following weapons or weapon combinations: bastard sword and shield, short sword and shield, net and trident, net and short sword, bastard sword and whip, two cesti, two short swords, two bastard swords, spear, halberd, pole axe.

With a successful skill check, gladiator's wearing partial armor and using the preferred weapons of gladiators gain a +2 bonus to AC and a +bonus on to hit rolls. For every round this skill is used the character must successfully make a skill roll. (DEK)

**Glantrian Battle Mage:** This skill is available only in the Principalities of Glantri. This skill indicates the character has spent some time as a military wizard. The character gains a bonus of +2 to personal initiative and a bonus of +2 to armor class with a successful skill check. To gain the bonuses to initiative and armor class the character must make a skill check every round. (DEK)

**Hard-Ball:** This skill is available only in the Empire of Alphatia. This is the skill used by those who play the exciting

Alphatian sport Hard-Ball. The skill wins or loses Hard-Ball contests, of course, but can also help adventurers in tough situations. A successful Hard-Ball skill roll will do one of the following:

Give a character a +1 to hit with any missile weapon or with anything the appropriate size, shape, and weight of the games ball (4" -6" in diameter, spherical, less than three pounds/ 30 cn).

Give a character a +2 to Saving Throws which are based on agility (dodging the falling concrete block, for instance).

Give a character a +1 to an Open Door roll. (DOE #3)

**Hiding (choose terrain):** This skill is taught anywhere. This skill is very similar to the thieves hide in shadows skill with some very important differences. The character taking this skill must select one type of terrain in which the skill works. The types of terrains available are the same as those offered for the stealth skill and described on page 85 of the Rules Cyclopedia.

A check is required when trying to hide from someone or something. Failure indicates that the character is noticed. In order to continue hiding the character must remain motionless. (GAZ #5)

**Jousting:** The art of Jousting is taught only in the Grand Duchy of Karameikos, the Empire of Thyatis and The Heldann Freeholds. Successful use of this skill grants the character a bonus of +2 to hit with the lance and a bonus of +2 on the land riding skill check to stay in the saddle. A successful skill check must be made for every round that the skill is used. (DEK)





**Juggling:** This skill is taught anywhere. This skill enables a character to juggle three items of roughly the same shape and size. A skill check is required if more than three items are juggled at a penalty of -1 per item above four. Other penalties may be applied for tricks and objects of different sizes.

A juggler may also attempt to catch thrown attacks that would normally hit, but only if his or her hands are empty and can see the attack coming. This requires a successful skill check that is penalized by the amount the attackers to hit roll was above what is needed to hit the character. This maneuver may only be attempted once per round. A natural 1 on the skill check must be rolled to catch a natural 20 to hit roll. (DEK)

**Jumping:** This skill is common only in the Empire of Thyatis, but is available anywhere. Someone skilled in jumping can make a running long jump of 2d6 plus half of his or her skill score in feet. The character may also make a standing broad jump of 1d6 plus one quarter of his skill score in feet. The use of halteres (jumping weights) increases the distance by 1d4 feet. No skill roll is required for this ability. Halteres have 50 coins encumbrance and cost 1 gp per set. (HWR #3)

**Knot Tying:** This skill is available anywhere. This skill confers expert knowledge of knots. A character with this talent may make knots that slip, hold snug, slide slowly, or come undone with a tug.

A skill check is required when trying to tie up someone with escape skill. The amount the knot tying character is successful is applied as a penalty toward the escape artist. If the knot tying character is bound

by a rope, that character may add a +2 bonus to his or her escape roll. (HWR #3)

**Long shooting:** This skill is only attainable in the Five Shires. A successful check grants a bonus of +10 range on missile attacks from bows for every increment the roll is successful. If this roll fails then the character may still fire, but will automatically miss if the target is out of range. This roll must be made for every shot fired. (DEK)

**Martial Throw:** This skill may only be learned from the Mystic cloisters located in the mountains of northern Glantri. This skill will on a successful check allow the character to attempt to sweep the feet out from underneath an opponent. The character using this skill must make a successful unarmed attack. This attack does no damage but does leave the opponent prone. The penalties for being prone are described on page 150 of the Rules Cyclopedia.

The victim of this attack is allowed a saving throw versus paralysis to avoid the effect. This save is penalized by the amount the skill roll was successful. This skill will not affect creatures that are twice the size of the character or have more than two legs.

If a character with this skill is the target of a swoop or charge attack, then the character may try to throw the attacker. This defensive use of this skill does not interfere with the character's ability to make their normal attacks. If the martial throw is successful then the character takes no damage from the swoop or charge attack. Furthermore, the assailant, in addition to being prone, sustains momentum damage. The damage from this type of throw is equal to 1D6 per 20





feet charged, or 1D6 per 10 feet of dive. (DEK)

**Mounted Archer:** This skill is available only in the Ethengar Khanate. Normally a character suffers a -2 penalty on to hit rolls when firing a missile from a moving mount. Also the character must make a land based riding skill check to steer the steed with his or her legs.

A successful skill check negates the to hit roll penalty and gives the character a bonus of +2 to the riding skill check. This check must be made every round that the character wishes to use it. (DEK)

**Rapid Fire:** This skill is taught only in Alfheim and the Shadow Elf caverns. A successful use of this skill enables a character to fire a bow twice instead of once. Each shot is penalized by -3 to hit. The first attack is made according to the initiative roll, and the second occurs at the end of the round. Characters with multiple attacks only gain one extra attack from this skill and all attacks are at a -3 to hit penalty. (GAZ #13)

**Rapid Throw:** This skill is available anywhere. This skill is similar to the rapid fire skill except that it applies to thrown weapons. In all other respects this skill is the same. (Lisa Callcaine)

**Sharp Shooting:** This skill is only available in the Ethengar Khanates. This general skill grants the character on any natural roll of 20 while using a missile or thrown attack a chance to perform some optional effects. A successful skill roll must be made for the effect to occur. With a successful roll the character may automatically disarm the target, or stun a man size or smaller opponent, or inflict maximum damage. The character selects

which effect he or she wishes to occur. (DRAGON #176)

**Sniper:** This skill is taught only in the Kingdom of Alfheim. This skill indicates the character has trained as a long range sharp shooter. In addition to negating the penalty for long range missile attacks, this skill grants a +2 bonus on both the attack and damage roll against targets that are long range. Use of this skill requires the character to spend a turn carefully aiming prior to making an attack roll. (DEK)

**Surprise:** This skill is available anywhere. It reflects the ability to get the jump on an unsuspecting victim. It may be used to either attack or to avoid combat. Successful use gives a +1 bonus to the surprise roll. (GAZ #7)

**Swimming:** This skill is available in any community near water. All characters may swim at 1/5 their movement rate. A successful use of this skill allows a bonus of +10' per round for the next 10 rounds. (DEK)

**Thiefly Skills (select specific type):** This skill is available from any thieves' guild. This skill indicates the character has received some training as a thief. This grants one thief ability that the character uses as if he or she was a 1st level thief. The character does not make an ability check for this skill, instead use the percentage chance for 1st level thieves. If the character wishes to improve this skill he or she must allot another skill to the same ability. A second skill in the same ability makes the ability as if used by a 2nd level thief. This skill may be taken by thieves and will raise one of their thief skills by a level with a successful skill check. This thief ability is modified by the characters dexterity and armor as



explained under character creation.  
(DEK)

**Thothian Shield Usage:** This skill is available only in Thothia and the Emirates of Ylaruam. Those characters possessing this skill receive an additional armor class bonus versus missile weapons. This bonus is in addition to the bonus provided by the shield. The character using the shield in this manner may not attack in the same round. The bonus is equal to +3 versus missile and thrown attacks. No skill roll is required normally unless the shield is restricted in some manner. (HWR #2)

**Tree walking:** This skill is available only in elven communities. This is the skill of staying aloft in trees, transferring from one closely set tree to another at normal movement rates, and working and fighting from a tree branch.

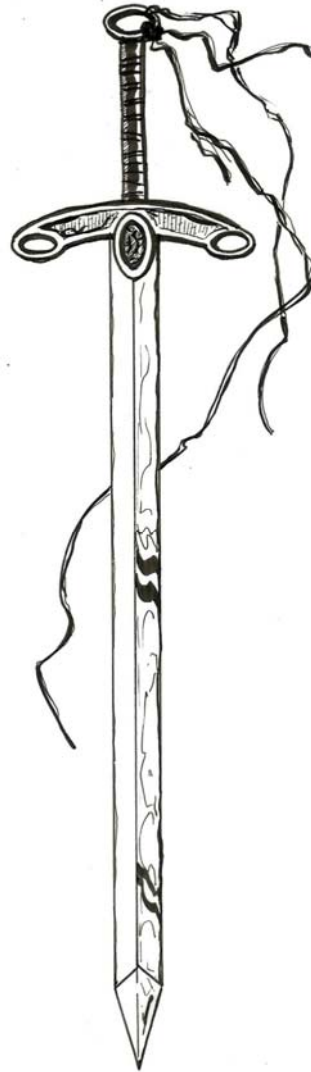
The skill roll is only necessary if the tree is storm tossed, or the character is fighting or performing some other complex task while trying to move on a tree limb. (GAZ #5)

**Weapon Display:** This skill is available anywhere and is common amongst the gladiators of the Empire of Thyatis and the Kingdom of Ierendi. A successful check allows the character to twirl a melee weapon about like a baton and fluidly engage in other fancy maneuvers. This is a real crowd pleaser.

If a character spends a whole round engaged solely in weapon display, in a position where an opponent can see him or her, then the opponent must make a morale check to keep from fleeing. A successful bravery check will negate this effect. This skill has no effect on player characters. (DEK)

**Weapon Mastery:** This skill is available anywhere. This skill enables a character to acquire a level of mastery with a weapon as described on page 75-81. This skill may be taken at first level by any character class. A skill choice must be traded in for each subsequent level of mastery attained.

Unlike the weapon choices allotted at first level a character could spend all four of his or her general skill choices on weapon mastery and start at first level as a grand master of a weapon. (GAZ #10)



*Donal's Two-Handed Bastard Sword*



**Whip Training:** This skill is available anywhere the whip is used. On a successful skill check a character may grab an object that is within range of the whip and that weighs no more than 200 coins. The character may pull this object into their off-hand in the same segment of the round. This skill will not take an item held by a creature, but it may be used in the same segment of a round after successfully disarming an adversary.

Another use of this skill is in grabbing ceiling beams and other outcroppings capable of supporting the characters weight. A successful use of this skill will enable a character to swing over the heads of creatures blocking the characters path or over other obstacles. If the skill check

is failed on a roll of a natural 20 the whip appears secure, but will come loose directly over the obstacle.

The final use of this skill is in breaking falls. If the character has the whip in hand when falling and there is ceiling beam or other structure that could conceivably support the character's weight, then the character can avoid damage by making a successful skill check. A successful roll results in the whip securely entwined around the support, suspending the whip wielder over the edge of the pit or ledge. Naturally if the fall is shorter than the whip then this application of the skill will not work. (DEK)

## Constitution Based General Skills

**Berserking:** This skill is available only in the Northern Reaches and the Heldann Freeholds. A successful skill check allows a character to go berserk without making the personality trait rolls or having an established history with the target. This skill does not negate any of the negative effects of going berserk. It simply makes it easier to do. (DEK)

**Constitution Training:** This skill is available anywhere. This skill cost two skill choices. Having this skill indicates the character has been working on eating a healthy diet and getting proper rest. This skill gives the character a permanent increase of +1 to their constitution ability score. This includes all of the adjustments for high ability scores. This skill may be taken multiple times. (DEK)

**Eating:** This skill is available anywhere. This skill allows a character to gorge themselves without vomiting. Successful

use of this skill means the character does not have to eat the next day after feasting. This skill could impress a culinary inclined NPC. (PC #1)

**Fighting Frenzy:** This skill is available in the Heldann Freeholds, Northern Reaches, and the Broken Lands. This skill is the ability to continue fighting after being reduced to 0 hit points or less. A check is required for every round of action after being reduced to 0. This check is penalized by the amount of negative damage the character has sustained. Your character still continues to deteriorate, like all characters reduced below 0 hit points. The character collapses when the roll is failed. The character is too focused on fighting to seek healing while using this skill. (GAZ #10)

**Resist Heat Exhaustion:** This skill is available in the Emirates of Ylaruam. A person with this skill can endure the heat





found in deserts and other hot areas better than most. A character with this skill may perform actions twice as long without fear of suffering fatigue or heat stroke. No skill roll is required under normal conditions or until the character tries to perform longer than twice normal limits. (HWR #2)

**Resist Pain:** This skill is available anywhere. This skill allows a character on a successful roll to ignore pain. This skill may be used to ignore a torturer. This skill may also be used to maintain concentration on a spell being cast, or one that has already been cast. Normally when a spellcaster takes damage while casting a spell the enchantment being cast is ruined, a successful roll allows the spell to be cast normally. Also this skill may allow a character maintaining concentration on a spell, to avoid the distraction caused by taking damage. (DEK)

**Resist Poison:** This skill is available in the Empire of Alphatia. This skill grants the character a bonus to the saving throw versus poison with a successful check. A successful check grants the character a +1 bonus to the save. For every increment of four the roll is made beyond what is required to make the roll, the character gains an additional bonus of +1, up to the maximum bonus of +5. (DEK)

**Rolling with the Blow:** This skill indicates the character has had some form of martial training. A successful skill check allows the character to subtract a point of damage per die of damage rolled. This skill does nothing against spells or falling damage, it only works against weapons and natural attacks. This check must be made for every attack the character wishes to roll with. Any successful attack will still do a minimum of one point of damage. (DEK)

**Sleeping:** This skill is taught in the Principalities of Glantri, but one could have this ability naturally. This skill enables a character to sleep through virtually anything. A successful check means your character is able to sleep through a battle going on in the same room. This skill is useful for allowing spellcasters to get a uninterrupted night of rest. (GAZ #10)

**Slow Respiration:** This skill is available in many Mystic cloisters and is available also in many coastal cities. Success grants double the amount of time a character may hold their breath. (DEK)

Normally a character may only hold his breath for a number of rounds equal to his or her constitution score or half of that if the character is exerting him or herself. For further details on drowning refer to pages 89-90 of the Rules Cyclopedia. This skill may also double the allotted time allowed in a sealed off cavern. (GAZ #10)

**Throat Holding:** This skill is available only from well-organized thieves' guilds in large cities. This skill enables a character to swallow a smooth item of no greater than 10 coin encumbrance and hold it safely in his or her throat. The character must regurgitate the item up after the item has been held for as many turns as the characters constitution score.

A skill check is only required when the item is swallowed. If this roll is failed the character begins to choke. Use the drowning rules on pages 89-90 of the Rules Cyclopedia. To dislodge the item the character needs to make a saving throw versus Death Ray. This save is penalized by the amount the roll was missed. The character may attempt this





save once per round. For every round the character is choking the roll is penalized by an additional increment. This skill is

often used by thieves to smuggle tools or loot. (Alissa Bell Huelsman)

## Charisma Based General Skills

**Bard:** This skill may be learned from competent musicians, entertainers and story tellers. This skill may be taken only by characters with two or more music related general skills. This skill grants a bonus of +2 to all the character's relevant skills. No skill check is required to receive this bonus. This skill may not be taken multiple times. (DEK)

**Begging:** This skill can be learned anywhere. This skill enables a character to successfully panhandle, earning 1D4 sp a day with a successful check. For every increment of two beyond what is required to make the roll add 1d4 more sp. This amount may be increased if the character incorporates other skills such as singing and juggling with his or her begging. (DEK)

**Charisma Training:** This skill is available anywhere. This skill cost two skill choices. This skill indicates the character is trying to learn how to effectively communicate with others, and how to get along with people. This skill grants a permanent increase of +1 to the characters charisma ability score. This includes all adjustments for a high charisma score. This skill may be taken multiple times. (DEK)

**Etiquette:** This skill is available anywhere. A person skilled at etiquette knows proper table manners, styles of dance, how to dress properly, and how to address officials. A skill check is only required when in a unusual situation such as dealing with foreign cultures or obscure

situations where the rules of good manners are vague. (HWR #3)

**Gain Trust:** This skill is available anywhere. This is the ability to gain the trust of an NPC through a combination of courtesy, respect for traditions, knowledge of human nature, and honorable behavior. Successful use of this skill causes an NPC to accept the character as a trustworthy person until given solid evidence to the contrary.

In situations in which the NPC is already hostile toward the character penalties may be applied. If the NPC knows the character to be untrustworthy no roll is allowed. (Dawn Book #2)

**Groveling:** This skill is available anywhere. This general skill allows a character to try and beg his or her way out of a beating or other negative situation by appearing pitiable. Success indicates this character has convinced the NPC that he or she is not worth the effort. (GAZ #10)

**Icy stare:** This skill is common in Ochalea but is available anywhere. This skill allows the character to stare down an enemy and gain a psychological advantage. On a successful check by the user, the opponent suffers a -2 penalty on his or her next to hit roll. Furthermore, the next use of the alertness general skill will also be penalized by -2.

This skill requires two rounds of uninterrupted starring to take effect. The character may speak while starring but





may not engage in any other action.  
(DRAGON #176)

**Oration:** This skill is available anywhere. A, oration is a formal speech given in a formal, dignified manner. Characters with this skill are able to sway large numbers of people with verbal persuasion.

Typically, successful oration will improve the crowd's response by one step, while a failed roll will perform the reverse.

Remember that when a crowd disperses, they will have more time to think clearly about what has been said, and doubts may creep in. (HWR #3)

**Performer:** This general skill may be learned from any culture that appreciates the performing arts. This skill may only be learned by any characters that has at least two of the following skills; acrobatics, juggling, acting, dancing, singing, storytelling and weapon display.

This skill grants a bonus of +2 to these skills when used to perform before a crowd. The combat applications of acrobatics, juggling and weapon display are modified by this skill only if the combat is performed under theatrical

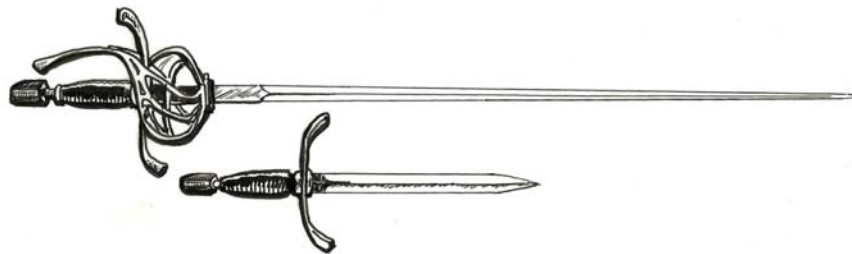
conditions such as at a gladiatorial arena. No skill check is required to receive this bonus, and this skill may only be selected once. (DEK)

**Reveler:** This skill is available anywhere, but is common only amongst the wealthy and socially elite. A character with this skill is an accomplished socialite, who is often on the guest list for various social functions hosted by society's upper crust.

A successful skill check will allow this character to gain entrance to a party to which he or she is not invited. This roll is penalized by one for each additional person the reveler is trying to bring into the party.

Additionally, a successful skill check will allow a character to commit a social faux pas at a party without offending. Naturally, this roll is penalized by the egregiousness of the offense.

**Seduction:** This skill will allow the character to find a sexual partner. This skill is only useful for attracting a person for one coital encounter and will not assist a character in establishing a lasting relationship. (DEK)







## Combat

The rules for combat are covered in chapter 8 on pages 102 through 116 of the Rules Cyclopedia.

### **Two-Handed Weapons & Individual Initiative**

The rule governing two-handed weapons and individual initiative is written thusly on page 63 of the Rules Cyclopedia.

“This weapon requires two hands for use. The wielder of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halflings and small races cannot use this weapon.”

Traditionally, this has been interpreted to mean that the player character wielding the two-handed weapon does not even roll for initiative, instead taking their actions as if they had rolled a one. This has resulted in no player characters wielding two-handed weapons.

Henceforth, the wielder of the two-handed weapon will roll for individual initiative on a 1d4 and modify the roll based on their dexterity ability score adjustment.

### **Nonstandard Weapon Use**

Page 66 of the Rules Cyclopedia covers rules for using a one handed weapon with two hands, thus slightly increasing the amount of damage dealt. We will be using these rules.

### **Siege Weapons**

The damage listed for siege weapons on page 72 of the Rules Cyclopedia assumes

that the target is a large structure that has hull points. If the target is either a character or a monster with hit points, the damage should be multiplied by five. Artillery pieces are not as accurate when employed against small, fast moving targets like characters or monsters. The attack roll against such targets is penalized by -4.

### **Surprise**

Surprise is defined on page 92 of the Rules Cyclopedia. Instead of asking one of the player characters to roll a 1d6 for the whole group, the Dungeon Master will ask each player character to roll for surprise for their individual player character. Most of the time, a roll of 1 or 2 indicates that the character is surprised and will not be able to take an action for that round of combat.

### **Initiative**

Initiative is described on page 102 of the Rules Cyclopedia. We will be employing the rules for Individual Initiative. Each player character will roll a 1d6 and modify the roll based on their dexterity ability score adjustment.

### **Order of Actions in Simultaneous Initiative**

In the event of simultaneous initiative, actions are resolved in the following order; movement, missile, magic, hand-to-hand combat and ending with two-handed weapon attacks. This is based off of the Combat Sequence Checklist on page 102 of the Rules Cyclopedia.

Two actions of the same type in the same segment of a round occur simultaneously.





Resolve one character's action first and then resolve the other. Bear in mind that the results (i.e. damage or spell effects) are not applied until both characters have completed their actions. Since both actions occur at the same time, it is entirely possible for two characters to remove each other from the battle at the same time.

### **Holding for One**

A player character may opt to disregard their initiative roll and hold their action until the last possible segment of a round. It is as if the player character rolled a 1 on their initiative roll and disregarded the modifier based off of their dexterity ability score adjustment. When holding for one, a player character may not perform any action until the final segment of the round.

### **Movement**

There is a contradiction within chapter 8 of the Rules Cyclopedia. Page 102 clearly states that a player character may move no more than five feet and make an attack. Page 103, with equal clarity, states that a player character may move up to one third of their normal movement rate and make an attack.

*A character cannot do two things in a single round, such as run 20 feet and then attack. He would have to run 20 feet in one round, then attack in the next round.*

*Characters rarely stand solidly in one place and fight without moving from one position. When a character attacks, we assume that he is maneuvering for position. To reflect this limited movement, a character can move up to 5 feet while he is fighting.*

Rules Cyclopedia pg. 102

*Encounter Speed: A character or monster may move his full encounter speed movement (1/3 normal movement in one round) and still make his attacks this round.*

Rules Cyclopedia pg. 103

After careful thought and consultation with all current players it has been decided to follow the rule written on page 102 and disregard the rule written on page 103.

This gives a slight advantage to magic-users who can often be readily be slain by a single melee attack from a fighter of equal experience.

### **Morale**

The optional rule for Morale from pages 102 through 103 of the Rules Cyclopedia will be used; however, the Dungeon Master retains the right to follow the dictates of drama instead of random dice rolls.

### **Multiple Attack Maneuver & Smash Maneuver a.k.a. Multiple Smash**

The multiple attacks maneuver and the smash maneuver is covered on page 104 of the Rules Cyclopedia. A character performing the multiple attacks maneuver may only perform the smash maneuver with the first attack.

It would be possible for a hasted fighter to perform multiple smash maneuvers in the same round if the fighter was under the influence of a haste spell or similar speed enchantment. The fighter would still be limited to performing the smash maneuver with the first of every set of attacks.

For example a 15<sup>th</sup> level fighter who is hasted is allowed to perform two multiple





attack maneuvers, granting the character four attacks per round. The fighter may only smash with the first attack from each of the multiple attack maneuvers.

### **Combat Maneuver - Covering a Target**

Covering the target means that a character is holding a weapon on someone in a threatening manner, ready to inflict damage should the target not cooperate. This maneuver allows highwaymen to point their bows at the party in a threatening manner or player character thieves to sneak up behind wealthy noblemen and rest the tip of their dagger on some vital spot. Without the covering the target combat maneuver, these acts would be nothing more than meaningless posturing.

Combat Maneuvers are covered on pages 103 through 104 of the Rules Cyclopeda. When wielding a melee or missile weapon, any player character of any class may opt to cover a target as their action. If a melee weapon is used, the covering a target maneuver is performed during the hand-to-hand phase of the round. If a missile weapon is used, the covering a target maneuver is performed during the missile phase of the round.

To cover a target, a player character makes an attack roll under a dice cup, doing so in such a manner that no one can see the result of the dice roll. Not even the player performing the covering a target maneuver is allowed to know the result of the attack roll. The player's character will think that the covering a target maneuver is successful, but the player will not know until the cup is lifted and the die is revealed.

At any point after making the attack roll, the character employing the maneuver

may either opt to complete the attack or drop the attack.

If the player character opts to complete the attack, the attack roll is revealed. If the attack roll was sufficient to defeat the target's armor class then damage is dealt to the target. There is nothing that the target can do to avoid this attack. This attack will automatically disrupt any spell that was being cast by the target, causing it to be lost from the caster's memory.

If the player opts to drop the attack, then the player character simply lowers their weapon. Both the covering character and the target are now free to act as they chose.

Prior to either completing or dropping the attack, the player character is free to converse with the target. If the player character is using a one handed weapon, he can even search pouches and pockets that are within easy reach. Of course, this assumes that the target cooperates. The target could always attempt to resist, forcing the player character to either complete or drop the attack.

The covering character can attempt to move the target at one half the target's movement rate. For every round of movement, there is a 10% cumulative chance that the player character performing the covering maneuver is no longer covering the target. This roll should be made in secret by the Dungeon Master, because the covering character will not realize if the target is no longer covered.

A thief may use the covering maneuver in conjunction with his backstabbing skill.





## **Combat Maneuver – Defensive Stance**

Any player character of any class may opt to employ a defense stance. A character may not move more than five feet per round or perform any other action while employing a defense stance. Employing the defensive stance lowers the player characters armor class by a factor of two.

### **Partial Targets**

We will be using the rules for partial targets as discussed on page 108 of the Rules Cyclopedia.

### **Two Weapons Combat**

The rules for two weapons combat is covered on page 110 of the Rules Cyclopedia. Weapon mastery's defensive bonuses and special effects are negated for the weapon wielded in the off hand. Only the weapon wielded in the primary hand may be used in this manner.

### **Unarmed Combat**

The rules for striking and wrestling are covered on pages 110 through 114 of the Rules Cyclopedia and will be employed.

### **Striking Damage**

On page 110 of the Rules Cyclopedia on the Striking Procedure Checklist is written, "If his strike hits, the character does the base damage of 0 plus any bonuses from a high Strength." However, this means that two characters of average or lower strength could not damage one other in a fist fight. Instead, the base damage is 1 plus any bonuses from a high Strength.

## **Non-Lethal Combat**

The rules for non-lethal combat may be found on page 267 of the Rules Cyclopedia. Please make note how these rules alter how combat with a club is resolved.

### **Going Berserk**

Going berserk or berserking is similar to a combat maneuver; however, its effect continues from one round to the next until certain conditions are met.

When a player character opts to go berserk, all caution is thrown to the four winds and the character fights as one who is possessed by a demon.

Contrary to the old wives tales (and other gaming sources) it does not take much time for one to work up sufficient rage to go berserk. Were a character to spend too much time in thought, common sense would take over.

The character wishing to go berserk must have valid role playing reasons (plural) for wanting to see his enemy utterly and completely destroyed. For example: A character from royal family could have a family member who violated the orders of their sovereign Prince. Let's also say that this same traitorous relative could go on to marry a man from a family that has opposed our character's family for hundreds of years. Finally, this traitorous relative magically took over the body of our player character. Such a character would have just cause to go berserk against this traitorous relative.

To successfully go berserk, assuming the Dungeon Master rules that the role playing requirement has been met, a player character must roll higher than their





*cautious* and their *peaceful* personality traits. The character must then roll lower than their *courageous* personality trait. If any of these three dice rolls are unsuccessful, then the player character may not go berserk during the battle. The player character may still act in the round in which the attempt to go berserk was made.

The effects of going berserk are as follows. The character gains one extra melee attack per round. All melee attacks are made with a bonus of +2 to both to hit and damage rolls. The berserker can't use a shield, and their armor class is worsened by a penalty of two. The player character can't be knocked unconscious or stunned and will not fall down bleeding upon reaching zero hit points.

The berserking character will only fall down when the damage exceeds initial starting hit points in negative damage or all living creatures within ten feet of the character are dead or quietly dying. Like other characters at negative hit points, berserkers continue to bleed out one point of damage at the start of every round.

The drawback to going berserk is that the player character literally loses their mind, submitting to a state of blind fury. While berserk, any living thing within ten feet of the player character will be considered an enemy and attacked. If multiple targets are present, roll a die to determine the berserker's target. With multiple attacks and multiple targets, the berserker will divide their attacks between as many targets as possible, spreading their damage.

A berserker can't use a shield, but may employ a second weapon in the offhand.

Weapon Mastery is of only limited use to a berserk character. All armor class bonuses granted by weapon mastery are forfeited and the character can't utilize any special effects.

General skill can't be employed because the berserking character can't think clearly.

Spells and most magical items can't be employed while berserk because the character can neither think nor speak clearly. Passive magical items, like suits of armor or weapons, will work just fine.

Thrown or missile weapons can't be used while in a berserker rage.

In effect, the player character has become a screaming madman, swinging with brutal effectiveness and frothing at the mouth. The berserker will not retreat regardless of opposition, being immune to the effects of even magical fear.

Going berserk ends when everything within ten feet of the berserker is dead or silently dying. At the end of the event, the character collapses if at negative hit points. If the character is at positive hit points, he or she is exhausted for three turns and suffers the following penalties: -2 to Armor Class, -2 to damage rolls, all attackers gain a +2 bonus to hit, the subject's AC is calculated without a shield (subject is too weary to use it) and movement reduced to one half.

There is a ten percent chance that the player character going berserk will go mad, becoming a berserker. Such a character will enter into a berserker rage in every conflict. Rumor has it that high level clerics of Thor can cure such madness, but only the Dungeon Master knows for sure.





This effect is not the same as the spell cast by the Clerics of Thor and described on Page 25 of Gazetteer #7, The Northern Reaches.

**Berserk**

(2nd level clerical spell)

Range: Touch

Duration: 10 rounds

Effect: One follower of Thor or Odin

Affects character touched or self. The subject gains one extra attack per round

for 10 rounds. When spell ends, the subject is exhausted for 3 turns, with the following penalties: all attackers gain a +2 bonus to hit; the subject's AC is calculated without a shield (subject is too weary to use it); and the subject's movement is reduced by half. Two or more spells may affect the subject in sequence. Penalties for a berserk-exhausted subject are temporarily deferred by use of another berserk spell, but each use means 3 full turns of penalties as noted.



*Crisiant Iola, Galina Vladmierovna, Alain d'Ambreville, Jurek Boatwright,  
Marcel d'Ambreville, Donal McGregor*





## The Immortals

Below you can find out about some of the Immortals in the Mystara campaign. More information on the Immortals can be found in the *Wrath of the Immortals* boxed set.

### Al-Kalim

Status: Initiate of Time

Symbol: The silhouette of a palm tree growing out of the desert with a moon rising behind

Alignment: Lawful

Interests: The Ylari people, turning desert into oasis

Domains: Law, Nobility, Plant, Water

Favored weapon: Scimitar

### Alphaks

Other Titles: The Roaring Fiend

Status: Empyrean of Entropy

Symbol: A skull with horns against a background of fire shaped like a phoenix

Alignment: Chaotic

Interests: The destruction of Alphatia

Domains: Chaos, Destruction, Evil, Fire, Hatred

Favored weapon: Two-handed sword, whip



### Asterius

Status: Eternal of Thought

Symbol: The moon

Alignment: Neutral

Interests: Trade, merchants, thieves

Domains: Luck, Magic, Trade

Favored weapon: Dagger

### Atruaghin

Status: Hierarch of Matter

Symbol: The war bonnet and tomahawk

Alignment: Lawful

Interests: The Atruaghin Clans

Domains: Animal, Earth, Good, Law, Strength, War

Favored weapon: Tomahawk

### Bagni Gullymaw

Status: Celestial of Entropy

Symbol: Blood dripping from a pair of fangs

Alignment: Chaotic

Interests: Eating, trolls

Domains: Chaos, Destruction, Evil, Strength

### Bartziluth

Status: Celestial of Energy

Symbol: A morningstar

Alignment: Chaotic

Interests: Bugbears, warfare, berzerkers

Domains: Chaos, Evil, Trickery, War

Favored weapon: Morningstar

### Benekander

Other Titles: Gareth, Patron of Mortals and Freedom

Status: Initiate of Energy

Symbol: An anthropomorphized beagle in a jumpsuit wearing a helmet and holding a monkey wrench.

Alignment: Neutral





Interests: Protect the mortals from Immortals, freedom and truth  
Domains: Energy, Good, Protection, knowledge  
Favored weapon: Monkey wrench

### **Calitha Starbrow**

Other Titles: Tallivai  
Status: Celestial of Time  
Symbol: A giant pearl lying in mother-of-pearl  
Alignment: Neutral  
Interests: Oceans, sea-elves  
Domains: Elf, Good, Ocean, Protection  
Favored weapon: Trident

### **Diamond**

Other Titles: The Star Dragon; Ruler of All Lawful Dragons  
Status: Celestial of Matter  
Symbol: A crown sculpted to resemble a snake swallowing its tail, with a huge diamond set in the top of the snake's head  
Alignment: Lawful  
Interests: Lawful dragons  
Domains: Knowledge, Law, Nobility

### **Diulanna**

Status: Celestial of Thought  
Symbol: A spear thrust clean through a boulder  
Alignment: Neutral  
Interests: Willpower, strong-willed heroes  
Domains: Good, Protection, Strength  
Favored weapon: Spear

### **Djaea**

Status: Hierarchy of Matter  
Symbol: A large white stone with a serpent curled around it  
Alignment: Neutral  
Interests: Survival of worlds  
Domains: Earth, Knowledge, Law, Protection  
Favored weapon: War hammer

### **Eiryndul**

Status: Empyrean of Energy  
Symbol: A white, smiling set of teeth against a black background  
Alignment: Chaotic  
Interests: Elves, mischief, forest races  
Domains: Chaos, Elf, Good, Trickery  
Favored weapon: Short sword

### **Faunus**

Other Titles: Inuus; Lupercus  
Status: Temporal of Matter  
Symbol: A drinking-horn with ram's horns  
Alignment: Chaotic  
Interests: Forest Races, hedonism  
Domains: Animal, Chaos, Protection  
Favored weapon: Javelin (also sling)

### **Frey**

Status: Celestial of Thought  
Symbol: A golden boar and a crossed hammer and sickle  
Alignment: Lawful  
Interests: Intelligent warfare, counseling  
Odin  
Domains: Good, Magic, Protection, Sun  
Favored Weapon: Longsword

### **Freyja**

Status: Celestial of Thought  
Symbol: A pegasus  
Alignment: Lawful  
Interests: Intelligent warfare; finding Immortal candidates  
Domains: Good, Healing, Magic, Travel  
Favored Weapon: Longsword

### **The Great One**

Other Titles: Ruler of All Dragonkind  
Status: Eternal of Matter  
Symbol: A three-headed dragon  
Alignment: Unknown, Neutral?  
Interests: Dragons  
Domains: Planning, Protection, Strength







### **Halav**

Other Titles: Red Hair; Patron of Warfare;  
Patron of Weapon-making  
Status: Celestial of Thought  
Symbol: A sword laid upon an anvil  
Alignment: Lawful  
Interests: Warfare, opposing humanoids  
Domains: Good, Law, Metal, Planning,  
War  
Favored weapon: Sword

### **Hel**

Status: Hierarchy of Entropy  
Symbol: A dark stone throne with human  
skulls on the corners of the back  
Alignment: Chaotic  
Interests: Reincarnation  
Domains: Death, Destruction, Evil,  
Trickery

### **Isundal**

Other Titles: The Wise One  
Status: Hierarchy of Energy  
Symbol: A silhouette of the *Tree of Life*  
Alignment: Lawful  
Interests: Elves, elven magic, forestry  
Domains: Elf, Good, Magic, Plant,  
Protection  
Favored weapon: Longsword

### **Ixion**

Other Titles: The Sun-Prince; Tubak  
Status: Hierarchy of Energy  
Symbol: A flaming wheel  
Alignment: Neutral  
Interests: Banishing darkness, opposing  
entropy  
Domains: Fire, Good, Law, Sun  
Favored weapon: Two-handed sword  
(also longbow)

### **Jammudaru**

Other Titles: Vaprack; Prince of  
Nightmares  
Status: Initiate of Entropy  
Symbol: A bubbling cauldron  
Alignment: Chaotic

Interests: Ogres  
Domains: Chaos, Destruction, Evil, War  
Favored Weapon: A huge club

### **Ka the Preserver**

Other Titles: The Amber Serpent  
Status: Hierarchy of Matter  
Symbol: A feathered, winged, amber-  
colored serpent  
Alignment: Lawful  
Interests: Lizard folk, preservation of  
cultures  
Domains: Good, Law, Protection, Scaly  
kind

### **Kagyar**

Other Titles: The Artisan; Flasheyes  
Status: Eternal of Matter  
Symbol: Crossed hammer and chisel  
Alignment: Neutral  
Interests: Arts, dwarves  
Domains: Craft, Dwarf, Protection  
Favored Weapon: Light hammer (also  
chisel)

### **Karaash**

Status: Initiate of Thought  
Symbol: A sword where the lower half of  
the blade is normal, but the upper half of  
the blade has an even row of many  
wicked-looking flanges on both edges  
Alignment: Chaotic  
Interests: Orcs, warfare  
Domains: Destruction, Evil, Orc,  
Planning, War  
Favored Weapon: Karaash sword

### **Khoronus**

Other Titles: Father Time  
Status: Hierarchy of Time  
Symbol: A water-clock or hourglass  
Alignment: Neutral  
Interests: Teaching lessons of Time to  
rulers  
Domains: Fate, Knowledge, Planning,  
Time  
Favored Weapon: Scythe



**Korotiku**

Other Titles: The Spider; The Trickster  
Status: Hierarch of Thought  
Symbol: A black spider silhouette  
Alignment: Chaotic  
Interests: Mischief, thinking  
Domains: Chaos, Good, Spider, Trickery  
Favored Weapon: Dagger

**Koryis**

Other Titles: Patron of Peace; Patron of Prosperity  
Status: Temporal of Thought  
Symbol: A hand held palm forward, fingers up  
Alignment: Lawful  
Interests: Peace, prosperity  
Domains: Good, Law, Trade

**Loki**

Other Titles: Bozdogan, Farbautides; the Prince of Deceit  
Status: Eternal of Entropy  
Symbol: A beautiful goblet containing a bubbling, boiling, nasty-looking liquid  
Alignment: Chaotic  
Interests: Mischief, Betrayal  
Domains: Chaos, Evil, Fire, Trickery

**Masauwu**

Status: Eternal of Entropy  
Symbol: A crossroads in the shape of the letter "Y"  
Alignment: Chaotic  
Interests: Sponsorship of new Immortals  
Domains: Chaos, Charm, Evil, Trickery  
Favored Weapon: Two-handed sword

**Mealiden Starwatcher**

Other Titles: The Red Arrow  
Status: Empyrean of Energy  
Symbol: A rainbow with one star above it and one star below  
Alignment: Lawful  
Interests: Protecting Ilsundal  
Domains: Elf, Good, Law, Protection  
Favored Weapon: Longbow

**Noumena**

Status: Hierarch of Thought  
Symbol: A game board  
Alignment: Neutral  
Interests: Tactics, Games, Puzzles, Mysteries  
Domains: Fate, Knowledge, Luck, Travel  
Favored Weapon: Rapier

**Nyx**

Status: Hierarch of Entropy  
Symbol: A solar eclipse  
Alignment: Neutral  
Interests: Night, darkness, undead creatures  
Domains: Darkness, Protection, Undeath  
Favored Weapon: Longsword

**Odin**

Other Titles: Viuden  
Status: Hierarch of Thought  
Symbol: Silhouettes of two ravens facing on another, the head of a man between them  
Alignment: Lawful  
Interests: Wise rule, living life to the fullest  
Domains: Good, Knowledge, Magic, Trickery, Travel  
Favored Weapon: Spear

**Opal**

Other Titles: The Sun Dragon, Ruler of All Neutral Dragons  
Status: Celestial of Matter  
Symbol: A crown sculpted to resemble a snake swallowing its tail, with a huge opal stone set in the top of the snake's head  
Alignment: Neutral  
Interests: Neutral dragons  
Domains: Planning, Retribution

**Orcus**

Other Titles: The Goat; Master of the Dead; The Black Prince  
Status: Deceased Eternal of Entropy  
Symbol: A goat's head with ram's horns





Alignment: Chaotic  
Interests: Mass destruction  
Domains: Chaos, Destruction, Evil  
Favored Weapon: Whip

### **Ordana**

Other Titles: Forest Mother; Thendara  
Status: Hierarchy of Time  
Symbol: Oak leaf  
Alignment: Neutral  
Interests: Protection of forests, forest races  
Domains: Animal, Elf, Plant, Protection  
Favored Weapon: Oak club

### **Pearl**

Other Titles: The Moon Dragon; Ruler of All Chaotic Dragons  
Status: Temporal of Matter  
Symbol: A crown sculpted to resemble a snake swallowing its tail, with a huge, pearl set in the top of the snake's head  
Alignment: Chaotic  
Interests: Chaotic dragons  
Domains: Chaos, Suffering, Tyranny

### **Petra**

Status: Celestial of Time  
Symbol: A circular shield with a round boss in the center  
Alignment: Lawful  
Interests: Fighting clerics, besieged cities  
Domains: Good, Healing, Law, Protection  
Favored Weapon: Warhammer and Petran Shield

### **Pflarr**

Other Titles: The Jackal-Head  
Status: Eternal of Energy  
Symbol: A jackal head with human eyes  
Alignment: Neutral  
Interests: Study of magic, creation of races  
Domains: Magic, Spell  
Favored Weapon: Khopesh

### **Protius**

Other Titles: The Old Man of the Sea; Manwara; The Spuming Nooga  
Status: Eternal of Time  
Symbol: The trident  
Alignment: Neutral  
Interests: Seas and oceans  
Domains: Air, Ocean, Storm, Water  
Favored Weapon: Trident (also net)

### **Rad**

Status: Empyrean of Energy  
Symbol: Three hemispheres which connect to form a triangle inside  
Alignment: Lawful  
Interests: Gnantri, study of magic  
Domains: Knowledge, Magic, Spell

### **Ranivorus**

Other Titles: Yeenoghu  
Status: Celestial of Entropy  
Symbol: A human-like head with a multitude of snakes issuing from the mouth  
Alignment: Chaotic  
Interests: Gnolls, corruption  
Domains: Chaos, Evil, Illusion, Trickery

### **Rafiel**

Other Titles: Patron of the Shadow Elves, Patron of Science  
Status: Empyrean of Energy  
Symbol: A book with a star on its cover  
Alignment: Lawful  
Interests: Shadow Elves, radiance, magical and scientific knowledge  
Domains: Energy, Law, Good, Magic, Protection

### **Rathanos**

Status: Eternal of Energy  
Symbol: A burning brand  
Alignment: Chaotic  
Interests: Energy life forms  
Domains: Chaos, Fire, Magic  
Favored Weapon: Club





### **Razud**

Status: Hierarchy of Energy  
Symbol: The Granite Tree  
Alignment: Lawful  
Interests: Alphasians, helping the self-sufficient  
Domains: Earth, Law, Spell, Strength  
Favored Weapon: Staff

### **The Shining One**

Other Titles: Kurtulmak  
Status: Temporal of Energy  
Symbol: A glowing horned helm  
Alignment: Neutral  
Interests: Kobolds, outsmarting foes  
Domains: Evil, Law, Luck, Trickery  
Favored Weapon: Spear

### **Talitha**

Status: Eternal of Entropy  
Symbol: A crying baby  
Alignment: Chaotic  
Interests: Self-gratification at the expense of others  
Domains: Evil, Luck, Trickery  
Favored Weapon: Battleaxe

### **Tarastia**

Other Titles: Patroness of Justice and Revenge  
Status: Eternal of Energy  
Symbol: Black headman's axe  
Alignment: Lawful  
Interests: Justice, revenge  
Domains: Fate, Law, Retribution  
Favored Weapon: Battleaxe

### **Terra**

Other Titles: Yamuga; Mother Earth  
Status: Hierarchy of Matter  
Symbol: A circle of stones with a plant or creature (often a flower) growing from it  
Alignment: Lawful  
Interests: Earth-based creatures and races  
Domains: Animal, Earth, Law, Plant, Protection

### **Thanatos**

Other Titles: Tha-to; The Grim Reaper  
Status: Missing Hierarchy of Entropy  
Symbol: The scythe  
Alignment: Chaotic  
Interests: The end of all life  
Domains: Chaos, Death, Destruction, Evil  
Favored Weapon: Scythe

### **Thor**

Other Titles: The Thunderer  
Status: Eternal of Energy  
Symbol: The warhammer  
Alignment: Lawful  
Interests: Warriors' codes of honor  
Domains: Air, Chaos, Good, Strength, War  
Favored Weapon: Warhammer

### **Valerias**

Other Titles: Patroness of Love; Girder-On of Weapons  
Status: Hierarchy of Matter  
Symbol: A delicate rose with especially sharp thorns  
Alignment: Neutral  
Interests: Romance, passion  
Domains: Chaos, Charm  
Favored Weapon: Short sword

### **Vanya**

Other Titles: Patroness of War and Conquerors  
Status: Empyrean of Time  
Symbol: A vertical lance with two horizontal short swords; a black lion with a white background (Heldann Freeholds)  
Alignment: Neutral  
Interests: War, conquest  
Domains: Destruction, Retribution, War  
Favored Weapon: Two-handed sword or bastard sword





### **Wogar**

Status: Initiate of Matter

Symbol: A wolf's head

Alignment: Chaotic

Interests: Goblins

Domains: Chaos, Destruction, Evil,

Trickery

Favored Weapon: Battleaxe

Interests: Vengeance, diseases

Domains: Chaos, Evil, Renewal,  
Retribution

### **Zirchev**

Other Titles: The Huntsman

Status: Celestial of Energy

Symbol: A hawk riding on the shoulders  
of a wolf

Alignment: Neutral

Interests: Forest folk

Domains: Animal, Good, Plant,  
Protection

Favored Weapon: Longbow

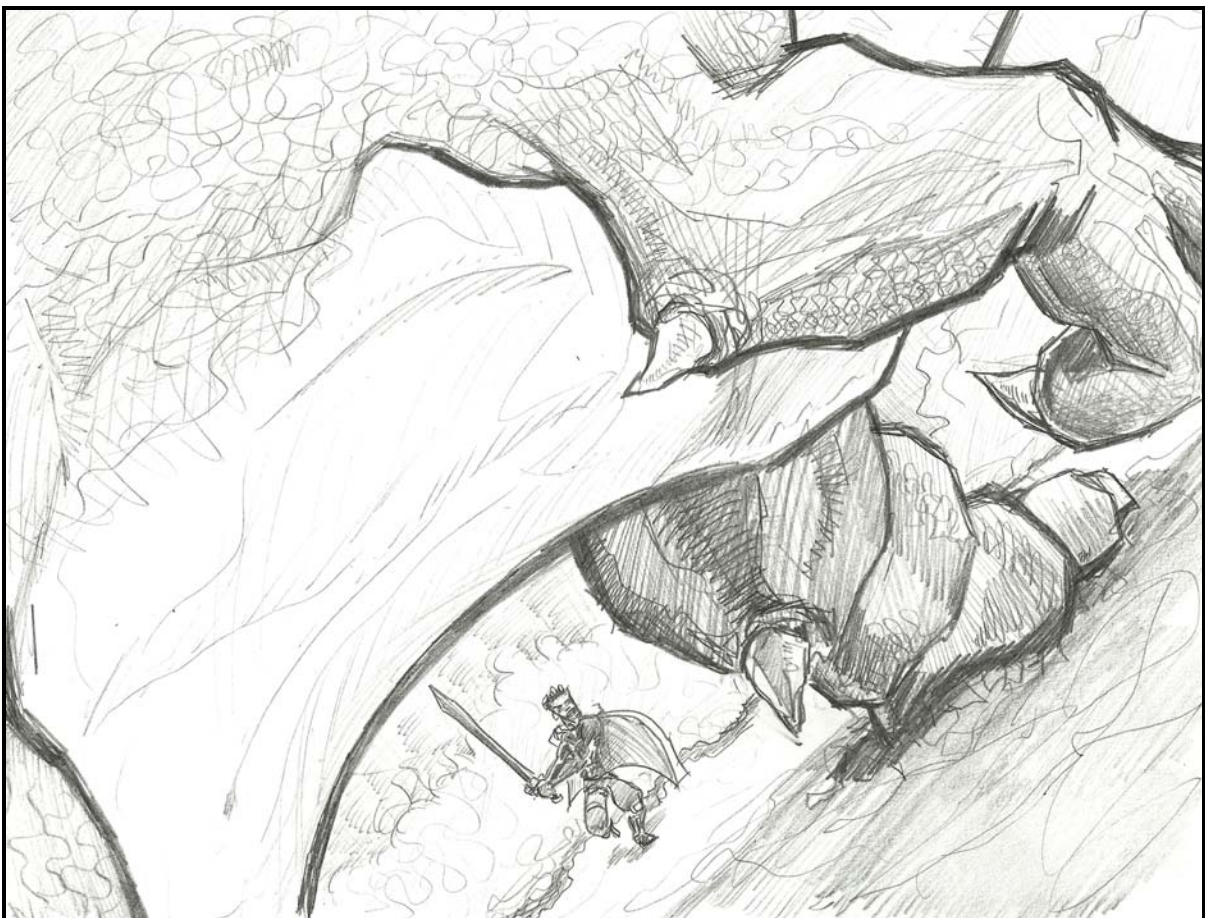
### **Yagrai**

Other Titles: He-Who-Always-Rises

Status: Temporal of Entropy

Symbol: A black skull

Alignment: Chaotic



*Donal makes a tactical error.*





## Other Rulings and Information

This is all the stuff that just does not fit anywhere else.

### Fractions Favor the Player Characters

Whenever fractions come up, round off in whatever manner is best for the player characters.

### Monsters

The Dungeon Master reserves the right to deviate from the standard monster description provided by the Rules Cyclopedia.

### Monster Weapon Mastery

Monsters are limited on how much weapon mastery they may attain on page 81 of the Rules Cyclopedia. We won't be using this rule.

### Deus ex Machina

A player character may attempt to invoke divine intervention at any time. The base chance of success is 10%. This role is penalized by -1% per successful attempt in the character's past. This role may be modified by other factors, such as the character's relationship with the immortals.

With a successful role, an Immortal will intervene. Generally speaking, the Immortal does not wish to blatantly violate the Immortal prohibition against directly acting upon the prime material plane. For this reason, the results will generally be small, but decisive.

For example, an immortal interceding on behalf of a character in a desperate battle might heal the Player Character of their injuries, but afterwards do nothing else to affect the outcome of the battle.

The Dungeon Master must remain vigilant and not allow this house rule to be abused. Any player character who attempts to invoke divine intervention during every encounter should never receive divine intervention. Regardless of the dice rolls to the contrary.

### Death Curse

Death Curse was something that I created after reading Sybil Leek's *Book of Curses*. This and other sources of alleged occult lore claim that the curse of the dying to have great potency.

At death a character may utter a curse upon his or her slayer or upon a long time enemy that the character was unable to personally confront. The victim of this curse receives no saving throw to avoid this curse.

The chance of success is equal one half or less of the character's level or less on a percentage dice roll. This chance may be modified by the Dungeon Master depending on how justified the player the character is in cursing his or her enemy.

For example a character slain by the same person that tortured and killed his family, burned his house down, and raped his wife should receive a hefty bonus to the chance of success. No bonus should be given to a character cursing nameless Orc that killed the character.





The exact nature of the curse should be determined by the Dungeon Master and should be fairly dramatic and appropriate to the circumstances.

### Donning Armor

It requires one round per point of armor class provided to put on armor. Success with the Alertness general skill will reduce the amount of time spent donning armor by one round. Likewise, an assistant will reduce the amount of time spent donning on armor by one round. No more than one assistant can help a character don their armor.

Armor	Time Required to Don Armor
Leather Armor	2 Rounds
Scale Mail	3 Rounds
Chain Mail	4 Rounds
Banded Mail	5 Rounds
Plate Mail	6 Rounds
Suit Armor	2 Turns
Shield*	1 Round*

\*The one round required for bearing a shield is added on top of any other rounds spend donning armor. Furthermore, even if the shield is the only armor utilized by a character, it still takes a round to wield it properly.

### Sleeping in Armor

Player characters do not receive the benefits of resting if they sleep in their armor.

### Magical Armor

Magical armor changes its shape to accommodate the wearer, shifting from halfling size all the way up to ogre size. These magical items also have the half the

encumbrance of their mundane counterparts.

### Bag of Holding

The bag of holding is described on page 239 of the Rules Cyclopedia. It works by intruding upon the dimension of Nightmare. Conventional objects and organisms on the prime material plane occupy the first, second and third dimensions; however, other three dimensional objects and organisms coexist on the prime material plane occupying the third, fourth and fifth dimensions. This is known as the dimension of Nightmare and it is the antithesis of conventional reality.

The interior of extra spatial objects do not contain a breathable atmosphere. Any living organism placed within an extra spatial object will begin to suffocate. In fact, the dimension of Nightmare is toxic to all conventional life.

An extra spatial object placed with another extra spatial object will cause a rift in the fabric of reality. Any objects contained in the extra spatial objects are instantly destroyed. The only exceptions are artifacts and immortal level life forms.

The rift, spherical in shape, measures one foot in diameter for every 100 coin of extra spatial capacity. Add the total extra spatial capacity of both containers together. This rift forms instantly, and diminishes at a rate of 100 feet per round. Organisms and objects and player characters caught in the area of effect of the rift are immediately pulled through and cast adrift in the multiverse.

A module placed in a separate reality like B3 Palace of the Silver Princess, X2 Castle Amber or EX1 Dungeonland would be





appropriate. Optionally, the Dungeon Master could place the player characters adrift on the astral plane and simply run random encounters until they devise some means of escape. The ultimate destination of the player characters is up to the whimsy of the Dungeon Master.

### Variant Rules

Variant rules are detailed on pages 266 through 267 of the Rules Cyclopedia.

The variant rule for ability scores and saving throws will not be used. Likewise, the variant rules for death in the campaign and keeping characters alive will not be used. Other, superior, house rules have been created to handle the concerns these variant rules were created to address.

The variant rules demi-human and mystic experience levels are allowed.

The variant rules for nonlethal combat are allowed.



*Crisiant before her journeys began.*







### **Manikin**

Armor Class: 6

Hit Dice: 1/2\* (1-4 hp)

Move: 120' (40')

Attacks: nil

Damage: special (dying shriek)

No. Appearing: variable

Save As: M-U 1

Morale: 6

Treasure Type: Nil

Alignment: Neutral

XP Value: 30

The manikin, or mandragora, is a rare plant in its original form. The 10" long root has a gnarled humanoid shape, with a few leaves growing on the top. If uprooted, it oozes blood and shrieks horribly. To uproot it, one must save vs. death spell or die in agony as the plant shrieks. Mandragora is usually harvested by being tied to a dog; the dog dies when pulling out the plant, but the root can then safely be picked up. Only one mandragora grows within a 24-mile area, locatable only with a successful skill check. The Glantrian hills are favorable terrain for mandragora.

The root can be treated by an alchemist well-versed in mandragora science to produce various compounds, such as soporifics, narcotics, anesthetics, hallucinogen, aphrodisiacs or medications that improve conception. Only one compound can be produced from each root and the effect is up to the Dungeon Master. The root is also a major component for potions of invulnerability, heroism, treasure finding, plant control and various philters of love.

Wizards familiar with mandragora science can create a manikin from a root. The enchantment requires a permanent create normal monsters spell effect.

A manikin is a 10' high humanoid with a grey or brown rubbery skin. It does not speak nor write and has a mere animal intelligence. It has the ability to blend with wood (and move within its fibers at a rate of 10' per round) and with stone (5' per round).

A wizard must designate a specific point of his laboratory to be the mandragora's spiritual tie (any unmovable item). This location can never be changed. The creature must remain within 100 feet of this area throughout its life (until destroyed or its creator dies). When alone, the manikin hides in shadows as a 10<sup>th</sup> level thief and observes unexpected visitors in its creator's laboratory. If discovered, it can blend into stone or wood and escape. A manikin's dexterity is rolled on d4+14 (15-18).

The manikin's creator can read its mind and memory clearly as a book. He mentally controls the manikin and often uses it as an assistant when working in his laboratory. When the wizard is performing a complex experiment, the manikin automatically sense its creator's needs and performs that task. Using the help of manikins when making alchemical products or magical items increases the success chances 3% per manikin to a maximum of 12%. A mage can enchant as many manikins as desired (as long as he can find the roots).

A dying manikin produces the same shriek as the mandragora's root and its creator suffers a permanent loss of hit points equal to the manikin's.





## Languages of Mystara

by Fabrizio Paoli

This is a listing of human languages in Mystara's outer world and how they are linked together.

**Alphatian** - Alphatian Empire, Minaean Coast, Glantri (Flaemish), Helskir, Ochalea

**Atruaghin** - Atruaghin clans, with subtle variations in dialect from clan to clan. The Horse Clan doesn't have a spoken language but uses hand signals.

**Averoignian a.k.a. Laterre French** - Glantri

**Denagoth** - Denagoth

**Denwarf (Dwarven)** – Rockhome, Stronghollow, and other dwarven strongholds.

**Elven** – Alfheim, Alphatia, City of Stars, Glantri, Karameikos, Minrothad

**Emerondian** - Emerond

**Espa** - The Savage Baronies

**Ethengarian** - Ethengar, Glantri

**Eusdrian** - Eusdria

**Fairy** – The ancient and lyrical language spoken by the Brownie (and the chaotic Redcap), Leprechaun, Pixie, Pooka, Sidhe, Sprite and Wood Imp. It predates and inspired the elven language.

**Gnoll** – Combination of Gnomish and Nithian.

**Gnome** – Stronghollow, Serraine

**Goblin** – Used by Goblins, Hobgoblins and Bugbears throughout the continent of Brun. Disturbingly derivative of the elven tongue.

**Heldannic** - Heldann, Northern Reaches, Norwold, Qeodhar, Wendar

**Hin (Halfling)** – Five Shires

**Hulean or Hulian** - Hule

**Jennite** - Jen, Esterhold, Minaean Coast

**Kaelic a.k.a. Laterre Gaelic** - Glantri

**Karimari** - Ulimwengu

**Kobold**

**Makai** - Ierendi

**Milenian** - Many dialects spoken in Davania

**Minaean** - Minaean Coast

**Nuar** - Pearl Islands

**Ochalean** - Ochalea

**Orc** – Orcs, Ogres

**Ranax** - Robrenn

**Sindhi** - Sind, Sind Desert, Barren Plain

**Slag (Common Tongue of the Savage Coast)** – The City States, The Savage Baronies, Robrenn, Eusdria, Renardry and Herath, known by traders in southern Hule, northern Yavdlom, Bellayne and Turtles

**Slagich** - City States





**Thotian** – Thotia – There are many linguistic similarities between Thotian and Nithian.

We can recognize 4 main languages in Mystara: Oltec/Azcan, Tanagoro, Neathar, Nithian.

**Thratian** - Thyatian Hinterlands  
**Traldaran** - Karameikos, Glantri

From Tanagoro come Nuar, Ochelea and Yavdlom (with Sheyallia Elvish influence).

**Thyatian (Common Tongue of the Known World)** - Thyatian Empire, Alatian Islands, Five Shires, Glantri, Heldann (Hattian), Ierendi (for trade), Minrothad, Republic of Darokin, Helskir, Kingdom of Karameikos, Norwold, Rockhome

From Nithian originate Thotian, Ylari and Traldar, and from this come Milenian and Slagich. Neathar is the "father" of Makai, Urduk and Antalian. From the last one come Eusdrian, Heldannic, Thratian and Thyatian.

**Urduk** - Sind, Sind Desert, Barren Plain

From the Oltec/Azcan group come Jennite, Sindhi (with Urduk influx) and Minaean (with strong Milenian influence). Slag is similar to Thyatian, Verdán and Espa. Ethengarian and Denagoth aren't linked to any other language. Darokinian Thyatian should be a mix of Nithian, Traldar, Ylari and probably Sindhi, Elvish and Thyatian.

**Verdan** - Vilaverde, Texeira

**Yavdlom** or **Yavi** - Yavdlom

**Ylari** - Ylaruam

In Mystara there are 4 alien languages: Alphatian/Flaemish, Averoignian, Kaelic and Emerondian.

Minrothad Thyatian is a mix of all languages.

