

The Ice Mage's Home

AD&D Section

[Programs](#) [Reference Material](#) [Optional Rules](#) [Other Stuff](#)

Programs

The [Treasure Hoard Generator](#) (for Windows 3.1 or better) is available here. Follow the link to learn about the features of this free program.

[Organize!](#) (for Windows 95) will help you get to the files on your computer and get the best use of them.

The [ORIGINAL Treasure Hoard Generator](#)! This is the version of THG that I first wrote back in 1992 using GW-BASIC. Take a look into the past at this nostalgic little gem! Download, unzip, and run GW-BASIC. Type: RUN "treasure.bas" [source code included]

Another member of the elite 1992 GW-BASIC utilities, take a look at my [Character Generator](#). Sure, it makes 100 characters at a time, and yeah, it breaks in some places, and it doesn't really print, but it's not *that* bad. Download, unzip, and run GW-BASIC. Type: RUN "thgn.bas" [source code included]

Reference Material

[Kolos](#), my home-grown campaign world is here, with some cities, magic items, and other information on the world.

I have written up [a few interesting characters I have played](#) that you might enjoy reading. So far, there's only **three**.

I have also added some [custom AD&D spells](#). Check them out!

Here are a couple [custom creatures](#) I have created for my campaigns. See the Swamp Lizard and the Blood Wraith.

An [index of the material components used by spells in the player's handbook](#). Hope you find it useful.

The [Magic Styles document](#) in HTML format!

The Magic Styles document is also available in [Word 6.0 format](#).

The [Book of Books document](#) in HTML format!

The Book of Books is also available in [Word 6.0 format \(zipped\)](#).

The [Names Compendium](#). This is a list of names for continents, countries, towns, cities, rivers, etc.

The [Funeral Spire](#), a small dungeon to use in your campaign. You can also read about how I used it by looking at the game recap of the 3E campaign I'm currently running (see below under "Other Stuff").

Optional Rules

This is a [system to rate the contents of a library](#) created by an ADND-L list member and myself.

This is a [modified Non-Weapon proficiency system](#) created for AD&D.

This is a [modified Weapon proficiency system](#) created for AD&D.

This is the [Continuous Time Combat System](#) created for AD&D. It does away with rounds, per se, and gives combat a better, more flowing feel to it.

Other Stuff

[Our 3E playtest gaming group](#).

[Recap of the 3E campaign I am currently running](#). This is kindof long, as it covers everything that has happened in my campaign so far.



A Dungeons & Dragons (AD&D) Web Ring

[[Join Now](#) | [Ring Hub](#) | [Random](#) | [<< Prev](#) | [Next](#)
[>>](#)]

[Bamf](#)

[AD&D](#)

[M: TG](#)

[Download Guestbook](#)

[Links](#)

[Home](#)

RPG Characters

Updated 6/9/99

I've been having a lot of fun lately with characters in different role playing games, in both play-by-e-mail and face to face games. I just wanted to share with you some of the characters I've been playing, and what makes them fun.

[Knote](#) | [Guhrnon](#) | [Maelcom/"Wit"](#)

Knote

Knote is a neutral good (should really be chaotic neutral) 2nd level fighter in an AD&D play-by-e-mail game. He has been great fun for me because he does odd and unexpected things. First, the character, and after that, the odd and unexpected things he has done.

STR 16 DEX 15 CON 12 INT 10 WIS 11 CHA 12

Magic items: None

THAC0: 19

Hit Points: 8 (1st level) + 6 (2nd level) = 14

Proficiencies:

Wx2: Bastard Sword (spec.) THAC0 19 - 1 (spec) = 18

W: Dagger

W: Short bow

Nx2: Survival

N: Set Snares

L: Common

L:

L:

Equipment:

Horse: saddlebags, tack & harness, saddle blanket,
food (4 days dry rats), bundle of sticks.

Wearing: Chain mail, underduds, bastard sword, backpack,
dagger, waterskin, boots, belt,
small belt pouch (contains handful of rocks),
small belt pouch (contains sand),

small belt pouch (contains leaves from a tree)

Backpack: Iron spikes (pitons), mallet, spare dagger, food (3 days dry rats), 2 empty small sacks, belt pouch w/ my money in it, 50' silk rope, blanket (strapped on w/ lengths of rope), sm. mirror, sm. bag of sand (1/2 pound), flint and steel, hooded lantern, a glass bottle (empty), iron pot, small tent and a whetstone.
49 gp left

Background: Bored with school, since I couldn't get anywhere with it (even though dear old dad wanted me to), I decided to set out on my own to make my fortune. I had been traveling with a guy who was showing me how to use a sword, but he decided one day that there were more interesting things going on elsewhere (so I'd imagine), and I haven't seen him since then. I'm not bad with the sword, and hope to earn my living by it. I'm not saying I've killed anything (unless you promise not to tell anyone). I've never been a great leader, but I don't like to follow orders, either, so I've stayed away from joining any of the militia I've seen. I'd be a loner, if I didn't like to socialize so much. :)

Personality: I'm self reliant, and don't like help, but I don't like take orders, either. Ran away from home, but I'm still proud of what I can do. I like sword fighting, I like fighting in general, I guess. Magic is ok, I guess, but I'll never understand it. Every time I see it, I have to stop, kindof in awe. Call me green, if you want to, but not to my face, or you'll come away missing a few teeth! (Read: Proud, a bit arrogant, not too refined, "green".)

Introduction: Knute is a strong, decent-looking human with black hair, blue eyes. Sitting in the inn, I am wearing "normal people's" clothes, a plain, light-colored tunic, brownish breeches, belt, boots, all slightly worn, and have no weapons visible, no strange pouches hanging from my belt, no holy symbol dangling from my neck.

And now for some of the antics that have made Knute fun to play:

Encounter 1

We encountered an orc guard. I snuck up behind it, and another character, Finnigan, approached from the front, trying to talk to it. I was to clunk it over the head to knock it out. That was the plan, anyway. Plans don't always work as expected:

KLANG!!!

DM: The club you use shatters on the hard skull of the orc. After a momentary lapse, he draws his short sword and advances on Knute with murder in his eyes.

Orc: STUPID MONKEY! ME HAVE BIG HEAD HURT! You NOT nice. Me hurt you now!

Knute drops his club fragments, backing up with empty hands in the air saying, "Sorry - you had mosquito on head!"

Finnigan ends up splattering the orc's head all over Knute, who comes away dripping, and not smelling the best in the world. Still, he smiles.

Encounter 2

In this encounter, Knute and the group approach an orc settlement, a continuation of Encounter 1. A princess is supposed to be inside the camp, and we're supposed to rescue her. We are in a strange forest that is enshrouded in dense fog.

Hesseltura: "Wait, we must make sure this isn't a trap. There could be hundreds of them, ready to clobber us the second we step foot into the light. I think we should risk splitting up and deceive them into thinking that we are many more. I also believe Knute is intent on saving this...this princess, so we should make sure he is covered. Does anybody have a ranged weapon that could be used to support him?"

Knute hears Hessaltura's words in the back of his mind, but does not seem to take heed, if you judge from his actions. He continues through the forest, intently scanning all sides, blade, wielded in two hands, ready to cleave orcflesh. He is following the sounds of the screaming woman. Later, he will be glad that his friends have good combat sense, but not now. First, the task of evaluating what happened to the woman, and further rescuing her, must be accomplished.

He will use the fog to his advantage to run yelling and screaming through the orc camp, away from the rest of his friends, trying to lead the orcs in the camp away, even momentarily, chasing him. In his running, he will slash at any orcs that get near him, but will not stop running. Eventually, when he is out of sight from the orcs, he intends to climb a tree and pray the orcs don't find him. When all quiets down (assuming he's still alive at this point), he'll return to where he left his horse, hoping the others will be nearby.

DM: As Knute blindly charges up to the fort, the orcs tend to get very upset with his screaming insults, and come charging out at him. Moments later, Knute is running through the woods with about 150 very upset orcs hot on his trail.

Knute: "WAAAAAAAAAAAAAAAAAAAAA-HOOOOOOOOOOOOOOOOO!!!!!!" Knute is grinning from ear to ear, thinking, "This is what I live for!" Then, the little voice in the back of his head says, "You can only hope!" Knute ignores the little voice.

The orcs finally gave up the chase when they were 5 miles away from the fort! The others were able to finish off the remaining orcs, but unfortunately, the princess died.

Encounter 3

DM: Directly ahead of you, you see a man approaching. It seems he is wearing some sort of chain mail, and it has a greenish tint to the goldish color. He draws a long sword of the same metal. About 10' away, he stops and says, "@%% \$%^)&*^%* ^^&&^(&)&\$%H& RE^^G&@#@\$?" Nobody understands him.

Knute assumes that this is the guardian that we were to seek out. Knute does not wish to alarm the man, so he drops his pack and removes his weapons. Then, he removes his armor. Then, to show he has no hidden weapons, he removes everything else. He turns around completely once, to show he has nothing hidden, then approaches naked, with his hands up at head level. He then tries to communicate with the man in any way possible, including drawing in the dirt (with a stick), motioning, pointing, or whatever else.

Moran (the party's bard) turns her head and closely examines some nearby trees, muttering under her breath about men in general.

Turns out that the man we encountered speaks common of a fashion anyway, so Knute dresses again in clean clothes after cleaning up a bit.

Quotes from Knute

When dealing with unknown items that are found: "It's either a prize or problem. Either way, we'll find out."

When his friend Finnigan opens a wooden chest with his hammer, smashing the chest in such a way that it will never close again, he says, "It's ok, Fin. A little rope and it'll be as good as new."

Knute examines the trees for signs of moss growing on one side but not the other, and for other vegetation that may be "directional." If he finds signs of a direction **or not**, he'll point in a direction he thinks is away from the orcs and possibly towards the path

See what kind of trouble Knute is getting into these days. [These dark days.](#)

Guhrnon

Guhrnon is a Wild Mage/Thief that was created for an aborted AD&D campaign that happened recently. Another Chaotic Neutral character (at least this one has the alignment built in, unlike Knute), Guhrnon was my attempt at a character who wouldn't care about politics in a political world (campaign, ergo DM).

He is a half elf that looks human. He likes to pass himself off as a simple human wizard. He stands 5'8" tall and weighs 160 lbs. He is 18 years old, and has a short attention span. He tends to sleep in the trees when on the road, a trick he learned from his ranger friend Jira. Any spells that he casts in melee are directed at least 45 degrees away from any party member, as he has injured his friends accidentally before (like when his magic missile wild surged into a 2d6 lightning bolt). He has no problem with aiming a wand of wonder at

himself and activating it, since he has a 50% chance of controlling the effect of the wand. He has used this successfully once, to turn himself invisible.

Guhrnon's full name turned into William T. Guhrnon, after writing WM (for "wild mage," which became William) and T (thief) on the character sheet.

Here's his specifics:

15 STR 18 DEX 15 CON 16 INT 12 WIS 14 CHA
 AC 6, Hit points 18, Spell points 30 (Channeler, see PO: S&M),
 Proficient with dagger and sling
 XP: WM 10,338 Thf 11,873

This DM also had a Luck stat, range 1-20. My luck was 8 originally, then 9 after raising a level.

Potion of Invisibility, Potion of Gaseous Form, Ring of Protection +?, Dagger of Speed+1, Wand of Wonder, Potion of Dwarven Control, Ring of Warmth, Wizard scroll with Vortex, Lightning bolt, Haste and Hold Portal.

Equipment: A riding horse, breeches, tunic, robes, belt, riding boots, gloves, iron pot, writing ink, quills, hinged wood scroll case, soap, parchment, backpack, 3 lg belt pouches, 4 sm belt pouches, sm chest with good lock, sm metal mirror, flint and steel, hooded lantern, 4 flasks lamp oil, 100' silk rope, 4 torches, whetstone, 2 large sacks, small tent, 2 winter blankets, 2 wineskins, 20 daggers, a sling, pouch of sling bullets, pouch of sling stones, pouch of sand, thief's picks, spell components, chalk, hammer, pitons, money and gems.

Spells: Read/write magic, detect magic, patternweave, sleep, nahal's reckless dweomer, magic missile, tensor's floating disc, hold portal, find familiar, nahal's nonsensical nullifier.

Proficiencies: Short sword, dagger, sling, rope use (18), tumbling (18), appraising (16), lip reading (15), spellcraft (14), read/write (17), survival (16), mountaineering (bonus), common, snow elven, highlander, and set snares (15).

The reason he has so many proficiencies is because we were using the proficiency system outlined [here](#) on my web page. Unfortunately, I don't think many quotes will be forthcoming for Guhrnon, as the campaign has ended (due to some idiot player who couldn't keep any harmony in the game). Ok, I admit, it was I.

Maelcom/"Wit"

Maelcom grew up in a small town where everyone knew everyone else. This is not very remarkable, except that he started his life not being liked by his peers. They would often make fun of him, and call him names,

ridiculing his (lack of) intelligence. They would call him half-wit or slow-wit. Over time, this shortened down to Wit, which is what he now calls himself.

Wit well knows the ways of fighting. He has always had to defend himself growing up, and that habit seems to have followed him to this day. It seems he was made for it. His father was a huge bear of a man, and it would seem that Wit is following in his footsteps. He's muscular, very strong, and he is knowledgeable of weapons, thanks again to his father, and can hold his own in a fight against strong odds. His mother has always been secretly disappointed in Wit, since she wields magic very well, and Wit has never been able to pick up the art. His mother is graceful, however, and he did get some of that grace and fluidity as well, once he outgrew his awkwardness.

Wit is a tall man now. He has always been tall. Since he always wanted to fit in with the rest of the kids, he is somewhat hunched over (which doesn't help with the perception that he is stupid). But even through all he has endured, he is a friendly person, and has come to be liked by people.

He has always wanted to prove to everyone that he is valuable, and in this pursuit, has taken up adventuring, going places others would not go, doing things that others feared impossible. He has left his home. Some day, he will return there and make everyone in his hometown proud of Wit.

Human Male Fighter

6'4", but hunches over a bit, making him 6'1".

235 lbs.

About 18 years old

Doesn't care about laws, but doesn't go out of his way to break them. Basically good... Neutral good.

Ability scores:

Str 18 (exceptional strength?)

Dex 16

Con 14

Int 8

Wis 9

Cha 10.

Saving throws:

PPD 16

RSW 18

PetrPoly 17

BW 20

Sp 19

Starting money: Rolled 1, 4, 4, 2, 3 (gives me 140 GP)

Armor: Chain mail

Weapon proficiencies: Broadsword, Spetum, Dagger, Sling.
 Nonweapon proficiencies: Hunting, Firebuilding, Rope use

Inventory (location) [cost] weight

Chain mail armor (worn) [75 gp] 40 lbs.

Breeches (worn) [2 gp]

Tunic (worn) [8 sp]

Riding boots (worn) [3 gp]

Cloth cloak (worn) [8 sp]

Gloves (worn) [1 gp]

Scabbard (worn) [4 gp]

Broadsword [10 gp] 4 lbs.

Backpack (worn) [2 gp] 2 lbs.

1 week dry rations [10 gp]

Iron pot [5 sp] 2 lbs.

2 candles [2 cp] * *

Grappling hook [8 sp] 4 lbs.

Flint and steel [5 sp] *

Fishhook [1 sp] **

Knife [5 sp] 1/2 lb.

12 pitons [36 cp] 6 lbs.

2 large sacks [4 sp] 1 lb.

Sewing needle [5 sp] *

Soap [5 sp] 1 lb.

Whetstone [2 cp] 1 lb.

Winter blanket [5 sp] 3 lbs.

2 flasks lamp oil [12 cp] 2 lbs.

Hooded lantern (attached to outside, top) [7 gp] 2 lbs.

Waterskin (attached to outside, side) [8 sp] 1 lb.

Sm. tent (attached to outside, bottom) [5 gp] 10 lbs.

Belt (worn) [3 sp]

Sm. belt pouch [7 sp] 1/2 lb.

Chalk [1 cp] *

Sm. belt pouch [7 sp] 1/2 lb.

1 gp, 5 sp, 2 cp

Sm. belt pouch [7 sp] 1/2 lb.

10 sling bullets [10 cp] 5 lbs.

Sm. belt pouch [7 sp] 1/2 lb.

Sling [5 cp] *
10 sling bullets [10 cp] 5 lbs.

Whip [1 sp] 2 lbs.
Dagger [2 gp] 1 lb.

Waterskin (worn) [8 sp] 1 lb.
50' hemp rope (worn/carried) [1 gp] 20 lbs.
Spetum (carried) [5 gp] 7 lbs.

[Bamf](#)

[AD&D](#)

[M: TG](#)

[Download Guestbook](#)

[Links](#)

[Home](#)

Custom AD&D Spells

These are some spells that I have created for the AD&D game. Hope you like.

Melf's Acid Missiles (Invocation)

Level - 3

Duration - Instantaneous

Casting Time - 3

Area of Effect - One creature or object per missile

Range - as per magic missile

Components - VSM

Saving throw - 1/2 damage.

A cross between Melf's Acid Arrow and Magic Missile, this spell produces multiple missiles with an instantaneous acid splash, inflicting 2d4+1 points per missile, for one round only. Casters get one missile for every two (2) levels of experience, to a maximum of 5. At 9th level and higher, maximum damage potential is 45 points, median is 30 (for 5 missiles), minimum is 15. Comparable damage: Fireball (9th level) max 54, min 9, median 31.5.

Perimeter Watch (Abjuration)

Level - 4

Duration 1d6 hours + 1/2 hr per level

Casting time - 4

Area of Effect - 30' radius sphere

Range - 0

Components - VSM

Saving throw - none.

This spell establishes a circle around the caster (and his encampment) and alerts the caster when someone has entered this circle (who did not previously exit). It also gives him a general idea (within 90 degrees) in which direction the perimeter was broken. Perimeter Watch can detect creatures of one hit die or larger, or multiple creatures of less than one hit die. The perimeter, once broken, will only remain in effect for one round per level of the caster. Note that this spell will awaken the caster if necessary, but will not interrupt spellcasting in progress. The material component is a bit of string tied around a canine tooth.

Deception (Illusion/Phantasm)

Level - 5

Duration - 1d6 rounds + 1 round per level

Casting Time - 5

Area of Effect - The Caster

Range - 0

Components - VSM

Saving throw - none.

This spell creates 1d4 images of the caster plus an additional image per two levels, all of which seem to constantly shift, thereby making direct attacks virtually ineffective. If an image is attacked directly, the attack roll is made at a -4. Furthermore, when an image is attacked directly, it disappears, thereby making the process of finding the mage one of elimination. Area of effect attacks such as fireballs, etc., cause damage to the caster (when applicable), but do not cause any of the extra images to disappear unless the caster falls dead or unconscious. The target of a melee or missile attack is determined randomly from among the images, one of which is the actual caster. If the attack roll indicates a "hit" but not on the actual mage, one image is removed. If the mage casts any offensive-type spells, two images are removed. Note that illusionists get one extra image, and gnomish illusionists automatically get a 4 for their roll to determine how many images will appear. The material component is a clear, multi-faceted gem of at least 1000 gp in value, wrapped completely in a piece of fur from a displacer beast. Researched using Blur (Wiz:2), Mirror Image (Wiz:2) and Improved Phantasmal Force (Wiz:2).



Holl's Shadowdog (Conjuration/Summoning, Illusion/Phantasm)

Level - 6

Duration - 2 hours per level (max 48 hours)

Casting time - 6

Range - 0

Components - VSM

Saving throw - None

Casting this spell summons materials from the demiplane of shadow to come together in the form of a dog of the same alignment as the caster, that will act as both a travelling companion and a fierce guard dog. The dog will have a low intelligence and an empathic link with his summoner. If for any reason the dog loses all his hit points, he will be abjured back to the demiplane of shadow. The Shadowdog is 80% undetectable unless in bright light, where it suffers a -1 to attack and armor class. Note that this spell may only be cast once a day (DM determines the effects of multiple castings in one day), and that with each casting, there is a 1% chance that the shadowdog will become living. A living shadowdog loses one full hit die, but they gain the ability to heal their wounds overnight by licking them. If the caster is 16th level or higher, this chance increases to 5%. The following table determines the combat abilities of the shadowdog:

Caster Level	Dog's HD	Thac0	# Att	AC	Damage
12-13	3+3	17	1	6	1d8
14-15	4+4	17	1	5	1d8+1
16-18	5+5	14	2	5	1d6+1
19+	7+3	11	3	4	1d6+11d6+1/1d8+1

Note that Holl's Shadowdog and Mordenkainen's Faithful Hound will attack each other on "sight."

Creatures for AD&D

Created 11/19/98

I have designed several creatures for use in my AD&D campaign. You might just find a use for them as well. Take a look at the [Swamp Lizard](#) and the [Blood Wraith](#).

Lizard, Swamp

Climate/Terrain: Subtropical/Swamp, Subterranean

Frequency: Rare

Organization: Solitary or Small Pack

Activity Cycle: Day (Subter.: Any)

Diet: Carnivore

Intelligence: Animal (1)

Alignment: Nil

No. Appearing: 1 (1-8)

Armor Class: 6

Movement: 8, Sw 12

Hit Dice: 7

THAC0: 13

No. of Attacks: 3

Damage/Attack: 1-8/1-8/1-6

Special Attacks: Breath Weapon, Grapple, Surprise

Special Defense: Surprised only on a 1

Magic Resistance: Nil

Size: L (9' Long, 3 1/2' Tall)

Morale: 11-12 (Steady)

XP Value: 1,600

The swamp lizard appears as a normal lizard with a stubby tail. It has green and grey striped scales, and is often covered in slime. Its mouth is filled with two rows of razor-sharp teeth.

The swamp lizard's breath weapon is a stream of powerfully sprayed swamp slime mixed with natural corrosive acids from the lizard. This spray inflicts 2d8 points of damage (save vs. breath weapon for half damage) and worsens the AC of metal armor by 2 (save applicable for magical armor). If the character's armor's AC is reduced to no protection (i.e., scale mail gets hit twice, reducing the character's AC from 6 to 10), it is completely disintegrated and falls off the character's body.

The lizard can employ this breath weapon every round it is available, but the corrosion happens only every

three rounds. The lizard can store enough slime in his body for 3 breaths, after which it must submerge for 3 rounds to "recharge."

Grappling: On a successful claw attack roll, the victim must roll DEX or be knocked prone, at which the lizard would clamor atop his victim, causing large weapons, i.e., two-handed swords, to be rendered ineffective, and the victim fights at a -2 to attack and -1 per die of damage. If the victim did not have a small weapon drawn when the lizard climbed on him there is a 50% chance that the victim cannot get to that weapon.

Wraith, Blood

Climate/Terrain: Any
Frequency: Rare
Organization: Band
Activity Cycle: Any darkness
Diet: Blood
Intelligence: High (13-14)
Treasure: Incidental
Alignment: Neutral Evil

No. Appearing: 2-12
Armor Class: 4 (see below)
Movement: 10, Fl 18
Hit Dice: 8
THAC0: 16/13 (see below)
No. of Attacks: 1
Damage/Attack: 1-10 or 2-12 (see below)
Special Attack: Blood Drain
Special Defense: +1 or better to hit
Magic Resistance: Nil
Size: L (8 1/2' tall)
Morale: Special
XP Value: 4,000

The bloodwraith is an evil undead spirit of a powerful human or demi-human, akin to a wraith. It seeks to absorb life energy from other men through their blood.

The appearance of the bloodwraith varies with it's feeding activity. Those who haven't fed for a while appear to be just normal skeletons wearing tattered robes, while those who have sated their appetite seem to glow a fiery red color. Blood wraiths must feed at least once in the span of a month as a minimum or it will perish. Note that bloodwraiths who are near destruction from hunger have a THAC0 of 13 and inflict 2-12 points of damage.

Combat: The bloodwraith inflicts damage in two ways. First, the fingers of the bloodwraith are extremely sharp, and cause 1-10 points of piercing damage. Second, when a victim is hit by a bloodwraith, the wraith attempts to steal the blood of his victims. It does this through suction holes in it's fingertips (hence the adjusted THAC0). The victim must make a strength check when hit. Failure indicates that the bloodwraith is maintaining it's hold on it's victim (automatic damage in the next round).

Once a victim has taken 10 points of damage, he must roll vs. his constitution or pass out from blood loss for 1d4+1 rounds. If this check is made, he must continue to check CON at a -1 for each time he is hit. Should the victom pass out, his CON temporarily lowers by 3. This lowering remains in effect for two days per 10 points of damage done by the blood wraith.

Blood wraiths are immune to normal weapons. An attack with such a weapon passes through its body inflicting no damage. However, the weapon emerges with a reddish color to it that cannot be simply wiped or polished away. It will wear off over approximately 3-4 weeks of use. Silver weapons cause only half normal damage. A bloodwraith regenerates hit points at a rate of 1 point every 6 hours. They are immune to to sleep, charm, hold, death and cold-based spells. They are immune to poison and paralyzation. A vial of holy water causes 1-6 points of damage. A raise dead spell will destroy a bloodwraith if a saving throw versus spell is failed.

Wraiths who have even a slight reddish tint give off a strong, coppery scent within 20 feet. Animals and experienced adventurers will notice the scent, and will recognize it for what it is; blood.

Bloodwraiths are turned as Vampires. Those near starvation are turned as ghosts.

Any human or demi-human killed by blood loss become a blood wraith within 8 hurs (5 hit dice) unless a remove curse, limited wish or wish spell is cast.

If the bloodwraith scores two consecutive critical hits (20 on an attack roll), it is assumed that the bloodwraith has pierced the chest cavity of it's victim and has wrapped it's hand around it's victim's heart. This inflicts 4d10 points of damage per round, and the bloodwraith enters a state of feeding ecstasy, where it lifts it's victim and spins with it's head thrown back and mouth open. During this, it's AC is 8, but it also regenerates hit points at the rate of 1/4 of it's lost hit points per round. This ecstasy lasts for 4 rounds, at which point the victim is drained fully and the bloodwraith is sated. If the blood wraith is undisturbed throughout the entire feeding, he emerges with full hit points.

[Bamf](#)

[AD&D](#)

[M:TG](#)

[Download Guestbook](#)

[Links](#)

[Home](#)

1st Level		
Affect Normal Fires	VS	
Alarm	VSM	Tiny bell, piece of very fine silver wire
Armor	VSM	Piece of finely cured leather blessed by a cleric
Audible Glamer	VSM	Bit of wool or small lump of wax
Burning Hands	VS	
Change Self	VS	
Charm Person	VS	
Chill Touch	VS	
Color Spray	VSM	pinch each of powder or sand that is colored red, yellow and blue
Comprehend Languages	VSM	Pinch of soot, few grains of salt
Dancing Lights	VSM	Bit of phosphorus or wychwood, or a glowworm
Detect Magic	VS	
Detect Undead	VSM	Bit of earth from a grave
Enlarge	VSM	Pinch of powdered iron
Erase	VS	
Feather Fall	V	
Find Familiar	VSM	Brazier of charcoal, 1000 gp worth of incense and herbs
Friends	VSM	chalk or white flour, lampblack or soot, vermilion
Gaze Reflection	VS	
Grease	VSM	Bit of pork rind or butter
Hold Portal	V	
Hypnotism	VS	
Identify	VSM	Pearl (at least 100 gp), owl feather steeped in wine, optional powdered luckstone
Jump	VSM	Grasshopper's hind leg (expended)

Light	VM	firefly or piece of phosphorescent moss
Magic Missile	VS	
Mending	VSM	two small magnets of any type or two burrs
Message	VSM	short piece of copper drawn fine
Mount	VSM	bit of hair from the type of animal to be conjured
Nystul's Magical Aura	VSM	small square of silk
Phantasmal Force	VSM	Bit of fleece
Protection from Evil	VSM	Powdered silver
Read Magic	VSM	Clear crystal or mineral prism
Shield	VS	
Shocking Grasp	VS	
Sleep	VSM	pinch of fine sand, rose petals or a live cricket
Spider Climb	VSM	Drop of bitumen, live spider
Spook	VS	
Taunt	VSM	Slug
Tenser's Floating Disc	VSM	Drop of mercury
Unseen Servant	VSM	Piece of string, bit of wood
Ventriloquism	VM	Parchment rolled into a small cone
Wall of fog	VSM	Pinch of split, dried peas
Wizard Mark	VSM	Pinch of diamond dust (100 gp worth) and a pigment or pigments for the coloration of the mark, optional stylus (for invisible mark)
2nd Level		
Alter Self	VS	
Bind	VSM	Rope
Blindness	V	
Blur	VS	

Continual Light	VS	
Darkness, 15' Radius	VSM	Bit of bat fur, drop of pitch or piece of coal
Deafness	VSM	beeswax
Deeppockets	VSM	garment affected, tiny golden needle, strip of fine cloth given a half-twist and fastened at the ends.
Detect Invisibility	VSM	pinch of talc, small sprinkling of powdered silver
ESP	VSM	a copper piece
Flaming sphere	VSM	bit of tallow, pinch of sulphur, dusting of powdered iron
Fog Cloud	VS	
Fools' Gold	VSM	powdered gem
Forget	VS	
Glitterdust	VSM	Ground mica
Hypnotic Pattern	SM	glowing stick of incense or a crystal rod filled with phosphorescent material
Improved Phantasmal Force	VSM	bit of fleece
Invisibility	VSM	eyelash and bit of gum arabic
Irritation	VSM	leaf from poison ivy, oak or sumac
Knock	V	
Know Alignment	VS	
Leomund's Trap	VSM	Piece of iron pyrite, 200 gp of dust
Levitate	VSM	small leather loop or piece of golden wire bent into a cup shape
Locate Object	VSM	Forked twig
Magic Mouth	VSM	Small bit of honeycomb
Melf's Acid Arrow	VSM	dart, powdered rhubarb leaf, adder's stomach
Mirror Image	VS	
Misdirection	VS	

Protection from Cantrips	VS	
Pyrotechnics	VSM	Existing fire
Ray of Enfeeblement	VS	
Rope Trick	VSM	Powdered corn extract, twisted loop of parchment
Scare	VSM	Bit of bone from undead skeleton, zombie, ghoul, ghast, mummy
Shatter	VSM	Chip of mica
Spectral Hand	VS	
Stinking Cloud	VSM	Rotten egg or several skunk cabbage leaves
Strength	VSM	A few hairs or pinch of dung from a strong animal (ape, bear, ox, etc.)
Summon Swarm	VSM	Square of Red Cloth
Tasha's Uncontrollable Hideous Laughter	VSM	Small feather, minute tarts
Web	VSM	Bit of spider web
Whispering Wind	VS	
Wizard Lock	VS	
3rd Level		
Blink	VS	
Clairaudience	VSM	small horn of at least 100 gp value
Clairvoyance	VSM	Pinch of powdered pineal gland
Delude	VS	
Dispel Magic	VS	
Explosive Runes	VS	
Feign Death	VS	
Fireball	VSM	tiny ball of bat guano, sulphur
Flame Arrow	VSM	drop of oil, small piece of flint

Fly	VSM	Wing feather of any bird
Gust of Wind	VSM	Legume seed
Haste	VSM	Shaving of licorice root
Hold Person	VSM	Small, straight piece of iron
Hold Undead	VSM	Pinch of sulphur, powdered garlic
Illusionary Script	VSM	Special lead-based ink
Infravision	VSM	Pinch of dried carrot or an agate
Invisibility, 10' Radius	VSM	eyelash and bit of gum arabic
Item	VSM	Item to "itemize"
Leomund's Tiny Hut	VSM	Small crystal bead (expendable)
Lightning Bolt	VSM	Bit of fur and amber, crystal or glass rod.
Melf's Minute Meteors	VSM	Nitre and sulphur plus pine tar. Small hollow tube fashioned from gold
Monster Summoning I	VSM	Tiny bag, small candle
Non-Detection	VSM	Pinch of diamond dust
Phantom Steed	VS	
Protection from Evil, 10' Radius	VSM	Powdered iron
Protection from Normal Missiles	VSM	Piece of tortoise or turtle shell
Secret Page	VSM	Powdered herring scales and either will o' wisp or boggart essence
Sepia Snake Sigil	VSM	100 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores
Slow	VSM	Drop of molasses
Spectral Force	VS	
Suggestion	VM	Snake's tongue, either a bit of honeycomb or a drop of sweet oil
Tongues	VM	Small clay model of a ziggurat (expended)
Vampiric Touch	VS	

Water Breathing	VSM	Short reed or piece of straw
Wind Wall	VSM	Tiny fan and a feather of exotic origin
Wraithform	SM	Bit of gauze and a wisp of smoke
4th Level		
Charm Monster	VS	
Confusion	VSM	3 nut shells
Contagion	VS	
Detect Scrying	VSM	Small piece of mirror and miniature brass hearing trumpet
Dig	VSM	Miniature shovel and tiny bucket (expended)
Dimension Door	V	
Emotion	VS	
Enchanted Weapon	VSM	Powdered lime and carbon
Enervation	VS	
Evard's Black Tentacles	VSM	Piece of tentacle from giant octopus or giant squid
Extension I	V	
Fear	VSM	Heart of a hen or a white feather
Fire Charm	VSM	Small piece of multi-colored silk of exceptional thinness (expended)
Fire Shield	VSM	Live firefly or glow worm or the tail portions of 4 dead ones
Fire Trap	VSM	Sulphur or saltpeter
Fumble	VSM	A dab of solidified milk fat
Hallucinatory Terrain	VSM	A stone, a twig and a bit of green plant - leaf or grass blade
Ice Storm	VSM	Pinch of dust and a few drops of water
Illusionary Wall	VSM	Rare dust that costs at least 400 gp
Improved Invisibility	VS	

Leomund's Secure Shelter	VSM	Square chip of stone, crushed lime, a few grains of sand, a sprinkling of water and several splinters of wood, optionally a string and silver wire and small bell)
Magic Mirror	VSM	Finely wrought and highly polished silver of a minimum cost of 1000 gp (not expended) and the eye of a hawk, an eagle or even a roc, and nitric acid, copper and zinc (expended)
Massmorph	VSM	Handful of bark chips from the type of tree the creatures are to become
Minor Creation	VSM	Tiny piece of matter of the same type of item he plans to create by means of the spell
Minor Globe of Invulnerability	VSM	Glass or Crystal Bead (expended)
Monster Summoning II	VSM	Tiny bag, small candle
Otiluke's Resilient Sphere	VSM	Hemispherical piece of diamond or similar hard, clear gem material) and a matching hemispherical piece of gum arabic
Phantasmal Killer	VS	
Plant Growth	VS	
Polymorph Other	VSM	Caterpillar cocoon
Polymorph Self	V	
Rainbow Pattern	SM	Crystal prism and a piece of phosphor
Rary's Mnemonic Enhancer	VSM	Piece of string, an ivory plaque of at least of 100 gp value, ink consisting of squid secretion with either black dragon's blood or giant slug digestive juice (expended)
Remove Curse	VS	
Shadow Monsters	VS	
Shout	VM	Drop of honey, drop of citric acid, small cone made from a bull or ram horn
Solid Fog	VSM	Pinch of dried, powdered peas combined with powdered animal hoof
Stoneskin	VSM	Granite and diamond dust
Vacancy	VSM	Square of the finest black silk
Wall of Fire	VSM	Phosphorus

Wall of Ice	VSM	Small piece of quartz or similar rock crystal
Wizard Eye	VSM	Bit of bat fur
5th Level		
Advanced Illusion	VSM	Bit of fleece, several grains of sand
Airy Water	VSM	Small handful of alkaline or bromine salts
Animal Growth	VSM	Pinch of powdered bone
Animate Dead	VSM	Drop of blood and pinch of bone powder or a bone shard
Avoidance	VSM	Magnetized needle
Bigby's Interposing Hand	VSM	Soft glove
Chaos	VSM	Small disc of bronze and a small rod of iron
Cloudkill	VS	
Cone of Cold	VSM	Crystal or glass cone of very small size
Conjure Elemental	VSM	Burning incense (air), soft clay (earth), sulphur and phosphorus (fire) or water and sand (water)
Contact Other Plane	V	
Demi-Shadow Monsters	VS	
Dismissal	VSM	Item that is distasteful to the creature being dismissed
Distance Distortion	VSM	Small lump of soft clay
Domination	VS	
Dream	VS	
Extension II	V	
Fabricate	VSM	The ingredients for the item being fabricated
False Vision	VSM	Ground dust of an emerald worth at least 500 gp
Feeblemind	VSM	Handful of clay, crystal, glass or mineral spheres (expended)
Hold Monster	VSM	One hard metal bar or rod for each monster to be held

Leomund's Lamentable Belaborment	V	
Leomund's Secret Chest	VSM	Pair of chests, one small, one large
Magic Jar	VSM	???
Major Creation	VSM	At least a tiny piece of matter of the same type as the item he plans to create
Monster Summoning III	VSM	Tiny bag, small candle
Mordenkainen's Faithful Hound	VSM	Tiny silver whistle, piece of bone, a thread
Passwall	VSM	Pinch of sesame seeds
Seeming	VS	
Sending	VSM	Two cylinders, each with one open end, connected by a short piece of fine copper wire
Shadow Door	S	
Shadow Magic	VS	
Stone Shape	VSM	Soft clay
Summon Shadow	VSM	Smoky quartz
Telekinesis	VS	
Teleport	V	
Transmute Rock to Mud	VSM	clay and water (or sand, lime, and water to reverse)
Wall of Force	VSM	Pinch of powdered diamond worth 5000 gp
Wall of Iron	VSM	Small piece of sheet iron
Wall of Stone	VSM	Small block of granite
6th Level		
Anti-Magic Shell	VS	
Bigby's Forceful Hand	VSM	A glove

Chain Lightning	VSM	Bit of fur, piece of amber, glass or crystal rod, and one silver pin for each experience level of the caster
Conjure Animals	VS	
Contingency	VSM	Components of companion spell plus 100 gp worth of quicksilver and an eyelash of an ogre mage, ki-rin or similar spell-using creature, plus a statuette of the wizard carved from elephant ivory which must be carried during the duration of the spell
Control Weather	VSM	Burning incense and bits of earth and wood mixed in water
Death Fog	VSM	Pinch of dried and powdered peas, powdered animal hoof and strong acid of any sort (including highly distilled vinegar or acid crystals)
Death Spell	VSM	Crushed black pearl with minimum value of 1000 gp
Demi-Shadow Magic	VS	
Disintegrate	VSM	Lodestone and a pinch of dust
Enchant an Item	VSM	Vary according to the item being enchanted
Ensnarement	VSM	???
Extension III	V	
Eyebite	VS	
Geas	V	
Glassee	VSM	Small piece of crystal or glass
Globe of Invulnerability	VSM	Glass or crystal bead (expended)
Guards and Wards	VSM	Burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood and a small silver rod
Invisible Stalker	VSM	Burning incense and a piece of horn carved into a crescent shape
Legend Lore	VSM	Incense, strips of ivory formed into a rectangle, and some item of value to the spellcaster must be sacrificed
Lower Water	VSM	Small vial of water
Mass Suggestion	VM	Snakes tongue and either a bit of honeycomb or a drop of sweet oil
Mirage Arcana	VS (M)	Material component optional

Mislead	S	
Monster Summoning IV	VSM	Tiny bag and a small candle
Mordenkainen's Lucubration	VS	
Move Earth	VSM	Mixture of soils in a small bag and an iron blade
Otiluke's Freezing Sphere	VSM	1000 gp diamond
Part Water	VSM	Two small sheets of crystal or glass
Permanent Illusion	VSM	Bit of fleece
Programmed Illusion	VSM	Bit of fleece
Project Image	VSM	Small replica of the wizard
Reincarnation	VSM	Small drum and a drop of blood
Repulsion	VSM	Pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony
Shades	VS	
Stone to Flesh	VSM	Lime, water, earth
Tenser's Transformation	VSM	Potion of Heroism or superheroism (expended)
Transmute Water to Dust	VSM	Diamond Dust of at least 500 gp value and a bit of seashell
Veil	VS	
7th Level		
Banishment	VSM	Substances harmful, hateful or opposed to the nature of the subject of the spell.
Bigby's Grasping Hand	VSM	Leather glove
Charm Plants	VSM	Pinch of humus, a drop of water and a twig or leaf
Control Undead	VSM	Small piece each of bone and raw meat
Delayed Blast Fireball	VSM	tiny ball of bat guano, sulphur

Drawmij's Instant Summons	VSM	Gem worth at least 5000 gp (expended)
Duo-Dimension	VSM	Flat ivory likeness of the spellcaster (costing 500-1000 gp), strip of parchment (both expended)
Finger of Death	VS	
Forcecage	VS+ special	1000 gp worth of powdered diamond (used during spell memorization)
Limited Wish	V	
Mass Invisibility	VSM	eyelash and bit of gum arabic
Monster Summoning V	VSM	Tiny bag, small candle
Mordenkainen's Magnificent Mansion	VSM	Miniature portal carved from ivory, small piece of polished marble, tiny silver spoon (expended)
Mordenkainen's Sword	VSM	Miniature platinum sword with grip and pommel of copper and zinc, minimum 500 gp cost (expended)
Phase Door	V	
Power Word, Stun	V	
Prismatic Spray	VS	
Reverse Gravity	VSM	Lodestone, Iron filings
Sequester	VSM	Basilisk eyelash, gum arabic, dram of whitewash
Shadow Walk	VS	
Simulacrum	VSM	Form of the duplicated individual made of ice, something that belongs to the duplicated individual, powdered ruby
Spell Turning	VSM	Small silver mirror
Statue	VSM	Lime, sand, drop of water stirred by an iron bar (such as a nail or spike)
Teleport Without Error	V	
Vanish	V	
Vision	VSM	Sacrifice of something valued by the spellcaster or by the power supplicated

8th Level

Antipathy-Sympathy	VSM	Lump of alum soaked in vinegar (antipathy) or 1000 gp worth of crushed pearls and a drop of honey (sympathy)
Bigby's Clenched Fist	VSM	Leather glove, small device consisting of 4 rings joined so as to form a slightly curved line with an "I" upon which the bottoms of the rings rest, the whole fashioned of an alloy of copper and zinc
Binding	VSM	???
Clone	VSM	Small piece of the flesh from the person to be duplicated
Demand	VSM	Pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature, a hair, bit of nail, etc.
Glassteel	VSM	Small piece of glass, small piece of steel
Incendiary Cloud	VSM	Fire source, scrapings from beneath a dung pile, pinch of dust
Mass Charm	V	
Maze	VS	
Mind Blank	VS	
Monster Summoning VI	VSM	Tiny bag, small candle
Otiluke's Telekinetic Sphere	VSM	Hemispherical piece of diamond, matching piece of gum arabic, pair of small bar magnets
Otto's Irresistible Dance	V	
Permanency	VSM	???
Polymorph Any Object	VSM	Mercury, gum arabic, smoke
Power Word, Blind	V	
Prismatic Wall	VS	
Screen	VS	
Serten's Spell Immunity	VSM	Diamond of at least 500 gp value (expended), each subject carries a diamond of at least 1 carat
Sink	VS	

Symbol	VSM	Powdered black opal and diamond dust, worth not less than 5000 gp each
Trap the Soul	VSM	Gem of at least 1000 gp value per hit die of the creature to be trapped
9th Level		
Astral Spell	VS	
Bigby's Crushing Hand	VSM	Glove of snake-skin and the shell of an egg
Crystalbrittle	VS	
Energy Drain	VSM	Essence of a specter or vampire dust
Foresight	VSM	Hummingbird's feather
Gate	VS	
Imprisonment	VS	
Meteor Swarm	VS	
Monster Summoning VII	VSM	Bag, small candle
Mordenkainen's Disjunction	V	
Power Word, Kill	V	
Prismatic Sphere	V	
Shape Change	VSM	Jade circlet worth no less than 5000 gp (expended)
Succor	VSM	Gemstones totalling not less than 5000 gp (can only be enchanted once a month)
Temporal Stasis	VSM	Powder of diamond, emerald, ruby and sapphire dust, each crushed stone of at least 100 gp value
Time Stop	V	
Weird	VS	
Wish	V	

Magic Styles

Updated 4/28/97

I had recently started a discussion on the ADND-L list regarding different possible magic styles. This is a summary of the responses I got. The ranking does not imply any sort of scale. It is simply the order of information as I put it into this document. If anyone can help me flesh out any of these summaries, it would be appreciated. Also, if you can think of a better name for something, let me know that, too. I'm just kinda winging it here. :-)

For quick reference, here is a list of the different magic styles, their associated number and source:

First	Standard AD&D magic	Player's Handbook
Second	Wild magic	Tome of Magic
Third	Bonded magic	
Fourth	Defiling magic	Dark Sun
Fifth	Imagery	Stephen R. Donaldson's "The Mirror of Her Dreams" and "A Man Rides Through"
Sixth	Gem magic	
Seventh	Bardic magic	Forgotten Realms' Spellsingers
Eighth	Elemental channeling	Robert Jordan's "The Wheel of Time"
Ninth	The Will and the Way/ Word	David Edding's "Belgariad" and "Mallorean"
Tenth	Shamanism	The Complete Book of Shamens
Eleventh	Inner magic	Terry Goodkind's "Wizard's First Rule" and "Stone of Tears"
Twelfth	Runic magic	Weis and Hickman's "Deathgate Cycle"
Thirteenth	Elemental magic	
Fourteenth	Shadow magic	
Fifteenth	Linear magic	
Sixteenth	Artistic magic	Galatea in 2D
Seventeenth	Channeled magic	Weis and Hickman's Darksword trilogy
Eighteenth	Necropotence	
Nineteenth	Manduban magic	Magic: The Gathering
Twentieth	Voodoo	
Twenty-first	Animal magic	
Twenty-second	"Esper" magic	Square Softs Final Fantasy 3 game

1. [Standard AD&D magic] The first style of Magic is the standard PHB style - you control magical energy through incantations and gestures (verbal and somatic components) using various tools, fuels, or foci (material components).
2. [Wild magic] The second style of Magic uses none of these, but instead tries to release a burst of Magical energy and shape it in the process, which resembles wild magic.
3. [Bonded magic] The third style of Magic is when the mage voluntarily allies himself with an extra-planar entity (usually evil), who provides the mage with power for spells. The unfortunate side effect is that this magic uses souls to power it, sort of like a defiler, but vs. people, so the mage has to trap victims and use their life energy. I used this in my campaign world Kolos after magic was interrupted in that world.
4. [Defiling magic] The fourth style would be a standard defiler from Dark Sun.
5. [Imagery] The fifth style I know about is imagery (as in "The Mirror of Her Dreams" and "A Man Rides Through" - excellent series, by the way) using mirrors to conjure images which you can reach into or extract elements from.
6. [Gem magic] The sixth style is gem magic, in which you store magic spells in gems which, when the command word is spoken, release the spell as prepared. Spell preparation usually takes a long time, but the release is instantaneous.
7. [Bardic magic] The seventh style is something along the lines of the Forgotten Realms' Spellcasters or the Bardic Gypsy.
8. [Elemental channeling] The eighth style is from Robert Jordan's "Wheel of Time" series. This is a rather complicated system of channeling the elemental flows of the Five Powers (Earth, Wind, Air, Water, and Spirit). Different combinations and amounts of each result in different spells. For example, healing is a combination of Water and Spirit.
9. [The Will and the Word] The ninth style is The Will and The Way: From David Edding's "Belgariad" And "Mallorion" series. This consists of the gathering of one's Will into an image of the spell you want to use, or the desired effect, and to release the Will with a Word (any word you choose). The desired effect happens. The only 'disallowed' effect is to Will someone or something to die or fade out of existence. The powers of Nature do not allow this, and reflect the Will back to its source, thereby killing the intended destroyer/murderer.
10. [Shamanism] The tenth style, which closely resembles Shamanism from the Complete book of Shamans, would be to have conjured spirits provide magical effects. These spirits need not always be visible; in fact, this works better with invisible spirits, when only the spellcaster knowing where his power comes from. It's been posted lately as "Spirit Mages". This might be basically the same as the Shai'ir from the Al-Quadim setting.

11. [Inner magic] The eleventh style comes from GoodKind's Books "Wizard's First Rule," and "Stone of Tears". These books define magic performed by tapping the forces that come from within the caster. It uses internal forces to control the world around you. This force is called Han. In the books, there are two types of magic: additive and subtractive. Additive is the creation of magical events using the power within you to tap other elements to create the desired effect. Subtractive magic, a.k.a. destructive magic, is considered evil. This magic uses the power within to tap surrounding elements to cause destruction. To make a beard grow is +, while making a beard disappear is -. To create a fireball, you would extract all of the heat from an area, and then form that energy into a fireball. (i.e. if you did it above water, then the water would freeze.) If an individual has both types of magic, then they do not have to use any external forces. They can just tap their own energies. These type of mages are very powerful, and are as rare as they are powerful (in the book, they state that there has been only one mage gifted with both in 3000 years.) These wizards are known as War Wizards. They control their Han through their emotions.

Wizards can be taught magic, or they can be born with the gift. Those with the gift have an innate ability to use magic. For the gift to emerge, the "wizard" must do three things unknowingly with the gift.

- 1) they must use it to do a mundane task
- 2) they must use it to save a person's life,
- 3) they must use it to kill another.

The gift manifests it self in different manners, the ability to of the mind (prophets), the ability to create items magically, the ability to cast spells, or the ability to imbue objects with magic.

12. [Runic magic] The twelfth style comes from the "Deathgate Cycle" by Weis and Hickman. They have two ancient spell using races, which create runes/sigils. These runes basically are created based on harnessing the available possibilities of things that could happen. Once a possibility is found, a rune is traced on an object or in the air, and raw energy flows into the rune, making it operable. Barbara Hambleys Armies of Daylight series uses runic magic to some extent, although she doesn't really flesh it out very much.

13. [Elemental magic] The thirteenth style resembles the Imagery style mentioned in the fifth style. Mages draw solely from the elemental planes, using micro-gates to elemental plane of fire for fireball and burning hands, plane of wind for gust of wind and so on. This type of mage would pretty much be limited to natural type magic (effects which manipulate Earth, Wind, Fire and Water).

14. [Shadow magic] The fourteenth style is one in which the mage summons power from the plane of shadows, and all such spells would be temporary and more along the lines of illusions. As a mage gets higher and higher level, you could have his skin slowly change to a smoky hue. He is weaker in light and strongest in darkness.

15. [Linear magic] The fifteenth style is the ley line approach where a mages power depends on his location. This gives some possible adventure hooks as mages seek out the intersection of the ley lines.

16. [Artistic magic] The sixteenth style is also similar to imagery (fifth style), but deals with art. It could

possibly be incorporated into a sort of Bardic magic. It comes from a book by the name of Galatea in 2-D (although, the first word may be Galetea or Galetia or Galatia). In the book, a down and out artist of fantasy/science fiction genre is depressed by his losing another contract, despite having good quality work done on time. To make matters worse, he saw his no-talent roommate from college days, who is now a big time artist in fantasy circles, who asked how he was doing. He's idly doodling, when he upsets his ink bottle right where the figure he was drawing was. It moves. He experiments. He manages to pull the little image out of the paper into 3d life. There is a knock at the door...an attempt on his life...and somehow he ends up in his own artwork... In the book a person can animate/3d only their own artwork. They can also use their artwork as a sort of a teleportation, by envisioning themselves inside the art, then coming out of it. They can create items/guns/zappers/etc. However, the more powerful the item is, the more difficult it is to bring out of the picture. They can also put others *in* their art, which can be just as nasty as the mirror mages opening a gateway to bring forth flame or whatnot from the Mirror of Her Dreams series (see the fifth style).

17. [Channeled magic] The seventeenth style comes again from Weis and Hickman, from the Darksword Trilogy. One person sort of channeled the energy of the universe, and those who would wield it had to rely on these channelers to give them the energy.

18. [Necropotence] The eighteenth idea is to take one type of magic, particularly necromancy, and declare it a separate magic type. This type of mage draws his power from the dead and/or the realm of the dead. (I think) *_Wolf of Winter_* by Paula Volsky, had mages whose only power lie in controlling undead, mainly ghosts. For instance, a mage would have to trap a ghost to his will to glean information from it, or send it after someone as an assassin. The mage himself had no true power except to bind the ghost to his will.

19. [Manduban magic] The nineteenth style of magic was inspired by Magic: The Gathering (oh, quit gagging). In this style, the mage has representations of the spells he can cast in the form of a deck of cards or trinkets or etc., etc., etc. This is somewhat similar to, and could be an offshoot of, Gem magic (sixth style). Ever want to explain where a deck of many things comes from?

20. [Voodoo] The twentieth style of magic is voodoo. Kinda self explanatory.

21. [Animal magic] The twenty-first style of magic relates to animals. It would involve bonding with animals, speaking with them, tasking them with things to do, and perhaps mimicking animals.

22. [Esper magic] The twenty-second style of magic comes from Square Soft's Final Fantasy 3 game. The ancient gods took humans and turned them into magical biological creatures named espers. After The War of the Magi, humans drained the power out of the espers by beating the esper and infused humans and machines and weapons, armor, etc. Doing so turns the espers into a crystal form called magicite. All magic comes from espers. New espers would come either by divine intervention or the mating of two espers. It is possible for a human esper cross, which looks human but naturally has magic and can do special morphs and so on. New magic would also come from mating of espers. Some espers have battle magic while others are healing espers.

Finally, thanks to everyone who wrote in:

Dana Harrod [Merywin@aol.com]

Bruce Sponagle [bruces@ccrrnts.com]

Spes [spes@total.net]

Paul R. Haust [haust@rochester.mellesgriot.com]

Jonathan Reed [jreed@psi.prc.com]

Brad Samek [bsamek.acs.admins.uta@nworange.uta.edu]

Michael Hadler [hadlerm@crf.cuis.edu]

Kyle [SirVortexX@aol.com]

Brenton Miller [millerb@kode.net]

Adam Lowrey [PeaceLow@aol.com]

Thanks for reading!

The Book of Books

Uploaded 8/6/97

This document identifies and lists many different books that can be used in a typical fantasy (AD&D) game setting. These books can be used to flesh out a library, a wizard's study, or to give you adventure ideas. If you have any new ideas to expand this listing, or if you create a more detailed description of any of the books in this list, please send them to me at theicemage@aol.com or brett_paul@qwest.net. Enjoy!

Table of contents

- Contributors
- Book Lists by Category
 - Religion
 - Geography
 - Civic and Family
 - Trade
 - Cook books
 - Scholarly Works
 - Mythical/Legend books
 - History books
 - Local History
 - Fiction
 - Magical Theory and Research
 - Ecology and Culture
 - Mundane Works and Tomes
 - Books Explained
 - Other Considerations
 - Library Rating
- Books whose contents are described

Book Lists by Category

In this list, an @ symbol indicates a book that has a description in the following section.

Religion - Holy books, prophecies, religious histories, basic religious study books, commentaries, rebuttals, devotions, rites, music and song books.

- A Basic Guide to Unfulfilled Prophecies from the reign of Edifus II
- Canticle of the Blinding Light
- The Daily Devotions of
- The Doomsday Book

- How to make a pilgrimage
- Prophecies For Today
- Religious Fiction
- The Teachings of
- Travels of the Far Wanderer
- Treatise on the Practices of Hidden Ones (Bishop Imphalas of Furyondy)
- The Witnessed Miracles of

Geography - maps, geographic surveys, explanations of hazards of particular areas, etc.

- Flann-aerich'nyt
- The True Relation of the Nyr Dyv and the Lands Surrounding (Norfil van Defflitter)

Civic and family - Histories, laws and regulations, birth/death/marriage/etc. records, tax records, court proceedings, statistics, notes of lineage of royal families, diaries, family histories, journals.

- Annals of the Family Vordav
- The Death-Code of Eeas
- @An Insider's Guide to Bureaucracy in
- @The Lothian Book of Lothian Nobles
- @The Complete Book of Albiene Lords (3 small books)

Trade - Books on the various proficiencies, bookbinding, medical, anatomy, smithing, etc. Note that cook books are in a separate category

- An Authoritative Guide to Appropriate Application of Humor
- @The Complete Apprentice by Archmage Elgar (book one in series)
- Components and Reactions of Phosphorus (Daern)
- Cosmogony of Magnetic Fluids (Mordenkainen)
- @Dwarven book of engineering
- Eyes, Vision and Arcane Sight (Alphon)
- Herbal Lore I: Cure the flu
- Herbal Lore II: Rashes and their cures
- Herbal Lore III: Curing insomnia
- Herbal Lore VI: Antidotes
- Herbal Lore VII: Poisons
- How to tame a horse
- How to wield a Sword
- Manners
- Mining Techniques
- Proper Organization of a Noble's Luggage
- Prophetic Skies (Selvor the Younger)
- @Rabin's Guide to Gems
- Rules of Goode Writinge

- Seven Skies of the Universe (Casimur)
- Sulfur, Influence and Actions (Arbane)
- Tailoring in the Mid-eastern styles.
- Teach yourself Massage
- Theories on Perception (Kuroth)
- Weather Prediction through use of Small Rocks

Cook books

- @The Brewing of Cortanethic Ale by
- Cooking with Saffron
- @The Delightful World of Mushrooms by Arch-Druid Coranthus
- How to make a good stew
- Kielman's Book of Brandish cooking
- Omelets with dragon eggs

Scholarly Works

- 101 uses for a dead Peasant
- The Book of Stone
- Court Practices in the Court of Blessed Empress Marsias
- The Dragon-Scale Tome (Timonas of Jalpa)
- Favorite Foods of King Johannas IV
- Gnomicspheris
- Migratory Patterns of the Magic Poor Adventurer
- @Poetry and Prose of the Locathah
- The Role of the Peasant in the Society of the Future

Mythical/Legend books - specific legends, stories, fairy tales, etc. about legendary weapons or items, their properties, dangers about the item and so on. Also used for reference by dragon slayers for researching the weaknesses of divine/infernal/mythical monsters, often "named" monsters.

- The Chronicle of Secret Times (Uhas of House Neheli)
- @The Dragon Aernigawog and the Black Knight by
- Epic Saga of Great Conjurers (Falsely attributed to Mordenkainen)
- @The Handmaiden and the Horned King by (propaganda)
- The Harrowing of Ironnose (Epic Poem)
- A History (Coerlan Attlander)
- An Honest Traveler's Strange Tales of the South (L. Marquel)
- @Inventions of the Albiene Empire (two books)
- @King Hypan and the Establishment of the Sulanese Empire (four books)
- Legendary Phantoms and Ghosts (Evard)
- @Legends of the Fae Creatures
- @Legends of the Night

- @Lord Vanheileps circle of Five (three books)
- The Poems of Thalac Jiwo (Thalac the Sighted)

History books - similar to mythical and legend books, these may have useful information about specific locations or creatures.

- @The Events Leading to the Fall of the Sulanese Empire
- @The History of Cronenwald Castle
- @A History of the Emela Speaking People Volumes I - V
- The Official History (Uhas of House Neheli)
- True Account of the Great Almorian Campaign (Five Volumes, Mage Threndus)

Local History

- The History of the Maure Lands
- House Lorinar: A Chronicle

Fiction

- Amorous Adventures of Amanda Adaire
- A Brief Treatise on Truth in Politics
- The Civic Duties of the Self Sufficient Serf
- Collected Tales, by Deelan Hulthard
- The Complete Works of Dinaras Ribaa, Seer
- @The Glowing in the Night by (pornographic)
- How the North was Won
- The Life of the Gentleman Adventurer
- Romeo and Juliet
- Stranded: Misadventures on Isle Gilligana
- The Way It Really Happened

Magical Theory and Research - books and treatises (remember scrolls, clay tablets, magical stone slabs with illusory writing and everything) containing information about spells, research of spells, information about magic-related proficiencies, creation of magical items or objects, and the like.

- The A-Z textbook for creation of magical scrolls
- Arcane Manipulations of the Entourage (Otto)
- Arcane Puissance of Memory (Rary)
- Ancient Cryptomancy (Phandal)
- @The Art and the Invocation by Grothanla the White
- Art of Communications and Sigils (Flamsterd)
- Cantrip Cooking: 101 cantrips to liven up your meal
- @Cause and Effect: A Guide to Effective Magic Use for Mundanes

- The Compendium of Curses and Hexes
- @The Complete Laboratory by Elgar
- @The Creation and Controllation of Constructs of the Art by
- Curative Music (Otto)
- Dark Sides of the Memory (Mordenkainen)
- Demonology of the Savant (Iquander)
- @Detection and Manipulation of Objects at a Distance
- Doors and Passages of Arcane Worlds (Lethchauntos)
- The Effects of Magic on Reality, by Corak the Mysterious
- Enchanting Items in Three Easy Lessons, by Tim
- Encyclopedia of the Non-Substances (Asimak)
- Evolution of the Arcane Willpower (Tenser)
- Extreme Powers of Observation (Kwalish)
- The Forgotten Arts of Oratory Magnetism (Leomund)
- The Greater gesticulations of geomancy.
- Imaginary Landscapes
- Inexplicable Reflections (Bucknard)
- Iron Golems: Construction methods
- @Levius Levitha by Ssorthanor the Great
- Libram of the Great Paravisual Emanations (Nystul)
- Lore of Subtle Communication (Tasha)
- The Mage's Almanac
- Magical Potions: Economic ways to mass produce
- The Magical Properties of Gemstones (Tenser)
- The Magical Properties of Herbs and Flowers (Tenser)
- Magical Rods and their construction
- Manual Powers Beyond the Life (Bigby)
- The Metaphysics of Mathematics (Nystul)
- The Multiple Applications of Perceptomancy (Laeral)
- Occult Magnetism (Nolzur)
- On Fiends (Selkoloth of Rauxes)
- @The Power of Directed Magic
- Repertoire of Illustrious Conjurations (Drawmij)
- Rocks and Crystals in Practical use at home
- Rocks and Crystals used in magic experiments
- Spherogenesis of the Universes (Otiluke)
- Subconscious Repercussions of Pyromancy (Quall)
- Tenser's Book of Fundamental Formulae
- @Techniques for Animating the Dead, volume 1-4
- Thesis on Conditional Ruptures (Archveult)
- Thesis on the Planes of Anti-Matter (Leomund)
- Theories on Converging Transitions (Lhegrand)
- Theory of the Invisible Forces (Tenser)
- The Transcendental Impenetrabilities (Leomund)
- @A Treatise on the Magical and Alternative Healing Arts

- @Uses of Gemstones in Magic by Miars Elpook
- @Your Mind is Your Home by V'chak the Blue (psionics)

Ecology and culture books - books about particular creatures or areas (see also "Ecology of..." in Dragon magazine or the ecology entries in the Monstrous Compendium, et. Al.)

- The Beasts of Humanity
- Book of Birds
- Book of Birds II
- Book of Common Creatures
- The Book of Elvenkind
- Common signs of a Vampire
- Creatures of the Desert
- Creatures of the Sea
- Do dragons exist?
- Dwarven Culture
- Ecology of green dragons
- @Encyclopedia Naturalica by The Order of the Golden Candle
- The History of Halflings
- @The Life and Death of the Buzzing Raptor by Jormindus the Earthy One
- Life of Nature, Its Secrets (Caligarde)
- Studies of Barbarian Culture
- The Undead Compendium
- The Truth about Dwarves and Sexuality
- Unicorns: Fact or fiction?
- What was that mushroom I ate, anyway? (incomprehensible, mostly pictures)

Mundane Works and Tomes - books about non-magical subjects, often penned by mages, scholars and priests, as they are usually the most knowledgeable about these subjects.

- Construction of Stonehenge. Theories about purpose
- Dictionary of High Common Terms
- Games of Luck.
- Kings of the Isles. Small enclosed kingdom politics.
- Managing Feudal Estates

On Friday, 1/26/01, there was a thread on the DND list that was spawned by Peter Hansen's thread about his map. I had asked people to post a list of the names of cities and towns, and other areas in their worlds. I consolidated a list of what people, including myself, posted. Here is that list.

[Name Generators on the Web](#)

[Worlds](#)

[Continents](#)

[Peninsulae](#)

[Mountainous Terrain](#)

[Forests](#)

[Deserts](#)

[Seas and Lakes](#)

[Rivers](#)

[Islands](#)

[Water Features](#)

[Swamps](#)

[Lands and Countries](#)

[Kingdoms](#)

[Cities/Towns](#)

[Castles](#)

[Towers and other buildings](#)

[Roads](#)

[Contributors](#)

Name Generators on the Web

One of the things brought up by the members of the DND-L list is the fact that there are many name generators on the web. While this might be useful, it doesn't necessarily help when you're offline playing your game. But, for the sake of completeness, I have included links to the name generators that are out there and were brought up on the list.

[Fantasy Name Generator](#)

[The Cave: Name, NPC and Village generators](#)

Worlds

Jenneria

Kolos
Mesta
Nalloch

Continents

Afrer Landmass
Firoth (1)
Hassad (1)
Mesti Continent
Mordekar (1)
Phole Continent
Seldan (1)
Tirmor (1)
User Landmass

Peninsulae

Devil's Point
Dragon's Point
Hawk's Cape
Immyr Peninsula (1)
Little Claw (peninsula)
Quacky Peninsula

Mountainous Terrain

Beacon Mountain
Bergen Hills
Bowl of Frost
Cone of the Devils (mountain)
Cone of the Gods (mountain)
Crag, The (canyons)
Cut, The
Devil's Spine Mountains
Diro's Canyon
Dwarven Basin
Great Western Canyon, The
High Moor of Lands Lost, The
Hills of Black Lightning
Hundred Mile Hills, The

Landmark Mountains
Lightning Peak
Northern Ridge
Odd Peak
Pentlev's Pit (canyons)
Quickman's Funnel (short cave through a mountain)
Sassurah Steppes (plains)
Serpentcoil Mountains (from Burning Plague adv.)
Sink, The (a large valley)
Smokey Ridges (mountains)
Snowless Mountain
Starfall (a meteorite crater)
Sword Ridge
The Scar (a huge, deep rift)
Trio Mountains
Valley of Shadows

Forests

Blackwood, The (1)
Coldwind Forest (1)
Darkenwood
Dragorn Forest (1)
Druheed Forest
Forest of Aranoth (Elven Tribes)
Forest of Elvenkind
Forest of the Sprites
Forest of Warmth
Heronwood, The (1)
Kingswood, The (1)
Long Forest
Ravenwood, The (1)
Silverwood Forest (1)
Western Huntswood (1)

Deserts

Suudaal Desert
Urdra's Belly (a great desert)

Seas and Lakes

Basin Lake
Crystal Lakes
Cullain, The & The Mirror (1)
Disappearing Lake
Dragon's Eye Sea
Eye Sea
Frozen Lake
Great Owlbear Lake, The
Lake Bleu (large inland sea)
Maelstrom Sea
Messy Sea
Moon Lake
Radiant Pool
Scarlet Lake
Serpent's Eye, The (1)
Sliverfish Bay (1)
Springs Eternal, The (1)
Three Lakes (community with three small lakes)
Twenty Lakes

Rivers

Blood River
Eagle's Tear River
River of Snakes
River of Warmth
Spear River

Islands

Imav Island
Island of Storms
Moon Island
Ohne Islands
Teardrop Island

Water Features

Cliffs of Death
Elf Inlet

Suicide Cove

Twin Falls (waterfalls)

Swamps

Lands End (swamp)

Langenmarsh (swamp)

Swaland (swamp)

Swamp of Mists

Lands and Countries

Aegyptia

Borderlands, The (1)

Gault

Keltoi

Nipponsai

Tricania, Land of the Fire Giant

Valenor

Wan Shu

Winter's North (1)

Kingdoms

Ardrim (1)

Borostnia

Drahkmar (1)

Fenmoor (1)

Free City of Tear (1)

Havien (1)

Isles of the Iron Kraken (1)

Kingdom of Carthorn

Kingdom of Viatus

Leonan Empire

Lydia (1)

Milea

Motron

Nancararrow

Ravensmere

Reapharven

Rhulak-Zagul (Dwarven Kingdom)

Sladavia

Theocracy of Heironeous

Veld (1)

Vohr (1)

Cities and towns

Aragon

Arbandok

Astel

Atholl

Bandaria

Bendaris

Blackford (1)

Bremenon

Briarthrist

Bridwell (1)

Brindington (1)

Brusting

Caer Llugh

Caerwyn (1)

Camiram (from the WotC website :-)

Carolnya

Castlegrave (1)

Chirrol

City of Ice

Clearbrook

Copriagh

Corvail (1)

Cove (1)

den'eth

Des'Harta

Devil's Pass (from Duvik's Pass in said adventure)

Dongrad

Dunhill (1)

East Foley

Elatsneck

Elparah

Eltace

Fossedale

Ft Kendall

Gedymin

Glathlas

Gotatha
Graeton (1)
Graig Don
Greenfields (halfling village)
Greenock (1)
Griffon Keep (1)
Highcastle
Homestead
Ironkeep (1)
Izuldur, City of Magic
Kavach
Khem
Kingdom of Thriss
Kinross (1)
Korrulous, City of the Dead
Laesa
Laha
Lakeside
Lankhmar series)
Larag
Leyruz
Lionsgate
Lost City, The
Lyonhaus
Manyurragh
Marnuar (by the sea)
Melting Pot
Mendendorf
Methwar
Mistmoor (1)
Mundave
Namur
New Coralport (1)
Nim-Geran
Notaq
Oathaven
Ool Plerns (Fritz leiber's one that is mentioned but never visited in the Pastonsville
Pauneron
Port Brynn
Port Jasper
Prosperity
Ragesh
Raven Grove (1)
Redhart
Redstones

Redwater (1)
Riesland
Riverbend
River's Head
Roseville
Ruby Caverns
Ruckers
Rynert
Scarabin
Scarshold
Scoburg
Shun-Lin
Silverton (1)
Skylla
Slayride
Southmoor (1)
Spring Creek (1)
Staven Point (1)
Stirnus
Stone Fort
Stonehaven (1)
Storm Point
Tanvale
Tear (1)
Terbach
Thazur, City of Darkness
Thurin
Twin Forks (1)
Tyrador
Underwood
Ur
Vale (1)
Vultos (1)
Vorlorn
Waterbridge
West Foley
Winterhold (1)
Woodbridge (1)
Wyndham Shire (1)
Zwargstadt

Castles

Castle of the Waves

Liedrach Castle

Skull Cliffs Castle

Sunken Castle

Towers and Other Buildings

Black Tower, The (a tower of obsidian with no visible doors or windows)

Fire Web Inn, The

Tower of the Nameless Mage

Roads

Crystalia Road (trade route)

Pirate's Road

River's Run Road

Trade Route of Ruin

Trapper's North Road

Contributors

[Bayushi Hamaru](#)

[Brett A Paul](#)

[Cheryl Martin](#)

[Iridian](#)

[Jeffrey M Press](#)

[RossK](#)

Footnotes

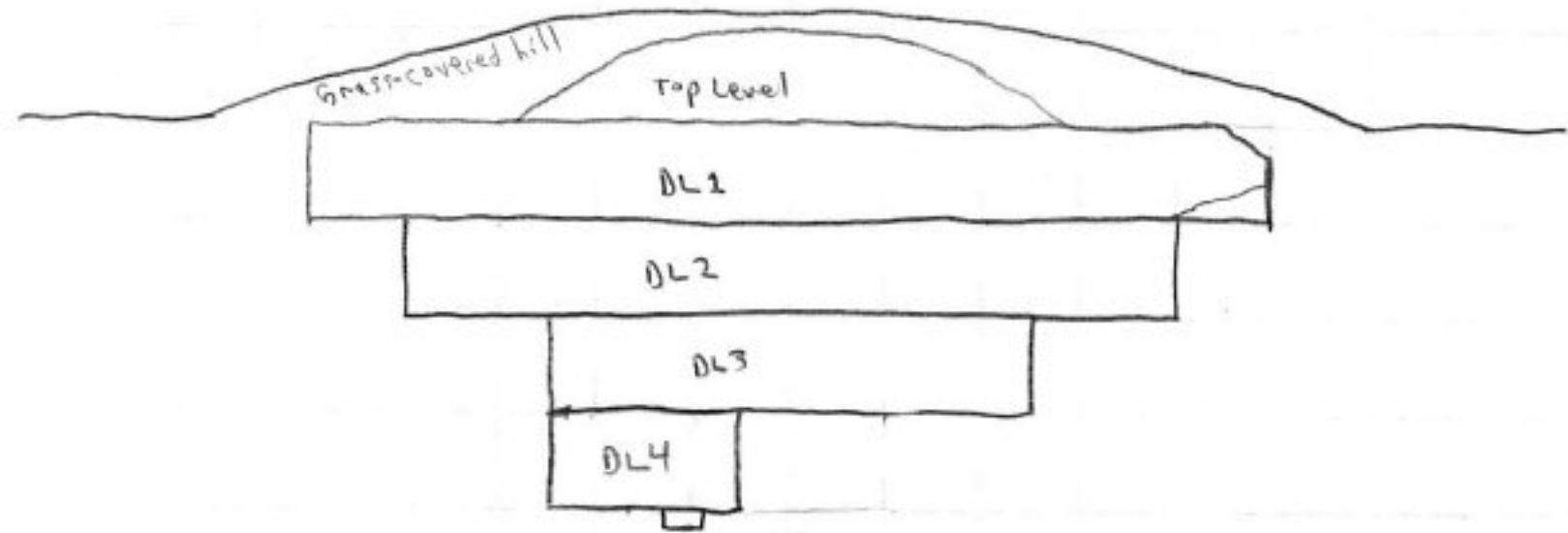
(1) **From Bayushi Hamaru:** Just a small notice... I would like to someday publish this campaign setting so I would greatly appreciate it if any of these names and ideas were used only for personal reasons.

Funeral Spire Dungeon

This is a dungeon that is in the wilderness east of Stirnus, somewhere in the 100-mile hills. The area in which this is found is hilly and forested.

Dungeon Side View

Here is a view of the dungeon from the side. It shows how the levels line up with each other, at least from one perspective.



Level One

This level is above-ground. It is mostly overgrown and covered in dirt and grass.

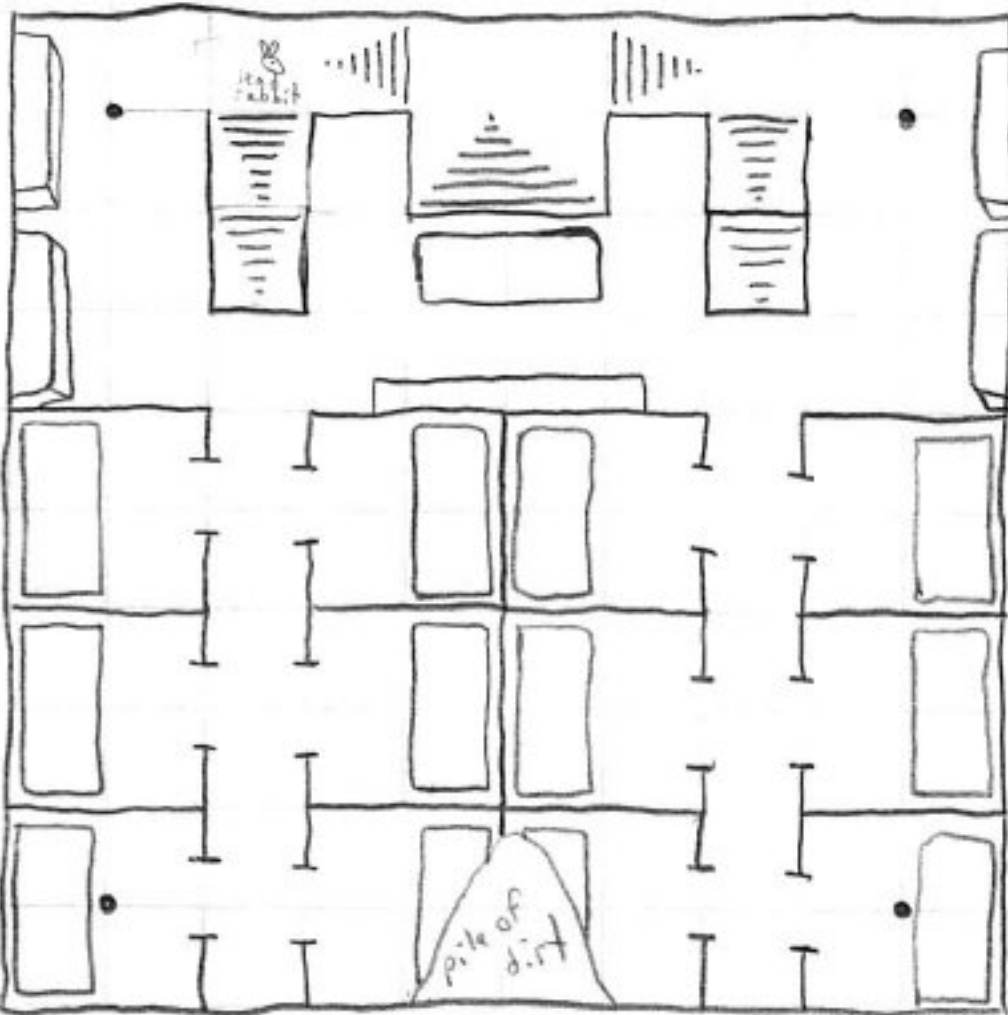


The "T" by the entrance represents the place where the PC might fall through to the level below. The dirt here is thin, and the floor beneath has given way long ago. The **number 1** is where the party sees a pair of rabbits inside. The rabbits run away towards the stairs at the top and disappear. After a moment, one runs back up the stairs and out the hole past the party (unless someone does something to stop it). The **number 2** is where a pair of human/demihuman legs are poking out of the dirt. The **number 3** is where the party will start to hear shuffling footsteps downstairs, more on the left (west) than the right. Ever notice that in a dungeon setting, players will readily equate shuffling footsteps with zombies?

Dungeon Level One

This is the first below-ground level. It is designed as a mausoleum, where the dead are buried in such a way that they can be visited.

DL1

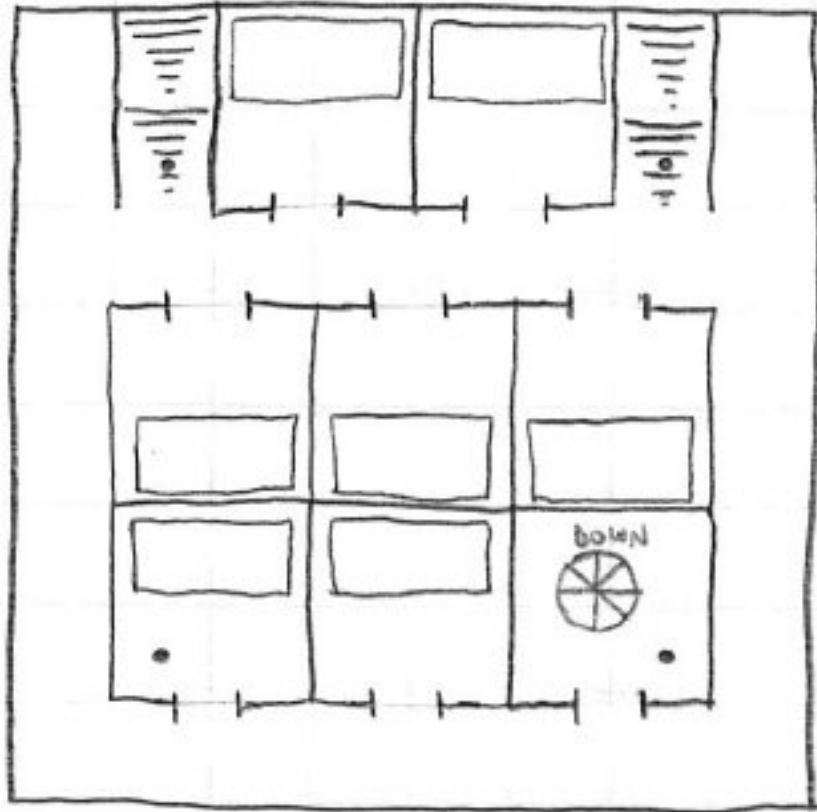


At the bottom of the steps on the west leading down, there is a dead rabbit. There is not a mark on it (it died of fright). Otherwise, there are 12 rooms, each of which house a dead person. There is an additional bier towards the front where funeral ceremonies were performed. The low box-looking things are just stone benches for mourners. The pile of dirt comes from the upper level (the place where the PC might fall through).

Dungeon Level Two

This is simply a continuation of the tombs. An additional seven burial places are here.

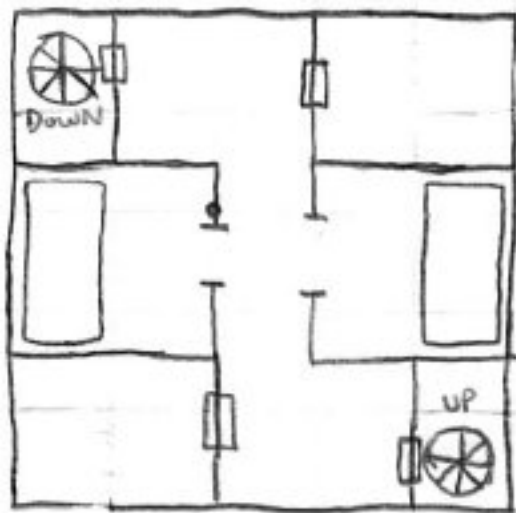
DL2



Dungeon Level Three

This level is for another two tombs. The smaller rooms next to each will be for displaying artifacts of the deceased. It is an opportunity to give some treasure to the party, should they decide to take it.

DL3

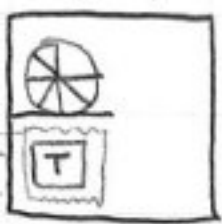


Dungeon Level Four

This level would have been for keeping supplies for the maintenance of the tomb. I'm not sure what that

would entail, but it matters very little. It has been taken over by an evil presence.

DL4



Underneath a tattered rug is a trap door (T) that leads to a small space. In that space would be some sort of evil item that has affected the things in the tomb and caused them to reanimate in some fashion.

AD&D Library Rating System

Updated 8/7/97

Miguel Bazdresch came up with the following system for rating books and, subsequently, libraries. This is the slightly revised version:

"Any given book has a rating from 0 to 20. A 0 book contains nothing especially relevant - maybe kitchen recipes, first-grade history, or simple drawings. As the rating gets progressively higher, the book gets more and more useful and rare. They start talking about a particular creature's weaknesses or features, useful historical insights (read: treasure sites), up to how to create potions, magical items and magical creatures, how to conjure undead, maybe even how to turn into a lich.

"A book can also have a subject matter, for example, it might be a 'rated 3 book on golems,' for example. I might also rule that in order to build a golem, a wizard needs 100 book points on golems. For the wizard to turn into a lich, maybe 500 points would be required. That is, of course, in addition to any time, material or other requirements.

"Books on general stuff only have a rating, not a subject matter. These books might be useful as general background. For example, a wizard who is researching a 6th level spell might need 60 points of general knowledge in his library.

"So to describe a library, public or private, large or small, I usually use a rating. For example, your large library could be composed of 1000 0-books, 100 1-books, up to maybe 2 15-books. If the characters get to one of the useful books, be prepared to tell them something useful. But in general, these books would be guarded by clerics or something.

"This also makes wizards in my campaigns eager to search in defeated wizard's or monster's libraries, not only for spellbooks, but for special books also. The thrill of finding a 20-book on staves is comparable to that of finding a 6th level scroll. The anticipation on building a large library feels great, also. A wizard can feel proud not only for his filled-up spellbook, but for his triple-digit library also."

To this system, I added:

"If you have a book that is rated low (say, 0-5), you could probably read it and understand it immediately. If you have a moderate book (say, 6-12), you could study it for a while to understand it, or maybe it would require a particular proficiency. Beyond that (rated 13-20), you would have to have 1-3 prerequisites to be able to use the book:

1. You would have to have already studied 10-50 points of that subject to understand the book.
2. One of the books you studied within those 10-50 points should have been of a complexity level of at least

8-12.

3. You could understand it with the correct proficiency/proficiencies.

"That way, you don't have Joe Mage picking up a series of books on advanced studies in the art of Neuromancy (each rated 20 points), and being thoroughly educated in that art. He would have no basis to understand the advanced topic!"

As always, feedback is welcome.

AD&D Modified Proficiency System

Version 2.1

Updated 3/27/98

[Non-Weapon Proficiencies](#) | [Weapon Proficiencies](#) | [Discussion Issues](#)

Non-Weapon Proficiencies

As an AD&D Dungeon Master (DM), I have been unhappy with the non-weapon proficiency system, in terms of how it applies to character creation, gradual improvement of proficiencies and the rate at which proficiencies are acquired. The system always seemed a bit slow and coarse for my liking. Because of this, I have written the following non-weapon proficiency system.

Basics of the system:

Proficiencies are point-based. This system works proficiencies and languages similar to the way thieving abilities are handled. That is - a character starts with a number of points to spend on proficiencies, and accrues more proficiency points each time that character gains a level. The player must still adhere to the groupings as they appear in the player's handbook (PHB) with respect to their class. Also, similar to the PHB, you receive additional points for each language slot you have, according to intelligence.

The latest change to the system gives the character twelve (12) points for each non-weapon proficiency slot (under the normal rules) and an additional twelve (12) points for each language. The character also begins with their native language for free, set to a proficiency equal to their intelligence.

Then, at each level increase, the character gains 10 points to put into proficiencies (no more than 5 in a single slot). *The DM may also wish to limit the number of points put into a language to a maximum of 3 points*

This was changed from: 60 points to all starting characters + 12 points per language slot + 15 points per level.

Increasing your proficiency The PHB tells you which ability score a proficiency relates to. When increasing a proficiency, you must consider this ability score. If there is a modifier on that ability score, that must be used. For example, tumbling refers to DEX. To calculate point costs, your "related ability score" is equal to your DEX. If the proficiency check is DEX-1, the "related ability score" would be DEX-1. **There are three distinct "stages" for increasing proficiencies with respect to point cost.**

Stage One The first stage is to increase your proficiency up to the related ability score. To do so, add points

to this proficiency at a one-for-one rate of improvement (adjusted by modifier in PHB). For example, if your DEX is 14 and you want tumbling, you can spend 14 points to get a 14 rating in tumbling.

Stage Two The second stage is to increase your proficiency beyond the related ability score, up to your racial maximum for the related ability. To increase your proficiency rating beyond the related ability score, you must spend two (2) points to increase the skill by a point. Using the above example, if your racial maximum is 18 and you wanted to increase your tumbling from 14 to 18, you must spend 8 points.

Stage Three The third stage is to increase your proficiency beyond the racial maximum of the associated ability score. For this, you must spend five (5) points to increase the skill by a point, up to a maximum of 19. 19 is considered mastery of the skill (rolling a 20 always indicates failure). Therefore, continuing the example, to increase your tumbling score from 18 to 19, you must spend 5 points. Your total cost (with DEX 14) to get mastery in the Tumbling proficiency is 27 points.

Assuming that the proficiency has no modifier to the related ability score check, your racial minimum for the related ability is 3, and your racial maximum for the related ability is 18, here is what you can get in a proficiency for 23 points:

Ability Score	Proficiency rating 23 points in skill
3	13
4	13 (1 point extra)
5	14
6	14 (1 point extra)
7	15
8	15 (1 point extra)
9	16
10	16 (1 point extra)
11	17
12	17 (1 point extra)
13	18
14	18 (1 point extra)
15	18 (2 points extra)
16	18 (3 points extra)
17	18 (4 points extra)
18	19

Optionally, the DM may allow you to increase beyond 19, figuring that situational modifiers may reduce your skill below 19. Also, optionally, the DM may not allow you to increase your proficiency beyond the related ability score + 5, with the reason that if you don't have the dexterity to be a master tumbler, all the practice in the world won't help.

Multiple Slot Proficiencies If the listed proficiency costs multiple slots, you need to double or triple the cost of increasing the proficiency accordingly. For example, Herbalism. Herbalism is listed as using 2

proficiency slots. That means to increase Herbalism up to your ability score, you must spend 2 points per point of proficiency, then 4 points per point beyond your ability up to 18, then 10 points per point to increase your proficiency beyond your racial maximum.

Advantages of this system. This system allows a player to develop his or her character's background more fully, and learn new skills gradually as the adventuring career progresses. You can define your character as a jack-of-all-trades (good for a bard) or a master weaponsmith (good background for a fighter). Expanding this system to languages would allow the character to gradually learn a language (use roleplaying to decide what is appropriate).

Proficiency checks are still the same, except that they are made (on a d20) against your rating rather than the skill associated with the proficiency. They are also made for proficiencies that did not previously require a check.

Disadvantages of this system. One hole in the system has always been how to handle nonproficient characters. There's a chance that someone knows how to ride a horse well enough to stay on at a trot, but without the proficiency, how would you know? The answer that I have come up with for this is to give the character or NPC a base score in all proficiencies, perhaps equivalent to two points of proficiency. That means that you start with a base 2 in land-based riding, and a base 1 in survival. Your weaponsmithing skill is less than a point, and so doesn't count. This might indicate the fact that you've seen a weapon being made, but couldn't do it yourself. :) Another example is a non-proficient rider would have a 10% chance of staying on a horse that rears up.

Another disadvantage is how the system handles changes to your ability scores. If your ability score related to a proficiency increases or decreases from some effect, such as Ioun stones or a Tome or undead drain, what happens to the proficiency? The solution is simple, but cumbersome. Calculate how many points you have spent in the proficiency to get it to the level it currently is. Then, recalculate the level it would be with the new ability score. For example, if you have the Tumbling proficiency at 16 with a DEX of 12, and some effect increases your DEX to 14, you would have to recalculate your Tumbling proficiency. You have spent 20 points in Tumbling to get the 16 proficiency score. With the new DEX of 14, 20 points would get you a proficiency of 17. Therefore, when your DEX increases from 12 to 14, your proficiency automatically increases from 16 to 17. Because of this, you need to keep track of how many points you have spent on a proficiency as well as your current skill level. It's a little extra bookkeeping, but has its advantages.

Issues

Well, there you have the latest version of the Modified Proficiency System. Please consider this to be a living document, and feel free to comment. If you don't have any specific comments, think about the following discussion issues. Questions preceded by (NW) refer to the non-weapon proficiency system; those preceded by (W) refer to the weapon proficiency system:

(NW)If a non-proficient character is given two points in a proficiency for purposes of a non-proficient

check, why don't the characters start with 2 points in all proficiencies?

(W)Do you think the number of points gained per level is fair to the character classes?

If you have any answers to any discussion issue(s), feel free to [e-mail me](#).

[Bamf](#)

[AD&D](#)

[M: TG](#)

[Download Guestbook](#)

[Links](#)

[Home](#)

Custom Weapon Proficiencies Rule

Updated 2/2/99

Similar to the non-weapon proficiency rule we use, this point-based weapon proficiency rule allows for gradual improvement in weapons skills, varied by class.

To start with, the player gets 10 weapon proficiency points for each weapon proficiency slot given to that character under the normal AD&D rules. The player may allocate these points to whatever weapons his or her character is able to use, to a maximum of 10 points to a single weapon.

At each new level the player attains, his or her character gains a number of weapon proficiency points equal to half of that character's hit die. For example, a fighter gains 5 weapon proficiency points, a cleric gains 4, a thief 3, and a mage gains 2.

The number of points you allocate to a given weapon tell you what modifiers you get to your attack roll:

<u>Points</u>	<u>Weapon skill</u>	<u>Attack modifier</u>
0-3	Unskilled	-4 (warrior -2)
4-5	novice	-3 (warrior -2)
6-7	intermediate	-2 (warrior -1)
8-9	semi-proficient	-1 (warrior -1)
10-11	proficient	no adjustment
12-13		+0 to attack, +1 to damage
14-15		+1/+1
16-17		+1/+2
18-22	Specialized	+1/+2, bonus attacks*
23-29	Expert	+1/+2, bonus attacks*
30	Master	+2/+3, bonus attacks*

* Bonus attacks: For melee weapons, the attack progression is as follows:

Specialized: 3/2 attacks
 Expert: 2/1 attacks
 Master: 5/2 attacks.

Note that in order to raise a weapon proficiency above 11 (proficient), you must have no other weapon proficiencies rated between 12 and 29. In other words, before you begin specialization in a second weapon, you must first master your first specialization (and so on).

Yes, this does allow a character to specialize in more than one weapon, and it also allows non-fighter characters to gain specialization. Under this system, an 11th level fighter can become a master of two weapons while being proficient with two other weapons. A mage could become specialized (per the normal AD&D rules) at 5th level, and attain mastery of that weapon at 11th level. This mage would be proficient with no other weapons. Priests become specialized at 3rd level and reach mastery at 6th level. Rogues become specialized at 4th level and reach mastery at 8th level. Given the benefits of mastery and the rate at which it is attained, I do not feel that this system is unbalanced.

Missile weapons are handled somewhat differently. Consult the following chart to determine the advantages of specialization and mastery of a non-mechanical missile weapon:

<u>Points</u>	<u>Weapon skill</u>	<u>Attack modifier</u>
0-3	Unskilled	-4 (warrior -2)
4-5	novice	-3 (warrior -2)
6-7	intermediate	-2 (warrior -1)
8-9	semi-proficient	-1 (warrior -1)
10-11	proficient	no adjustment
12-14		+1 to attack, +0 to damage
15-17		+1/+1
18-22	Specialized	+2/+1
23-29	Expert	+2/+1, bonus attacks**
30	Master	+3/+1, bonus attacks**

**The bonus attacks would be as follows:

Expert: Gains the ability to nock and shoot accurately more than one arrow. Can shoot two arrows at one target. Roll separate attacks for each arrow.

Master: As Expert, but can shoot 3 arrows at one target, or can shoot an arrow at each of two targets as long as those targets are within 45 degrees of each other.

As usual, questions and comments on the system are welcome. Send them to [Brett Paul](#).

[Bamf](#)
[AD&D](#)
[M:TG](#)
[Download Guestbook](#)
[Links](#)
[Home](#)

Continuous Time Combat System for AD&D

Updated 12/11/97

I've been using a Continuous Time Combat System in my campaign . It's a bit more complicated than your standard, abstract system, but I've grown to like it a lot. It's pretty easy to get used to. Here's how it works:

Roll your starting initiative (d10). Subtract dex reaction modifier. Minimum 1. That's when you start to act.

If you want to move, add time based on how far you are moving. This is your movement time. For characters with a movement rate of 12, add 1 for each square/hex you move. For characters with a movement rate of 6, add 2 for each square/hex you move.

Add 1/2 weapon speed or casting time. If you are a specialist mage casting a spell from your specialty school, subtract 1 from the casting time (minimum 1). If you have an attack bonus from magic or strength or whatever, subtract this bonus from your weapon speed (minimum 1). This is either casting time or attack swing. When this number of phases have passed, you make your attack roll, or your spell resolves. This is when spellcasters can be interrupted. Note that the weapon speed numbers can be precalculated before combat even begins, and recorded as modified weapon speeds. This isn't slow!

If you get multiple attacks, add 1/4 weapon speed after you make your first attack. When this number of phases have passed, you make your attack roll.

When your actions are done, re-roll initiative (modified by dex, minimum 1). We've been going back and forth between using a d10 and a d6 for this initiative. I greatly prefer d6.

There is no end of round or whatever. The phases keep counting up. If you have spells of duration measured in rounds, multiply that number by 10, and that's the phase that the duration ends on. Turns - multiply by 100.

The reason the weapon speeds were halved and quartered was to align weapon speeds more with spell casting time. It was felt that mages were too powerful under this system if full weapon speeds were used.

Comments on this system are welcome. If you think it's too slow and cumbersome, you should try it. It's really not that slow. It just takes some getting used to. For the players, it takes a bit to get used to rolling an initiative when your action is complete. For the DM, the hard part is jotting down numbers in order and tracking who goes when. For combats, the number of phases can go over 100 easily.

Here are some files, courtesy of Hans Nesar, that you can use with the CTCS:

[Time Unit Tracking Sheet for a Player \(Word 97 format\)](#)

[Time Unit Tracking Sheet for a DM \(Word 97 format\)](#)

[Bamf](#)

[AD&D](#)

[M: TG](#)

[Download](#)

[Guestbook](#)

[Links](#)

[Home](#)

The Ice Mage's Home

3E Playtest Group



The 3E Playtest Group

Back row, left to right: Pete, Me (holding Photon, the cat), Ray and Eric

Front four, left to right: Dana (my wife), John, Chris and Brady

[Bamf](#)

[AD&D](#)

[M: TG](#)

[Download Guestbook](#)

[Links](#)

[Home](#)



Current 3E Campaign Recap

(Kolos is my campaign world for D&D.)

Here is a recap of the campaign that is going on in my world currently. Note that this is written as if you were a player, since I'm lifting it straight from my e-mail recaps.

In the previous incarnation of the gaming group (Ray, Dana, Eric, me), the party had left town around 9 AM. It was a foggy day -- a very foggy day. Around 11 AM, they had encountered four-winged birds (arrowhawks). The arrowhawks were hunting, but decided to prey on something other than the PC's. Somewhere between this encounter and 1 PM, the group's ranger got separated from the rest of the group and has not yet been seen again.

At 1 PM, Charlie's character, Enaias, and Lori's character, Anya, hear Dana's character, Marda, and Ray's character, Artimus, calling for their lost ranger friend. Eventually, through the mists, the groups meet up and begin to travel together in search of a giant.

2:30 PM, Marda, the only character whose name does not begin with a vowel, sees a 6-legged rabbit off the trail. Anya "gets it."

3:30 PM, near a clearing, the group sees a double-bodied rat. While Marda and Enaias set up a snare, the rat disappears among the brush of the forest floor. A quick search shows the rat to be in the nearby clearing, heading up the hill towards a hole in the ground. Marda scouts it out and finds that there is an unstable place in the floor. Eventually, most of the group enters. There are six-legged rabbits inside, who disappear at the back of the cave. Moments later, one rabbit runs back up and out. It dodges past several members of the party inside before Anya "gets it." Inside the cave-like area, leg bones were found sticking out of the wall. Enaias pulls them out of the wall. Marda sends her weasel down the stairs to look around. It reports that the place smells like a tomb (how this particular weasel knew that, I have no idea - must be some sort of second-level weasel).

The party moves down the stairs to the left and finds a door, as well as a dead six-legged rabbit on the stairs. Anya doesn't "get it." Enaias unlocks the door. Artimus detects undead after moving through the door, but unfortunately, his spell expires. The group peers cautiously around, but is attacked by a shadow. Another shadow moves through the wall and attacks Anya. Marda is drained of 5 points of strength, but the shadows are dispatched without causing further harm.

The party then goes through the coffins, finding 30 SP in each one. They return to the stairs and proceed downward. For the next encounter, against zombies, the party splits up a little bit. Anya luckily finds three zombies. Two of them attack her while the other looks to vent its hatred of the living on Marda and Enaias. Artimus moves down the hall and finds four other zombies. Enaias peppers them with arrows while Artimus attacks. Anya kills her two attackers, collects her stuff and goes around the corner. Artimus turns one zombie. Between him and Enaias, all are killed except the one that was turned. That lucky one found the advancing barbarian and is killed.

After collecting another 210 SP, the group finds a spiral staircase leading down. At the bottom of the spiral staircase is a door with a good lock. Enaias is unable to open it gracefully, so brute force is chosen. The door splinters away to reveal a corridor with five doors. A cloud of mist that appeared at the far end of the hallway moves through the party and up the spiral staircase, followed closely by Anya. The vampire that was so recently in mist form solidified on the stairs to the top level. It attempts to charm Anya into giving up her blood to it, but she resists. A battle is begun. Artimus follows after a few seconds and catches up to the melee that is taking place on the stairs. Anya is hit and feels the dreaded touch of undeath, temporarily draining her essence. The rest of the party arrives in time to see Artimus call upon the might of his god and destroy the abomination in a blinding flash of sunlight.

Feeling tired and somewhat picked upon, the party makes camp in a very nice location about a quarter of a mile away. The site is right on a stream. In the morning, the group returns to the tomb. In the corridor of five doors, they discuss what approach they would like to take when all doors open at once. A ghost materializes in the hallway and rewards them for driving off the evil. "You may take anything you wish," he tells them. The ghost then settles into its coffin, leaving the two treasure rooms, two tomb rooms and a spiral staircase available to the party. The dais holding the coffin that the ghost settled into had writing on it, presumably a name, in a language unknown to anyone in the party. Marda had taken a rubbing of the writing. There was similar writing on the other dais on the same level, which was also recorded.

In one treasure room is a bastard sword in a glass case that rests upon a pedestal. A silver chain hangs from the wall. In the other treasure room is a pedestal upon which is found a spellbook and a wand. Along the wall of this room is another chain of an odd metal. Magic is detected upon the sword, wand and the chain on the wall.

The last door reveals a spiral staircase leading down, which the group next follows. At the bottom is a trap door under a very poorly kept rug. Under the trap door is dirt. Luckily for a certain young lady, the group digs down into the dirt and finds boards. Removing the boards with a handy crowbar, they find that certain young lady, a 12-year-old resident of the town of Gedymin. Her name is Merylle. She was bitten by the vampire, but is still alive.

Taking young Merylle, the group then returns to Stirnus. They arrive in the evening. Artimus delivers the girl to the church where he learns that Gedymin has not existed for the past 200 years. The group also learns that the giant had been spotted very close to the southern trade route.

The group's intentions at this point: Rest overnight. Resupply lost equipment and provisions. Visit the mage's tower and have their new-found items identified. Obtain horses.

The party started out in the town of Stirnus. It was the day after delivering Merylle to the church. Marda's strength drain is almost gone. Three of you went to the wizard's tower/school in town while Anya went to get horses.

The three at the tower met with Floki, who cast detect magic on the stuff that you wanted to have identified. He noticed that the chain wasn't magical, but shrugged and took it in anyway. He arranged for Erika (a wizard) to cast Identify on them. You also asked about Gedymin (the town that hasn't existed for 200 years) and about the script that you rubbed off of the dais. With the mention of Gedymin, you got the interest of a powerful wizard named Farouk (14th level wiz), who requested to see you after lunch.

You left the tower (after specifically securing a receipt for the items you brought in) to go do some shopping and get lunch. Then, all four of you met up after that and returned to the tower to talk with Farouk. Farouk was an older guy who moves very slowly. You went into the tower/school to the second level and into a pretty well appointed room where the old guy was sitting in a chair and invited you all to sit as well.

He spoke with you about Gedymin and its location (far, far to the east). You handed him a spellbook to look through. He flipped through it and the piece of paper fell out with a few strange symbols on it. You were able to discover that one of the symbols was that of Zar. On the left of that was a picture of a couple houses, possibly representing a town. On the right was a point-down gem-like shape with a line through it, and beyond that, what you believe to be representations of a graveyard.

Anyway, Farouk revealed that the town had been nearly completely wiped out by some plague. Those who hadn't died became horribly deformed (growing extra ears, arms, etc.) and became outcasts of society. That's when you revealed that you had eaten of the deformed 6-legged rabbit. Farouk suggested a visit to the church.

When you got to the church (that of Ehlonna), you discovered that the girl had disappeared in the night. She wasn't locked in. Nobody at the gate had seen her leave. The clerics had been running around trying to find her all morning with no luck. Finally, they discovered someone who had seen her walking south along the trade route last night.

While Farouk and the high priest were talking, they teleported away to somewhere.

You decided it would be a good idea to go and find the giant, then maybe follow up on the girl's story. So, you gathered your stuff together, and retrieved your items from Erika (who was identifying them). She revealed the wand to be a wand of magic missile and the bastard sword to be +1 with "some other property that she wasn't able to determine."

You left the spellbook with the wizards so that it could be looked at. The next morning, you set off to the south to find the giant. You traveled all day without incident, and towards dusk, you saw a fight going on

ahead. You saw the giant fighting humanoids. There were lots of humanoids. As you got closer, the giant threw a boulder, killing one of the humanoids, then ran off.

The humanoids were orcs, but you also saw, counted among the dead, the four people who had chased the giant in this direction. You fought against the orcs and eventually won against the 13 orcs. This gave the giant time to get away.

During the orc battle, Enaias had been standing back plunking the orcs with arrows. He let them get too close to him, and one charged him and scored a critical hit (24 points of damage with his greataxe that technically should have been 36 damage, but oh, well). Enaias went to -2, then -3, -4, -5, then stabilized. The rest of the group was able to defeat the orcs, though.

Anya (on horseback) was favored by the gods that day, being able to repel the attack of three orcs simultaneously.

So, the orc battle behind you, you collected a bunch of armor and greataxes together and loaded them onto horses. Enaias moves off to look for the giant's trail. He finds it. You follow it a LOOOONG way. Eventually, you lose the trail. Enaias begins to look around and as he gets to the top of a hill, he notices a body on the next hill over. He and Marda check it out and find that the body had been exsanguinated. There were no tracks leading to or away from the body. It looked like it had been dropped here. They find two puncture wounds on the neck.

After this, you look around some more and find the trail of the giant again. You follow it and eventually lose it again. You decide that you know the general direction the giant was heading and keep going. Marda's pony is walking along and trips on something. She looks down at the pony's head and said, "Stupid pony." She keeps going for a few steps, then looks back and sees what caused it to trip. There was a giant's footprint on the ground that had gone unnoticed. You are back on track. You are heading towards the mountains. Near the mountains, Artimus begins itching. You all suspect that he's going to grow another arm or ear or something. Turns out that a fungus had been growing on him. It covered much of his body. It looked like a fungus that you would find on a dead body. Then, Marda and Anya had similar patches, but much less. Artimus washed/peeled it off, as did the others, and you kept going.

You got to the mountains, and see where a rough, rocky trail goes up between two mountains. Marda goes right, Enaias goes left and the other two stay on the trail. Marda sees a stone building. She gets closer and discovers it to be a monastery. You all eventually get to the monastery to stay the night. You are treated with something that cools your skin and smells minty (you called it Ben-Gay). The monks didn't have any information about the giant or the vampire. That's about where we stopped for that night.

You stayed at the monastery overnight. Artimus woke up in the forest in the morning, feeling quite cold. Nobody saw him leave, either. During the night, he had a dream about the map fragment and the black dot that moved in over it.

In the morning, I showed you the map that I had made out of the large scrolly paper. Artimus recognized the area of the map that represented the monastery and knew he had seen it before, in his dream.

The monks had also translated the two dais rubbings to be two names: Larisa and Ottar.

As you began to head out, you saw a giant's footprint leaving the area of the monastery. On the next section of road, you saw two impact footprints, as if this were a place where the giant landed. You headed out, and went in the direction that the black dot came from. You found a cave, and investigated it, but didn't find anything conclusive. It was a dead end, you concluded. (So much for it being inconclusive.)

You went back to the fork in the road and went down the other path. This lead you to another fork in the road. Knowing that dwarves were straight ahead, and to the left, the road lead to a large cave that could easily house a giant, you went left. After traveling in this direction for a little while, Enaias, the elf, heard something from behind them. He checked it out, but didn't see anything. Anyway, you didn't find who was following you, and you kept going.

After the trail started getting more winding, you saw the giant up ahead. When you closed the gap down, you saw he was fighting against orcs. You then positioned yourselves so that the elf and the barbarian were on the side of the mountain (to the other side was a cliff). The others were standing there, while Marda approached behind the giant. You watched as the giant and the orcs fought, and Marda went back to the others to tell them what she saw. The monk chose this time to move past you all and enter the combat, fighting against the orcs. You entered the combat area and attacked the giant, barely wounding it. You watched, too, as the giant took out one or two orcs with each swing of his giant club. You also watched as the orc in the back kept rolling dead orcs off the cliff. Then, the orcs got into the combat fiercely. The one in the very back (who was rolling orcs off the side of the cliff) launched a bolt of lightning into the giant. Enaias trains his bow on the lightning-throwing orc and begins to shoot. He and the other two orcs in the back run up the hill and begin attacking characters there. Enaias gets taken down under another greataxe (he now hates orcs with greataxes totally!). They moved over to the barbarian.

Meanwhile, the monk has said "stop attacking the giant" to Marda and Artimus. They wanted an explanation, but started beating up on orcs. After a little more combat, there were only a couple orcs left. The barbarian summoned a badger, who did enough damage to finish off one of the two orcs she faced. The other, the lightning-thrower, then runs and takes a Peter Pan flying leap off the cliff. Members of the party run over to see what happened, and start shooting arrows at him. They hit him twice, but he survives it and flees into the woods below. Anya, then decides to lasso a tree and jump down the cliffside in pursuit of, *ahem*, "to get" the orc that got away. What she didn't realize was that it was 300' down, not 50'. So she gets to the end of her rope and decides to try to keep going. She gets her axe out and tries to use it to show her descent. She succeeds at getting pretty stuck. Meanwhile, the on-looking giant decides he can help and runs down the road a bit to a place he can climb down. He climbs down to Anya and has Anya get on his back. The whole time he was climbing up again, she was tapping him on the shoulder and pointing down, saying "go that way." He just nodded and kept climbing up. He got her up to the top, where the rest of the party had looted the bodies of the orcs. In addition to coinage and necklaces, they found that the orcs weren't a normal patrol. They had tents, bedrolls and iron rations, as though they were traveling to somewhere.

During the battle with the orcs, it was revealed that the bastard sword that Enaias is using is an orc slayer (+1d6 damage versus orcs).

You took your spoils and found the huge cave, where you settled in for the night. You narrowed the front entrance somewhat, and built a ram guard of wood out front, too, trying to make the cave more defensible. You stayed here overnight, with the giant and the monk. The barbarian went hunting, but didn't get much that night. Overnight, it snowed a lot. In the morning, the barbarian tried hunting again, and came back with a deer. She dropped it and said, "Help me get the other one." (natural 20 for hunting) Also, overnight, there was a fairly substantial earthquake. In the morning, you saw 3-4 feet of snow on the ground. That's about where we left off.

When we got together, the party was in the giant's mountain cave. It had snowed a lot overnight, and there was an earthquake. You were with the monk from the monastery, too. Anya started to get the horses ready for the snow. While she was doing this, she felt that the snow was unnatural to her.

The party started out and headed down the mountain, down the curvy road that lead to the valley below. After getting about halfway between the end of the curvy downhill part and the "T" intersection with the other road, you met up with a troop of 50 dwarves. They were lead by a dwarf who had a ray of reddish light springing from his hand. He was melting the snow away so that the troops could move out more easily. You talked with the lead dwarf about things. The dwarves were looking for orc activity. Of course, the party volunteers that they had encountered some orcs. The dwarves started following that trail up the mountain. The party decided they want to follow them. The monk had to return to his monastery. You got as far as the giant's cave.

As they got to the top of the mountain where the giant's cave is, the dwarves, upon seeing that the giant was sitting out front, hesitated a moment, then hurried past. The party lingered a bit to wave "hi" (since you have no common language). The giant poked Anya in the back, then pointed across the valley to the neighboring mountain. On that mountain, you could make out a band of about 30 orcs hurriedly tearing down their camp. With the cliff in the way, you had to backtrack a bit. The dwarves followed. They got down, and approached the orcs they had seen. 5 orcs had stayed behind to be a terribly effective ambush. The party spotted them setting up and flanked them, 2 on each side. In a quick battle initiated by Anya and her "get it" tendencies, the orcs were taken out. Marda, seeing that things were under control, left this scene to check out the orc camp proper. She found the fire still smoldering and some other equipment laying around. The orcs left in a hurry.

Following her over the mountain, and into the next valley to the south, you saw the tracks disappear into a small cave. Along the way, you found two dead orcs (apparently died of exposure or something). The cave entrance had been collapsed by the orcs after they went in. By now, the troop of dwarves had caught up. They began to excavate. Artimus (Ray's character) got the idea to go get the giant to help dig it out.

In the meantime, the monk went back to the monastery. He noticed that something was amiss, and that the

kitchen smelled really bad. He began to run, trying to catch up with the party. He met up with the giant, who carried him back down the mountain to follow after the party. The giant and monk met up with Artimus where the trail split (one way going up the mountain to the giant's cave, the other way leading into the valley). After the monk explained the apocalyptic nature of his emergency, Artimus waited at the crossroad while the giant and the monk went to where the other were. The monk convinced you to follow him and the giant, and you all together went back to the monastery. The giant didn't fit inside the monastery. Once you got back to the monastery, you started to grow more and more suspicious of the monk.

You went in, then through the entryway, through the next room, and into the dining room. The monk lead you to the kitchen. In the dining room, you found a letter for you that outlined some details about the two names they got from the rubbings. (Please send me the text of that, since I forgot to get a copy for myself.) The monk then led you to the stairs down in the kitchen. You went downstairs and found a backwards-S shaped level. Basically, a level split into three sections. The first two areas contained supplies. The third held coffins. At the end of this level, there was a large hole. You went down the hole and into the large (80' in diameter) chamber. Here, you faced and defeated four ghouls. You found Brother Michael's holy symbol here, and some money, too. You were about to enter the crack in the wall that lead to a corridor in the rock, but that's where we wrapped up.

At the start of the session, the party was below the monastery. You had just killed the four ghouls in the 80' circular chamber. There was a crack in the wall that you went into that lead to a choice of two directions. The first direction was to the right, was older, well used, but not recently, and natural. The second was to the left (more like straight, really), and worked stone. There was a body between the worked stone and the crypts. It was rolled up in a carpet. The first thing you did was detect magic. I said that the carpet glows. Artimus picked up the end of the carpet, unrolling it. Okay, the body flops out. ::die roll:: You hear a *crush* sound (like glass breaking, but muffled). Then, part of the body disappeared, rendering the potion of invisibility useless. There was also a scroll. The guy was dressed kindof like a ninja.

To the right you went, and found the crypts below the monastery. It's not big, and not really remarkable in any way. You decided, though, to re-seal it, as you had been attacked by ghouls, and several bodies were missing from among the dead. So you built a quick stone wall. Anya blessed it when it was done.

Then, it was off down the long, seemingly-man-made corridor. After 200+ feet, it branched off, left/right/straight. The intersecting passage was at an angle, slightly, not 90 degrees. To the left, the passage narrowed down to nothing. Straight, the passage ended at a cliff, that went down about 500'. There was a little lip here, left and right, but you didn't investigate it much. To the right, you went down the passage. It went downhill, and ended in a cliff on the right. Dropping down 40', you found another landing, kindof like a switchback. That ended in a cliff to the left, 60' drop. There was a rope here. You went down this as well. Enaias started moving forward down this 20' wide corridor. It widened, and ended in a cliff. Halfway down (it was about 80' long), he started smelling "ben gay". You recognized it as the smell from the balm that the monks used on them to heal you. Then, you said one of those things that I'll never forget: "Maybe the monks have a natural spring of it down here."

The cliff that this ended in was 25' down, and lead to an octagonal room, 50' across. On the far side was a boulder. To the left of that, another exit in a 10' drop. In the middle of the room was the hydra. It noticed you. It wasn't too frightening at first, until I drew in the real "face/reach" size of the beast. Then it was more "eek"! It advanced on you. You attacked it. You kept saying, "don't cut the heads off." Then, I reread the part in the monster manual that said - there are two ways of killing it 1) cut all heads off... 2) kill the body. Anyway, you started launching arrows/bolts at it, some spells, and lots of whacks with various weapons.

Behind the boulder was Mike's character, Tyro, and five monks that smelled of the ben-gay stuff. They had been trying to heal. Tyro came out and started hitting the hydra in the back with a crossbow, which the hydra mostly ignored. So it climbed up the cliff face, and started chomping. Artimus, in front, got bit up pretty good and went unconscious. You finally got it down close to dead when of course you are starting to talk about withdrawing and healing, etc. But you decided to press the attack. A final critical hit from the crossbow from behind was enough to take it out. I described it being engulfed in flames, beginning where the crossbow entered it, and ending at the heads. Nothing remained of the beast, not even ashes.

The group is just relaxing, starting to talk and recuperate a bit. Anya and Artimus were at the top doing the healing thing. The rest were near the edge, or climbing down or down at the bottom of the 25' drop. It was then that the walls started closing in. I had let Tyro know that the monks had found a harp and when they strummed it, the octagonal room was created. Well, now it was going away. The boulder that was in the middle made some really nasty, ominous cracking noises. Finally, it explodes in a hail of rocks (reflex save for 1/2, d12 damage, 7). The battered monks slowly emerge from behind where the boulder was. You chat a bit, and the main monk guy, Brother Michael, is holding the harp in a hug to his chest. Very possessive. He said that the harp called to them, and they retrieved it. It was lost to the monks long ago, before his birth. So you chat, and he describes that when he strummed the chord on the harp, the room was created and the hydra appeared. After a bit of discussion, the monks began to ascend and the rest of the group (with the addition of Tyro) started to descend (that exit on the left of the octagonal room). 10' drop follows downward slope follows 10' drop, etc. It curves to the left, to the right and back to the left again. Kindof disorienting on direction. The passageway opened up into the huge vaulted chamber that the other dead-end opened into. So the ceiling is at least 500' up, and the floor from here is 150' down. There is a decent-sized ledge here, 20' wide, spanning maybe 80-100' left to right (tapered on the ends). Anya was leading, and emerged first. To her right, far below, she heard metal-on-metal grating sounds. To her left, she heard shuffling briefly. Looking left, she sees a huge, 15' spider. Eek! She reacts slowly, giving the spider time to move into position and nearly paralyze her with its bite. She falls under the weight of her armor. Then, the rest of the party approaches and begins to attack the thing (except for Enaias, who maintained a healthy distance from it). It drained strength from Artimus and Marda. Tyro tries to take a flask of oil and throw it at the spider. He misses. It bounces off the soft part of he spider and lands without breaking. It begins to roll slowly toward the cliff behind the spider. Tyro mage-hands it and tries to levitate it above the spider to drop it. As he does, Anya (who for good reason has flown into a rage) scores a beautiful maximum- damage critical hit. So Tyro mage-hands the flask back to himself and puts it in his pack.

After the encounter with the poisonous spider, Tyro ties a note to his familiar with instructions to take it to the monks, hoping that they can help out with neutralizing the poison that many of you are feeling.

Below, you hear squeaks, and start to make out voices. Enaias starts to climb down to get a better look.

Shortly, he sees a handful of torches, and sees a group of 9 orcs pushing a siege engine (tower-like thing) with two ogre taskmasters pushing them along. He climbs up and wants very much to take them out with arrows. He begins arguing his case with the rest of the group who say to just let them by and watch where they go.

As the intraparty argument progressed, you hear, "squeak squeak squeak." Your reply was, "Huh? What's this squeak squeak squeak?" That's what you began to hear from below, coming from the same direction as you heard the noise from the siege engine originally.

And that's where we left off for the day.

We started up on the 150' high ledge over the underground roadway. Enaias was mostly unhurt from the spider attack. Three of the other four members of the party were affected by strength loss from spider venom, however. The "squeak squeak squeak" from the end of the last session was a wagon that was leading a troop of 100 orcs.

The owl that Tyro had sent after the monks came back saying he couldn't find them. Four out of five party members surveyed said, "Yes, I'm resting and recovering." Meanwhile, Enaias (and the owl) scouted out the left-end of the road. He followed the 100 orcs and the wagon to see where they were going. He found that after four miles, a cavern opens up. In the cavern is an orc city. As he was watching, he noticed that there are men, women, and teens, but no children orcs. He thinks this is more of an outpost than a city. While he was watching, he heard something coming from behind him. He hid, and watched as 4 robed orcs, accompanied by 2 ogres, went past and into the city. [Owl gacks up bones?]

The orc city had a staging area to the right of the tunnel entrance, where there were 4 siege engines. There were guards along the entire perimeter. They were well organized. Enaias decides he is going to try to cause some mischief, and is spotted by one of the pairs of orcs on patrol. One approaches while the other runs for help. The one that approached was killed by Enaias and a good shot with a dagger. He hid the body. The other was coming with another orc. They find Enaias and Enaias hits one with a dagger. Basically, Enaias runs after not being able to take out one of the orcs. Two orcs give chase. He is able to out-run them, and sets up an ambush with his bow. He takes out one with an arrow. The other critically hits him with a Javelin before dying (he was the one who was wounded by Enaias's dagger before the chase began). Enaias sneaks back down the corridor towards the city. On the way, he discovers that they have sent out an orc patrol after him. He turns around and returns to the others on the ledge.

Back on the ledge, Artimus is sleeping and praying, trying to help the group recover by casting Minor Restoration to restore strength.

While they are recovering, they are attacked by four small, poisonous spiders. They take them out fairly easily. During that fight, Tyro feels the sting of poison and loses strength to them as well. Now, four out of five party members surveyed said, "Yes, I have felt the sting of spider poison, and no, I don't like it."

You continue to recover when the prismatic wall springs up around you. (I had taped the card marked "Drama" [Marda] to the wall. I set up the other four cards, two on the half-wall, one on the table in front of me, and one on the table that had the food on it. The other cards said, "a sea in" [Enaias], "air must" [Artimus], "a any" [Anya] and "troy" [Tyro].) Eventually, each person said his or her character's name, and the wall was brought down. It was puzzling not because of having to figure out how to bring the wall down, but because whoever brought it into being knows that you were here, and knew your names. Tyro would later recall that his master was very adept with prismatic spells.

The group continues to recover, and Enaias scouts the other way in the tunnel. He finds that after a quarter mile or so, a ledge rises up on the right-hand side. It rises to 50 feet above the floor of the cavern. He uses that to continue scouting. After a couple miles, he begins to see light ahead. After 4 miles, he comes up to the 150' wide opening on the other side. Out on the plains, he sees a unit of 100 orcs making their way towards the opening. He returns to the group to report his findings.

So, the party has recovered some, and decide to return to the monastery. You climb up the slope back to where the octagonal room once was, then climb the cliffs to the top of the 500' high opening onto the underground roadway. When you get up there, you notice that the man-made passageway that leads from here back to the monastery was gone. It is as if it never existed, not like it was caved in.. So you return to the 150' high ledge. At this point, Tyro decides to take the time to identify the carpet. He discovers that it is a carpet of flying!

Tyro, Marda and Enaias scout out on the carpet of flying, and find that the tunnel goes 1 mile past the 150' wide opening, then splits so there is an upper tunnel, a lower tunnel and a tunnel off to the right. The upper tunnel and the tunnel off to the right are air vents. The lower tunnel is 60' high, 600' deep and holds supplies and is guarded by 30 orcs (that you could see).

Marda uses the flying carpet to drop off Enaias and Tyro outside the 150' opening. You hide in the woods while Marda returns to the ledge. She picks up Artimus and the rest of the gear and goes to where Tyro and Enaias are hiding. Then, she returns to pick up Anya. You all get back together outside the opening. From here, you traveled to the monastery. When you get there, you find that the monastery is boarded up, the door is locked. The windows are boarded over. Marda's pony is gone, but the other horses are here.

Tyro flies Anya and Marda up to a window on the left side of the monastery, and Anya pulls the boards off. Marda pops the window out. Anya goes inside and makes her way to the front door, where Enaias is trying to pick the lock (DC 30). When Anya says something, Enaias hears a noise come from the tower to the right of the door. Tyro and Marda fly up to look in the window. They see the door at the top of the stairs that is ajar, and light coming from beyond it. Marda sends the weasel in to check it out. He climbs up to the top of the stairs. When the weasel got about 3 steps from the top, a head appeared briefly at the door, and then disappeared, slamming the door closed. The weasel can't find a way through, so returns to Marda.

Meanwhile, Anya pops the boards off the front door and opens it. "Watch head. I did not take off all the boards." Everyone comes inside. Marda heads towards the kitchen. Enaias and Tyro head towards the tower and upstairs. Artimus guards the entrance to the spiral staircase, halfway between the groups.

In the kitchen, Marda finds that someone had painted marks on the wall in blood. They recognized the down-pointing pizza shape as resembling the picture from the paper that had fallen out of the spellbook. There was scribbling on the wall in blood, also. Marda calls for the others to join her. Anya does. There was a low wall next to the stairs that led downstairs. The center section had been pushed in and collapsed onto the stairs. They investigated closer and found a bloody handprint on a rock that would have been at the top of the wall. The wall was pushed in intentionally. They also found a bootprint going up over the rubble. Someone had walked up the stairs after the wall was collapsed.

Investigating downstairs, someone had set several traps such that if you were to step on them, a spiked rope would constrict around your leg and hurt you, possibly very badly. Marda found and disabled several. Anya cut the rope to the counterweight on another. The whole storage area was trashed. They got to the end, where the coffins were. The coffins were pushed into the hole and smashed open on the rocks below. They returned upstairs to the dining room area.

In the meantime, Tyro and Enaias have gotten through the door at the top of the stairs. They get to the 4-way intersection of hallways, and head down the hallway that the monks rooms were on. There is light coming out from under one of the doors. They get to that door. It's not locked. Tyro positions himself to open the door while Enaias nocks an arrow. He is ready to shoot when Tyro opens the door. Inside the room, the bed, desk, chair and bookshelf are all pushed to one end of the room. In the center of the floor is a stone statue of four monks holding hands, each sitting on the floor. In the center of the stone monk circle is Brother Michael, standing, clutching the harp to his chest. Enaias tries to talk with him, but he is quite distant (i.e., not all there). Enaias wants to shoot an arrow at him, but Tyro intervenes. After not getting through to Brother Michael for a time, Brother Michael sits down in the center of the circle. He continues to clutch the harp to his chest. Tyro and Enaias can't talk with him, so they want to try knocking him out. Tyro hits him with a magic missile. Brother Michael is hit in the chest, through the harp. He begins to fold, leaning forward, not making a sound. Enaias wants to grapple with him to get the harp away. He moves forward and grabs him. He notices as he lifts him up that Brother Michael pivoted strangely.

Brother Michael begins to slip into the floor. Enaias tries to grab him and can't. By this time, Artimus has made it upstairs. He reacts and tries to help Enaias lift, but they fail, and Brother Michael disappears into a black hole in the floor. They ran downstairs to see if Brother Michael appeared through the ceiling, but he doesn't. They return upstairs (the whole party is together again now), and Anya casts detect magic. There is a faint radiation of magic from the spot on the floor where Brother Michael disappeared. Tyro pokes it with his staff, and when he pulls his staff back, it resists somewhat. A small portion of the bottom of his staff is no longer there. Anya (with her detect magic) notices that the area no longer radiates magic.

You search around the room and the monastery. Tyro finds Brother Michael's holy symbol beneath the desk in the room where the stony monks are. You scrounge up food, and can get blankets and other supplies. That is where we left off. Brother Michael is gone. Marda's pony is gone. Zia is gone.

Next game session has not yet been scheduled.

[Bamf](#)

[AD&D](#)

[M: TG](#)

[Download](#)

[Guestbook](#)

[Links](#)

[Home](#)

Dark Days

A PBEM Game

Run by Brady Hustad

See Brady's web site at <http://adequis.home.mindspring.com/>.

Knute's last quest

Knute joined a quest to find the sword of a great paladin. He succeeded in his quest, and (not knowing that what he held was a holy avenger) gave the sword to the guy who sent him on the mission (he did get paid 1,000 GP).

After the quest for the sword, he spent the night with Moran and Lysa, his adventuring friends (both women). In fact, he spent several nights with them, enjoying his new-found wealth (and spending a large handful of it). To each of these women, he gave a beautiful tiara (worth 15,000 GP each), and a ring very similar to his own (worth 20,000 GP each).

The Adventure Begins

It has been a friendly night, spending money on women, telling stories of valor, and other, endeavors. Last night, Knute deposited the extra cash in a bank, tonight he gave a few trinkets to the ladies. It seems they like the attention and Knute surely likes giving it! He feels the call of wanderlust coming and knows that he will be moving on again. But not before a little more rest. Knute wanders out of the Tavern late in the night... or early in the morning. It is hard to tell. He had maybe one too many drinks... maybe two too many drinks.

As he stumbles out into the darkness he see a multi-colored wagon. It sets his senses whirling... definitely too many colors. A beautiful woman steps out of the back with a man who looks kind of familiar. They are both laughing and seem to be having a good time. The man looks at Knute and with recognition says. "My friend! I owe you a hand of cards! It seems last time we played I was dealt poorly and you said I could have a rematch anytime! Come into the wagon, let us drink to your health and play some cards!"

Standing mesmerized for a moment before noticing the man talking to him, Knute shakes the cobwebs off and ambles towards the happy couple. " 'Cards,' you say? I would say you've caught me at a bad moment, friend." Stumbling ever so slightly, Knute's mind wanders back to the women inside. "But if you'd like, I can meet you tomorrow, when my mind isn't so fuzzy and hands are up to the task of holding some cards. What do you say?" This last part he says more than asks.

Knute makes no indication that he can't remember the man's name. In fact, he gives the man little time to reply as he turns back towards the inn and begins his return to the ladies. He definitely likes them more than he likes playing cards.

"No problem the man replies, we were actually going to be heading in ourselves. You see, my lady friend

here", as he motions to the woman, "Is a bit of a psychic and will be doing readings for anybody interested at the tavern.

Knute looks at the lady. Given some of the events of his past, Knute inherently distrusts anyone claiming to be psychic, even if the claim is made by someone else. She didn't dispute it. However, he finds her extraordinarily beautiful. She is dark skinned, with raven's colored hair and brown almost black eyes, she wears a bright flowing skirt with a loose fitting almost translucent top. She smiles at Knute knowingly, like she can almost read his mind. For a second, Knute is transfixed by her gaze.

What she is probably reading from Knute's mind is something like, "[\(see wave file\)](#)."

"Well, I hope you might try your fortune! It must be good by the way you beat me last time," the man says as he breaks your revelry. He puts his arm around the girl's shoulder... she seems to not like this though and shrugs it off. All in a smooth motion that belies an innate grace that dancers usually have. "See you inside," he says as he walks in the front door of the tavern.

Knute gets a twinge that he needs to do something, sensing that the woman is uncomfortable, but she handles herself well, so he abandons that notion.

Knute begins walking away from the tavern after they enter. He hesitates. Then, he turns around, thinking that he should go inside. "She was so pretty," he thinks to himself. "Nah!" he exclaims quietly as he again turns away from the inn. He takes a few confident steps away from the building before he again doubts himself and falters. "I've been pretty lucky lately," he says as he twists the ring on his finger. "Moran and Lysa were pretty incredible, and they wanted me, too. And the way she looked at me," he says, continuing to think about the mysterious woman. "But she's taken." Knute's mind wanders back to the encounter of a few moments before, remembering the way she shrugged him off.

Not wanting to face the man directly (especially since he can't pinpoint where he knows the guy from), Knute resolves himself to writing her a note. What to say? How to say it? He didn't know. Knute hunts around a bit for a piece of paper, and finds one, luckily. Then, for something to write with... hmm...

"Mud! I'll use mud!" he whispers, as he spies a small puddle on the ground. Squatting by the puddle, paper on his leg, Knute writes:

See me. Ime fun.

Not terribly original or compelling, but it gets the point across. What should he do with the note? Leave it at the carriage? No, the guy might find it. Knute shudders at the thought. Try to hand it to the woman? No, that wouldn't work. "How do you approach an unapproachable woman?" thinks Knute to himself as he kneels by the puddle.

Wadding up the paper, Knute thinks he hears a sound behind him. Having recently been adventuring, he rises, his hand on the hilt of his sword, turning towards the sound that could have been his nervous

imagination.

"Do you always play in the mud?" The woman asks with a small smile, it is the dark skinned woman with the man who you don't quite remember. The man isn't here at present.

Knute's hand strays away from his weapon again as he sees the source of the sound.

"I needed a different set of cards for a reading that was asked." She says, looking into your eyes. "You have tempted fate, unwittingly, although I think you knew what you were doing. Would you tempt fate again?" She points towards the wagon. You feel the same transfixed feeling you felt before when she had looked at you. It takes you a second before you could even form a reply.

Knute turns and looks towards the wagon, then turns back to look again at the woman. His heart is pounding in his throat, and he has to swallow and breathe several times before he can reply.

A smile creeps slowly across his face as he reaches out his hand to the woman. "T'would be my honor to accompany you."

She hooks her arm under yours and starts leading you towards the wagon. You can feel the brush of her skirt as she walks next to you. Her step is light and graceful, and your touch is almost indistinct. Half way to the wagon you catch her looking at you with a look of puzzle on her face, when she realizes that you notice her look it disappears with a smile. "Tell me your name?" She asks.

"K-k-Knute." You respond. Wondering why you are so stupid sounding around this lady, you seemed to be much smoother with the others...

"Knute... that name is unfamiliar to my region. My name is Anastasia, my friends call me Anya." She says. When you hear her name it felt like heaven itself opened up with a full chorus of angels. Once again you feel the presence of puzzlement, or worry upon her. It passes quickly. you have also noticed that she speaks with a strong accent. You are not familiar with the accent, although that doesn't surprise you, you haven't been that many places.

She stops for a second, 10 feet from the wagon, she seems to think, glances at the tavern, and then with a look of purpose continues to the wagon. The wagon is predominantly yellow. The color of Daisies on a warm summer day. It is trimmed in red and blue. It is covered, no not covered, more built like a small house on wheels. The horses are large Clydesdale breed that usually pull iron wagons and the like. She steps up to the door and opens it for you to step in. A warm glow emanates from inside and an aroma of flowers and herbs filters out to you. You smell Jasmine and Roses, A scent of Thyme, and possibly Evergreen.

As you step into the wagon, your are startled by how large it looks from the inside. There is a bed across the front. You would imagine that it would be short for you, but to fit the girl it would be just right. There are no others beds. There is a table to on side, with room for two, and bookshelves of books lining the other side of the wagon. You see plants growing in the windowsills, some familiar some unfamiliar. On a shelf next to

the table, there are three sets of cards, a circular thing with stars on it, and a few of gadgets that you don't recognize. The cards are weird also. They aren't sized like normal cards you play with, but are longer and have detailed art work on the back of them. She motions you to sit at one side of the table, and she sits at the other. She picks one of the decks of cards and starts to shuffle them. The cards spin and glide through her fingers in what looks almost like some ritualistic dance.

She finishes the shuffle.

She lays the deck down and concentrates for a second. All of a sudden the cards jump out of the pile and spread out over the table. She looks at you, a piercing gaze that you would swear looked to the depths of your soul and says "Pick 10 cards.... Please?" She almost sounded pleading on that last word.

Knute considers the situation for a moment, and begins to select cards. One, two, three... a pause. He looks at the woman, Anya, closely. Four, five, ... He again looks at her in contemplation (a really difficult trick for Knute to pull off!). Six... "Where does your friend sleep?" he asks.

"Friend?" she replies. She thinks for a moment not knowing what friend you are talking about. No, wait recognition. "Oh, the man is not a friend, he is an... acquaintance. I do not know where he sleeps." She seems bothered by something.

When she says that the man is merely an acquaintance, Knute is not sure whether to believe her or not. He seems to have been rather controlling, overstepping the bounds of a simple acquaintance, even those of a friend. Knute notices her distraction, and sets the card down on the table. Reaching up, he looses the chain that he wears. Looking for, and not finding, a suitable tool, Knute bites the chain to mark it distinctly, and hands it to the woman. The bite is opposite the clasp, such that when she wears the chain, it will hang in front.

Seven... "Your accent... um, where do you come from?"

"I do not have a permanent home. I travel from region to region with others... with friends." She says. She seems to be off somewhere else for a moment, she shakes her head slightly, looks at you and smiles. "They are a magical people, full of songs and sadness."

Eight... "Teach me something special..." This last is not a command, but a request. Knute desperately wants something distinct to remember this woman by. Even if he will never forget her face, or her accent, or the way she felt almost immaterial when they walked together, he wants something.

She is truly surprised at this question. "Me? Special?" She pauses for a moment, a melancholy look on her face. "I have only one special talent, and that I give to you freely." She seems to sadden deeper with this, "My prophecies are never wrong. To the demise of my people. To the demise of myself. To the demise of... others. Only you can change your prophecy. You must know that a prophecy is only changeable by the person on which it is bestowed." She looks at Knute and he knows something broke inside of her; something deep, something a part of her,

has changed.

Knute hesitates, nearly ready to abandon the fortune-telling altogether. This is not welcome news to him, as he would rather not know anything about future, or fortune. 'Now' is when he lives. He tries to speak, but nothing comes out. He draws another card.

Nine... "Please... please, Anya, say your name again."

"My name? I shall not say my name." Knute's brow creases, mostly in confusion. His shoulders visibly sag. She continues, "I will say another name you should remember. The name Elitix. My name is no longer until you understand what the other name means. My name is no more. Until that time I shall be call Derili. A name I deserve."

Now it is Knute's turn to be surprised. He doesn't understand. He again tries to speak, but no words come out. He feels something, something inside him he has never felt. It's...

He draws another card.

Ten...

She takes the cards from Knute and carefully arranges the first six into a plus sign, with two cards at the center of the plus. The last four cards are laid in a column to the right (Knute's left) of the plus sign.

She concentrates. Knute feels... enraptured. Reality has ceased to be. Time has stopped. His legs felt oaken and his mind is frozen on the events unfolding in front of him. He feels like events greater than he are happening and there is nothing he can do to stop or change them. The only things he could prove are real are Anya, or Derili, and the Cards.

She reaches for the first card...

It has a picture of a ruler on it. "This is the emperor. This is the self card. This shows that you are a man of strength and rulership. You live by actions and will continue to do so..., You will also be judged by your actions and responsibility will lie with you."

She reaches for the second card, the other card in the center of the plus.

It has a picture of a woman holding scales. "This is the crossroads. The card that decides which paths will affect you most. It is reversed. Justice will fall upon you. A dark justice, a... justice you don't deserve." Knute feels her breath brush across his face; she has sighed. A look of resignation is on her face. Knute knows something is wrong. 'What Justice!' yells his mind, 'what fate,' but he can't talk. He is as inextricably drawn to the next card as she turns it over.

She turns the card at the bottom of the plus, or cross. It has a wheel on it, with a devil spinning the wheel.

"This is the foundation card. The past you come from. You have spent a life spinning the wheel of fate, tempting it to turn up wrong."

She turns the card on the left of the center of the cross. (Knut's right). It has a Star on it, with a woman reaching towards the star. "You have had great fortune in the recent past. You gained wealth, prestige, honor, and experience. You became respected and liked. Because of an action that you took lightly.", she pauses "you take many things lightly, try to keep doing that..." this last part didn't sound like a prophecy, more like a request. Knute looks at her, but before he can speak, she has turned another card. Once again the magic forces of the prophecy pull you into the cards.

She turns the card at the top of the plus toward Knute. She looks disturbed. The card has a picture of a devil. "This card is the present. It means that fate has called a bargain... and you

lost. Your fate will turn inexplicably worse. The devil has you and he threw you to the dogs." She stops, there is disgust in her voice. "It seems the devil changes this year...."

Knute is dumbfounded. All he can do is watch as she turns the next card. Knute perks up. The card has a picture of two people entangle in the throes of love.

Derili blushes..."This is the ahhh... future." She smiles. She seems genuinely happy and surprised by this card. "Your future is of hope. You will find a great love someday. A love to last a lifetime." She seems lost in a thought, a moment of reverie, then it is gone. She turns the next card.

It is the card in the column closest to her. It has the picture of a lion and a large man holding the world over his head. "This is your emotions, deeds, and motives. You are strength. You will win your battles not through wit or faith, but through might." She looks at him. "By the looks of you, you already knew this one." She laughs. She seems lighter after the last few cards. The laugh is musical, a melody to a tune that never ends. But it seems to have a sad edge, not complete mirth in the laugh, more... something to keep the sadness at bay.

Knute would have argued with her, but now is not the time. He briefly remembers the times he has used his mind rather than his body to defeat his foes, but in an instant, the memory is gone. He feels something... or a lack of something. He isn't sure what yet. She turns a card. Knute is drawn back into the cards... the cards... the cards.

It has a picture of scales again, but this time there is a man behind it pointing outward. Pointing at Knute. "This is other people's influence and actions towards you. The card is judgement. You have been judged by others and you will pay a price set by them." Her mirth is gone, her smile is gone. She knows. She knew this before the card became truth. It saddens her.

Knute feels lightheaded, a bit dizzy. He shakes his head, and it feels like it is moving in slow motion. He focuses on the cards. The cards are the only things there. Just the cards.

She turns the second to the last. "This is your desire." she says. It sounds like she is speaking from a distance. "It is the empress. You desire a woman of strength and nobility. You desire a woman of...equality. You desire...." She seems to notice that Knute is having trouble focusing. He can't move his arms, they seem too heavy to lift. He can't feel his legs; they seem dead. "I know what you desire," she says. "You shouldn't... you don't know the last card."

She turns the last card. A picture of a man hanged from a tree is on it. The picture leaps out and Knute loses his sight as the image spirals in his vision. He feels himself falling. In the distance, he hears the voice of Derili. "That is the outcome. The hanged man. This means you have been betrayed. Betrayed by a trusted one to the hands of the devil. Betrayed by me... My name is now Derili, until justice is reversed. Derili the Traitor of Hearts." Almost gone in the distance, he hears "Elitix! I curse you to the existence you have sent Knute Braveheart! You will spend forever in the land of dread! You will find no rest and you will meet Knute again! So be the curse of the Vistani." Knute hears the sound of weeping, and then hears no more.

Knute dreamt of nothing, punctuated by fits of consciousness. He tastes a vile liquid on his tongue, feels it flowing down his throat. "Please drink this." Knute thinks he recognizes the voice. "You will die if you don't." Knute wants to trust the voice, but it doesn't matter. The liquid is in his throat already. He sleeps.

Knute awakens on the ground. It is cold. Looking around, he sees Derili's... no, Anya's wagon, disappearing into a mist. Knute stands and the wagon disappears. A single piece of paper falls to the ground. Ignoring the paper for a moment, Knute searches out the wagon, but the strange mists seem poisonous to his lungs. He hears dogs baying in the distance. Sensing the futility of following the wagon, Knute grabs the paper that had fallen. He reads the note.

Knute Braveheart,

**That is the name I call you, and that is what I
will remember you by. Please don't hate me
for my betrayal, although I know you should.
Remember Elitix.**

**Remember... me. Maybe if you learn to live in
this accursed place we will cross paths again.**

**Walk towards the setting sun. You will find a
village of good people. Your people. I shall ride
the mists to find mine.**

**May you live to fulfill your prophecy
Braveheart. Live to fulfill mine.**

Yours,

Derili

P.S. Get inside before night falls. This place is ruled by the dead at night.

Knute coughs as he tries to get the foul mists out of his lungs. His reading is slow and labored, more so because of the sluggishness he feels, and the difficulty he finds in breathing. " 'Derili,' she calls herself, but why?" Lying on the ground, Knute feels a chill, and looks around him to see if his equipment is nearby. As he takes in his surroundings, he notices for the first time the distant baying of the dogs, and thinks back to Anya's, Derili's words: "The devil has you and he threw you to the dogs."

Immediately on guard, Knute stands and gathers what he has. "No horse. Where is the sun? Which way was I to go? Oh, yeah, that way," he says, pointing with his thumb. He begins to walk in the direction he was told, taking his steps mechanically, absently. His eyes are somewhat vacant at first, then settling into his usual alertness as his training has taught him while travelling.

The Town

Lost in his own thoughts, Knute almost doesn't realize when he has walked up to the edge of town. He doesn't recognize this town, just as he doesn't recognize this land. There is the sound of surf off in the distance, and he can smell the small taint of a fishing port on the air. The sun is nearing the end of its day, and off in the distance he hears the sound of a woman signing, a nice contrast to those unworldly dogs baying in the distance. Following the sounds hoping to find an inn or tavern where the bard would be performing, he instead finds a very beautiful Elven woman singing on the corner of the street. "Gaah?" he says, upon seeing the lovely creature. He's usually more articulate, but this is all he manages for now.

Taken by the sound of her voice, and the music pouring out from the beautiful elf, Knute begins to dance, right there, in the street. No doubt, he is giving the bard even more of an audience, as well as a bit of accompaniment. Accompaniment, you ask? Yes. His armor and other metal jingles in time with his rhythmic jumping and whirling of his dance, setting a tempo that the bard can follow - or not. He hopes for a fleeting moment that he is not interrupting her concentration, but when she goes on singing, he loses that particular fear.

A dwarf has run into town from the same direction as Knute came. He runs right up to where Knute is dancing, stops, looks around, and seems to finally realize he is in a town. The dwarf looks at Knute, at the Elven girl, and the large man that has just approached the girl.

The large man walks with a slight limp. He is a large, relatively jovial-looking man. He tries to interrupt the girl, and finally succeeds... He states, "Miss, excuse me miss.... I don't mean to startle you, but you said you would pay for your room by singing in my tavern, and well, singing here in the street isn't going to bring me any cash." Knute stops his dancing when she stops her singing, and he looks in her direction intently, the huge smile slowly fading from his face (though not entirely).

The large man continues, "Besides, It would please me if you would come in for the night." Looking over

his shoulder, he says, "It seems the nights aren't safe anymore with the dogs. Anyway, the sun is setting and my patrons would sure enjoy your beautiful voice." Knute pays very little attention to the man, but instead tries to get the bard's attention, hoping to link his arm in hers on the way into the inn. "Milady, I am Knute, at your service," he says with a bow and a flourish, a gesture somewhat offset by the fact that he's pretty grungy right now.

The innkeeper seems to be in a bit of a hurry. "You aren't from around here, are you?" he asks the three standing around. "I wasn't from here either, but here I ended. Maybe if you two need a room, as you look like you do, you could stay at my inn and we can talk a few old war stories? Either way I would recommend getting inside before the night comes." As he says this he looks out in the direction where the dogs are baying. He seems to want to get you all off the street very soon.

The dwarf standing there says "I'm sorry sir, I really don't have the coin to pay you for such a room." To this the innkeeper replies, "I'm not one to leave someone outside on nights like we have had..." And the innkeeper takes notice of the sword at your belt. "And I bet there is a way for you to earn your nights stay."

Finally seeming to give the innkeeper a bit of attention, a flash of recognition crosses Knute's face. He tries unsuccessfully to hide it. Knute doesn't remember meeting the large man, but does remember him serving drinks in the inn he was at. "Do I know you?" he asks, when it is obvious from his face what he is wondering.

Knute (and hopefully this new friend) enters the tavern.

Contributors

The contents of this file have been excerpted, plagiarized, reorganized, and generally hacked and slashed from contributions to the ADND-L list. Contributors include:

Adam Lowrey [PeaceLow@aol.com]
Auke Slotegraaf [auke@global.co.za]
Brett A. Paul [brett_paul@qwest.net]
"Cural Antalas" [cural@geocities.com]
Dana Harrod [animalz@qwest.net]
Denzil Kruse [dkruse@elm.az05.bull.com]
Eric Jackson [alric@sprynet.com]
Gabriel Valentin [gaval@cybernex.net]
Jason DeNeault [moondog@gvi.net]
Jens-Arthur Liebakk [liebakk@stud.ntnu.no]
Jon Johansen [jojo@prosjektdata.no]
Joseph Shaffer [neodig@thor.pla-net.net]
Keith Horsfield [afn09454@afn.org]
Lance Birmingham [JuzamJin@aol.com]
Martin Grimes [martin@luxcs.demon.co.uk]
Michael Hadler [hadlerm@crf.cuis.edu]
Michael Smith [MSmith@brio.com]
Miguel Bazdresch [miguelb@martecinv.iteso.mx]
Paul Judd [shoggoth@erols.com]
Paul Kimmel [laffinwolf@aol.com]
Rebecca Rosemary Goulding [070379@bud.cc.swin.edu.au]
Tony [Rosseroo@aol.com]
William Groskreutz III [wgrosk@condor.stcloud.msus.edu]
Zack St Lawrence [zues@mit.edu]

If you think you should be on this list, let me know. If you would like to be taken off this list, let me know. You can reach me at brett_paul@qwest.net.

Thanks!

The Book of Books - Complete Books

Uploaded 8/6/97

Some Books Explained

This section describes the contents of some of the books listed above. However, not many books are described in detail. Any contributions to this list would be helpful.

The Art and the Invocation by Archmage Grothanla the White

Gives a +3 bonus to all spellcraft proficiency checks involving the school of Invocation, though each check against spellcraft takes 1d6 turns because the book must be referenced. May even hold information about Grothanla's eventual lichdom and oddities of the Archmage. It also contains a special Invocation spell - Grothanla's Improved Fireball, a 5th level spell combining the effects of a 1d8 HD fireball (i.e., as per Fireball, but with 1d8 instead of 1d6 as the die used when damaging things), with an additional ST vs. Spells to avoid being Blinded as per the spell Cause Blindness for 1 turn per level of the caster.

The Brewing of Cortanethic Ale by

Contains a complete recipe for the brewing of cortanethic ale, a herbal ale said to ease the troubled mind (allows an extra ST vs. Insanity at the DM's discretion) and help heal the woes of the body (may allow an extra 1hp per day of rest if the resting person can drink at least one pint of Cortanethic Ale every day). Not to mention that it is an absolutely delicious ale. To successfully brew a batch of this ale requires a Brewing proficiency check with a -1 penalty on the roll. The ale will need a month to ferment, and should thereafter immediately be decanted on bottles.

Cause and Effect: A Guide to Effective Magic Use for Mundanes by Arch-Mage Althacon Planestepper

This tome is considered by Magic-Users as a pimple on the face magic. While it's theories are accurate they are rather simplistic. Magic-Users will gain no advantages to the use of this book. It may even hinder their abilities by introducing concepts that may come into conflict with their present teachings and research.

Apprentices will find it easier to cast magic with the use of this book. However, if the teachings of their masters does not agree with the text in the book, they will not be able to learn from the magic-user and must seek out a new teacher or spend months equal to the weeks spent studying the book unlearning the books approach to magic.

The true value of the book lies with normals who upon spending 10 weeks (subtracting one week for every point above 13 of their intelligence or adding 2 weeks for every point under 9). Characters with intelligence below 6 will have no chance of understanding the text. Thus a fighter with an intelligence of 16 will spend 7 weeks to thoroughly study the book and a fighter with an intelligence of 6 will have spent 16 weeks. Studying the book requires 4 hours of uninterrupted time per day. After completion of the book the player then attempt to cast the spell the book was intended for. The book is intended for 1st level spells, although there is are books created for the occasional 2nd level spell and books for the rarer 3rd level spell (books for Dispel Magic and Protection from Normal Missiles have been rumored).

The chances of success are equal to 50% with the modifiers of +10% per point above 13 and -15% per point below 9.

Due to the nature of the books and the skill of the author with magic, readers of the book gain the benefit of the spell. They can successfully cast the spell whenever they wish without the need to memorize the spell. They are however, limited to the one spell. Another spell cannot be learned using a different book. This is due to the complexities of each volume. The exceptions are as follows:

After casting the spell rest of 6 hours is required. After a year of casting the spell rest requirements is reduced by 2 hours.

After an additional 6 months rest requirements is reduced by an additional 2 hours. Rest requirements can never go below 2 hours. This is due to the power of magic that must harnessed. They are using power they were not properly trained to use and it is mentally exhausting.

If they do not cast the spell within any one week period they must spend two weeks studying the tome again to reacquaint themselves with the spell theory. This will hold for the first two years of the acquisition of the spell.

They cannot cast their spell wearing armor.

If the player is fortunate enough to encounter a mage of the same school as Althacon Planestepper he will be able to gain one additional spell from the mage. The mage is not obliged to teach the player a spell, however the mage will feel a kinship to the character. This particular school of magic was research and discovered by Althacon Planestepper thus the mage was a student of Althacon. This school of magic is rare and difficult to master. If the mage agrees to tutor the player, the player will have to spend an equal amount of time with the mage as he spent reading the book. However, the player cannot begin tutorial within 2 years of learning the first spell. He will not be capable of learning the new spell together with the strain of controlling the first spell.

Collected Tales, by Deelan Hulthard

A collection of different versions of many popular heroic tales and some new stories unique to this up and coming young bard including the tragic Elven love story of Drezaem and Shezael and The Temple in the Knollwood/Gnollwood.

The Complete Apprentice by Archmage Elgar (book one in series)

In this book Elgar details the duties of an apprentice and described different techniques that apprentices should use to help learn spells. Half of this book serves as an exercise booklet. If the entire book is studied for a month and the character makes a half int. check, the character reading it will learn a dozen cantrips and the 1st level spells, detect magic, read magic, and light. Each additional month spent can add +1 to the learn roll.

The Complete Book of Albiene Lords (3 small books)

This is a book describing the Nobel lines of Albiene Empire. This book has been "altered" several times to add legitimacy to different blood lines. (almost worthless except that it describes the government system of a completely non-magical empire. A form of socialism by with a heavy war movement.)

The Complete Laboratory by Elgar (book 4 in series)

In this book Elgar explains how a modern research laboratory should be equipped. Using this book it is possible to save 10% on a basic library and cut the time required to build a laboratory in half.

The Creation and Controllation of Constructs of the Art by

If the reader succeeds at an Int-check with a -3 penalty to the roll, he will be able to use the powers of this book. Anyone seeking to research any spell pertaining to the animation of constructs or objects, will get the needed time reduced with 20% by using this book. Otherwise, this book does not count towards anything. This book also contains hidden rituals to enchant bone golems - an Int-check with a -6 penalty will allow any mage of sufficient experience to learn the ritual and ingredients needed to create such a construct. Also, any golems or other magical constructs created with this book available as a reference, will be +1 HP per HD tougher than regular golems, provided the mage passed the -3 Int check.

The Delightful World of Mushrooms by Arch-Druid Coranthus

Coranthus was far from any Arch-Druid, but rather a herbalist with druidic pretensions. However, his knowledge of mushrooms was almost flawless, and as such this book contains several excellent recipes on various dishes containing both mundane and exotic mushrooms. Unfortunately, he also was something of a prankster, and some of the recipes given in this book contain psychoactive and hallucinogenic mushrooms, making anyone that eats of certain dishes in this book euphoric or otherwise suffering hallucinations. This book gives a +3 bonus to any Cooking roll involving mushrooms. However,

when the outcome is 22 or higher, the recipe chosen is one of the "special" recipes. If a ST vs. Poison is failed, then the character will act as if under a Tasha's Uncontrollable Laughter spell for 1d65 minutes, but the character will be apathetic instead of laughing uncontrollably. Essentially, the character is stoned for a while. These special recipes may be poisonous to some elves and goblinoid races - if the ST was a natural "1", the DM may rule that the meal was poisonous, giving stomach cramps for 2 days and 2d6 immediate points of damage from toxic shock. If the reader of this book succeeds in a Religion check, it will be painfully obvious that the author of the book was no druid. This roll is an automatic success for any druid with the Religion proficiency in his religion.

Detection and Manipulation of objects at a distance journeyman thesis of Miars Elpook

This book described detection techniques and Telekinesis effects that are possible to use on objects up to 50 yards away. The last part of this book details a form of object teleportation (warning, this can be an unbalancing spell. I usually give it a 30% chance of grabbing something random including guardsmen, assassins, etc.)

The Dragon Aernigawog and the Black Knight by

Contains the story about the Black Knight and his quest to rid the world of the terrible ice dragon Aernigawog. Might have clues to weaknesses of the dragon, where to find it, and perhaps even clues to where the Black Knight met his eventual demise.

Dwarven book of Engineering

This book was actually created by an adventuring dwarf, and it details the uses of engineering that were employed in order to negotiate the various obstacles that the dwarf encountered. It contains mostly drawings and quick sketches of very specific situations and how to get out of them.

Encyclopedia Naturalica by The Order of the Golden Candle

Provides a +2 bonus to all Animal Lore and relevant skills, provided that the creature in question is a "natural" beast (not a displacer beast, or other beast with magical powers), and that the book can be referenced (usually 1d6+3 minutes per reference).

The Events Leading to the Fall of the Sulanese Empire (four books)

Tales of the council of Sulanese archmages finding a lurking force of evil tainting the kingdom. The entire council worked on containing this evil, but apparently the evil was tied heavily to the artifacts built to power the kingdom's expansion efforts. The mages in this tale are extremely high leveled (wish and resurrect are both cast several times) The book ends abruptly when the High council decides that the evil taint must be driven out at all costs. (this book is old and worn, a copy of a copy of a copy of the original. To a historian or powerful mage this book is extremely valuable because it reveals part of the process of making artifacts used by the Sulanese. The 2nd book details the making of Sulanese artifacts (always Lawful Evil) only the 4th book mentions the threat of these artifacts. The items are smart enough to hide their alignment.

The Glowing in the Night by

Actually a pornographic fairy tale written for the (secret) amusement of one rather ... geil Lord. Complete with pictures and perhaps even magical, animated illusions.

The Handmaiden and the Horned King by

A poorly camouflaged attack on King Ronthal's rule. A successful Int ability check will show this book for what it is: propaganda. A failed check will make the reader somewhat hostile to King Ronthal, and a Critical Failure will make the reader actively hostile to King Ronthal. In this last case, whenever the subject matter came up, the reader will actively attack King Ronthal's rule at every opportunity, and will seek to convert others to his cause.

The History of Cronenwald Castle by Brughan the Scribe

A chronological history of Cronenwald Castle, complete with who designed it, the lords that have resided there, and modifications and remodeling efforts. Might have information about secret corridors and rooms hidden in it, might be used

to find out information about the vampire that currently resides there, and may even contain information about the unfinished business the ghost of the Lord Gronathan needs to have done to go to its final rest.

A History of the Emela Speaking People Volumes I - V, by Henridon Wuro (a.k.a. Henry the Historian)

Details events in the history of the Emelrene region of western Lythia (including Palithane and Trierzon) from its origins in the Henge cultures over 3000 years ago to the succession at age 15 in 646TR of the present King Farssal Trevelyan and his marriage in 676 to the Elven Princess Merywin Shaalinrissa of Neoma. Includes information on the founding of the Kingdom of Emelrene by Axieros of Berema in 300BT; The Dominion Wars of 240BT - 5TR; The Era of Flames (a.k.a. "The Religion Wars") of 100-300TR; the reign of King Trevelyan "Half-Elven" from 300-370TR and the wars with the Azeryan Empire over the Palithane and Norimar regions, including information on the Trierzi Revolt beginning in 484TR and the Revenge of the Trierzi Mine Slaves in 495; the Ivinian conquests of Palithane and the subsequent wars with the Palithanians including the Marriage War of 620-630 and its Humanoid invasions. Recounts the mysterious disappearance at sea of King Attalus in 629, the marriage of Queen-Widow Gwendolyn to Regent Thelkar Tarquinias, the birth of their son, Farssal. Tells the tale of "The Mad Duke's War" in 632-633 and the return of Idrik "the Patient Mage".

An Insider's Guide to Bureaucracy in

This is THE book to have when doing business in the big city. Big cities will always have departments and department will always have red tape. Fortunately this book is available for those who don't have the know-how to properly deal with them.

A careful study of this book will inform players of the correct department to go to immediately thus avoiding inherent misdirection. It will tutor you on how to get the lowest license to the harder to get charters, including even how to get appointments with high-ranking officials in a short period of time.

Players with a bureaucracy proficiency using this book will gain access to their objective in 1/2 the time it would normally take.

There are several different pricing subscription levels available. Some are easily available others not. I suggest the DM use discretion with the higher levels. They can easily cause unbalance in a city campaign. Although the DM can easily render them useless.

Levels of subscription:

BUDGET - This is the lowest level that can be purchased. It will inform you of different departments and what forms they require. It's cost is 5 gp per month. It is updated on a monthly basis.

STANDARD - This is the best selling version of the books. It provides the same as above with the exceptions of including names of department heads. It also tells you which are susceptible to bribes and which are not. It also gives you a standard bribery scale. (Just how much is too much?) It's cost is 20 gp per month. It is updated on a monthly basis.

PREFERRED - This is the gold card version of the book. It not only tells you of the same as above but it also tells you individual employees with secrets and the secrets you can use to extort your way through all that messy red tape. It of course still gives you the bribery scale (Extortion is cautioned as the last resort). These copies are rarer. Their cost is 50 gp per month. It is updated every two weeks (assuming a month is 4 weeks long) due to ever increasing changes in staff.

EXCLUSIVE - If Preferred is the gold card this is the platinum. This volume tells you which civil servants are bought and the code words to get what you want without the need for bribery. The only costs incurred will be departmental filing fees. Bribery will not be accepted by those who recognize the code words. This book's cost is 100 gp per month. It is updated on a weekly basis. NOTE: This book is by far the most dangerous. The only method of obtaining a subscription is by referral. Subscribers must also upon application for subscription agree to execution in the event they were to lose their copy of the book. (Too much money and research is expended in order allow this vast a network to potentially fall apart if the book got

into the hands of an authority).

DM's NOTE: The books were originally created as a secondary form of income for the local thieves guild who saw a profitable use of their spy network's information. The two highest levels should be harder to obtain. They are intended for use within the guild (somewhat akin to tools of the trade). If the Exclusive version gets into the hands of the wrong people, players should be prepared to run or fight for the rest of their short lives. If players come across a copy of the book and they attempt to continue the subscription, the guild will immediately set about to reclaim the copy, enlisting the assassin's guild if necessary. There is no known association with the subscription company and the guilds.

Inventions of the Albiene Empire (two books)

Very war-like empire. Was able to conquer a large part of the continent without using magic of any form. The Albiene have found numerous ways to disable spellcasters and priests. Some strategies and items are described. The best techniques require the use of both books. (example. arrows that can be made to make magic impossible for any mage with one stuck through him.)

King Hypan and the Establishment of the Sulanese Empire (four books)

Tales of Hypan and the founding of the Sulanese Empire. This empire has been destroyed at least 700 years in my world, but research from these books is useful to learn more about Sulanese Objects and locations of the ancient Sulanese Capitol.

Legends of the Fae Creatures

Bedtime stories for children. Tales mostly focus on sprites, pixies, brownies, gnomes, troggs, and gremlins. Magical creatures that are mostly good in nature. The tales are 30% true.

Legends of the Night

Ghoulish stories about the undead and demonic creatures. This book is a Lovecraft style book, but is quite useful as a reference. Most of the knowledge is correct (90%) and any Chaotic Evil Undead or Extra-planar creature has a 30% chance of being in the book. Reading the book has a 1% chance of driving the character insane cumulative for each time the book is read. The last page actually is glued together and contains a scroll of open Planar Gate. It is cursed and will be read on sight.

Levius Levitha by Ssorthanor the Great

This book, written in drow (the mage must succeed in a proficiency check vs. drow with a -2 penalty to the roll to be able to use this book) imparts a curse on the reader to never harm, destroy, or allow to harm the book, and to always be respectful when talking about Ssorthanor. Otherwise, this book helps in all travel and flight-related spells, in that durations that are determined by level are increased as if the level of the mage is three levels higher than he really is. This ability is retained if the mage is allowed to study the book for one whole day each time he advances in level, otherwise the ability will fade at the rate of losing one bonus level per level the mage advances. The ability can be used with the following spells, and all other spells that the DM so declares: Flight, Levitate, Murdock's Feathery Flyer, and Featherfall. Mark that this book does not provide insight in instantaneous travel-spells like Teleport and Teleport without Error.

The Life and Death of the Buzzing Raptor by Jormindus the Earthy One

The Buzzing Raptor is a magical hybrid of wasp and raptor common to the county of Bleghron. This book gives the vulnerabilities of this creature, and also provides information about what they eat, when they swarm, and the fact that they explode when killed, and then animate as skeleton fragments easily destroyed, yet eerie and dangerous for children and suchlike.

Lord Vanheileps circle of Five (three books)

Collected Bardic Tales, modified so that all the heroes seem to be in the service of a single lord. These tales might be very helpful to a bard, but every creature and spell are so fantastic that kobolds are described as slaving monsters from the pit of hell.

The Lothian Book of Lothian Nobles. (4 books)

Described the original Nobles of the Lothian kingdom. This book details 300 years worth of the royal lines. It will give a +3 to all Lothian Heraldry checks. Any Lothian House would love to have this book. The collection of all for would be priceless to any Lothian Ruler. (Might be easier to kill the party to get them)

Poetry and Prose of the Locathah, translation by Mandiran the Dark Mage

The book radiates alteration magic. Upon opening, a special Magic Mouth is triggered which will recite Locathah poetry require a saving throw vs. Spell for all listeners within a 10' radius. Failure will cause all hand-held objects to be dropped (including the book - 10% chance of it closing itself) and hands to be clamped to the ears whilst moaning, groaning, gagging and retching in response to the vile and disgusting "words" being spoken to the exclusion of any other activity for the duration of the recitation (about 10 minutes). A successful save will cause the listener to moan, groan, gag and retch in response to the vile and disgusting "words" being spoken for the duration of the recitation.

The Power of Directed Magic, by a PC

This tome details the workings and variations of the magic missile spell. A Mage who knows magic missile and studies the book for at least a week will gain the following ability. When the Mage casts magic missile she can get one more missile than normal or each missile will do +1 damage. This book must be studied at least an hour a week or the special ability is lost.

Rabin's Guide to Gems

This book is an invaluable accessory to the adventurer who does not have the Gem Appraisal proficiency. By using this book the adventurer can gain such knowledge as specific type of gem, approximate size (using the handy size scales in Appendix A) and value based on size (Appendix B). The appraiser sells the volume for a scant 5 gp ("It pays for itself in saved appraisal fees" says the appraiser in his sales pitch). Adventurers that come into a participating appraiser's shop with gem and book in hand will receive the value of the gem as printed (or as listed in the recent edition available at the desk), no fees incurred.

Due to the licensing of the Guide price wars have begun with bonuses of up to 20% offered by appraisers just for using them.

While it does not contain every known gem it does contain the most popular, ranging from ornamental to precious gem stones. The adventurer turns to the page of the gem that is in question, starting from the section on color, moving on to details and flaws until they reach the gem they are looking for (some of course will be immediately identifiable). Once they reach the specific gem they can read about specific properties of the gem (social value, magical value, component value) determining whether it would be suited for them to sell the gem to the appraiser, mages, nobility or keep it for themselves. They can then move onto the appendices which can then tell them about size and value.

They can purchase an additional book and accessory kit that can teach them in a easy to understand format to split large gems into various denominations for adventurers that cannot make amicable arrangements any other way. The add-on book and kit cost an additional 10 gp ("Of course it costs more, I giving away my best secrets", says the appraiser with a genuine hurt look on his face.)

It is rumored that additional volumes may be available to encompass every know gem with addendum added as new gems are discovered, researched and given market values. Naturally with the more rarer gems the volumes grow in cost, with addendum available strictly on a subscriber basis.

A character with Gem Appraisal will look at these volumes at first with disdain and scorn. This knowledge cannot be gained from a book, only from a trained teacher. Until he learns the secret of the books. The monetary values of the gems listed in the books generally undervalue the gems by about 35%. A character with Gem Appraisal may at first think the

authors incompetent in their skill but must concede their abilities since the only things in the book that may be inaccurate will be only the pricing. An appraiser with the volume will be able to determine the exact value of a gem (not withstanding variables) once he has been able to deduce the price markdown scheme in the volumes.

Adventurers using the optional Cutter's kit will have a percentage chance of success:

% Roll	Event
0 - 10	Gem ruined, overall value of remnants reduced to 1% of original value
11 - 25	Gem damaged, value reduced to 50% of original value
26 - 74	Gem cutting successful in denominations sought after
75 - 89	Gem cutting successful, however you manage to cut an additional piece over and above pieces sought after, This piece is valued equal to highest valued piece.
90 - 00	Gem pieces increased in value by d4 times

If the adventurer using the cutter kit is a Gem Appraiser add 20% to roll.

Techniques for animating the dead (volumes I-IV)

This book details methods of animating the recently dead. It covers methods of making the dead smell better, look better, be stronger, and retain some of the skill they had in life. Use of these books will give a +1 hp per HD to skeletons made while referring to this book. There are also several spells for animating Zombies, but removing the flesh afterwards to prevent their smell and slowness. A must have for all serious Necromancers. Each book has some specialized effects on undead as well as some "new" spells. The writer of this book is now a Lich. All sections on Liches and Vampires are blatantly untrue.

A Treatise on the Magical and Alternative Healing Arts

With Special Commentary on the Uses of Unusual Ingredients and Ingredients of a Magical Origin

4 copies of this book still exist but may have differing commentaries. Among other things, this ancient tome is believed to contain specific information on concocting a poultice to regenerate severed limbs, including ingredients and mixing instructions.

Uses of Gemstones in Magic, Masters thesis of Miars Elpook

This book details substitutions that can be made if certain spell components are not available. Wizards using it will be able to save approximately 10% of gemstone casting components. If one is adventuring in the lands of Lothia (my world) and meets a man names Miars, they would be wise hiding any valuables from him.

Your Mind is Your Home by V'chak the Blue

V'chak the Blue was actually a psionist, and this series of scrolls is actually a treatise on how to defend oneself from psionic attack. Reading and understanding this book requires both a Wisdom and an Intelligence ability check, but has a chance to unlock the powers of the mind in even an untrained user. Roll to check for a psionic Wild Talent, even if the user already has one, modified as if a successful Psionic Surgery was used. If a psionist reads this book, he gains a +1 bonus on one psionic defense mode, and 1d6 PSPs. Reading this book multiple times does not confer any extra abilities or bonuses. To study this book the user must devote a whole month of study, rolling to check for understanding at the end of that period. If this check was unsuccessful, the reader needs more experience and knowledge to unlock the mysteries of this book, and may only try again after he or she either has advanced a level, or a whole game-time year has passed, whichever comes first.