



FORGOTTEN REALMS NET COMPENDIUM
3RD EDITION

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About This Book

The Forgotten Realms Compendium started out in 1992 as a collection of email messages edited from the Forgotten Realms Mailing List and the rec.games.frp.dnd newsgroups. These messages were reformatted and compiled into a collection called the Forgotten Realms Notebooks. After a two years of various releases and volumes of the Notebooks, the first edition of the Compendium was created. This was a compilation of all previous Notebooks into one single text. The text was released in text, Word Perfect, Microsoft Word, and PostScript file formats across various sites on the Internet.

In 1993-1994 TSR was starting to place its influence on the net public. Various discussions on the newsgroups and lists occurred with TSR representatives over the use of the Internet to distribute gaming ideas and original information that involved TSR gaming systems. TSR was sending out "cease and desist" letters to FTP and Gopher site managers to remove all TSR related files that may include TSR copyrighted information. Since it was hard to tell what may be TSR copyrighted in these files, a majority of the sites wiped clean entire directories of files.

TSR eventually made its presence on the Internet through an agreement with the MultiPlayer Gaming Network (mpgn.com) and allowed individuals to place original gaming information on the MPGN ftp server. A disclaimer must prefix all items that states the intent of the material and that TSR holds copyright to TSR items. The Forgotten Realms Compendium made its home at this site.

Over the next few years, the Forgotten Realms Compendium went through two editions. And finally a third has been completed.

Message from the editor

This is the third edition of the Compendium. This will be the last Compendium I will be releasing. The time and involvement needed to keep this project going is too much for me to handle. I have not been able to keep up with the lists, newsgroups, and websites to find new additions to the wealth of information contained within this book.

My inspiration for creating the Forgotten Realms Compendium comes from the letters found in the 1st edition Players Handbook and Dungeon Masters Guide. Gary Gygax explains the true spirit behind TSR publications and welcomes the freedom of exchange in ideas and methods between gamers. The Internet and digital technology are new tools that can foster this exchange. I have exchanged excellent dialog between and participating in discussions on various Advanced Dungeons and Dragons® topics using these new tools. Since the information contained within these exchanges would be lost to the archives of digital backup tape, I felt it necessary to create a book that reflected what I felt was the best information developed from these creative interactions.

I have been playing AD&D for over 20 years and still find it exciting as long as there are creative inspirations available to me. I hope this book helps others explore their own creative minds through the information contained herein.

Perry C. Horner (P_Horner@asu.edu)
May 16, 1999

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Chapter 1

Locations and Lore

Dieties and the Time of Troubles

Many references have been made in various modules and reference materials regarding various gods in the Forgotten Realms. Most dieties have been mentioned in them during the years of the Time of Troubles. The following is a list of dieties and there corresponding references.

Auril (Frostmaiden)	(Great Glacier ? FM4)
Azuth (The High One)	Pool of Yeven, on River Ashaba South of Elven Wood (FRE2 p13)
Bane (The Black Lord)	Zhentil Keep, Castle Kilgrave, Scardale, Tantras (RIP) (FRE1/2)
Beast Cults (DG, beast cult deity)	Wanders everywhere
Beshaba (Maid of Misfortune)	(Polyhedron 71)
Bhaal (Lord of Murder)	EveningStar (Hunting Halls), Boarskyr Bridge (RIP) (FRE2) (Moonshae ?) Follow the novels (Selgaunt or Suzail ? FRA)
Chauntea (Great Mother)	(Iriaebor ? FRA)
Cyric (The Dark Sun)	(Lantan ?)
Deneir (Lord of Glyphs and Images)	Nexus of Planes (Mulmaster, FRA or Bloodstone Lands ?, FR9 p23)
Eldath (Goddess of Singing Waters)	(Eversult or Marsember ? FRA)
Gond (Wonderbringer)	(Hillsfar or Selgaunt ? FRA)
Helm (He of the Unsleeping Eyes)	(Mulmaster ? FRA)
Ilmater (The Crying God)	(Westgate ? FRA)
Lathander (Morninglord)	(Mosstone in Tethyr ? FR3 p39)
Leira (Lady of the Mists)	(Selgaunt ? FRA)
Lliira (Our Lady of Joy)	(Waterdeep (RIP) (FRE3)
Loviatar (Maiden of Pain)	Castle Kilgrave (RIP) (FRE1)
Malar (The Beastlord)	(Procampur ? FRA)
Mask (Lord of Shadows)	(Sylvermoon ?)
Mielikki (Lady of the Forest)	(High Forest, Mosstone in Tethyr ? FR3 p39)
Milil (Lord of All Songs)	(Daemun ? FRA)
Myrkul (Lord of Bones)	(Hillsfar ? FRA, Ths Shaar ?)
Mystra (The Lady of Mysteries)	Tantras (FRE2)
Oghma (The Binder)	Arabel (FRA pl-35)
Selune (Our Lady of Silver)	Polyhedron 71)
Shar (Mistress of the Night)	Sea of Fallen Stars (FRA p35, FOR3)
Silvanus (Oak Father)	Unknown, persumed RIP
Sune (Firehair)	or stranded in the Realms
Talona (anc: Kiputyto)(Lady of Poison)	Try to kill Avatars (Polyhedron 71)
Talos (South: Bhaelros)(The Destroyer)	
Tempus (Lord of Battles)	
Torm (The True)	
Tymora (anc: Tyche)(Lady Luck)	
Tyr (The Even-Handed)	
Umbemea (The Bitch Queen)	
Waukeen (MerchantUs Friend)	
Xvim (The Godson, son of Bane)	

Cultural Equivelents of Locations and Areas

There has been much discussion in various forums on the Internet as to what dialect and real-world cultural equivelents could be used as reference to the various regions throughout the Forgotten Realms. Some DMs may use these as they wish to add atmosphere in the roleplaying and descriptions of various

cultures. Some entries have been left blank due to lack of information and confirmation.

Region	Culture Reference	Names
Al Qadim/Zakhara	Al-Qadim boxed set	Arabian
Amlar (Forest)		
Amn	Spain and Portugal (FR3)	Spanish and Portuguese
Anauroch/Bedine	Touareg and Saharian like	Touareg and Saharian Bedouin
Baldur's gate	desert nomads (FR13) Renaissance (Maztica novels Spanish and Portuguese and FR15)	
Calimshan	Arabian Sultanate (FR3)	Iranian or Turkish
Chessenta	Sparta ??? (FR10)	Ancient Greek
Chuit	African (FR16)	African
Cormyr	English, French (FR0, Ring of Winter)	English, French
Dalelands		
Damara	Classic Germanic kingdom during the Holy Roman Empire	German
Earthspur		
Endless Waste		
Evermeet	Elven/Atlantis	
Fuirgar	(Elfshadow, Elf Coral Kingdom)	
Great Glacier	The land of the Stone Giants	Eskimo
Great Rift	Eskimo	Eskimo
Halruaa	See FR14	
Horde lands	Dwarven (FR11)	Dwarf
Ice Peak (the)	Mongol (Hordes)	Mongol
Icewind Dale	Eskimo	Eskimo
Impiltur		
Lantan		
Luiren	Halfling (FR16)	Halfling
Marsember, Cormyr	Venice, with its canals	
Maztica	Central and South Aztec american Incas and Aztec (Maztica boxed set and series)	Incas,
Moonsea		
Moonshaes	Celtic (FR2)	Celtics, Gaelics, Whales
Northern Moonshaes	Vikings (Scandinavian) and Luskan (FR2/FR5)	Norwegian, Danish, Swedish Egyptian
Mulhorand	Pharonic Egypt (FR10)	
Murghom	Baghdad (i.e. modern Iraq) under a caliph, etc	
Narfell		
Nimbral		
Plain of Horses	Mongol (Hordes)	Mongol
Quoya Desert		
Rashemen	Ukrainian/Russia (FR12)	Ukraine/ Russian Peasant
Raurin	pre-Saharan Desert	
Sembia		
Semphar	Baghdad like culture	
Shaar (The)		
Shou Lung	Kara-Tur boxed set	Chinese
Sossal		
Thesk		
Tethyr	North Africa (FR3)	Arabian
Thay	Egypt (FR6)	Egyptian
Turmish	Ottoman Empire	
Ulgarth	Feudal system (FR16)	French
Unther	Sumeria/Babylonia (FR10)	Sumerian
Vaasa		

The Singing Rocks

The Singing Rocks are a tiny group of islands in the Sea of Swords. It is due west of a point almost exactly between Memnon and Myratma, and for that reason, it is considered the boundary point between Calimshan and Tethyr waters. It is also an important navigation point for sea captains afraid of drifting too far west in their travels.

The Singing Rocks is worthy of mention, however, not for its navigational importance but for the odd phenomenon that gives the islands their name. Sailors passing close by the islands report beautiful singing, as if by hundreds of women. The music has an elusive, haunting quality, but does not seem to have the charming effects of the song of the harpy or siren.

Rumors as to what this is range from, the music caused by a powerful old magical horn that was lost in the islands centuries ago, or the souls of many women slaves that died when their ship sunk near the islands, and some say that it is a powerful enchantment cast by a group of female devout clerics who sing in unison, after they were shipwrecked on the islands to try to attract other ships to save them.

Recent investigation supports another theory:

"The Singing Rocks are islands that have nothing to do with the magical singing going on around them. If one goes off at night and enters the water at about 150 feet from shore, the mystery becomes clear. A magical line is seen glowing underneath the waters.

This line forms three 6 pointed stars which meet in the center with an alter. The stars are the symbol of Liira (Our Lady of Joy). The estimate age of the magic stars and the alter is over 900 years.

It would seem that this alter is where sea elves who follow Liira would come at night to worship their goddess

The singing is most likely the remnants of some ancient ceremony of happiness or joy that was performed by the sea elves at the alter."

---From the Private Journals of Lady Kyrie of Boulder's Gate

Zhentarim Sources

By Eric Boyd (boyd@eecs.umich.edu)

As far as "Crypt of the Shadowking" goes, you should finish the book before leaping to conclusions about who rules Irieabor. Some rough notes on the two major characters of this novel are given in FOR4, Code of the Harpers, along with the main characters of most of the other Harper novels published to date.

In general, the activities of the Zhentarim are detailed in a wide variety of sources. Here are some places and the source of the material.

SOURCE	PLACE
Moonsea	Everwinking Eye column of Polyhedron (last 30 issues)
Yulash	FRC2, Curse of the Azure Bonds
Voonlar	FRC1, Pool of Radiance, FA1, Halls of the High King
Scardale	FRE2, Tantras and the novel "Tantras"
Shadowdale	FRE1, Shadowdale and the novel "Shadowdale"
Daggerdale	FRQ3, Doom of Daggerdale (town of Dagger Falls)
Anauroch	FR13, Anauroch and "The Parched Sea" novel
Stonelands	FRQ1, Haunted Halls of Eveningstar (tangentially only)
Darkhold	Castles boxed set
Irieabor	"Crypt of the Shadowking" novel
Lonely Moor	REF5, Lords of Darkness (the zombie module)
Savage Frontier	FR5, The Savage Frontier (i.e. Llorck, Secomber)

The novel "Spellfire" and the novel "Crusade" discuss the activities of characters from Zhentil Keep. The Zhentarim have their mitts in Myth Drannor too.

Temples to Tyr Locations

By Guffey, Steven W. (sguffey@PAFOSU1.HQ.AF.MIL)

The following is an incomplete list of the temples and shrines to TYR. These are locations. Names and head priests you will have to find yourself.

PLACE:	LOCATION:
Phlan	coast of the Moonsea
High Hasper	in the Vast
Raven's Bluff	in the Vast
Teziir	on the Dragon Coast
Sundabar	in the Savage North
Neverwinter	in the Savage North
Daerlun	Sembia
Scornuble	below the High Moor
Waterdeep	Sword Coast

The Churches of Waterdeep

- \$5** **The Shrines of Nature** **Mielikki & Silvanus**
 Two 1-story Class B buildings
 The walled and forested complex holds two small unpretentious shrines to the pair of forest gods. Curing and healing is available here.
 Mielikki - High Priest Briosar Helmsing (NG hm R6)
 Silvanus - Watcher Anarakin Iriboar (N hm P(Sp - Druid)4)
 Tehtira Bellsilver (NG hf R5)
 The Shrines of Nature are now considered one temple area, combining the grounds of the two separate shrines. The shrine to Mielikki is commonly known as the Lady's Hands.

- \$10** **The Temple of Beauty** **Sune**
 3-story Class A building
 A lavish temple of marble, gold, and silver with many statues of the goddess and her most comely worshippers throughout the Realms' history.
 Curing and healing is available here.
 High Priestess Ssaeryl Shadowstar (LN hf P14)

- \$19** **The Tower of Luck** **Tymora**
 2- and 3-story Class A buildings
 The second largest temple in Waterdeep, the Tower of Luck is a large walled tower, its clergy funneling its weighty resources into improving the complex and undermining the city of Arabel's claim as the center for Tymoran worship. An overhead map exists on page 52 of Volo's Guide to Waterdeep. Curing and healing is available here.
 High Priestess Seentoas Halvinhar (N hf P15)
 Prior Markos Zellizands (N hm P7)

- \$21** **The House of Wonder** **Mystra**
 5-story Class A buildings
 The House of Wonder is an ornate tower for the faithful of Mystra with her holy symbol in a mosaic making up the courtyard (the tower is in the center of a circle of stars with red mist flowing towards the entrance to the tower). Pharra's Alley, named for the first Magister of the House of Wonder but infamous for the Circle of Skulls that spew either helpful news of deadly spells. An overhead map exists on page 70 of Volo's Guide to Waterdeep.
 Alghairon's Day (Elesias 1st) is celebrated here. Curing and healing is available here.
 Magister of Mystra Meleghost Starseer (LE hm W(N)11)
 Ilbrost Mythyl (NG hm W(E)9), Master of the Mysteries. Ilbrost is in charge of those mages that are affiliated with the temple. Additionally, Ilbrost is in charge of the laymen associated with the House of Wonder. Underneath the Master of Mysteries are three branches: The Library, Studies, and the Explorers.
 The Library is in charge of collating and sharing information gathered by the temple with other churches and priests of Mystra. Jargesta Flamefinger (N hf W(Fire)9) is the current Librarian. The Studies is the branch that is dedicated to expanding the knowledge and boundaries of magic. It is a relatively new branch of the church of Mystra and is generally viewed with distrust and suspicion by other more established members of the church. The current Master of Studies is Ksegott (CN hm W(Wild)14). The Explorers is a loosely organized group of mages and priests that are available for hire. Generally these mages belong to adventuring organizations. The leader of the explorers is Luthein (NG 'em P8/W8).
 Lara Idogy (CG 'ef P(Sp)8), the High Lady of the Church. Lara is in charge of the clergy of Mystra that are attached to the House of Wonder. She serves as the interface between the clergy and the Magister. Underneath the High Lady, there are three branches of the clergy. These branches are interrelated, serving each other and always cooperating.
 Timber Wolffriend (LN 'em P5/W7) is in charge of the Acolytes for the House of Wonder. Timber is a

tall ranger-like man, grim and withdrawn. He has a wolf (Leaper) as a familiar. Timber runs the acolytes severely and harshly, brooking no excuse for mistakes. However, he is a fair man, never punishing an acolyte more than the offense merits. He is feared and respected by all the acolytes. Camber Ambereyes (LN hm P(Sp)5) is in charge of the Eyes of Mystery. The Eyes are the arm of adventuring priests that serve the Lady of Mysteries.

The Homeguard is a local organization of priests that serve the House of Wonder exclusively. They cater to the day-to-day worshippers and needs of the House of Wonder. The Homeguard is led by the priest Embaria Cyllissia (LN hm P(Sp)9). Emdaria is a strong proponent of Waterdeep and the House of Wonder. He is against anything that might weaken the House politically and realistically. Currently in residence at the House of Wonder, but not affiliated with any of the groups, are the transmuter Allinda the Fair (CG hf W(T)14) and the diviner Eddam (LN hm W(D)12). They are working on magical theories together and with Ksegott.

Meleghost Starseer

Lara Idogyl

Eyes: Camber Ambereyes

Darga Steelsmile (NE hf P7)

Irria Waterfiend (NG ef W(Water)5)

Ghalst (N hm P3)

Malachar (LN 'em W8/P8)

Acolytes: Timber Wolffriend

Tindra (NG hf P2)

Lack (LN hm P(Sp)1)

Kelkos Surerope (LN 'em P(Sp)1)

Velvet (LG hf P1(W(Ench)5))

Ullos (N hm P2)

Darrian (LN ef P2)

Crionos (NE hm P(Sp)1(W(N)3))

Egwene (LG hf P3)

Elayne (NG hf P2)

Homeguard: Embaria Cyllissia

Ferra Swiftstrike (LN em F6/P6)

Odda (LG hf P3)

Celane (LN 'ef P(Sp)6)

Silvyn (LN hm P(Sp)6)

Zayn (NG hm P3)

Weala (NG hf P(Sp)3)

Nynaave (CG hf P(Sp)4)

Ilbrost Mythyl

Library: Jargesta Flamefinger

Rand (LG hm W3)

Ogier (N 'em W8)

Studies: Ksegott

Loiar (NG hm W(Wild)5)

Masema (LN hf W5)

Explorers: Luthein

Moiraine (LG hf P(Sp)9)

Perrin (N hm W2)

Allinda the Fair

Eddam

\$38 The House of Inspired Hands Gond

3-story Class B Buildings

This is an enterprising temple to Gond that frequently abounds with new and noisy inventions of the faithful. The House of Inspired Hands has lost some support in

recent months with the new temple to Oghma in the Castle Ward.

Gondwatch Lane, the charred corduroy lane at the southern entrance to the House of Inspired Hands where many Gondsmen's inventions are tested.

An overhead map exists on pages 53 and 62 of Volo's Guide to Waterdeep.

The Day of Wonders (around Highharvestide), a festival for Gond celebrating the marvelous inventions of the Gondsmen. Many still talk of the parade in 1359 DR, when the mechanical soldiers marching down the High Road all fell over when the artificial dragon crashed on them from behind, or the nautical exhibition of 1363 DR, when a mechanical dragon turtle swan once around the harbor and promptly sank, becoming part of Umberlee's cache.

Jhoadil Zulthind (NG hf P8)

\$56

The House of the Moon

Selune

4-story Class A building

Selune's gilded temple where pilgrims flock to see the Wand of the Four Moons, a holy relic said to hold some of Selune's power (many even claim that the Lady of Silver battled the goddess Shar in the City during the Time of Troubles!) An overhead map exists on page 65 of Volo's Guide to Waterdeep. Curing and healing is available here.

Selune's Hallowing, celebrating the moon, stars, and navigation (the major ceremony of this is a parade of worshippers leaving the House of the Moon at moonrise and moving down to the harbor, with the high priestess carrying the Wand of the Four Moons before her) in addition to the other festivals during the Feast of the Moon.

High Priestess Naneatha Suaril (LG hf P16; werewolf)

Master of Acolytes, Narn Silvereyes (NG hm P6; werewolf)

Acolyte Respen (NG hm P2 of Selune; Respen is actually dead, his identity taken over by Khnarek, a greater doppelganger of the Unseen.)

Acolyte Asper (CG 'ef P(Sp)1)

Acolyte Mallin (CG hm P1)

Acolyte Stara (LG hf P3; wererat)

Acolyte Falla (NG ef P1)

Acolyte Melkin (NG hm P1; werebear)

Acolyte Restarn (CG hm P1; Restarn was once a sea-captain until Selune appeared to him in a dream calling him to service; wereshark.)

Reader of the Stars, Marman Tierthrew (CG hm P(Sp)9). The Reader of the Stars is in charge of the scholarly pursuits of the temple, reading of omens, and mapping the stars.

Aybara (CG hf P(Sp)3)

Verin (LN hf P5)

Min (CG hf P(Sp)4; also a werefox)

Voice of the Goddess, Allyna Fairhair (CG hf P(Sp)4; werebear). The Voice of the Goddess handles the public relations side of the temple business. It is Allyna that interfaces with the city when necessary, takes calls from adventurers and others with business for the temple, and makes sure that the worshippers of the Selune are treated fairly in the eyes of the goddess.

Matrin (CG hm P(Sp)2; wererat)

Sheriam (LN 'ef P3/W2)

- \$58 The House of Heroes Tempus**
 3-story Class A Building
 The largest of the temples in the city, the House of Heroes is dedicated to Tempus, the Lord of Battle, and attracts spectators and combatants alike from the nearby Field of Triumph.
 Curing and healing is available here.
 Destroyed in a fire in 1345 DR. Rebuilt within the year. This night is now known as the Night of Templefall as the Spires of the Morning (the city's oldest temple) also burned.
 High Sword Turik Bloodhelm (CG hm F9)
 Prior Maxtilar Rhebbos (CN hm P6)
 Kiber Ederick, paladin of Helm
- C1 The Spires of the Morning Lathander**
 3 Story Class A Building
 The Spires of the Morning is Waterdeep's oldest temple, founded in DR 998. The Spires of the Morning is a walled garden compound with eight beautiful gilded towers that reflect Lathander's dawn.
 An abbey and temple.
 Curing and healing is available here.
 Destroyed in a fire in 1345 DR. Rebuilt within the year. This night is now known as the Night of Templefall as the House of Heroes also burned.
 High Priestess Ghentilara (LN hf P14)
 Prior Athosar (LG hm P7)
 Lyratha Talltankard (NG f P(Sp)6 of Lathander; holds sunrise prayers for Lathander at the Plinth)
 Corinna Lathankin (LG ef W8/P8 of Lathander)
 Jandar Ilbaereth (LG em W6)
- C4 The Font of Knowledge Oghma**
 Under construction; conversion from a 3-story Class C building into a 4-story Class B wood and stone building.
 Curing and healing is available here.
 The Font of Knowledge, Oghma's temple, is at the site of a former group of warehouses, and is still under construction; the three-story wood and stone structure should reach completion by mid-summer of the Year of the Banner (1368 DR, 336 NR). Of particular interest to the city is its planned Great Library, which is currently being collected and organized at the Estelmer villa. Although the temple is not completed, Sandrew is collecting his clergy and his Council of Sages, to respectively help the faithful and the Library. He has recruited a few clerics from his own temple in Silvermoon, and his library staff includes Jhasper Goldtoes (a male halfling well versed in trade and commerce), Hycis Gentilore (her specialty is the history and culture of elvenkind), and the sisters Cera and Aria Whucknolls (Cera's specialty is religion and the human gods, while Aria knows many demihuman languages).
 Savant Sandrew the Wise (LN hm P12).
 Sangalor of the Secrets (LN illithid P(Sp)11 of Oghma).
 An illithid in Skullport that is allied with the Font of Knowledge.
 Allied with the libraries (especially the Vault of the Sages) of Silvermoon.
 A *Ring of Research* is owned by Sandrew and the Font of Knowledge.
- C5 The Halls of Justice Tyr**

2 and 3-story Class A building
 A four-year old compound that houses a modest temple to Tyr and very ardent followers. Curing and healing is available here.
 Hykros Allumen, high priest of Tyr (LG hm P10)
 Lord Harkus Kormallis, Tyr's Champion (LG hm Pa111)
 Morus II Brokengulf (LG hm Pal2; S 18/78). Morus the Younger is the sole heir of Lord Brokengulf and his now-deceased wife, Anja. For years, he attended the Halls of Justice, Tyr's temple, and believed the teachings of Harkos Kormallis, the paladin. By the age of sixteen, Morus was a paladin and a Tyrite zealot as well, cutting off his own right hand in sacrifice to Tyr - he magically gained the skill and strength to wield a two-handed sword in one hand). Morus abdicated his birthright for the cause of Tyr, and he now roams the Sword Coast, religiously doing good in Tyr's name.
 Olophin, fighter of Tyr not aligned with the temple, Watch Senior Civilar in the Adventurer's Quarter (LG hm F4; S17, D 16,I 16)
 Mulgor (LG hm P4 of Tyr; C 16, I 16, W 18) - Waterdeep's Collector of Fees, not aligned with the Halls of Justice

T38 The Plinth Temple to all Faiths

6-story Class A building
 This interdenominational temple is guarded by the watch at all times, and kept open as a place of worship for all faiths. Many minor extradimensional faiths find the Plinth is their only formal place of worship in the city. The Plinth is a slender, many leveled tower with a flat top, which is staffed by a guard as a landing-eyrie for the aerial steeds of private citizens and the guard. The Plinth is the tallest building in the Trades Ward at six stories. There is a picture of the Plinth on page 104 of Volo's Guide to Waterdeep.
 Ahghairon's Day is celebrated here.
 A favored gathering place for sages.

AQ19 Helm's Hall Helm

3-story Class C building
 Vhonna Deepdell, paladin of Torm (LG hf Pa12 of Torm; S 18/00, W 16)

Halls of the Forest Mielikki

2-story Class A building, 5 acres of land (used to hold 4 buildings) located between Blackmul Street and Beacon Street.
 Main temple, outbuildings - kitchen, E'larion's Tower, quarters for guests.
 High Priest E'larion (CG em P9/R9 of Mielikki; S 19 (girdle), D 12, C 14, I 12,, W 15, Ch 10; hp 55)
 Briosar Helmsing (NG hm R6; second in command so to speak; in charge of caravan duties).
 Tantuss Shieldsun (NG hm R9; S 16, C 16; assist Helmsing in caravan duties)
 Tehtira Bellsilver (NG hf R5, recruiting and training rangers).
 Travis Deepdell (NG em R8; D 18; Bow of Hosark; works around temple, provides support when needed)
 Aluar Zendos (CG hm R6; S 17, C 17; liaison to the City Guard)

Flambos Axemaster (NG hm R6; S 17, W 16; green cloak, black leathers, long tawny mane of hair, tall & rangy; animal mimicry (birds) 16).

Outside the City

The Groves of Peace- Silvanus and Eldath Grove

So far, this grove has not been proved successful in the Waterdeep area. There are just too few worshippers for this temple to be as successful as Mammon hoped it would be when he decided to cultivate the grove. However, the grove is a splendid example of a druidical grove, being on the edge of Ardeep Forest. It is far enough removed from Waterdeep so that the city does not intrude on the affairs of the grove.

Mammon is the High Druid here at the grove. He shares the duties here with Perrin Aspermath, a high priest of Eldath.

The Circle of Swords, a druidical circle, calls the Groves of Peace their nominal headquarters. Included in the Circle of Swords are the druids-

Summer (N hf P(Sp - Druid)12 of Silvanus), Darwin Quickstep (CG hm R10), Butterfly (NG hf R8), Trellark (N em P(Sp - Druid)7 of Silvanus), Analarkin (NG hf R7; Butterfly's sister), Erbalé (NG 'em R7), Callys (N hm P(Sp - Druid)6 of Silvanus), Boarsar (N hm P(Sp - Druid)6 of Silvanus), Illana (N hf P(Sp - Druid)5 of Silvanus), Ertides (CG hm R5), Anarakin Iriboar (N hm P(Sp - Druid)4 of Silvanus; D 16, W 16, Ch 17) and Umber (N hm P(Sp - Druid)4 of Silvanus). Mammon (N hm P(Sp - Druid)14 of Silvanus) Perrin Aspermath (N hm P(Sp)12 of Eldath) Yuldar (N hm P(Sp -Druid)5 of Silvanus)

The Monastery of Inner Peace Tyr

A large walled, monastery that keeps itself out of the internal politics of both Waterdeep and the Halls of Justice. Recently, the monastery was attacked and overrun by hobgoblins but it is slowly recovering. The monks have begun to actually patrol the grounds near the monastery in deference to the threats of the wilderness, even this close to Waterdeep.

Father Sionat (LG hm Pal10 of Tyr)

Lliira's Night, a night-long festival honoring the Lady of Joy by innumerable dances and balls throughout the city (the Cynosure Ball is sponsored jointly by the Lords, the local clergy of Lliira, and various noble families, while many festhalls turn their entire operations over to wild carefree dancing and many other pursuits under the Lady's purview...).

Rachel Arren (CG hf P6 of Lliira; D18, Ch 16)

Milil

Arkien Arren (LN em(gold) P9 of Milil; S 17, D 18, Ch 16; harper)
Rhiist Majarra (CG hm B2; 8 years old; "favored by our Lord of Song")

Mielikki

Jeryth Phaulkon (NG hf R6; S 15, D 19, C 19; Champion of Mielikki)

Torm

Vhonna Deepdell, paladin of Torm (LG hf Pal12 of Torm;

S 18/00, W 16)

Jherem Tamn, a fallen paladin of Torm

The Hidden House (Detailed in TSR book: Crown of Fire) By Athafil Oakleaf <rdoni@varano.ing.unico.it>

I think the Hidden House is an extra dimensional place which is linked to the house of the Lord of Eveningstar. It should have more or less infinite rooms. Every round you open a door, the door opens on a different place, unless you know some *watchword*. It has plenty of agical permanent gates opening to all Faerun and it is guarded by magical watchers. I think they should be "*Helmed Horrors*" (found in the second FR Monstrous Compendium) in various numbers. Moreover, it has some permanent special rooms (ie. the entrance: with the window and the hall of banners and the PLACE where you can use spellfire without problems.) which can be used as a guide.

The owner of the HIDDEN HOUSE gets a lot of power inside it. This can account for the ability to move a room to trap an undesired guest. I would advise you to create *shortcuts* so that people could arrive in a few moments from the whole place (I suggest the opening of one door per round) and the ability to discern the presence and location of every being (living or not) inside it. Use of *spellfire* inside it is HIGHLY frowned upon as it would probably blow out the entire Hidden House, Eveningstar, and probably ruining some hundreds of places in the Faerun and the inhabitants. However I think that it should recreate itself after a bit of time possibly in another location.

Mistledale & Deepingdale- Temples?

By Sylvain_robort@UQTR.UQuebec.CA

In response to a question on the *Doommasters and temples near Mistledale and Deepingdale*, Sylvain Robert researched and responded:

The only thing I found was in the novel *Spellfire*, and in the *Forgotten Realms Atlas*: there is a very well known Inn in Highmoon (the capital of Deepingdale). It is called "*The Rising Moon*" and it is owned by an exadventurer, the warrior Gorstag. It is detailed in the *Atlas*, page 106.

It stands just north of the East Way (that runs between Cormyr and Ordulin), half a mile west of the inner town, and close to Glaemril, the Deeping Stream. It is a very good place to put your PCs to rest for some time.

I have not found any reference about Temples in the region but I would assume that it is safe for you to place some shrines to the Gods that have a good penetration in the Dales (like Tymora, Lathander and Chauntea). It is very safe to assume that Deepingdale also has shrines to some Elven Gods (probably in Highmoon), as there is a good amount of elves and half-elves that consider the Dale their home. I would even put there a temple to Corellon Larethian; Solonor Thelandira and Rilifane Ralathil are also good choices.

If you haven't noted, there is a sage in Deepingdale that dwells in a small ornated stone tower, and is very much known of the local adventurers from whom he buys books and other things of magic. (His name is Rhauntides, and he is detailed in DM's *Sourcebook of the Realms*, page 30). Also another powerful NPC of Highmoon is Azargatha Nimune (same *Sourcebook*, page 18), a Harper mage, follower of Mystra and Mielikki, that has many contacts with Rangers and other Harpers and Harper allies.

I haven't any guesses about Mistledale, though. As it is portrayed as a quiet agricultural community, I would put a Temple to Chauntea near Ashabenford (maybe it could be a medium-sized temple, with several farms around it). Trade is also very important because of the road from Tilverton to Hillsfar, so some good-sized inns can be put there. Another thing you could safely do is to put some quarters of one of the Trading Companies of the Realms in Ashabenford (as its main counselor, and leader of the famous Riders, Haresk rlalorn, is a wise merchant). The Thousandheads Trading Coster, for example, could be using Ashabenford as an alternative route to Hillsfar, as they want to minimize the risks of the route through Essembra. There are two great NPCs in Mistledale that you can put in the way of your PCs: Nethmurta (*Sourcebook*, page 28) who runs the tavern "The Blinking Owl" in Ashabenford, and Emperel (*Sourcebook*, page 21), a noble from Cormyr, that has some a very interesting destiny to fulfill.

About the *Doommasters* of Beshaba I can't say much either, except that they are probably the most ardent of Tymora's faith and clerics' enemies. (And that could lead to some pretty good ideas for a save-the-good-temple adventures... or the mysterious ill luck that everybody in town is suffering since...)

God Locations During the Time Of Troubles

By Sylvain_robort@UQTR.UQuebec.CA

Some DMs may want to know where gods were located during the years of the Time of Troubles. Here is a listing of deities and where they were during this period.

<u>God</u>	<u>Location</u>
Auril (Frostmaiden)	Great Glacier, FR14
Azuth (The High One)	Pool of Yeven, River Ashaba South of Elven Wood (FRE2 p13)
Bane (The Black Lord)	Zhentil Keep, Castle Kilgrave, Scardale, Tantras (RIP) (FRE1/2)
Beast Cults (DG, beast cult deity)	Near their respective wilderness settings

Beshaba (Maid of Misfortune)

Bhaal (Lord of Murder)

Chauntea (Great Mother)

Cyric (The Dark Sun)

Deneir (Lord of Glyphs and Images)

Dwarven Gods

Eldath (Goddess of Singing Waters)

Elven Gods

Gnomish Gods

Gond (Wonderbringer)

Halfing Gods

Helm (He of the Unsleeping Eyes)

Ilmater (The Crying God)

Lathander (Morninglord)

Leira (Lady of the Mists)

Lliira (Our Lady of Joy)

Loviatar (Maiden of Pain)

Malar (The Beastlord)

Mask (Lord of Shadows)

Mielikki (Lady of the Forest)

Milil (Lord of All Songs)

Myrkul (Lord of Bones)

Mystra (The Lady of Mysteries)

Oghma (The Binder)

Ogre Gods

Orc Gods

Selune (Our Lady of Silver)

Wandered everywhere (Polyhedron 71)

EveningStar (Hunting Halls), Boarskyr Bridge (RIP) (FRE2)

Moonshae, Myrloch Vale

Follow the novels

Berdusk, Twilight Hall

Citadel Adbar, Iron Master, Earthfast Mountains, "The Rift"

From the Prime: no spell loss, see Mielikki

Evermeet and Everska.

Lantan

In Lantan in the Avatar of a gnome

Luiren

Nexus of Planes

Bloodstone Lands , FR9

p23

Marsember

?

Selgaunt FRA

Mulmaster FRA

Vaasa

Athkatla

From the Prime: no spell loss. In FR5, there are some comments of a kind of "stronghold" (name : "Deep Glade") of their followers in the area called "Tall Trees", in the High Forest.

Mielikki, like Eldath are

Gods that make their

residence in the Prime

Material Plane, and were

not affected in the same

manner that the other Gods

were. It is a logic

assumption then

that Mielikki and Eldath

did not have to assume

"Avatars" with lesser

powers and their clerics did

not lack their spells. The

Goddess is with her

followers (and

with Silvanus) in the Grove

in Tall Trees (possibly a

Major Grove, as

the High Forest is the most

important forest in the

North - see Major Grove

powers in FA1,

"Halls of the High King".

Caer Callidyr (Moonshae)

Waterdeep (RIP) (FRE3)

Castle Kilgrave (RIP)

(FRE1)

Procampur to call his

patriarch and go away FRA

Thar

Citadel of Many Arrows

In the DC/TSR comics story, both Selune and Shar

	were revealed to be in Waterdeep. Shar's avatar was posing as Selune in order to draw her out so that she could kill and usurp her portfolio. It didn't work and everything turn out okay. In the AD&D comic, Selune was living as a mortal named Luna, running a tavern named Selune's Smile in Waterdeep. This tavern is marked on the maps in City System. At the end, Selune returned to wherever, deeding ownership of the tavern to Kyriani, a half-elven mage.		
Shar (Mistress of the Night) Silvanus (Oak Father) Sune (Firehair)	see Selune see Mielikki In "Waterdeep" (page 332), 3rd novel of the Avatar trilogy, it is said that Sune was in Teziir, in the Avatar of a beautiful woman with silky scarlet hair and fiery red- brown eyes.		
Talona (Lady of Poison) (anc: Kiputytto)	In "Canticle" novel Salvatore, it is said that the wizard Aballister met with the Avatar of Talona, during the Godswar. She led the wizard to Castle Trinity, in the north Snowflake Mountains, where she ordered that he was to summon a denizen of the Lower Planes, who knew about a magical secret that would serve to spread chaos in the area, and put all of it under his domain. He founded a sect to her worship at the castle and ultimately created "The Chaos Curse" (a super-powerful magical potion) in her name.		
Talos (The Destroyer)(South: Bhaelros)	In "Waterdeep" (page 332), 3rd novel of the Avatar trilogy, it is said that Talos was in Tsurlagol. He was in the Avatar of a young and strong man with one good eye.		
Tempus (Lord of Battles) Torm (The True) Tymora (anc: Tyche)(Lady Luck)	Thar Tantras (FRE2) Arabel (FRA p1-35 Polyhedron 71, FR Boxed Set 2)		
Tyr (The Even-Handed) Umberlee (The Bitch Queen)	Neverwinter Sea of Fallen Stars, Pirates Isles, causing havoc and driving away many pirate worshippers (FRA p35,		
		Waukeen (Merchant's Friend)	FOR3 Unknown, presumed RIP or stranded in the Realms
		Xvim (The Godson, son of Bane)	Tried to kill Avatars (Polyhedron 71)
			One of the rumors talks of Tymora and Beshaba (formerly one entity "Tyche" CN goddess of luck from Greek mythology and used in early days of Greenwood campaign - see error on early maps of Shadowdale and Dragon #54 article where Greenwood outlines the Realms deities originally) battling it out somewhere in the North. This was in FRE1 I believe.

Skullport Tale

Today I had one of those experiences I will never forget... I decided to put my fighting skill to good use and help the locals of Waterdeep capture a crazed murdering dwarf that lived in the sewers. As I was searching through the filth of the sewers I noticed that the current of the water was flowing under a wall. By pressing up on the ceiling above the wall opens a hidden door. Thinking that I stumbled upon the dwarf's home perhaps, I walked through the door. There was a moving curtain behind it, with the illusion like that of heat rising from a fire. I picked up a rock and threw it into the curtain. The rock went through the curtain but I did not hear it fall. Thinking that this must be his hiding place, I proceeded to walk through the curtain.

I felt the sense of displacement and found myself in a large cavern with a river running through it. I turned to go back and tell the others, all to find the curtain-passageway was gone! When I looked to take in my surroundings, I found I was in a large cavern with a river running through it. There was also the faint sound of commotion coming from a large passageway. In front of the passage was a dock to the river.

I followed the sounds down the passageway and started to see bright light. The end of the passage opened up into a fascinating sight. There was a city within a huge cavern. Many buildings and shops were tightly packed in the cave along with all the humanoid creatures I could think of walking about. I could smell the oil from the many torches and lanterns along with the foul smell of rotten grog ale. The walls were glowing a faint hue of green and yellow and zombies carried fat orc merchants coffers and bounty. My amazement led me to a pile of rocks, or I thought they were rocks piled on the side of one of the walls of the cavern. They were actually skulls, human skulls, some others too. This is when I figured out I must have found the dreaded Skullport- the City under the City. As I walked through the back alleys I smelled the scent of seawater. I found a harbor inside the cavern that had a few smaller merchant ships anchored. Sneaking across the plank of one of these ships I was able to hide inside a small raft on the boat. Days seemed to pass, although I know now that it was probably just a few hours. The ship started to move, and in less than an hour, I was out at sea. An hour later we were anchored in Waterdeep.

Rutador- master archer of the wrecking crew

**From the pages of the Waterdeep Public Records
held from public eye by Thorbold Rinwalt-City Constable**

Ancient Lands

By Eric Boyd <boyd@ch.hp.com>

So I was reading through my newly arrived Dragon #228 the other night, and included was Ed Greenwood's article on running an Athalantan campaign, the setting of "Elminster: Making of a Mage". Pretty neat stuff, but the editors of Dragon forgot to include the map

One note, the article dates Tyche as existing (as opposed to Tymora and Beshaba) at least as late as 240 DR. Hence this implies the Dawn Cataclysm didn't occur until after this date.

Anyhow, Greenwood mentions all sorts of unknown or ancient lands that existed at that time. Even if you don't run an Athalanta campaign, this article is great because it enables the DM to add tons of history to various ruins scattered through the Realms. From a preliminary scan of the article these include the following, compiled for your easy reference:

Ammarindar: This dwarven realm apparently survived at least until the time of Athalantar, and was located to the east of the Realm of the Stag. Other reports (FR11, Dwarves Deep) indicate that it fell when Netheril collapsed.

Andlath: This long-vanished realm flourished on what is now the Shining Plains in 230 DR, the Year of Wailing Dryads, when it crowned Dalagar "Longwalker" king. He built a road stretching from Athkatla to Ormath in eight seasons. This kingdom also enslaved numerous centaurs who rebelled in 232 DR, the Year of the Leaping Centaur, and fractured Andlath into small, besieged territories and outposts.

Ankhapus: This ancient city existed in 228 DR, the Year of the Loremasters, and was the home of High Scribe Blaeruityn, priest of Oghma.

Ardeep: This elven realm existed during the time of Athalantar in the region marked by the much shrunken Ardeep Forest and traded freely with the human lands.

Athalantar: The Realm of the Stag is the setting of the abovementioned novel and is the focus of the Dragon article.

Calimshan: This ancient land existed even circa 218 DR, despite other references that the Shoon Empire ruled most of what we commonly refer to as Calimshan at that time. The nation included the cities of Almraiven, Calimport, and at least one other at the time. Orthalar of Calimport hailed from this land, as did Rhanghaun of Almraiven who slew Prince Cauln and Malanthor Drymm. The epitome of southern magecraft at the time was the Sorcerer Supreme of all Calimshan, Eltehaun of Calimport.

The Calishar: The lands north of Calimshan which now make up much of Calimshan were known as The Calishar. They were ruled at the time by the Mad Mage, Ilhundyl, who had been cast out of Calimshan for dealing with fell creatures from other planes and plotting against the Calishite satraps.

Chessenta: This land was settled but had not yet become an independent nation. Neldryn Hawklyn hailed from this land.

Cormanthor: This elven land existed in 240 DR, when Elminster left Athlantar after crowning Helm Stoneblade as king, and headed east to study with the elves.

Elembar: This realm flourished during the time of Athalantar. It flanked the elven realm of Ardeep on the east and stretched north from the Rivering Shining almost to the site of present-day Ironford. In 228 DR, the Year of the Loremaster, it was the home of the famed sage Aumtevel Dlaryn.

Halruaa: Founded by refugees from Netheril, this southern land existed at the time of the laying of the mythal at Myth Drannor.

Launtok: This city is/was the home of Urdan of Launtok whose extensive writings on history of Athalantar form the core of most modern scholarship on that Realm.

Meiritin: This halfling realm in what is now eastern Amn was founded in 227 DR, the Year of the Raised Banner. It has since vanished.

Mlembryn Lands: This sparsely settled region north of Elembar was the site of a few steadings and walled villages that stretched from the western fringes of Siluvanede northwest to eastern Yarlith. The only town of any size was on the western end, Baerlith.

Mulhorand: This ancient land existed circa 236 DR and spellcraft was developed sufficiently that one mage invented a spell that created powerful clouds of poisonous gas that lasted several days.

Murghom: This ancient land existed circa 218 DR and spellcraft was sufficiently developed to produce master sorcerors. Taraj Hurlymm hailed from this land.

Siluvanede: This realm of the haughty sun elves existed at the time of Athalantar. It was located well north of the Realm of the Stag King, in the western reaches of the High Forest. The Highlord of Siluvanede allowed non-sun elves only in Lothen of the Silver Spires, at the south-western most point of the Realm, to visit the seer Aeltagarr.

Sharvren: This was the elven name for the part of the High Forest south of the Star Mounts.

Shavinar: This human realm north of present-day Baldur's gate was founded in 227 DR, the Year of the Raised Banner. It has since vanished.

Taravay: This rich city, now sunk beneath the Lizard Marsh, existed at the time of Athalantar, and was the destination of ships from Calimshan braving the pirate-infested Great Sea.

Tathtar: This land was founded at the western end of the Vilhon Reach. It has since vanished.

Thay: This land had not yet been established, but the "Black Flame" cabal of wizards in Unther, formed in 229 DR, the Year of the Black Flame, developed many important magics over the next 20 years that form much of the arsenal of the Red Wizards.

Tsharoon: This land, since swallowed by the Quoya Desert, was the land of Ansyrrn Tehvyae, a crazed hermit-mage. He developed a spell to teleport unwitting and unwilling dragons from place to place from afar.

Uthtower: This tiny seacoast realm is now covered by the Mere of Dead Men, but flourished during the time of Athalantar.

Unther: This ancient land existed circa 218 DR and spellcraft was developed sufficiently to produce master sorcerors. Maulygh of the Night Mages hailed from this kingdom.

Yarlith: This tiny seacoast realm lay somewhat south of where Neverwinter is now. It was a land of skilled woodcarvers, hardy sheperds, and tireless orcslayers. It flourished during the time of Athalantar.

From: DPML74A@prodigy.com (TOBY MEKELBURG)

**A Summary of Sembian Military Orders,
Written by the Sage Raulithan of Marsember
As reported by Galthavar Truesilver
Knight of the Order of the Seven Swords
Champion of Queen Filfaeril
2nd son of Ayesunder Truesilver, Warden and Duke of
Marsember
Compiled this 16th of Marpenoth 1368 DR**

As you know Your Majesty, I Galthavar Truesilver have been in Sembia for the last year, studying the Sembian military as per your instructions. I have learned much during my stay Highness. When I was commissioned to do this report, I promised my father I would not let our family or our nation down. I hope this report meets with your approval my Liege.

I left Suzail by horse, with my squire Randolph at my side. Since I was on 'secret business' I chose not to announce myself to the Sembian border guards while entering their land. Although it would have made little difference if I had, for the guards did not even bother to search me or ask me what my business was. The border guards in my opinion, are lazy and severely undertrained. It would be wise of us to strengthen our soldiers and customs agents on our side of the border. It is said that most Sembians make poor soldiers because they are too busy counting their paychecks to fight. This is not true. Many of Sembia's soldiers are capable and well armed, due to the wealth of the Sembian economy. The only reason they chose not to send men to the Crusade was because there were massive raids by orcs and ogres during the barbarian incursions. Although you will read in my report of Sembian military involvement against the Horselords that has been unknown till now.

Our first stop was the city of Daerloon, a pleasant and beautiful city if I may say so. The city is small, with only about 40,000 folk living there. Most of the city's inhabitants are quite wealthy, more so than in other Sembian cities. As Randolph and I passed by the training grounds, we were able to see the famed Knights of the Azure Maces. These are Sembias first line of defense against invasion from the Thunder Peaks or our own Purple Dragons, although we are on very good terms with one another. The Knights were performing disarming techniques with their maces. The Maces number about 150, all well trained and armed with magical maces that give off an eerie azure glow when wielded. While in the company of a priestess of Sune, I was told that the Commander of the Maces is a dwarf named Ulyin Granitefoot. He comes from a clan in the Thunder Peaks. The lovely Sunite also told me that it was rumored the city was a major stronghold for the Cult of the Dragon, those evil individuals who are so bold as to presume that the dead dragons will rule the world. I asked for more elaboration on the subject, but the priestess had other ideas.

As we were on our way to Urmlaspyr, we happened upon some Sembian soldiers fending off a band of hill giants. I immediately spurred Fanderghast forward and drew my trusty sword and cut into one ugly brute. One Sembian took advantage of this distraction and plunged his broadsword into the beast's stomach, killing it instantly. After proper introductions, I learned these men were not common troopers, but members of the Order of the Crimson Wyverns, a military order based in Urmlaspyr. The men agreed to escort us to the city. One night in camp, the leader, Captain Hasendur Yalvarrah, told me an astonishing story. When the news of the Tuigan invasion reached the West, the Council of Sembia began secret preparations to send a small force to slow down the nomads. Hasendar was a corporal during the conflict, and he and 300 others were chosen for their skill and

bravery. The Council got word that the Red Wizards had transported 1000 Tuigan to Zhentil Keep to bargain for an alliance. But by some quirk of the gods, the spell transported the warriors to Thar. With all due haste, the Sembians marshalled their secret force, and opened a gate to the area. What followed was a spectacular battle that lasted 3 days as the more numerous Sembian mages defeated the Thayvians and hurled their spells into the Tuigan ranks, while the Sembian forces valiantly charged. In the end, most of the barbarians were slain, the rest driven off, although the cost had been high. Only 17 had survived out of the 300. Yalvarrah was given credit for having slain one of the clan leaders, reportedly one of the sons of the Khahan. Why the Sembians chose to keep this as a secret is beyond me, as Yalvarrah wouldn't say anything more.

Upon reaching Urmlaspyr, Yalvarrah showed me the barracks for the city's army, as well as the training grounds for the knightly orders. The first we visited were the barracks of Yalvarrah's Order. The Crimson Wyverns number 90 men and women, all trained in the sword and lance, for they are heavy cavalry. One knight even had a young girl as a squire (a daughter I am told), who as we passed by, gave young Randolph a wink. I swear on Torm's Sword, the boy turned as red as the Order's banner, a red wyvern with a curled tail around a black lance. The Commander of the Knights is Lord Navary Ilthingsar, a veteran of many conflicts. Next, we visited the barracks of the Order of the Prancing Bear. Nothing could have prepared me for the sight of this order, for all of its members were halflings! Yes, 12 halflings are members of this Order. I watched, open-mouthed as one halfling who I took to be a priest of Arvoreen, led a trio of huge black bears in maneuvers! The bears had strange helmets on their heads (I am told it is magical in nature, and allows the halflings to communicate with the beasts as well as an added magical protection against arrows) and harnesses on their backs, whereby some lighter halflings can use the bears as battle mounts, firing arrows from a relative safe position. A fearsome duo indeed. The rest of the halflings were practicing with spears and bows and some halflings were playing strange instruments. The commander, Bartheolomew Stoutfeet explained that these instruments were called Dequala, and when combined with the practice of drinking a drink called Coldfire Nectar, it incites a fearsome battle rage in the halflings that is equal to, if not greater than the battle-lust of the men of Rashemen.

Still in Urmlaspyr

Yalvarrah showed Randolph and I the headquarters of the Order of the Black Manticore. The Manticore's barracks are located near dockside. It is an impressive structure; a large tower sits in the middle of the compound, surrounded by 60 foot high walls. A number of smaller buildings surrounds the tower, barracks, stables, a blacksmith, and a small temple to Tempus. The Order has 200 members, all skilled in archery and horsemanship. The Order is required to assist the Guard in keeping the Shalass Road to Daerlun clear of bandits, as well as to serve as guards on Sembian Navy ships. When patrolling Shalass Road, all members ride swift stallions and carry medium lances. When on naval duty, they carry longbows and use arrows that have a wider head, which enable them to tear into an enemy ship's sail. All the knights wear black plate or chain mail, with a white tabard, even on a ship. The banner of the Order is that of a black manticore holding a longbow in its paws.

structure, with a central chapel capable of holding 100 in comfort. The chapel is staffed by a senior priest and 8 under-priests. The senior priest is none other than my godfather, Elran Hawklin. It seems that when my godfather retired ten years ago from his service to the Crown, he moved to Urmlaspyr and took up the faith of Tempus. Your Majesty, I know you are glad to hear that the old rogue is alive and well. I passed on your regards and told him what I was doing in

Sembia. He congratulated me on my mission and gave me words of advice.

I still remember him visiting my brothers and I when we were young, and of him telling us stories of his battles to pacify the Eastern Marches. It does my heart proud to see him happy and alive in Urmlaspyr, and serving Tempus. The head of the Order is Sir Bulreth Orlpethas, a knight from Ordulin.

Anchor, a pleasant inn near the docks. Upon entering the foyer, a visitor is able to see the massive anchor of the former vessel of which the place is named. The Anchor is run by a retired Sembian Navy Admiral, Olem Surtrar. He is a pleasant fellow, of middle age and graying hair, with a pet monkey named Kong perched on his shoulder. He sort of reminds me of Admiral Leander Griswold, who controls our Dragonmere Fleet. As we hoisted a few ales, Yalvarrah told me of the city's growing problem of Dragon Cultists. In recent years, the Cult of the Dragon has been increasing its presence in Urmlaspyr. The Cultists raid noble villas and leave prophecies scrawled on walls. The Orders and the Guard are having problems locating the lairs of the Cultists. The Eyeless Mask also operates in the city. These are a group of slavers who terrorize Saerlooon, Selgaunt and Urmlaspyr. Yalvarrah told me that the Masks have been even bolder than the Cult. Several weeks ago, the Masks ambushed a group of Crimson Wyvern knights near the Long Market. Three knights were slain outright, while the other nine disappeared. The Masks left behind their calling card, a black mask with a purple eye design on the front. No ransom demand has followed, and most of the Wyverns suspect that their sword brothers and sisters are sitting in the stinking hold of a slave ship.

scream. Now since it was well past midnight, we knew trouble was at hand. Rounding a corner, we came upon six men in black armor attacking a young woman. Apparently she was a spellcaster, for one of the brigands was prone on the street, with magical flames still dancing on his corpse. With an oath to Tempus and Torm respectively, Yalvarrah and I jumped into the fray with swords out. Randolph unsung his shortbow, looking for an opportunity for a shot. As the battle progressed, I had already slain two Cultists when my sword became lodged in one of my kills. A Cultist came at me with a battle axe, and I would have surely been dead for I hadn't the time to recover my blade. At that instant, the man pitched forward, an arrow sticking in the back of his head. When I looked over to Randolph, the boy was shaking with fear. I realized that this was the boy's first kill and that I would have to have a talk with the lad. I quickly noted that the fight

was over, and that Yalvarrah had dispatched the other three. The lady mage was wary of us until she saw Yalvarrah's tabard signifying his membership in the Wyverns. She introduced herself as Alashar Lothulien, a half elven wizardess from Highmoon.

expressed her need for a safe place to stay the night. Alashar and I talked into the early morning hours. We discussed our backgrounds; I told her of my life in Cormyr and she told me of her parents. When we said our fairwells later in the day, I somehow knew I would see the lovely half elf again soon. How right I was.

Notes:

Order of the Azure Maces

150 members, 200 squires(knights in training)

Base of Operations:Daerlooon, Sembia

Leader:Ulyin Granitefoot(CG dm F11), wields Brightstar, a +3 mace with the ability to cast cure light wounds x3 and cone of cold x1, per day at 9th level of ability.

Underswords Calthas Tiohan(NG hem F5) and Hargith Juothas(CG hm F4)

All knights wield magical maces, most of +1 enchantment, although 5% have +2 or higher. All maces have the ability to cast blue faerie fire upon itself upon command, unlimited times per day. This effect only serves to show the doomed enemy who their slayers are.

Order of the Crimson Wyverns

90 members, 34 squires

Base of Operations:Urmlaspyr, Sembia

Leader: Lord Navary Ilthingsar(LG hm F9), wields a spear +2, named Deathnail.

Underswords Vherin the Cocksure, refers to either his prowess in battle or his prowess with a visit to the Black Market. Redhair the Drake(Life Dragonviper's F3)

This order is currently rebuilding after devastating raids by hill giants. The giants have been striking with more frequency and order. No one knows the reason why.

Order of the Prancing Bear

12 members, 3 squires

Base of Operations:Urmlaspyr, Sembia

Leader:Bartheolomew Stoutfeet(CN half-m P6) wields Bearclaw, a spiked warhammer of +3 enchantment,, able to cast speak to animals with unlimited frequency. Given to him by Arvoreen, halfling god of war.

Underswords:Fanny Tallshears(CG half-f F3) and Jaleem the Bearfriend(LN half-m T5)

The instrument Dequala is a large hunting horn. When halflings of this Order go into battle, they drink a fiery nectar called Coldfire in a ceremony to Arvoreen, hoping he will grant them victory. When combined with the horn, all those halflings who participated in the ceremony gain +2 on their to hit/damage rolls. Furthermore, they gain +1 on all saving throws. The bears are the biggest of their kind, use maximum MC stats and add an additional HD and +3 to hit/damage rolls.

As we made our way back to the Wyvern's barracks, we heard a wo

The giants of the Thunder Peaks are being controlled by a small band of illithid and their drow allies. The evil beings are preparing for a massive surface raid on Urmlaspyr, one that will make Mithril Hall look like a friendly get together.

Key:Name(alignment race/sex class/level)

h-human

e-elf

he-half elf

half-halfling

d-dwarf

90 members

Leaving Urmlaspyr

It has been an eventful couple of days in the city of Urmlaspyr.

Randolf and I are ready to board a ship for Saerlooon. Sir Yalvarrah has volunteered to accompany us on our journey, and to act as a liaison to the other knights of the Sembian Navy.

My Orders were back to the Sembian Navy Wyverns since she had

vessel Grand Hippocampus, along with a complement of 20 Black Manticore Knights. The Captain of the ship was Ignance Raenfeather, a veteran of Sembia's navy. He appears to be a former pirate as well, although I couldn't put my finger on what made me think that.

Throughout the journey, it seemed as if he never left his post on deck. Yalvarrah told me that the good Captain is probably the best seaman in the entire Fallen Stars area. The sailors responded quickly and efficiently to the Captain's orders, showing their excellent training. I must admit though, they are not the best; I reserve that praise for Cormyr's own. This was only the second sea trip I've been on, the first was when I went on the Crusade. As you may have guessed, I was sick for most of the two day journey.

We put into port at the city of Saerlooon on an over-cast day. The Captain and his crew were given orders to wait for us until we were ready. Yalvarrah led Randolf and I off the pier and onto the docks. As in all Sembian cities, money making dominates everyday life.

There are two markets in Saerlooon; the larger North Market and the smaller Dolphin Market. Yalvarrah informed me that our first stop would be at the barracks of the Order of the Gorgon. This prestigious

Order is one of Sembia's oldest knightly Orders. There are currently 250 members, although 100 of them are currently in the Glaun Bog, near Tassledale. An unknown force has been causing trouble for travelers on the East Way Road to Ordulin. There have been reports of hydras and hill giants coming out of the Bog and attacking merchant caravans. The Order of the Gorgon was chosen because its commander, Jorgan Gallohall, grew up in the region and knows it quite well. So far, the knight's superior training has held out against the superior numbers of monsters, although both sides have been hit very hard. The Order keeps residence near Dolphin Market. They have a 20 foot high wall surrounding the place, with two small towers; one for the higher ranking commanders, and the other for the Order's High Wizard, Daerus Percy; three two-story stone buildings serve as barracks for knights and squires, two stables, a small chapel to Torm or Tyr, and an armory round out the rest of the headquarters. I'm told by Yalvarrah that all of the Orders' barracks have the same layout, something forced upon them by the local merchants.

We entered one of the barracks, and dropped off our gear. Since most of the knights were gone, we had most of the top floor of one of the buildings to ourselves. I wanted Randolph to clean the grime that was beginning to appear on my armor, but I saw that the lad was passed out on one of the bunks. He was snoring loudly so I opted to let him get some rest. I was about to clean my armor when I heard large footsteps coming up the stairs. Yalvarrah and I looked to each other as we grabbed our swords. At that moment, two 10 foot tall giants came up the stairs and stood staring at us. They carried huge longswords, twice the size of a human's weapon, and red beards hung from their faces. They were both dressed in chain mail that had been custom fit for their immense size. Yalvarrah and I would have leapt to battle had not an elven woman pushed her way past the two giants. She was wearing a matching green tunic and leggings with a brown, flowing cape. Her long brown hair was held back with a gold clasp adorned with forest animals. A silver mace and a quiver of arrows hung from her belt. With a melodic voice she introduced herself as Myshalin H'Lyknas, warrior priestess of Mielikki, Lady of the Forest. She introduced her two "companions" as Golban and Jurs, firbolg brothers and Knights of Mielikki. With a bow, we introduced ourselves and greeted the firbolgs with a warrior's salute. At this point Randolph awoke with a cry at the sight of the firbolgs. I was able to calm the boy down and introduced him to the new arrivals. He blushed when Myshalin gave him a kiss on the cheek, and I thought the boy would burst. The lady elf told us that they were guardians of a shrine to Mielikki in the Arch Wood. They had been fighting off the hill giant attacks and had come to Saerloon to ask for aid. They were now on their way back to the woods they called home. We talked for a short time, and I was able to glean some information about the Knights of Mielikki. The Knights represent the most powerful arm of Mielikki's priesthood. They are not rangers, but powerful warriors who are called in to obliterate the enemies of the goddess. Rangers serve as the formal military arm of the organization. We said our farewells and bid the lady and her compatriots Torm's grace that they succeed. After they had left, Yalvarrah took Randolph and I to see the other Orders in Saerloon. As we walked among the stone buildings, I remarked to Yalvarrah that the 'trees' here were nothing but carved stone trees! Yalvarrah told me that the locals pride themselves on being well cultured, but this was too much! From my brief stay in the city, I could not bring myself to like it. The people are to snobbish for my tastes, and I was tempted more than once to skewer several pompous, young peacocks calling themselves noblemen. If these pansies spent one night on the walls of High Horn, it would probably cause them to wet themselves. We entered the barracks of the Order of the Sphinx, just off to the south of North Market. We met the commander of the Order, Danica Aldebron, a warrior who fought in the Orc Suppression of 1366, when the orc chieftain Oolsaerg captured the Sembian town of Mulhessen. The orc chieftain was using the townspeople as catapult ammunition and threatening to kill the women and children. Danica led a group of Sembian soldiers into the town by

way of secret tunnel and fought a pitched battle with the orc tribe. She was decorated and given a knighthood. There are currently 100 knights in the Order, with 54 squires. The knights have recently acquired 15 griffons, and are currently training them to serve as battle steeds.

We made our way to the last Order in Saerloon, the Order of the Raven.

Their barracks are located north of North Market. The Order currently has 170 knights and 106 squires. The head of the Order is Hamlin Walventine, a war priest of Torm. He is a likable man, having served Lord Torm's will for some 30 winters. He is a veteran of many conflicts, and is never without his trusty mace called Dutybringer. Like their name, the Order uses trained ravens as messengers and scouts. The Order's mages use spells to train the birds. The Order also keeps a kennel of 40 war dogs, to unleash upon orcs and other evil beings. The Ravens are working with the city's army to rout out a small clan of lizardmen living in the sewers.

On the way back to the Gorgon's barracks, we stopped outside the inn known as Lady Rae's. As you may know your Majesty, this is a women only type of place. We hid in an alley near the place discussing our options, for I had heard of the place and was interested in getting inside to tell my comrades back in Cormyr that I had done this. Randolph pleaded with me not to go in, but I was adamant about going in. Yalvarrah said he had a polymorphing potion in his belt pouch, and I informed him I had a hat of disguises in my bag of holding. We used our respective magics to transform ourselves into women. Yalvarrah trans(vestite)formed into a stunning beauty with long, golden hair. He took off his armor and put on loose fitting pants and tunic that I loaned him and I did the same. I gave myself the disguise of a young woman with short brown hair and an...um..ample figure. Randolph decided he would wait outside. Our disguises complete, we entered the place.

As we walked in, we were struck by the amount of women in the place. Mostly every table was occupied by ladies of every race. One table had a group of 6 adventurers, The Dangerous Blades. With a start, I saw Alashar, the Harper agent whom I met in Urmlaspyr. She was sitting at a table with another mage. I looked to see Yalvarrah seating himself at the table with the Dangerous Blades, and introducing himself as "Gwen". Sighing, I pulled up a seat and introduced myself as "Charis". They introduced themselves as Lady Amethysta of Espar, a priestess of Milil, Kathryn de la Mar, a warrior, and two mages, Anjuli and Lauriel Bryastone. We chatted for half an hour about the weather, recent adventures and other things. With a glance at "Gwen", I saw that his face had begun to shift slightly. I realized the potion must be wearing off and that we were headed for trouble. I surreptitiously sneaked a glance at Alashar's table, noting that the other wizardess sitting with her had noticed as well. I saw her muttering under her breath, guessing that she was casting a spell. Her spell must have been successful, for the lady mage yelled "MEN!", and all hell broke loose. She began pointing at the two of us, just as Yalvarrah's potion wore off. Women began grabbing for their weapons and spell components. Kathryn drove her foot into my stomach, sending me flying backward into a priestess of Sune, and knocking my magical hat off. It took me a moment to get my bearings, for my face was buried between her "hills". I thought she would surely be mad, but she grinned at me, and I returned the favor. I would have done more, had a big brute of a woman grabbed me in a choke-hold from behind. I kicked out, sending my foot connecting with her knee cap. Needless to say, my foot won. I heard her knee crack, just as I saw Yalvarrah picked up by a small woman wearing an ornate girdle. With a heave, she tossed him through the wall, and onto the street outside. Muttering curses, I scooped up my hat and charged the small she-wolf, only to have her catch me in mid-air. I suddenly realized that she must have a magical item that gave her strength. I thought of this as I was flung through another part of the wall, landing next to Yalvarrah. He quickly scooped me up, and we ran to the alley where Randolph was waiting. We both heard a sizzling sound, and as we looked back, we saw a fireball approaching us. The two of

us, valiant warriors all the way, quickly ducked into the alley just as the fireball exploded behind us. We were singed a little, both our bodies and pride. I noticed Randolph struggling to keep himself from laughing. Yalvarrah gave me a sheepish grin as we made our way back to the barracks.

The next day, after some minor healing, one of the squires informed me I had a visitor. When I went downstairs, I saw that my visitor was Alashar. She did not look too pleased at our little adventure the other day. After some serious explaining I was able to clear my name with her. Of course, she tricked me into taking her shopping for the day. With a whispered curse about all women in general, We set off for the market, with Randolph in tow, for she had said, "We might need the boy to carry some things", in her sweetest voice. Our first stop was Dolphin Market, and the multitude of merchant's stalls there. We went from stall to stall, as my purse became emptier, and Randolph's arms became more laden with our purchases. Luckily my father had seen fit to give me a small fortune before I left Cormyr, and I found myself well off. I must not forget the money you gave me sire, and for that I am thankful. At one stall, a dwarven merchant was selling small handcrafted figurines of animals. At another, a human was showing off colored silks. In Saerloon, one can buy anything they desire, including slaves I've been told, if one asks quietly. As the sun began to set, we made our way back to the Gorgon's barracks. I felt invigorated at having spent the day in Alashar's company. I had seen her casting sidelong glances my way, and shy smiles, and I'm sure she had seen me doing the same. Every time she spoke to me, my gaze wandered to her eyes, I felt as if I would be drawn in. As we sat down to evening feast in the great hall with some of the other knights, my attention was focused solely on Alashar. Daerus was arguing theology with the resident priest of Torm, Jaren Lallvaerin, but I was hardly paying attention. When evening feast was over, I walked Alashar to one of the private rooms that she had been given by Antall Vaantoss, acting commander of the knights in Lord Gallohall's absence. A squire had gone to Lady Rae's to fetch her things earlier in the day. As I stood outside her door, I asked her if she would like to accompany us to Selgaunt, our next stop. She said that she would think about it and would give me an answer in the morning. She quickly leaned over to give me a kiss on the cheek. Before I could react further, she had already backed into her room, shutting the door for the night. I went back downstairs with a certain bounce in my step, calling to Yalvarrah and a couple of knights, asking if they would like a game of cards.

DM Notes

Order of the Gorgon

250 members, 103 squires

Base of Operations: Saerloon, Sembia Five Moon Street, dockside

Leader: Jorgan Gallohall(LG hm F14), wields Vaxxa, a broadsword +2

Underswords: Anton Vaantoss(CG hm F5) and Bazad Nesamar(LG hem F4)

Senior Priest of Torm, Jaren Lallvaerin(LG hm P9)

The Gorgon's also have a wizard, Daerus Percy(NG hm W12)

Order of the Sphinx

100 members, 54 squires

Base of Operations: Saerloon, Sembia Callass Way, south of the North Market

Leader: Danica Aldebron(LN hf F10)

Underswords: Maldar the Magnificent(CN hm F7) and Kajain Galdassa(NG hf T9)

The knights have acquired 15 semi trained griffons for use as an aerial unit. The knights expect to have the griffons fully trained in several months. They also plan to acquire at least 10 more.

Order of the Raven

170 members, 106 squires

Base of Operations: Saerloon, Sembia Folly's Avenue, near North Market

Leader: Hamlin Walventine(CG hm P12), of Torm

Underswords: Keridwen of Ordulin(CN hef F8) and Raymond Salverpazz(NG hm F6)

The knights use 40 war dogs in battle. They often unleash the hounds when a charge is sounded, to sow confusion on the enemy. The Ravens are fighting a guerilla war in the city's sewers with a small clan of lizard men. The reptiles have been using hit and run tactics on the knights, causing a number of casualties. There are currently 32 male warriors, 14 females, 6 "children", and a clutch of 23 eggs that will hatch in a month. Because the sewers are large and sprawling for a city of Saerloon's size, the knights have had trouble. Recently, a several detachments of Saerloon's army have been seconded to the knights to aid them in the extermination efforts.

Adventuring Company, The Dangerous Blades

Lady Amethysta of Espar(NG hf P8)

Kathryn de la Mar(CG hf F9)

Anjuli(CN ef W6)

Lauriel Bryastone(CG hf W7)

The Blades have recently come from the Earthspur Mts near Ironfang Keep. They found a small abandoned dwarf-hold where they found several axes of hurling, and a bright mace. They are a group of treasure seekers, and are thinking of completely clearing out a hold and using it for themselves.

Lady Rae's

The owner: Alina of Tantras(NG hf T13), the elderly former adventurer.

She is training her daughter, Ambrosine(CG hf W5) to take over the inn. The inn has 10 private rooms, 15 double rooms, and 2 large suites. Private rooms cost 4 gp/night, double 1 gp/night, and suites cost 10 gp/night. Tashlutan dragonstongue, guldatheen nectar, Evereskan clearwater, and Saerloonian glowfire are the more common drinks on the menu. Food consists of pheasant, deer, Saerloonian pork pie, white dragon soup, and manticore steaks. The wine cellar has a secret vault behind a series of fake wine racks. The vault contains gems worth 10,000gp, deeds for several warehouses, shops, and ships, a staff of the magi, and a rod of lordly might, along with several old spellbooks, one of them rumored to be Elminster's first spellbook.

The staff: Faehaera Yawlin(CG hf F5), a short woman, armed with a girdle of storm giant strength.

15 serving maids

10 cooks(4 halflings and an elf, rest humans)

3 female warriors as backup muscle(levels 3, 3 and 5)

15 servants

Myshalin H'Lyknas(CG ef F6/P8), of Mielikki, Keeper of the Arch Glade, in the Arch Wood. Myshalin comes from a gold elf clan in Evereska.

She was born some 145 years ago to gold elf sword masters from the Arms Academy. She briefly attended the Academy, until she found her true calling in the service of the Lady of the Forest. Myshalin received a vision from Mielikki, telling her that her duty lay with the goddess and the guardianship of Mielikki's sacred glades in Faerun. She was given stewardship of the Arch Glade in the Arch Wood, much to the delight of her parents. Harpers and followers of good are welcome to rest in the Glade. Myshalin is served by two firbolg brothers.

Golban(CG firbolg F6) and Jurs(CG firbolg F6). The firbolgs grew up in the Nether Mts. near Sundabar. The name of their clan is Xzaghlaz, with some 30 firbolgs as it's members. The firbolg brothers discovered the calling of Mielikki, when they encountered a trio of rangers. The rangers were tracking an orc tribe that had kidnapped a wealthy merchant's daughter from Sundabar. Golban and Jurs decided to help the rangers in their quest. The group tracked down the orcs and a battle ensued. The girl was saved and the entire orc warband was destroyed. The rangers told the firbolgs that Mielikki had sent them a vision that two giants would help them in their quest. At first,

the firbolgs were unconvinced, until later that night as they slept, Mielikki sent them a vision, that she would need them to help her followers. Golban and Jurs were finally convinced, and they joined her faith as Knights of Mielikki.

Cormyr

By toby@lava.net (Toby Mekelburg)

Smokepowder

Cormyr has put a ban on the importation and sale of smokepowder and smokepowder weapons. The penalty for the selling and importation of smokepowder is the forfeiture of all assets in Cormyr and a five year sentence of working in the Royal rock quarries. A second offense will result in execution of the offender. Ownership of smokepowder or firearms will result in a 1 year prison term. A second offense will result in a fine of 10,000 gp and a term of 50 years of working in the rock quarries. Diplomats or adventurers about to enter Cormyr must turn their smokepowder and firearms over to the Purple Dragons or face the above. These items can be reclaimed when leaving Cormyr. Foreign diplomats are more likely to have their smokepowder confiscated, then they themselves are expelled from Cormyr.

The Crown is currently looking at the possibility of employing firearms in limited numbers. The king hopes to equip a few trained squads of Purple Dragons with guns and station them at High Horn and Castle Crag. It is hoped the weapons will help to deter goblin raiding parties from trying to enter Cormyr. To this end, new, separate armories are being built at the Crag, High Horn, and at the Royal Palace in Suzail to house these dangerous and powerful weapons. In any case, it will be a while until Cormyr implements these plans, as the king and Vangerdahast are weighing the effect these weapons will have.

Spelljamming

Like Waterdeep, Cormyr has a strict policy concerning spelljamming craft. Flying of unauthorized spelljammers over any Cormyrean settlement will result in the offending vessel being shot down by hippogriff mounted War Wizards or Purple Dragon crewed Hammerships. 'Jammers must either hug the coastline, or fly well away from towns and villages. Flights above the Lake of Dragons are allowed, but the harassing of Cormyrean Navy or merchant vessels will result in an attack by the aforementioned aerial forces. The only two ports for spelljammers in Cormyr are at Suzail and Marsember.

The spelljamming port of Marsember lies adjacent to the Naval Drydock compound. It is surrounded by its own newly built 20' high stone walls. Three towers have been built at strategic points on the wall. In these towers are three medium ballistas with crews of four Purple Dragons. These weapons, as well as blasting spells, are used as defensive measures in the event of 'jammer attack on the city. The dock has room for three vessels, and docking fees are a flat 5 gp, which includes air and drinking water. Also, merchants bringing goods via spelljammer must pay a flat 4% tax on their items. A year ago, a scro mantis was shot down after it tried to leave the dock without paying. A few scro survivors are currently working in the Royal rock quarries.

The Suzalian 'jammer dock is built a half mile from the city, mainly for security reasons. There are currently six docks in a clear, unwallled field. Docking fees are 8 gp for water and air, while a wagon to transport goods along the paved road will cost 2gp. The road leading to Suzail was paved with intricately cut granite stones from Tyrlok. The money to do this came from the Crown and several of the noble families. Teamsters, from the Teamsters Guild, can be hired as per PH costs. The use on non-guild labor will generally result in the transported goods to arrived damaged or not arrive at all. These events are usually chalked up to 'human error". The same 4% tax is enforced as well.

The docks at Marsember and Suzail are patrolled by customs agents and Purple Dragons. Both the customs agents and Purple Dragons are rotated regularly to combat corruption. Contraband material is usually smokepowder, guns, drugs,

poisons, slaves etc. Smuggling of contraband will result in prison terms of 2-4 years. When a ship wants to dock, it is met by War Wizards, Purple Dragons and Customs Agents.

Cormyr's Air Cavalry

To protect Cormyr from attack from Wildspace and the dangers of the Stonelands and Goblin Marches, Cormyr has formed aerial fighting units: 'jammers and hippogriff cavalry. Cormyr has a small fleet of spelljammers, forming their main aerial force. The fleet consists of:

4 Hammerships

2 Cogs

3 Shrikeships

2 Dragonflies

The Hammerships are equipped with major helms, while the rest use minor helms.

One Hammership is stationed at Marsember and one at Suzail. Their primary purpose is the defense of the city from attack. The two cogs are based at Marsember and routinely patrol the Lake of Dragons, rarely using their spelljamming abilities unless necessary. The Shrikeships and Dragonflies rotate between High Horn and Castle Crag, running patrols over the Stonelands and Goblin Marches. In addition, Cormyr has two minor and one major helm in reserve, captured from raiding ships. The major helm was recovered when Cormyrean forces downed a neogi Deathspider near Hultail. Under covering fire from the Hammerships, four Shrikeships, filled with Purple Dragons, mages and priests, boarded the Deathspider. During the fighting, an explosion on board the neogi craft destroyed the entire ship, crew, Cormyrean soldiers, mages and one of the Shrikeships.

Recently, a elven Flitter was salvaged near Waymoot after it was damaged by scro. The Flitter was recovered and the injured elven pilot healed of his wounds. The elf, a Lieutenant Cavarien Starbow(CG em F5/W7) of the IEN, has been appointed as an advisor to King Azoun concerning spelljamming matters.

The other Hammerships patrol Cormyrean airspace and occasionally make contact with Waterdhavian 'jammers. Although relations have been strained between Waterdeep and Cormyr since the Tuigan War, they do sometimes coordinate with each other to fend off neogi, Tenth Pit, and scro.

A few of the noble families have purchased spelljammers. To own a 'jammer, it requires a license costing 2,000 gp. This allows ownership of three vessels; any additional ships will cost 500gp. Licenses can be obtained from local lords or their heralds. They take down the name, class, owner and power source for the license. Airborne patrols, armed with this info are able to determine which vessel is Cormyrean and which is not. Some notable families with spelljamming craft are:

The Crownsilvers

The Crownsilver fleet is operated by Hrathar Crownsilver(NG hm F5), a young man with dashing good looks who is considered by many an up-and-comer in Court. He is assisted by several cousins who are competent mages. It seems that in recent years members of the Crownsilver family have shown a great aptitude for wizardly arts, which is strange since it has never had more than a few members in the War Wizards. The Crownsilvers are currently engaged in trading with several Wildspace nations.

Fleet:

1 Tradesman

2 Cogs

1 Dragonfly

2 Squidships

All are equipped with major helms.

The Hawklines

The Hawklines are renowned for their military service to the Crown. They are at the forefront of Cormyr's military expansion into Realmspace. Their main

objective is to keep the shipping lanes of Realmspace free of pirates, scro and neogi. Erltos Hawklin(LG hm F10) commands the family's small, but efficient fleet.

Fleet:

- 2 Hammerships
- 1 Battledolphin
- 2 Galleons

The Battledolphin and Galleons are equipped with major helms. Also, the Hawklin's have hired two dozen giff mercs to serve on the Hammerships.

The Scatterhawks

The Scatterhawks have turned to the exploration of Realmspace, specifically the Tears of Selune. Headed by Aleria Scatterhawk(LN hf P9), they have mapped many of the asteroid fields and several of the communities including the dwarven Citadel and Dragon Rock.

Fleet:

- 2 Shrikeships
- 3 Wasps
- 1 Mosquito

The Dauntinghorns

The Dauntinghorns are primarily interested in trade. Relinia Dautinhorn(CG hef W12/P10) directs the aggressive trade negotiations with several nations of Wildspace and merchant companies on Bral. The Dauntinghorns have established a compound in the Merchant's Quarter on Bral. They are also starting up the building of several types of spelljammers in Suzail. The full operation will be up and running within the year.

- 4 Tradesman
- 2 Dolphin-Shuttles
- 2 Squid Ships

The Cormaerils have had their Whaleship and 2 Hammerships confiscated by the crown after recent events(see Cormyr:A Novel)

Cormyr's Hippogriff Cavalry

In the past year, Purple Dragons and War Wizards have managed to capture several hippogriffs and hippogriff eggs in the Thunder Peaks area. It is the king's intention to use the hippogriffs to complement the use of spelljammers to form a viable and versatile air cavalry. Six pairs of mated hippogriffs have been magically charmed, then later trained at Battlerise. Battlerise on the Way of the Manticore, a few miles from the Darkflow River, which serves as the traditional border between Sembia and Cormyr. In times past, this small hamlet was beset by smugglers, Cult of the Dragon agents operating across the border, and the occasional Sembian 'military exercise'. The garrison had left and the keep left in ruins, used as a hideout for Sembian Army deserters and other scum. In the short span of two years, the garrison has been strengthened, the keep has been almost rebuilt, and new shops and taverns have since opened up. The hippogriff stables are in the middle of town, and are surrounded by stone walls to keep out the nosy and enemies of Cormyr. The Winged Dragons, as the unit is called, have managed to breed an additional six hippogriffs in captivity. Although hippogriffs are notoriously poor breeders in captivity, the animal breeders here have managed to stimulate the breeding process by letting the beasts roam in the wild during mating season. The hippogriffs, by the time they are ready for breeding, are either loyal to their masters or magically charmed to return. To date, the Winged Dragons can field a aerial force of 16 hippogriffs. Also, a few eggs are taken from the other nests in the Thunder Peaks, and in return, the rangers and Purple Dragons in the area protect and maintain the still sizeable herds in the area. They do so by driving off other poachers(like Sembia, Zhentil Keep) and leaving freshly killed game for the beasts to feast on. This is probably the first wildlife preserve in the Realms. Notable personnel:

First Sword Theraos Silversword(LG hm F14), is the leader of the Winged Dragons. He rides a huge hippogriff named Skeros.

Valdara Yursos(LN hef R8), is responsible for the general welfare of the hippogriffs. She sees to it the hippogriffs are healthy and well fed.

Arorlaf Isaros(CG em R(Beastmaster)5) is the head trainer for the facility. The elf has two dozen animal handlers and trainers under his command

Cormyr's Wemic Allies

With the increase of attacks by Zhentarim-sponsored monsters in the Stonelands and Goblin Marches, Cormyr has recruited its own allies. The numerous wemic prides of the Goblin Marches have allied themselves with Cormyr. Cormyr has given steel weapons, food and supplies, and useful intelligence about Zhent tactics to the wemics. The wemics also give aid to adventurers and Cormyrean soldiers that travel in the Goblin Marches. In retaliation, the Zhentarim have stepped up their 'depositing' of magical beasts in the area, and supplying the goblin and orc tribes with more weapons. The wemics have made good use of their new weapons; a war party of Neidlig goblins were slaughtered near the edge of Anauroch. The farms near Slingdyke and Hillmarch were hit by gnoll and orc warbands as a result of the increase in fighting in the area. Also, Masoner's Bridge, the span crossing the Immerflow near Hullack Forest, was taken briefly by goblins until two companies of Purple Dragons and a Hammership re-took the bridge. Many sages are criticizing the alliance with the wemics, and one sage, Dhauross Elynsong of Baldur's Gate was heard to comment "Well then, that's settled it. Now the entire area will be awash with bloodshed, and King Azoun and his pet mage will have their hands full trying to put an end to it". Enterprising young nobles are already flocking to the area to earn a name for themselves or to regain the crown's favor.

Some important wemic prides:

(note: the wemic names have been translated as best they can into the Common Tounge. They do lose something in the translation)

Thunderous Paw: 31 males, 17 females, 16 cubs. The tribe is led by Dagan Steelclaws, a prominent wemic chieftan. Dagan leads four smaller tribes and is aided by Kurodos, a wemic shaman. Kurodos has foretold of the rising of a new goblin empire in the area. Although Kurodos does not know the exact nature of the founders, Dagan suspects the Neidlig are involved somehow. He is quietly waging a genocidal war against the goblin tribe which he believes is responsible.

Kaerddar(Brave Ones): 22 males, 10 females, 7 cubs. This tribe is led by Faerghaz "Dracos Slayer". Faerghaz once killed a young red dragon in a duel years ago out near the Storm Horns. Two smaller prides are allied with the Kaerddar.

Vaercolvar(Mighty Claws): 13 males, 19 females, 18 cubs. This tribe calls Paerhovik Duskmane its chieftan. The Vaercolvar have taken in a crusading priest of Tempus, Amlen Jados(CG hm P7). Amlen intends to convert all of the wemic prides to the worship of Tempus, Father of Battles, starting with the Vaercolvar. The Vaercolvar are skilled in magic, and have six shamen among their number.

Source Material:

War Captain's Companion, Volo's Guide to Cormyr, Elminster's Ecologies (Stonelands & Goblin Marches, Thunder Peaks & Storm Horns booklets), Cormyr: A Novel, Paul Westermeyer's Realmspace Updates.

New Temples in Faerun

By ag@ax.apc.org

Regarding my development of the town of Tegea in the southern part of the Dragonjaw Mountains (also known as the Storm Horn Mtns.) IMC, I have now there a Temple of Mystra (direct consequence of what happened in "The Curse of Tegea"). Paul said that regarding the Temple of Mystra that was supposed to be in Deepingdale, where Midnight was for a year or so under the High Priest Sunlar (see novel "Shadowdale" and FR7 "Hall of Heroes"), in his campaign it was destroyed and is now in ruins. IMC, I still maintain the temple there (small, it's true).

I have also developed some new Temples in my campaign, based on good assumptions of where that faith would more likely grow, or based on direct consequences of happenings in my on-going (4 years, real time) campaign plot. Three examples are a Temple to Selune in Berdusk (under construction now, supervised by Selune's clerics from Silvermoon), a Temple to Deneir in Waterdeep (supervised by Wesclodat "The Aged" a high level NPC that I constructed based on TSR's 1992 Trading Cards #566) and a Temple to Lathander in Saerlooon, now finished, supervised by another important NPC IMC, Lysandra Hlammel (daughter of Josura Hlammel, High Priestess of Lathander in Scornubel).

Because of what happened in "King Pinch" I'm also starting the construction of a Temple of Lathander in Elturel (probably supervised by clerics sent from Beregost by Kelddath Ormlyr).

My question is : have any of you developed new Temples of the Gods of Faerun in some point of your campaign? Where and for what reason ? Did it take much time ? Were there political problems involved (with other Temple's Hierarchy and/or with the locals) ? I remember the tale of a group of clerics of Helm wanting to construct a Temple to their god on Arabel and being denied by Myrmeen Lhal (in Volo's Guide to Cormyr, I think). Were any of your new Temples a direct result of PCs' actions ? (The Temple of Deneir that is under construction in Waterdeep, was partly financed by a priestess – Tarissa Ergathian - that is a PC in my campaign; it's the thing that her player is most proud of ;-).

Another related question : have any of you given any thought of a specific religion's area of influence? I mean, I know that Lathander and Chauntea can be considered the most widespread gods in the Realms (they are probably the most OLD gods, too), but several other gods in the Realms have definite areas that where influences are stronger, where there are more Temples to that faith, and where the most powerful of the faith's hierarchy constructed the biggest Temples.

4 examples :

- 1) Ilmater is most strong in the Bloodstone Lands. Two countries there can be considered to have Ilmater's faith as the most popular, practically THE faith of the state : Damara and Impiltur.
- 2) Bane (now Cyric, and who knows, Xvim? ;-) in the Moonsea area.
- 3) Waukeen (I know, not anymore... but IMC, Siamorphe) in Sembia and Amn.
- 4) Tymora in Cormyr (she was in Arabel in the ToT, and there is also Suzail's temple) and the Dales.

Below are the news from my on-going journal (that now spans 5 years of campaign time, from 1359 to 1363), regarding the new Temple of Lathander in Saerlooon. My story is based in that the shrine to Lathander in that city was in truth the remaining of a much bigger Temple to Lathander, destroyed by Cult of Dragon forces more than 100 years before when they moved en-masse to Sembia. To represent Lysandra's image I used the one that appears as the priestess of Lathander in FRA, page 19 ;-). At that time Lysandra was at 25 years old, a NG hf

specialty priestess of Lathander of 12th level. Another assumption that I made IMC, is that the Cult of Dragon considers the Church of Lathander (and moreso, their specialty priests) as a great menace!

News from Sembia - published in Ches 1360 DR

The Temple of Lathander in Saerlooon, Sembia, is under reconstruction. The work is being supervised by Lysandra Hlammel, a cleric of Lathander newly arrived in the city. The priest that took care of the shrine, Elijah Helstrom, immediately put himself under her orders. With her arrived five other clerics from Scornubel and Ordulin (where it is said, Lysandra spent more than a month, discussing her plans with High Morninglord Orbital Duskroon). Lysandra is the daughter of Josura Hlammel, the matronly Morninglady of Lathander in the city of Scornubel, and the people of Saerlooon are already captivated by the blond-haired, shining and energetic young woman. Her beauty has become new inspiration to local bards, and it is said that she is single, but currently does not worry with anything other than the Temple's reconstruction.

News from Sembia - published in Mirtul 1360 DR

The priests reconstructing the Temple of Lathander in Saerlooon suffered an attack by night in late Ches. It was said that a number of powerful undead tried to invade the working ground of the temple and desecrate the area. The undead were being led by a dark-cloaked human figure that many suspect was Veldalin, "The Dark", a very powerful Necromancer that lived in the city. It seems that The Cult of the Dragon hired Veldalin to foil the attempts to reconstruct Lathander's Temple. Lysandra Hlammel led the priests in defense of the temple and managed to destroy the undead. Many priests died in the attack. An unknown swordsman wielding a powerful blade, battled the Necromancer, until several mages from the Temple of Mystra arrived to help and together managed to apparently kill the powerful dark sorcerer. Lysandra Hlammel gathered the followers in the morning of the next day and led them in prayers to their god. After publicly thanking the support of Mystra's Temple, she declared that the lost "Sword of Lathander" was again being wielded by a hero in the defense of the Light.

Trees of the Realms

By Bobby Nichols catdrag@vnet.net

Many varieties of trees common on Earth are also common in the Forgotten Realms. In warmer regions, the date palm, coconut palm, ebony, cypress, and mangrove are common. Evergreens exist in the northern regions, and most hardwoods live in the central forests. Birch and yew are rare in the Realms; alder, boxwood, the plane tree, redwood, and sycamore are unknown. Cork and rubber trees are found only in particular areas in the far South and are disappearing quickly due to heavy harvests. Many recent explorations of the lands of Chult have been undertaken simply to find new suppliers of these woods.) Common trees of the Realms include:

Apple	Ash	Beech
Blueleaf*	Cedar	Cherry
Chestnut	Duskwood*	Elm
Felsul*	Hawthorn	Hickory
Hiexel*	Hornbeam	Ironwood
Laspar*	Maple	Oak
Phandar*	Pine	Shadowtop*
Silverbark*	Spruce	Suth*
Thorn	Vundwood*	Weirwood*
Willow	Zalantar*	

Trees marked with an asterisk are unique to the Realms; these common species are described hereafter. Certainly, other unique species of trees may be found in the Realms as well.

Blueleaf trees have leaves of an eerie, gleaming blue hue, which are many-pointed and rather like those of maples in appearance. Blueleaf trees are very delicate and have many small branches. As a rule, these trees are very supple; they bend in high winds and under heavy ice loads (rather than breaking), and grow in thick stands which sometimes reach 40' in height. The trunks of these trees rarely attain diameters in excess of 8'. Blueleaf trees yield a vivid blue dye much favored by clothiers; the dye is derived from the sap and crushed leaves of the Blueleaf trees. These trees are also favored for firewood cutting because they produce beautiful, leaping blue flames while burning.

Duskwood trees are 60' tall. These straight trees have smooth, bare trunks marked by crowns of tiny branches. Duskwoods are named for the dark, eerie appearance of stands of these closely-clustered black trunks. Under the black bark (which shows a silver-gray color when newly broken or peeled) is wood that is smoky gray when cut - and as hard as iron. Most mast spars and building beams are made of mature Duskwood trunks. They are hard and resistant to fire, and they smolder rather than blaze when set aflame. As a result, duskwood trees tend to survive forest fires and the axes of woodcutters seeking firewood.

Felsul are gnarled, twisted trees with a deep brawn hue and a crumbling texture (old bark constantly rots and flakes away from a mature felsul). Young felsul trees are light green in color and are as fresh and soft as leafy plants. After felsul are 10 or more years old (and 3' or more in height), they darken in color and begin to twist and curve as their roots dig deeper and the winds shape their frail trunks. Felsul grow on rocky crags, cliff edges, and clefts, providing the only tree cover in many cold, rocky areas of the North. In the spring, these trees burst into flower; the crushed petals of their vivid yellow-and-purple blossoms yield a delightful, spicy perfume highly prized by ladies in the Realms. Faded felsul blooms are carefully gathered each year by venturesome souls, for a large sack of these petals can command a price of up to 3 gp if supplies are scarce. Felsul wood burns poorly and is too weak and gnarled for furniture or buildings, although felsul-root is a favorite of those who carve images, toys, and holy symbols.

Hiexel is a green, waxy wood used for signal beacon fires. It is also used to smoke meat or fish, or to drive out animals or enemies. As it burns, this wood creates clouds of thick, black, billowing smoke that are both oily and choking. Hiexel grows in thickets in ravines and on hillsides. The trees themselves are gently curved and are marked by sparse branches. As a whole, these trees have an

upright, oval foliage shape. Hiexel is a brittle wood that tends to succumb to rot easily. Its durable bark, however, is resilient and lasting, and has been used in the making of tomes of magic and lore (see "Pages from the Mages III" DRAGON(c) issue #92). Windstorms often fell large or old hiexel; with age or much growth, these trees become unstable.

In such instances, portions of their wood dry out unevenly, causing the trees to topple easily. This same tendency makes hiexel unsuitable for use in palisades, bridges, sledges, or other structures exposed to stress and hard usage. Hiexel is very common in the Dalelands.

Laspar trees resemble cedars in texture and aroma. They are ever-bearing and have flat needles that grow in spherical clusters on the ends of a "cloak" of delicate branches. These cloaks swirl protectively about a straight, strong, central trunk. Laspar wood is pitchy and tends to snap and spit numerous sparks when burnt. Beneath its close-shingled, smooth dusky green bark (which often forms a surface of small, interlocking concave plates with few large fissures or rough spots), the laspar's wood is golden yellow and easily worked for furniture or building, much like pine. The needles of the laspar tree (the clusters of needles are known as shags) are used for many things. Boiled laspar needles are an effective laxative drink in the North, and crushed laspar needles are used in the making of certain scents, such as those worked into torches and candles of superior quality. Laspar moths, so named because they seem attracted to the smell of laspar trees, are gray, furry-winged insects of up to 4" in length, with a wingspan of up to 8".

Phandar trees are now uncommon due to heavy cutting of this wood for many years. This dearth comes as no surprise: The curving boughs of a phandar tree sprout in great numbers from a massive, knobby central trunk. These boughs are tough, springy, and terrifically strong. Phandar trees have triangular leaves of mottled shades of green. Often, these trees grow to 60' in height. The foliage of the phandar tree is shaped somewhat like an egg laid horizontally, the long axis of the egg growing in a tail in relation to the prevailing winds. Phandar wood is greenish brown, with thin, black grain lines running throughout the depths of the wood. Jewelry carved of the wood usually makes use of these grain lines in its cutting to create patterns or pleasing waves of parallel lines. Tocken (see "Music of the Forgotten Realms" DRAGON issue #123) are usually made of phandar wood. Bows and weapon handles are likewise often fashioned of phandar wood, although the curving nature of the wood makes it unsuitable for spear shafts and the like. Phandar trees are very hardy; many young specimens have been uprooted and carried for many miles and long days before being replanted. Such private growing schemes have spread the phandar over a wider area of the Realms than the rolling Dales and upland hills of the central Sword Coast that was their previous habitat. This has probably prevented the complete extinction of this tree at the hands of loggers. The massive central trunk of the phandar tree resembles the feared roper in natural appearance. The phandar's trunk is so strong that it can serve as a pillar to support the roof of a dwelling (although such trunks are rarely more than 20' tall) without preparation. These trunks may also be chiselled and notched to accept crossbeams without cracking or splitting.

Shadowtop trees are the soaring giant of the forests of the Realms. These trees grow very rapidly (up to 2' a year, if the weather is warm and damp enough), allowing some shadowtops to reach 90' or more in height. Trees of this size often have massive, pleat-ridged trunks flaring up to 20' in diameter at the base. The tree gets its name from the dense clusters of feather leaves which adorn its limbs. A shadowtop's leaves have frilled edges like those of an oak, with an irregular number of small fingers. These leaves are copper-colored on the underside all year round and deep green on the upper surface. The tops of these leaves fade to match the underside in the fall. The leaves cluster from spreading branches that make up the top 12' or so of the tree, which has few or no lower branches. Shadowtop wood ("shadow wood") is fibrous and tough, but unsuitable for carving or structural work, as it has a tendency to split down its length under stress into a splayed mass of fibers. The fibers themselves are valued in ropemaking; a few are added to the twist when a rope is being made,

increasing the strength and durability of the coil when it is complete. Shadowtop wood burns slowly (it must be ignited by a leaping fire composed of other woods) but very cleanly, with little smoke. The resultant flames generate a hot fire. Shadow top wood is thus favored for cooking.

If more than four wagon-loads of wood are felled, cut up, and carried off for sale in a city, there will be a large remainder, which is usually left behind for later trips. By custom, travelers can usually cut enough from this pile for a night's fire without evoking anyone's ire.

Silverbark trees flourish in wet ground, generally near bogs and swamps, but sometimes in deep ravines in the depths of large forests. Individual trees are thin and straight, and seldom more than 15' tall. Their trunks, which are usually 3-4' in diameter, serve the poor as staves, poles, and (with points hardened in a slow fire) defensive stakes. The silver bark which gives the tree its name is loose and crumbles easily (although it does not peel off in strips as birch does). The wood of this tree dries out thoroughly after it is cut and, after a year or so, is brittle and weak. As a result, silverbark will not do for lance shafts, fence rails, or structural work. Silverbark is plentiful and grows thickly. Its leaves are large and oval-shaped, with pointed tips and tiny saw-toothed edges. These leaves are a deep red in color, with purple patches starting where they attach to their stems and continuing to their branches. The leaves are durable and waxy, and are often used to wrap fresh game.

Suth trees are squat, splayed trees common around the edges of the Shaar, in the woods of Chondath, and farther south in the Realms (the name may be a corruption of "south"). They grow in almost horizontal, angled sections, slanting in one direction, branching out (the low branches providing balance), then slanting back upon themselves in another direction. Few of these trees can provide a visual screen or wall barring passage to all who can't crawl under the lowest branches, for the branches of the different trees intertwine and double back into a tightly-woven mass. Suth leaves are soft but long and spike-shaped. These leaves grow in bunches at the ends of branches and in a ring around each segment where the limbs branch and change direction. Suthwood is extremely hard and durable - so hard that it is difficult to work unless one has the finest tools. Suthwood is the preferred wood for shields; if soaked in water, such shields do not catch fire easily and almost never splinter. A heavy blow might crack a suthwood shield (any saving throw vs. crushing blow should be at +2), but it would not shatter it into pointed fragments. Suthwood is also used in the manufacture of book covers because thin sheets of this wood retain astonishing strength for decades (see "Pages From the Mages V" DRAGON issue # 100).

Vundwood trees are short and scuffy. They grow on poor ground and are named for a famous nomadic tribe of bandits, the Vunds, who were wiped out long ago by the combined efforts of the fledgling kingdoms of Cormyr and Sembia. The Vunds raided with impunity for many years because none could field strength of arms against them. They rode like demons, as one merchant put it, and would melt away when faced with determined resistance, only to slaughter the next caravan that came along. The Vunds inhabited the lands west of the Sea of Fallen Stars, threatening the long, overland trade routes between the Inner Sea lands and the Sword Coast. Today, those rolling, seemingly endless plains are still dominated by small stands of vundwood trees.

Vundwood trees rarely top 15'. Rather than having a distinct central trunk, vundwood trees have many small radiating branches, which in turn split into smaller branches. Vundwood is mostly used for firewood, though it does have a variety of other uses. Felled vundwood trees, for example, are often dragged into lines to form rough fence enclosures, which are used by farmers to hold livestock or by caravans to serve as overnight paddocks.

Vundwood is reddish brown and has a spicy smell much like that of cinnamon. The species has smooth, thin bark of a deep red color and leaves of pale green edged with white. These edges lighten to yellow in winter or when a tree is dying.

Weirwood is a rare and highly prized variety of tree that grows into huge many-branched forest giants if undisturbed. Most surviving Weir trees are found in the depths of the huge forests of the North, and they are actively protected by dryads, hamadryads, druids, treants, and rangers. Weirwood will not burn in normal fires; only magical fire can ignite or consume it. Weir trees yield resilient, durable wood

that is favored in the making of musical instruments such as lutes and harps. Instruments fashioned of this wood create a particular warm, clear sound that resonates without distortion. Weir trees are very similar to oaks in appearance but are seldom seen by men. A bluelight, dancing lights, faerie fire, light, or continual light radiance that comes into contact with nondweomed weirwood, cut or living, lingers around the wood for 2-4 rounds, even if the source of the radiance is removed.

Zalantar is a wood of the South; it is seldom seen in northern lands. These trees grow in profusion in Chult and along the southern coasts of Faerun. The Zalantar tree is characterized by black bark and wood, and white or beige leaves. These leaves branch in groups of several trunks from a central root. Zalantar trees may reach 80' in height, but are usually half that height. The trees seem to grow in any terrain short of the most mountainous. Zalantar wood is strong and yet easily worked; many caravan wagons, litters, and wheels are made of it, as are parts of many southern dwellings. This wood is sometimes called "blackwood" in the North.

Waterdeep Land Costs

By SESchend@aol.com

In regards to the cost of land in Waterdeep, there's hardly an undeveloped square inch of real estate that doesn't involve either the nobles, the guilds, or the Lords of the City. All 3 groups are notoriously difficult to negotiate with, and the prices in the city are incredibly high (especially since there's little room to expand within the walls or on the plateau).

While I can't really give you an immediate estimate of the costs, here's some benchmarks on the variable costs depending on where you're buying land:

From cheapest land to most expensive:

Dock Ward-from Lackpurse Lane down to Fish Street and over to Way of Dragon

Dock Ward-all areas bordering South Ward

South Ward-not bordering the High Road

South Ward-remainder

Castle Ward-all south of Castle Waterdeep

Castle Ward-from Castle to Market, bordered by Streets of Bells & Silver Trades Ward-property south and southwest of City of the Dead, to Ironpost Street

Dock Ward-waterfront property

Castle Ward-all but property south of Selduth Street on Street of Silks (near Palace)

Trades Ward-remainder

North Ward-all areas south of Suldown Street and Tarsar's Street

Sea Ward-areas west of Street of Singing Dolphin, south of Street of Glances

North Ward-east of Whalegond Way

Sea Ward-north of Street of Glances and west of Heroes' Garden

North Ward-areas between High Road and Whalegond Way

Sea Ward-remaining areas north of Vondil and Diamond Streets

North Ward-remainder

Sea Ward-remainder

Chapter 2 *People and Societies*

Company Of The Shadows (NPCs)

By Sir Kirkland <knorthrup@vnet.ibm.com

T'Lorn Darkheart

Human Male NE Necromancer 6th Level
ST:9 DE:12 CO:13 IN:15 WI:18 CH:7

As leader of this band he uses their skills to futher his search of the lost and hidden crypts/tombs of Faerun. He is searching for lost necromatic lore and one day hopes to travel to Thay and try to become a member of the School of Necromancy.

Suggested Magic Items:

Grave Key (DRAGON, Dec 1993): If put into the ground over a burial site and turned, the occupant of the burial site is compelled to rise and be at the Key owners command. It also opens crypts, tombs, coffins etc (but not if sealed magically). *Staff of Skulls* (MAGISTER): For 1 charge the staff holder can animate skeletons or can mend/reattach broken/severed limbs both living and dead (BUT DOES NOT RESTORE HIT POINTS LOST). *Scarab of Protection* (DMG): Protects for level draining attacks. *Ring or Cloak of Protection* (DMG).

Suggested Spells

Death Recall 2nd Level (Complete Wizard Handbook): Allows the caster to view the death of a creature if it has died within the last 24 hours. *Cloak Undead* 2nd Level (FR Adventures): Hides undead from detection and sight. *Undead Mount* 2nd Level (FR Adventures): Provides a means of transportation, although a dead one.

Kantopolis of the Shadows

Half-elven Male NE Thief 5th Level
ST:16 DE:16 CO:15 IN:11 WI:12 CH:13

Quick, quit assasin that will kill almost anyone for the right price. Possible an ex-member of the Thieves/Assasins Guild of Waterdeep.

Suggested Items:

Short Sword of Backstabbing +2: adds 4 levels to backstabbing damage mult. *Dagger of Impaling*
BOTH OF THESE ARE IN THE COMPLETE THIEVES HANDBOOK
Girdle of Lions: (Magister): Give wearer the ability to Speak w/ Felines, -3/die on falling damage, +50% to move silent and night vision (not in pitch black environment).
Magical Leather Armor.

Darius of Daggerdale

Human Male LE Fighter (Wild Talent Psionic) 7th Level

This man is very mysterious because the sword Elquillar gives him the ability to change his shape like a *Hat of Disguise*. With the help of his psionic powers he is a very crafty foe who travels quickly to cross any foe.

Psionics: 64 PSPs

Probability Travel, *Dimension Door*, and *Know Location*

Suggested Magic Items.

Ring of Telekinesis

Ring of Jumping

Boots of Speed

Elquillar (Dragon 1992): This is a +1 weapon that can change shape into any bladed weapon from dagger to scimitar. The wielder can shape change as if he had a *Hat of Disguise*. Protects the wielder as a *Ring of Mind Shielding* (NOTE: does not effect Psionics) and any creature hit by this weapon who is not in his natural form is forced back into its natural form (NO SAVE) The sword has INT 12 and EGO 16.

D'Tarnak Strongarm

Half-orc Male LE Fighter/Cleric of Sharn (Mistress of Night) 5th/5th level
ST:18/74 DE:12 CO:16 IN:9 WI:17 CH:11

As follower of Sharn D'Tarnak is a lurker of the night, bringing in as many sacrifices that his mace can provide. Sharn is quite proud of this backwater Half-orc, for he has brought the fear of the night to many a Dalelands village, all in the name of Sharn.

Suggested Items:

Mace of Darkness (Halls of the High King): LE Weapon that is +2 to hit and damage. It does 1d8 to all size of creature. At will the user can create *Darkness 15 foot radius* for 1 to 2 rounds following (Duration determined by user when effect created). The weapons snarls when it hits those of good alignment and will do 2-8 points of damage to any not of LE alignment who tries to pick it up.

Talen the Thief (NPC)

NE, Human Thief, level 2, Forgotten Realms, Waterdeep
Str: 14 Dex: 18 Con: 16 Int: 11 Wis: 12 Chr: 15
ARMOR CLASS: 6 (due to dexterity)

Hit Points: 11

WEAPON PROFICIENCIES:

Dagger, Sling, Knife, Shortbow

NON-WEAPON PROFICIENCIES: Alertness, Disguise, Forgery, Looting, Voice Mimicry, Tumbling, Tightrope Walking.

THEIVING SKILLS:

Pick Pockets: 67%

Lock Picking: 57%

Find/Remove Traps: 42%

Move Silently: 33%

Hide In Shadows: 32%

Detect Noise: 36%

Climb Walls: 84%

Read Languages: -5%

EQUIPMENT

Clothing:

Backpack

Bar maid's costume

Map Case

Mens Clothing

(Overalls, Plaid flannel shirt, boots)

4 peices of blank Parchment

Dark Suit

Wax Block, Soft Boots

Lime Wood Strips

Black Gloves & Tunic

30 rlarbles, Black Belt

Biastr Dice (bone)

Clerk/rlessenger costume

6 Sling Bullets

Large Sack:

Large Belt Pouch: (right side)

Empty (used for jobs)

Thieves Picks

4 Sling Bullets

Sheathed Knife

Wrist Sheath (right hand)

Small knife

Small Belt Pouch: (left side)

Knife Sheath (each boot)

Pouch of 12 Caltrops

+2 Knife Of Throwing (right side)

2 peices of chalk

+2 Knife Of Wounding (left side)

WEALTH

45 Gold/Steel Peices
13 Silver Peices
1 1 Electrum Peices
2 Copper Peices
550 gp Rouges Stone (good luck stone, will not sell)

DESCRIPTION

Talen is average height for a woman 5 feet 4 inches but, only weighs in at 105 pounds. She is only 19, but her figure and manner can let her easily pass for 22 or 23 without any work. She has strikingly beautiful blue eyes adn the blond hair to match. This combination has led many a man to do her bidding, for less than a kiss.

BACKGROUND

Talen is a young woman of age 19, although she can pass for 40 if she wanted to. She grew up in a poorer section of town, and led of life of mischief when she was a child. At the age of 10 she hooked up with <Thief> from Waterdeep and was raised by <him/her> until she was 17 and had to get off on her own. When Talen left Phlan she was not missed by her parents or the many siblings she had, for she spent very little time at home with her family and was right at home with thieves and bandits. While under the tutilage of <Thief> Talen learned the art of disguise and practiced everyday until she could even fool her teacher with enough preparation. Although she was not very strong (14) her nimbleness and dexterity (18) mader her the perfect Cat Burgler. Waterdeep gave her the perfect setting to practice her skill in leauge with the guild, which she had been a part of since the beqinning of her training. This is also the place in which she became proficient in the: Dagger, Sling, Knife, and Shortbow. The latter by far her favorite when ever possible. With her skills: Alertness, Disguise, Forgery, Looting, Voice mimicry, Tumbling, and TightRope Walking, she became one of the most adept apprentice thieves in the guild. Although her devotion was to herself, she never let it show when around guild members. Her Charm and Charisma (15) was enough to charm them all. Although not very intelligent (11) or wiz (12) Talen is excellent at her job, she can, and does, use all of her skills to perfection to achieve her goals, whether for herself or the guild.

Talen holds honor in hight regurd. She was taught honor by Kay the Bow master fo the guild. She spent many waking hours with him learning every aspect of her chosen weapon, the shortbow. (She probably also spent a few night s with him...playing cards...of course). From him she learned honor and the power of keeping your word. not only will she keep her word, but if not she has vowed, to herself, to devote the rest of her life to the person she breaks her vow to, that is unless they might happen to die, then the deal's off.

STORY OF THE KNIVES:

On one of the jobs for the guild, Talen was to rob the house of a local weaponsmith, the wealthiest in the section. On the job she found a wooden case lined with the fur of Asperii. Just the case itself was worth more than anything in the house. Quickly she and her searched the house and left without a sound. Teh next day word was out that the house was robbed and to very important items were stolen from the house. The weaponsmith was jailed in the dungeon and has yet to be let out. It seems that the two knives were intelligent. Each had their own special powers, but without each other they were useless. The knives have to be within 100 yards of each other or their powers are null and void, until brought back within range.

The first one Sharpe, it's called is a knife of throwing. It can speak Commn, aloud an mentally with it s owner, Talen. This knife has the ability to detect doors within a 10 foot radius, secret, magical, or regular, Sharpe cannot detect doors if the large ruby on his hilt is covered.

The second knife, Sting, can speak Common and Dwarven. Sting will always have a craving for blood and will carry on conversations with talen for days about the last kill they got. To make him, Sting, remain silent Talen must cover he emerald in his hilt with a leather strap attached to the sheath. Sting can detect magic within a 10 foot radius. It can also detect beings within a 30 foot radius, quite useful when camping by yourself, although he can do neither when his emerald is covered.

Errindel Eventine

emF8/M8
s 13 I 16 w 11 d 11 c11 ch11
ac 8 (cloak of displacement
ht 5'3" wt 119
age 145 as of 4 yrs post avatar
AL LN
hp 37

weapon: two handed sword +2, white dragon slayer, (Frostbiter)
longsword -1 (cursed)

Errindel was born of wealthy merchant elves in Tantras. He learned magic from a human mage, Alathar, and fighting from his father later. After completing his training, the decision fro the Elves to leave the Elven Court reached his family, and after much thought, and some harsh words, he stayed in Tantras after his family left. He wandered east ward, stopping in Tsulagol, Hlammach, and crossing there to join a merchant cararvan going to Rashemen. In Rashemen, he he came upon a young human besiged by Orc's. rushing to his aid, he drove the orc's off. The boy's father, a cleric of Torm, beseeched the Elf to aaccompany boy, also a cleric of Torm on his dajemma, or rite of manhood. Rashemite young men must travel far and wide to see the world as a rite of passage. So, one year before the time of troubles, they did. On the way the way, they picked up a young palad and a 36 year old court bard , fleeing from his fathers palace in Hlammach, and two fledgling psionicists, exlorng their new powers after the Time of Troubles. They travelled throughout the Dalelands and Tantras for nearly 5 years before returning to Rashemen. Among the way, thefound a cache of magical swords in Tsurlagol, killed a young white dragon during the Flight of the Dragons, met up with a new and improved Azimer and 2 other Lich Lords in the School of Wizardry in Myth Drannor (pre boxed set). All in all they had a tonof fun along the way, including a glowing psionic bunny.

Vartej Demonbane

By: scarecro@sage.cc.purdue.edu (Rob)

LN Human Warrior 5

STR 18/42HP 40
DEX 15 AC 1 (plate + shield)
CON 16 MV 12
INT 14 THAC0 16
WIS 10
CHR 10

<u>Wp Profs</u>	<u>NWp Profs</u>	<u>Languages</u>
broad grp blades	riding horse	common
spec. bastard sword	tracking	read/write common
spec. sword+shield	demonology (int-3)	

Vartej is a recurring npc in my campaign. He is a sort of demon hunter, with a serious attitude. If anyone knows anything about _Les Miserables_ he is almost exactly like Javert. For those who don't know of Les Mis (which I HIGHLY recommend), Vartej is the epitomy of a lawful neutral police officer.

The LAW is his life, his LIFE is the law. He feels no compassion and shows no mercy to those who haven't broken the law. He has a particular hatred towards demons and other chaotic evil creatures. He also has little patience for chaotic good, believing that that philosophy is a lie, that nothing chaotic could be good.

One is a player (Chance) and the other an NPC (Tharn). Chance and Tharn are cambions, the result of the physical union of a tanar'ri and a human. Their mother died at birth. The brothers were discovered by a

local Loremaster of Ohgma who took Chance and raised him in the church, leaving the more ferral Tharn behind.

Chance never knew of his brother until recently. When they met they felt an intense, overpowering hatred for each other and combat ensued. When their bare flesh touched a rift opened and an amulet appeared. They fought over the amulet with Chance gaining possession. Just as Tharn was about to destroy the party to regain the amulet, Vartej arrived shouting out a challenge to Tharn. Seeing himself caught between two adversaries, and not being stupid, Tharn retreated to plot his revenge.

Vartej then noticed the presence of Chance just as Chance slipped away. Realising that there was more than one, Vartej swore to banish them both to the netherworld that begot them.

Company of the Arcane Dweomer

By: bstrothe@sol.usc.

We began adventuring in the Year of the Serpent (DR 1359) in the aftermath of the Time of Troubles. We were upstart spellcasters who were developing new theories of magic due to the wild & dead zones, we hunted for tomes, items, and relics left altered by the godwars or able to divine the nature of the magical changes in the realms.

Tolath was one of the first mages to develop wildmagic as Art instead of as a hapless victim of the flux in the weave of magic as most casters in wildzones are. After adventuring in the Shaar, Mulhorand, Thay, the Anauroch, and Cormyr, and facing the evil phaerimm, besting several Red Wizards, defending ourselves from Set's Minions, and destroying the sinister demi-lich, Rhaugilath of Netheril, we fought the Fangs of Set, a demonic group of high level adventurers.

In the aftermath of our battle with them, Nekiset, the Fang's leader and 19th level High Priestess of Set had her soul destroyed by an astral searcher (made by our battle in the astral plane). Pyrus released Tolath's trapped soul into the body of Nekiset since his true body was destroyed in the battle with the demi-lich. Using this new form Tolath sought out to infiltrate the Fangs and destroy them from within. Using Contact With their Plane, Commune, and Legend Lore, our party learned a great deal about the Fangs and the heinous evil they committed. With the aid of a telepath (who we travelled to Silvermoon to speak with) we shielded Tolath's psyche so he could mentally pass as Nekiset, as well as physically. With this Tolath carried a bracelet which Tai-luan had enchanted to summon the group to Tolath's aid when it became time to strike.

Travelling by land (avoiding use of teleport to better impersonate a priestess), Tolath encountered a Mulhorandi caravan and they, seeing her as another travelling Southerner, invited her to travel with them. Accepting, Tolath spent time becoming acclimated to the strange accent which she was to speak with, getting it quickly, as she had always been a fast learner. Soon the caravan arrived in the City of Skuld, where the incarnation of Horus-Re ruled. After obtaining a residence in the merchant's quarter of the city, Tolath set about finding the Fangs of Set, who were of course a secret group, due to their allegiance to Set, the most foul of the Mulhorandi Deities. The information from the divination information from the spells and psionics used, led Tolath to the hidden headquarters of the wicked band. There the ruse was successful, surprised to see their fallen leader returned the group was doubtful until the tale was told on how she had returned (a pilpher of glibness aided the ruse). The Fangs were working out a plan to assassinate the incarnation of Orisis and frame it on Priests of Anhur, who are already out of Horus-Re's favor due to their militant sance and rebellious talk. After several weeks of planning the Fangs were about to strike. They accepted Tolath as Nekiset now fully, and all was going according to plan.

Then disaster struck, Seti, incarnation of Set appeared before them, the God easily saw through the mortal magics hiding Tolath's true nature. Seti summoned a blue dragon and ordered it and the Fangs to destroy Tolath, defending herself tolath

broke the bracelet and summoned her fellows. The Company then faced the Great Wyrm and the powerful adventurers. Spells of power ripped through Skuld, destroying large parts of the foreign quarter (where the Fangs were hidden). The wyrm's blasts of lightning took the life of Rylus, but Tolath's Deathbolt slayed the Dragon. Unleashing painful death by magic the group managed to fight the Fangs to a stand-still, Losing Tai-luan to the blows of Hamsetis, the Fang's mightiest warrior, the Company looked doomed by the strength of Seti, avatar of Set. Another Deathbolt by Tolath dropped Hodkamset, the mage of the Fangs, leaving it Tolath and Pyrus against Seti and Sulyiar. Skuld's city guards arrived to stop the spells which had been destroying the area surrounding the battle. Seeing the guards, Seti fled, leaving Sulyiar to his doom. The guards then demanded the surrender of everyone, The company surrendered but Sulyiar refused, while fighting with the guards Sulyiar was revealed to be a Rakshasha Lord, and then slain. The guards took the Company before the child pharaoh, Horustep III, who, upon hearing of the destruction of the Fangs of Set, and the involvement of Seti, blamed all damage of the Fangs and Seti, and raised our fallen dead, Rylus and Tai-luan. Given the items possessed by the Fangs, official thanks from the pharaoh, and the forgiveness of the cult of Thoth (who they had earlier angered by finding and not returning a magic book penned by Thoth himself), The Company of the Arcane Dweomer then rested and recovered on a ship bound for Tantras, where Tolath's tower was located.

This brings the group to the Year of Wild Magic (DR 1372)

Tolath/Nekiset Wild Mage

24th level

CG

110hp (as the 19th level priestess)

THAC0:11

AC:-2

MV:12"

STR:18 DEX:18 CON:16 INT:18 WIS:15 CHA:18

(STR, DEX, & CON are those of the priestess)

5,503,600 XP

600 pp

5'2"

90 lbs.

24 years old (39 years old, but the body is 24)

SPELLS PER LEVEL: 6/1 6/2 6/3 6/4 6/5 6/6 6/7 6/8 5/9

SAVES: poison:8 rod:3 petrification:4 breath:7 spells:4

ITEMS OF NOTE: Bracers of Defense (AC2), Ring of Spell Turning, Staff of Power, Helm of Teleportation, Dagger +3

Pyros Flamebringer 7/23 ranger/fire elemental wizard,

CG

hp:130

THAC0:8

AC:-3

MV:12"

STR:18/96% DEX:18 CON:18 INT:18 WIS:12 CHA:14

6'2", 190lbs.

32 years old

90,001/5,230,990 XP

1200 pp

SPELLS PER LEVEL: 6/1 6/2 6/3 6/4 6/5 6/6 6/7 6/8 4/9

SAVES: poison:8 rod:3 petrification:4 breath:7 spells:4

ITEMS OF NOTE: Ring of Protection +4, Robe of the Arch-Magi, LongSword +4,

Book of Infinite Spells, Bag of Holding, Well of Many Worlds

Rylus of Waterdeep 8/23 thief/invoker

CN

hp:74

THAC0:11

AC:-4

MV:12"
STR:14 DEX:18 CON:17 INT:18 WIS:16 CHA:17
5'10" 140lbs.
28 years old
900 pp
70,001/5,245,800 XP
SPELLS PER LEVEL: 6/1 6/2 6/3 6/4 6/5 6/6 6/7 6/8 4/9
SAVES: poison:8 rod:3 petrification:4 breath:7 spells:4
ITEMS OF NOTE: Elven Chain Mail+5, Long Sword of Dancing, Dagger of
Venom, Wings of Flying, Ring of Regeneration
THEIVING SKILLS:75%pp 72%ol 60%f/rt 72%ms 59%his 25%hn 96%cw
40%rl

Tai-luan of Huan-ti 25th level fighting monk priest of Huan-Ti God of War
CG
HP:135
THAC0:9
AC:-12
STR:16 DEX:18 CON:16 INT:14 WIS:18 CHA:17
6'3" 210lbs.
36 years old
2,200,300 XP
SPELLS PER LEVEL: 11/1 11/2 10/3 10/4 9/5 8/6 4/7
SAVES: poison:2 rod:6 petrification:5 breath:8 spells:7
ITEMS OF NOTE: Mace +4, Plate Mail+5, Shield+5, Talisman of Pure Good,
Phylactery of Faithfulness, Ring of Djinni Summoning

*It is not only the blade that cuts,
not only the point that impales:
smite thy enemy with terror, confusion and self-doubt,
for these are the wounds that bleed despair
and lead to victory at arms.**

**--Wintermyth
Lecture at the Academy of Waterdeep
Year of the Shadows**

The Shadow Warriors

By: Trepper@aol.com

A combination adventuring company, merchant house, mercenary company and anti-thieves guild. This company is based in Waterdeep. Often the principles meet at an inn they own--the Shady Tree--on the NE corner of the High Road and Selduth Street, which is the best place to meet them.

They also run an institution called the Academy of Waterdeep, which teaches the basics of magic, weapon play, stealth and adventurers lore to wannabees. The Academy has become quite popular in recent years with certain younger members of Waterdeep's nobility.

The Shadow Warriors include a roster of over thirty full members plus 100 or so apprentices, henchmen and so on.

The most important members are:

Wintermyth (LG drow elf male F15/T18)
Daithmist (LN hm W16)
Marx Andragorrone (NG hm R12)
Ravis Flamesword (CN hm P(Tempus)15)
Blackpool (CN hem T15/W11)
Corumn Bloodhawk (CG hm F9)

SW, Inc. is involved in a variety of intricate schemes, many of them aimed at thwarting the Shadow Thieves of Athkatla. Wintermyth is a kind of personal nemesis of Deepshadow who has managed to anticipate DS's plans and intervene on a number of occasions.

Wintermyth is also the driving force behind SW. He is a drow elf (Aeridae Xstyxtii, elderboy of House Xstyxtii, Fourth in line to the Throne of Ched Nessad) over two hundred years old. He spent several years adventuring in Kara Tur on the island of Kazakura and is an adopted member of the Konishi ninja clan. He uses a *hat of disguise* to get by in public, though Khelben Arunsun is aware of his residence and Laeral has contacted him to do the Harper's dirty work on a number of occasions. His personal symbol is a sprig of black holly.

At this point SW, Inc. employs a number of younger adventuring companies every year, recruiting from the ranks of the survivors. Adventurers who get caught up in SW schemes are likely to make enemies of the Shadow Thieves and the Cult of the Dragon (its too easy to make enemies of the Zhent's to even mention them). Companies may also be recruited by rival factions to spy on SW. Note that although SW considers itself to be a force for *good*, they have a very mixed reputation at large: respected in Waterdeep, feared in the Lake of Dragons area, and hated in the South.

Knights of the Shadows

By: "Eric L. Boyd" <boyd@eecs.umich.edu>

Previously known as the "Swords of Light", the band is now known as the "Knights of the Shadows." Although the membership has slowly evolved over the years, the core has remained fairly constant.

The original nameless band got their start escorting a caravan from Highmoon to Arabel, where they became mixed up with the nefarious activities of the Iron Throne merchant organization and a group of revolutionaries known as the Gondegalists. The band shifted their base of operations to Eveningstar, in a race with agents of the Iron Throne to recover certain powerful magical items lost in the depths of the Haunted Halls. Although they have been fairly unsuccessful to date in locating the desired items, they have defeated the forces of the Iron Throne in the region, and helped establish a dwarven temple to Gorm in the upper level of the Haunted Halls formerly a kobold stronghold known as the Upper Citadel, and now known as Gormhold.

After much exploration in the Halls, the Swords of Light, as they had begun calling themselves, forayed into the Stonelands seeking to break up the Iron Throne slaving operations they had discovered. After some partial success, the band was geased to return some religious relics to the main temple of Shaundakul, located within ruined Myth Drannor. Along the way, the band destroyed a resurgent guild of Fire Knives in Tilverton and clashed with the rival forces in Yulash.

The Knights have recently returned to Eveningstar after their extended trek into the Stonelands and beyond. In Myth Drannor they agreed to form an order of knights in northern Cormyr dedicated to Shaundakul (a NG deity in my campaign).

The group plans to establish a stronghold at the northern end of the Starwater Gorge, and begin to extend Cormyr's reach into the Stonelands.

Currently the band includes:

Dathgar the Bold, Knight of the Heavens, Wi(In), human male
LG, Mystra "Tanya", tressym familiar "Patch", peltast parasite

Dylan Lionshand, Knight of the Sun, Pa6, human male
LG, Torm, "Lightmane", Paladin's heavy warhorse can assume amulet form

Jax Nightsong, Shadow Knight, Ra(Justifier)6, half moon elf male, LG, Shaundakul "Blizzard", Ranger's follower, mist wolf

Dunstan Newlight, Knight of the Dawn, SP7, human female, NG, Lathander, "Una", SP3, kobold female, NG, Lathander

Maya Nightsong, Knight of the Moon, SP5/Wi4
half moon elf female, NG, Mystra

Tadhg, Knight of the Stars, Ba(True)6,
half moon elf male, NG, Deneir

Narlan Silversword, Knight of the Dusk, Fi(noble warrior)4, human male, NG, Tymora

Light Brigade

By: Athafil Oakleaf <rdoni@varano.ing.unico.it>

10 years after the Times of Troubles in the winter just before the events of
PRINCE OF LIES

My group is a low level (4th-5th) party composed mostly by elves and half-elves. Currently they are in the middle of the module about Dagger Dale and then they will enter in the adventure of the Boxed Set in Shadowdale.

History of all the dragons in the world. It continues to be written by magical energies even if it is left closed but if it is not in a strong magical place it drains slowly the magical objects of the party. Logically it does not drain them permanently but sometimes it causes some WILD Surges. It HATES Dracoliches and it is for this cause that once it teleported the whole party from an ambush of the Cult of Dragon. In addition it creates a sort of magical protection from the scrying and detection spells so the party is fairly safe for now.

Dragons but not only Chromatic, but Metallic and Crystal Dragons will go and look for it.

They don't know when the deadline is but they have around 5 years more or less (Dragons don't have a perfect Time sense). Logically the Cult of Dragons, Zhentarim and Red Wizards of Thay will destroy the Realms to get it. Inside it there are all the True Names of the Dragons of the world (luckily it is crypted and it can choose which pages the reader can read. If it does not like you, you will always read the first page. And any divination spell or items used on it will just cause a wild surge and probably the destruction of the item [this happened to the Helm of Comprehending Languages and Reading Magic of the party]) and other nice things.

Just to complicate a bit the things Shandril Shessair's Daughter is adventuring with them. She is disguised but she is with them. Oh I know that she should only be 9 years old but I think that because of the spell fire hurling she was a bit early growing. So her apparent age is 13-14 years old (remember that in medieval times marriage was at 12-13 years old so...)

They discovered her heritage because Khelben discovered her. (she was on the verge of ruining his spell.) The girl is actually a thief 3rd level as far as now. But she should pass another level in a fairly brief time. I thought that the young thief of the Knights of Myth Drannor taught her some tricks. During a trip she escaped and because she had a Necklace of Proof against Detection and Location nobody was able to track her. Roaming in the Hidden House she finished in the place where my party found her.

Unluckily the DRACONOMICON creates a bond between himself and its owner so I am afraid that she will have to remain with the group unless Elminster will not be able to break the chains (it will depend on my humor or if somebody else has some nice idea) oh here is the composition of the group.

Race	Sex	Class	Kit	Lev
Gaalahaad	Half-Elf	M F/C (Sp. Corellon Larethian)	Knight Kit	5(6)/5
Athafil	Elf	M C (Sp. Corellon Larethian)	Herbalist Kit	5(6)
Agis	Elf	M F/M	Bladesinger	3/3
Dean	Human	M Mage (trasmuter)		4
Shellana	Half-elf	F Bard	True Bard	5
Cronin	Human	M Mage Elemental	Fire Savage	3

Marina [Arin Shessair] Female 3rd level thief/ 1st level spellfire wielder
She is an NPC. No kit for thief (possibly Swashbuckler)
She is quite in love with Gaalahad.

Group of Five

By: jnorthwa@research.westlaw.com (John Northway)

Thorn Human Fighter
Barshwa Dwarf fighter
Arthermas Moon Elve Mage
Almeet Halforc Cleric/Thief
Borron Human Cleric

It all started in Shadowdale where they grew up and all are getting tired of the boring life they've lead thus far. The all decided to go and look

into the rumored trouble daggerdale was having (plus the dwarf is looking for a clan hierloom located in the old lookout post) They made it into Dagger Falls with out too much trouble and were summoned by the town Constable (agent of the ~~Thays~~ are a good aligned party. They are called the LIGHT BRIGAD

The constable Tren wanted them to go clear out what ever was in the tunnels below the old burned out temple of the Morninglord. This however leads to and Evil Mages stronghold who is using a magic sleep to take over the town

The first encountered a hook horror and killed it without any trouble but decided that they should pour oil on it and burn it. This cause the tunnel to become filled with noxious smoke and they had to wait for the smoke to clear. The Harpers and Khelben Blackstaff know the party and they have

Next they encountered a wood woses and kill three of them but the fourth escape through a wall of thorns. Jus when they found a ring to get through the thorns there was an argument about who would carry the ring.

Almeet didn't want Borron to have it but Barshwa and Arthermas did with Thorn not really caring. Almeet decided to take off with it and Arthermas went after him. Al knock out the mage and put him into his bag of holding.

Hand of Tyr

By: Benjamin Strother <bstrothe@chaph.usc.edu>

In the late Year of the Worm (1356 DR), our small group consisted of locals of Shadowdale. We were:

Sir Frans the Gallant (Human 1st level LG Paladin of Tyr) {that's me}
Brother Hans (Human 1st level LG Cleric of Tyr) {my brother}
Elron Sigilkeeper (Elf 1/1 NG Fighter/Mage) {a fellow militiaman}
Sir Thomas (Human 1st level CG Cavalier serving Doust) {a noble}
Sam "Swifty" (1st level CG halfling Thief) {a chap we met in the Old Skull}

We began adventuring slightly before the *Flight of the Dragons*. We saved travellers from vicious brigands who had been assaulting the merchants of the Dales. (This took several weeks of adventure and got us to 3rd level, except Elron who was 2/2) We discovered that the brigands had been supplying their weapons from Zhentil Keep. Seeking to cut off this arms-trade, we travelled to Yulash. Once there, we aided the Hillsfar troops in a tactical strike on the Citadel, which was the Zhent's stronghold of weapons & supplies. After a fair campaign of siege, assaults, and stealth (not my area BTW), we overcame the Zhentilar and managed to send them packing home for reinforcements and supplies. (freeing Yulash raising Sammy to 8th level, Elron to 5/5, and the rest of us to 7th level.) This was when the *Flight of Dragons* levelled HUGE parts of the Realms. We spent the next 3 months helping survivors and cleaning up the aftermath. We helped refugees from Phlan make it to Hillsfar safely, then we returned home to Shadowdale to find that the Old Witch had saved the town at the cost of her life. Saddened by the loss and destruction, the group fell into disarray and the "Hand of Tyr" as they called themselves were disbanded.

After morning practice, Sir Frans received a vision while in prayer. It was an image of a great steed, trapped in a ruined stable. Somehow Frans knew it was meant to be a sacrifice for some fell ritual of Evil. He must rescue the animal. Tyr had sent him this vision for that purpose. Alone, Frans braved the Elven Woods, searching for the ruins. After some close encounters, he found himself on the edge of the Ruins of Myth Drannor. The stable close at hand, he went to it. As he freed the horse, he was attacked from behind by a vrock. After a long fight, Sir Frans slayed the vrock and returned home with his steed, who he called Sleipner, due to the animal's beauty and intelligence. (this got him two levels making Frans a 9th level Paladin).

Upon returning to Shadowdale, Frans stayed at the Old Skull Inn to recover from his grievous wounds that the demon inflicted upon him. One night, in the common room he was worried, a man was drunken, loud, and abusive towards a beautiful young woman across the room from Frans. Detecting for evil, Frans saw the man was a true rogue with black heart. He ignored his wounds and approached the man, to aid the lady. Closer up both of them looked familiar, but his long years away from his home made him uncertain. The man glared wickedly at Frans telling him this was none of his concern. The lady was quiet and neither agreed or objected with the drunkard's statement. Frans flatly said he would not leave until the man stopped behaving abusively. The Drunk attacked Frans. Knowing this was not a place to shed blood, Frans defended himself, but did not attack the man. Jhaele's son Braun came and forced the drunkard to leave. As he was thrown out, the lady stood, paid her bill, and left. Frans learned from Braun that the man was Helmark Hillstar, and the lady was his sister, Selence Hillstar. Frans was impressed with Selence, her beauty and composure were remarkable. She seemed quite wise for her age. Later that ride, he was startled to find her awaiting him in his suite, the Wayfayer's Suite. She wanted to meet the man who was noble and just, and had sought to defend her without trying to use her. Frans and Selence got to know each other between his campaigns against the Zhents, and some Drow who were causing trouble in the vicinity. They married a year after they met. The wedding was held in the Tower of Ashaba. Mourngrym threw a huge party after the wedding to honor the couple.

As a gift, He gave a deed of land to Frans for Castle Krag, an ancient castle used as a lookout for the defense of the dale. As Lord of Krag, Frans and his men trained the militia in the defense of the dale. During the attack on Shadowdale

during the time of the troubles, the "Hand of Tyr" was reformed. (with the group being Sam @ 14th level, Elron @ 9/9, and the rest of us @ 12). Our group, along with the Knights of Myth Drannor, fought the Zhentil forces to a standstill. As Elmister faced Bane, We faced Lord Marsh Belwintle. We fought bravely, but the Zhent troops seemed endless. As we fell in defeat, Elron broke his staff of the magi in a retributive strike, killing both us, and our foes. With their field marshal and half of their army destroyed, the remaining Zhentil Keep soldiers fled the field. Our deaths were heroic and remembered in the dale, as the Bard Storm Silverhand composed a tune telling of our noble sacrifice for our home. (here our players began anew)

Company of the Arcane Dweomer

Then, we formed a group of characters with 200,000 XP each, but we lost some players also.

The Company of the Arcane Dweomer

Tolath Runestaff (9th level CG Wild Mage, Human) {me}
Pyros Flamebringer (7/8 dual class CG ranger/fire elemental wizard)
Rylus of Waterdeep (8/8 dual class CN thief/invoker)
Tai-luan of Huan-ti (8th level CG fighting monk priest of Huan-Ti)

Our group made our living reclaiming lost tomes, weapons, and other items of legend. We destroyed fell beasts which held these items and used the items to learn more magical theory regarding the changes since the time of the troubles.

We faced dragons, devils, Red Wizards, and strange mages from ancient lands far to the south. In recovering a bizarre tome, we had drawn the attention of foreign gods to whom it belonged, it was the book of Thoth. It contained all spells possible including works not even the great mind of Elminster had devised. The book had been lost after being stolen by minions of Set, another foreign deity. We desperately defended ourselves as we hurriedly penned as many of these rare spells into our books as we could, making remarkable time with use of the "copy" spell. In an effort to save our lives, we asked for a parlay with Thoth and his allies. We promised the return of the book in exchange for their protection from the Red Wizards who still hunted us. We backed this up with the threat of destroying the book if our demands were not met. After thinking it over, they agreed to our demands. We gave them the book, and Thoth cast non-detection on all of us, then made it permanent. From there, he teleported us away from his old empire of Mulhorand to the savage desert of the Anaroch. There we explored the ruins of Netheril, fought the sinister phaerimm, and faced the demi-lich, Rhaugilath. Pyros was the sole survivor of the encounter with the demi-lich. Tolath had his soul entrapped in a gem, his body destroyed. Tai-luan was killed by the cold dead hands of the lich, and Rylus suffered the finger of death that the arch-lich had cast. With treasure, and bodies in tow, Pyros headed to Cormyr where Tai-luan and Rylus were raised from the dead. As the group recuperated, a sage told them how they could restore the soul of Tolath to a body which lacked its own soul. The Fangs of Set, a high level group of Set's minions attacked the group. The Company of the Arcane Dweomer knew a mage battle here in Cormyr would cause much destruction, so they fled to the astral plane. The Fangs of Set, unwilling to let the Company escape with the items they were seeking, followed them. Astrally projected, Pyros (now a 7/23 dual ranger/fire elemental wizard), Rylus (now 8/23 thief/invoker), and Tai-luan (now a 25th level priest), battled Nekiset (LE 19th level Priestess) Leader of the Fangs of Set, Hamsetis (LE 22nd Level Fighter), and Hodkamset (LE 22nd level Necromancer)

In an epic battle, Pyros, Rylus, and Tai-luan used mighty magic to defeat the Fangs of Set. The violent clash had created many astral searchers from the trauma.

Returning from the astral battle, The Company found that one of those searchers was attacking the stunned Nekiset. It destroyed her psyche and soul, possessing her body. Without their leader, and once defeated, the Fangs fled. Tai-luan exorcised the searcher from Nekiset's body and crushed the gem containing Tolath's soul, releasing it into her body.

Revived as a Southerner female was a shock to the wildmage, but the limbo of the soul trap was worse...

That brings our campaign up to present where the group is this:

Nekiset 24th level CG Wild Mage, 110hp (as the 19th level priestess)
THAC0:11 AC:-2 MV:12" STR:18 DEX:18 CON:16
INT:18 WIS:15 CHA:18 (STR, DEX, & CON are those of the priestess) 5,503,600 XP, 600 pp 5'2", 90lbs., 24 years old (39 years old, but the body is 24)
SPELLS PER LEVEL:
6/1 6/2 6/3 6/4 6/5 6/6 6/7 6/8 5/9
SAVES: poison:8 rod:3 petrification:4 breath:7
spells:4

ITEMS OF NOTE: Bracers of Defense (AC2), Ring of Spell Turning, Staff of Power, Helm of Teleportation, Dagger +3

Pyros Flamebringer 7/23 dual class CG ranger/fire elemental wizard,
hp:130 THAC0:8 AC:-3 MV:12" STR:18/96%
DEX:18 CON:18 INT:18 WIS:12 CHA:14 6'2", 190lbs. 32 years old 90,001/5,230,990 XP, 1200 pp
SPELLS PER LEVEL:
6/1 6/2 6/3 6/4 6/5 6/6 6/7 6/8 4/9
SAVES: poison:8 rod:3 petrification:4 breath:7
spells:4

ITEMS OF NOTE: Ring of Protection +4, Robe of the Arch-Magi, LongSword +4, Book of Infinite Spells, Bag of Holding, Well of Many Worlds

Rylus of Waterdeep 8/23 dual class CN thief/invoker hp:74 THAC0:11
AC:-4 MV:12" STR:14 DEX:18 CON:17 INT:18
WIS:16 CHA:17 5'10" 140lbs. 28 years old 900 pp
70,001/5,245,800 XP
SPELLS PER LEVEL:
6/1 6/2 6/3 6/4 6/5 6/6 6/7 6/8 4/9
SAVES: poison:8 rod:3 petrification:4 breath:7
spells:4

ITEMS OF NOTE: Elven Chain Mail+5, Long Sword of Dancing, Dagger of Venom, Wings of Flying, Ring of Regeneration
THEIVING SKILLS:75%pp 72%ol 60%f/rt 72%ms 59%his 25%hn 96%cw 40%rl

Tai-luan of Huan-ti 25th level CG fighting monk priest of Huan-Ti, God of War

HP:135 THAC0:9 AC:-12 STR:16 DEX:18 CON:16
INT:14 WIS:18 CHA:17 6'3" 210lbs.
36 years old 2,200,300 XP
SPELLS PER LEVEL:
11/1 11/2 10/3 10/4 9/5 8/6 4/7
SAVES: poison:2 rod:6 petrification:5 breath:8
spells:7

ITEMS OF NOTE: Mace +4, Plate Mail+5, Shield+5, Talisman of Pure Good, Phylactery of Faithfulness, Ring of Djinni Summoning

our homes and despoiled our lands. The only cries they hear are their cries for war."

"Tessira cries out to us, "Unjust, Tel Quessir, Unjust" . . . Do we ignore him?"

"No. "

"We shall Return. . ."

- taken from a speech by Valerius Syncharan Turial, 247th Lord of House Turial, To the council of Evereska 1362 DR

Roaming Elves

By: Karathon@aol.com

Based in Evereska, and roaming the far reaches of Thay, Myth Drannor, the Dales, and Heartlands are a small elite group of elves, pure of blood, if not of purpose. Most were born before the Time of Troubles (by at least 100 years) and witness to Man's wars, as well as his Gods. They may not all agree with Valer of Evereska, but they can't help sympathizing. His goal, as theirs, is to not let Man forget, that this land is not a gift, nor inherited, and the owners are still here.

They may not have the best of intentions, but to them, their families, and those like minded, a decision from the Queen was a betrayal of heritage, and dignity. They, through great adventures and quests for Legendary Items of Power, hope to convince their people that they cannot run from their problems. Rather, they must stand and fight for their homes, their way of life, and their People.

Their Membership:

Valerius Syncharan Turial (Grey Elven 9/11 Fighter/Mage - BladeSinger) N(L)

Talineria Katerias Turial (Grey Elven 8/9 Fighter/Thief - Archer) N

Aiobheil Diomasasch Evald (Grey Elven 10/12 Fighter/Mage - BladeSinger) CG

Lilith Meara Evald (Grey Elven 10/9 Priest of Sheanine/Fighter - Archer) CG

Fiona Solaris (Grey Elven 8/9 Ranger/Mage - BladeSinger) CG - Drow Hunter

Malathor Carolingian (High Elven 8/9 Ranger/Mage - BladeSinger) CG
Teserel (Grey Elven 8/10 Priest of Erevan Illesere/ Thief) CN

Their (sometime unwitting) Associates:

Windfang (Human 9/8/0 Dual Class Fighter/Priest of Mystra/Thief) CG

Kira (Human 11th Loremaster of Oghma) N

Eno (Gnomish 10/12 Thief/Illusionist) N

Theron (Human 12th Evoker) CN

Thrag (Dwarven 13th Warrior) CN

Lasseverin (Elven? 7/8/10 Fighter/Mage/Thief - Deulist) NE?

The Objects of some of their quests:

The Arm of Valor

The Arm of Courage (its Twin)

The Book of Seldarine (a history "current" of all the children of the Seldarine) BlackRazor, Whelm, and Wave (all later found unusable) FoeBane

Amongst their adventures have been raids into Lolth's domains (Drow), as well as battles with the Tanari in Myth Drannor. Of the core group, most have little regard for the other races. The infamous Grey Elven arrogance is definitely apparent. Unfortunately, the arrogance is rarely

"We are the Children of the Seldarine, the heirs of the Gods . . ."

"Who among you believes that Man has so much more right to the land that we must cower and hide? Can they hear the cries of Sheanine, that she can no longer shine upon our once noble woods? Can they feel Correllon's blood in the wind and the rain? Do the beasts and wilderness sing to them? They have raped

tempered due largely to the massive combat and spell power at their disposal. No less than three of their number carry Moonblades.

Currently a group consisting of Fiona, Malathor, Teserel, and Talin is gathering forces in the north to stem a tide of Drow expansion from the city of ErynDlyn. With the committal of few troops from Evereska and other local cities, they may once again have to rely on skill, stealth, and overwhelming magic to force the Dark Elves back.

In my campaigns, very few additions are made to the Realm's history proper. Firstly is the addition of Saurians, a tall, reptilian race. An odd mixture of Japanese Feudal Loyalty and Swiss Isolationist Neutrality. Created as a genetic experiment by Drow, Illithid, and a mysterious ArchMage, they revolted against their planned life of slavery and war. Next is the cult of Tessira, the Elven God of Justice, Vengeance, Passion and Storms. A relatively new cult, but popular amongst those elves born after the Retreat.

Shadow Knives

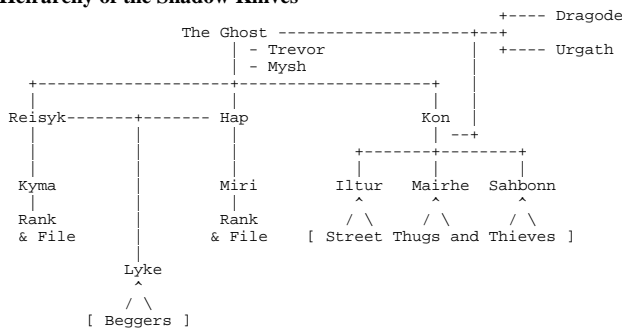
By: catdrag@vnet.net RTP, B062/H216
robert_nichols@vnet.ibm.com 919-254-2905 (T/L 444)

The Shadow Knives a guild of thieves dedicated to increasing their wealth and those that hire them.

The Shadow Knives symbol is a black knife. Every full member of the Knives has this symbol branded onto their left shoulder. Any agent of the Shadow Knives, regardless of whether or not they are full members, carry a dagger that has been painted black.

Shadow Knife (37), (27 human (7 female), 3 +orcs (1 female), 1 elf (moon), 1 +elf (moon, female), 3 halflings, 2 dwarves (both female); AL N, NE, LE, or CE; AC 7; MV 12; T2; hp 14 each; THAC0 20; #AT 1; damage by weapon; S15, D15, C15, I12, W11, Ch10; ML 13; PP 20, OL 25, FT 20, MS 30, HS 30, DN 25, CW 60, RL 0; backstab: +4 to hit, damage 2; ML 11; leather armor, broad sword, 3 daggers, spear; alertness 12, disguise 9, information gathering 12, observation 12.

Heirarchy of the Shadow Knives



NPCs of the Shadow Knives

The Three

The Three, as they are known, are the primary enforcers of the Shadow Thieves. Iltur, Mairhe, and Sahbonn make up the Three. Typically when they are on business, they wear black silk face masks. This has led to the suspicion that they are clerics of Mask thought this is untrue.

Iltur

Iltur is the youngest of the Three, and the most handsome. He has golden blond hair that falls in curls to his shoulder. Iltur is very vain about his hair and has killed people for touching it. Iltur is of medium build and height. He has blue eyes. Typically, Iltur dresses as a well-to-do merchant,

however, he is a master of disguise and will dress in anything appropriate as long as it gets him close to his target.

Iltur, human male: AL CE; AC 6 (no armor); MV 12; T9; hp 40; THAC0 16; #AT 1; damage by weapon and/or poison; S13, D18, C15, I13, W11, Ch15; PP 75, OL 50, FT 35, MS 95, HS 95, DN 60, CW 60, RL 0; backstab: +4 to hit, damage 4; ML13; XP; ring of mind shielding, short sword, short bow, hand crossbow, potion of extra-healing, potion of invisibility, potion of silence; appraising 13, disguise 16, endurance 15, information gathering 13, intimidation 13 or 15, observation 13, trailing 18.

Iltur is currently located in Triel.

Mairhe

Mairhe would be a thug if it wasn't for his companions. Mairhe tends to act first and think last. However, he obeys Sahbonn unquestionably and trusts Iltur unflinchingly. Consequently, Mairhe's strength and his friends have enabled him to survive. Mairhe enjoys breaking and entering and causing pain to those that are helpless. He is just under six feet tall and weighs nearly 200 pounds. He has black straight hair that he keeps greased back out of his face. His eyes are black and a perpetual sneer is across his face. But if he has to, Mairhe can be as charming as a cobra hypnotising its prey.

Mairhe, human male: AL CE; AC 6; MV 12; T9; hp 48; THAC0 16; #AT 1; damage by weapon and/or poison (strength +1/+2); S18, D18, C17, I9, W8, Ch10; PP 25, OL 90, FT 80, MS 35, HS 90, DN 65, CW 85, RL 0; backstab: +4 to hit, damage 4; ML 13; XP; ring of mind shielding, short sword, short bow, hand crossbow.

Sahbonn

Sahbonn is called "the Deadly Woman" by those who know who and what she is. Sahbonn fluctuates widely in weight, going from portly to wail-thin in a matter of months. This may be the results of a magical curse, but Sahbonn uses the condition to full advantage. After a kill, she often creates an entirely new look for herself. Sahbonn naturally has brown hair and eyes and is about 5'4" tall. She has no distinguishing features except for the black dagger brand on her left shoulder. She dresses as fits the part she is currently playing. She is masquerading as a female sell-sword now, carrying a long sword and wearing well-used leather armor.

Sahbonn, human female: AL CE; AC 6 (no armor); MV 12; T9; hp 40; THAC0 16; #AT 1; damage by weapon and/or poison; S10, D18, C16, I17, W15, Ch9; PP 35, OL 50, FT 15, MS 95, HS 95, DN 65, CW 90, RL 0; backstab: +4 to hit, damage 4; ML 13; XP; ring of mind shielding, short sword, short bow, hand crossbow, potion of healing, potion of invisibility; Sahbonn usually carries the ring of invisibility, but it is shared equally between them.

Poisons known to be used by the Three: A (inject): save or 10 points; onset 10-30 minutes; E (inject): death or save and 20 points; onset immediate; I (ingest): 30 or save and 15; onset 2-12 minutes; N (contact): death or save and 20; onset 1 minute; O (inject): save or be paralyzed onset 2-24 minutes.

Dragode and Urgath are the Ghost's personal assassins, helpers, and errand runners. There are completely loyal to the Ghost and enforce his commands with violence and sadism.

Both Dragode and Urgath hate the Zhentarim, particularly those from Darkhold. The main reason is for their "deaths" that

they suffered not long ago. They were recently killed by a group of over-zealous adventurers who mistook them for Zhentarim spies from Darkhold. Dragode and Urgath were raised by a priest of Bane though The Ghost had to pay through the nose for the "service." The adventurers that slew the two assassins have not lived to regret their mistaken assumption of Dragode's and Urgath's identities.

Dragode is known as "the Tall One" within the Shadow Knives. He is lean and hollow-cheeked, with sharp falcon-like eyes. Since his recent restoration to life, he has become more brooding than before, preferring to wear black and becoming extremely interested in the teachings of Bane. He is an orthodox Banite, and unwilling to accept the existence, much less the rulership, of Cyric as Bane's replacement. This is just one more reason why Dragode hates the Zhentarim.

Dragode, human male: AL CE; AC 6; MV 12; T7; hp 41; THACO 17; #AT 1; damage by weapon and/or poison; S10, D18, C16, I17, W11, Ch13; PP 30, OL 65, FT 60, MS 65, HS 75, DN 35, CW 75, RL 5; backstab: +4 to hit, damage 3; ML NPC; XP; short sword, short bow, hand crossbow; acting 12, Zhentish 17, disguise 12, observation 17, trailing 17, forgery 17, horsemanship 14, information gathering 17, intimidation 10 or 13.

Urgath is called "the Short One" by members of the Shadow Knives. He is short and slightly pudgy, looking more like a grain merchant than a killer, a fact which he uses to his advantage. He is bald, but wears different wigs and hats to conceal that fact. He is quite sensitive about his lack of hair, but is otherwise jovial and good-natured, balancing his friend Dragode's sour disposition. Urgath murders men with the same calm that a farmer may feel while working in the field.

Urgath, human male: AL CE; AC 6; MV 12; T7; hp 40; THAC0 17; #AT 1; damage by weapon and/or poison; S16, D18, C12, I12, W14, Ch10; PP 25, OL 40, FT 40, MS 90, HS 90, DN 40, CW 85, RL 0; backstab: +4 to hit, damage 3; ML NPC; XP; short sword, short bow, hand crossbow; acting 9, Zhenish 12, disguise 9, observation 12, trailing 12, forgery 17, horsemanship 17, information gathering 12, intimidation 16 or 10.

Mistress Mary Reisyk, or the "Moll," as she is known to the Shadow Knives is easily 6 feet tall with a lithe hard frame. While "working" as a thief, she wears a studded leather jerkin which is dyed red, and knee-high black boots. Otherwise she dress as any other inhabitant of the towns of the Trade Way.

The "Moll" makes an effort to treat everyone in the guild fairly. This has made rest of the Shadow Knives respect and to some extent "love" her. Any harmful acts towards her will double the enmity of the Shadow Knives and the culprits will gain several enemies.

Reisyk is a tough, strong-willed woman who has worked long and hard to reach her current position, and she commands the loyalty of the Shadow Thieves. She cares nothing for any one who is not a Shadow Thief, but can lull nearly anyone into thinking she cares for them.

Mistress Mary Reisyk, the "Moll," human female: AL CN; AC 3; MV 12; T8; hp 32; THAC0 16; #AT 1; damage by weapon; S10, D17, C11, I12, W16, Ch15; PP 15, OL 25, FT 95, MS 30, HS 30, DN 15, CW 60, RL 55; backstab: +4 to hit, damage 3; ML 14; XP; swimming 10, disguise 14, appraising 12, jumping 10, reading lips 10; studded leather +1, dagger, shortsword, sling.

Kyama the Axe is a swarthy young woman with flowing black hair and heavy eyebrows. She has a light build and stands roughly 5 feet 6 inches tall. Her movements are fluid and her touch is dexterous. She applies both traits to a pastime that fascinates her: juggling hand axes.

Kyama is Mistress Reisyk's chief lieutenant. She is self-centered and power hungry, but intensely loyal to the "Moll." She will make it known that she dislikes anyone who gets in good with Mistress Reisyk.

Kyama the Axe, human female: AL CN; AC 4; MV 12; T3; hp 18; THAC0 19; #AT 1; damage by weapon; S17, D18, C15, I8, W11, Ch9; PP 45, OL 15, FT 10, MS 15, HS 15, DN 20, CL 60, RL 0; backstab: +4 to hit, damage 2; ML 12; XP; juggling 12, tightrope walking 13, cooking 10; leather armor hand axe, sling.

Miri Softouch is a slender and attractive halfling with rosy cheeks and curly brown hair. Her eyes sparkle with mischief but can be alluring to the point of enchantment. Miri is the lieutenant to Hap Farfoot. She is also an expert gambler, capable of nearly imperceptible cheating when it suits her.

As a child, Miri was a content shepherdess. After her family was killed by merciless human ranchers, she was forced into a life of thievery. Her lovely, sweet appearance is a mask hiding an evil countenance. She wants nothing more in life than to hurt other people, especially humans.

Miri Softouch, halfling female: AL NE; AC 7; MV 6; T2; hp 10; THAC0 20; #AT 1; damage by weapon; S8, D17, C12, I12, W10, Ch16; PP 45, OL 10, FT 5, MS 10, HS 35, DN 15, CW 60, RL 0; backstab: +4 to hit, damage 2; ML 13; XP; dagger, staff; disguise 15, animal handling 9, local history 16,

gaming 19.

Hap Farfoot ("Happi" to his friends) is a rotund halfling of middle years. He has frosted orange hair and bushy eyebrows that shade bright green eyes. He appears to be the typical halfling: he has an overwhelming bubbly personality, is always quick with a pun or a joke, and readily plays the buffoon. These traits only disguise his true nature. Hap is as wily and as ruthless as they get. He will go to any lengths to finish an assignment. He is a distant cousin to the Ghost, though this gains him no status in the eyes of his hard cousin.

Hap Farfoot, halfling male: AL NE; AC 2; MV 6; T6; hp 25; THAC0 18; #AT 1; damage by weapon; S13, D18, C17, I15, W9, Ch15; PP 45, OL 15, FT 10, MS 80, HS 25, DN 45, CW 85, RL 25; backstab: +4 to hit, damage 3; ML 14; XP; bracers of defense AC6, dagger, short sword, hand crossbow +1; blind-fighting, mandolin 14, appraising 15, gem cutting 13.

Lyke Knoor lives two lives. When in town, working for the Shadow Knives, he is the town fool - the wandering, mumbling idiot begging for a copper or a drink from any stranger. Lyke stoops to be about 5 feet 6 inches tall and weighs about 160 pounds. He acts and dresses his role very well except for a gold signet ring that he attempts to keep from public view under a pair of tattered cloth gloves.

When not spying, Lyke is a 6 foot 3 inch tall man that enjoys swashbuckling, flowing clothes. He has a hearty and loud voice and laugh. Lyke has brown hair and a full beard that he keeps trimmed (unless in disguise).

Lyke Knoor, human male: AL CN; AC 6 or 2; MV 12; T5; hp 32; THAC0 18; #AT 1; damage by weapon; S15, D17, C16, I16, W14, Ch18; PP 15, OL 10, FT 5, MS 95, HS 35, DN 90, CW 60, RL 0; backstab: +4 to hit, damage 3; ML 13; XP; swimming 15, seamanship 18, appraising 16, tightrope walking 16; old, "broken" leather armor or studded leather +2, broadsword +1, short bow, club, boots of elvenkind, potion of strength, potion of invisibility.

Kon Bardiche is the second in command of the "street troops" of the Shadow Thieves. Kon is self-serving and murderous, enjoying fine kills, the hunt and stalk, and the final killing blow. Kon is 5+ feet tall and weighs a heft 180 pounds; he is all muscle. His tanned face is deeply scarred, testifying to the battles and fights he has won. His hair is silver and he keeps it cut in a crew cut.

Kon Bardiche, gold half-elven male: AL NE; AC 3; MV 12; F4; hp 40; THAC0 17; #AT 3/2 (two-handed sword and broadsword) or 1; damage by weapon (specialized in broadsword and two-handed sword, +1/+2); S18/75, D12, C16, I7, W11, Ch9; +1 elven chain mail, heavy lance, broadsword +1, two-handed sword, two-handed style; swimming 18, horsemanship 14, endurance 16, forest survival 7.

Mysh, "the Toad," was given his nickname when his former master temporarily turned him into a toad for accidentally eating a rare herb that was worth hundreds of gold pieces. Mysh stands about 5 feet tall, stooped over because of some rare bone disease. He has black, greasy hair and deep-set eyes. His teeth are crooked and he speaks in a wispy drawl. He usually wears dark brown or black robes.

Mysh is the Shadow Thieves advisor on magical matters. Mysh has a self-inflated opinion of himself and has become something of a pain to the Ghost lately.

Mysh, "the Toad," human male: AL CN; AC 8; MV 12; W4; hp 10, THAC0 20; #AT 1; damage by weapon or spell; S6, D10, C15, I18, W12, Ch9; ML 12; XP; dagger, staff, ring of protection +1, boots of protection +1, potion of strength, 2 potions of invisibility; ancient history 17, astrology 18, herbalism 16, reading/writing 18, spellcraft 16.

Spells: alarm, burning hands, feather fall, deeppockets, fools' gold.

Trevor Hawks is the personal bodyguard of the Ghost. Trevor was a reclusive hunter that spent his time in the back woods with his wife and two children. However, that was before drow slaving party raided his farm as he was hunting. The drow left traces and clues that pointed to the Zhentarim as the culprits. When Trevor returned home, his mind snapped. Trevor wandered the wilderness for several months, killing any that got in his way. Then Trevor stumbled on to the camp of the Ghost and Mysh. Mysh charmed the berserk fighter. According to the charm, Trevor is to serve Mysh (first) and the Ghost and the Shadow Thieves (second).

Trevor stands 6 feet tall and weight 180 pounds. He has a thick, unkempt beard, wildly tousled hair, and the look of a madman. Psionically, Trevor is a wild talent and can use the powers of contact, mindlink, and truthhear.

Trevor Hawks, human male: AL N; AC 5 (weapon style, studded leather, and dexterity); MV 12; F6; hp 20; THAC0 18; #AT 3/1 or 7/2 (long bow), 3/2 (long sword) or 1; damage by weapon (specialized in long bow +1/+2, long sword +1/+2, and one-handed style); S17, D15, C16, I12, W15, Ch7; ML 19; XP; long bow, spear, long sword, hand axe, 12 sheaf arrows +1; set snare 14, animal lore 12, hunting 14, tracking 15; psionics: contact (PS: 15, Cost: varies+1pr, rng: special, Prep: 0), mindlink (PS: 10, Cost: contact+8pr, rng: unlimited, Prep: 0), and truthhear (PS: 15, Cost: 4+2pr, rng: 0, Prep: 0), 50 PSPs.

The Ghost

The Ghost is a halfling that has traveled far in his "career." The Ghost was born Cal Baker, son of the prestigious Baker clan of halflings in far-off Leilon. Cal had a twin brother names Sorrel. The two brother were always getting into trouble, playing pranks on the village elders, spoiling the yeast, placing dead rats in the brewer's vats, etc. Eventually, the mayor had to take the two miscreants aside and try to reason with them. The two would have none of it though, and the next week, while they were playing another prank on the brewer (their favorite target), they accidentally knocked Cristie, the brewers youngest daughter in the vat where she drowned. The mayor was forced to exile the two brothers and their family disowned them.

Embittered by their misfortune the two went to see to try to become pirates. However, their imagination was nothing like reality and the two made extremely poor sailors. They left the boat in Calimport and never looked back at the sea. In Calimport, the two became thugs for one of the thieves' guilds of that city. They were so good in fact, that the other thieves jumped them one night and sold them into slavery.

Eventually they were sold to Lord Manshohn of Zhentil Keep who gave them their freedom for their loyalty. The two were trained as assassins and became the firsts of the Daggers of Bane, an elite assassin force for Zhentil Keep.

At this point the two brothers had their first true disagreement. Sorrel, who was calling himself Appleyard now, enjoyed the life that Zhentil Keep provided stayed loyal to the Zhentarim. However, Cal, who was now called Ghost, hated the indentature that was force upon them. Manshohn, seeing that one

willing servant is better than two unwilling servants, granted the Ghost his freedom in return for Appleyard's loyalty. The two brothers then parted ways.

The Ghost drifted for a year or so until he found himself involved in a plot against the former guild master of the Shadow Knives. Seeing a good thing, the Ghost backstabbed and betrayed any one and everyone in his path to finally wind up leading the Shadow Knives. It was at this point that the Ghost heard that his brother had been killed on an assignment for Manshohn. Even though he knows Manshohn would not waste good talent and have his brother raised, the Ghost now hates the Zhents who he sees as wasting his brother's life. Almost as intensely, the Ghost hates the group of adventurers known as the Road Warriors. It was this group, in particular the fighter Maelwyn, who hunted his brother down and killed him.

The Ghost is not a particular loyal or faithful master of the Shadow Knives. He knows that the guild can protect him and bring him riches, so he stays. If things start to look bad, he will make whatever plans necessary to protect himself and his investments.

The Ghost commands the loyalty of Dragode and Urgath. However, the two assassins are more loyal to the office of the guildmaster of the Shadow Knives than the person of the Ghost. The Ghost has yet to realize this.

The Ghost has a pet mage, Mysh. Mysh realizes that he is trapped until the Ghost is "out of the way." and is bidding his time. Mysh is too much of a coward to ever move openly against the halfling.

Trevor Hawks is charmed by Mysh and has been told that his loyalties lie with Mysh then the Ghost. However, Trevor has broken the charm (it was never that effective due to Trevor's madness) and is loyal to the Ghost who treats him well. Trevor hates the mage but realizes that it gives him an advantage if the mage continues to think that he is charmed.

The Ghost, halfling male: AL NE; AC 0; MV 6; T13; hp 61; THAC0 16; #AT 1; damage by weapon; S10, I17, W13, D18, C17, Ch14; PP 95, OL 87, FT 75, MS 98, HS 88, HN 35, CW 84, RL 45; backstab: +4 to hit, damage 5; ML 14; XP; bracers of defence AC 4, dagger +3, dagger +2/+3 v. large, dagger +1, sling +1, shortsword +2, ring of invisibility, Keoghtum's Ointment, potions of healing, polymorph self, water breathing (2 doses).

Kraken Society

By: "Karl K. Northrup" <knorthrup@VNET.IBM.COM>

Here is what I was able to dig up...

The Kraken Society

Leader - Unknown - possibly THE Kraken of the Purple Rocks
Base - Yartar and Triboar
Goal - Acquire any information that could be sold for profit or use to increase the influence/power of the Society.
Allies - none
Chief Foes - Lord's Alliance of Waterdeep and the Harpers.

The Kraken Society is a group of thieves, assassins and mages that have an information network in the North. Rumors have it that this society has ties to THE Kraken, a mysterious figure who has a base hidden in the island chain called the Purple Rocks.

The computer game GATEWAY TO THE SAVAGE FRONTIER used this group to interfere with your party by stealing scrolls or books with key

information needed to complete your mission. The mission in this case was to find four statuettes, that when used together at Ascore, that would stop the Zhentarim army from invading the North.

Hoar the Doombringer (Sword Coast area)

Or Assuran of the Thunders (Inner Sea regions)

By: tatkins@ee.ubc.ca (ATKINS TREVOR LLOYD)

Portfolio: Demigod of Revenge, Retribution, and Justice.

Symbol: A clenched fist grasping a single bolt of lightning

Abilities Required: WIS 12, STR 12 (LN)

Weapons: Type B plus any ONE weapon of the priest's choice

Armor: Any

Major Spheres: All, Combat, Divination, Elemental, Necromancy.

Minor Spheres: Healing, Law, Protection, Weather.

Granted Powers:

Turn/Command Undead (in situations pertaining to ethos)

Notable Worshippers:

Hrusse of Assuran of Force Grey based in Waterdeep. (City of Splendors et al.)

Psionics Enclave

Incidentally, my current campaign is running in the Forgotten Realms (else I wouldn't be posting). In said campaign, the psionics were just discovering that psionic ability could in fact be fostered just about the time that the gods were cast down. Until that time, psionics had been a spurious and rare ability, known (still) as the Talent (just as magic is known as the Art) -- some possessed it, others did not, no one knew why. Dedicated scholars kept exploring the nature of psionics and eventually stumbled upon an important discovery -- many "normal" folk might possess the Talent in latent or passive forms rather than active ones. This, of course, opened up whole new vistas, and a loose, semi-secret organization of psionics was formed across Faerun -- the Enclave.

Information about the nature of the Talent was exchanged between psionics for a few decades prior to the Time of Troubles, but eventually the members of the Enclave (after the persecution of several of their members) reached a crisis. Though no word of the Enclave had been widespread, it was made abundantly clear that psionics were feared and reviled by much of the population. They were, in the eyes of the common folk, no less than mental rapists, able to strip away the will and memories of their victims with the evil eye. Those who understood anything at all about psionics got it largely confused with the Art, and viewed it as a dangerous and corrupt offshoot at that.

And so it came to pass that the Enclave enforced the Silent Oath -- members must practice their abilities in absolute secrecy, lest the general population bring doom upon them all. Shortly after the Silent Oath was rendered, all of Faerun was struck by a far worse disaster than the perceived psionic threat -- the Time of Troubles. Seizing the presented opportunity, the Enclave spent much of the Godswar policing their own. They took active measures to eradicate knowledge of the Talent from the population and destroy rogue psionics who refused to take the Silent Oath -- a task that became known as the Cleansing. They were quite successful in their task, and they retreated into obscurity after it was finished. Following the Cleansing, nearly all of Faerun's intellectual elite believed that the Talent had been lost -- another casualty of the Time of Troubles.

The Silent Oath persisted for the years following the Godswar, during which time small advances in psionic study were made in secret. Much as mages had done for centuries, the members of the Enclave began gathering apprentices with the latent Talent and turning them into budding psionics. Bound to the Silent Oath like their brethren, these new, younger members of the Enclave became an existential proof for the ability to foster the Talent.

Unfortunately, there were only perhaps 150 or so active members of the Enclave (including apprentices) scattered throughout Faerun, and the disadvantages of a loose, far-flung organization began to manifest themselves. Following the Time of Troubles there were no more persecutions (since most, if not all, of the population believed that there was nothing left to persecute), and the psionics began to grow lax. Absorbed in the details of their apprentices and the mundane aspects of their lives, the members of the Enclave began to lose the close-knit unity which had prompted the Cleansing and saved them all. The immediate threat had passed, and other aspects of Realms politics began to grow in importance. Communication between the most distant members became more and more infrequent, and the members of the Enclave grew content and provincial.

Finally, a noteworthy telepath (whose name escapes me at the moment :-)) who had settled in the peaceful town of Dhedluk several years back began to grow concerned about the Enclave's apparent erosion. He had

attempted to psionically contact no fewer than three of his psionic acquaintances (founding members of the Enclave, like himself) and failed. After speaking with other members that he *could* contact, he discovered a disturbing trend -- many of the psionics were unaccounted for. No one had heard from them in several rides, and no one had seen them in months. It seemed, to all appearances, that the psionics were vanishing.

Stronghold of the Nine

By: Aguinaldo Rangel <ag@ax.ibase.br>

First of all, let me say to you that if you are exploring the High Forest with your PCs you simply MUST have the module FR5, "Savage Frontier", that is shock full of nice things and ideas for adventures there ! The adventure ideas demand some work, but if you are DMs in the Realms you are probably used to that ;-)).

About the Stronghold : The first thing to know is what is the current year in your campaign. Why ? Because things in the Stronghold happened in 3 different periods :

a) During their adventures (probably before 1356 DR) the Nine, which were one of the most famous and powerful adventuring companies of the North, led by the Archmage Laeral (one of the Seven Sisters), found the former dwarfhold and rebuilt it. After they retired they made it their home. At this time, the Stronghold is known to have "strange and powerful magical guardians (including nagas and golems)". (See FR1, page 10). We also have the information that the Nine stored much of their gained treasure in the Stronghold, and that none of them were less than 14th level.

b) Their treasure was their downfall. Probably sometime between 1356 and 1358 DR the disagreement over The Crown of Horns, an artifact in Laeral's possession led to internal disputes and open war, with the Stronghold as the battlefield! In FR5, page 52 we see that now the Nine are only Five and the Stronghold is in turmoil. The above ground buildings are abandoned and in poor repair. The large underground complex is ill-defended and in constant warfare, as the 3 different factions of the remaining Five (helped by their followers - probably henchmen - and probably also by many strange summoned creatures), battle over the control of the evil Crown. It is said that the Five include a fighter, a cleric, two mages and one thief (none of them below 15th level). One of the mages is Laeral, who is very changed from her former self (see FR5, page 58). Her mind warped by the crown, she is completely mad, and her age is catching fast, probably due to the failure of the magicks of longevity (remember, Laeral, as the other Seven Sisters is about 150 years old). Visitors to the Stronghold at this time are treated like intruders by her and her ex-comrades.

c) Their rescuers were Khelben and Alustriel. The Blackstaff in person destroyed the Crown of Horns and liberated Laeral from its influence. They developed a strong bond and she became his consort. This probably happens sometime between 1358 DR and 1360 DR. (See Dragon #181, page 18, and "Running the Realms", in the New Boxed Set). After that created a Simlacrum of herself and left it at the Stronghold to deceive treasure-seekers. It is not known if any of the other four remanescents of the Nine survived, but I would say that more could have died. Even if some of them survived (besides Laeral), I would say that they would probably do the same that Laeral did and travel away from the bad memories of their time in the Stronghold. Laeral probably does not appear in the Stronghold, as all references to her say that she is either in Waterdeep with Khelben, or in Skullport with "Kitten" investigating things, or in Evermeet with her sister Dove. (See Dragon #167 and #172 about Undermountain and Skullport, and the references in the novel "Elfshadow" - that happens in 1361 DR - about her staying sometime in Evermeet).

In my campaign I did this:

- **period (a) (The Nine in control of the Stronghold after their retirement)**
-> **between 1355 and 1357**

- **period (b) (The Nine fight each other over the Crown of Horns)**
-> **1358**

- **period (c) (Khelben destroys Crown, Laeral leaves the Stronghold)**
-> **1359**

As for the actual floor plans of the Stronghold, I myself will not need that, as the PCs in my campaign are only looking for Laeral to give her a message, but I would say that the Stronghold's area must be pretty large, and it would have great walls and many underground areas, as would be typical of a dwarven fortress. If any of you would really like to do a prolonged indoor tour, I would advise browsing old Dungeon magazines for ideas and maps of this type of things.

As a last idea, remember that, from period (c) onward, although is not there, her Simulacrum is and it (she), is a conscious and living being, with 40% to 65% of the knowledge and personality of the original being. She also could be reasonably powerful (5th level to 12th level magic user), and probably considers the Stronghold HER house (as she was given the order to live here and protect the place by her creator). She will also possibly have the command over whatever guardian creatures (like golems) that still inhabit the place. She will be pysicaly identical to Laeral, but her personality could be different (for instance not being so gentle as Laeral, or not worrying much about the world at large... ;-)

As always, comments are welcomed ! Oh, and give us all some inkling as to what recent adventures in High Forest and the North you are inflicting, er... presenting to your players ;-D

Organizations and Societies in the Realms

By robert_nichols@VNET.IBM.COM

The Flaming Fists, mercenary group, based in Baldur's Gate
The Harpers, do-gooders at large
The Zhentarim, evil bad guys, based in Darkhold
The Cult of the Dragon, evil bad guys, dedicated to dracoliches, based in Sembia
The Fire Knives, thieves guild, located in Westgate
The Red Wizards of Thay, evil mad mages, located in Thay
The Twisted Rune, evil mages, based in the Desert Kingdoms
The Runderen, evil merchant organization, based in the Shining South
The Dark Dagger, thieves guild of drow worshippers of Vhaeraun, based in the Underdark
The Eldreth Veluuthara, elvish purists, base unknown
The Malaugrym, evil shapeshifters extraordinaire, based extra-planar
The Hosttower of the Arcane, evil wizard circle in Luskan
The High Heralds, keepers of heraldry and history, allied with the Harpers, based in various places

Well, there is Manshoun. There is also Semmemmon, Master of Darkhold; the guy who lives in the Dragon Tower in Waterdeep (his name escapes me - Eric do you know?); any of the wizards of Thay (Szuss Tam anyone? Do do I have that name wrong also :<); lots o'liches (seems like everytime i pick up a Realms product these days I find a lich :>); or create your own. For instance, in Waterdeep there is a man that is known only as Lord Bolt. He is known to be the head of the Zhents in Waterdeep, though no one knows who he is.

The Rising in Power of a New LE God

Iyachtu Xvim (the Son of Bane)

By Aguinaldo Rangel <ag@axibase.br>

His entry in RtR mentions that his following is strongest in the East (particularly Thay), but in my campaign he has found a powerful follower in the North :

Radoc, "The One", from FR5 "Savage Frontier". Radoc is a powerful Archmage-priest that has recently given up returning to his original plane of New Empyrea (where he was a priest of a Power named Tangg). Since he was exiled in Faerun he did not receive any spells from his old god, and with time he decided that he liked this new plane and this North part of Faerun was a place that was ripe to see the evolution of a new kingdom and perhaps a new religion too. He then studies the recent happenings here (the ToT) and becomes interested in a young God that has much field to improve. He feels that the Godson's interests and "alignment" is attuned to own. Then he prays to him. And prays. And prays. Then Xvim answers! Radoc is what he needed for a long time! The perfect instrument to start his new church in the Heartlands! A man fit to be his right hand! Ambitious, powerful unknown in the Heartlands! A man with the necessary charisma to speak to people and make them flock to him! (If you have the module I12 "Egg of the Phoenix" you will see that Radoc is very powerful indeed and that he lived for a few centuries before coming to Faerun. He is ancient, wise, and evil). Radoc also sees that he has much to gain by converting himself to Xvim, and more when the god promises that he will become the head of his new church in the Realms. The 1st Arch-Priest of Xvim is born! Already his followers are spreading fast in Thay, Amn, Calimsham and other places. Radoc travels to establish contacts and make his new god's teachings known. After this he returns to the North ready to initiate a very ambitious plan : to help Xvim to attain the powers of a Greater God, and to establish a new kingdom in the North - a magocracy like Thay, but firmly entrenched in the new religion.

The Story:

1) What is Xvim's "Area of Control" ? What Ethos could he choose for his religion ? What are the tenets of his church ? He is described as violent, vain and savage, but he is no fool. He learned much with his father and probably learned more during the ToT and when Bane died. He wants power above all (and for that

he knows he needs a church and followers!). May he try to take some of the old followers of Bhaal away from Cyric ? (In FRA it is said that the rural followers of Bhaal did not accept Cyric's way; might they be gathered by Xvim's new faith? Remember : Xvim has the same general alignment and disposition as Bhaal had... he exults in slaying and destruction...). Also some old Banites were converted to Xvim (as is said in RtR in the new Boxed Set), probably because he is perceived by the dissenters to be more attuned to his father's aims than Cyric is... (and now that Cyric is pending more and more to Chaos - in the end of "Prince of Lies" he will be totally CE - maybe the Banites could judge that Xvim is the right god to preside over Tyranny, the more Lawful of the Ethos of his father taken by Cyric...)

2) He has had no relationship with the other gods since the ToT, but with his new level of power (currently Lesser Power, in my campaign, but still growing in power) he would be noted by them. Note that the only other LE power is Loviatar, and as such there is a vacuum of power that Xvim is most eager to fill... Could conflicts arise with other gods ? Could Loviatar follow him as she once followed his father (through Bhaal) ?

3) Where would be his home ? Although he is a native of the Prime Material Plane, he could take over his father's abode in Acheron (that was probably never used by Cyric) or make a new home in Gehenna... What do you think ?

4) Where do you think are the most ripe areas for the spreading of his religion ? Who would make his followers ?

5) Do you see other NPCs of note that could be converted to Xvim ?

Note :

In my campaign Radoc's conversion and Xvim's rise in power happen before Radoc is contacted by the "Cold Alliance" and accepts the invitation (by the Mage Shandaril) to be one of their "Inner Circle". Xvim is aware of their plans, and as a new Ice Age will represent a great setback to the majority of the "good" religions in the Heartlands, he supports Radoc as his priest starts working with the other members of the "Cold Alliance". Radoc has the magical and financial resources to put his plans in motion. He has a secret organized power-base somewhere in the Star Mountains (where he maintains his magical apparatus), has good contacts with the Ice Mountain Orcs of the Spine of the World, and the people of Loudwater see him as a wise old healer...

[The following by: "Eric L. Boyd" <boyd@eecs.umich.edu>]

Iyachtu Xvim and his specialty priests:

Xvim is a Lesser Power from Acheron. His title/are of control is slaying and destruction. His worshippers alignment is LE or NE. His sex is male. His symbol is a pair of green, glowing eyes on a black field.

Xvim is worshipped primarily in Thay, but he has subverted the Risen Cult of Bane in the Moonshaes (see FA1, Halls of the High King) to his worship. Xvim is becoming increasingly cunning, working hard to steal worshippers from Cyric who formerly worshipped Bane and/or Bhaal.

It is believed that Xvim has allied/mated himself with Loviatar. Some speak of a baatezu of unholy power (something like a LE cambion) that has arisen from this evil union who leads Xvim's clergy in the Realms.

Xvim is actively seeking to wrap the mantle of the Red Wizards Fire Cult around his godhood giving him greater influence over that land. He is also seeking to subvert the followers of the Earthmother and Grand Peaksmasher in the Moonshae Isles. Finally Xvim is seeking to bring the goblinoids of the Stonelands to his banner to create a great horde to sweep down on the Heartlands (Dalelands, Cormyr, and Sembia).

Xvim's Priests

Xvim has few priests of any type in the Realms, but the few he does have represent a fivefold increase from before the Avatar Crisis. As a result, roughly 80% his clergy are specialty priests. The remainder of his clergy are clerics and devout warriors. Xvim's priests are expected to exult in savage destruction, and cause as much mayhem as possible.

REQUIREMENTS: AB Con 13*; AL LE; WP any (scimitar 1rst); AR any; RA skin of some reptilian creature died brown-black; SP All, Combat, Healing (rev)*, Necromantic*, Sun(rev)*, War; SPL nil; PW 1) allowed to specialize, as a warrior, in the scimitar, 1) able to use magical items normally usable only by warriors, 3) darkness 1/day (P1); TU turn; QS possible quest spells include storm of vengeance or warband quest, although Xvim has only recently acquired the power to grant such spells.

Mielikki

By Eric L.Boyd 1993

The goddess known as Mielikki, Lady of the Forest, is the patron of forests, rangers, and dryads. The Lady wanders the forests of all Toril, although the followers of her faith are concentrated in northern Faerun. There is some evidence that Mielikki was an elven demigoddess before the rise of humans, and she is often depicted with mixed elven and human features. Certainly she is worshipped by humans, elves, halfelves, and dryads alike.

Mielikki is assisted by two divine beings of lesser power. On rare occasions when Mielikki rides into battle, Lurue, the Unicorn serves as her mount. Lurue is a beast cult deity, the queen of talking beasts and intelligent creatures. Lurue is also known as 'Silvermoon', and is often worshipped in the city of the same name. Gwaeron Windstrom is a demigod who also serves Mielikki, and is a master of tracking and interpreting woodland signs. He is tall and physically impressive, with a white beard that constantly whips about in the wind, and long white hair. He can track infallibly through any conditions, in or on any terrain.

Mielikki herself often serves the Silvanus the OakFather, god of nature and patron of druids. In fact some legends relate that she is the offspring of a dalliance between Silvanus and the elvish goddess of romantic love and beauty called Hannali Celanil. In any case, although Mielikki nl-mbers no druids among her faithful, her followers certainly count them as strong allies, and often work alongside the followers of Silvanus.

The followers of Mielikki do not organize themselves into official temples, rather they assemble in peaceful forest glades in collective worship to the goddess. The faithful of Mielikki organize themselves into three branches of devotion, known as the Triad.

The first branch of the Triad are the heart of the faith, and serve as voices of the souls of the trees themselves. Collectively these followers are referred to as the Heartwoods, and include dryads, hamadryads, and treants.

The second branch of the Triad are the spiritual followers of Mielikki, known as the Arms of the Forest. The Forestarms, as they are often called, are the closest fit to the traditional priests found throughout the Realms. Although they are not druids, Forestarms serve a similar role protectinrJ the forests of the womd.

The third branch of the Triad are the physical followers of Mielikki, known as the Needles. The Needles are rangers, who act as the warrior arm of the faith, and serve a defensive role protecting the forests from marauders, humanoid, and the followers of the god Malar. Included in this branch is a small religious order of woodland knights such as the Shadoweirs.

Finally the lay followers of Mielikki include many woodsmen, the occasional elf (especially wood elves), a few bards, and many of the Harpers, a secretive organization for good located in the northern Realms.

Following are several kits/specialty priesthoods in AD&D2 game terms designed specifically for NPC and PC followers of Mielikki.

Arms of the Forest

The Forestarms serve as the priestly branch of the faithflll of Mielikki. These priests have many of the same powers as druids, although their outlook is more

oriented towards the protection of nature (and forests in particular) from the forces of evil and ignorance. Many of these priests call be folmd wandering among small communities nestled at the edges of forests both great and small. They seek to teach humalls and other goodly races to care and respect the trees, and the life beneath their leafy bows. They try to prevent further encroachment by civilization on the remaining great forests by teaching careful forest husbandry. When called upon, they will defend the forest with force of arms if necessary.

The leaders of the Forestarms are often female, though there are many males among their numbers. Humans, elves, and half-elves serve as such priests, although technically there alignment prohibitions against any race serving as a priest of Mielikki.

ARMS OF THE FORFSTS (FORFSTARMS)

Portfolio: Protection of the Forests (Worships Mielikki) Requirements: Wisdom 14, Charisma 12; alignment NG Weapons Allowed: club, sickle, dart, spear, dagger, scimitar, sling, staff Armor allowed: chain mail, elven chain mail, studded leather, leather Major Spheres: All, Animal, Healing, Plant, Weather, Sun Minor Spheres: Divination, Elemental Magical Items Allowed: as priest or ranger (subject to above restrictions) Granted Powers & Requirements:

* Forestarms may not turn or command undead.

* Forestarms are skilled woodsmen, just like rangers, and receive the tracking proficiency for free. This skill improves for them just as it does for rangers.

* Forestarms have the same skill with trained and untamed animals as do rangers of the same level.

* Forestarms gain proficiency in both elvish and common at no cost.

* All Forestarms may cast a variant of the first level priest spell analyze magic (ToM) at will. This ability works only on forested areas (not characters, creatures, or objects). Through the use of this ability forestarms are able to detect if the ecology of a forested area is seriously disrupted.

* As with druids, Forestarms can pass through overgrown areas (thick thorn bushes, tangled vines, briar patches, etc.) without leaving a trail and at a normal movement rate after reaching third level.

* As with druids, Forestarms are immune to charm spells cast by woodland creatures (dryads, nixies, etc.) after reaching 7th level. Raiment:

Ceremonial dress of the followers of Mielikki is a simple tabard and trousers with a short cape. The shirt is usually short-sleeved, but long-sleeved in winter. The symbol of Mielikki is worn over the heart.

The colors of the ceremonial garb vary with the seasons, each season having a base color and an accent. Winter is white with green accents, spring green with yellow accents, summer yellow with red accents, and fall red with white accents. New Spells:

In addition to their normal complement of priest spells, when selecting their spells, Forestarms may also select from the following list: call woodland beings and comm-lne with nature.

Needles

The Needles are an organization of rangers based primarily in the north. Their members include elves, halfelves, and humans. In addition to their normal skills, they gain bonus non-weapon proficiencies in elvish and common. In addition to their normal selection of spells, once they are able to cast priest spells, needles can also select from the spell call woodland beings.

Shadoweirs

Named for the greatest trees of the forests, the shadowtops and the weirwoods (see September 1987 Dragon), this is a highly secretive branch of the faith that originated in the northern reaches of the High Forest. Its members consist solely of half-elven multi-classed priest/rangers, and its membership has spread beyond the High Forest, throughout all of Faerûn.

The Shadoweirs serve as a sort of religious knighthood of the woods. Unlike the Arms of the Forest or even the Needles, the Shadoweirs serve as an activist and proselytizing order who are willing to go on the offensive in the behalf of their sacred forests. In a sense, the Shadoweirs serve as a sort of woodland paladin. Moreover, they seek to advance the regrowth of ancient forests reduced by civilization. Many shadoweirs are adventurers, wandering the Realms with missionary zeal. They seek to halt the endless assault of civilization on their ancient homelands.

Any character taking this specialty priest kit/class must be a half-elf of NG alignment. Advancement follows the normal rules for a multi-classed priest/ranger.

SHADOWEIRPortfolio: Knight of the Forests (Worships Mielikki)

Requirements: Strength 13, Dexterity 13, Constitution 14, Wisdom 14, Charisma 12; alignment NG Weapons Allowed: any; prefer swords, bows, spears, lances, and quarterstaff Armor allowed: any; prefer chain mail, elven chain mail, studded leather Major Spheres: All, Animal, Combat, Healing, Plant, Weather, Sun Minor Spheres: Divination, Elemental, Protection Magical Items Allowed: as priest or ranger

Granted Powers & Requirements:

- * **Shadoweirs may not turn or command undead.**
- * **Shadoweirs gain all the abilities of rangers.**
- * **Shadoweirs must follow the ranger experience** point progression in both their ranger and priest classes. Their bonus hit points due to constitution are calculated as if they are warriors (i.e a shadoweir with a 17 Constitution will get +3 hp / level).
- * Shadoweirs gain proficiency in both elvish and common at no cost.
- * All shadoweirs may cast a variant of the first level priest spell analyze magic (ToM) at will. This ability works only on forested areas (not characters, creatures, or objects). Through the use of this ability shadoweirs are able to detect if the ecology of a forested area is seriously disrupted. Shadoweirs are obligated to attempt to correct the imbalance, even if this requires them to go against the local law of the region Shadoweirs are obligated to use this ability at any time they think a region could be ecologically out of balance.
- * Before advancing in level as a priest and a ranger, Shadoweirs must correct an ecological imbalance of significance proportional to their level (as decided by the DM).
- * As with druids, shadoweirs can pass through overgrown areas (thick thorn bushes, tangled vines, briar patches, etc.) without leaving a trail and at a normal movement rate after reaching third level in both classes .
- * As with paladins, shadoweirs may call for a war horse upon reaching 4th level in both classes, or anytime thereafter. This faithful steed need not be a horse; it may be whatever sort of creature is appropriate to the character (as decided by the DM). Note female shadoweirs often receive a unicorn for a mount, assuming they are of acceptable status to the unicorn. A shadoweir's war horse is a very special animal, bonded by fate to the warrior. The shadoweir does not really call the animal, nor does the horse instantly appear in front of him. Rather the character must find his war horse in some memorable way, most frequently by a specific quest.
- * As with druids, shadoweirs are immune to charm spells cast by woodland creatures (dryads, nixies, etc.) after reaching 7th level in both classes.
- * As with druids, a shadoweir gains the ability to shapechange into a reptile, bird, or mammal once per day after reaching 9th level in both classes. The size can vary from that of a bullfrog or a small bird to as large as a black bear. Upon assuming a new form, the shadoweir heals 10 to 60 percent of all damage he has suffered (round fractions down). The shadoweir can only assume the form of a normal (real world) animal in its normal proportions, but by doing so he takes on all of that

creature's characteristics its movement rate and abilities, its Armor Class, number of attacks, and damage per attack. The shadoweir's clothing and one item held in each hand become part of the new body; these reappear when the shadoweir resumes his normal shape.

The items cannot be used while the shadoweir is in animal form.

The items cannot be used while the shadoweir is in animal form. Raiment: Shadoweirs prefer suits of gleaming chainmail or studded leather armor. Many powerful forest knights wear ancient suits of elven chain mail they have been given by elven lords for their efforts in defending the forests. During ceremonies, they wear chainmail and deep forest green cloaks weaved by dryads from the leaves of the great trees. Their symbol is of a giant shadowtop tree with a pair of crossed swords overlying it. New Spells: In addition to their normal complement of priest spells, when selecting their spells, Shadoweirs may also select from the following list: call woodland beings and commune with nature.

Torm

By Eric L. Boyd 1993

Torm the True is the Lord of Duty, Loyalty, and obedience. Torm figured significantly in the struggle over the Tablets of Fate during the Time of Troubles. Torm manifested himself in Faerun in the city of Tantras, across the Dragonreach from the Dalelands, and was destroyed as he defeated the avatar of Bane during a titanic struggle. Following the return of the Tablets of Faith to the Overgod Ao, Torm was reformed by Lord Ao since he had died in service to his ethos.

Prior to his battle with Bane, Lord of Strife, Torm discovered a great evil being done in his name by his then current high priest named Tenwealth. The followers of Torm had always dominated the religious and political activity of Tantras, but during the time of Torm's Coming, they began to actively persecute all unbelievers (i.e. followers of other gods). With the aid of the fallen cleric of Sune named Adon, Torm implicated the chief conspirators, and accused them of their crimes.

Torm absorbed the souls of many of his true worshippers, including the heretical clergy leaders, and assumed the form of a monstrous lion-headed man. He then battled Bane in a battle of mutual destruction, in the process destroying the besieging Zhentarim navy and creating many magic dead areas.

Torm, along with Ilmater, serves Tyr, Lord of Justice, in many of that god's endeavors. Many legends tell of Torm, who normally roams the Prime Material Plane, engaged in heroic combats with legendary monsters. Torm seems to often serve a role of champion or chief paladin of Tyr.

Chief among the followers of Torm are knights and warrior priests who seek to emulate his steadfast commitment to duty and tireless battle against evil. The followers of Torm have temples in many major cities of the Realms, and many individual Tormites may be encountered wandering the Realms on various missions of their god.

The followers of Torm organize themselves into a three level hierarchy of worshippers. The top hierarchy includes the clergy of Torm, who are arranged in their own strict hierarchy. These priests are referred to formally as the Disciples of Torm, and serve as the main organization of the faithful.

The second hierarchy includes the religious warriors of Torm. This group serves as the warrior arm of Torm's clergy, and go on many quests in the service of Torm. The members of this group are known as the Swords of Torm, and most (if not all) of its members are cavaliers. (See the CFH section on warrior kits.) Included in this hierarchy is an order of paladins in Torm's service known as the Order of the Golden Lions, which are detailed below. Finally, the third level of the hierarchy includes the lay followers of Torm. Torm's faithful include many warriors and government officials, among others. Following the Time of Troubles, many have made pilgrimages from all over the Realms to the Temple of Torm's Coming, located in northern Tantras. Torm's followers are expected to make yeamy tithes to the local temple of Torm as they are able. In addition, they are supposed to follow the general religious tenets of Torm, as espoused by his clergy.

Following the Time of Troubles, the religious hierarchy of Torm's faithful was completely overhauled. Incensed by his followers persecution of other goodly religions, Torm has dictated a series of responsibilities and obligations for his followers. These duties are collectively referred to as the Penance of Duty, detailed below.

Penance of Duty * Debt of Persecution: Followers of Torm are obliged to undertake the Debt of Persecution. To repay their persecution of other religions, the truly faithful must aid other goodly religions reestablish themselves. * Debt of Dereliction: Followers of Torm are obliged to alleviate themselves of the abdication of duty in guarding against strife. To alleviate this debt, Tormites must expend all possible effort to eliminate any surviving cults of Bane, as well as oppose all efforts of Cyricists and the Zhentarim. * Debt of Destruction: Followers of Torm are obliged to relieve the destruction to the magic weave incurred during the Time of Troubles. All 'magic dead' areas are to be reported and repaired. In addition, all permanent results of the magical chaos are to be similamy undone. (Note that this Debt has been interpreted, probably incorrectly, as a command to eradicate any new species appearing following the Time of Troubles.)

Following are several kits/specialty priesthoods in AD&D2 game terms designed specifically for NPC and PC followers of Torm.

Disciples of Torm

The Disciples of Torm serve as the clergy of the faithful of Torm. These priests are described fully in the Forgotten Realms appendix, and that description is partially duplicated below. In general they are required to actively implement and coordinate efforts and actions dictated by the Penance of Duty. Currently, the Disciples of Torm are exclusively human, and the majority are male. However there is no evidence in the teachings of Torm that these are requirements of his clergy.

DISCIPLE OF TORM

Portfolio: Duty, Loyalty, Obedience (Worships Torm) Requirements: Constitution 12, Wisdom 15; alignment LG (LN) Weapons Allowed: as cleric Armor allowed: any Major Spheres: All, Astral, Combat, Divination, Guardian, Healing, Protection, Summoning, Sun Minor Spheres: Charm, Elemental, Necromantic, Weather Magical Items Allowed: as cleric Granted Powers & Requirements: * Specialty priests of Torm may turn undead as priests. They may also command the undead to perform tasks, such as guarding a passageway, without endangering their alignment.

* Henchmen following a specialty priest of Torm treat that priest as if his Charisma was 18 for purposes of determining loyalty, provided that those henchmen worship (or at least recognize the power of) Torm.

* The duration of divination and protection spells is doubled when the spell is cast by a specialty priest of Torm. Of course, a permanent spell is still permanent.

* Specialty priests of Torm may use the command spell once per day, at will.

* Specialty priests of Torm are required to follow the Penance of Duty without fail, and before advancing in level, serve in some fashion that helps alleviate one of the debts mentioned in the Penance of Duty. Raiment:

The ceremonial costume of the Disciples of Torm is the same in the field as in the temple - a full suit of battle armor with an ornate helm, kept in well-polished shape. Rank within the church hierarchy is shown by the color tints of the armor - orich church approved shaded inks rubbed into the metal itself. The lowest rank has a bloodstained red similar to that of Tempurans, then rising (according to local customs) to sunrise orange, harvest yellow, dragon green, and a sky blue for the patriarches of the faith. The greatest heroes of Torm are entitled to have a dusky purple polish rubbed onto their armor.

Order of the Golden Lions

Following Torm's rebirth, the clergy of Torm founded a new order of paladins to serve as holy warriors of Torm. These champions are specially dedicated to serving the Penance of Duty, and wander the Realms in Torm's service. Failure to actively serve the spirit and meaning of the Penance of Duty will result in a loss of

paladinhood, regainable only by a difficult quest in the service of Torm according to the goals of the Penance of Duty.

In AD&D2 terms, members of this order are 'specialty paladins' in the tradition of 'specialty priests'. Many are also cavaliers or noble warriors as detailed in the CFH.

PALADIN OF TORM, ORDER OF THE GOLDEN LIONS

Portfolio: Duty, Loyalty, Obedience (Worships Torm) Requirements: Strength 12, Constitution 12, Wisdom 15, Charisma 17; alignment LG Weapons

Allowed: as paladin Armor allowed: as paladin Major Spheres: All, Astral, Combat, Divination, Guardian, Healing, Protection,

Summoning, Sun Minor Spheres: Charm, Elemental, Necromantic, Weather Magical Items Allowed: as paladin Granted Powers & Requirements:

* Specialty paladins of Torm have all the normal abilities and restrictions of paladins as detailed in the Player's Handbook.

* Specialty paladins of Torm may turn undead as paladins. They may also command the undead to perform tasks, such as guarding a passageway, without endangering their alignment.

* The duration of divination and protection spells is doubled when the spell is cast by a specialty paladin of Torm. Of course, a permanent spell is still permanent.

* Specialty paladins of Torm may use the command spell once per day, at will.

* Specialty paladins of Torm are required to follow the Penance of Duty without fail, and before advancing in level, serve in some fashion that helps alleviate one of the debts mentioned in the Penance of Duty.

* Specialty paladins of Torm may receive the equivalent of a priest's minor quest spell during times of strife at their Lord Torm's discretion. This power will never be granted more than once per month. The paladin receives the ability to roar like a lion. The effect of this lion's roar is equivalent to the eighth level mage spell great shout detailed in the Forgotten Realms Adventures hardcover. Raiment:

The ceremonial costume of the Order of the Golden Lions is the same in the field as in the temple - a full suit of battle armor with an ornate helm, kept in well-polished shape, with a dusky purple polish rubbed onto their armor.

Moon Guards

Portfolio: Protectors of Night Travellers (Worshippers of Mystra and Selune) Requirements: Intelligence 15; Wisdom 17; any good alignment

Armor: None

Weapons: as a mage, plus the first new weapon they take must be a short bow.

Major Spheres: All, Astral, Divination, Guardian, Healing, Necromantic, Protection, Summoning, Sun, Travelers, Wards, Weather

Minor Spheres: None

Granted Powers: - +1 to saves vs. spells - gains the spell craft prof. without using a slot - can turn undead normally - granted 30 feet infravision - can turn lycanthropes as they turn undead.

Other Notes: Moon Guards (I hate the Name too) are a dual class character. They must have been a mage or a specialist mage who has attained 6th level before switching to the priest class. They can take this class any time thereafter, and cease gaining experience as a mage. They do NOT, however, lose the ability to use their mage powers. They operate as both classes whatever priest level they are. They do NOT, however, gain new proficiencies or hit points until they surpass their original level. And, finally, they can only cast their priest spells beneath the night sky. (This offsets the use of their mage abilities, as well as the number of major spheres).

This religion is a small secretive sect dedicated to those who travel by night. The church is not very organized - they have no temples of their own (being content to worship under the light of the moon), but they are welcome among the priests and priestesses of either Goddess. They fight as a priest of their level, and wander the night looking to aid those in trouble. They will help fight off bandits and monsters - usually asking for nothing in return. They will not ignore a night time cry for aid, and most often travel alone.

Priests Wrath Priests

Portfolio: Destruction (Worships the Gods of Fury: Auril, malar and Umbemee)

Requirements. Strength 13; Wisdom 12; Constitution 15; alignment CE

Weapons Allowed.: Any weapon doing a minimum of 1 d8 damage

Armor allowed.: Any

major Spheres: All, Chaos, Combat, Elemental (only when used to destroy), Healing (reversed versions only - no healing), Weather

Minor Spheres: Animal, Creation (Reversed only), Necromantic (No positive spells - may use the spell "slay living"), Plant, Summoning

Magical Items Allowed.: as cleric

Granted Powers: - may turn/command undead normally - control weather once per day by making it one category worse than the present (as PHB pg 232) - May incite a destructive rage in any one creature/round. The attack is a combination gaze/spoken suggestion (if the creature can not see or hear then the attacks results in a fear spell) The victim must save vs. paralyzation or follow a single command from the Wrath pertaining to the destruction of something (i.e. burn this building, destroy this field, or kill everyone you meet.) for the next 4-10 rounds (2d4+2) If the save is successful, the subject has resisted and can not be affected for an entire day. - Wraths also have the ability to resist all of the effects of any destruction/disaster in which they have made a significant contribution. That is, they may stand before an oncoming tsunami and not get a single drop wet, or they may stand in a collapsing mine, only to have a shaft to the surface open up above them, etc.. - They are also immune to mind affecting magic, this does not include illusions, but it does include most enchantment/charm spells.

Other Notes: This specialty priest is actually created at 10th level from any of the specialty priests of either Malar, Auril, or Umbemee. Thus it is very Rare. At 9th level or beyond a specialty priest of one of those Powers may find themselves in the midst of a disaster that they created with no way for them to escape alive. If this is the case, and the disaster is large enough (sometimes this is arranged by the powers that be) a manifestation of the God may appear out of the middle of the chaos and award the priest for his service just before he passes out. He will awaken following the disaster wounded and in pain, on the shore of a hurricane destroyed island or from the embers of a burned building. He will instantly understand that he is to replace one of the older Wraths.

There may only be thirteen of them in the Realms at any given time. and when one goes astray a new one is needed to replace him. (Sometimes the new priest is called upon to actually destroy the old) The new priest now has NONE of the granted powers of this priesthood and will refuse to use any weapon that does not do at least the aforementioned damage (even subjecting himself to proficiency penalties to do so), and all of his spells will be granted from the new spheres. He does not gain these Granted powers until he has proven himself worthy by advancing one level through the destruction of everything and anything he can think of.

These priests are the true powers of destruction in the realms. It is said that there is not a disaster without their hand in it somewhere.

They are feared by everyone - even the priests of the Gods of Fury. The only ones who they see on their own level are the Stormlords of Talos, and this is only out of respect for the God (Whom they also serve indirectly) They are "welcome" in all of these churches, and may demand food, shelter, and assistance from these places for as many days as they have levels. (The temples of Talos will usually demand a service in return, if the Wrath's plans do not already fit the bill.)

At least every other period of as many days as the priest has levels these priests must destroy the life or lives of at least one person or persons. They can do this in as many ways as possible. Burning a farmer's crops, then terrorizing and killing off his family, taking his health, and finally allowing him to live in poverty and sorrow. After such a trek, the priest has a number of days equal to his level to rest.

Also once each season he must cause a disaster that affects at least twice the number of people that he has levels. If a priest fails to do so, he loses all special

abilities and does not gain spells until this requirement is met. If the priest fails again, he loses all powers forever and will be destroyed by the Gods and a new initiate will be selected. This is done without mercy.

Wraths prefer to dress for ceremony in their own unique clothes always black with white or silver highlights, and arching collars, drastic cuffs, ornaments, etc... All priests must be chaotic evil. Their symbol is a small shattered skull made out of silver and embedded into an amulet of obsidian. This will be found on the priest upon waking up after his "vision", and the priest on the way out will find his to have disappeared, if he is not yet dead.

New Spells: may include - summon tsunami, create inferno, wither, and a version of Beltan's Burning Blood.

Nobles of Waterdeep

By Sylvain_Robert@UQTR.UQuebec.CA

In FR1, p.15, under Government: "Waterdeep is presently governed by sixteen Lords of Waterdeep..." (Year of the Prince, 1357 DR).

I have added some information and corrections under the names of the Lords proposed by Eric Boyd

Name	Class	Profession	(Level)
Pierson Paladinson Piergeiron "the Paladinson"	paladin	open lord	(14+ in FR1,16 in FR7)
Khelben Arunsun	mage	archmage	(26)
Larissa Neathal	fighter	courtesan	(4)
Mirt the Moneylender	fighter/thief	moneylender	(9/7 in FR7, p86)
Durnan	fighter	proprietor of the Yawning Portal	(12 in FR1 and FR7) (18 in Ruins of Undermountain)
Texter the Paladin	paladin	_____	(17)
Caladorn Cassalanter	fighter	nobleman and Horseman	(8+) Cavalier
Brian the Swordmaster	_____	weaponsmith	(12)
Kitten	fighter	mercenary	
Nymara Scheiron	thief		(7 in FR1 and FR7)
Sammereza Salphontis	_____	traveling merchant	(left to DM, FR1 p.16)

There is a misunderstanding here. Larissa Neathal is indeed a fighter and a courtesan. On the other hand, Laeral (the sixth sister) is indeed a powerful mage (24th level in FR5), and is also the lady of Khelben. The two are unrelated.

Cormyrian War Wizard

(Wizard Kit)

By "Eric L. Boyd" <boyd@eecs.umich.edu>

Description: The War Wizard is a wizard from Cormyr, in the Forgotten Realms setting, although this kit can easily be modified to suit almost any small medieval kingdom. All wizards residing in Cormyr for longer than six months of fourth or greater level are required to become War Wizards.

War Wizards are not required to adopt the Cormyrian War Wizard kit, and War Wizards are allowed to take other kits if they so chose, or none at all. This kit is primarily intended for young mages and specialists who are trained since the beginning of their apprenticeship to serve in the Cormyr's corps of War Wizards. In the rest of this description, the appellation 'War Wizard' refers to mages who have specifically taken the Cormyrian War Wizard kit.

War Wizards are skilled in both military strategy and tactics. They are taught elementary self-defense and methods of employing their spells to most effectively aid small and medium-sized contingents of troops. In addition, most are taught how to ride a horse, and how to study spells under less than ideal conditions.

To adopt the War Wizard kit, a sorcerer must demonstrate both strength and stamina to prepare themselves for the rigors of war and life on the campaign trail. A minimum Strength of 12 and Constitution of 13 are required to adopt the War Wizard kit.

Abandoning this kit is not allowed while the War Wizard continues to reside in Cormyr and it involves withdrawing from the War Wizard organization. Permission must be granted by the King of Cormyr to withdraw from the organization (and hence from this kit), and the wizard is then exiled from Cormyr. Deserters will have a bounty placed upon their head. If a wizard does abandon this kit, all benefits and hindrances are immediately lost, and all former colleagues will do their best to avoid (or capture) the War Wizard depending upon the circumstances of the withdrawal.

A War Wizard's initial spells should be chosen to reflect the military nature of his or her occupation, thus offensive and area of effect defensive spells should be emphasized.

Preferred Schools: The preferred schools of the War Wizard are illusion, alteration, and invocation/evocation. However, the corps of War Wizards includes a few specialists in almost all schools, as each specialist adds to the magical potency of Cormyr's army.

Barred Schools: War Wizards are barred from the school of necromancy, due to the repugnant nature of this discipline to the goodly rulers of Cormyr, and to the debilitating effect having a necromancer in the ranks would do to morale.

Role: The War Wizard is a member of an elite corps of mages and specialists who augment the more conventional forces of the Cormyrian army. In battle their role includes augmenting the conventional military forces, neutralizing enemy wizards, providing reconnaissance information, and neutralizing monsters and magical beasts under the control of the enemy.

War Wizards are expected to stay active in their studies,

serve in peacetime garrisons, and mobilize at the first hint of war. In addition, the corps is expected to train itself, and stay current on newly invented or discovered magics.

Secondary Skills: No particular Secondary Skill is recommended or required. A War Wizard receives his Secondary Skill either by choosing or rolling randomly, whatever is normal for the campaign.

Weapon Proficiencies:

Required: short sword

Nonweapon Proficiencies: Bonus: (Warrior) Endurance, Riding (Land-based), Spellcraft. Recommended: (General) Swimming; (Wizard) Engineering, Ancient (Military) History, Herbalism, Reading / Writing; (Warrior, takes 1 slot only) Running, (Warrior takes 2 slots only) Blindfighting; (Rogue, takes 1 slot only) Tumbling.

Equipment: The War Wizard may buy any equipment he chooses, keeping whatever money he might not use.

Special Benefits: The War Wizard receives a bonus Weapon Proficiency, in addition to his normal starting total, at no cost. This bonus Weapon Proficiency must be used for the short sword. The War Wizard is specially trained for defense, and thus improves his armor class by two places when specifically defending with the short sword, assuming the War Wizard takes no other action that round. If the optional rules from either the DMG or the CFH are used, this bonus is in addition to any parrying bonus, but only applies in hand-to-hand combat. As a consequence of this defensive concentration, when using a short sword, the War Wizard suffers a -2 penalty to his or her attack rolls.

Due to specialized concentration, a war wizard is trained to memorize spells faster, and under adverse conditions. A War Wizard needs only four hours of reasonably restful sleep (here a "reasonably restful sleep" is left up to the DM's discretion) to memorize spells at the normal rate. If a full night of restful sleep is had, the War Wizard needs only five minutes per spell level to memorize spells. If the sleep is only "reasonably restful", as described above, and the wizard attempts to memorize spells at the accelerated rate mentioned above, there is a chance the wizard will mess up, and have to start over at the slower rate of memorization for any particular spell. This chance is equal to 100% - (% chance to know spells given by intelligence).

In addition, higher level War Wizards often trade spells of equivalent level with their fellow War Wizards, at no extra charge. Higher level War Wizards are expected to tutor at least one other War Wizard of lesser power at least once per year, free of charge. The War Wizard corps act as a loosely knit academy spread throughout Cormyr to which all members contribute and benefit.

Special Hindrances: It is a crime for War Wizards to trade spells with or train any nonmember mage without official permission from Vanderghast (the head of the War Wizards) himself. War Wizards are expected to serve garrison duty two months each year, and to assemble in the nearest Cormyrian city once every three months for a week of training and seminars. Special exemptions can be had from the seminars, but not from the garrison duty except under extreme circumstances. In addition, War Wizards are expected to immediately notify their superiors if they intend any extended leave of absence from the country and they

must be reachable at all times while residing in Cormyr.

Freestave (Wizard Kit)

Description: A freestave is a mercenary wizard who wanders the Realms much like the standard mercenary fighter, selling his magical talents to the highest bidder. Many evil mages in the employ of the Zhentarimare freestaves who have found an employer interested only in results and not methods.

A freestave must be able to stand the demands of travel, and hence a minimum Constitution of 9 and Strength of 9 are required in addition to a minimum Intelligence of 9.

Preferred Schools: The preferred schools of freestaves are invocation/evocation and abjuration, although almost any type of specialist will find his talents in demand for appropriate lines of work.

Barred Schools: Freestaves are not barred from any school, although necromancers rarely find consistent employment as mercenaries or have the temperament for such work.

Role: Freestaves serve as the wizardly equivalent of mercenary warriors. They contract themselves out to various employers for a variety of tasks. Many evokers serve in mercenary armies providing magical support. Many diviners serve army commanders directly providing valuable information. Conjurers are often used to "soften up" an area with numerous monster attacks before an invasion. Enchanters make excellent interrogators and spies. Illusionists supplement guerrilla campaigns with great effectiveness. Abjurers are often employed to protect high ranking commanders and to cancel magic employed by opponents. Transmuters and generalist mages provide a large arsenal of magic for general purposes.

Secondary Skills: No particular Secondary Skill is recommended or required. A freestave receives his Secondary Skill either by choosing or rolling randomly, whatever is normal for the campaign.

Weapon Proficiencies: As mage.

Nonweapon Proficiencies: Bonus: (Warrior) Endurance, Riding (Land-based), Spellcraft. Recommended: (Wizard) Engineering, Ancient (Military) History, Reading/Writing; (Warrior, takes 1 slot only) Running, (Warrior takes 2 slots only) Blindfighting; (Rogue, takes 1 slot only) Tumbling.

Equipment: The freestave may buy any equipment he chooses, keeping whatever money he might not use. A freestave may be loaned powerful items such as magical wands by his employer for the duration of employment.

Special Benefits: A freestave can often demand access to new spells or training as payment from potential employers in exchange for service. Also freestaves are traditionally paid far better than common mercenary troops. Payment of 50 gold pieces a day for a mid-level freestave is not uncommon.

Special Hindrances: A freestave is rarely trusted by his own employer or his fellow troops. Enemy armies often have a corps of assassins who are trained to specifically disable and/or kill enemy wizards. Mercenaries and other soldiers will rarely take a wizard prisoner, immediate execution is the standard op-

erating procedure. Many kingdoms ban known freestaves from their borders. The penalty for discovery is usually immediate imprisonment or death.

Paladins of Torm

By "zjec3@etsu" <ZJEC3@ETSU.EAST-TENN-ST.EDU>

Well, my exDM hasn't found my work that I did on the paladins of Torm, so here they are off of the rough drafts that I had laying around my room. I will try to piece it together:

Paladin Kit of Torm

* Paladins of Torm must follow the honor system from the Oriental adventures

* Paladins must also be of the cavalier kit from the CFHB (or UA).

* Additional powers (as if a specialty priest of Torm):

- Command spell, 1/day at first level
- Paladin's henchmen treat loyalty checks as if the paladin's cha was an 18 (if the henchmen worship, or at least acknowledge Torm's power)
- When spell casting is gained by the paladin the divination and protection spells have double duration.
- May command undead without threatening his/her alignment (though actions that the paladin can command are restricted by his LG align).

* The regular paladin abilities:

- detection of evil (intent). A red aura will envelope those that are evil or that intend evil (depending on how the Dm wants this to work). It can be expanded to include items that are magical (with intelligence or made by evil powers/mages/priests for the purpose of spreading evil).
- +2 bonus on all saves (in addition the the ST bonuses gained from the cavalier kit)
- Immunity to all natural disease. Not including magical disease and
- Curses such as mummy rot or lycanthropy.
- Can cure disease (as above). This power is performable once per week for every five experience point levels (1 per week level 1-5, 2 per week levels 6-10, etc.).
- Surrounded by an aura of protection with a 10' radius. Within this radius all summoned and specifically evil creatures suffer a -1 to hit, no matter who they attack. The source (the paladin) is easily sensed by those effected by this aura.
- Can heal 2hp per level by laying hands. If hp are kept track of by DM secretly I suggest allowing the paladin to break this up into 2hp blocks rather than an all or nothing thing.
- can turn undead, demons, devils as a paladin as a cleric of 2 levels lower in experience beginning at third level. Also, the paladin, can attempt to command undead rather than turn (as per the specialty priest of Torm).
- At fourth level they can quest for a mount as per the "common" paladin.
- Gain spell casting ability at ninth level, but doesn't gain the clerical Wisdom adj.

Special Hindrance: besides the normal restrictions that face paladins (and those that choose the cavalier kit), the paladin of Torm may never back out of his word. If he does break an oath (though not the same as lie) then he must seek a priest or fellow paladin of Torm of at least 7th level. After confessing to their brethren, their brethren (motivated by Torm) will prescribe them a means of atonement. This is the same as if he were to do a chaotic deed, i.e., fulfill a quest for which he gains no xp.

Also paladins of Torm gain no experience point bonus.

Spell Progression

Paladin level	Casting level	Priest spell level			
		1	2	3	4
9	1	1	---	---	---
10	2	2	---	---	---
11	3	2	1	---	---
12	4	2	2	---	---
13	5	2	2	1	---
14	6	3	2	1	---
15	7	3	2	1	1
16	8	3	3	2	1
17	9*	3	3	3	1
18	9*	3	3	3	1
19	9*	3	3	3	2
20	9*	3	3	3	3

* maximum spell ability

new experience point chart

Level	Paladin xp	Level	Paladin xp
1	0	11	950,400
2	2,475	12	1,267,200
3	4,950	13	1,584,000
4	9,900	14	1,900,800
5	19,800	15	2,217,600
6	39,600	16	1,534,400
7	79,200	17	2,851,200
8	158,400	18	3,168,000
9	316,800	19	3,484,800
10	633,600	20	3,801,600

Torm, as well as the specialty priest of Torm info and a majority of the info on the paladin class are taken from works by TSR. This is not an attempt to subversively use their copyright or otherwise unduly use their information. I bought the damn books, as did most other people here on this list.

Eshowe Abayala Magician

By jlanter@magnus.acs.ohio-state.edu (Your Name)

This is a kit I have designed in the format of the Wizards and Rogues of the Realms Supplement. For those unfamiliar with the history of this area, there was a 300 year long war between two human nations of the Chult peninsula, the Tabaxi and the Eshowe. The ultimate loser of this conflict was the latter, who were brought low by their own sorcery and hunted to extinction by the undead minions of a bara (a kind of Paladin) of Ubtao, Ras (Duke) Nsi. For more information on this, see *FRM1: The Jungles of Chult*.

IMC, Two groups of Eshowe survived the slaughter the Abayala M'Banta (the Children of Mother Jungle) and the Tu-umbi Hala (Stalkers in the Shadows). For more info on this, see subsequent postings. Without further ado, here is the kit.

Eshowe Abayala Magician

Class Information

Racial Requirements:	Human
Ability Requirements:	Intelligence 9, Constitution 12
Hit Die Type:	d4
Attack As:	Rogue
Save As:	Wizard
Advance As:	Wizard
Spell Ability:	Wizard (see below)
Exceptional Strength:	No
Exceptional Constitution:	No
Starting Cash:	4d4

Proficiencies

Weapon Slots:	2
Additional Slot:	6
Non-Proficiency Penalty:	-5
Nonweapon Slots:	3
Additional Slot:	4
Available Categories:	General, Wizard, Priest
Bonus Proficiencies:	see below
Recommended Proficiencies:	Survival (Jungle), Spellcraft

Overview

Between hiding from the minions of Ras Nsi and avoiding the Tu-umbi Hala, the Abayala have become the masters of disguise and survival. In addition, the shortage of able bodies requires that all bear the responsibility for both agricultural endeavors and defensive duties.

Description

During their flight from both the undead hunters of Ras Nsi and the Stalkers in the Shadows, Mother Jungle (another aspect of Chauntea) was a constant source of aid and protection to the Abayala, confounding their pursuers and providing for the needs of a broken people. The children of M'Banta are deeply religious and receive spiritual training from the time they are old enough to speak. As magic is considered a gift from the gods, all wizards begin their studies as priests to ensure that they learn to use their talents with both wisdom and responsibility. In addition, the challenges of rebuilding a nation brought to the brink of oblivion have given wizards of the Abayala a wider range of skills, especially in warcraft, than their counterparts in other lands.

Special Advantages

As a result of their priestly training, Abayala magicians have access to one sphere of priestly magic chosen from: All, Animal, Elemental, Healing, Plant, Wards, Guardian, Weather and Divination. Also, they may learn proficiencies from the priest group without penalty. As part of their social responsibility, magicians undergo extensive military training which allows them to attack as rogues. In addition, this training allows them to spend any of their initial weapon proficiency slots on the shortbow,

spear or javelin in addition to the weapons usually allowed wizards. Note, that this applies *only* to initial weapon proficiencies; slots earned later are limited to the wizard weapon lists. All Abayala mages are either T'ouri (guardians) and specialize in Abjuration or Magandi (mirage weavers) who are masters of Illusion, with all the requisite bonuses associated with wizardly specialization.

Special Disadvantages

Since the war with the Tabaxi, the Eshowe have been beset by many enemies. If the origin of an Abayala becomes known to a Tabaxi, his reactions will range from superstitious fear and disbelief (and flight at best) to hostility and hatred (and attack). Only members of the Triceratops society are likely to even attempt communication. When faced by a creature from the plane of shadow or the undead, the magician must make a saving throw versus paralyzation or flee for 1d6 rounds from the initial encounter. After regaining composure, the wizard may confront her adversary without further saving throws. The religious and societal responsibilities of Abayalan magicians and their specialization leave them somewhat less versatile magically. In addition to their sphere of priestly magic, magicians can choose only three other schools of magic from which to learn spells. They may choose from: *Abjuration, Alteration, Conjunction/Summoning, Divination(Greater), Elemental Air, Elemental Earth, Elemental Water, Enchantment/Charm*, or Illusion; the schools of Necromancy and Elemental Fire are forbidden to them and the schools of Invocation/Evocation and Wild Magic are unknown. Also, the use of any spells dealing with shadow creatures or magic is prohibited.

Waterdeep City Watch

By Bryan Fields

As promised, here is the city watch table. Please feel free to comment and make suggestions for additional encounters or subtables.

City Watch Event/Encounter Table

Note: this table was constructed for use in Waterdeep, by a party or player involved with the watch. Some encounters may not be appropriate for all cities (sailors, for instance, in a land-locked port.); therefore, feel free to adjust as needed.

No table is provided for generating adventuring parties or related encounters; all such encounters must be tailored to the individual campaign. For myself, a "mid-level adventuring party" (for example) would have:

Fighters with magical weapons, +2-+4, specialized, and assorted magic items or armor.

Thieves with invisibility potions, poisoned weapons, or magical poisoned weapons such as bows and caltrops. Clerics who know how and where to cast 'Hold Person' and 'Blade Barrier', usually with magical weapons and armor. Mages with 'Stoneskin' active, several wands or rings, and some really exotic spells and the knowledge of tactics to use them.

All members of the party being between 7-12th level.

This group is fairly magic-heavy, but not out of the ordinary for my campaign. Toss in a few potions of speed and you have a very dangerous group.

I play the watch as having 1 watchmage of 5th - 11th level accompanying every third watch patrol, on battle-trained mounts. Watchmagics usually will arrive in 1-3 rounds. Watch patrols signal each other with whistle codes, usually audible for several blocks and possibly into the next ward, depending on local noise conditions.

Much of the detail in the table is based on my experience as a victim's advocate with a local police department. If you feel that the table is too "gritty" for your campaign, you are, of course, free to change it (unless you work for TSR; then you have to ask very nicely for my permission :)) (or, if you work for Dragon and want an

article, let me know :)).

The watch patrols 24 hours a day in 8-hour shifts: 7 am - 3 pm, 3 pm - 11 pm, and 11 pm - 7 am. Lunch is whenever you have the time, although the grave shift tends to congregate at a few establishments, such as the Three Pearls, about 4:00 am. Patrol areas are long established and assignments rarely change. Extra patrol may be requested by any citizen (in writing to the appropriate ward civilar) who has good cause; such patrols are usually granted.

Although not detailed in any official product, there must exist an equivalent to EMS services. In my campaign, the House of Healing provides one healer's wagon (a buckboard with a number of saddlebags on the side, painted bright red and bedecked with loud bells) per ward. The watch can summon a healer's wagon with a specific whistle code. All healer's wagons have two experienced members of the healers guild on board, either of whom is able to drive or work on injuries. In a serious emergency, the horses may be given free rein and told "Go get carrots", a code for the horses to return to their stables at the guild hall. The horses are very familiar with the territory they are assigned to and have no difficulties finding their way home. Failure to clear a path for a healer's wagon is a serious offense of the second and fourth plights (the fourth plight refers to damage done to the injured party on the wagon).

When beginning a patrol, roll 1d8 for the number of "memorable events" which happen during the shift (a "memorable event" is loosely defined as "something to tell the rest of the watch about over ale"; many more events happen during the shift which are not memorable).

The initial roll may be modified as follows:

Full moon	+1d4
Affluent area	-1d3
Feast day	+1d6 to 1d12, DM option
Day after feast	-1d4 (Hangovers keep things quiet)
3rd & 4th day of the week	+1d4 (In our world, Tuesday is a busy night, for some reason)
Snowing	-1d6 to 1d8
Raining	-1d3
Hot & still	+1d4 (mostly domestics or bias assaults, other alcohol-involved)
Hot & muggy	-1d4

Other modifiers, of course, may exist or be inappropriate depending on the campaign.

Events in police work rarely occur at regular intervals. Roll again to see how many events happen before lunch, and then 1d4-1 (0-3) to see how many hours before lunch the last event occurs. Repeat the 0-3 roll for end of shift. It is quite common for all hell to break loose when you are on your way home for the day. Space the events as whim indicates; it is all right to make your players miserable.

Roll 1d100 and consult the following table. Most of the time, crimes will be reported after the fact (a "stale" call). Very few are ever actually witnessed by the watch. If you want to generate immediacy randomly roll 1d10. 1-7: stale; 8-9: reported in progress by witness; 10: seen by watch (officer on scene).

Note: the following table uses modern police terms; if you choose to use them in play, consider them to be a "professional language" similar to Thieves Cant. Used properly, they may enhance the illusion of being on the watch.

DK = drunk or otherwise chemically inconvenienced. Alcohol or drugs are involved in about 90% of all police calls in the modern world, and this carries over into the fantasy world.

RO = responding officer - usually first on scene or the one who files the report.

RP = reporting party - the person who makes the complaint to the RO

BOLO = Be On Look Out - advisement of suspect description

DV = domestic Violence

Domestic = an argument or disturbance, not always DV. Domestic calls kill more officers than all other calls combined.

COR 0 = death by natural causes, could not resuscitate (also DOA)

Clear = back on patrol and finished with this incident.

Code 4 = "I'm all right, no problems to report"

Code 7 = lunchtime.

Code 8 = insane, irate, or otherwise mental individual - backup needed.

Puke or perp = the bad guy.

Flight = Bad guy runs away.

Flight risk = good chance bad guy will run if given half a chance.

Table 1: Events (d100)

- 1-5 Citizen assist (lost individual, restroom crisis, settle a bet, etc.)
- 6-9 Accidental injury. Roll on Table 3 if desired. 25% DK.
- 10 Death - accident or COR 0. Roll on Table 3 at option.
Yes, death can be funny at times.
- 11-12 Petty theft (shoplifting or purse snatching-type crime)
- 13 Fleeing suspect (roll again for crime), patrol calling for backup or BOLO advisement.
- 14-15 DK individual or group. Roll on Table 2.
- 16-18 Simple assault (street brawl or fistcuffs, no weapons involved. 85% DK)
- 19 Curfew violation (graveyard shift) or petty theft as above.
- 20 Loose animal (normal) (dog or horse, etc. either reported or found wandering)
- 21-22 DK individual or group. Roll on Table 2 at +2.
- 23 Low-level monster wandering around. Roll on Table 3 and roll (or select) from MM, monster levels 1-3.
- 24 Aid whistle sounds from a nearby patrol; roll 1-4 for distance in blocks and roll again on this table for event at +25.
- 25 Burglary - roll to determine immediacy. If stale, 40% chance for associated injuries. If not, 80% chance for injuries.
- 26-28 Dispute. Roll on Table 3. Example would be a price dispute between a merchant and a customer, prostitute and client, two wizards over an arcane topic, etc. DM option (probably related to humor factor) for DK.
- 29 Red Sash "package". See Waterdeep boxed set for details. Secret police deliver a suspect.
- 30 Low-level adventuring party gets out of hand (bullying shopkeepers, etc.). Roll on Table 3. 75% DK. Threat level should be independent of humor factor; roll again on Table 3 for threat guideline (more serious results mean better weapons and higher threat).
- 31 Bias assault. This could be religious, racial, or guild-related. 25% offending party DK. Very often multiple pukes/ambush. If DK, roll on Table 2. Usually serious.
- 32 Illegal dueling. 5% chance to be spell duel. Roll 1d20 for each person involved to determine level. 50-80% DK (DM whim). Roll on Table 3.
- 33 Magical assault. 10% DK. Roll for level of mage as above. Roll on Table 3.
- 34-40 Bar check. Roll on Table 4.
- 41 BOLO suspect spotted. DM whim for % for perp to spot RO. 90% flight risk.
- 42-50 Domestic - minor threat. Lethal weapon available 80%, magic item available 5%. 60% DK, 5% Code 8.
- 51 Kidnapping. Roll for immediacy. In the modern world,

kidnappings are very often non-custodial parents taking children during a custody dispute. This doesn't really translate to a fantasy environment (different divorce laws), but can if the DM wishes. Arranged marriages and press gangs are good substitutes, as are cult activities.

- 52 Loose animal - non-intelligent minor monster (MM levels 1-5).
- 53 Crime reported - roll again + d4 x 10%. Automatically stale.
- 54 Con game. 3-card Monty or similar. Roll on Table 3, with a -3 modifier.
- 55 Broken-down cart or other traffic hazard. 2-8 rounds to clear (turns at DM option).
- 56 Unauthorized flight intrusion. Aerial mount or spelljamming vessel not obeying air control laws or causing disturbance.
- 57 Mid-level monster (MM levels 4-8). In Waterdeep, an escapee from Undermountain. Roll on Table 3 if desired. Not always a prelude to combat.
- 58-60 Domestic - major threat. Lethal weapons in use. 15% for magic weapon or item. 90% DK, 10% Code 8. 65% for all parties to turn on RO and attack.
- 61 DK or Code 8 individual accosting citizens. Roll on Table 2 with +3 modifier. Table 2 roll (after modifier) x10 = % to have and be willing to use lethal weapon. 1d20 for FTR level equivalent.
- 62 Mid-level party gets out of hand. As 30, but only 40% DK. Higher level parties usually get rude deliberately, rather than as a result of intoxication.
- 63 Fire-natural sources. Number of locations or buildings involved highly variable, therefore DM option. Suggest 1-4 buildings to put the fear of the gods into the PCs. In Waterdeep, this is an occasion for a Force Gray callout.
- 64 Small group melee. 70% fractional violence or bias related. 20% DK. An example would be a group of Helm worshippers set on by followers of Mystra (not nec. Midnight) in revenge for Mystra's death during the Time of Troubles.
- 65-70 Bar fight. Roll on Table 5
- 71 Major accidental injury. Roll on Table 3 if desired. 40% DK. 72
Verbal or physical child abuse. Roll for immediacy. In the case of physical abuse, immediacy roll x 10 = % for injuries to be present.
- 73 Loose animal - major monster type as defined by DM. Velociraptors freshly imported from Chult work well.
- 74 Drug-related dispute. See notes for Table 2 for comments on drugs.
- 75 Armed robbery. Roll for immediacy and on Table 2. Assign competence/danger of perps accordingly.
- 76 High-power magical duel. 1d12+6 for level of participants.
- 77 Person or persons running around naked. DM whim for humor factor and DK. All explanations DM's problem.
- 78 City official involved with dispute. Tax collector, street sweeper, etc.
- 79 Cult ritual discovered. Roll for immediacy. Victims, injuries, and firepower of cultists will, of course, vary widely. Moander, Loviatar, Malar, or beholder cultists with a guest of honor would be appropriate.
- 80-90 Burglary. Roll for immediacy. Burglary is the most common individual (non-domestic) crime, and is usually stale. Burglars will often be stupid or rude (defecating in the bed of their victims, etc.), so humor fact or can be high. Very often committed to raise cash for drug purchases.
- 91 Bar fight. Roll on Table 5 at +4
- 92 Infant death. Abuse or SIDS possible at DM option. In abuse cases, the reality is that cigarette burns, scalding, shaking, and dropping or throwing are very likely. Falling from a high place or animal involvement is also possible. SIDS is a specific respiratory distress, and no resuscitation is possible (although 'Raise Dead' should work). Even in the modern world, no resuscitation EVER works. Ever. Not even if death occurs in the cardiac unit of a hospital. This is intentionally grim. If your players come out of this event without crying, something is wrong with someone. Humor roll strongly discouraged.

- 93-95 Sexual assault. Roll for immediacy. 90% victim female of any race; 91-00 male of any race. Roll for immediacy. Age can be any; physical attractiveness not a factor. 1-4 d20 suggested for age in years. Injuries vary, from mild to fatal. Number of victims, pukes, and duration are left to DM discretion. Only a small number of sex assaults are by strangers. Most often friend or member of family. Semen or pubic hairs count as "part of in possession" for scrying purposes. See the entry on 'collection cups' for details of evidence collection. As above with regard to emotional impact.
- 96 Suicide. Humor factor and method left to DM whim.
- 97 Domestic - hostage or barricade situation. Associated deaths very likely. The DM is encouraged to make this as tense as possible, with a high likelihood of additional fatalities or murder/suicide.
- 98 High-level adventuring party getting abusive. These folks should be extremely well armed, capable, and dangerous. In Waterdeep, this a Force Grey callout.
- 99 Murder or assassination. Murder is most often a crime of passion between individuals who know each other. Assassination will be for political or religious reasons. The DM should carefully construct this event; nothing happens in a vacuum, and reasons are many, as are repercussions.
- 00+ DM special event.

Ideas for DM special events:

Dragon attack, neogi deathspider and escort fleet appear over city and demand tribute, serial killer, crime affects person known to PC, officer down call, introduction of major evil NPC, encounter with intelligent undead, attack on watch or city by Cyricists or Zhentarim, arson of several buildings. And, of course, the most heinous event of all:

The DM starts giggling.

Table 2 (1d12):DK Behavior. ("Ay jusshht had t- ..TWO bearshh, Ocifer")

Commonly heard during DUI stops. Alcohol is the most widely abused drug in the modern world. The social cost of illicit drug use is only a tiny fraction of the social cost of alcohol abuse. Therefore, 95% of all DK individuals are assumed to be impaired by alcohol. Other drug effects are optional, but all have specific behaviors associated with them and are not appropriate for random table. These effects are detailed later.

- 1-5 Not greatly impaired, but mood changes and reduction of physical and mental abilities are likely.
- 6-7 Feeling no pain. Happy, obsessive, or violent behavior equally likely. Use your favorite 'Berserker' rules for effect on combat.
- 8-9 Totally blitzed. Violent behavior very likely. Double hit points needed to take down. Any irrational behavior is appropriate and encouraged.
- 9-10 As above, but annoyingly happy and obnoxious ("*Whaddid I tellya, Ocifer, I's beein VERRRA' co-oprtif*"). DK party must roll INT/3 or less on a d20 to understand anything they are told.
- 11 God's Own Fool. HP x 3 or INT/4, as appropriate.
- 12 Alcohol poisoning is becoming possible. Must make CON roll at cumulative -1/turn to pass out.
- 12+ Comatose or severe alcohol poisoning. Death very possible without magical or medical intervention.

Drug Effects

Marijuana - no chance of alcohol poisoning or extra hit points, but INT check needed as above. Out at 12 and above. Severe munchies at 8+. No effect on elves.

Opium - Results of 6-12 are ignored; the DK party is simply lying there and staring. OD on 12+ unless a d20 CON check is passed. Coca leaves or alchemical cocaine. Range from 'feeling good' to 'time to paint the garage'. OD on 12+

Morphene (alchemical product). +4 to opium results.

Mescaline or peyote - as opium. At DM option, properly trained shamen - mages may cast all spells at maximum effect under mescaline or peyote, use astral travel, or be temporarily granted psionic abilities. The keyword is "trained". A fighter is not going to get any benefit from just popping buttons, and teachers are a very rare commodity. Not recommended for anyone not born and raised in Maztica.

Catnip - effects elves like pot affects humans.

Tobacco - In my campaign, vengeful spirits may attack a tobacco smoker for blaspheming a sacred plant - although this rarely happens outside of Maztica.

Table 3 (1d12): Humor Factor

Humor is a contium, '1' being a slapstick event and '12' being both dangerous and deadly - a SWAT emergency or natural disaster. Granted, this is subjective. An example of a result of '3' could be a DV call where the assailant's weapon was a piece of frozen fried chicken (a true story, BTW), or officers on a drug raid knocking on the suspects door and calling, "Candygram" through the door (also true). I recommend the book "*Pure Cop*" and its sequels for ideas.

Table 4 (1d12): Bar Check Results

- 1-5 Everything is fine and everybody is in a good mood.
- 6-9 Tense - fight or disturbance imminent unless defused. If a fight starts, roll on Table 5.
- 10-11 Bar fight in progress - roll on Table 5.
- 12 Other crime in progress - murder, sex assault, illegal dueling. DM option.

Table 5 (1d12): Bar Fights

- 1 2-24 zero-level citizens, minor or improvised weapons.
- 2 3-18 soldiers or sailors and 2-12 citizens, as above.
- 3 1-3 d8 soldiers/sailors vs. 1-3 individuals
- 4 Illegal duel.
- 5 Entire bar vs. adventuring party
- 6 2 or more adventuring parties going at it.
- 7 Racial incident.
- 8 Factional violence
- 9 - 10 Aftermath; clean up wounded and assess damage.
- 11 Bar vs. watch patrol.
- 12 Adventurers vs. watch patrol.

Waterdeep watch addl. special equipment. These items are not generally available to anyone outside the watch.

Flash-bang - a small, loud firework which blinds and deafens individuals it goes off near. Used in rapid entries.

Ram - a 75-lb., four-person, steel-headed ram used to open barred doors. Figure bend bars on cumulative STR scores of persons using it/2.

Collection cup - a small glass basin which has a permanent "Gather" cantrip cast on it. Used to remove glass slivers, semen, water in lungs, and stomach contents, among other things. It will collect any specified substance or particle while excluding non-specified materials within the basin its self.

New Spell - for watch use only. Not available outside of the watch or a few select major figures of Waterdeep (Khelben, for instance, does have a copy).

Painweb (evocation)

Level: 3
 Range: 10 yards + 10 yards/level
 Components: V,S,M
 Duration: Instantaneous
 Casting Time: 3
 Area of Affect: 20' Radius
 Saving Throw: 1/2

Components: Material - drop of caster's blood, spiderweb
 Somatic - point at desired target

When this spell is cast, it resembles fireball in all respects until it detonates. The spell has an area of effect similar to fireball, but unlike that spell is confined to the 20' radius; it is not a volume of a 40' diameter sphere. Any living being in the area of effect must save or take 1d10 per level of caster, a successful save doing half damage. Items in the affected area are not harmed, nor are undead or any creature not having a nervous system. If the creature takes damage equal to or greater than current hit points, the creature is rendered unconscious. Hit points return at the rate of one per hour. One-fourth of the hit points inflicted are "actual", and will need to be healed normally. If the "actual" hit points inflicted exceed current hit points, the creature dies.

Painweb produces, as its name implies, extreme pain and agony, causing the target to pass out due to system shock. It is used primarily by those who wish to incapacitate their victims, but not damage them permanently or risk damage to their belongings. This spell is believed to have originated with Lord Hastian of Bral, a reigar who's artistic passion is war. He was involved with the destruction of the reigar homeworld at one point. (cf. *'Rock of Bral'* spelljammer supplement).

The Harbor Crier

By toby@lava.net (Toby Mekelburg)

The Harbor Crier Flamerule 13, 1370

Thieving has always been a crime that Waterdeep has never tolerated and many Waterdhavians feel a deep sense of pride knowing that no thief's guild operates or has operated for seventy years now since the Lo rooted out and destroyed the last one in 1300 DR.

That is not to say, however, that crime does not exist at all and all Waterdhavians live in peaceful co-existence where all observe the Code Legal. All one has to do is stroll the seedier streets and alleys of the Dockward the wee hours of the morning to know that. But rather to say that the thieves who do make their residence the City of Splendors are lone operatives; relatively disorganized and without official leadership, at least a leadership cunning enough to attract the attentions of the Lords.

Several wizards of late, however, might now not so hastily agree with that statement. It would seem that recent string of thefts (six in the last month, five the month prior) have left local mages empty handed as well confounded as to the methods of these thieves that apparently leave magically trapped and warded rooms chests, closets, desks, etc... devoid of their protected valuables without having activated the traps themselves.

"It is quite interesting to note", one wizard, Dr. Morgenes Verdantis has said, "is that these unique crimes are aimed solely at mages and in a profession that takes care to avoid such individuals, the least that be said is that it is unusual. Of equal interest is the fact that the majority of the purloined goods were, that say, are magical in nature and that the light fingered perpetrators went to such lengthy extremes as circumnavigating numerous magical and non-magical guardians to steal items of the Art that were actually valuable than many ordinary baubles that were not as well protected".

The esteemed Dr. Morgenes, who seems more amusedly surprised than irate at the break-in of his own residence, went on to say that these thieves may actually be mages themselves and most definitely are organized. Many mages though disagree with the Dr.'s theorization, with the general sentiment being one of unconcern and disinterest. They feel that if this new threat to magic really warranted their attention, the Lords would already have dealt with it. As one mage, who did not wish to be named revealed, put it, "A few sticky-fingers laid hands on some minor trinkets of Art. What of it? Mayhap that He Who Smiles Over Thieves decided to be generous. 'Ware they come to my library, lest they find themselves without their god and my Art consuming their flesh. They'd see Him soon enough after that I tell ye". This reporter finds it interesting that all who express similar viewpoints have not been violated as yet.

And might never be as recent events dictate. Several independent and enraged wizards have started an action group- The Society for the Preservation of the Art. The Society, led by Bennigarris Uln, whose house has been burgled three times, has gone with this issue to the Watchful Order of Magists demanding that appropriate retribution be brought against the group responsible for the thefts.

The guild, however, said it would not take any direct action without the express consent of the Lords. It did say, though, that it would inform the Lords of the Society's complaint and the circumstances involved via Khelben "Blackstaff" Arunsun. Further, the guild is to issue a general proclamation of warning that the mages of the City upgrade their home and business defenses.

This reporter actually talked to former masked Lord Arunsun to garner his opinion on the matter, but the Archmage declined comment as this reporter was escorted off of Blackstaff Tower grounds by apprentice Lady Hulthavar and a very large earth elemental.

Despite the guild's steps to insure that these incidents are made aware of, the bitter group of wizards are not satisfied and promise that they will do all in their power to see the matter resolved.

Spokes-wizardess Bennigarris Uln, said that the Society has hired a company of investigators to ferret out the source of these thefts and after having investigated the most recent break-in at the residence of Dwael "Spellshield" Lathor, reports that they have made some "vital discoveries", but would not relate their exact nature.

Dwael Lathor joined the Society just two days past after discovering the truth of the incident that left half of his residence in smoldering ashes. His apprentice, Trellin, until recently claimed that a party of no less than a half dozen dark elves had assaulted the mansion and that he single-handedly fought off their advances. He recanted that dubious story after a lengthy interrogation with the detectives known as the Bondsmen. Through the use of one of their number's scrolls, a priestess of Oghma, they have determined a measure of the truth.

Apparently the boy was set upon by a lone elf. Although the elf was armed, he did not draw a blade, but was not adverse to using his fists, as evidenced by the young apprentice's smashed nose and missing teeth.

The elf, "didn't dress like no elf I ever seen though", says a lisping Trellin. The elf had to flee for his life by vaulting over the second story

bannister, after being almost immolated by Trellin's wand. Fleeing the fiery fury of Trellin, who proceeded to set ablaze half the mansion, the elf, as fate would have it, ran past Dwael himself returning home from a drink.

The leader of the Bondsmen, banyard Whiskerpie, a half-elf that hails from the High Forest, says that the company has confirmed Trellin's story through Trellin's cat, courtesy of Mandipon, the aforementioned priestess.

"Yon creature", he says, "has provided us clues that we would never ourselves discovered ere Mandi had not had discourse with the beast".

Exactly what clues those are, he would not tell. But he did say that the company has high hopes of gaining the trail of the mysterious elf and reveals that the group is going to start questioning clerics from the local temples, for he believes that the fugitive would have gone to a place of healing to recover from his wounds. Given the amount of priests in Waterdeep that could take some time but it seems that the Bondsmen will investigate as long as it takes. Bennigarris and the other Society members seem, so far, pleased at the Bondsmen's progress.

As to the question of whether a new thief's guild is operating in the City or no- who knows? All that is known is that a group of heretofore unknown pilferers have been plaguing the mages of the City. But with the ire of the Society of Wizards for the Preservation of the Art, the tenacity of the Bondsmen, and the ever-present shadow of the Lords looking over all, they won't be here long.

**-Roving Reporter Extrordinaire-
-Ivell Obsidian-**

High Moors Barbarians

By John Orange <J.Orange@plymouth.ac.uk>

Following up on the recent thread about barbarians of one sort or another: I noticed that High Moors Barbarians are not included in the Barbarian kits for Warriors of the Realms. This has prompted me to post my own version for comment.

I have been using this for a while now, and two or three characters with this background have reached medium levels, whilst retaining some "barbarian" feel to them.

(By the way, I was astonished that someone who had heard of the Skythians did not know whether they were horse archers. They were regarded as the archetype of the horse archer by Ancient Authors from about 750BC to about 300AD, even though they had disappeared as a separate people by about 50AD.)

High Moors Barbarian

This kit is only available to characters recruited from amongst the human barbarians of the High Moors area.

These peoples are herders of sheep and goats, and do not make significant use of horses. The tribal weapons are two-handed swords, short bows, spears, javelins, slings and daggers. The most common combination for a warrior is bow and two-handed sword: un-blooded boys on herd duty typically have sling, spear and dagger.

The two-handed swords are nearly all made by tribal craftsmen, and are very ornate: they are much prized off the Moor for the quality of the workmanship.

A fallen warrior's sword is passed on to the next of his male relatives that survives his manhood ritual. These rituals are tough: some swords stay in the tribal spirit-hut for generations...

Weapon Proficiencies:

Required: two-handed sword, short bow.

Recommended: spear, javelin, sling, dagger.

Prohibited: may not start play with weapons not listed above.

May specialise in two-handed sword or short bow, and the two-handed weapon fighting style.

Non-Weapon Proficiencies:

Bonus: Endurance, animal-handling (sheep and goats)

Required: none

Recommended: Direction Sense, Fire-building, Weather Sense, Survival (High Moors), etcetera.

Prohibited: May not start play with any Riding proficiency.

Equipment:

May not start play with armour heavier than mail, or with weapons not in the list above. Shields are not part of their culture, so players may not start with them, or any proficiencies relating to their use.

Special Benefits:

Starts play with Common and the High Moors dialect of Common (counting as one language), and may choose to spend proficiencies on any of the Goblinoid languages. After play begins, the barbarian needs to find a teacher for these, as normal.

Special Hindrances: None.

Wealth Options:

The standard Warrior starting gold (5d4 x 10 gp), but may not start play with more than 3gp in cash.

Horse Breeds of the Realms

By toby@lava.net (Toby Mekelburg)

Andaluarian

The Andaluarian comes from the realm of Impiltur, and is primarily used as a cavalry mount. The Andaluarian has a distinguished appearance, usually appearing in the colors white and light gray, and occasionally bay. It is a compact horse with excellent proportions, and usually stands at 15.2 hands. The mane and tail are abundant, and the breed has a flat or slightly convex nose, small ears, and its head is set on a substantial neck. The chest is quite massive and the quarters are lean. The Andaluarian is renowned for its ability to learn and its superb temperament. This particular breed was established in 1135 DR, during the early rise of the Impilturians and their battles against hobgoblins.

Akhal-Tara

The Akhal-Tara comes from the Arabian lands of Zakhara. Sages and horse breeders say the Akhal-Tara has been around for over 2,000 years, making it one of the oldest known breeds on Faerun. This breed is another cavalry horse, seeing widespread use among the armies of the Land of Fate. It is said that one of the ancient Grand Caliphs received the first Akhal-Tara stallion from a friendly genie. Akhal-Tara horses have long and slender heads with expressive eyes. It has a short, silky mane, or often none at all and a short tail. This breed has a narrow chest, long back, and flat ribs. The legs are long and slender, clearly revealing the tendons. It averages 15-15.1 hands in height. It is often dun in color, although it can be bay and gray, with a pale golden coat preferred. Wealthy caliphs often are able to get a shiny, golden color to the horse's coat. These exquisite horses are rarely found outside of the Land of Fate. Should any be found in the Barbaric North, the price could easily exceed 60,000 gp.

Balserran

The Balserran sees widespread use in Western Faerun, being a superbly fast galloper. The Balserran is quite gentle, and excels in jumping, games, reining, roping, endurance and as gentle family horses. The Balserran's coat is often colorful and features unique coat patterns, and many are of bay, white or gray in color, with black spots near the rump.

Cyaddar

The Cyaddar is another of the unique horses of Faerun, being found exclusively in the Anauroch Desert. The Bedine tribes keep a few of these horses, primarily to counter the Zhentilar presence within their desert. Bedine legends speak of the first appearance of the Cyaddar breed when the swirling winds sent by Kozah manifested as a horse that could "fly without wings". The Cyaddar is extremely swift and hardy, requiring little water, which makes it perfect for the harsh environment of Anauroch. The breed's eyes are prominent on the head, has large nostrils and a small teacup muzzle. Its gracefully arched neck rises out of a long sloping shoulder and broad chest. A short, strong back and high trail carriage complete the picture. Cyaddars come in grey, chestnut, bay and roan and an occasional solid black. Most of the breed stand between 14.2 and 15.2 hands in height and weigh between 800 and 1,000 pounds.

Dales Pony

This breed is native to the Dalelands area as its name implies. Dales ponies are bred specifically for the farming communities of the Dales. They are able to navigate rough country under heavy weight, and their strength and surefootedness of the ponies lends them to farm work where larger horses are unsuitable. These hardy ponies are up to 14.2 hands in height, although they are frequently in the 12 to 13 hands spectrum. Their predominant color is black, other colors include brown, gray, bay and occasionally roan. Their hooves are of a hard blue horn, and well-shaped legs have the dense bone. Their action is straight and true, really using their knees and hocks for powerful drive. They have tremendous stamina, an iron constitution and great intelligence, all combined with a calm temperament. An abundant long mane of straight hair covers a muscular neck that is well laid onto sloping

shoulders. The body is compact with strong loins and well-sprung ribs. Short, well-developed forearms are set into a broad chest. Under saddle they are steady and calm enough for children, but are better suited to adolescents or adults. In harness they will perform any task asked of them; dressage, plowing or carting.

Duquala

The Duquala is a relatively new breed of horse appearing in Maztica. Enterprising Amnian merchants have managed to breed a few of these magnificent horses on their plantations in Payit near Helmsport. The Duquala is well suited for the humidity of Maztica's jungles. The head is lean, and the facial profile is straight or slightly convex. The size of the head is medium in the female and moderately more developed around the jaw in the male. The profile is erect, the eyes full, expressive and lively. The muzzle is medium sized, firm and with movement. The excellent senses of the Duquala have enabled it and its rider to escape from ambush. The neck is wider at its base and much finer the closer to the head, which should form a straight angle. The manes are abundant and beautiful. Adult horses stand 14.1 to 15.2 hands high in the female and 14.2 to 15.3 hands in the male. The coat is silky and all colors are permissible, but albinos are quite rare and frowned upon.

Everlundian Ranger Horse

This breed is maintained by horse traders in Everlund in the North. The breed is often sold to rangers traversing the Northern wilds. The Everlundian breed is very fickle and temperamental, which makes it uniquely suitable for the ever roaming rangers and wilderness scouts who keep track of the ever increasing goblinkin. The ranger horse has a high arched neck which ripples with hard muscle. Its body is also well muscled and thick around the midsection, enabling it to carry a fair size load of equipment. It is extremely hardy and its powerful legs enable it to reach speeds of almost 35 mph. The colors of the coat do not follow any breeding pattern, which lends more credence to the horse's fickle nature.

Fordskin

The Fordskin can be found throughout the Heartlands and North or Faerun. This is another horse that sees widespread use in daily life. The color of the Fordskin is varied and the more beautiful or rare the color the more superior the genetic heritage they possess. Fordskins have been long noted for their superior qualities and strength. They have more stamina, more determination, harder feet, better bone and are generally harder than other horses. A Fordskin with weak or spavined legs is a rarity. "Tough as wet leather" is a good description of a Fordskin.

Fell Pony

This breed sees heavy use as the mount of choice for Cormyr's mountain patrols, as well as a patrol horse into areas like the Stonelands and Goblin Marches. Its docile temperament makes it popular with riding and trekking stables, and is also a credible jumper and has the ability to trot for long distances at a steady speed. The fell pony requires less keep than most horses and ponies that are used by the Purple Dragons. Horse breeders near Tyrluk and Arabel turn out several hundred every year for the express use of the army. The Fell pony stands up to 14 hands in height and has a fairly long neck, which together with well laid back shoulders gives the rider a good length of rein. The quarters are muscular and powerful and good legs are one of the qualities of the breed. The hooves are hard and open with the characteristic blue horn, and the mane and tail are long and thick.

The Orc Pirates of the Gullrocks

By toby@lava.net (Toby Mekelburg)

The Gullrocks are a small cluster of islands west of the Moonshaes. The three largest are no more than fifteen miles across. The rest of the islands are considerably smaller, one or two miles at the most. The three largest islands are named Grumush's Rest, Spinethrone, and Orc Rock. All of the islands are notable for one thing; they are inhabited by orcs.

No one knows how the orcs arrived on Gullrocks. One day they started attacking shipping on the Sea of Swords. The orcs themselves are well armed and sail in sturdy vessels. Once they spot a ship to attack, they raise their flag, a black flag with a white, tusked orc skull. The orcs then swarm over the enemy ship, killing all armed resistance, taking all booty, and scuttling the ship. They orcs sail off, laden with gold and precious cargo.

The Truth

In 1367, the spacefaring evil cousins of the orcs known as the scro, began to survey Toril. They wanted to establish an outpost on Faerun, and enlist the aid of their groundling cousins, who were numerous in the area known as the North. They decided that mainland Faerun would be too crowded and attract far too much attention. Besides, there were enough power groups in the area and the scro didn't want that much competition. So, after annihilating a Shou Dragonship, the scro battle group of 3 Mantis ships and 1 converted Tradesman descended to Faerun. Their first act was to scout out a possible base. After nearly a week of searching the Sea of Swords, an uninhabited cluster of islands was found. From captured humans, the scro learned the place was called Gullrocks, and it's nearest neighbor was the Moonshaes.

The scro then established ties with several orc clans near the High Forest and the High Moor. The scro recruited five orc tribes, numbering 1,000 orcs total, and transported them to Gullrocks. Ships were raided for supplies and several smaller inland towns were attacked. The orcs set up several settlements on Gullrocks, though the scro made sure their numbers were spread out. The orcs were taught farming and fishing skills by the scro and captured humans. Some orcs decided they didn't like the idea of farming, and when they voiced their opinion, they were killed by the scro. The scro made it their mission to teach the orcs the basics of civilization, reinforcing that idea through punishments.

By 1374, the Gullrocks had been transformed into an agricultural paradise. Gullrocks was for the most part a self-sufficient community, only needing wood and metal to build ships and weapons. These were provided by an unexpected source, Luskan. Luskan agreed to provide ships and metal weapons and armor if the orcs and scro would attack shipping on the Sea of Swords. Since this is what they were doing anyway, the scro and their cousins agreed. Luskan sent 4 caravels and 1 stolen Waterdhavian cog.

In 1375, the orcs began raiding of shipping in earnest, and due to their

proximity from any major sea lane, the nations of the Sword Coast did not know where the orcs were coming from. By Marpenoth of that year, the scro battle group had been destroyed by elven Man-O-Wars off the coast of Gundarlun, after the Elven Imperial Navy received word of the scro's presence and destroyed the scro ships in a hailstorm of fireballs. All four of the scro's spelljammers were destroyed, although not all scro were killed. Some 100 scro had been left on Gullrocks, including the scro commander himself. Half of the casualties were the original scro that first settled Gullrocks, while the other half were reinforcements from a scro fleet near Selune's Tears. Unfortunately(or fortunately), the scro lost most of their smokepowder and guns.

By 1376, the orc population of Gullrocks had grown to 1,500 and their fleet numbered 12 caravels and 3 cogs. The largest settlement was Kraxzin on Grumush's Rest. This was the capital of the orc community of Gullrocks. The second largest settlement was Spinebay on Spinethrone, and the third was Seahaven on Orc Rock.

Grumush's rest was the military stronghold of Gullrocks, where the orcs received their weapons and sailing training. General Loxar was the highest ranking scro left from the battle group. He is the defacto ruler of Gullrocks; his word is law. Order is maintained by the Circle of Captains, a group of orcish ship captains. Priests of Grummush provide spiritual leadership. Kraxzin township is a rowdy shanty town. It is built at the mouth of a large bay that faces toward the Moonshaes. Various shops, taverns, and brothels dot the wharfside. The private homes of the more prosperous orcs and the ship captains are located behind these shops. And located behind all these homes and businesses lie the Palace of Loxar. It is a stone keep that is still being built by human and dwarf slaves. This is where Loxar lives and the Circle meets. Several small bombards have been mounted on the walls of the keep, and a few cannons have been acquired and are mounted at the harbor mouth.

The community of Spinebay on the island of Spinethrone is in sharp contrast to the bawdy atmosphere of Kraxzin. The small town of Spinebay is spread out at the mouth of the bay here. There are perhaps a few dozen buildings in town. Spinebay does not feature any fortifications. Spinebay provides much fish to the other orc communities, as well as grains and fruits. Clerics of Luthic, goddess of fertility, provide magic to ensure that the crop is beneficial.

Seahaven is the last of the major orc communities of Gullrocks. This town is laid out in the same manner of Spinebay. The major contribution of Seahaven is grain and some livestock. Seahaven is sparsely settled, although farming strongholds dot the island. These fenced in farms raise pigs, cows, chickens and other livestock. They are run by orc overseers, and have human slaves to do most of the work, although many orcs to participate in the daily farming duties. A visitor to Seahaven would shake his head in amazement at the sight of bloodthirsty orcs working the fields. Then he would get a sword in his gut for trespassing.

Clothing and Habits

The dress of Gullrocks consists of a bandana worn over orcish skulls to protect from the summer heat, loose fitting shirts(plundered from Amnian ships), and baggy pantaloons. Like their human counterparts, orcish pirates often dress in garish and loud colors. Eyepatch is optional.

Kraxzin orcs are still the rowdiest orcs on Gullrocks, while Spinethroners and Seahaveners are the more pacified of the two. In another generation or two, these last two groups of orcs may even be civilized! All the orcs enjoy singing pirate tunes(badly), like "Yo ho ho an' a bottle a rum!", "Row row row yer boat", "Blow da orc down!". They also enjoy pirate sayings, "Shiver me timbers!!!", "Avast ye matey!", etc.

Game Data

General Loxar(LE orc-m F7), is a large, 6' tall grey skinned scro. Scro are like normal orcs, except larger, stronger, and feature different skin hues.

Gaxxstro(NE orc-m W4), is Loxar's personal wizard. Scro are allowed to be general wizards only, and then can only advance to 5th level.

Poshoto "Belchbeard"(CE orc-m F3) is on the Circle of Captains. He captains the vessel, Anarchy, which operates near Alaron.

Grevvbok "Two-eye"(LE orc-f F4) is the only female orc among the Circle. She is currently wanted in Calimshan for a raid against calimport.

Sanctuary

By Christopher M. Dwinell

The Misty Wood could be glimpsed from the edge of the High Moor and the trees looked cool and inviting. Onassin couldn't wait to be underneath the emerald shelter of the leaves. The ride had been long and treacherous for the moors were still rife with trolls and orcs to name only two of the dangers that had beset the small group.

The Blade and Song was an adventuring band consisting of five members.

Onassin of the Strings, a bard who played the fiddle among other instruments.

Lucas, a warrior whose claymore was taller than Onassin. Sinessa of Gladius, an individual whose tattoos marked her as a former slave of Thay. There was also Silk, a slim girl whose dark clothing and graceful movements made the rapier she carried doubly dangerous. Finally, Jordan of Tymora, whose healing spells and defensive magics had saved their lives' time and again.

Onassin glanced at Silk, the girl couldn't be more than seventeen but the pain lining her face made her seem older. She had been struck down by a poisoned blade and only by sheer willpower had she managed to ride this far. Sinessa also held an arm tightly to her side, holding broken ribs into place. All of them had been wounded in the last battle, but hope was not far off if the words of an amber eyed innkeeper were true.

"If you are hurt, or need a place to rest, just within the south east border of the Misty Wood is a small village. Look for a stream leading to a pond with a small island in the center. Just north of it is the village. It is called Sanctuary." The half elf had smiled then. "Don't be surprised at whom you find there, and don't offer violence to anyone. The folk there are good and will offer aid if you need it. There you will find shelter and rest if the dangers of the High Moors prove to be too much." The female half elf had also offered several other pieces of advice on what they would find in the High Moor. Onassin still hadn't been able to figure out how she'd known where they were going and what they'd planned to do.

"Just hold on a bit longer." Jordan, who was out of healing spells, pleaded. "If Tymora smiles on us we'll reach the village soon"

They'd reached the tree line and soon found a pond fitting the innkeeper's description. Heading north they did find the village. However nothing could have prepared them for what they found there.

A family of orcs waved at them and called friendly greetings in common. Two goblins were working on a chair with a tall man. A hobgoblin was watching with interest a sword fight between a drow and a moon elf. Another elf was playing the flute and watching the same fight.

They had no sooner passed the first two huts when the drow woman and elf stopped the fight and with a grin for the applauding hobgoblin approached the newcomers.

The drow female possessed very long silver hair and rose eyes. Her skin was a purplish black. She wore a lacy black gown and rested her long sword casually on her shoulder. Her face wore a welcoming smile and it warmed the weary travelers against their better judgment.

The moon elf was also a female bearing a scimitar and an arm length tattoo of a cheetah. Her hair was also long, though brown and her eyes dark green. She too was smiling and said something in a sibilant tongue to her companion.

"Welcome," the drow woman said gaily. "I'm Alauniira of Eilistraee, and this is Shenandoah."

Onassin looked desperately at the drow woman and hoped that the innkeeper had been right. "We were told that this is where we would find Sanctuary?" His voice was both questioning and hopeful. "We need help." Alauniira's eyes had already moved past him to the rest of the company, taking in Silk's sway of exhaustion, Sinessa's stiff posture and the wounds the rest of them bore.

"Shen help me get her down." Alauniira said quickly, to her elven sparring partner. The elf moved to take the girl from her horse. Sinessa dismounted without aid but apparently was sorry for it a moment later as she grimaced and clutched at her rib cage.

"Poison," the female warrior wheezed out. "She was poisoned."

Alauniira immediately knelt beside the dark clothed girl and began the prayer that would neutralize the poison in the body. Shen, one of the orcs, and an elderly gnome fellow helped the company from their horses and others appeared to lead the weary animals away.

When the prayer was done Silk still lay unmoving and one of the orc children asked tentatively. "Dark Lady? She be all right?"

"Yes Erga," the priestess replied with a fond smile. "She'll be fine. She sleeps now."

Onassin breathed a sigh of relief and looked at Lucas who'd been pale with worry. He and Silk had been lovers for some time now. The warrior was pumping the drow woman's hand in thanks, obviously incoherent with relief. The other members of the company looked around in wonderment now that the danger of death had passed. Even though they were safe, they couldn't help but wonder. What was this place?

Sanctuary is what its name implies. Located where the Misty Woods join the High Moor about three days ride east of Daggerford. It is a place to belong for those who feel they do not belong anywhere else. Any being of any race and any goodly religion may come and live in peace and harmony with themselves and their neighbors. It is a place where one can go and rest, away from the rigors of the world. Sanctuary is a place where spiritual, mental, emotional, and physical rest are found. A place where one can feel safe and sheltered for as long as one may need.

Sanctuary was founded in 1364DR by Alauniira, a priestess of Eilistraee. As a drow on the surface world Alauniira understood how many people are judged by prejudices and not by their individuality. To this end Alauniira founded Sanctuary where anybody of good intent could live in a community of friends. There are many gods worshipped or venerated within Sanctuary. By far the goddess worshipped the most is Eilistraee.

There are twelve priestesses, or Dark Ladies, or Eilistraee. Alauniira and these twelve serve as Sanctuary's guiding hand. They do this by initiating most worship rituals, hunts, revels; they also provide both physical and spiritual healing. Sanctuary is also a base of operations for the Knights of Twilight (qv).

Sanctuary lies on 20 acres of a peaceful glade within the Misty Wood. Sanctuary is no more than a cluster of huts and small cabins nestled haphazardly amongst the trees. Though primitive, the hand of the drow and elves can be seen in the simple beauty the huts contain. Many are built around the trees with branches still growing through the roofs. These homes radiate out from the central part of Sanctuary, a large clearing about thirty yards in diameter. This clearing is where most grand feasts and revels are held. In the true spirit of Eilistraee these usually involve a large bonfire and a lot of dancing.

Sanctuary is much like any other village until a close look is taken at the inhabitants. However several differences are almost immediately discernible. Sanctuary is more closely attuned to the harmonies of the forest surrounding it. The clearing at the center of the village is a natural one and the ancient trees were left undisturbed.

There are two large ponds close to the clearing, one, Pixie's Ocean, has a stream called The Run leading into it from the north and then running from Pixie's Ocean to Elfwood Pond. The Elfwood Pond has a small tree clad island in the center; Culton's Creek feeds the Elfwood and Sword's Edge stream runs off of it to the south.

About a mile south and a little west of Elfwood Pond is Shield Hill, a large mound set like a round shield among the trees.

Many of the residents have tilled their own gardens of varying sizes. The harvests of which are shared openly amongst all of Sanctuary. Similarly the hunters share their bounty as well. The folk here, though many are racial enemies, are kind and accepting. If a helping hand is needed it is usually offered without hesitation. There are shrines of many of the gods worshipped by the residents scattered throughout the woods. There are no shops or

mercantile exchange within Sanctuary. Every couple of months or so a trader will bring supplies, many of which will be bartered with meat, vegetables or furs. As the residents are free to come and go as they please, trade and news of the realms is never wanting. Visitors are welcomed with open arms. As news of Sanctuary's hospitality grows, more and more travelers through the Misty Wood try to stop at there. Guests are often invited to stay for two to three days exchanging song, stories or some other contribution for food and shelter.

In case of attack a dozen priestesses of the goddess of good Drow offer ample protection. In addition many of the residents are powerful individuals in their own right. All freely defend their Sanctuary.



Some of the Personalities at Sanctuary

Alauniira of Eilistraee (NG drow f P14; Wis 17 Dex 20 Cha 16)

Originally an acolyte of the Chosen of Eilistraee, she was destined to guard the Promenade near Skullport from the enemies of her goddess. Yet she believed Eilistraee had other plans for her. Upon meeting a group of human adventurers lost in Undermountain, she knew she was meant to see the beauty of the surface world as Eilistraee wanted for all drow. When she became a full priestess (1st level), the Lady Qilue', the Chosen of Chosen, gave her leave to adventure in the surface world. The Song of the Chosen bore her to the surface on the moon's rays. She adventured for a long time in the Realms traveling from the Moonsea to Waterdeep spreading the Song of Eilistraee along the way and making many converts, one among them an outcast moon elf blade-singer.

An influential Senior Harper in Waterdeep, Lady Laerl Arunson, spied upon this drow's actions within her city and soon realized the good and the glory of Eilistraee's Song within the young drow's heart. Laerl asked her to join the Harpers. Eilistraee, who favors the Harpers, was pleased to have one of her Ladies, the first really, join that august group. Little did Alauniira know (nor did this author) that Qilue' was one of the Seven Chosen Sisters of Mystra. Qilue' asked her sisters to keep a subtle eye on her follower.

Alauniira is armed with a bard blade +4 that she has named Quicksilver. She is also aided by a shield +3 named Fullmoon. Alauniira is 5ft. Tall and has silver hair that falls to the small of her back. Her body is thin and lithe like a dancer's. She moves with the grace of her drow heritage and her distinctive laugh, sounding like small windchimes, can be heard often. Her eyes are a soft rosy hue that warms the heart like a sunset when she smiles.

Enigma (NG hem F8/T9; Str 17 Dex 18 Int 17)

Enigma is the professional name for a half-elven elite warrior. His real name remains unknown by anyone. Originally from the Vilhon Reach, from one of the Blade Kingdoms, he was trained first as a warrior and later as a spy and assassin working for a despotic and paranoid baron. Despite the advanced training he received, he despised his kingdom and his job. On a particular training mission to Calimshan, to learn from the assassin's guild there, Enigma faked his death and ran away, north to Baldur's Gate. He has since worked as a mercenary, merchant guard, and even a free lance burglar in many cities throughout the heartlands including, Westgate, Iriaebor, and Berdusk. He has even been hired by the Harpers occasionally for particular stealthy jobs, but is not himself a Harper.

He is usually quiet as he seldom speaks. He is suspicious and secretive. Much of this is carried over from his days as a secret agent in the Vilhon Reach, but also because he fears retribution from his old kingdom. He carries him self as a professional soldier. He is usually clean shaven, has short hair, maintains a "stiff backed" air about him, and is usually very polite. He also has the ability to slink in and out of tight corners and dark shadows with cat-like grace. Enigma sometimes feels slight guilt for the terrible crimes he committed years ago in his homeland, even though he did his job under the pretense of law.

One of Alauniira's first converts to Eilistraee, he is also the leader of the Knights of Twilight, and one of Alauniira's most trusted allies. He is honest to a fault. He is skilled in many bladed weapons, including the long sword (specialized), short sword, and daggers. His aim in throwing a dagger is impeccable and he usually has three or four hidden on his person. He often fights two handed with his long sword (+3 defender) and his favorite dagger, a +4 weapon he has named Shadowbite.

Shenandoah Ailounee (CG of W12/F13, Dex 18, Int 16, Chr 18)

The only Bladesinger at Sanctuary and the first Knight of Twilight is rather startling. Only five feet tall and beautiful even by elven standards, her many tattoos and deadly skill with both scimitar and magic tend to have a disconcerting effect upon strangers. She is high spirited, however, and her greatest delight is in playing her harp on dancing nights. She is fervent in both her worship of Eilistraee and her friendship with Alauniira. (The two of them were adventurers together.)

Shenandoah bears the elaborate cheetah tattoo of her bladesingers guild which covers her right arm. She tends to wear fringed traveling leathers with a Cloak of Elvenkind, Elven Chain, and Bracers of Blinding Strike. She also wears a Ring of Protection + 3 and a holy symbol of Eilistraee. She always carries two scimitars, never wanting to be without a blade in battle, one of which is a scimitar + 2 which she named Elsinondai.

Some other residents of Sanctuary are:

Orc family (Muca, mother; Greth, father; little Cet, the baby; and Erga, the young daughter)

Rethyier, the Voatkyn

Jessica, Peacewoman of Eldath

Robito, Cleric of Chauntea. A large, almost obese man, who loves to cook and has great skill in this area

12 Dark Ladies of Eilistraee, including two drow from the Promenade near Skullport, 1 half elf from the dales, and 1 gnome from the Trielta Hills.

Kil and Brok, the goblins of the camp.

Jared, Druid of the Singing Waters (Eldath). A large muscular black Turmish man who stands @ 6'2". He is a secret member of the Emerald Enclave.

Brengarr. A middle-aged retired warrior. Devout in his following of Tyr, the Even Handed.

D'anni and Feldin. Dawn Priests of Lathandar. D'anni is from Cormyr and Feldin from Amn

Roma'r, an acolyte follower of LLiira. A handsome young man in his late

20's. Very charming and charismatic

Nadina of Selune. This cleric also has with her 2 acolytes. The girl is 15 and the boy 21.

Different elves, including 2 clerics of the Seldarine, 1 priest of Solonor Thelandira and one minstrel)

Halflings, including the Feeger Family of 5 and 1 tallfellow carpenter

There are 8 gnomes living in Sanctuary.

Humans; including the Brendal Family, the Whiteleaf family and the Porters, making 11 in all.

Adam; a barrel-chested, very tall woodsman. A follower of Selune, a were bear, he is seen frequently with Nadina.

Agnoman and Deirdriu. Twin half elven children of Shenandoah with an empathic link for each other, they have taken up Eilistraee's mantle as their own. Deirdriu is a priestess of the Dark Maiden, and her brother Agnoman is a ranger who strongly venerates the drow goddess as well. Both are adventuring between the High Moors and Waterdeep.

Windlass. An elven female, she is the highest ranking Dark Lady of Eilistraee at Sanctuary aside from Alauniira. She is Alauniira's right hand in guiding the faithful, she is also a friend of the Harpers, and a powerful priestess in her own right.

The Knights of Twilight

The Knights of Twilight are a religious order within the Church of Eilistraee. They were founded in the Year of the Sword, 1365 DR, by the Darklady Alauniira. Like Eilistraee, the Knights are open to any race and religion, as long as that individual believes in the sanctity of the individual and that all creatures should be treated as such. While all followers of

Eilistraee believe the drow should live on the surface in peace and harmony with all races and especially other elven races, followers of Eilistraee are persecuted heavily by other faiths of the drow, most notably those followers of Lloth and Gaunadaur.

Enter the Knights of Twilight. The Knights often act as spies, smugglers, and go-betweens from the surface and the Underdark. The Knights all strive to develop a large web-work of contacts and informants while keeping their identities and intentions rather unknown. Furthermore, the Knights often work to further the aims of the Harpers, as both groups have many of the same beliefs and ideals. In the first case, the Knights often hear of, and escort drow who look for a life on the surface to Sanctuary, a large congregation of Eilistraee followers in the Misty Wood, near the High Moor. In the second case, the Knights directly oppose the Zhentarim, the followers of Vhaeraun, (specifically the Dark Dagger), the Cult of the Dragon, and many more organizations of evil.

Barely a dozen strong, and with only a couple of drow in the group, the Knights are led by a mysterious man known as Enigma. Recruited by Alauniira, Enigma immediately found in Eilistraee's faith the void he had always felt in his heart. The Knights are "based" out of Sanctuary, but in truth are spread over the heartland's. Their particular concerns are those places that have a rumored trade with the Underdark, like Skullport, and many others in which the forces of evil are trying to gain a foothold..

Onassin caught a glimpse of Silk laughing merrily as she danced with the other women around the bonfire. It had been only a week before when she had arrived in Sanctuary fighting a deadly poison. She was too weak to dismount from her horse without aid and Onassin thought for certain that day would be her last.

Onassin shook his head. It was hard to believe. In only a week the residents of this tiny village had overcome the prejudices he and his fellow adventurers had possessed. Silk was not the only member of the Blade and Song to have surrendered her foolishness to embrace the joy and understanding the village had offered. Sinessa had been healed of her broken ribs and was at the moment sparring with one of the Dark Ladies of Eilistraee. Jordan of Tymora was arguing philosophy with Nadina of Selune. Lucas was sitting contentedly with Brengarr watching his lover, Silk, as she danced.

Onassin grinned wryly. He had been captivated by the music Sanctuary had at its heart. Even now he played his fiddle for the dance. It was indeed difficult to believe, but in this tiny village almost hidden among the trees, it seemed anything was possible. Truly he wondered if he could persuade the rest of the company to leave when it was time, and did he even want to leave himself? They could do much worse than to settle in Sanctuary.

The dance continued as the moon rose high in the sky and Onassin smiled up at it. Sanctuary was truly a wonderous place.

The Magister

By Mike Mateer <mateer@midwest.net>

This is information I have collected on the Magister from various sources, the main one being this list. I hope that all, especially the "newbies" find it interesting. BTW, there was some info under Mystra & Azuth in *F&A* that I have yet to include.

The Magister is a high-level (usually) mage whom Mystra elevates to show the glory of magic. In other words, the magister is a punching bag for high-level wizards who want to show how good they are. These keeps all those glory-minded mages from ruling/conquering countries and the like. (BTW, this is almost verbatim from a discussion I had with Ed Greenwood two years ago at GenCon.). As for Jhesiyra, I think you found all the source I can think of. And the Magister is a series of people. You see, the reward for beating the Magister is usually (if you survive) becoming the Magister. If neither combatant survives, then Azuth chooses the next Magister. To be honest with you that is all the information I have. I would guess that what the duel is, depends on the mage who is currently the Magister. I mean, would you want to be known as the archmage who was once the Magister? Also, at high level there are lots of spells for magical combat-anti-magic shell, prismatic spells, etc. etc. Generally I would say that most combats go until the

death-either by accident or design. As for duties, the Magister is what mages show their apprentices and say "This is what you'll be one day-if you study hard enough." I would say that the magister has a glamorous job but no real duties or income. Of course, what ruler would like to say, "I was talking to my court wizard the other day-you know, the Magister-and he said..." I am sure some rulers would love to have the magister in their back pocket. This could be another reason what Magisters are loners. BTW, another off-hand comment by Ed Greenwood last gencon was the Weave and magic in general is a very "female" thing. That is, mages of high level are more likely female than male. But (it is my perception) that most Magisters are male. Perhaps it is a testosterone thing?

The Magister, FR4, does not detail an NPC. Instead it is a collection of Realm-based magic items and unique spell and spell books. No mention is made in the book except: "...The Magister' is a title borne always by a single worker of the magic arts chosen by the goddess Mystra as her personal champion. Elminster has vividly told me the details of the choosing of the latest Magister, one Noumre'a, in the year 1354; her present whereabouts and powers remain mysterious."The following quotation from *The Wonders Of Magery* by the sage Albaerum of Neverwinter describes both the role of the Magister, and of this book that bears the same name: "Of old, the mouths of Mystra made known to all who have Power, this: that by the blessing of the goddess, one mage shall be the lady's champion, and the master of magery. This one, called the Magister, does not rule, but rather wanders the Realms doing as desired, for good or ill; and in time is cast down by other mages, and the mouths of Mystra shall name a new Magister. Thus the Art shall live and grow, in strife and mystery, and never know the stifling yoke of law nor of authority. And the Art shall grow stronger, for magely ambition grows with skill-in-art, and those waxing stronger will seek out incumbent weakness; from strife-of-art shall come greater strength. In the proper choosing of an enemy, each Magister brings glory, and greater strength, to the office. And in the seeking of that office, each magic brings glory, and greater strength, to the Art."

The Magister has the following benefits: (the following is IMC)

- 1) Increased spell research abilities-hey, with Azuth and Mystra has your personal guardian angels, think of the spells you could research.
- 2) The ability to change magical specializations. One month the Magister could act like an enchanter. The next, a fire mage, the next a normal straight mage. Decisions to change "specializations" depend on circumstance and whim of the Magister.
- 3) Increased proficiency with the Weave. This might manifest as a -1 to all saves against the Magister's spells.
- 4) A permanent *know school* spell active to the Magister. IOQ, he/she can look at you and he would know what schools of magic you specialized in.
- 5) The ability to recognize and identify magical sigils, symbols, and writing. Bobby's suggestions look good. Here's some more.
 - 1) IIRC from "Making of a Mage", the reigning Magister kicked butt against the Mage Lords, and they were pretty powerful themselves. (That is, some were at least 18th level and casting 9th level spells.) Hence I would guess that the Magister casts all spells "perfectly". Effectively he can choose the results of any die rolls required. If he wants to cast a fireball, he can choose the damage to be all 1's (just a warning shot) or all 6's or anything in between.
 - 2) I would also imagine the Magister knows a lot about the history of spell and magical item research. This would give him the effect of a permanent *legend lore* ability on any magic item or spell. (Using it on a spell might give info on its creator, the original reason it was created, variants that exist, who has it currently if it's rare, effects, and limitations.)
 - 3) I would imagine that the Magister is chosen in spell battles run according to the rules in High Level Campaigns. The reigning Magister would probably have some bonuses, but I don't remember the rules well enough to speculate. Also, it was suggested that it is the Magister that "bans" spells.

References to Magisters :

 (all mentioned in material by Ed Greenwood)

- a) Jhesiyra Kesthellharp. One of Halaster's apprentices, she gave up after

Halaster's Test, and went to Myth Drannor and eventually became the Magister... (Campaign Guide to Undermountain, page 5)

b) The Magister that appears in the novel "Elminster, the Making of a Mage" (pages 84-89), who answers a CHALLENGE to his powers and destroys a bunch of powerful magelords.

c) The present Magister, Noume'a (referenced in FR4 "The Magister" and appears in the novel "Cloak of Shadows").

d) Two Magisters are referenced in Polyhedron #72 (page 29) : Lauthdryn "Hurler-of- Stars", that went alone into the Vast in search of a rogue Archmage in order to bring him to justice, and Aralagath Tarsil that succeeded him. I would say that this happened around 1290-1300 DR.

e) A Magister spoke directly with Mystra in a knoll in Shadowdale that nowadays is a holy place (Shandril's mother, Dammasae is buried there; she was an Incantatrix and also had Spellfire). See the novel "Spellfire", pages 356-357, and Poly 117 for Incantatrix courtesy of Eric Boyd.

2) As to the Magister's Power: All suggestions made by Bobby Nichols and Eric Boyd are very good, but do not forget that The Magister may be one of The Chosen of Mystra (I would say that there are hints in the "Shadows of Doom" that Noume'a is a Chosen - Elminster says to her : "Ye hold much of Our Lady's power." [page 305]). For a Chosen's powers check "The Seven Sisters" (I think this was also alluded to in F&A).

There we are. I'm afraid I can't quote all the authors, though I know that Eric Boyd and Bobby Nichols were in there.

Waterdhavian Marines

By toby@lava.net (Toby Mekelburg)

In recent years, pirate attacks on shipping along the Sword Coast has intensified, leading to Waterdeep's creation of special fighting arm of it's army; the Marines. For years, the nations of the Sword Coast had to fight off pirate attacks with ships manned by regular army troops. While highly trained, these warriors were unaccustomed to fighting on ships. The rolling deck of a ship on rough waters was a difficult enough place to gain a footing, but it was even worse for men who had been trained to fight on land. The sailors on these warships often had to lend a hand in the fighting of pirates, and though they fought well, they were no match for blood-thirsty pirates. Hence, after a battle was over, warships were often left with only a few trained sailors, making it easy pickings for the next pirate vessel.

Several years ago(1366), Lord Piergeiron suggested the creation of a special fighting force, one that was especially trained to fight on land AND sea. One that could be deployed quickly and overwhelm a foe in a matter of hours. At first it was decided to train a select number of Guardsmen for this force. That was quickly scrapped, as the Lords wanted these troops to be equipped with some form of spellcasting ability. The majority of the forces would be proficient in both sword-swinging and magic, while a couple other units were just trained as warriors.

Now the question was where these individuals would come from. The Lords agreed not to hire adventurers for this force, as they wanted the terms of service to be no less than four years. Adventurers are a flight risk, as they chafe at being 'cooped up' for long periods of time, whereby they would begin to ache for the call of adventure. No, adventurers were definately out of the question.

The Lords began to quietly pass the word around the demi-human lands that Waterdeep was looking for those who possessed magic and sword fighting abilities. There were promises of good pay, exemption from taxes, as well as unlimited use of spell research libraries. Within a year, dozens of half-elves, elves, dwarves, halflings, and gnomes began to filter into Waterdeep, lured by the promises of the Lords. Note: new types of magic can include those from Dragon #220(Sea magic and appotation), #226(Indian magic), #229(frost magic).

The new recruits were housed on Deepwater Isle in the Outer Fort. Several dozen men and women from the Guard were selected to begin the rigorous training. There were also some sons and daughters of the nobility who were asked to join the Marines. The task of leading the recruits went to Adsarthen Jardeth, a retired adventurer of the Jardeth noble family. Adsarthen was a familiar name to those on the Sword Coast. He was a notorious pirate hunter, attacking pirate vessels at will. He also was a force to be reckoned with on land, destroying several tanar'ri in elvish ruins. He was given the title of Admiral-General of Waterdeep's Marines.

The recruits received training on how to fight aboard ships and how to board and scuttle a ship. They then drilled outside of the City on ambush tactics and concealment on land. Later they were tutored in new arcane magics by members of the Watchful Order. By years end, the training was complete and Waterdeep could call upon their Marines.

The Marines first action came during a brief flare-up between Luskan and Rauthym in Kythorn 1367. Luskan supported mercenaries had stormed the island kingdom. In the black of night, the Marines boarded the empty troop transports, killing the crews and scuttling the ships. When the mercs had been repulsed by Rauthym warriors, they fled back to the ships, where the Waterdhavians were waiting in ambush. The ensuing battle claimed the lives of all 300 mercenaries, while the Marines lost less than a half dozen. They then sailed to the temporary docks Luskan had built a mile south of their city. The Marines were off-loaded down the coast, where they marched to the new docks, slaying the guards and burning the docks to the ground. A fine beginning for the Marines!

Subsequent action was taken against various pirate holds on the Korinn Archipelago. Luskan did not forget Waterdeep's actions, and have begun building up a larger fleet, as well as supporting pirate activity on the Sea of Swords. They have even supplied the orcs of Gullrocks with ships and weapons to cause trouble for the Lords Alliance nations.

Game Data

There are currently 340 marines serving in Waterdeep. These numbers are kept secret by Piergeiron and the Lords. There has even been talk among the Lords Council of training additional Marines, and building small garrisons on the Korinn Archipelago, Rauthym, and Mintarn. These are demi-humans of multi-class skills, usually some combination of fighter/mage, thief/mage, wizard/priest, fighter/priest, etc. There are a few dual class humans among the ranks, but there are mostly single class warriors, mages, etc. Demi-humans do make up the majority of the standing members of the Marines. Commonly used weapons are longswords, battle axes, bows, tridents, and if you allow it, firearms. Levels of the Marines are from 2-5.

The Marines are deployed on five caravels, which are widely used on the Sword Coast and known for its good speed. The ships are, Khelben's Revenge, Executioner, Griffon's Rest, Dark Dawn, and Persecution. The vessels are docked on some newly erected docks near the Outer Fort. This allows for a rapid deployment of forces to meet any danger. In cases where speed is of the greatest importance, the Marines are deployed by spelljamming craft(see Paul Westermeyer's Realmspace posts). Insertion of Marines into an area by spelljamming craft is a sight indeed to behold!

The upper levels of the Outer Fort is where the Marines are quartered. This is where they sleep and train. One must have a pass signed by either Piergeiron, the Lords, the Captains of the Watch and Guard or Admiral-General Adsarthen Jardeth to gain access to the upper levels.

The Marines are payed 20 gp a month for wages. They are also able to keep any loot they may acquire in battle. Spellcasting Marines get access to several spell libraries at the Watchful Order of Magists. Uniforms are as follows: a green tabard is worn over armor, green gloves on hands, and black leggings. A symbol of the Marines, a black dragon's head, is emblazoned on the front of their green tabards. Rank is handled exactly in the same fashion as normal armies.

Admiral-General Adsarthen(LG hm F9), is the leader of the Marines. He reports directly to the Lords.

Heldgar Oruffson(CG hm P5), is the battle chaplain. He holds a ceremony before each mission for those who wish to attend.

The Marines are currently engaged in small conflicts with pirates on the Pirate Isles, stopping Luskan plots against Rauthym, and Cult of the Dragon strike teams on mainland Faerun. Then there's also the matter of the orcish pirates of the Gullrocks, west of the Moonshaes.....

"Take the fight to them!"- battle cry of the Marines

"Anywhere or anytime, you can call on us"- motto of the Marines

Nordag Elbereth of Neverwinter

also known as The Wanderer

By Sylvain Robert (robert@uqtr.quebec.ca)

Human male

Monk (21) (Best of dragon Vol 3), weretiger 22 HD

STR 18 (returned to prime youth with potions)

DEX 16 (returned to prime youth with potions)

CON 16 (returned to prime youth with potions)

INT 18 (with age)

WIS 18 (with age)

CHA 11

AC -3, ring +5 and thus AC -8. AC -12 when using psionic invisibility

In WERETIGER form, AC 3 (-2 with ring), and Hit only by Ag and +1 or better weapons.

hp 174

Recover 66% lost hp when polymorphing from human to weretiger, once per day

MV 35

MR nil

AL LN

Age 121 (21 physical: potions of longeviy and monk ability)

Height 6' 7" (originally 5'11": see Star of Arzaar below)

Weight 240 pounds (originally 200 pounds: see Star of Arzaar below)

Skin Tanned, light brown

Hair Brown

Beard- Yes (see picture)

Eyes Purple (originally brown)

Vision- Weretiger night vision + special (see magical items)

Wealth - Irrelevant

Weapons

Weapon always at hand: Silver Scimitar with jewels on the pommel and Wyrmsbane (see below)

Attack as a Cleric, or as 22HD monster

Two-fisted fighting with 2 scimitars: right hand / left hand : -1/-3

Martial arts

Non-Proficiency penalty: -3

Battle Axe

Crosbow of speed, +1/+1, heavy

Halberd

Hands& feet (Martial arts)

Scimitar

Two-handed sword

Warhammer

Dagger

Claw/claw/bite in WERETIGER form: d4/d4/d12. Rake with rear claws

(d4+1/d4+1) when both front claws hit at the same time. Can hit creatures hit only by +4 or better weapons (in weretiger form)

Non-Weapons Proficiencies

Ancient History, Animal Lore, Blind Fighting, Herbalism, Languages, Ancient, Mountaineering, Reading/Writing, Religion, Swimming, Tracking, and some more...

Spell casting- Monk psionic like powers

Special abilities- Lycanthropy

Possessions- Neverwinter's monastery

Back pack: Sap, lockpicking tools, garrot, diary, quarrels (10), tinderbox, 1 balls & 2 steel fists with continual light

Portable Hole: Warhammer, Battle Axe, Halberd, Crosbow of Speed, 100 crosbow quarrels, tent, provisions, 2 tinderbox, Another violet silk cloth, 12 Mythryll dragon brooch (serve as a ritual gift to his god), Scimitar +1 with no light, lockpicking tools (2 kits), 4 balls with continual light.
Pouch: enough money for a monk.

Magical Items

12th star of Arzaar (see below)

Adamantite ring +5, forged by the dwarves of Durbin-Natar,Innissith

Eye of the Eagle

Book of the Silver Lance (see below)

Portable Hole

Crosbow of Speed

Scimitar +1 with no light

4 balls with continual light

Notes

Spoken languages: common, Faerun Sword Coast common, dragons, elf, dwarf, thief cant, all languages of his own world (Innissith).

Understand languages: All with Medalion of comprehending languages (90%) & writings and reading magic (80%).

Violet silk clothes with golden thread broderly representing a dragon on chest, blue trousers, Grey cloak from the dwarves of Durbin-Natar (a mark of recognition and honor), soft brown boots, medallions under shirt, 2 belts, purse. 1 Mythryll dragon brooch with diamond eyes and ruby claws, serving as a fastening to cloak. Mythryll necklace with 5 teeth of black, blue, green, red and white dragon and violet amethysts.

Move silently = 95%

Find Traps = 95%

Hide in Shadows = 5%

Hear Noise = 65%

Climb Walls = 85%

History

The Wanderer is Nordag Elbereth of Mirmir (not to be confused with Myrmyr east of Var the Golden on the shore of the confluent of the Great Sea and The Golden Water, see FR16, it is only a coincidence I swear).

He is a monk (slightly modified Best of Dragon Vol 3 version) born on the World of Innissith. It was the campaign world of my former DM, where we played for 5 years and that we quit because he has finished his Master degree in Medieval history (you can imagine the kind of campaign we had...) (You must take a look at The Book of Ages for details regarding Innissith and Drogon). It is my own PC rolled with 4d6 where you keep the best 3 for each ability and rolled it in front of the DM. He acquired an artifact (detailed later) during his travels that help explain some of his abilities. He is now 121 years old, but because he took 8 potions of longevity, and because of his retarded aging as a monk, look like a 21 years old guy.

The Wanderer is foremost a traveller; a Spelljamming and Plane traveler. He travel the planes to increase his science, and shed the enlightenment of Drogon. He is also a teacher, and by its chronicles and the Book of Ages, give knowledge to the worlds. He is a very secretive man, afraid of nothing (maybe that help explain why he died 4 times) and never disguise himself. Unfortunately, the years have put a burden on his soul. Now, whenever he transform into a tiger, he becomes the beast itself and forget about his human heritage altogether; this is effect of being a lycanthrope for more than 85 years). This is why he refrains himself to use the transformation anymore, except in cases of dire needs. Dragons of all kind know who and what he is. They respect him and even fear him, because he is one of the most known messenger of Drogon, and the last thing a dragon wants to do is draw the attention of the One. He used to travel a lot by spelljamming when he was 'only' level 9 to 13. He is now 21rst level and knows how to plane travel, and, after traveling the planes from his home World (Innissith), has retired as the emissary of the Purple (Drogon, see the Book of Ages) on Faerun where he build the Neverwinter monastery on Faerun, and where he became the Abbott.

You can treat him as a sage with major knowledge in SPELLJAMMING, MAGICAL (MONK) PLANE TRAVEL and DRAGONS (ANY). Feel free to use him as so, but with one restriction: the person looking for him MUST travel to Neverwinter and find him in the woods there (when he is not in the Herald Holdfast exchanging informations with Old Knight (which incidentaly looks exactly like Albert Einstein) or at Candle Keep). The monastery is located 10 miles in the wood, up the Neverwinter river on the southern shore, east of Neverwinter itself. You should note that the Neverwinter Wood is also the location of one of the Dungeon adventure that feature a landed spelljamming ship that can be rescued and restored.

Book of the Silver Lance

Book of the Silver Lance: infinite number of pages, that open where the user wants to. That book also create permanent maps of the location the user traveled. Contains all the Wanderer's Chronicles and the story of its life, and the original work of the Book of Ages, and more (to come)...

Wyrmsbane

Wyrmsbane: Scimitar +5, +6 vs dragons, 3x DAM vs aquatic, blue, green, red, undead. Detect invisibility 10' radius. I=12, Ego=23, Pers=35. AL=LN. Adamantite, no light, forged during the Awakening as a byproduct of the creation of the Seven Swords of Wayland (see Book of Ages). This has become a sacred artifact of Drogon's worshipper, and an emblem of his chosenmessenger.

12th star of Arzaar

12th star of Arzaar: an emerald on a mythryll chain, with place for the other 11. Allow the possessor to see and ear on Concordant Opposition (other planes for the other Stars). AL=N, I=12, Ego=8, Pers=20. A morbid pleasure force the possessor not to separate itself from the Star for more than one day or become progressively insane. The possessor is afflicted by a controlled lycanthropy (as a natural lyvanthrope), with the type determined by the alignment of the Star (This particular one transform its owner in a weretiger. Other types and alignments for the other Stars). The Star give the following abilities, at the possessor level of efficiency:

Detect Invisibility at will: as the wizard spell. Allow to see invisible, astral, ethereal, hidden, out of phase creatures (very powerful when combined with Eyes of the Eagle)

Fire Shield at choice 2/day: as the wizard spell.

Shield 3/day: as the wizard spell.

Can transform the bones and cartilages of a creature in jelly 1/week [+1"/usage], with a temperature drop of 10 degree C in a 30 feet radius.

Modified Monk from Best of Dragon Vol 3 (Sylvain Robert)

XP	Level	#HD(d6)	AC	DAM	Title (# in guild)
0+	1	2	8	1d4	Novice
1,501+	2	3	7	1d6	Initiate of the Rudiments
3,000+	3	4	6	1d6+1	Initiate of the Elements
6,000+	4	5	5	1d6+2	Initiate of the Principles
12,000+	5	6	5	2d4	Brother
25,000+	6	7	4	2d4+1	Disciple
40,000+	7	8	4	2d4+2	Disciple of the Secrets
70,000+	8	9	3	2d6	Disciple of Mysteries
110,000+	9	10	3	3d4	Immaculate
160,000+	10	11	2	3d4	Master (3)
220,000+	11	12	2	3d4+2	Superior Master (3)
400,000+	12	13	1	4d4	Master of the Dragons (1)
650,000+	13	14	1	4d4	Master of the North Wind (1)
900,000+	14	15	0	4d4+2	Master of the West Wind (1)
1,150,000+	15	16	0	5d4	Master of the South Wind (1)
1,400,000+	16	17	-1	4d6	Master of the East Wind (1)
1,650,000+	17	18	-1	4d6	Master of Winter (1)
1,900,000+	18	19	-2	6d4	Master of Autumn (1)
2,200,000+	19	20	-2	5d6	Master of Summer (1)
2,500,000+	20	21	-3	8d4	Master of Spring (1)
2,800,000+	21	22	-3	6d6	Grand Master of Flowers (1)
3,100,000+	+	22	-4	10d4	Grand Master of Flowers(RET)

***(RET)* In LG guilds the Grand Master of Flowers remains as a figurehead, but is no longer a leader of the guild. A Grand Master of Flowers reigns for one year in a LG guild then retires. In LN and LE guilds The Grand Master of Flowers may reign until overthrown or until retirement.

Abilities scores needed: S=15, I=6, W=15, D=15, CO=11, CH=6, P=9.

NO Prime requisites.

Monks must maintain a lawful alignment at all time.

Only Humans and half-elf (max level=10) may be monks.

Attack as PRIESTS, Saving Throws as Warrior/Rogue

Proficiencies: 1/4+1/1 per 2 Level. Warrior, Rogue, Priest, Psionicist, General.

Non-Proficiency penalty: -3

Armor: None. Shield: None.

Weapons: Monks may use any martial art weapon, bo stick, caltrop, club, any crossbow, pole arms, staffs, quarterstaves, short sword, long sword, dagger, bo stick, jo stick, garrot, but at higher levels monks are more potent with unarmed attacks.

MOVE = 14 + Level

SURPRISED ON : 33 - 2 x Level %

STR: Adjust DAM, DEX: Adjust AC, CO: Adjust hp as fighter. STR bonus also apply to weapons with an additional 0,5 hp/Level for weapons. Half open hand DAM if against creature with NATURAL AC < 0 or size L-H-G.

Move silently = 10 (95% max)

Find Traps = 15 (95% max)

Hide in Shadows = 5 (95% max)

Hear Noise = 5 (95% max)

Climb Walls = 85 (99% max)

+ 25 pts at Level 1 and 10 more pts at each Level as a thief, max of 10 at any level for any given ability

In any guild there may only be a certain number of members in a given rank.

When a character obtains the experience necessary to obtain the tenth level (Master), he gains the abilities thereof but must defeat one of the members of that rank within two months. If he loses the challenge, he also loses enough experience to drop him one level, or when challenge for the position of superior master and higher, a loss of 100,000 exp, and the loss of all new abilities. All challenge in LG and LN monestaries are not to the death, but usually until a certain condition is met, usually until blood is shed (usually 1/4 of a persons hit points). In LE monestaries, the challenge is always to the death.

Monks must also maintain a lawful alignment and MUST NOT stray from it.

Penalties usually amount to banishment from the order. Monkish orders also follow taboos. A list of common taboos: Must not eat meat, Must fast during certain periods, Must always wear a certain color, Honesty, Must eat fish, Silence...

Monks may only keep enough money to maintain simple standard such as food, clothing, and shelter (not castles!) Monks may keep only 4 magic items, one of which must be a weapon. And one must be a miscellaneous magic item, potion, scroll, or ring. Monks can use magic items limited to thieves and those items available to everyone.

Starting cash: 5d6 gold.

LEVEL SPECIAL ABILITIES

- Feign Death, once per day, for 20 min x Level
 - Block away non-magical missiles if ST vs paralyzation made.
 - If ST made against an attack form, NO DAM sustained.
 - Stun an opponent if roll > to hit needed by 5 or more. Stun opponent for 1d6 rnd. Maximum height & weight of opponent: 6'4" + 3" x level, 250 + 70 lbs x Level. If roll is not >5 to hit, there is a flat 10% chance to stun. IF THE STUN IS SUCCESSFUL, the monk can KILL with open hands with a chance of (Opponent AC)+Level %.
- Mind-masking ability, Resistance to ESP, with 70+2 x level % chance of success. "ON" all the time.
- Speak with animals, at will, as druids, once per day.
- Self-ealing ability for 1 hp/hour of intense meditation.
 - Immunity to natural diseases of any sort.
 - Immunity to haste and slow spells.
 - Can fall up to 20' if within 1' of a wall.
- Body equilibrium, as psionic, once per day for 1 min x level.
 - Mind over body for 1 day per Level. For Mind over body, must spend the same number of day before do it again.
- Empathy, as psionic, once per day, for 10 minutes, AE=30' wide, R=30' x level.
 - Can fall up to 30' if within 4' of a wall.
- Psionic Invisibility, once per day, for 10 x level minutes.
- Molecular Manipulation, as psionic, once per day, 1 min/four levels.
- Magic Resistance to charms, hypnosis, beguiling and suggestion of 5 + 5 x level %. Effective intelligence of 18 for purposes of telepathic and mind blast attacks.
 - If ST against an attack form missed, HALF-DAM only.
- Retarded aging as though using a phylactery of long years, that is aging is one third the normal rate.
 - Total immunity to all natural poisons of any type.
 - Total immunity to geas and quest.
 - EQUIVALENT TO A +1 WEAPON TO HIT.
- Body Control, as psionic, once per day for 10 x [Level-10] minutes, with [Level-10] Level of Mastery.
- Quivering palm. Attempted once per week, and the victim must be touched within 30 seconds. NO EFFECT on undead or creatures that need magical weapons to be hit. Victim cannot have more HD than monk, and in any event more than twice his hp. The command to die must be given within 1 day x level.
- Dimension Door, once per day, as MU spell, R=90' x [Level-12]
 - Can fall any distance if within 8' of a wall.
- Shape Alteration, as psionic, once per day.
 - Speak with plants, once per day per 3 levels
- Mind Bar, as psionic, 100% chance of success, once per week, for 1 hour x level.
- Object Reading, as psionic, once per day.
- Dimension Walk, as psionic, once per day, [Level/2] hour.
- Astral Projection, once per week, as CL spell, but only the monk can so travel.
 - EQUIVALENT TO A +2 WEAPON TO HIT.
- Teleport without error on the same plane, once per week.
 - Premonition of death or serious harm 10-40 minutes before the

harmful event, 90% of the time.

- 20 - Tower of Iron Will, Intellect Fortress, as psionic, once per day, Level minutes. The monk must concentrate intensely and cannot do anything besides walking slowly.
- 21 - Plane Shift, twice per day, as CL spell.
 - EQUIVALENT TO A +3 WEAPON TO HIT.
- + - Infravision, ultravision and true seeing at will

Chapter 3 Religions and Cults

Priest Gods

AURIL (Frostmaiden) (LD) AoC: cold Req CON 13, WIS 12, any evil Wpn: type B, ice axe (hand axe) Amr: chain, and shield ~A: All, Animal, Divination, Elemental (wae), Necromantic, Protection, Weather ma: Combat, Creation, Guardian, Healing r1 1 : as cleric GP: 1) immune to natural cold and +3 to save vs. cold-based attacks (no damage if save, half if failed) 8) ice storm once/week 13) summon ice para-elemental as the conjure fire elemental spell once/week for every 1 eve 1 over 1 2

AZUTH (The High One) (LD)---- AoC: mages, energy Req: WIS 14, INT 13, any lawful Wpn: type B Amr: none ~A: All, Astral, Charm, Combat, Creation, Elemental, Healing, Protection, Sum m on i ng ma: Divination, Guardian, Necromantic, Numbers, Sun, Weather 1~11: as cleric and mage GP: 1) can cast wizard spells as a mage half his level but they come from his priestly spell allowance--from one school only, spellcraft NWP as a bonus

BESHABA (Maid of Misfortune) (ID)~ AoC: mischief, bad luck, accidents Req: WIS 10, CE Wpn: type B Amr: pl ate, and shi el d rIA: All, Chaos, Charm, Protection ma: Summoning, Divination, Numbers ~1 1 : as cleric GP: 1) once/day can lower another's save or attack roll by one

CHAUNTEA (Great Mother) (GD)---- AoC: agri cul ture Req: WIS 12, CHA 15, NG or TN Wpn: as druid Amr: as druid mA: All, Animal, Elemental, Healing, Plant, Weather ma: Divination ml as druid GP: as druid

CYRIC (The Dark Sun) (GD)---- AoC: death, murder, the dead, strife, tyranny, lies Req: WIS 13, INT 13, any evil Wpn: type B, long sword Amr: any MA: All, Charm, Necromantic, Sun (rev) ma: Divination, Elemental, Healing MI: as cleric GP: 1) command undead at +2 levels, immune to fear and other emotioncontrolling spells, can convert NPC followers of Bhaal and Myrkul and Bane if they fail a save vs spell (with a +5 if he was a priest, +2 if he was higher level, -2 is he was lower level) 5) summon aerial servant (as the spell) once/day

DENEIR (Lord of Glyphs and Images) (LD)---- AoC: literature, art Req: WIS 15, INT 15, any good Wpn: one-handed type B Amr: banded MA: All, Astral, Creation, Divination, Protection, Summoning ma: Animal, Elemental, Guardian, Healing, Plant MI: as cleric GP: 1) turn undead, +4 to save vs. damage and malicious effects from books or scrolls or any magical writing (if no save is usually allowed he gets one anyway with no bonus), can speak any language Deneir can speak, can try to identify wards or runes (first INT check determines what kind of person left it, second INT check determines general nature of the mark)

ELDATH (Goddess of Singing Waters) (LD)---- AoC: peace, poo 1 s, spri ngs, drui di c groves Req: CHA 13, WIS 14, TN Wpn: staves, clubs, stones, slings, staff slings (with restrictions) Amr: none rIA: All, Astral, Charm, Divination, Elemental (w), Healing, Plant, Protection, Sun ma: Animal, Creation, Necromantic, Wards, Weather m1: as cleric, but none that harm others GP: 1) can use any E/C spell regardless of sphere or level (must be of sufficient level to cast), remove fear once/day, can parry attacks (subtracting his STR bonus+ 1 d6 points from opponent's attack roll, at 1 0th level it becomes STR bonus+ 1 d 1 O points) 3) sleep once/day/3 levels 5) silence 15' radius once/day (one more per day for every additional 3 levels) 10) breathe water automatically 15) sanctuary spell in effect on him at all times pen: cannot fight except in defense of himself and comrades--cannot initiate attacks, charges or ambushes

GOND (Wonderbringer) (ID)---- AoC: artifice, craft, construction Req: WIS 14, INT 14, DEX 14, TN (can be a gnome, also) Wpn: type B, f i rearm s Amr: pl ate mA: All, Divination, Elemental, Protection m a: Guardi an, Heal i ng, Thought as cleric, and magical r/s/w GP: 1) +2 using these proficiencies: armorer; artistic ability; blacksmithing; carpentry; engineering; pottery; weaponsmithing, open locks as a thief half his level (on average ability table, D~1G)

HELM (He of the Unsleeping Eyes) (ID)---- AoC: guardians, protection Req: STR 14, WIS 13, LN Wpn: type B Amr: full plate, shields ~IA: All, Guardian, Protection, Wards m a: D i v i nat i on, Hea l i ng, Thought 1~11: as cleric, and crystal balls

GP: 1) +2 to his surprise roll if alone or + 1 with others, glyph of warding (only one day/level, of any spell of level he can cast but doesn't have to be from a sphere he can cast), turn undead

ILMATER (The Crying God) (ID)---- AoC: endurance, suffering Req: CON 14, WIS 12, LG Wpn: type B, scourge Amr: none mA: All, Charm, Creation, Guardian, Healing, Necromantic, Protection, Wards ma: Elemental, Law, Summoning, Sun, Weather MI: as cleric GP: 1) +4 to saves involving endurance or resisting pain and +2 to CON checks for similar situations, endurance NWP as a bonus, can go without food and water for a number of weeks equal to his level (but has -1 to hit and damage for every 3 weeks without), can remove fear and negate baneful emotion-based spells on up to two people/day 12) during extreme torture/suffering the character can be possessed by a servant of Ilmater on request of the character (for the duration he endures the pain but takes no damage, he cannot move, and dispel magic drives the servant out)

LATHANDER (morninglord) (GD)---- AoC: spring, dawn, birth, renewal Req: CHA 12, WIS 14, any good Wpn: type B Amr: plate, shields mA: All, Creation, Elemental, Sun ma: Guardian, Healing, Protection ~1 1 : as cleric GP: 1) turn undead (at +4 levels if the undead is affected by sunlight), +2 when using these proficiencies: appraising; artistic ability; juggling; musical instrument; pottery 3) faerie fire once/day

LEIRA (Lady of the mists) (LD)---- AoC: deception, illusion Req: WIS 14, INT 12, DEX 11, CN Wpn: type B Amr: any (but cannot cast their spells or use spell-like powers in armor) ~IA: All, Astral, Chaos, Charm, Divination, Thought ma: Creation, Healing, Summoning m1: as cleric, and those relating to illusion GP: 1) can use illusion/phantasm scrolls w/o read magic 5) misdirection twice/day/5 levels 1 3) mislead once/day pen: cannot use true seeing or any device that uses true seeing or they go insane (the can use the reverse, though) note: they wear a silvered face mask that reflects gaze attacks and grants them a +3 to their saves vs gaze attacks, Leirans lie extensively

LLIIRA (Our Lady of Joy) (LD)---- AoC: joy, happiness, dance, festivals Req: CHA 13, WIS 13, CG Wpn: lasso, net, type B in extreme circumstances Amr: any mA: All, Charm, Creation, Healing, Sun, Thought, Wards ma: Divination, Guardian, Plant, Protection m I : as cleric GP: 1) turn undead, dancing NWP as a bonus, soothing word once/day (20' radius, 50~+2~/level of removing fear or other harmful emotionaffecting magic), +2 to hit when wrestling or using other nonlethal com bat pen: all special abilities are revoked if he uses a weapon that causes actual damage (must meditate for a full day to regain them)

LOVIATAR (Maiden of Pain) (LD)- AoC: pain, hurt, torture Req: CON 15, WIS 15, LE Wpn: type B, whip, scourge Amr: scal e, shi el ds MA: All, Charm, Healing, Law, Necromantic, Sun ma: Animal, Divination, Guardian, Summoning, Weather IVII: as cleric GP: 1) pain touch once/day/3 levels (-4 to hit and -2 to DEX checks, for a number of rounds equal to his level) note: they wear a special scale mail that is only AC 6, occasionally those who have done well in advancing her cause will be given a white wand that absorbs ldIO spell levels when it disintegrates (only the one it was given to can use it)

MALAR (The Beastlord) (LD)---- AoC: hunters, beasts, blood Req: STR 13, WIS 12, CE or NE Wpn: type B, claws of ~1alar, no missile weapons Amr: any ~A: All, Animal, Combat, Summoning ma: Healing, Elemental, War MI: as cleric GP: 1) hunting NWP as a bonus (with a +2 bonus) 3) can identify plants and animals and pure water with 985~ accuracy 7) immune to charms of woodland creatures (like druids) note: claws of malar are 1 lb each, size S, type S, speed 2, damage 1 d6/ 1 d4, and there is no penalty for fighting with one on each hand--nonbelievers who use them will be hunted down

MASK (Lord of Shadows) (ID)----- AoC: thieves, intrigue Req: WIS 14, DEX 14, NE Wpn: type B, knife Amr: leather, studded leather, and padded only mA: All, Astral, Charm, Divination, Guardian, Protection, Necromantic, Sun (rev) ma: Combat, Healing, Thought, Travelers m1: as cleric and thief

GP: 1) have the 8 thief abilities (as thief, 20 discretionary points/level), can use and understand thieves' cant

MIELIKKI (Lady of the Forest) (LD)----- AoC: forests, rangers, dryads Req: STR 1~, DEX 1~, CON 14, WIS 14, any good Wpn: any Amr: studded leather mA: na ma: na m1: see below GP: see below note: Mielikki's priests are rangers

MILIL (Lord of All Songs) (LD)----- AoC: poetry, song Req: WIS 14, INT 1~, CHA 14, any good Wpn: type B Amr: any ~1A: All, Charm, Divination, Thought ma: Animal, Guardian, Healing, Summoning m1: as cleric GP: 1) turn undead, singing OR musical instrument NWP as a bonus, can enthrall (as the spell) an audience with song (except those with higher WIS or level / HD) 1 O) song of suggest ion (as spell) once/day

MYSTRA (Midnight, The Lady of Mysteries) (GD)----- AoC: magic Req: WIS 12, INT 14, any good Wpn: type B Amr: any mA: All, Elemental, Necromantic, Summoning ma: Astral, Charm, Creation, Healing, Wards m1 as cleric and mage (except magic scrolls) GP: 1) +2 to save vs magic, unaffected by magic-dead or wild magic areas, detect magic once/day, spellcraft NWP as a bonus, turn undead note: Mystra is goddess of magic, while Azuth is god of spellcasters

OGHMA (The Binder) (GD)----- AoC: know ledge, bards Req: WIS 14, INT 12, TN Wpn: type B Amr: banded MA: All, Astral, Charm, Divination, Protection, Thought ma: Elemental, Guardian, Healing, Summoning, Time m1: as cleric GP: 1) +2 to hit while wrestling and suffer no penalties for wearing armor while wrestling, turn undead (at +4 levels vs outer planar creatures) 3) identify once/day when in an Oghman shrine or in a protection from evil spell 10) legend lore once/week when in an Oghman shrine

SELUNE (Our Lady of Silver) (LD)~ AoC: moon, stars, navigation Req: WIS 14, CON 12, CG Wpn: type B, prefer the 'moon's hand' (smooth-head mace that has a +1 to hit and damage in a priest of Selune's hands) Amr: any mA: All, Divination, Sun, Time ma: Animal, Elemental (wa), Healing, Travelers IVII: as cleric GP: 1) turn undead, 30' infravision, navigation NWP as a bonus, if infected by a CG lycanthrope they can control it as a natural lycanthrope

SHAR (Mistress of the Night) (GD) AoC: dark, night, loss Req: STR 14, WIS 12, any evil Wpn: type B Amr: chain, shields mA: All, Charm, Divination, Necromantic, Sun, Time ma: Astral, Animal, Elemental, Guardian, Protection I: as cleric GP: 1) command undead, darkness once/day (plus once/day for every additional two levels), +1 to hit and damage and saves in darkness, -1 to hit and damage and saves in full moonlight 5) continual darkness once/day/5 levels 7) forget once/day

SILVANUS (Oak Father) (GD)----- AoC: nature, druids Req: WIS 12, CHA 15, TN Wpn: as druid Amr: as druid ~A: All, Animal, Elemental, Healing, Plant, Weather ma: Divination m1: as druid GP: as druid

SUNE (Firehair) (GD)----- AoC: beauty, love, passion Req: WIS 12, CHA 16, CG (elves and half-elves may also be priests of Sune) Wpn: type B, darts Amr: any mA: All, Charm, Healing, Necromantic, Protection, Thought, Wards ma: Creation, Divination, Guardian, Sun 1~11: as cleric GP: 1) turn undead, can attempt to charm (as spell) a member of opposite sex once/day (but if it fails she must meditate in a holy place before he can use it again) and the subject has a -1 to save for every point of CHA the priest has over 16 pen: if CHA ever drops below 16 they are cast out of the faith note: those who have done a great service for Sune may be given a draught of Evergold which raises CHA by 2d4 for one day (to any others but priests of Sune it is poisonous), intense rivalry with Hanali Celanil

TALONA (Lady of Poison) (LD)----- AoC: disease, poison Req: WIS 14, CON 14, CHA 12 or less (mandatory, will be reduced by tattoos by others in the

priesthood), CE Wpn: type B, ceremonial poison dagger Amr: any mA: All, Astral, Combat, Divination, Healing (rev), Necromantic (rev) ma: Charm m1: as cleric GP: 1) +4 to save vs poison, normal save vs potions that don't allow saves 3) can identify pure poison by smell 5) identify poison in drinks by a single drop (no effect) 7) identify poison in food by a single bite (no effect) 10) cause disease by touch once/day

TALOS (The Destroyer) (GD)----- AoC: storms, destruction Req: STR 13, WIS 14, CE Wpn: type B, javelin Amr: any r1A: All, Combat, Elemental (wea), Sun, Weather ma: Necromantic, Summoning m1: as cleric, magic javelins GP: 1) may turn or command undead 7) lightning bolt once/day plus once/day for every additional ~ levels (not useable if wearing armor) 10) control weather once/day (cannot improve weather conditions)

TEMPUS (Lord of Battles) (GD)----- AoC: war Req: STR 14, WIS 12, CN Wpn: type B, spiked glove, and any ONE weapon of the priest's choice Amr: any mA: All, Chaos, Combat, War ma: Elemental (fe), Healing, Protection m1: as cleric, plus magical versions of their chosen weapon GP: 1) can incite berserker rage in themselves and a number of others equal to their level for a full turn and if he runs out of enemies he must attack the closest living thing or suffer five points of damage/round until it wears off (+2 to hit, damage, and saves), their special weapon is consecrated to be +1 to hit and damage (if it is destroyed then they may consecrate another which takes a week at a temple), can tell if a weapon is magical by handling it and can determine it's exact plusses if it is the same type as their special weapon, have the following NWP as bonuses: armorer; blind-fighting; charioteering; and weaponsmithing pen: cannot have missile weapon unless they can be used in melee as well note: spiked glove is 10 gp, size S, type P, speed 2, damage ld4/ld4

TORM (The True) (LD) AoC: duty, loyalty, obedience Req: WIS 14, CON 12, LG Wpn: type B Amr: any r1A: All, Combat, Divination, Law ma: Guardian, Healing, Protection m1: as cleric GP: 1) can turn undead or command them to perform tasks (such as guarding a passage), his henchmen regard him as if he has an 18 CHA, duration of divination and protection spells are doubled, command once/day

TYMORA (Lady Luck) (LD)----- AoC: adventurers, skill, good fortune Req: WIS 15, DEX 14, CG, (halflings can be priests of Tymora) Wpn: type B Amr: any MA: All, Charm, Divination, Numbers ma: Creation, Healing, Protection, Travelers MI: as cleric GP: 1) can modify one dice roll (declared before it is rolled) by 1 (d20) or 5~

TYR (The Even-Handed) (GD)----- AoC: justice Req: WIS 9, LG Wpn: type B Amr: any MA: All, Combat, Creation, Healing ma: Divination, Necromantic, Protection MI: as cleric GP: as cleric

UMBEMEE (The Bitch Queen) (LD)----- AoC: oceans, waves, sea winds Req: WIS 16, CON 15, CE Wpn: type B, trident, harpoon Armor: leather, shield, MA: All, Animal (aquatic and marine animals only), Chaos, Creation, Elemental (wa), Summoning (aquatic and marine animals only) ma: Charm, Combat, Plant, Protection, War MI: as cleric GP: 1) command aquatic undead, swimming NWP as a bonus 5) breathe water automatically 10) move through water as though they had a ring of free action, control weather once/day if by a large body of water (a lake is not good enough) 12) summon and control 1 d4 sharks which arrive in 1 d6 rounds (sharks must live in that area to be summoned)

WAUKEEN (Merchant's Friend) (ID) AoC: trade, money, wealth Req: WIS 14, INT 12, CHA 12, TN Wpn: type B Amr: any MA: All, Divination, Numbers, Wards ma: Charm, Guardian, Healing, Necromantic MI: as cleric GP: 1) can command and turn undead, appraising and gem cutting NWP as bonuses, can discern true metal from false note: Waukeen was apparently destroyed in the Time of Troubles, as so his priests cannot receive 3rd or greater level spells

GRUMBAR (Boss of Earth) (DG, elemental cult deity) AoC: earth Req: ? Wpn: club, dagger/dirk, knife, mace, maul, morning star, picks, scythe, sickle, sling, staff sling, stiletto, warhammer Amr: chain, shields MA: All, Elemental (e) ma: three of the following: Elemental (fw), Divination, Combat, Protection, Time, Weather MI: ? GP: 3) can use 1st and 2nd level wizard spells of elemental earth as priest spells one level higher 5) can summon an earth elemental once/day for one hour (which is under the priest's control) and then it fades note: they receive one 1st level follower of the same cult at every level divisible by 5

KOSSUTH (Tyrant Among Fire) (DG, elemental cult deity)----- AoC: fire Req: ? Wpn: bill, dagger/dirk, knife, stiletto, swords (all) Amr: chain, shields MA: All 1, Elemental (f) ma: three of the following: Elemental (ea), Divination, Combat, Protection, Time, Weather MI: ? GP: ~) can use 1st and 2nd level wizard spells of elemental fire as priest spells one level higher 5) can summon a fire elemental once/day for one hour (which is under the priest's control) and then it fades note: they receive one 1st level follower of the same cult at every level divisible by 5

AKADI (Queen of Air) (DG, elemental cult deity)----- AoC: air Req: ? Wpn: blowgun, bows, crossbows, dagger/dirk, dart, hand/throwing axe, javelin, knife, lasso, mace, net, scourge, sling, spear, staff sling, whip Amr: chain and shield MA: All, Elemental (a) ma: three of the following: Elemental (fw), Divination, Combat, Protection, Time, Weather MI: ? GP: ~) can use first and second level wizard elemental air spells as priest spells one level higher 5) can summon an air elemental once/day for one hour (which is under the priest's control) and then it fades) note: they receive one first level follower of the same cult at every level divisible by 5

ISTISHIA (Water Lord) (DG, elemental cult deity)----- AoC: water Req: ? Wpn: belaying pin, bill, harpoon, javelin, net, scourge, spear, cutlass, trident Amr: chain and shield MA: All, Elemental (w) ma: three of the following: Elemental (ea), Divination, Combat, Protection, Time, Weather MI: ? GP: ~) can use 1st and 2nd level wizard elemental water spells as priest spells one level higher 5) can summon a water elemental once/day for one hour (which is under the priest's control) and then it fades) note: they receive one first level follower of the same cult at every level divisible by 5

BEAST CULTS(DG, beast cult deity)----- AoC: the animal they represent Req: WIS 9 Wpn: any two Amr: non-magical leather, non-magical wood or hide shields MA: All, Animal ma: three of the following: Charm, Combat, Elemental (any two areas), P 1 ant, Weather MI: as cleric GP: 1) one of the following: summon a number of creatures of the worshipped type (2d6 size S, 1 d6 size M, 1 d2 size L, 1 size H) which arrive in 1d~ turns once/day, OR transform into the type of beast he worships once/week for ~d6 turns note: can choose to worship a monster as well (non-natural animal) but the granted power is not useable until 10th level 1 eve 1 note: they receive one 1st level follower of the same cult at every level divisible by 5

BANE (Dark Lord)
AoC: strife, hatred, tyranny
Req: WIS 10, STR 12, LE
Wpn: non-missile type B, javelins
Amr: any
MA: All, Combat, Law, Necromantic
ma: Healing, Sun (rev), Thought 1~11 : as cleric GP: 1) unaffected by fear magic 5) aura of fear with a 10' radius/level (those who fail to save run [70%] or attack the source of the fear) once/day

BHAAL (Lord of Murder) (LD)~ AoC: death Req: WIS 14, CON 12, LE Wpn: type B, type P Amr: chain MA: All, Astral, Healing (rev), Necromantic (rev), Summoning ma: Charm, Creation, Combat, Divination, War as cleric GP: 1) turn or command undead 5) summon aerial servant once/day 10) p 1) skipping (priest and one person for every 2 levels over 10th travel to Bhaal's area of Gehenna and then back to the Prime ~1ateral at their destination, 10' in Gehenna is worth a mile on the Prime material, it takes the priest a full turn to prepare for the jump in either direction, the travel is 100% reliable but he is not protected while in Gehenna)

MYRKUL (Lord of Bones) (GD)----- AoC: the dead, decay, corruption, dusk Req: WIS 14, INT 14, STR 14, NE Wpn: type B Amr: any MA: All, Guardian, Healing, Necromantic (rev) ma: Astral, Elemental, Time m 1 : as cleric GP: 1) command undead (can command triple the normal number of skeletons and zombies), immune to disease and parasites debilitating game effects (he can still die from something, but it won't affect him until then), + 1 to save vs death, feign death once/day 10) can summon a minor death once/week for 10 rounds (always initiative 1, THACO 0, unaffected by cold, fire, electricity, sleep, E/C, AC -4, HD na, hp 33, ~AT 1, damage 2d8, MV 12) 15) can call up a Hand of myrkul (his hands flame for 6 rounds, if he touches someone and they fail to save vs death they crumble to dust but if they save the priest must do the same (no bonuses) or suffer the same fate, if they both save he can try to use the power again up to the 6 round time limit--this power is only useable once in his lifetime)

Pantheon of Realms Powers

By Michael Driver <michaeld@dove.mtx.net.au>

Following is the list that I have gathered on all of the deities from many sources including monster mythology. It lists the deities name and portfolio and with the human deities their status

Greater Powers

Akadi	Elemental Air, Air Elementalists, Movement, Speed, Flying creatures
Chauntea	Agriculture, Plants cultivated by Humans, Farmers, Gardeners, Summer
Cyric	Murder, Strife, Lies, Intrigue, Deception, Illusion
Grumbar	Elemental Earth, Earth Elementalists, Solidity, Changelessness, Oaths
Istishia	Elemental Water, Water Elementalists, Purification through Cleansing, Wetness
Kelemvor	Death, The Dead
Kossuth	Elemental Fire, Fire Elementalists, Purification through Fire
Lathander	Spring, Dawn, Birth, Renewal, Creativity, youth, Vitality, Self-Perfection, Athletics
Mystra	Magic, Spells, The Weave
Oghma	Knowledge, Invention, Inspiration, Bards
Shar	Dark, Night, Loss, Forgetfulness, Unrevealed Secrets, Caverns, Dungeons, The Underdark
Silvanus	Wild Nature, Druids
Sune	Beauty, Love, Passion
Talos	Storms, Destruction, rebellion, Conflagrations, Earth-Shakings, Vortices
Tempus	War, Battle, Warriors
Tyr	Justice

Intermediate Powers

Beshaba	Random mischief, Misfortune, Bad Luck, Accidents
Gond	Artifice, Craft, Construction, Smithwork
Helm	Guardians, Protectors, Protection
Ilmater	Endurance, Suffering, Martyrdom, Perseverance
Mielikki	Forest, Forest Creatures, Rangers, Dryads, Autumn
Selune	Moon, Stars, Navigation, Navigators, Wanderers, Seekers, Good Neutral Lycanthropes
Tymora	Good Fortune, Skill, Victory, Adventurers, Adventuring
Umberlee	Oceans, Currents, Waves, Sea Winds

Lesser Powers

Auril	Cold, Winter
Azuth	Wizards, Mages, Spellcasters in general.
Deneir	Glyphs, Images, Literature, Literacy, Scribes, Pictorial and Literary Art, Cartography
Eldath	Quiet Places, Springs, Pools, Stillness, Peace, Waterfalls, Druid

	Groves
Iyachtu Xvim	Tyranny, Hatred
Lliira	Joy, Happiness, Dance, Festivals, Carefree Celebration, Contentment, Release, Hospitality, Freedom/Liberty; From Waukeen - Trade, Money, Wealth
Loviatar	Pain, Hurt, Agony, Torment, Suffering, Torture
Malar	Hunters, Marauding Beasts and Monsters, Blood, Bloodlust, Evil Lycanthropes, Stalking
Mask	Thieves, Thievery, Shadows
Milil	Poetry, Song, Eloquence
Shaundakul	Travel, Exploration, Long Range traders, Miners, Caravans, WindGhosts
Talona	Disease, Poison
Torm	Duty, Loyalty, Obedience, Paladins

Dead Powers

Amaunator	Bureacracy, Contracts, Law, Order, The Sun, Rulership.
Bane	Strife, Hatred, Tyranny
Bhaal	Death, Especially violent or ritual death.
Ibrundul	Caverns, Dungeons, The Underdark, Skulks
Leira	Deception, Illusion
Moander	Rotting, death, Decat, Corruption
Myrkul	The Dead, Wasting, Decay, Corruption, Parasites, Old Age, Exhaustion, Dusk, Autumn
Tchazzar	Chessenta aka Tiamat
Waukeen	Trade, Money, Wealth (Missing)

Quasi Powers

Garagos	War
Gargauth	Outcasts
Gwaeron	Rangers and Trackers
Hoar	Revenge and Retribution
Jergal	CareTaker of Hades
Red Knight	Battle, Tactics
Savras	Seers and Diviners
Sharess	Hedonism, Lust and Sensual Fulfilment
Shiallia	High Forest
Siamorphe	Waterdeeps Nobles
Uthgar	Uthgardt Barbarian Tribes of the North
Valkur	Sailors

Beast Cults

The Blue Bear	Demonic cult
The Bright Sword	A Flying Sword
Cult of the Singing Skull	A Floating Talking Skull
The Great Wise Worm	A great DragonLike creature
Kazgoroth	The Beast of the Moonshae Isles
Lurue	Unicorns, Talking Animals & Intelligent Monsters
Nobanion	The Lion God and Guardian of the Wilds
Red Tiger	Hunters in the Coldwood
Tree Ghost	Forest Spirit of the High Forest
Cult of The Dragon	A Secret Society type Cult

Elven Powers

Corellon Larethian	Arts, Crafts, Music, War
Aerdrie Faenya	Air, Weather, Avians
Deep Sashelas	Creation, Knowledge, Beauty
Trishina	Love, Fidelity, The Young, Play
Soloron Thelandira	Archery, Hunting
Erevan Ilesere	Mischief, Change, Rogues
Fenmarel Mestarine	Feral Elves, Scapegoats
Hanali Celanil	Romantic Love, Beauty
Labelas Enoreth	Time, Longevity

Sehanine Moonbow	Mysticism, Dreams, Far Journeys, Death, Transcendence
Rillifane Rallathil	Woodlands, Nature, The Elven Forests, Wood Elves
Loth	Spiders, Evil, Darkness, Rotting Death, Decay, Corruption
Eilistraee	Song, Dance, Swordwork, Hunting
Kiaransalee	Undead, Vengeance
Ghaunadaur	Oozes, Slimes, Jellies, Outcasts, Rebels, All things Subterranean
Vhaerun	Theivery, Territory

Dwarven Powers

Moradin	Creation, Smithing, Craftsmanship, War
Abbathor	Greed
Berronar Truesilver	Safety, Truth, Home, Healing
Clangeddin Silverbeard	Battle
Dugmaren Brightmantle	Scholarship, Discovery, Invention
Dumathoin	Mining, Shield Dwarves, Underground Exploration
Gorm Gultyn	Protection
Muamman Duathal	Wanderers, Expatriates
Haela Brightaxe	Adventurers, Luck, battle
Marthammor Duin	Shield Dwarfs
Thard Harr	Jungle Dwarves
Sharindlar	Healing, Mercy
Vergadain	Wealth, Luck
Ladugeur	Crafts, Protection
Diirinka	Savants, Cruelty, Knowledge
Diinkarazan	Vengeance

Halfling Powers

Yondalla	Protection, Fertility
Arvoreen	Protection, Vigilance, War
Brandobaris	Stealth, Thievery, Adventuring
Cyrollalee	Friendship, Trust, Home
Sheela Peryroyal	Nature, Agriculture, Weather
Urogalan	Earth, Death

Gnome Powers

Garl Glittergold	Protection, Humor, Trickery, Gemcutting, Smithing
Baervan Wildwanderer	Forests, Travel, Nature
Baravar Cloakshadow	Illusions, Protection, Deception
Flandal Steelskin	Mining, Smithing, Fitness
Gaerdal Ironhand	Protection, Vigilance, Combat
Segojan Earthcaller	Earth, Nature
Nebulun	Inventions, Goodluck
Urdlen	Greed, Blood
Calladuran Smoothhands	Protection, Earth, Mining

Orc Powers

Gruumsh	War, Territory
Bahgtru	Strength, Combat
Ilneval	Warfare
Luthic	Fertility, Medicine, Servitude
Shargaas	Darkness, Thieves
Yurtrus	Death, Disease

Goblin Powers

Maglubiyet	War, Rulership
Khurgorbaeyag	Slavery, Oppression, Morale
Nomog-Geaya	War, Authority
Bagrivyek	Co-operation, Territory

Bugbear Powers

Hruggek	Violence Combat
Grankul	Hunting, Senses, Surprise
Skiggaret	Fear

Kobold Powers

Kurtlmak War, Mining
Gaknulak Protection, Stealth, Trickery, Traps

Other Goblinoid Powers

Kuraulyek Urds
Meriadar Patience, Meditation, Tolerance, Arts, and Crafts
Stalker Hate, Death, Cold

Giant Powers

Grond Peaksmasher
Annam Knowledge, Fertility, Philosophy
Stronmaus Sun, Sky, Weather, Joy
Hiatea Nature, Agriculture, Hunting, Females, Children
Grolantor Hunting, Combat
Iallanis Love, Mercy, Beauty
Karantor Deformity, Hatred, Beasts
Memnor Pride, Mental Prowess, Control
Skoraesus Stone Giants

Beholder Powers

Great Mother Fertility, Tyranny
Gzemnid Gases, Fogs, Obscurement, deception

Lost Gods

Ilsensine Mental Dominion
Maanzecorian Knowledge, Philosophy
Juiblex
The Dark God Eternal Darkness, Cold, Decay, Enfeeblement, Paralysis

Interloper Powers

Baphomet Minotaurs, Battle
Kostchtchie Strength, Violence
Vaparak Combat, Greed
Yeenoghu Ghouls, Gnolls, Paralysis
Gorellik Hunting, Hyenas, Hyenadons

Powers of Sea and Sky

Demogorgon Ixixachtli, Energy Drains, Domination
Eadro Locathah, Mermen
Jazirian Community, Peace, Learning, Parenthood
Koriel Learning, protection, Vigilance against Evil
Panzuriel Murder, Confusion, Subversion
Persana Tritons, Architecture
Quorlinn Trickery, Disguise, Theivery
Remnis Giant Eagles Sky, Service
Sekolah Plunder, Hunting, Tyranny
Surminare Selkies, Beauty, Peace
Syranita Aarakocra, Protection, Watchfulness
Water Lion
Stillsong

Myconid Powers

Psilofy Community, Healing, Philosophy

Powers of the Scaly Folk

Blibdoolpoolp Darkness, Insanity, Revenge
Laogzed Eating
Merrshaulk Poison, Somnolence
Parrafaire Guardianship
Ramenos Somolence, Intoxication, Decay
Semuanya Survival, Propagation
SessâInnek Civilization, Domination
Shekinester Varies with Apects. There are three Aspects
Nagaâs

Dragon Powers

Asgorath
Zorquan
Xymor
Astilabor Haordmistress
Hlal the Jester

Dark Powers

Cegilune Larvae, Hags
Kanchelsis Blood, Debauch, Vampirism
Mellifluer Lichdom
Squerrik Theivery, Disguise, Concealment
Balador Werebears, Protection, Fraternity
Ferrix Play, Curiosity, Hunting
Daragor Marauding Beast, Bloodlusts, Pain
Eshabala Vanity, Charm, Greed, Cunning

Faerie Powers

Titania Faerie Folk and Realms, Friendship
Oberon Nature, Wild Places, Animals
Caolmhin Food, Shy Friendship
Damh Dance Songs, Celebrations
Eachthighern Healing, Loyalty, Protection
Emmantiensien Treants, Trees
Fionnghuala Swanmays, Communications, Sorority
Nathair Sgiathach Mischief, Pranks
Skerrit Community, Natural Balances
Squelaiche Trickery, Illusions
Verenestra Female Faeries, Charm, Beauty
Queen of Air and Darkness Darkness, Murder, Illusions

Alien Powers

Ubtao (Chult)
Celestial Bureaucracy (Far East)
Pharoah (Mulhorand)
True Gods (Maztica)
Gilgeam (Unther)
Fate (Zakhara)

Note On Faiths

By Brock <djbrockl@rs.dundee.ac.uk>

In my wanderings of the Realms it has come to my notice that most of the different faiths currently popular have a myriad of titles for their priests of respective powers. Although most faiths seem not to differentiate in title between the Clerics and Priests in their number, most have a special title for the leader of the faith in any given area. I present here a woefully incomplete list and any notes that other wanderers may have taken would be appreciated.

Helm	High Guardian (P11) Vigilant Master (P13) Priest of the Hall
Tyr	Reverand Judge (P10) Prior (P8) (Note: Person in question was the assistant of a Reverand Judge.) Lord High Justicar (P12)
Tymora	High Priestess (P10) Luckpriestess (P9) Perceptress (P8) Reverand Sister (P11)
Oghma	Chief Priest (P9, P11) (and leader of the faith.) Elder Reader (P14) (actually assistant to the above!) First Singer (B7) Learned Father (P12, P8, P13)
Lathander	Mornmaster (P15) High Dawnlord (P10) High Priestess (P12) Morninglord (P13)
Mielikki	Ladyservant (P15)
Milil	Songmaster (P14)
Mystra	Magister (W17) (note class. Was leader of faith) Priestess (P7)
Selune	High Moonmistress (P18)
Silvanus	Oakfather (P9)
Denier	Headmaster (no level given) Dean (leader of faith)
Chauntea	High Harvestmistress (P9) High Mother (P14) Reverand Brother (P13)
Tempus	Battle Chaplain (P10, P7) Priest General (P13)
Gond	Lord High Smith and Artificer (P9)

Taken from the notebook of Luthal Quovar of Silvermoon. Collated from the works of Volothamp Geddarn, Elminster of Shadowdale, and Ed o' the Greenwood.

God Intentions

By David J Brockley <D.J.BROCKLEY@dundee.ac.uk>

Hello all.

Post Prince of Lies, Cyrics portfolio is most unsure. He may possibly be able to take over Masks power but this is somewhat uncertain. The way that I look at the scheme of things is this.

Mystra

The old Mystra was somewhat tired anyway and thus a mortal was chosen to replace her. There is nothing wrong here, it is similar to the way that Mystra has always chosen the Magister to represent her upon the soils of Faerun. Midnight took up the role, becoming Mystra in all but alignment. There has been a shift towards benevolent usage of magic. Cyric demanded his reward for 'recovering' the tablets and Ao granted him godhood *fully aware of what would happen*. Cyric was indeed unready for the mantle of godhood and has slowly gone utterly insane.

Leira

Leira is NOT dead, her priests are still receiving spells and the only source of this information that we have is Cyric. He is either lying outright or battled Leira, lost, couldn't face losing and lied about losing. In any case, it is utterly believable for Leira to be letting the lie propagate.

Mask

Mask also may have faked his own death to protect himself from Cyrics wrath should he not be defeated. Again, as lord of Intrigue he may have planned this all along and may have planted the suggestion in Cyrics mind that he actually killed Leira when in fact Leira escaped. Remember, in the book Waterdeep, it is never made clearly known who was the winner in the ego battle between Godsbane and Cyric.

The Plot (far-fetched)

A possible scenario to cover all of the 'gods' alterations. As the balance of magic shifts during the Time Of Troubles and illusion becomes one of many subsets of Magic, Leira wishes to test the faith of her followers. She kidnaps Waukeen (read the earlier post about Waukeen not being dead) to pave the way towards the belief that the gods may die. She then, later, fakes her own death at the hands of Cyric (with the help of Mask/Godsbane), initiating the test. Chess fails this test, betraying Leira and siding (ironically) with Mask who disposes of him. Finally Cyric is defeated and loses much of his power. Mask (or one of his avatars) may have been affected by the Cyrinishad or not and both Leira and Waukeen are alive and may rejoin the pantheon in the near future. Waukeen will incidentally have profited from the whole scenario as the absence of Zhentil Keep from the Moonsea area will enhance trade fantastically.

Wild Guess!

I believe that Jergal, not Kelemvor will be the Lord of the dead. Kelemvore is better placed as the Judge of the dead deciding where spirits go in the afterlife. Or maybe not.

Waukeen Dead?

By Ruediger Schmidt rschmidt@aip.de

Still there? Good. There have been much talk about Your god. After he ceased to give You any spells, many turned there eyes elsewhere, leaving him in his utter darkness.

"He is dead!" many of You proclaimed. You were wrong! Totally wrong! Me, a faithfull cleric of Waukeen, have never lost faith! And now, after many hours of research, I found the first evidence for hoping that Waukeen lives!

In a small library, there was a wooden box with the line 'PlaneScape' on it. Opening it, I found some booklets and some posters - about the planes of the gods and the structure of the universe. And there, on one poster, there was a list of all our gods from the Realms. Bane (dead) in the Astral, Mykrul too, Bhaal in the Astral, Leira in the Astral...no Waukeen.

I searched all the other planes (and there were strange names for some well known plane...): nothing. Every god was placed at its home plane - not so Waukeen. Waukeen was nowhere to find. I looked for the author of this wooden box, and there was engraved, that it was written by a traveler of the planes AFTER the Times of Troubles. So, I ask You, why is Waukeen NOT included? Neither with the dead, nor with the living? Because he is held for ransom by some other god! That is the only solution! But who would gain from such act? Who has drawn over the most faithfull? WHO?

Excerpts from "The Unstrung Harpers, Volume 4"

A book on The Cult of the Dragon

Written by Dazrin Drak'arden, Master Harper.

Year of the Staff, 1367 DR.

My journeys have led me far and wide and, as you have seen from previous volumes, I have gleaned much information from friends (and foes) concerning those who feel threatened by us [The Harpers]. Needless to say it is important that we know as much about them as is possible, and I have written as much as I can to help others understand their mindset. Yet there is one group whom I have left for last: The Cult of the Dragon. I find it fitting that they be last, for they are different from others that I have discussed. Probably the greatest reason why we must understand this group is the fact that they were formed through the teachings of Sammaster, a former Harper. Now you see why "The Unstrung Harpers" is such a fitting title for this volume. While Sammaster is, of course, a dark shadow upon the Harpers, we must often look deep into the darkness in a hope to find some way to dispell it.

It is painfully obvious that there is little that is known as true fact where the Cult are concerned. Everything that follows from this point onward are the result of first and second-hand information I have obtained from ex-cultists, other Harpers, rumors, etc. Some is pure speculation on my part based on guesswork and ideas. Therefore treat the following information with caution.

Background

Dragon worship is not new to the Realms by any means. Therefore, when Sammaster started his teachings and developed the Cult, he had a huge pool from which to draw his following. There were several problems that he faced however. Firstly, isolation. Many of the existing dragon-cults were isolated due to their secrecy and location of lairs. To unify them would be difficult indeed since they were spread over such a wide area. The second problem was (and still is) devout loyalty to a particular dragon/dragon colour. Many worshippers hate other dragons as they have sworn fealty to their particular dragon/dragon colour. Lastly, the concept of turning a cult's dragon into a dracolich often resulted in anger amongst worshippers. Some (in particular, those of low intelligence) could not comprehend the idea of "life through death".

So how did Sammaster deal with the problem of unifying these people? From what I have gathered, he did and he didn't. Early successes in around 902 DR were the result of Sammaster (and the few followers he had at the time) making contact with dragons directly. All of these dragons had no cult following. All attempts to go through and convince dragon worshippers had failed. Sammaster quickly realised that if he were to succeed in obtaining his goals he would have to deal with the dragons directly. He then lay the foundations of future attempts where dragon-cults were concerned:

- 1) Infiltrate the worshippers,**
- 2) Rise to power and status among them (becoming favoured by the dragon),**
- 3) Speak to the Dragon directly and in secret**

If the dragon was convinced, it would be an easy task for it to "convert" its followers to the idea of it becoming a dracolich. Also, with key Cult figures holding top positions, it would ensure these dragon worshippers would become supportive of the Cult of the Dragon over time.

The years that followed 902 DR were not extremely successful in the sense that few dragons underwent transformation. However it was an extremely important period as the foundation was layed for the future. Old dragon- cults were being infiltrated and, in around the 920's DR, more dracoliches has been created. More importantly, the following of the Cult had grown considerably, ensuring it's continued existence.

Organization

The death of Sammaster did not by any means destroy the Cult. True, they had suffered a setback, but the organizational structure that Sammaster had developed worked well. It is this organizational structure that I shall be dealing with in this chapter.

At the head of the Cult is, of course, what I term "The Inner Circle". These are the most powerful members of the Cult that are "voted" to their position by existing members. I place voting in parenthesis for it is a joke to consider that Cultists gain this position through voting. Positions are opened in the Circle by the death of an existing member, so murder (or other subtle ways) are often accepted as ways to enter the Inner Circle. Of course, other Inner Circle members will not just let anyone enter the Inner Circle, so it is not out of the ordinary for a prospective Inner Circle member to be disallowed entry (at best). All Inner Circle members can be identified by "the Ring of Dragons" (I discuss these rings and other Cult items later on). It is interesting to note that the number of the Inner Circle (as well as exact identities) are often kept from other Cultists to ensure secrecy. All dealings with lower Cultists are done through magic and/or a "right hand man". It is for this reason that it is very hard to track down members of the Inner Circle.

Sammaster used to be the head of the Inner Circle but, since his death, members of the Inner Circle are seen as equals to a certain extent, although some still grasp for more power to gain an upperhand over the

others.

The next step down the organization chart is what I have termed "The Chosen Ones", or "The Scaly Ones". These are what I see as the core of the Cult following, the body of the Cult. They are divided into the factions dealing with each chromatic type of dragon: black, blue, green, red and white. I am unsure if other dragons are represented (such as the Deep Dragon or the Brown Dragon) as I have found no evidence as yet to indicate this. Each different faction wears a pin to show what "sect" they belong to. These pins are designed to represent the emblem of the Cult: a dragon's claw holding a black flame with eyes. Depending on the "sect" in question, the colour of the eyes of the pin represents the chromatic dragon in question (more on the pin is discussed later on in the items chapter). I can only speculate as to why these different "sects" came about, but there are two logical reasons. Firstly, different "sects" were needed to deal with different dragons. That way they "specialise" in talking and dealing with a particular dragon and would not have to worry about the behaviour of other dragons. Secondly, the early days when dragon-cults were being subverted resulted in different factions being developed, and thus the different "sects".

It is important now to look at the effect of geological location upon the organizational structure. The Cold Lands and the North are the areas where Cult influence is strongest. As a result, organization here is at it's best. Interaction between the different "sects" is common practice, and little rivalry (except perhaps on a "power gaining" level) exists. The further one travels away from these areas, the less is the interaction between the groups. More rivalries exist, and disputes and hatred between the "sects" is common place. I have also found that the further away from the Cult stronghold areas you get, the more instances there are of total worship of one particular dragon. I can only put this down to one or two things. Firstly, it is possible that, because of the weak influence of the Cult in areas further from The Cold Lands and the North, some small pockets of Cultists have "changed" from worshipping all dragons to worshipping a particular type. I think however that the second reason is more probable: these small groups away from Cult-strong areas are in the process of being infiltrated by the Cult. It is also highly likely that some are just dragon-worshippers who allowed their dragon to become a dracolich (or are going to) but refuse to follow the Cult per say. As I have said this seems highly likely, but I have found little evidence to support this theory. It does seem strange that in a few reports I have come across from Harper agents that they talk of finding only one or two Cultists among standard dragon worshippers. It is because of such reports that I have these theories.

Also note that only those infiltrating dragon-worshippers would have the pin of the Chosen/Scaly ones. I found it logical to introduce the dragon-specific worshippers at this point.

So to use a dragon to represent organization, we have the head (the Inner Circle) and the body (the Chosen/Scaly Ones) with the different sects representing the scales, but what of the tail? Who is the lowest denominator amongst the Cultists? As the tail, or what I laughingly call "dragonfodder", I have several groups: humanoids (such as goblins et al.) and Cultist recruits. First let me discuss the humanoids.

While humanoids like orcs, goblins and the like seem like a strange choice to have as your base, it is highly logical if you think about it. These humanoids were among the first to worship dragons, and so Cultists would often come across humanoid dragon-worshippers. To destroy them would take time and manpower, something the Cult could not really afford. If the Cult got them on their side however, they would have a huge group that would be expendable. Issue an order through their "god" and they would not stop until that order is either carried out or they all died. Either way, the Cultists don't care. Again, this is speculation, but Harper reports of humanoid attacks just before Cult attacks suggests this to be the case. Joining the humanoids in the "tail" are the recruits: the young hopefuls who wish to join the Cult for some reason or other. One could also include the dragon-cult worshippers who are being infiltrated or subverted

into the "tail" but I thought it was more logical to include them in the body since they are similar to the Chosen/Scaly ones in that they are specific in their worship.

Joining the Cult

Joining the Cult is relatively simple, if you know who to look for. From what I have gathered from reports, once you have made a few contacts to Cult members you are subject to an initiation quest. Upon completion you are accepted and begin life doing menial tasks. Often you will be placed under the charge of a Chosen one if someone knows of you and, after a while, you may be selected into the same "sect" as your mentor. As to what the initiation is, it is a closely guarded secret. I speculate it has something to do with dealing with a dragon as a test of faith. The dragon of course knows he/she is a new recruit and will try to terrify the new recruit. Showing no fear means you have passed. Failure means death.

Items of the Cult

Item: *The Ring of Dragons*

This ring is made of gold with a dragon made of platinum entwining the gold band. These rings are worn exclusively by the "Inner Circle", and each one is attuned to a specific wearer. It cannot be removed except by the wearer or until the wearer is dead. Upon the wearer's death however, the ring loses all it's powers. If worn by another being while the ring's owner is still alive, the ring inflicts 4d6 points of burning damage per round until removed. If a detect magic is cast upon the ring no magic radiation is revealed.

These rings are extremely powerful in nature and were designed with two purposes in mind: to help protect the Inner Circle member, and help in dealings with dragons. The ring provides the wearer with immunities to charm, fear (including dragon fear) and a dragon's breath weapon (usable once per month). It also acts as a ring of breath resistance (similar to a ring of fire resistance) providing the wearer with a +2 to all saves vs. dragon breath weapons, and a -1 to all damage dice (minimum of 1 point of damage per dice). This affect is constant. The ring also confers upon the wearer the ability to speak any dragon tongue, allowing him/her to communicate freely with dragons. Furthermore, the ring allows the wearer to communicate telepathically with any dragon within his/her line of sight. Also, the wearer has the ability to cast a limited phantasmal force of a dragon up to 240 yards away from the caster. This illusion has no substance and can inflict no damage, but appears and sounds like any dragon the wearer has seen. This ability is usually used to preserve "Inner Circle" members' hides, distract enemies, and deliver messages and sermons in a powerful manner. Last, but by no means least, the ring, when rubbed in a precise fashion, sends out a signal identifiable by evil dragons, indicating the location of the user. No control is implied by this calling, and only evil dragons may detect it.

For purposes of item saving throws, consider the ring to be the same as a Harper pin: not affected by magic, is AC -4, gains a +4 to all saves etc.

Item: *The Pins of the Chosen (or The Scale Pins)*

These items are fashioned from adamantite to resemble the emblem of the Cult of the Dragon. The eyes in the emblem are coloured depending on the "sect" involved (eg. red eyes for Red Dragon Sect). Anyone can wear one of the pins, but if two different pins are worn at the same time they explode with combined damage as a 6th level Fireball (6d6 points of damage, no save) Each ring confers on the wearer different abilities according to the "sect" involved, but they have a standard format:

- o Resistance to the particular type of dragon breath the sect deals with (eg. Red dragon breath for a pin belonging to Red Dragon sect).
- o Comprehend dragon tongue of the particular sect.
- o +2 to all saves where damage is done by something similar

to that of the sect's dragon (eg. a Red Dragon sect's pin would provide +2 to all saves vs. fire and so on).

As above, each pin should be treated as a Harper pin with regards to saves and hp.

Pure Speculation

There have been one or two things that I have come across in my findings that I cannot explain except with wild speculation. I hope for my sake that I am wrong for, if I am not ... well, it's best not to think of such things.

Firstly, some evidence I have found indicates Cult involvement in the rise of the Witch-King in the Bloodstone lands. As to why this was done is a mystery to me although I do have a theory. The rise and subsequent death of the Witch-King dead more good to the Cultists than probably any other group. Why? Mainly because of the supposed death of Tiamat. Scores of evil dragons are at this very moment perched around Castle Perilious. The Cult now have a fantastic opportunity to preach their ideals to many dragons and, considering that this area has seen a lot of Cult activity in the recent years, I am beginning to suspect I am right.

Secondly, a Cultist died in a battle with Harper agents recently and his dying words were "*Sammaster will take me to his arms*". This does not seem at all strange considering many worshipped him as a god, but something has caught my interest. On the man's body was a medallion with a crude drawing of a five headed dragon (much like Tiamat) but in dracolich form. To my surprise the word "*Sammaster*" was engraved on the back of the medallion. If I am right about Cult involvement in the Witch-King's rise in the Bloodstone lands, could there be a possibility that, somehow, Sammaster has managed to return in the form of a dracolich? Elminster says the chances are extremely remote, but I wonder. Sammaster has returned once before as a lich, and he was a chosen of Mystra. Could it be possible to return with his essence in the body of the dead dragon Tiamat? Many sages I have spoken to scoff at the idea, and I have yet to find another such medallion. Evidence allows me to believe that it is not possible, but I sometimes wonder. It would give an even greater purpose to the idea that the Cult were behind the Witch-King's rise: to gain the body of Tiamat as a host for Sammaster's essence. If this were the case, what would this dracolich be like with the power of Sammaster, as well as the power of Tiamat, the Goddess of Evil Dragons?

Known Dracoliches, Allies, and Enemies of the Cult of the Dragon

Algaudyx, destroyed dracolich. The destruction of this monster was one of the first victories for the Harpers. The hoard that Algaudyx had was appropriated by Khelban "Blackstaff" Arunsun.

Thavverdasz, a lich and once an ally of the Cult of the Dragon. Thavverdasz is thought destroyed when Elminster avenged the trap the lich had set to destroy Harpers, Cultists, and agents of Szass Tam, a Red Wizard of Thay.

Khalahmongre, a dracolich and enemy of Thavverdasz.

Shandril Shessair, spell weilder and enemy of the Cult of the Dragon. The Cult has tried several times to gain control of Shandril and each time she and her allies have managed to replese the Cult and its dracoliches.

Shadowsil - Symgharyl Maruel - a tall, slim, cruel-looking woman that favors purple robes. The Shadowsil is a mage that is a ranking member of the Cult of the Dragon. Or at least she was until killed by the Knights of Myth Drannor.

Rauglothgor - a skelatal red dragon, one of the older dracoliches of the Cult of the Dragon. Rauglothgor was fond, if that is the correct word, or at least an ally of, the Shadowsil. Rauglothgor was destroyed by the spellfire of Shandril Shessair and the magics and might of the Knights of Myth Drannor

Night Mask Thoughts

By DarkAngel <E.A.Laycock@sheffield.ac.uk>

Just a few thoughts on the Night Masks, before they became a real pain in the proverbial. If you have any thought or comments, I'd be glad to hear them!

In Msquarades it states that the night masks became a thorn in the side of Westgate 14 years ago (based on the present year). Our game is based about 3 years before this, in the run up to the masks gaining power.

In Westgate in the year we play, the night masks are not the only guild. At the moment the structure is loosely based around a heirarchy, with each faction being run by a leader who may at any one time be in open or covert rivalry with other 'mask' leaders, or be working with them, or appearing to (you get the picture). Each game knows little of the workings overall, so everyone is suspicious of members of different groups (rivalries) members of their own group (since that is how promotion is gained) below them, and members of their own group above them (in case they see them as a threat, being after promotion etc...) The masks are organised enough to make sure that guild fees are collected which pays for mask safe houses and bribes (for the higher up members only, and be sure that they would have to pay these back in kind...!) In fact the only thing that the night masks all have in common is their hatred of any and all the other guilds in Westgate, it is the only cause that will make rival night mask factions lay down their daggers (temporarily) to work together. It is this in-fighting which has culled the numbers of night masks up until now and prevented them from becoming a real power. The risks are high, but so are the rewards, once you have progressed through the ranks. A common 'joke' is that there are two ways out of the masks, in a box or down the sewer (old age or violent death) although there in a third, to buy out by paying everyone above you what they would have earned in cuts (an extortionate sum) from your wages. There is fourth way, to do a bunk and run away. To this end a cut of the guild fees is set aside for wandering assassins and thieves of sufficient rank or importance who do a runner to be brought back, preferably alive, but if not the severed head would do. Fear inspires loyalty in the Masks, and if too many people ran off, each carrying who knows what information on who knows who, that could be considered bad for business. Alive means that what information and sold to who can be tortured out of the hapless ex-mask, and contingencies laid before disposal of the victim. Rewards have been known to be so high in some places that the group which the individual night mask used to work for down tools (so to speak) and go in search of them. Plus of course, they may have information which if sold to the authorities would mean that they would be in for the last dance (hanging)

No-one knows the exact numbers of the masks. The runners and lower level thieves wear distinguishing items of clothing (a black ribbon on their sword hilt, a red plume in a hat) to distinguish each other, and members of their own factions from each other. Later this becomes the wearing of domino masks (after they are united under the faceless) This is adopted by lower level thieves and corporate bully-boys, but many of the higher level thieves and assassins ignore this convention, preferring to remain anonymous by not flaunting their affiliations.

Anyone having a past in the masks which they have neglected may well not have a future, unless they fake their demise, keep moving, get powerful...

After 14 years of unification, the group has become much softer, the domino masks, the inclusion of 'soft' merchants has meant that some night mask groups left to carry out their business covertly in other cities, setting up extensions of the guild. After Masquerades, this

activity of course continued, and with the old ruthlessness, since many of these were 'old guard' supporters of the old regime. Traitors are hunted down and destroyed. The night masks at their best are a force to be reckoned with.

Drow Cult

By steven184@aol.com

After receiving several request for the material I used back when I originally created this unique Drow cult, I have decided to update them to the 2nd edition. I originally created this material back around 1984! So some of it may sound dated or even plain wrong compared to the material that has since been published by the folks at TSR. I hope you enjoy it. Please E-mail with you opinion and comments.

WARNING: This material may contain information that you may find objectionable (cannibalism, graphic violence). Please if you do not like such things discard this.

To understand some of the Rules involving the Followers of Doom (the Drow who worship the Cthulu Mytho's) you MUST have the Psionics Handbook by TSR. Although you could probably convert this to another psionic system. Also the Complete Elf Handbook, Drow of the Underdark and the Menzoberranzan Boxed Set is recommend.

INTRODUCTION

The old elf was laying in the field for his daily nap. As usual after about a hour he heard the unmistakable sound of a foot stepping on grass. "Not bad" he thought to himself, "He gets closer with each day"

"Your getting better, young one I did not hear you until you were only 10 feet away" the old elf said with warmth.

The intruder turned out to be the old elves grandson. After being discovered he stood up to his full height and walked towards his grandfather. The young elf had a very troubled look upon his face.

"Good morning, Grandfather" he said in a very quiet and sad voice.

"I have not seen you for a few days and I was beginning to worry" the old elf said. "What is troubling you? You have a face that could curdle milk!"

"I just got done with my lessons for today" said the young elf as he sat on the ground.

"Ah, I see" the grandfather said "Our cousins".

"Is it true grandfather? Are there really elves that are evil and worship that monster!" the grandson said with anger and fear in his voice.

"Oh yes, the Drow are evil beyond your imagination. They worship that monster of theirs there entire life and some do so with joy" the grandfather said looking into his grandson's eyes. "Yes, it is time" he thought to himself.

"Did you know that all Drow don't worship the spider queen?" the grandfather asked.

"What?" the young elf asked.

"Lets go for a walk." he the old elf said as he stood up and help his grandson up. They slowly walked out into a small meadow and stopped.

"What do you mean? The teachers told us that all Drow worship their spider queen and any that try to change that are put to death usually on her alters." the young elf asked in a questioning voice.

The old elf turned to his grandson and began a complicated motion with his hands and said something quickly. Suddenly both were covered with a blue glow. "There we may talk freely now." the old elf said "But first, before I tell my tale you must swear to me in never to revel this to anyone. Not your parents or anyone!" the old elf said in a voice that scared his grandson. Never before had the young elf hear his grandfather speak in such a way.

"I swear, grandfather never to tell anyone." the young elf said in a voice that he hoped sounded more confident than he felt.

"Of course you do, my grandson. Now where to begin. Oh yes, I was a little older than you are now. The eleven council began to receive reports that a group of Drow had made a base in the labyrinth of tunnels under the city of Waterdeep. I volunteered to lead a group of elves to try and discover what they were doing there. After gathering a group of adventurers and traveling to the city we set out to find the Drow. Finding a entrance to the tunnels was easy. Find our cousins was not".

"We traveled for some weeks and had many adventures while looking for them. During that time we began to hear rumors about Drow that acted different than normal Drow."

"Grandfather" asked the young elf. "Is that why you always cover your arms? To hide some kind of scar that you received".

"Yes it is, but is later in the tale." suddenly the old elf began to sound much more serious than his grandson found possible.

"After several more weeks travel, we came upon the bodies". The young elf looked at his grandfather and saw a tear streak down his face.

"That is when we came across the bodies" his grandfather continued. "Hundreds of them, all children. They were stacked like wood and just left there to rot. We started to examining the bodies and that is when we discovered the bite marks. Elven teeth marks".

"Grandfather you don't mean...." the young elf said in a fearful voice.

"Yes it appeared that the bodies being eaten by the Drow. This usually went against Lolth's teachings".

The young elf looked at his grandfather in horror. He had said the name of the unspeakable.

The old elf looked at his grandson and said "Don't worry, when this story is told to those that are worthy that law does not apply."

"Let me continue" the old elf said. "We gathered and burned the bodies so that nothing else could happen to them. That was probably mistake. After leaving we continued to travel looking for clues to what had happened. During this time I had a growing fear that something was stalking us. But we could find no evidence of this so we continued".

"One night after we posted a guard, I quickly fell asleep. Suddenly I was awakened by the sound of battle. We were surrounded by a group of Drow dressed in a manner I have never seen before. They each wore a suit of chainmail that was blood red. Their hair was long and went down to their shoulders and each on of them used magic" the old elf said.

"Well we thought it was magic, now it is called psionics by the humans. We were quickly overrun and I was knocked unconscious. When I awoke I found that I was strapped to what appeared to be a alter of some type. At the end of the alter was not a statue Lolth, but a strange creature with hundreds of eyes and was not even humanoid. I quickly looked around the room I was in and

saw what had happened to my fellow adventurers." the old elves face turned from sadness to anger.

"They were hanging from the wall gutted like deer. All of them were dead except one who was being eaten alive by the Drow. They just bite into her and ripped out pieces of flesh. It was then that I noticed that a mind flayer was standing over me. It looked down at me and began to cut patterns into my arms. I have never felt pain like that. Then as I watched a Drow gathered a cup full of my friends blood. He gave it to the mind flayer who then poured it over the wounds on my arms. I have never felt pain such as that and I quickly passed out."

The young elf was stunned. He had never heard a story such as this and a part of him wished that he never did.

"When I awoke I looked up at my arms" the old elf continued "I saw purple flames come out of the wounds. Yet it did not hurt. That is when I heard the sound of the fireball. Off in the distance I could tell that a battle was taking place. I could hear the screams of the dying and the scream of victory."

"Suddenly a group of Drow entered the room along with a priestess. When I say Drow I mean the type that you know, those that worship Lolth. Seeing me strapped to the table the priestess pulled a dagger from her belt and it looked to me like I was about to be sacrificed to Lolth."

"Suddenly a loud female voice screamed out and stopped the priestess who was going to kill me. A woman walked into the room. I could tell that she must have been very powerful as all the others in the room seemed to make way for her. She looked at me and suddenly took a dagger out from her belt and cut my bonds!"

"I could not believe it. As I began to sit up the young priestess said something in Drow. The older woman walked up to her and calmly put the dagger she used in uncutting me into the priestess neck. She then turned and looked at me. I thought then by the look on her face that I was dead. Suddenly she cast a spell, and it healed me of some of my wounds!"

"I looked at her in amazement and said in our language "Thank You". She came closer to me and sung her fist. She hit me on the side of my head and knocked me down."

"I looked up at her and she smiled a evil grin and said "Surface dweller, You are lucky the Followers let you live. The spider queen orders you are to go to your people and tell them of this abomination. You will survive this day. Now go!"

"I remember running away as fast as I could. Never looking behind me. I must have ran for miles. When I finally stopped I felt a slight pain in my arms. I then remember what the Followers as she called them did to my arms. I looked at them. And this is what I saw!"

The old elf slowly turned up the sleeves of his tunic to reveal his arms.

They were covered with strange runelike symbols from the wrist to the shoulder. They were are different shapes and looking at the gave the young elf a headache. Perhaps the strangest thing about them was the glow. They glowed with a blue florescence.

"Sometimes the shapes change, although I don't know how or why" the old elf said.

"I then continued to run for the surface as fast as I could. I don't remember the entire trip. What I do remember was waking up in a temple in Waterdeep and that four YEARS had past. I have no memory of that time. I think that I went mad for awhile and lived in the tunnels, but I am not sure."

"When I returned home and told the council my story it was decided that it should remain secret".

"Grandfather, why are you telling me this?" the young elf asked.

"Tiren, you are like me. You will travel the world and have your own adventures, and you should know. The council then decided that every other generation of the Silvermoon family should be told in case these strange Drow should appear again."

"Grandfather" I asked, "Do you think they will reappear?"

"I hope not" the old elf said staring into the distance "I hope not".

An excerpt from the dairy of Tiren Silvermoon pronounced (tear-in)

GAMING INFORMATION

Although I never went into great detail about the Drow that worship the Cthulu Mytho's I have collected all the information that I have and have listed it below.

When I designed Drow that worship the Cthulu Mytho's I imagined that a very small group of the existed. Perhaps as little as 100. But after reading material from various AD&D sourcebooks a group that small would be wiped out rather quickly in the underdark. Therefore I believe that there must be a community of them of at least 1,000. Please note that these Drow are very rare. I doubt that any surface dwellers come in contact with them once in a thousand years. And then only for a short time.

The Followers of Doom (That is the closest translation of the their name into common. Some others are: the Bringers of Doom, Doom's Creators and Bringers of Destruction.

Society- Their is very little material that I have on the everyday life of a Follower. Although they are extremely war like and cruel, even by normal Drow standards. They are very loyal to their families and their community. Indeed their loyalty is much like that of the surface elves except perverted in a extremely evil way. The Followers love there children and will go to any lengths to protect them from harm. Indeed this often applies to children from different families. The Followers love torture and will use it when ever they feel like it. They only use it on enemies and those who they believe betrayed them.

History- The major break that caused the rift between the normal Drow society and that of the Followers occurred at least a 1,000 years ago. It happened in the small Drow community of Telkilick. Located some 900 mile north of present day Menzoberranzan. Following a major battle with the Deep Gnomes and losing the priestesses of Lolth decided that the reason that they had lost was that the male wizards were conspiring to kill them. (It was true by the way). When the priestesses returned home they immediately attacked the school of magic and a fierce battle began. During this battle a lone mind flayer emerged from the school of magic and began to fight with the wizards using all of his powers. But still the battle was turning against the wizards. Finally a group of three wizards (names unknown) formed a pyramid and beseeched the great Cthulhu to come to their aid. The priestesses laughed at what they thought was a joke. Suddenly a number of gates opened letting lose demons of all types. The demons immediately began to attack the priestesses and they called upon Lolth for support. (Since they lost the battle with the Gnomes they had fallen out of favor with her except for one lone priestess who fled the battle as soon as it had begun). When the wizards called for the male warriors to join them and be free of the priestesses. They looked around and saw that the tide was turning against Lolth's followers. Most of them immediately switched side and quickly the battle was over. The three wizards immediately offered the worship of the remaining Drow to that of the great Cthulu and his minions.

Religion- This is the sketchiest part that I have about the Followers. The only creatures that can become priests of the Cthulu mytho's are mind

followers. This is mainly due to tradition and the fact that no Drow has ever survived the initiation. The priests receive spells the same way as normal priests do. These priest cannot turn undead nor control them. Also they cannot take any kits or become a specialized priest (see special rules latter). Religious ceremonies usually involve the devouring of a captured enemy. This ceremony is supposed to give the soul of the victim to what ever minion is being worshipped at the time. This is a extremely religious event to the Followers, they try to conduct it whenever possible. Also at every meal the Followers must consume a spider to show that they have forsaken Lolth. Also you should note that the Followers are forbidden to goto the surface.

Psionics- EVERY Follower has psionics. (see special rules below)

Combat- The Followers have every advantage and disadvantage of normal Drow. With the following exceptions. All Followers have a -3 to saving throws verses magic and a +1 to saving throws verses poison. They were adamantine armor that is +3. This armor is specially treated and has a spell upon it which causes the armor to absorb the blood of the Followers first kill, thus turning it red. Most Followers fight 2 handed, using a bastard sword +2 in one hand and a dagger +1 in the other.

Special Rules- This is the hard part. As I stated above every Follower has psionics. This is how it is done.

Step One - Create character using normal rules
Step Two - Choose MAIN Character Class (No multi-class and kits allowed)
Step Three - After Choosing Class determine the NPC Level (If you wish this as a PC, I suggest that you seek help immediately. Follow the same rules as a NPC)
Step Four - Now divide the character MAIN character class by 2. (Round up)
Step Five - This is the equivalent level of a psionist the character is.

Example - You make a fifth level fighter. Dividing the level by 2 you get 2 (rounded down) the character has the powers and the psionic points of a second level psionist. Please note that the character gets the saving throw, bonuses, restrictions of his MAIN character class, in this case a fighter, not the psionist. When the character reaches 6th level he will have the powers of a 3rd level psionists and etc. You figure out the psionic points as stated in the Psionics handbook.

Use the psionics rules as stated in the Psionics handbook. Please use common sense about some of them.

Please not that these characters are not considered multiclass and thus are treated like a single class. Thus you can conceivably be a mage 10th level and a 5th level psionist.

Legend of the Circlets of Thay

Doraal was at one point a Red Wizard of Thay, that much is known, it is not given to us if he left of his own accord, or barely survived an assassination attempt, but it must be one of those, they would not let one of their own leave.

[BDoraal posed as a "good" wizard and gained the confidences of a cleric of Gond. With his help we was able to create the Circlets and possibly other devices. Because of Gond's neutrality to "good" and "evil" it wouldn't matter too much to him what the circlets do, but they have the power they do because Doraal was somehow able to gain Cyric's aid (indirectly probably, even a Thavian wizard would not presume to bother a god).

The two ways to remove the circlets are death (PERMENANT) of the person bearing them, or intercession by Gond or Cyric, the indirect makers of the devices. Leave it to the players to decide which is easier.

NOTE Permanent death is required, the circlets are attached to the bearers soul and are not removable until that is beyond recall. With the use of a wish to restore the person's life, they might come back to their former owner...

In describing the damage done by the bite of the circlets, it should be described as a dark "light" coursing over the victims body, leaving the exact scaring the bearer would have recieved (ie. burns from a fireball, gashes from a weapon, ect.)

The bearer is hit for over 20 points of damage (let's say 21 points). He finds a victim to take those 21 points. He gets saved again, from another 21 points of damage. he must find another victim to take 42 points of damage this time. the next time would be for 63 point of damage etc. This will probably have a lot of bodies piling up, and have real nasty effects on the person's alignment. I would give an exact method for getting the circlets off, but the person who had them was in route with his party to a temple of Gond, and was poisoned (save vs. death) and some time before his time limit was up, he slipped away form camp...

Also, attempts to discover the nature of the circlets should be thwarted, although a good clue to give a bard or a sage would be to say the snake is not found in the Realms, but was a symbol of a high-ranking Read wizard a few years past.

Stephen-"I don't know why you guys are so paranoid. The Ballista bolt killed it... barely"

Elven Insults

By <Trepper@aol.com>

"Those who forget the past are doomed to repeat it . . ."

-Human expression

"I AM the past and will not be forgotten"

- Grey Elven reply

The purest and most xenophobic--if not the most arrogant--of elven cultures is probably that of the Green Elves. Among these folk there is a saying:

"Est eoneivan, ei ty myotha."

/EST ee-OH-nee-VAN EE TIE MY-oh-THAH/

Losely translated: "Until the stones forget."

This is a Green Elven curse pronounced upon those who have done great injury

to the tribe. Though it can be invoked against elves, this is *extremely* rare, reserved only for oathbreakers and the worst sort of criminals.

The curse can be pronounced by any elder, high priest/priestess, or loremaster. All members of the tribe are forever after pledged to do everything in their power to slay the recipient of the curse--or be outcast.

The curse, sort of the reverse of being an "elf friend," causes all elves to react negatively (10 point penalty to RA); and, of course, anyone who chooses to be will such a cursed individual...

The curse does not end when the recipient is slain, but extend to any direct descendents, on down through the ages--until the stones forget.

Also, a curious but little known point of Green Elven honor: If any Green Elf suffers an insult from a non-elf, it is the responsibility of any other Green Elf present--even a stranger--to avenge the insult. The insulted elf stands aside and waits for his kin to take care of the problem. If said kin fail to respond--say, for example, because they've spent too many years adventuring with humans and have forgotten their duty--that is taken as a *deadly* insult.

Realmstalk

By Trepper@aol.com

"If you must go into the lair of the dragon, remember then, these three things: Make absolutely certain the dragon that first you face is the true dragon and no work of illusion or construct; take heed and remember that the degree of a dragon's overconfidence is inversely proportional to its actual power."

". . . Oh, and the third thing you ask? Always make sure to arrange for resurrection beforehand."

--Shadowghent

Lecture at the Academy of Waterdeep
Year of the Banner

Well Met,

In my experience as a player and DM, one of the most important factors in *realizing* a character (PC or NPC variety), is to develop a set of typical things that the character "always" says. Because of the depth of detail about Realms--or at least about parts of it--these "typical things said" or "tag lines," can convey a good deal of information about a character: e.g. religion, education, class, etc.

For example, a character in my campaign, one Kane Sellsword (NG hm F7), can hardly help but scream:

"Great Stinking Balls of Tempus,"

every time he goes into battle. Curses, threats, blessings and the like make good tag lines. I have a list of such in common circulation in my campaign if anyone is interested.

Shadowghent (CG hm F7/W27), one of my first PCs (circa 1978) and now an important NPC in my campaign is fond of quoting, "Fortune passes everywhere," (no points for sourcing the quote) to PCs who complain that a task is too difficult or too dangerous, and then adding, "and if you let it, it will pass you by." This reveals little about his place in the Realms, but then he is not from the Realms.

I can almost always drive my players to distraction by using the singular idioms of Amn: e.g. "sold," "found a pearl," "in the black,"--all financial and trading terms used metaphorically to refer to states of health: "I'm feeling in the black"; agreement: "I'm sold"; luck/fortune: "I found a pearl"; and more cryptic phrases such as: "The bought thing is lost, the sold thing is found," a riddle referring literally to wealth/money, but metaphorically indicating that things are the opposite of what they seem.

The entry in FRA describing the city of Selgaunt in Sembia (something like: everyone not from Selgaunt is an unwashed barbarian; and those from the far east and the south are worse, they're "pretentious unwashed barbarians") has done wonders for providing stock NPCs for comic relief. One such is Ilur Ilurisian, a consummate fop who never goes anywhere without his nosegay, his walking stick and without being prepared to say something like, "*Oh really, Dragons attacking? It all seems rather boring to me.*"

This sort of behavior would be an immediate flag for my players that they should pay special attention to such a character--who cannot possibly be as silly as he seems--if he were from any place but Selgaunt. Of course, it just so happens that Ilur Ilurisian is actually a T12 (Assassin) in the employ of the Shadow Thieves (and is not really from Selgaunt at all). Playing the fool can actually trick even the wiliest of PCs, so long as every fool you introduce doesn't turn out to be yet another Zhentarim spy!

I encourage my characters to come up with tag lines, and with quotes which are added to the header pages of my Realms notebooks. Some examples:

"If all else fails, then I shall kill him later."

--Wintermyth (LG em F15/T18)
***The Council of Shadows,**
referring to a potential new enemy*
Year of the Staff

"When in doubt, start a brawl."

--Redblade (N ?m F14)
Holding forth at the Bloody Fist
Anytime

"When in doubt, burn the place to the ground."

--Flavius Deximoor (CN em F8/T10)
***Reply to Redblade**
Anytime

"The best revenge is---kicking off in their butts."

--Kane Sellsword (NG hm F7)
To Caen McCrannog (NG hm B8),
to forestall a lengthy lecture about
Harper ethics.
Year of the Banner

Realms Idioms

By [<trepper@aol.com>](mailto:trepper@aol.com)

(Things that people say that seem to make sense to other native speakers)

The following is a compilation of idioms, quotations, curses, blessings, boasts and so on in common circulation in my campaign broken down by geographic region and race.

****Humans:**

Waterdeep and the North:

That hound won't hunt.

--Of an ill-conceived plan or scheme, a mild insult.

Counting Coin.

--Thieve's cant expression meaning to size up or case a particular potential victim, particularly for a cut-purse job.

To sell slaves in Silverymoon.

--To do something that violates local law/custom in a particularly outrageous and obvious way and then say: >I didn't know any better.

When the walls fall down.

--In Waterdeep, to mean *When Hell freezes over.*

To miss the tide.

--In Waterdeep, to miss out on a wonderful opportunity because of bad planning.

Auril's Kiss.

--A sudden realization of something terrible; a cold slap in the face.

Beshaba's Bad Breath!

--Oath/Curse meaning that things just couldn't get any worse. Also sometimes as ***It stinks of Beshaba's Breath***, meaning that a given course of action seems unlucky.

Between the Dragon and the Desert.

--As in ***Between the Devil and the Deep***; to be caught between two equally unattractive possibilities.

Cyrice's Sword!

--A curse and a double entendre. It is generally frowned upon and considered bad luck to mention the Dark Sun's name.

(Note: History/Literature are replete with examples of curses and oath's by the genitals of various deities. The best example is the common shakespearism: 'od's Bodkin, that is: God's Dagger.)

Gond's Gears!

--A curse, something unnecessarily complicated and unlikely to work.

Helm's Hemorrhoids.

--A jest, irreverent, to deride a necessary but unappealing task.

By the light of Lathander.

--An oath or blessing by priest's thereof.

Leira's Lamentation(s).

--Something that is not what it seems, particularly feigned grief, a double entendre when spoken because Lliira (Our Lady of Joy) is pronounced the same way as Leira (Lady of the Mists).

Loviatar's Caress.

--Something that hurts, also ***Loviatar's Lash***, for those less given to subtlety.

Mystra's Miracles!

--An exclamation of surprise, as when something happens by unexpected magic, also note that **>Miracles<** is sometimes replaces by various off-color and anatomical references in less savory company.

Fool's Gold,* or *To take Fool's Gold.

--An adventurer's watchword meaning to take on an adventure so dangerous that only the god Torm (The True, the Foolish) would attempt.

Great Stinking Balls of Tempus!

--A battle cry, shouted with much gusto.

Tymora's Smile*, als *The Lady's Smile.

--A blessing or fond farewell. Good luck.

Bane's Black Blood.

--An oath/curse, actually more common these days that the Black Lord is considered dead.

Cormyr:

Many of the oath's and curses found in Waterdeep and the North are also found here with the following additions:

By the Dragon!

-->By the King,< also, ***By the Dragon's Sword/Throne/Crown.***

When the Throne Topples.

--***When Hell freezes over.***

Keep your Peace Knot tied.

--Don't go getting all upset over nothing.

The difference between an adventurer and an idiot is difficult to determine, sometimes it is added: ***until you draw weapons.***

Also: ***The difference between and adventurer and an idiot can be tested by time: idiots live longer.***

****Elves:**

Before Selune began to cry.

--In the beginning; a damn long time ago.

***Shardae* (SHAR-day), "Winds blow."**

--A neutral elven greeting indicating that chance has brought you together.

To walk familiar paths.

--A metaphor, to remember, to dwell in the domain of elven memory.

The way of sword and bow.

--The warrior's code; it is said of an elf who does something dishonorable:

His bow is broken, his sword grown dull.

The way of harp and song.

--The minstrel's code; it is said of a minstrel who has done something dishonorable: ***His harp is unstrung, his song's forgotten.***

To see the wind,* also *To hear the starshine.

--Euphemisms of this sort (sensory contradictions) are used when speaking of the recently dead. ***When I heard the stars shine on my Father's house, I wept bitter tears, for he was a blessing to the People.*** (When my father died....)

Est eionivan ei tie Myotha. (Until the stones forget.)

--A green elven curse, pronounced in all seriousness on those who have done some great harm to the People. Based on the idea that all things have an anima or spirit which the People can speak with and that the stones have the longest memories.

Note that elves are not given, as a rule, to casual cursing or oathmaking. One of the worst things in elven society is to be an oath breaker, therefore such things are not done in jest or exasperation, but only in earnest. Adventuring elves sometimes pick-up human expressions which shock other elves; if such expressions are translated back into elvish it is considered vulgar in the extreme.

****Dwarves:**

By my beard!

--I'm being VERY serious.

His beard is long,* or *...longer than his years.

--He is wise/wiser than his youth would make him.

His axe is sharp.

--Said of a good strategic thinker.

Under the Mountain.

--Safe, well protected.

Open to the sky.
--Unsafe, unprotected.

**Adventurers:

That's why archmages are at the top of the food chain.
--Annoying comment, pointing out the obvious after the fact.

Bring extra bowstrings.
--Come early and bring help.

You check with the sage, I'll check with the barmaids.
--Warrior's watchword.

As luck would have it.
--Annoying comment, especially by priests and followers of Tymora.

No more Firewine for the barbarian (wizard/dwarf, etc.).
--Said of someone going too far with a jest or scheme.

Orcsnack.
--Nick-name often given to green recruits.

**Gamespeak:

Looks like a job for an NPC.
--Said when walking into an obvious and unavoidable trap.

*You old guys are always on with the doom and gloom.
If I had a copper piece for every time I was sent
out to save the universe, I'd be drowning in coins.*

--**Flavious Deximoor**
Conversation with Elminster
Year of the Shadows

Goblin Languages/Names

By <trepper@aol.com>

**To Turnstone Pass, nigh Hellgate Keep,
Came six bold riders in Winter's deep;
With sword held high and art in hand,
They came upon that shrouded land.**

**In driving wind and blowing snow
of undead shadows they came to know,
and learned of many spectral things
hidden in the the stoney rings.**

**Three bright comrades, then fell fast,
In the falled darkness dead at last:
Where six there came nigh Hellgate Keep,
Left only three in Winter's deep.**

--**Aristillion Songleaf (NG hem B15)**
Ballad of the Knights of Mist
Year of the Harp

This is excerpted from **Linquez Golbynz**, an ancient Thorass manuscript stored in Candlekeep and translated into the common tongue by Aristillion Songleaf, veteran bard and now lord of the recently (1374 DR) reconstructed Ardeep Castle:

The goblinoids of the Faerun share a basic linguistic heritage, their speech derived from a hypothetical language referred to by sages and loremasters as proto-goblinoid. The various forms, orc, goblin, hobgoblin, ogre and so on are all derived from this original language.

As sages know any language is made up of three basic parts:

- 1) phonology/morphology (how sounds make words)
- 2) syntax (how the words go together)
- 3) semantics (the meaning)

The most basic unit of a language is a phoneme--a sound used and recognized by speakers of the language.

Goblinoid use many phonemes that are difficult, if not impossible, for humans and demi-humans to pronounce or duplicate without magic. These include various barks, growls, whines and howls.

The next most basic unit of a language is the morpheme--sounds that make a meaningful difference.

In most goblinoid languages, including common goblin as it is spoken on/near the surface in the Heartlands, there are 12 and only 12 meaningful sounds:

1. /a/, where /a/ is pronounced as in yawn
2. /o/, where /o/ is pronounced as "oo" in boon
3. /u/, where /u/ is pronounced as in bug
4. /e/, where /e/ is pronounced as in get
5. /g/, as in get
6. /k/, as in cot
7. /n/, as in rain
8. /m/, as in man
9. /d/, as in damn
10. /f/, as in fun
11. /b/, as in bud
12. /t/, as in tug

Thus the goblin alphabet--a fictional entity of course--would consist of the vowels: a, o, u & e and the consonants b,d,f,g,k,m,n,t *always having the sound value listed above*.

Thus the common goblin word *kug*, meaning me, self, I, we, all of us here and similar concepts always including the speaker.

The morphology of goblin words requires a consistent Consonant-Vowel-Consonant pattern in nouns and a Consonant-Vowel pattern in verbs, in all but the most arcane and ritual uses (typically found in words borrowed from other languages).

About 70% of common goblin words have one syllable and another 25% have two, thus only 5% of goblin words have more than one syllable.

Obviously, with only twelve discreet sounds arranged in one and two syllable words, the basic goblin vocabulary is not very large. In fact it consists of less than 500 words in common usage.

Goblin syntax uses a simple device: Subject noun(s) and descriptors (actors/concepts) always come first unless omitted; if no subject is given it is assumed to be either *kug* (the speaker and company) or the most powerful

creature present (goblin king, dragon, archmage), depending on how terrified the speakers is of said most powerful creature present.

Subjects nouns are followed by verbs, which are never marked for tense: the assumption being that if it isn't happening "right now," then it happened "before," in the constantly evolving fluid of goblin past. Now is stretched to include the future in verb usage--but this does not mean that goblins have no sense of future, only that their language is not much good for talking about it.

Objects (things acted upon) always come last in a goblin sentence. This creates awkward moments at times because by goblin etiquette and important creature (one capable of killing you or at least beating you senseless) can never take the place of an object. So a subaltern goblin would say: *kogma mu kug*, literally "The captain gave it to me," but actually meaning "I gave it to the captain," which any goblin would understand to mean: "The captain took something from me."

Note that this is actually a complex system of usage that has evolved to reinforce goblin customs even in spite of the limitations of the language.

I will not delve further into the nuances of goblin semantics--such as they are--except to provide the following brief lexicon:

- *kug*--me, I, myself, self, we, us, all of us, me and my friends, family and/or tribe
- *nakug*--you, them, you all, literally "not me"
- *na*--not, none, no
- *da*--yes, agreed, comply, thus the word *dakug*, for a slave, servant or underling
- *kog*--great, important, of rank and power
- *ma*--a particle added to other words to intensify them, roughly "more," or "greater than."
- *mu*--to give/have taken away
- *muk*--a gift, an acquired thing
- *kek*--food--*nakeg*, a goblin jest "you're food!"
- *mek*--enemy, outsiders, non-goblin, not of the tribe
- *kad*--dead
- *kada*--to kill
- *kakug--to die, to be killed

Goblin Names

For the most part goblins address each other as *nakug*, "You!" and refer to themselves as *kug*, some having no other known given name. Goblins do rate personal names tend toward naming themselves in a way that implies or suggests battle prowess: *Kadamek*, "Enemy Killer," and will have names with three or more syllables (this is a sign of importance); lesser goblins have "calling names," those used by their fellows. These names are either neutral--e.g. *Tam*, "Black," or derogatory, *Nakad*, "Not Dead (yet)."

Thieves Cant

By Sean K Reynolds skreyn@watserv.ucr.edu skreyn@aol.com

General

Accomplice	Hired Help	Lockpick	Punchline
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Arrested	Invited	Lookout	Pair of eyes
Backstab	Shoulder Tap	Losing a Hand	Dropping a Glove
Bribe	Expense Money	Burglary	Visitin' The
Neighbours			
Climb	Taking A Big Step	Magic	Flash
Dagger	Pig Poker	Magic Item	Bagged Flash
Die	Goin' Legit	Night Watchmen	Moon Pigs
Dog	Fang	Open	Tell a Joke
Door	Lid	Pickpocket	Purse Collect(-
or,-ing)			
Fence	Uncle	Plan (n.)	Signals
Flogging	Getting Stripes	Planning	Flag Waving
Guard	Pig	Prisoner	Hizzoner's Guest
Guard (boss)	Papa Porker	Quiet	Smooth
Risk	Boredom	Hang	Ridin' The Rope
Rope	Danglestuff	Healer	Tinker
Sell	Switch	Steal	Borrow
Hello	Knock-Knock	Tie Up	Dress Up
Hide	Shadow Dance or	Thief	Gentleman
	Crawl in a Hole	Torture	Have Tea with the
Pigs			
House	Crib	Bystander	Dodgies
Informant	A Hole In Need	Trap	Bite
	of Plugging	Trial	Show
Injury	Scratch	Wall	Tilted Floor
Injury(bad)	Broken Finger	Window	Backdoor
Jail	Guesthouse		
Jailbreak	Going Home		
Judge	Grandpa		
Kill	Have a Chat With		
Knock out	Tuck In Bed		
Lock	Joke		

TREASURE

Bronze	Bronze	Diamond	Chunk o' Gin
Copper	Rust	Emerald	Green Beer
Gold	Yellow Tin	Sapphire	Berry Wine
Platinum	Shiny Tin	Pearl	Milk
Silver	Tin	Ruby	Chunk o' Brandy
Earrings	Lobe Latches	Jewel	Booze
Jewelry	Fancy Booze	Loot	Stuffing
Money	Bits	Necklace	Noose
Ring	Finger Joint		

TIME

Time is measured in hours after sunset and sunrise. One hour is called a finger. After sunset is "clean", after sunrise is "dirty".

Noon: "six dirty fingers"
Midnight: "Thumbs"
3:00 am: "nine clean fingers"

"fingers" can be divided into three 20 minute periods called "knuckles".

2:20 pm: "first dirty knuckle on the eighth finger"
1:19 pm: "first dirty knuckle on the seventh finger"
4:45 am: "second clean knuckle on the tenth finger"

Other phrases

Near sunrise "Gettin' dirty"
Near sunset "Almost clean"

If a thief suspects that he can be overheard hand gestures may be used. In this case, the back of the hand is "dirty" and the palm is "clean".

There are hundreds of variations based on this scheme. Thieves planning a crime will agree beforehand on the which to use.

Size and Weight

Size
big Tall man
small Short man

Weight
Heavy Fat lady
Light Thin woman

Specific lengths and weights are given in normal measurements.

Example Conversation

Thief #1: "Knock-knock, Blackhand an I were flag wavin' bout visiting Papa Porker's crib at seven clean fingers. We're lookin' fer a third gentleman for a pair o' eyes. Interested?"

Thief #2: "What style of stuffing ya wanna to borrow? Who's your uncle?"

Thief #1: "Uncle's out of town. We're gonna pick bits."

Thief #2: "That's fat lady work. Sounds too boring. I'm not interested."

TRANSLATION

Thief #1: "Hello, Blackhand and I were planing on burglarising the Captain of the Guard's house tonight at 1:00 am. We need a third thief to act as lookout. Are you interested?"

Thief #2: "What kind of loot are you going to steal? Who's your fence?"

Thief #1: "We won't need a fence. We are going for money only."

Thief #2: "That's going to be heavy work. Sounds too risky. I'm not interested."

Priests and Marriage

By Bobby Nichols <bnichols@raleigh.ibm.com>

I don't think it has every really been said, noted, or set down in stone anywhere (unless it is in Faiths & Avatars), but IMC:

Not Allowed

Leira (Marriage tends to get rid of secrets, rather than make them)
Moander (Corruption in marriage? Well, maybe, but I disallow it.)
Sharess (Lust? I don't think so. You will have to ask Eric Boyd about the rest of the demigods)

Required

Chauntea (The Goddess of Fertility would want more marriages, IMO.)

Advised To but not Required

Kelemvor (Just seems like the type)
Lathander (Also marriage would seem logical to this god)
Torm (The God of Vows would want his priest to make this type of commitment)
Lliira (The Goddess of Happiness, Joy, Love, etc. Of course she wants marriages!)
Mystra (again, Mystra is proably in favor of marriages)
Selune (Seems like Selune would want marriages)
Tymora (Because Beshaba doesn't want her priest to get married, I imagine Tymora would)

Advised Against (But won't be thrown out of the priesthood if they do get married)

Akadi (too much a free spirit to condone marriage)
Beshaba (bad luck to get married, every one know that (tongue firmly in cheek by me))
Malar (Why not?)
Mask (hard to have intrigue when married, unless the marriage is a very short one)
Shar (Because Selune wants marriages, I imagine Shar doesn't)
Sune (The Goddess of Love wouldn't want to single out her favors to just one individual like most typical marriages require)

Doesn't Care

Amauntar, Ao, Auril, Bane (I could make some bad jokes here)
Bhaal, Cyric, Denier, Eldath, Gond, Grumbar, Helm, Ibrandul, Ilmater, Ishtishia, Iyatchu Xvim (Again the bad jokes come to the fore! >), Kossuth, Loviatar (Insert your bad joke about Marriage and Pain here)
Mielikki, Milil, Myrkul, Oghma, Shaundakul, Silvanus, Talona (Insert your bad jokes about Marriage and Poison)
Talos, Tempus (Some would say that Marriage is the battle ground of Love, but I won't go there!)

Tyr, Umberlee, Waukeen (Others would say barter is the key to a good marriage)

Chapter 4

Scenarios

Slaver Modules in the Realms

From: "Eric L. Boyd" <boyd@eecs.umich.edu>

For those of you who have or can get a hold of the AD&D First Edition module series A1-A4, Eric Boyd has come up with some extensive information on where and how to place these modules into the Forgotten Realms.

Plot Summary:

The Iron Throne (a nefarious merchant organization) is known for its rumored nefarious activities, although it can't be proven. It is known that the Iron Throne is trying to control the weapons trade in the western Heartlands.

Actually, the Iron Throne is a front for the slavers organization, known (secretly) as the Slave Lords of the Iron Throne.

Iron Throne agents have hired the gnolls of the Groll Pass region to waylay numerous caravans in the region. The slaves are then shipped north to an abandoned fort on the border of Anauroch and the Stonelands. (A2)

>From there, some slaves are shipped further north to the ruins of Port Kir, along the western edge of the Deserted Mountains, currently inhabited by orcs and goblins. The main base is an abandoned temple (A1). In the depths of the temple is an ancient gate that exits on the shores of the Isle of Prespur in the middle of the Sea of Fallen Stars. (Note that the Isle of Prespur is the only major island NOT detailed in FOR3, Pirates of the Fallen Stars.)

The Isle of Prespur is inhabited by orcs, goblins, and hobgoblin pirates. The slave lords' secret city of Suderham (A3) is located in the center of an "extinct" volcano in the middle of the island. The dungeons of the city (A4) are located in the depths of the city. The "Iron Throne" is an ancient artifact of vast power (it can create, open, close, and shift many ancient magical gates, and was used by the Slave Lords to create their far flung operations) located in the depths of the volcano.

The slave lords have numerous other gates leading throughout the Realms so they can literally snatch slaves from ANYWHERE. Slaves are offloaded from the Isle of Prespur through the port of Scrape (see "Green Lady's Sorrow" - Dungeon Magazine #___) and shipped throughout the Realms.

Obviously there are many more subtleties to this adventure, but this is a brief summary.

Oh yes - I completely redid the actual slave lords: here are BRIEF sketches:

Inner Council

The Inner Council consists of the nine chief slave lords, who rule by consensus. Although each slave lord of the Inner Council is supposedly equal, a loose unofficial hierarchy does exist, and several of the slave lords represent other powerful evil groups based throughout the Realms. The slave lords are dominated by two powerful personalities, a Red Wizard known as Koss, and a drow priestess named Elvraema Naerth. Most of the other slave lords tend to support one or the other of these preeminent lords, creating two loosely knit factions on the Inner Council.

When a member of the Inner Council is killed, and cannot be raised, a new member is nominated from the Outer Council. Every organization represented on the Inner Council, such as the Zhentarim, the Red Wizards, or the drow, have several members on the Outer Council, and these lesser slave lords tend to serve their superior on the Inner Council directly, although not exclusively. In addition, there are several 'independent' members of the Outer Council, whose alliances with the Inner Council factions tend to shift with their fortunes. Following are the basic statistics and personality notes of the members of Inner Council.

Elvraema Naerth (9th Level Priestess (Lolth), CE Female Drow)

- *wand of viscid globs (FOR2, p. 75)
- *whip of fangs (FOR2, p.82)
- *elven chain mail +1
- *ring of arachnid control (FOR2, p.70)
- *ring of anti-venom (FOR2, p. 70)
- *potion of magic resistance (1 dose) (FOR2, p. 69)

Chief of slave procurement network, responsible for gathering slaves second daughter of unknown drow city and noble family, house is currently in the fifth position on ruling council prefers to fight through minions and spells, guarded by pet giant spider, and served by quasit named 'Igatch' depraved and degenerate, arrogant and cruel, extremely whimsical seeks to dominate Slave Lords, and personally eliminate the arrogant Koss.

Koss (10th Level Necromancer (Red Wizard of Thay), LE Male Human)

- *staff of thunder & lightning
- *bracers of defense AC3
- *wand of fire
- *ring of wizardry (doubles first level spells)
- *potion of ghastr control
- *talisman of memorization

Chief of slave distribution network, responsible for selling slaves young Red Wizard eager to make his mark, apprentice of ____, Zulkir of Necromancy enjoys fighting through undead, often animates defeated opponents as undead, guarded by a pack of ghastrs extremely reserved, fascinated by power and the control of others cares only for personal power, believes only Elvraema stands in the way of his complete domination of the Inner Council.

Throg Linkol (11th Level Fighter (Gladiator), NE Male Human)

- *net of entrapment
- *trident (military fork) +3
- *chain mail +2
- *ring of jumping
- *potion of extra-healing (2 doses)

Overall military commander, and head of Suderham armed forces. Famed gladiator of ____, Chessenta cautious, skilled warrior who fights only to win skilled strategist, approaches life as a giant chess game. Favors Koss, but largely uninterested in factionalism.

Daia the Slight (7th Level Thief (Assassin), LE Female Human)

- *cloak of the bat
- *Wasp - dagger of venom
- *Mosquito - dagger of throwing
- *(bottled) scarab of death

Chief assassin of Slave Lords
Renegade Night Mask, devout follower of Mask and Talona
wields twin daggers, and employs numerous poisons
relentless hunter, coldly methodical, holds long-standing grudges, favors no one, currently sides with Elvraema.

Lord Tuskar (9th Level Fighter (Noble Warrior), LE Male Human)

*bracers of blinding strike (FOR2, p. 76)

*Bloodletter - rapier of wounding +1

*Engarde - main-gauche of parrying +3

*ring of fire resistance

*potion of extra-healing (2 doses)

Titular ruler of Suderham.

Rogue nobleman of Sembia, can appear as upstanding gentleman finesse fighter and duelist, prefers the rapier cruel sadist, enjoys torture.

Favors Elvraema (and is somewhat attracted to her), dislikes Throg intensely.

Baron Kr'ral (7HD Warrior, LE Male Sahuaghin)

*trident of fish command

*necklace of adaptation

*girdle of hill giant strength

Admiral of raiding fleet of ships and underwater operations.

Second son of king of sahuaghin nation beneath the waters of the Wizard's Reach. Four-armed monstrosity, often wades into battle bare-handed, prefers to eat human flesh. Sadistic monster, cunning tactician, shrewd manipulator. Allied to Koss and the Red Wizards, often clashes with Elvraema.

Alvana of Sossal, the Ice Bitch (4th Level Priestess (Auril)/7th Level Fighter (Myrmidon) - dual-classed, LE Female Human)

*Frostbite - frost brand bastard sword

*white dragonscale armor

*boots of the north

*ring of water walking

Head of recruitment and second in command of military forces.

Mercenary and former member Cult of Frost. Relentless warrior, wades into battle without fear, gives no quarter, vindictive tyrant, coldhearted, beautiful but vain, admires Koss, secretly jealous of Elvraema, respects Throg.

Lavin the Smooth (5th Level Thief (Spy), CE Male Hairfoot Halfling)

*greenstone amulet (???)

*ring of mind shielding

*ring of teleportation

*bag of tricks

Chief diplomat and ambassador.

Wanted con-man hailing from Aglarond. Avoids physical conflict if possible, uses mental defenses primarily (he is a wild talent psionicist), capricious trickster, a smooth liar and slick diplomat. Professedly neutral, secretly admires Elvraema's looks and style.

Belanox (6th Level Priest (Cyric), LE Male Human)

*mace of darkness (??),???

Treasurer and bookkeeper.

Newly promoted representative of Zhentil Keep and the Zhentarim. Wades into combat using crude, but brutal, fighting style, intrigues constantly, trusts no one, tries to manipulate enemies into fighting each other, seeks to eventually dominate Inner Council.

Truly uncaring, Belanox views all other members of the council with equal distaste, allies himself as circumstances dictate

Outer Council

Sturm Bucholtz (5th Level Thief, NE Male Human)

*ring of protection +2

*potion of invisibility

Renegade Night Mask

Heads operations in Port Kir, commands many orcs from Desertedge Mountains.

Loyal to Daia the Slight, motivated by more by fear of the assassin than anything else.

Markessa (5th Level Mage / 5th Level Fighter, AL CE Female Half-Gold Elf)

*ring of armoring +1

*Flash - short sword of speed

Blackthorn (Male OgrePMagi)

Orpheat the Croc (4th Level Priest (Sebek), NE Male Werewerewolf)

Unique Magic Items

Wasp, dagger of venom

Mosquito, dagger of throwing

Bloodletter, rapier of wounding +1

Engarde, main-gauche of parrying +3

adds +3 to 'attacks' when parrying only

Frostbite, frost brand bastard sword

acts as ring of fire resistance

Flash, short sword of speed +1

can haste its bearer three times per 24 hour period for 5 rounds

Obviously there are many more members of the Outer Council ...

Campaign Ideas

Scenario #1 [Altered Version of Doom of Daggerdale

From: Chris Seabrook <cds@ossi.com>

My altered version of Doom of Daggerdale will be a prelude to the Daggerdale Trilogy. Here are some brief sketches; comments are appreciated:

SPEAR OF DAGGERDALE: Randall Morn calls for aid from the heroes. It seems the legendary Spear of Daggerdale *does* exist after all. The Spear was an artifact up until now believed legendary; it was said an army that held the Spear was undefeatable. It was believed lost in the time of Randall's great-great-great grandfather; he had been on the throne for but a year when his four brothers stole the Spear in jealousy, split it into four pieces using a vorpal blade, and each escaped with a piece. The Zhentarim, however, have stumbled upon information that will allow them to find the four pieces; after Randall (a worshipper of Tymora) discovered this, a half-elven seer came to his camp, claiming visions had been sent to him of the Spear. Randall is unable to spare the men and so dispatches the PCs (his friends from DOOM) along with the seer to investigate this claim. This takes the PCs on a trip through the Dales (including a sequence underwater in Shadowdale, where they meet Ashaba, the original Lord of Shadowdale, now a water elemental-like being). It ends in Myth Drannor, the only place the Spear can be reformed.

REBELS OF DAGGERDALE: Assuming the PCs recovered the Spear, this module occurs some time later, within months of the fall of Zhentil Keep in PRINCE OF LIES. Dagger Falls had been flooded with those Zhentarim that escaped the fall of the Keep; however, Cyric, enraged at the Zhents' (and specifically Fzoul's) betrayal, set a trap for them. He granted special powers to a priestess of his in Daggerdale (Eragyn from DOOM); Randall Morn, emboldened by the fall of the Keep (Tren's backers) and driven on by the

Spear (more on that later), sieges the city -- as Cyric knew he would. However, one of Randall's men turns traitor and steals the Spear. It is at this point the PCs arrive, having been called back to Dagger Falls for the siege.

After an investigation, it is revealed the "traitor" was none other than Maxas, Randall's bodyguard since he was a child. Maxas stole the Spear because of its effect on Randall (remember, artifacts tend to twist the character of those who wield them); the Spear engendered in its wielder a powerful desire to defend Daggerdale from invaders at any cost, which led to years of heavy losses among many of Randall's friends. Maxas, however, attempts to escape with the Spear but is waylaid by monsters (haven't decided what kind yet) sent by Cyric. He reveals all this to the PCs as he dies.

The PCs then must recover the Spear. Upon doing so, though, they return to find the siege camp under assault by undead coming from Dagger Falls. After a battle, they learn Randall has fallen; near death, he charges the PCs to lead the assault on the city. He then falls comatose. The PCs sneak into the city to find it a charnel house; all the inhabitants who had not fled (including the Zhent refugees) have been slain and raised as undead. The PCs learn (through the seer from SPEAR) that the source of Eragyn's power is a stone given her by Cyric; the only way to destroy the stone is with the Spear. After a few battles and such, the PCs face Eragyn. The ending is unique in that I may be having to have one of the PCs sacrifice their life (permanently?) to destroy the stone; contact between the stone and the Spear creates a huge explosion.

Afterwards, they return to learn Randall has recovered. All in all, a bittersweet victory...

- (1) Randall has a woman that he is in love with, yet he has vowed neither to marry her or to have relations with her until Daggerdale is in his control.
- (2) Tren is the only one (apart from Eragyn) still alive in Dagger Falls; however, he has been driven insane and is but a mindless husk, his face forever contorted in a look of pure horror.

SECRET OF DAGGERDALE: Scene shifts to five years later. Dagger Falls has been rebuilt, with Randall as lord. However, he never revealed exactly how was able to recover from his mortal wounds in REBELS. Now it will be told.

Exactly five years from the day he recovered, Randall is visited by a dark armored figure. Turns out he made a pact with an otherworldly figure (haven't decided who or what yet -- any suggestions?) while comatose: in exchange for his recovery and peace in the dale for 5 years, both Randall and the dale (and all inhabitants) would be forfeit to the power. The dale (along with the PCs, who were there for the celebration of the anniversary) is cast into a hellish nightmare land. [BTW, yes, this pact would be in character for Randall at the time of REBELS; he was nearly driven out of his mind by the Spear. Later, he had merely assumed it was a feverish dream].

[No ending as yet]

Scenario #2 [Adventure outline for Daggerdale Region

From: "Eric L. Boyd" <boyd@eecs.umich.edu>

Background

Dales, is under siege from all sides. Goblins and orcs raid down from the mountains, brigands hired by Zhentil Keep mount increasingly frequent guerrilla attacks, and as law and order break down, more and more monsters are seen from the Border Forest and Spiderhaunt Woods. The Dalesmen are fighting back against these incursions, and they have some help from the nation of Cormyre to the south and Shadowdale to the east, but brave heroes are needed if Daggerdale is to be saved!

Located in a small valley nestled between the Desertmouth Mountains to the west, the Border Forest to the north, and the Dagger Hills to the east, the dale is settled

primarily by hunters, trappers, and fishermen. Most of the inhabitants are human, although not a few inhabitants have elven blood, tracing their ancestors back to the Gold elves of the Border Forest who have long since vanished, and the remainder are Tallfellow halflings.

The only community of any size is the town of Dagger Falls located on the northern banks of the River Tesh which flows east towards the Moonsea. In years past, it served as a common market for the dalesmen to sell their crops and products to merchants of the Moonsea, but in recent years it has fallen on hard times with the collapse of Teshendale and the rise of Zhentil Keep. A variety of other hamlets are located throughout the valley, but none have more than forty inhabitants.

Daggerdale is ruled by a council of twelve elders, elected by the various hamlets and the citizens of Dagger Falls. The current chief elder of the council is Dalar Melinth, a farmer with large landholdings along the banks of the River Tesh west of Dagger Falls. The council determines the taxes of the dalefolk, primarily used to fund the militia. All able-bodied dalesmen and daleswomen are expected to serve in the reserve militia, including at least two years of active duty. In addition, Daggerdale has employed many mercenaries, including a detachment of Red Plumes from Hillsfar to aid in its defense.

Current Threats

Daggerdale is threatened by many different groups and monsters, all with different sinister purposes which brave heroes will have to overwhelm!

Following is a list of some of the most sinister foes.

Zhentarim Forces

Based in Zhentil Keep, the Zhentarim is a sinister organization of priests of Bane, evil wizards, fearsome fighters, and dastardly thieves. They are currently interested in destroying Daggerdale as it lies astride a major trade route they are trying to establish. Currently only well-armed caravans will pass through Daggerdale and then only through the more remote sections, but they usually pass unhindered. In addition, several groups of brigands roam the wilder reaches of Daggerdale in the employ of Zhentil Keep under Zhentarim commanders. They terrorize outlying farms, raid merchants, ambush militia patrols and generally cause as much mayhem and terror as possible without risk to themselves. This is part of the plan to "soften up" Daggerdale before the eventual invasion.

Cult of the Wolf

This evil cult is based in the southern reaches of the Border Forest. Founded by a priest of Malar named Slemdrak Wolfclaw, who is also a werewolf, he has infected most of the members of this small but growing cult with lycanthropy. On nights of a full moon, the members of the cult gather into the Pack and roam the countryside attacking solitary travelers and outlying farms.

Its members include Zhentarim brigands and dalesmen of the region and, according to rumors, one council elder.

Bloody Dagger Goblin Tribe

Based in the Dagger Hills between Shadowdale and Daggerdale, this large goblin tribe is widely scattered, living in small family groups that owe loose allegiance to a renegade hill giant named Groth, believed to be a priest of the dark god Cyric. There are many lost burial mounds and tombs of unknown origin in the Dagger Hills. While most of the goblins live in crude structures or shallow caves, some have taken up residence in plundered tombs. The goblins survive by aiding neighboring farms and limited trapping and hunting. Of late they seem to have gotten bolder as the Daggerdale militia is stretched thinner and thinner. Groth has plundered many tombs himself and has freed numerous undead to wander the countryside which prey on goblin and dalesmen alike.

Minions of the Spider King

To the south of Daggerdale lies a sinister woodland known as the Spiderhaunt Woods. Known to be inhabited by numerous giant spiders and ettercaps, these

monsters have been seen more and more frequently in the southern reaches of Daggerdale hunting for prey and prisoners. It is believed the spiders were introduced in ages past by drow who used the woodlands as a breeding ground. Tunnels are rumored to still connect the depths of the wood with the Underdark and from these tunnels has emerged the Spider King. He is believed to be a drider necromancer who uses spiders of the wood to bring back human captives for his evil experiments.

Screaming Banshee Orc Tribe

This widely scattered orc tribe lairs in the Desertmouth Mountains along the western border of Daggerdale. Rangers of the Fellowship of the Silver Unicorn in Daggerdale have traditionally eliminated any orc with enough promise to assume leadership of the entire tribe, and as a result this tribe, although numerous, is fragmented into numerous competing clans which war against each other incessantly. If a strong leader were to emerge, the Screaming Banshees could easily overrun Daggerdale, but for the time being, isolated orc clans launch infrequent nighttime raids against the western regions of Daggerdale.

NPCs

Friendly Forces

Daggerdale would quickly be overwhelmed if it were not for the efforts of several organizations based in the region. These existence of these groups is common knowledge, but their membership fluctuates and some of the groups are not forthcoming about who exactly are members.

Circle of the Seven Daggers

This is a small circle of druids based in Daggerdale who serve Chauntea and administer to the farmers in the region. None are of particularly great power, and the circle is currently in disarray as several high-ranking druids have recently been assassinated by agents of Zhentil Keep. These druids work closely with the members of the Fellowship of the Silver Unicorn, but maintain their distance from the priests of the Temple of Helm.

Fellowship of the Silver Unicorn

This is a loose fellowship of rangers and bards who worship Mielikki and are based in the Daggerdale region, many of whom are scouts in Daggerdale militia. They serve as a spy network for the leaders of Daggerdale, and do their best to protect outlying farms. In more peaceful times, they attempt to insure that men do not overhunt or destroy the surrounding wilderness, but currently they are concerned more with the rise of evil forces in the land. They work closely with the Circle of Seven Daggers and the Temple of Helm. It is believed this organization is discretely backed by the Harpers, a secretive force of good throughout the north.

Temple of Helm

Worship of Helm, the god of guardians, has always been strong in the Daggerdale region, especially with the rise of Zhentil Keep in the region. As Daggerdale's troubles have increased in recent years the priests of Helm have assumed command over the Daggerdale militia and played an increasing role in the governing of Daggerdale. Several small shrines exist throughout Daggerdale, but the main temple-fortress guards the eastern approach to Dagger Falls. Relations are tense with the druids of the Circle of Seven Daggers, but the priests are building strong contacts with the rangers of the Fellowship of the Silver Unicorn as they face common enemies.

Cormyrrian Army Outpost

The Purple Dragons of Cormyr are currently hard at work rehabilitating an abandoned keep in southwest Daggerdale, known as Castle Dunbarton, as they have a strong interest in preventing Zhentil Keep from overwhelming the region. They have not yet been "invited" in by the Daggerdale council, so they are keeping their presence a secret and obtaining supplies from the garrison in Tilverton. Cormyr's ambassador is the War Wizard Elemkatha (M7) who currently resides in a small tower outside of Dagger Falls and aids in the defense of Daggerdale as well as training the promising members of the local populace in the use of magic. She is currently trying to convince the more stubborn members of the Daggerdale council to sign a mutual defense treaty with Cormyr and allow a

garrison to be stationed in the dale. Although most members are resisting because Daggerdale is traditionally independent and isolationist, Elemkatha believes at least some of those resisting CormyrUs offer are in the employ of Zhentil Keep or the Cult of the Wolf.

Bandits in the Hills

(Adventure #1)

Setup Notes

The purpose of the following adventure is to bring the adventurers together and get them used to working together. Before this adventure begins, they have all been secretly recruited by the Cormyrrian War Wizard Elemkatha. The DM should individually roleplay each playerUs recruitment before beginning the adventure.

Background

Unbeknownst to most of Daggerdale's inhabitants, Cormyr has been secretly aiding Daggerdale to survive multiple threats from surrounding hostile powers. Cormyr is attempting to convince the Daggerdale council to invite them in openly, but so far the council members have stubbornly resisted all outside assistance.

Cormyr's ambassador to Daggerdale is the War Wizard Elemkatha. She has been coordinating CormyrUs efforts in the RcapitalS of Dagger Falls to swing the councils votes. Meanwhile Cormyr has been secretly refurbishing the abandoned keep known as Castle Dunbarton in southwestern Daggerdale as a future base in the region. Elemkatha has been sending frequent secret correspondence to the Commander at Castle Dunbarton which is then sent on to Suzail advising Cormyr of events in this corner of the world.

Unfortunately the most recent dispatch from Castle Dunbarton has disappeared along with its messenger, a young ranger by the name of Kelvan Fleetfeet. Through the use of several divination spells, Elemkatha has determined that Kelvan was abducted by bandits based at the western tip of the northern end of the Dagger Hills in an abandoned watchtower. If these bandits realize what they have seized and pass it on to either the Daggerdale Council or agents of Zhentil Keep, this could seriously derail Cormyrss attempts to support Daggerdale, and the Castle Dunbarton project might have to be abandoned.

In her position of Cormyrss ambassador, Elemkatha can not go traipsing off into the wilderness, and she does not want to raise any suspicion among the numerous agents of various powers in Dagger Falls that there is something of value in the Dagger Hills.

Instead, Elemkatha has decided to surreptitiously hire a band of adventurers to raid the bandit's tower as this will attract a lot less attention. She has attempted to recruit the best of the Ryoung adventurers types who have moved into Daggerdale in recent months as chaos descends over the region. Without explaining the details of the correspondence she wishes to recover, she has just put together a band of young adventurers (the PCs) to go raid the bandit's keep.

Wilderness Encounters

- 1) Disturb a black bear (hp 17) and her cub (hp 5) in the woods south of Dagger Falls.
- 2) Travel up a dry streambed and dislodge a thirst of nine stirges (hp 6 each). Find ancient magical dagger +1.
- 3) Nighttime attack by a small band of six skeletons (hp 5 each) armed with goblin weapons dislodged from their ancient barrow by goblins (who have subsequently perished). Their instructions from the long-dead necromancer were to attack all that they encountered (appropriate for the tomb they were supposed to be guarding.) They are garbed in decrepit garments (once worth a fortune) and fine gold jewelry (all told worth 65 gp).

Keep Encounters

following brigand stronghold is based upon "Brigand's Lair" adventure in Wilderness Encounters book. There are seventeen brigand's overall lairing in an old abandoned watchtower. The tower sits on top of a high cliff on the

western edge of the Dagger Hills at the point closest to the road that leads south from Dagger Falls toward Tilverton. At the base of the cliff flows the River Dagger which eventually links up with the River Tesh east of Dagger Falls. The watchtower was used originally to help secure the trade road south from the goblins in the hills. It was eventually abandoned for lack of funds as Daggerdale has fallen on hard times in recent years. Three months ago, a band of brigands moved in and have been "taxing" passing caravans ever since. The leader of the band is secretly in the employ of Zhentil Keep, and thus allows Zhentarim caravans to pass unmolested. All others are fair game though. Unbeknownst to the builders of the watch tower or the current occupants, an ancient tomb exists below the watchtower's basement. Built ages ago by a long forgotten culture, the catacombs were carved into the heart of the hill and the permanently sealed. Since that time, the river has worn away the hillside to form the cliff which exists today. The barrow is inhabited by an ancient wight, freed after centuries of imprisonment by a rockslide over a decade ago. The wight climbed up the cliffside and slew several members of the local militia started a rockslide on the cliff created an opening into the barrow. This occurred back when the watchtower was in use by the local militia. The "mysterious deaths" were due to the wight.

Barrow Encounters

Kelvan attempted to tunnel out of his cell in the basement of the keep, and unknowingly broke into an ancient barrow beneath the tower. Unable to climb out, he disturbed a wight buried within, and is now a half-strength wight under its control. The bandits never found the correspondence he was carrying, and now the wight which was Kelvan still has the correspondence strapped to its body.

- 1) Hallway lined with twelve skeleton guards (hp 7 each) in bronze plate mail armed with footman's flails. (Kelvan avoided this main hall by going through a secret door which is now barred from the inside that leads to the main tomb.)
- 2) Ancient barrow of a wight (hp 21) and Kelvan, now a half-wight (hp 10). The wight wields the blade named in its inscription as RBloodthirstS - a scimitar of wounding +1.
- 3) Secret treasure room protected by a long dormant brown mold. Arrayed on a small platform is a suit of ancient bronze plate +1, a set of 12 crystal goblets worth 15 gp each, and a rotten wooden chest containing 500 electrum pieces of ancient coinage.

Wilderness Encounters

- 1) Ambush outside bandit's tower by 10 goblins (hp 4 each) of the Bloody Dagger tribe and two pet ghost (large) spiders (hp 9, 8) who observed the party attack the bandit stronghold (they had been planning to attack themselves in the near future) and have decided to fleece the victors of their spoils. The goblins carry 38 pieces of silver all told and unusually fine weapons. (This should raise some eyebrows and be investigated at a later date).

The Lost Mines of Tethyimir (Adventure #3)

Located in the mountains northwest of Daggerdale are the fabled dwarven Mines of Tethyimir. The kingdom of the Iron House was overrun by tribes of orcs and goblins many years ago and its rulers went into exile. Recently however their have been several rumors that dwarves have retaken their ancient homeland. If this is true, the dwarves might be willing to provide a lifeline of weapons and armor in return for crops and meat from Daggerdale. There is believed to be an entrance to the dwarven realms beneath the long abandoned Eastgate Keep which sits in ruins beneath the shadow of Twinpeak Mountain. Volunteers from Daggerdale's finest are needed to explore the deep realms beneath the mountains to determine if indeed the dwarves have returned and whether they are willing to engage in mutually beneficial trade with Daggerdale. The deep tunnels are sure to be filled with strange monsters and long lost treasures. In addition, rumors speak of a slumbering evil which must not be awakened. Heroes are needed!

Eastgate Keep

Players' Knowledge:

The forboding fortress known as Eastgate Keep has long been abandoned. It sits in the shadow of Twinpeak Mountain, located on the eastern slopes of the northern end of the Desertmouth mountain range. It was originally built centuries ago by dwarves for the men of Daggerdale to guard the entrance to the caverns along which trade flowed between the two communities. It was eventually conquered by orcs after they overran the Mines of Tethyimir. The castle soon fell into neglect and is now nothing but a ruins. Beneath the ruins are supposed to lie many chambers hewed from living rock to temporarily store trade-goods passing between the communities of men and dwarves. It is unknown what horrors may currently make their abode in the chambers beneath the ruins, but they are sure to be hostile to humans and demihumans. It is rumored that the bowels of the fortress contain an entrance to caverns connecting with the Mines of Tethyimir, but whether this is still true or ever was is unknown today.

Dungeon Master's Background:

Currently the chambers beneath Eastgate Keep are inhabited by a clan of orcs (the "Elfskulls", members of the Screaming Banshee tribe) ruled by a self-styled ogre "king" named Vrag'ral. Vrag'ral hails from the northern reaches of the Border Forest, but prefers the easy living in his petty "kingdom". The clan raises giant rats and fungi for food, but prefers to supplement their diets by raiding the surrounding lands.

The orcs' giant rat herds are often preyed upon by tunneling osquips, and the orcs themselves are occasionally preyed upon by a slithering tracker. (This beast may leave in an adventurer's backpack when they return to town, and later turn up as the source of deadly "vampire" rumors.) Numerous bats inhabit the chambers, and the restless spirits of dwarven and human warriors stalk the halls.

In the deepest levels of the fortress a band of shadows will be found who make their lair in the gatehouse to the caverns below. They share their lair with a doombat which hunts the length of the subterranean river below. As a reward, the adventurers should discover a magical folding boat which they can use to navigate the Deepflow.

Deepflow, River of the Depths

Players' Knowledge:

Beneath the Desertmouth Mountains is said to flow a large river connecting many of the caverns beneath the mountains. It is believed to have countless tributaries and dark grottos and is inhabited by many fell beasts. It is rumored, of course, to also contain numerous long-lost treasures of inestimable worth.

Dungeon Master's Background:

The river does flow the length of the Desertmouth Mountains, absorbing much of the run-off that would otherwise irrigate the desert lands west of the mountains. The river is the home of numerous bands of merrrow and scraggs who prey on the numerous blind cave fish and crabs when they cannot find anything more appetizing. Many other beasts from the depths use the river for transportation and trade as it has a very slow current and by its twists and turns connects most of the major caverns beneath the mountains.

The section of interest to this adventure forces the adventurers to confront the minions and slaves of an evil aboleth named Ss'ral'kek'nza and eventually the aboleth himself as the aboleth's domain sits astride the trade route the adventurers wish to reopen.

After defeating the aboleth, the adventurers should recover the treasures from the tomb of a lost dwarven king whose burial barge sank ages ago. These return of these prizes to the dwarves of Tethyimir should facilitate the reopening of trade relations.

East Caverns

Players' Knowledge

It is doubtful that the adventurers will have any inkling of the existence of a twisting maze of passages and caverns connecting the Mines of Tethyimir to the Deepflow. At best they may have heard of a section known to the dwarves as the Eastern Caverns. This section of the Underdark was never fully explored in its heyday, and now its denizens are completely unknown.

Dungeon Masters Background

The East Caverns are a maze of tiny chambers and twisting passages. It is currently inhabited by several green slimes, magically corrupted "bloodsucking" jermlaine, and a slithermorph and its herds of cave spiders. There may also be several steel shadows lairing in the tunnels amidst the long-lost armor and weapons of fallen dwarven patrols.

Mines of Tethyamid

Players' Knowledge

The rumored wealth of the dwarves of the Iron House who dwelled in the Mines of Tethyamid is fabled to be beyond imagining. Until recently the mines had been in the hands of orcs, goblins, and worse, but currently it is believed that the dwarves have returned in triumph.

Dungeon Masters Background

The dwarves are back in control, but their hold is tenuous at best. Surviving orcs and goblins have retreated down into the depths of the mines, where they are being reorganized by a foul creature known only as the "Dark One". In actuality the monster is Nabassu, a type of Greater Tanar'ri from the Abyss. In addition, steel shadows, oozes, cave fishers, and worse stalk the dwarven mine shafts and city. There are rumored to be outposts of the drow and duergar within a days march of the city, and a giant city of "fish-men" or kuo-toa deep beneath the dwarven caverns.

Scenario #3 [A New Ice Age!]

From: Aguinaldo Rangel <ag@ax.ibase.br>

1) From the news of 1357 DR in the Old Gray Box :

- The winter was very cold this year
- Haspur, a trance-prophet from Baldur's Gate has foretold the appearance of a powerful magic called "The Ring of Winter" will be soon rediscovered (and will probably represent a menace to all...)

2) From the news of 1358 DR in FR5 "Savage Frontier" :

- The winter is getting worse year after year
- Frost giants terrorize the cities in the winter

3) From the adventure ideas in FR5 :

- The Frost Wizards (Frost Giant mages specialized in "cold magic") are appearing in the North

4) From the novel "Shadowdale" in the Avatars Trilogy

- Adventurers are hearing legends of an Artifact called "The Ring of Winter", that gives immortality to its wearer and could bring an Ice Age to the Realms. Groups of adventurers are seeking the Artifact.

5) From all the references of the God's Pantheon in the Realms :

- The Goddess Auril, "The Frostmaiden", wants nothing more than ice, cold and all-time winter covering Faerun. Her icepriests are widespread through the North, and are starting to appear also in other places in the Heartlands. They are immune to normal cold and have special ice-related powers.

6) From the Monster Mythology :

- The Demi-God Kostchtchie, is bringing above-average intelligent Frost Giants to the Abyss to train them in magic, in order to augment his worship among the Frost Giants. He is eager to capture the most magic possible for himself and his followers (mainly planar travelling devices). If a permanent "gate" could be opened by powerful priests and/or wizards, he can send his Avatar to the Prime Material Plane. His special servants are called "Wyrmlin" and can summon powerful White Dragons to serve them. As a demon... oops :-)
- Tanar'ri-Lord he has a great quantity of Tanar'ri that he can unleash on the Prime Material if he thought his purposes could be

well served.

7) From the novel "Ring of Winter"

- The Cult of Frost organization, that seemed a bunch of powerful mages and perhaps clerics, that could summon certain ice creatures, and that wanted to find "The Ring of Winter".

8) From the novel "Prince of Lies"

- The existence of powerful Ice para-elemental lords who can Possibly have servants among many ice-creatures (like Frost Giants,...)

9) From the novel "Soldiers of Ice"

- A portal to an Ice Plane (possibly the frigid Caina, 8th of the Nine Hells or the Para-Elemental plane of Ice) is opened and the Hapers send an agent with the mission to seal it (with powerful magic), but before that some creatures enter the Realms and wreak some havok...

"The Year of the Maidens" (1361 DR).

Several rumors are circulating in Faerun about the "Servants of Cold". It is whispered that an alliance has been formed by several cults and wizards that are working in secret to find the powerful "Ring of Winter", and with it, "cleanse" Faerun from all "dirt, perversion and ignominia", using a New Ice Age as the end of known civilization (at least in the Northern Heartlands) and the beginning of a new "pure" one...

Wizards specialized in ice magic, the Church of Auril, the Cult of Frost and possible influences from Outer Planar creatures, mix to form a powerful group of plotters to make this "Cold Alliance" and (of course) to oppose the PCs.

2) You need powerful (read 18th level or greater) Wizards and Priests NPCs to array into the Evil Alliance in the plot. 5 NPCs from TSR sources :

- a) Radoc "The One", from FR5 "The Savage Frontier"
- b) Shandaril, from "The Magister"
- c) Dracandros "The Red", from "Curse of the Azure Bonds" (this is one of the infamous recurring villains in my campaign...)
- d) Velsharoon (mentioned in "Halls of the High King" and Polyhedron #55)
- e) Wulgreth, the Lich, from FR5 "The Savage Frontier"

Note that these must have clear motives. The results of an Ice Age (Chaos, death of whole populations, migrations to the South, etc.) will not be in the interest of say, Maaril from Waterdeep, but would suit well a Lich or a powerful Archmage who wants isolation and/or the death of the majority of his rivals. Fanatics who see the present civilization as doomed and want to start over on their own terms, could also suit the needed profile.

Currently my trend is to gather some oddballs and reunite them with a compelling discourse presented by a NPC of mine that is the real agent behind the scenes. The motivations exclude some organizations like the Zhentarim from joining with this "Cold Alliance" (in fact they would probably actively oppose them if they knew about their plans, as the results could only hurt their interest and their city). On the other hand the Brotherhood of the Arcane (from Luskan) might be inclined to join in (they could protect their city in advance and turn it into the new center of civilization. What do you think ?)

Highmoon Scenerio

[The following text is an account of a party playing near Highmoon. The scenerio is good. The DM of this adventure has left his Internet Address so you can contact him for the module.]

The party, at this point split down to four characters (From the maximum of thirteen players - I know, it WAS mayhem) due to desertion, murder, and gentle weeding out of troublesome players. They sprawled into the Rising Moon (a famous FR inn) tired, hungry and wounded. While sitting at a table with even the Bard listening to the musicians a tortured, screaming wail speared through the night. A sound of supernatural anguish. The Inn emptied, the shutters were closed, and the chairs turned up. The players were either asked to leave or pay for the night now. They stayed.

In the morning they managed to discover that the wail came from Lilly. Lilly was a banshee who inhabited a ravine in the Elven Court (a huge forest) about five miles north of the inn. They were immediately warned not to try anything, merely entering the ravine was grounds for prosecution from the Highlord and usually meant a stiff fine and permanent banishment from the Dale. The players chose to push after a few tid bits. (i.e. the bard discovered an unfinished song about Lilaeth (Lilly), the fighters heard of treasure, the magic-user discovered she was a rather powerful Enchantress.) The story they eventually discovered was this:

Lilaeth (lil-AY-eth) was a fair elven Enchantress back in the days of the height of Myth Drannor (a long long time ago) She left the fabled city for the more secluded southern woods. There she found a secluded glade in a small ravine near a small pond covered in Lillies, complete with cascading water fall. She took the name of the flower, Lilaeth, as a symbol of her new life and built her tower. Within the waterfall and pond lived a nymph. Lilaeth was washing her golden hair in the falls when she first came upon the nymph. They became the best of friends and would spend their days picking flowers and their nights counting stars. (Lilaeth was in no rush to study, she was already an Arch-Mage, and had pretty much created enough magic at this point to mke her life VERY comfortable.) One afternoon, Lilaeth was in the forest speaking with a small group of sprites, about the rights to the honey found in a certain area of the woods, when they all heard a low singing. The sprites immediately vanished. Lilaeth waited, and into the clearing stepped, a creature unlike any other she had ever seen. He stood as tall as an elf, but was far heavier. His face was covered with hair, and the hair on the back of his head was no longer than the hair on the front. His ears had no peak, and his voice was low, lower than any elf she could remember singing. It was sort of enchanting. His eyes widened with surprise when he saw her, but he did not change his tune. It was in a language she was forced to study years ago in school.

She could barely make it out, it was the language of man. This was a human, and she was delighted. She sat motionless, so not to scare him off, but he went as he came. Straight through the clearing, singing all the while. He cdme back every once in a while.

Soon they were speaking, and the nymph was jealous and frightened of this intruder. She warned the elf that nothing good ever came of humans, but she knew it was- too late. This elf had learned to love. The nymph did not understand, and retreated to her home behind the waterfall. But the nymph did not forget, she spent her days watching them through a magic pool, and getting angrier and angrier.

Lilaeth couldn't seem to care less. The human's name was Pond. He had been granted permission to travel these forests as a scout looking for a place to build a small human settlement. The two were in love and soon Lilaeth was with child. This fired the Nymph's rage even more. The final straw was the crafting of a magical blade. The nymph had begged Lilaeth to make for her a magical flower which she could keep in her geode (she lived in a large crystal geode) behind the waterfall which would not loose its scent. Lilaeth refused, on the grounds that she did not wish to waste her time locked in her "dreary" tower when she could be outside counting the stars. Now she sat day and night in that very room crafting a magical blade of glass for her human. No! this could not be allowed. The nymph waited and planned her vengeance.

On the night of the birth of their child the nymph cursed them both. Lilaeth was to see all her work and beauty destroyed, and the human was to be hers. Pond was transformed into a creature and entered the lake, while the spirit of

teh elf fled into the root of the mightiest water lilly in the pond, and her specter rowmed as a banshee. No one knows what became of the child.

The sitaution now...

The nymph is still there, the only one who has seen her in over 600 years is the aged now-blind priest of Eldath who tends this end of the lake (the other's is Lilly's) and waits for the Nymph to return to him. He is a kindly man who knows much about the legend, the Highlord has charged him with keeping anyone from entering the ravine, and has provided him with the magic to do so. He will not kill unless necessary. The nymph is still alive, but she has become reclusive and weary. Her lands have been taken over by the humans, and her only friend has been destroyed. The lake is inhabited by a water wierd which attacks any and all doing anything more than drinking from its edge. The Banshee of Highmoon spends its years gathering its strength, when it finally has enough it seems to send out its energy and draws to by means of a powerful charm, a virgin human maiden o join to its group of brides maids - wights.

Twenty years ago, a band of adventurers (the last to do so) entered the ravine to destroy the banshee. Only two of the young men returned. They would relate to know one what they saw or heard. The emerging thief left the area, and died some winter past in the north. A now elderly fighter however, still lives in the dale, and frequents the Rising Moon. He will be hostile to any adventuring parties showing any interest in the banshee, and will immediately report them to the authorities. The banshee gianed so much power from the destruction of this party that more than a dozen maidens were claimed from the surrounding territory, the following night. Thus the new Highlord of the Dale passed the law. It has been unbroken since.

On the same night as the party's rest at the inn, they will be visited by the nymph (unknown to them) beseeching them to seek an end to the madness. She will provide clues to where they can find the information to destroy the banshee and release her (nad the nymph and the water wierd) from her torment. The party then must gather the information and present the case to the Highlord, in order to convince him to allow them to enter the ravine and battle the banshee. The true means of doing this which will be revealed to the players eventually (if they don't figure it out) is to cut the stalk of the lilly pad (the one that never goes out of bloom, the one that the water wierd will protect) with the glass sword. The Banshee can be harmed in no other way. Not an easy task, considering the wights and other undead to be encountered. My players seemed to enjoy this adventure, and I can easily adapt it to the Ravenloft setting.

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Prince of Lies Campaign

By JaeWan@aol.com

I run a message-based game on AOL called "Bane's Legacy," which is based in the Moonsea region of the Forgotten Realms. In my campaign, the defeat of Cyric by the hands of Kelevmor and Mystra has created a power vacuum in the region. The Zhentarim, who had large numbers of secret Bane worshipers are in open rebellion against the Church of Cyric. Also filling this vacuum is Xvim Iyactu the so-called Godson of Bane who has proclaimed himself the New Bane or Bane Reborn. Right now my campaign is in the brink of a religious war between the weakened Cyric and the newly strengthened New Bane.

Zhentil Keep is still functional, though much of the city is in ruin. In this, Zhentil Keep resembles the city of Phlan. The Zhentilar (the citizens/army of Zhentil Keep) have been badly hurt by the horde of monsters that have descended upon the city. The Zhentarim (the Black Network), however, remain a force to be reckoned with. Their base of operations have been transferred to the Citadel of the Raven and the Darkhold. Because the Zhentarim were out of favor with Cyric even before his inquisition, the Zhentarim had wisely moved their major operatives (i.e. Manshoo) out of Zhentil Keep before most of the devastation occurred. Further, as the New Bane gains power, the Zhentarim has begun to play a prominent role in the politics of Moonsea.

Because Zhentil Keep has weakened, Hillsfarand Mulmaster have both made imperialistic overtures towards Yulash and the rest of the independent cities. Legions of Red Plume guards have been sighted terrorizing the countryside in their pursuit of a humanocentric Moonsea (they're the FR version of the Nazis). Mulmaster's alliance with the Red Wizards of Thay has become more open as the city begins to cement partnerships for their own conquest of the region.

Further, that army of humanoids and giants did not just get up and disappear but have been terrorizing the region. In my campaign, they have attacked Melvant, Thentia, Phlan and Hillsfar. The formidable defenses of the partly-ruined city of Phlan outlasted a siege from the army of monsters. A battalion of Red Plumes turned away large units of the creatures at Teshwave. The creatures sacked and destroyed both Melvaunt and Thentia. The last reports indicate that the monster army headed to the cold lands of Thar to regroup and get reinforcements.

Thrown into this mix are the return of the cult of Moander, a discovery of a new Pool of Darkness, the Harpers, a Moonblade, and a group of low-level characters that have been told that only they have the "power" to save the the region from an apocalypse of epic proportions.

If this campaign sounds tough--it is, but my players have loved it. It probably isn't the ideal place to start a group of low-level characters (I did it anyway), but if your players love the mysteries of dark gods, evil cults, conspiracies, lots of powerful magic, and wandering monsters that are among the most dangerous of the Realms (i.e. Bit o' Moanders, frost giants, Red Plume patrols, Thayvian Battle Wizards, and white dragons), then this is definitely the place for you.

I developed this campaign using the following resources:

FR Campaign Set, information from the booklets included in SSI's Gold Box series AD&D computer games (Pool of Radiance, Curse of the Azure Bonds, Secret of the Silver Blades and Pools of Darkness), information from the Pools of Power book series (Pool of Radiance, Pools of Darkness, and Pool of Twilight--note: the information from the computer games and the books of the same name are vastly different), information from various Forgotten Realms novels (Curse of the Azure Bonds, Song of the Saurials, Elfshadow, Elfsong, The Prince of Lies). These sources have provided me with an incredible amount of background material concerning past events, major players, deities and adventure hooks I can use. The information from the computer games are particularly rich since they provide a number of nasty monsters I haven't found anywhere else (Bit o' Moander, Minion of Bane, Pet of Kalistes), as well as a number of exotic locations (try sending your players into Kalistes' demi-plane of webs or to the dimension that holds the vast body of the dead god Moander).

Anyways, there's my campaign in a nutshell. I'm not sure whether or not it's already out there, but TSR would not be wasting its time in creating a resource for this exciting region, especially if they incorporate some of the things in the SSI computer games and the Prince of Lies--I'd certainly buy it. As it stands, I hope my humble offering helps some DM out there who wants to try some place "new" in which to campaign.

Elven Curse

By Rafael Vivanco Mackie <ramackie@amauta.rcp.net.pe>

As I introduced a new character to my campaign (an elf), an idea about his hometown (Greyhome) and the North formed:

The party (mostly elven) is recruited to clean an ancient graveyard in Greycloak Hills, now after discovering traces of undead activity, they finally find a catacomb, and after exploring it they found a tree trunk with pulsating sick-white fluid inside, it is indestructible and any attack only allows the emanation of a nauseous fluid.

After that the confront lich, with a glass staff as phylactery (being mad, the lich decided to pass its life force from a almost unbreakable phylactery to a fragile one), well the party confronts it and destroys its staff (easy task), but in that moment an earthquake shocks the place and a nauseating red fluid fills the air.

The Crimson Death hath come.

The Crimson Death

In the Dawn of Age, when the creator races degenerated, the gods started manifesting to mortals. Among these gods was Corellon who taught the skills to elves (and among them magic).

When a few generations passed, Aslantath, a Gold Elf High Magi, rised among his peers. His Art was without limit and he raised to a position of power long before Earlan. Eager to learn more about the Art he asked Corellon to give him immortality and to master all disciplines of Art (including Necromancy), a petition that Corellon denied.

Angered and frustrated Aslantath reneged his allegiance with the Seldarine and started a quest for the God that would hear his plea, a search that was not successful at all (Mystril doesn't wanted raw magic in the control of a mortal) until one day, almost at the end of Aslantath's life, when a God revealed to him. It was Gruumsh-One-Eye enemy of Corellon and corrupter of elvenkind, and it offered everything the elf wanted if Aslantath would worship him.

Aslantath was the first elven worshiper of Gruumsh and to seal the pact Gruumsh bounded the elf's life force to a tree, which became corrupted and started pulsating a sick-white glow from inside. Gruumsh told Aslantath to break a branch and bring it to the nearest elven community. When the elf did that, he heard a voice in his head telling to cut the branch and let it bleed.

When the branch bled, a red mist engulfed the town suddenly. Screams and shouts started to be heard. The elves got a reddish tint in their skins, and after few days of suffering pains indescribable, they died. The few survivors were twisted and became Mongrelmen, some even resembled orcs and started to act like them. Every elf that died, was drained of his blood, that formed what we call Crimson Death nowadays.

Aslantath drained many towns until a high priest of Corellon, one willing to die for save his people pleaded for help. And Corellon responded, he instructed his follower to craft a holy symbol from blueleaf wood to destroy the white tree and told him that if the

amulet would ever work, it would be with the sacrifice of his life.

After many lives lost searching for the place of the white tree, the cleric confronted the High Magi (now a necromancer prepared for lichdom) and sacrificed himself to destroy the tree. A great explosion burned the ground miles around the tree and when the Tel'Quessir approached they only found a white-tree stump, a holy symbol of Corellon and a severed white hand (some say the primigenious body of Yurtus). This elves buried the stump, threw the hand to a river and retrieved the holy symbol.

GAME STATS: This curse/illness cannot be cured by magical means, each day that passes the affected elf suffer 1 point loss of CON, STR and CHR. When any of the stats reach 0 points, the character must roll a system shock at -25%. If the character fails its roll, he is dead and transforms into a crimson death. If he succeeds, he regains each point lost at a rate of one per month unless the stats dropped below the

minimal stats of the race, in which case the victims begins a transformation to mongrelman or orc (50% chance each). It only affects elves of half-elves.

Cormyr Encounter

By DPML74A@prodigy.com (TOBY MEKELBURG)

This is an encounter that can be placed somewhere in Cormyr. It is suitable for low level characters.

While the PCs are in Cormyr, they are approached by some Purple Dragons. The soldiers are looking for "specialists" to defeat a band of raiding ogres with a few ettins thrown in. The PCs will be "persuaded" to join the Purple Dragons, if only for a while. The strike team will consist of a half-dozen Purple Dragons with a 3rd level War Wizard.

Sgt. Kaenil Argenstar-team leader

6th level half-elf warrior

S:16

I:12

W:13

D:11

Con:16

Ch:15

Kaenil is the son of a minor noble in the Emmarask noble family. He is a veteran of the Flotsam Wars and the Crusade, earning battle honors during each conflict. He has at one time or another served at the Crag and on Cormyrian ships fighting pirates. He is a true soldier and taskmaster. he loves the Purple Dragons and Cormyr with all his heart. He has been known to remark on the glories of military service, "I love the Purple Dragons. A day in the Purple Dragons is like a day on the farm. Every meal a banquet; every paycheck a fortune; every formation a parade. I love the Purple Dragons!!!"

The Real Story Behind the Ogres

Several months ago, a pair of Zhentarim magelings crossed into Cormyr through the southern portion of the Storm Horns near Waymoot. They were told by their superiors to cause trouble in Cormyr. They began recruiting monsters living in the caves on the non-Cormyrian side of the mountains. The Cormyrian side has been free of monsters for the past fifteen years. The pair plan on gathering enough creatures to eventually conquer all of Cormyr(saying and doing are TWO different things).

Silius and Faera Zalthovich-magelings, brother and sister Silius(NE hm W2) and Faera(NE hf W3). They are minor mages from Darkhold. They each have a potion of healing and Silius possesses a wand of magic missiles with 9 charges left.

The Ogres-Gnashed Kidney Tribe

The mages have 17 ogres at their command. All are bloodthirsty and eager to bash some head. They have been raiding Waymoot for the past three days.

The Ettins(2)

Zaggazz and Willy

Hadaew and Rilz

The band has its headquarters up near the village of Skull Crag, in a large cave. Inside the cave are the group's treasure(roll for type and amount).

If the PCs successfully complete the mission, and Kaenil survives, the party will have a valuable ally. He will occasionally ask the PCs if they would like to undertake a mission for the Crown. This could lead to great things for the party if they survive and succeed.

The Gem

By merdarl@technion.technion.ac.il (Mark Darlow)

The story begins with the birth of one of the rarest creatures in the Realms, a good red dragon. Not only was this dragon good, but despite his brethren's attempts to convert him, he remained oblivious to their cruelty. One day, lazily floating through the clouds, he met the girl of his dreams, a beautiful young silver dragon. Against all odds, and the added contempt of his family, they fell in love and had a child. The silver dragon was much more able in wizardry than was normal for her age, and she taught much of that to her mate as well. What he didn't know was that she used this ability to very actively pursue evil in the realms. Of course, she settled down while raising their child (I hope I don't get flamed for that. I'm not a sexist, I'm talking about dragons here).

All was relatively well, until a Flight of the Dragons, several hundred years before the one more commonly referred to, occurred. This is actually an instinctual call of the wild, which despite his very different nature, affects even the good red dragon. The silver is horrified, but realizes that it is against his will. Even so, she has to try to protect the helpless little humanoid creatures against the onslaught. As chance would have it, a pair of red dragons, brothers, attack a village which the silver is defending. She kills one of them and drives off another, wounding him lightly. Only afterwards does recognition of her mate, whom she wounded, settle in. While she seems distracted, a mysterious wizard in bright red robes touches her tail with a large topaz gem. The silver dragon drops over dead, and the wizard disappears.

Later remembering the whole event, and not knowing about his mate's apparent death, the red enters a deep depression. Seeing a chance to turn him to their way of thinking, his brethren nurture the hurt in him. He develops a deep, deep bitterness and raises his half silver, half red son the same way. It is said that none can fall deeper into darkness than one who has seen the light. In this case that is true. When he discovered that his brethren simply sought to manipulate him to their own ends, he killed them one by one.

Having become very unenamored with dragonkind as a whole, he turned his now morbid curiosity toward the lesser races, humans and demihumans. One group specifically caught his eye after some searching, the Red Wizards of Thay. After much practice of humility, something that doesn't come naturally to a dragon, and morphing spells, he entered their ranks and rose quickly. He also heard about a magic-heavy silver dragon who had caused them loads of trouble several hundred years ago, during a flight of dragons, one of their agents forced her spirit into stasis in a gem. The gem was set in a unique and valuable sabre in order to make it easier to keep track of. It disappeared nonetheless, and had not been recovered since. Any member or agent of the Red Wizards could still identify the sword on sight and they were told to always be on the lookout. The red

dragon put the pieces together, and has been trying to obtain the gem, without the knowledge of the Wizards in general.

He has actually become the zulkir of alteration, and the only one who knows his true identity is his son, who acts as a commander in his personal forces. For anyone who has the *FR 2nd Ed. boxed set*, I've changed the forecast slightly, so that he is the one who invents the red wind spell. The spell itself actually alters his breath weapon, so that it would be useless to humans. His son is rather untalented at magic, but has become very skilled in battle in his human form. As you would expect of a dragon living among humans, his attitude is very cocky and he relishes combat.

The sword itself is +2. It has no other powers until the silver dragon's spirit is awakened, in which case it will still remain trapped within the gem. Then not only will the wielder be able to consult with her, but the sword will gain other properties which the dragon would be able to channel. For example, three times per day, upon a successful hit, the sword could either cause paralysis for 2d6 rounds or add 4d6 (2d6 if save vs. BW) cold damage to the strike.

Death of Bane?

By Bobby Nichols <bnichols@raleigh.ibm.com>

As an aside, I ran a campaign in a high-level Realms where a group of renegade priests of Bane were trying to resurrect Bane. My scenario centered around this: When Bane went to Tantras he knew he might die, so he gathered a group of fanatical priests together, put them in a hidden temple, and told them to conduct this magical ceremony that would protect his "essence." Then bane went to Tantras, got his butt kicked by Torm and died. The ceremony that was supposed to protect Bane's essence was interrupted when a power-hungry priest tried to usurp control of the fanatical priests' leader at the exact time that Bane needed it the most, when Bane died. The resulting backlash, shattered the crystal the priests were enchanted, teleported the shards of the crystal all about the Realms, and scattered the priests in various conditions (one got turned into a lich, another a ghost, several died, and several were also teleported about).

Five years later, the priests got back together and started to gather the shards. This is where the PCs came in. A shard fell into their possession. The shard gave its possessor the abilities of a specialty mage of alteration but also opened its user to the malign influence of the spirit of Bane that was inside the shard.

When the priests gathered the shards together, they would conduct a ceremony, resurrect Bane, and Bane would get rid of the pretender Cyric. Oh at least that was the plan....

Well, I am going on and on. Sorry. However, if you are interested in further details, just privately e-mail me and I will give you what I worked up. It is pretty sketchy, but a lot of NPC Bane priests are detailed.

Rise of the Fallen Idol

By Craig Sefton <sefton@beastie.cs.und.ac.za>

Location: Tethyr and perhaps her neighbours
Rumor: [Note: this is more in the form of a newspaper article than someone speaking, unlike previous rumors]

Small rumors are beginning to spread around Tethyr about the rise, once more, of the Fallen Idol in the Gorge of the Fallen Idol in Tethyr. These reports have been unconfirmed by authorities in nearby towns or cities, although there have been several claims made that a group of adventurers have reported seeing what they called "a show of incredible and powerful magic within the Gorge." The group, who call

themselves "The Sandriders" also claimed that they had entered the Gorge to see what was causing the disturbances and found that the pieces of the Fallen Idol were no longer there. The Sandriders, which have a total of 7 in number, re-entered the gorge after reporting their findings to several people. That was over a week ago and they have not been seen since.

The report of the rise of the Fallen Idol bodes as an ill omen, especially since there have been sightings of many large humanoids, namely half-orcs, orcs, and goblin-kind.

Also in the area have been reports of a blue dragon flying about. These have not been confirmed as being true, but have not been discredited either. Whether this is linked to the reappearance of the Idol is unknown.

Additional Notes

The Fallen Idol is once again a source of great evil power ever since these small groups of humanoids pieced it back together again. (see "Empires of the Sands" (R) for more information on the Gorge of the Fallen Idol).

The Sandriders (or any adventuring band you wish) did re-enter the canyon after reporting their find, but were either killed or captured the goblin-kind that now live in the canyon.

The Blue Dragon's name is Kulanthuun, and lives in the area. Whether he is involved in the plot or not is entirely up to the DM. I included it just as a tidbit.

References: FR3 Empires of the Sands is recommended so as to get a background to the area and to accurately describe the conditions, peoples, etc. here.

If you wish to receive copies of previous rumors, email me personally to get them.

Additional Spellfire Rules

By "Eric L. Boyd" <boyd@eecs.umich.edu>

Ed Greenwood updated the information on Spellfire in a Polyhedron column about a year ago. It was part of an Everwinking Eye column on Errata.

The FR7 spellfire text shouldn't be interpreted as forcing a spellfire-wielding character to change class. Rather, in any given adventure, experience is gained in the character's class only if no spellfire powers are used. If any spellfire is wielded, all experience points gained in the adventure go instead to the character's spellfire level (which uses the wizard XP table), and individual experience awards for the character's primary class (see page 48 of the 2nd Edition Dungeon Masters Guide) are lost. At the first level of spellfire ability (not primary character class level), absorption of magical energy (from spells of all sorts, breath weapons, gaze attacks, magic item discharges, and just about anything else) is involuntary: the character drains any magic with which he comes into contact, including useful magic and healing spells (only rest or non-magical healing can restore lost hit points to the character). Absorption is strictly voluntary at the second level of spellfire ability and above.

A character who exceeds his absorption limit (which is his Constitution score x10) involuntarily releases one level of energy about every six seconds (10 times per round), suffering 1d6 hp of damage each time, until the moment his total energy falls back into the 310xConstitution2 category (see FR7, page 50).

At 1st level, this involuntary release is uncontrolled, and can harm friends and valued things nearby (within five feet).

At 2nd level and above, the agonized spellfire-wielder can urge the release in one general direction, provided the character is free to act. There is intense burning pain, such as that suffered by Shandril when destroying Rauglothgor's lair. The wielder must save vs. paralyzation at -2. If this save fails, a spellfire wielder of any level 3leaks2 energy as a 1st level spellfire wielder until the total falls back to a controllable number. If the save succeeds, the wielder can use the release as an attack, and can opt to release all or any part of the excess energy in a single burst; however, each excess level of energy still inflicts 1d6 points of damage on the spellfire wielder no matter how it is released.

A 2nd level wielder attacking with an involuntary, but controlled, energy release suffers a -3 "to hit" penalty. If there are multiple bolts released during the round, the wielder can attack multiple targets, roll for each target separately.

At 3rd level, the attack roll is made at a -1 penalty.

At 4th level, the attack roll is normal.

At 5th level and above, the attack is made at +1. It increases by +1 per spellfire-level thereafter.

Overloading a spellfire wielder invites a deadly counterattack. However, spellfire wielders seldom willingly overload themselves, save in very emotional, exceptional circumstances (such as avenging the death of a loved one), as the pain and risk are simply too great.

All spellfire attacks have line-of-sight range
the wielder can hit anything he can see
and does not suffer penalties for range,
concealment, or cover.

In Realms campaigns, only the DM can decide if a character is going to manifest spellfire ability (which may occur at any time, triggered by

contact with magic or a magically-powered or using being). This ability is hereditary, but also crops up at random, at the will of the gods. It is a form of "wild magic" that usually foretells great upheavals. In Shandril's case, the upheaval was *The Time of Troubles*.

Spellfire is very rare; while it is not true that only one spellfire-wielder can exist in Faerun at a time, known (revealed) spellfire talents attract a lot of unwanted attention (as Shandril unwittingly did) and are very few and far between. DMs should never add a PC spellfire wielder to a campaign without a lot of forethought; its presence can too easily be a "campaign wrecker" in the hands of skilled (or merely malicious) players. On the other hand, when a lower beginning-level character joins a mid- to high-level party, giving the newcomer spellfire can be a good way to prevent the fledgling PC from being ignored, ordered about, or forced to run a gauntlet of too-dangerous challenges.

New Spells

By rsm58307@uxa.cso.uiuc.edu (Ron)

Feldegast's Spells

Feldegast, aka Feldegast the Great, aka Isildur the Merchant, is not unlike most wizards. He does wear robes and dons a pointy hat. He is level 6.

Here are a few of his spells. If they seem too powerful, that's probably because they are.

Feldegast's Elemental Burst (evocation)

Level: 1 cast time: 1 seg duration: 0
area effect: 5y sphere saving throw: none

this spell does (1vl)d4 dmg to anyone but the caster, outward from the caster.

Feldegast's Shield (abjuration)

Level: 2 cast time: 0 duration: 1vl r
area effect: caster saving throw: n/a

this spell prevents the caster's spells from affecting the caster, resulting in illusionary or minimal (burnt eyebrows) harm; it can likewise protect the caster from inferior foes (if hd < 1vl); expending (Level) grants a save if none or +4 if there was a save.

Feldegast's Ego Submergence (abjuration)

Level: 2 cast time: 1t duration: 1 day
area effect: caster saving throw: n/a

this spell grants the caster non-detection by scrying, detect spells and mind reading divinations, as well as granting a +4 save vs charms. however, the spell ends abruptly if the caster scrys, mind reads or charms. this spell does not alert the caster to scrying, and may be overpowered by a spell of greater Level.

Feldegast's Elemental Fury (evocation)

Level: 2 cast time: 2+ rng: (6+1vl)*10 yards
area effect: varies saving throw: none

the caster concentrates heavily, creating a sphere in their hand within which some kind of element that they are familiar with beats furiously. the spell strikes like magic missile, doing (1vl+2)d4 dmg if at one target or it can be separated into (1vl) shards each doing (d4) damage, arriving every second.

Feldegast's Lightstream (alt or ench)

Level: 3 cast time: 1 day rmg: 10*lvl y
 area effect: 50yard sphere saving throw: varies

the caster controls light as an alteration or mind enchantment as desired until another spell is cast. then the light stream can't be changed (thus lightstream can duplicate continual light but not update a disguise).

Feldegast's Alter Appearance (alt)

Level: 3 cast time: 1 day duration: permanent
 area effect: caster saving throw: none

this spell alters the caster's appearance, but the change is permanent alteration, not illusionary; dispel magic will not change the appearance back;

Feldegast's Wayfinder Portal (conj)

Level: 3 cast time: 1 week duration: 1 round

conjures a smooth ring, visible to the caster, which begins to crystallize at a rate according to the information used to focus it; the wayfinder portal seeks a target (place/thing/person) identified by (image, location, scent, name, magic pattern); once found, if found, it can be walked through, however the point of egress is a spot unwatched, relatively safe to the caster (thus the wizard might appear a day's walk away from the target); it will not bring the caster into a private building/church which the caster has not been in before or been invited to enter into; transporting others exhausts the rest of the caster's . [in the campaign world fast teleport spells are not allowed, as we have found them to be unfair]

Feldegast's Safe Portal (conj)

Level: 3 cast time: 1 day rmg: 10 yards
 duration: 4*lvl turns

this spell conjures a portal to an extra dimensiona;l space, but with an alteration upon the opening, bending light so the other side can appear as desired; thus it can fool people into thinking it is a wayfinder portal; the portal itself acts like a ropetrick without a rope [in the campaign world ropetrick is a 3rd level spell because of it is exceedingly powerful]

From: "nathan sugioka" <nsugioka@cs.indiana.edu>

Fire Dart

School: Invocation/evocation (elem. fire)
 Level: 2
 Components: V,S
 Range: 10 yds/lvl
 Casting time: 2
 Duration: Instantaneous
 Area of effect: Special
 Saving throw: None

Similar to Magic Missile, this spell produces one missile per 2 caster levels, rounded up, with a maximum of 5. The difference is that these missiles are made of flame; thus, they CAN be directed against non-living targets, and also set any flammable materials they hit on fire.

Lava Bolt

School: Conjuraton/summoning (elem. fire & earth)
 Level: 3
 Components: V,S,M

Range: 10 yds/lvl
 Casting time: 3
 Duration: Instantaneous (see below)
 Area of effect: 1 creature or object
 Saving throw: None

This spell conjures a bolt of molten lava which the caster throws as if he were a fighter of equal level (DEX bonuses apply). If it hits a creature, it takes 3d6 impact damage plus 3d6 fire damage; unless the lava is somehow removed, the target will take another 3d6 each round, for 1 round for each 3 levels beyond 5th of the caster (1 extra round at 8th, 2 extra at 11th...).

The material component is a piece (at least 2 ounces) of pumice, volcanic glass, or other lava-based rock.

Lava Wave

School: Conjuraton/summoning (elem. fire)
 Level: 4
 Components: V,S,M
 Range: 10 yds/lvl
 Casting time: 4
 Duration: Instantaneous (see below)
 Area of effect: 20 by 40 rectangle OR 30 by 30 square
 Saving throw: Special

This spell is similar to Lava Wave except that it conjures a wave of molten lava over the given area. All creatures within take 1d6/2 levels of the caster (rounded up; max. 6); unless a successful save is made, this damage will continue, at the rate of 3d6 per round, for 1 round per 3 levels of the caster beyond 4th. The material component is 4 ounces of volcanic rock, and an open flame of any kind (the flame is not extinguished in the casting).

Elemental Join

School: Alteration, Enchantment/charm (elem. fire, earth, air, or water)
 Level: 5
 Components: V,S
 Range: 5 yds/lvl
 Casting time: 1 round
 Duration: 1 turn/level
 Area of effect: 1 elemental
 Saving throw: Special

With this spell, the wizard physically joins her body with an elemental. A saving throw is allowed only if the elemental is not one the wizard has conjured. Once the wizard's body has joined with the elemental, the wizard can use all the abilities of the elemental's body as her own, including Hit Dice, THACO, damage, movement and invulnerability to nonmagic weapons. However, as the wizard's body and any equipment on it are transformed into the appropriate element and joined with the elemental's body, this equipment cannot be used in any way while inside the elemental's body. The only spells that can be cast are those not requiring material components (those components are stuck inside the elemental's body), and even then the elemental must be able to speak (I don't think most can).

The wizard may end the spell at any time. The wizard's body appears anywhere within 10 feet of the elemental. If the elemental is one the wizard has conjured, she may dismiss it at the same time; if not, the elemental is likely to be furious, so the wise wizard will be cautious. Note that both caster and elemental will be confused and disoriented (no action) for 1 round after the separation. The maximum duration in any case is 1 turn per level of the caster.

There are several important things to note about this spell. First, if the elemental's body is slain with the wizard inside, the wizard dies. Second, if the spellcaster is attempting to take over an elemental conjured by another wizard, the elemental gets the save of its conjuring wizard OR its own (whichever is better); in either case, there is a +2 bonus (representing the prior claim of control by the conjurer). Third, the new body takes some

getting used to; the caster is at -2 to hit for the first 2 strikes she takes against an opponent.

Matthew's Hellfire

School: Invocation/evocation (elem. fire)
Level: 5
Components: V,S,M
Range: 5 yds/lvl
Casting time: 5
Duration: Instantaneous
Area of effect: 1 creature
Saving throw: Special

This spell causes white-hot flames to appear around an opponent's body, causing (1d6+1) points of damage per level of the caster. A saving throw for half damage is allowed, at a -2 penalty. The material component is a small ruby, of at least 100 gp value.

Non-fire spells:

Darksight

School: Alteration
Level: 2
Components: V,S
Range: Touch
Casting time: 2
Duration: 5 rounds/caster level
Area of effect: 1 creature
Saving throw: None

This spell allows the creature touched to see clearly in any form of darkness, magical or not. It does not allow detection of invisible, out of phase, ethereal or astral creatures, nor does it compensate for any blindness due to natural or magical causes.

Somaticize

School: Alteration
Level: 2
Components: V
Range: 0
Casting time: 1
Duration: Special
Area of effect: Caster
Saving throw: None

With this spell, the caster may cast another spell without somatic components. Somaticize is cast; the round afterwards, the other spell must be cast, or all benefits are lost. This spell has obvious uses for a bound or otherwise restricted wizard.

From: v062p74v@ubvms.cc.buffalo.edu (Brian A Weibel)

Quiz's Interposing Shield (Conjuration/Summoning)

Level: 2
Range: Caster Only
Components: V,S,M
Duration: Special
Casting Time: 3 rounds
Area of Effect: Caster Only
Saving Throw: None

This spell can only be used in conjunction with an Armor spell; the Armor spell is cast first and is immediately followed by casting this spell.

Quiz's Shield performs in much the same way as the Armor spell. It is an invisible barrier the size of a medium shield. The barrier acts as a medium shield and lowers the casters AC by 1 in regards to attacks that it can impose itself upon. The caster does not need to concentrate in order to use the Shield.

The Shield adds one "hit point" to the amount of damage that the Armor can take before being dispelled. When the Armor has been dispelled, the Shield vanishes also.

The material component for the spell is a medium sized metal shield. It is consumed in the casting.

This magic was developed by Quiz, practitioner of the art of illusion. "Rumor has it that I often found myself too encumbered in combat to use anything other than party members for my shields. This did not fare well with certain people, so I created this spell."

Quiz's Speedy Sprint (Alteration)

Level: 2
Range: Caster only
Components: V,S,M
Duration: Special
Casting Time: 1 turn
Area of Effect: Caster only
Saving Throw: None

This spell allows a caster to store a burst of energy in a crystal worth 50 gp, the material component of this spell. This crystal is consumed only upon use of the spell. The caster must keep it with him until the spell is activated.

When activated, the caster can increase his movement rate by 6" for up to 1 round per level. This spell must be used upon starting movement or while moving. Premature destruction of the crystal results in an uncontrollable burst of speed. The caster must make a DEX check at -4 to avoid tripping. Those who trip are assumed to have moved a random distance (DM's discretion) and then fallen. They are then stunned for the rest of the round.

Note that any caster can only have one crystal at any given time.

This spell was created by Quiz, practitioner of the art of illusion. "Being a short-legged gnome, I found it quite necessary to find a method to overcome my reduced running speed. One who runs today fights another day!"

Valdor's Vindicating Ladder (Evocation)

Level: 2
Range: 60 yards + 10 yards/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Special

This spell is used by a wizard who truly appreciates the many uses of one of man's greatest creations, the ladder. In this spell, a ladder of pure energy is emitted from the caster's fingertips. The ladder consists of as many rungs as the caster has levels. When the ladder hits the target, the rungs progressively burst on the target for 1d4 points of damage per rung, to a maximum of 10d4. A successful saving throw indicates the target has managed to dodge some part of the ladder, and damage is reduced to 1 point/rung.

The material component of the spell is a one inch diameter by 1/2 inch thick section of a ladder rung. On one side is written "Spell Use Only--Evocation Department". On the other is a large "V" with the letters "I.G.A.F." below it.

Xaviar's Leaf Filter (Alteration, Divination)

Level: 2
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 2
Area of Effect: Caster
Saving Throw: Special

The casting of this spell allows the mage to filter any leaves out of his vision for the spells duration. The leaves are treated as if they weren't present only for vision purposes. Spells that require a line of sight will work for the caster.

This spell was developed after one too many forest ambushes. Note that it will not detect invisible creatures, only those using natural cover.

Quiz's Deathbow (Conjuration/Summoning)

Level: 3
Range: Special
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: Special
Saving Throw: 1/2

At the completion of casting, a magical short bow is created in the spell caster's hand. This bow allows the wizard to use it as if he were a fighter of the same level, proficient in short bow. The wizard also gains any DEX missile attack adjustments. The bow itself has a +1 to hit. Its damage varies on the amount that you pull the string back. Maximum damage is equal to d6/level. Different combinations of arrows can be created. Two arrows per round can be fired, as long as the maximum damage has not yet been met. For example, if the caster is of eighth level, he can fire eight 1d6 arrows over the course of 4 rounds minimum, a single 8d6 arrow, or any combination between the two. The bow remains in the caster's hand until all of the magical energy is used up, to a maximum of 1 round/level; until the caster decides to cast another spell; or until the caster is hit with a successful Dispel Magic. At the completion of the spell, the bow vanishes. The range of the bow is 5/10/15.

The material component for the bow is a miniature gold short bow of great artistry worth at least 1,000 gp. For every d6 of damage fired from the Deathbow, the material component drops in value by 5 gp. Note that this is FIRED damage, not POTENTIAL damage. If the caster can fire 8d6 worth of arrows, but chooses to use only 4d6, the gold bow decreases by 20 gp.

Quiz's Nullifying Magic (Illusion/Phantasm)

Level: 3
Range: 30 yards + 10 yards/level
Components: V, S
Duration: 1 round/level
Casting Time: 3
Area of Effect: 1 magic using creature
Saving Throw: Special

When this spell is cast, the wizard creates the illusion of one of the most fearsome things imaginable to the victim, simply by forming the fears of the victim's subconscious mind into something that his conscious mind can visualize. In this case, the fear is

that the victim can no longer cast spells.

The only defense against Quiz's Nullifying Magic is an attempt to disbelieve, which can be tried as many times as desired. To disbelieve the phantasm, the subject *must specifically state that he is making the attempt* and then roll a saving throw vs. spell. For each attempt of a saving throw after the first there is a -1 to the roll. For example, attempting a fourth saving throw would have a -3 penalty to the dice roll.
From brian_vickers@isd.Jpl.Nasa.Gov

From: bknox@DIALix.oz.au (Brendan Knox)

Singing Cockroach (Alteration)

Level: 6
Components: S, M
Duration: 12t + 1t/level
Casting Time: 1 Round
Area effect: 400 sq feet/level
Saving throw: Special

The ultimate seige breaker... When the caster casts this spell on a roach, it works its way into the enemies camp. Once in the camp, the roach finds a nice place and starts to sing, REALLY bad. All within must save vs spell or leave camp and go home. If the make the saving throw, must make one each turn with a cumulative -1 to the roll.

Gifrun's Thunderclap (Evocation)

Level: 5 Casting Time: 3
Range: 4" + 1"/level Components: V,S,M
Duration: Instantaneous Saving Throw: 1/2
Area of Effect: 4" sphere
Explanation/Description:

This spell opens a small gate to the quasi-elemental plane of Vacuum. Within the area of effect, all the air is suddenly eliminated. This does not last long enough to cause asphyxiation, but the resulting rushing of air into the area causes 1d6 damage per level of the caster (up to a maximum of 10d6), regardless of whether or not the victim(s) require air (even undead are affected). The rushing air also causes a massive roar, like a clap of thunder, which will deafen victims for 1-10 rounds.

A saving throw is allowed; if successful, reduce damage to half, and the victim is only deafened for 1 round.

The material component for this spell is a small lodestone, encased in a legume.

Furball (Evocation/Alteration)

Level 2
Range : 10 yards + 10 yards/level
Components : V,S,M (fur)
Duration : 1 round / level
Casting Time : 3
Area of Effect : 20-foot radius
Saving Throw : Neg.

Supposedly designed by a wizard by the name of Rakmos Shearlight for his friend's wool business, this spell causes fur or hair on any living creature to grow at a rate of 1 inch per round. It even affects creatures that do not normally have fur/hair (eg. furry alligator anyone?).

A saving throw is allowed and those that successfully save will not be affected by the fur/hair growth. Otherwise, the fur/hair will continue for the duration of the spell. The fur/hair will remain even

after the spell's duration expires and it is not magical. A Dispel Magic will only halt the fur/hair growth. Partial areas of large creatures have been known to be affected by this spell (eg. face of the red dragon, Scorch).

In it self, this spell is relatively harmless. The effects on the other hand can be quite interesting. Tight armor has been known to break and fall off, the fur/hair catching fire (since it is flammable), extra insulation in cold climate, instant fur for Lighting Bolt spell, etc...

From: "nathan sugioka" <nsugioka@cs.indiana.edu>

Fire Dart

School: Invocation/evocation (elem. fire)

Level: 2

Components: V,S

Range: 10 yds/lvl

Casting time: 2

Duration: Instantaneous

Area of effect: Special

Saving throw: None

Similar to Magic Missile, this spell produces one missile per 2 caster levels, rounded up, with a maximum of 5. The difference is that these missiles are made of flame; thus, they CAN be directed against non-living targets, and also set any flammable materials they hit on fire.

Lava Bolt

School: Conjuration/summoning (elem. fire & earth)

Level: 3

Components: V,S,M

Range: 10 yds/lvl

Casting time: 3

Duration: Instantaneous (see below)

Area of effect: 1 creature or object

Saving throw: None

This spell conjures a bolt of molten lava which the caster throws as if he were a fighter of equal level (DEX bonuses apply). If it hits a creature, it takes 3d6 impact damage plus 3d6 fire damage; unless the lava is somehow removed, the target will take another 3d6 each round, for 1 round for each 3 levels beyond 5th of the caster (1 extra round at 8th, 2 extra at 11th...).

The material component is a piece (at least 2 ounces) of pumice, volcanic glass, or other lava-based rock.

Lava Wave

School: Conjuration/summoning (elem. fire)

Level: 4

Components: V,S,M

Range: 10 yds/lvl

Casting time: 4

Duration: Instantaneous (see below)

Area of effect: 20 by 40 rectangle OR 30 by 30 square

Saving throw: Special

This spell is similar to Lava Wave except that it conjures a wave of molten lava over the given area. All creatures within take 1d6/2 levels of the caster (rounded up; max. 6); unless a successful save is made, this damage will continue, at the rate of 3d6 per round, for 1 round per 3 levels of the caster beyond 4th. The material component is 4 ounces of volcanic rock, and an open flame of any kind (the flame is not extinguished in the casting).

Elemental Join

School: Alteration, Enchantment/charm (elem. fire, earth, air, or water)

Level: 5

Components: V,S

Range: 5 yds/lvl

Casting time: 1 round

Duration: 1 turn/level

Area of effect: 1 elemental

Saving throw: Special

With this spell, the wizard physically joins her body with an elemental. A saving throw is allowed only if the elemental is not one the wizard has conjured. Once the wizard's body has joined with the elemental, the wizard can use all the abilities of the elemental's body as her own, including Hit Dice, THACO, damage, movement and invulnerability to nonmagic weapons.

However, as the wizard's body and any equipment on it are transformed into the appropriate element and joined with the elemental's body, this equipment cannot be used in any way while inside the elemental's body. The only spells that can be cast are those not requiring material components (those components are stuck inside the elemental's body), and even then the elemental must be able to speak (I don't think most can).

The wizard may end the spell at any time. The wizard's body appears anywhere within 10 feet of the elemental. If the elemental is one the wizard has conjured, she may dismiss it at the same time; if not, the elemental is likely to be furious, so the wise wizard will be cautious. Note that both caster and elemental will be confused and disoriented (no action) for 1 round after the separation. The maximum duration in any case is 1 turn per level of the caster.

There are several important things to note about this spell. First, if the elemental's body is slain with the wizard inside, the wizard dies. Second, if the spellcaster is attempting to take over an elemental conjured by another wizard, the elemental gets the save of its conjuring wizard OR its own (whichever is better); in either case, there is a +2 bonus (representing the prior claim of control by the conjurer). Third, the new body takes some getting used to; the caster is at -2 to hit for the first 2 strikes she takes against an opponent.

Matthew's Hellfire

School: Invocation/evocation (elem. fire)

Level: 5

Components: V,S,M

Range: 5 yds/lvl

Casting time: 5

Duration: Instantaneous

Area of effect: 1 creature

Saving throw: Special

This spell causes white-hot flames to appear around an opponent's body, causing (1d6+1) points of damage per level of the caster. A saving throw for half damage is allowed, at a -2 penalty. The material component is a small ruby, of at least 100 gp value.

Darksight

School: Alteration

Level: 2

Components: V,S

Range: Touch

Casting time: 2

Duration: 5 rounds/caster level

Area of effect: 1 creature

Saving throw: None

This spell allows the creature touched to see clearly in any form of darkness, magical or not. It does not allow detection of invisible, out of phase, ethereal or astral creatures, nor does it compensate for any blindness due to natural or magical causes.

Somaticize

School: Alteration
Level: 2
Components: V
Range: 0
Casting time: 1
Duration: Special
Area of effect: Caster
Saving throw: None

With this spell, the caster may cast another spell without somatic components. Somaticize is cast; the round afterwards, the other spell must be cast, or all benefits are lost. This spell has obvious uses for a bound or otherwise restricted wizard.

From: v062p74v@ubvms.cc.buffalo.edu (Brian A Weibel)

Quiz's Interposing Shield (Conjuration/Summoning)

Level: 2
Range: Caster Only
Components: V,S,M
Duration: Special
Casting Time: 3 rounds
Area of Effect: Caster Only
Saving Throw: None

This spell can only be used in conjunction with an Armor spell; the Armor spell is cast first and is immediately followed by casting this spell.

Quiz's Shield performs in much the same way as the Armor spell. It is an invisible barrier the size of a medium shield. The barrier acts as a medium shield and lowers the casters AC by 1 in regards to attacks that it can impose itself upon. The caster does not need to concentrate in order to use the Shield.

The Shield adds one "hit point" to the amount of damage that the Armor can take before being dispelled. When the Armor has been dispelled, the Shield vanishes also.

The material component for the spell is a medium sized metal shield. It is consumed in the casting.

This magic was developed by Quiz, practitioner of the art of illusion. "Rumor has it that I often found myself too encumbered in combat to use anything other than party members for my shields. This did not fare well with certain people, so I created this spell."

Quiz's Speedy Sprint (Alteration)

Level: 2
Range: Caster only
Components: V,S,M
Duration: Special
Casting Time: 1 turn
Area of Effect: Caster only
Saving Throw: None

This spell allows a caster to store a burst of energy in a crystal worth 50 gp, the material component of this spell. This crystal is consumed only upon use of the spell. The caster must keep it with him until the spell is activated.

When activated, the caster can increase his movement rate by 6" for up to 1 round per level. This spell must be used upon starting movement or while moving. Premature destruction of the crystal results in an uncontrollable burst of speed. The caster must make a DEX check at -4 to avoid tripping. Those who trip are assumed to have moved a random distance (DM's discretion) and then fall. They are then stunned for the rest of the round.

Note that any caster can only have one crystal at any given

time.

This spell was created by Quiz, practitioner of the art of illusion. "Being a short-legged gnome, I found it quite necessary to find a method to overcome my reduced running speed. One who runs today fights another day!"

Valdor's Vindicating Ladder (Evocation)

Level: 2
Range: 60 yards + 10 yards/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Special

This spell is used by a wizard who truly appreciates the many uses of one of man's greatest creations, the ladder. In this spell, a ladder of pure energy is emitted from the caster's fingertips. The ladder consists of as many rungs as the caster has levels. When the ladder hits the target, the rungs progressively burst on the target for 1d4 points of damage per rung, to a maximum of 10d4. A successful saving throw indicates the target has managed to dodge some part of the ladder, and damage is reduced to 1 point/rung.

The material component of the spell is a one inch diameter by 1/2 inch thick section of a ladder rung. On one side is written "Spell Use Only--Evocation Department". On the other is a large "V" with the letters "I.G.A.F." below it.

Xaviar's Leaf Filter (Alteration, Divination)

Level: 2
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 2
Area of Effect: Caster
Saving Throw: Special

The casting of this spell allows the mage to filter any leaves out of his vision for the spells duration. The leaves are treated as if they weren't present only for vision purposes. Spells that require a line of sight will work for the caster.

This spell was developed after one too many forest ambushes. Note that it will not detect invisible creatures, only those using natural cover.

Quiz's Deathbow (Conjuration/Summoning)

Level: 3
Range: Special
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: Special
Saving Throw: 1/2

At the completion of casting, a magical short bow is created in the spell caster's hand. This bow allows the wizard to use it as if he were a fighter of the same level, proficient in short bow. The wizard also gains any DEX missile attack adjustments. The bow itself has a +1 to hit. Its damage varies on the amount that you pull the string back. Maximum damage is equal to d6/level. Different combinations of arrows can be created. Two arrows per round can be fired, as long as the maximum damage has not yet been met. For example, if the caster is of eighth level, he can fire

eight 1d6 arrows over the course of 4 rounds minimum, a single 8d6 arrow, or any combination between the two. The bow remains in the caster's hand until all of the magical energy is used up, to a maximum of 1 round/level; until the caster decides to cast another spell; or until the caster is hit with a successful Dispel Magic. At the completion of the spell, the bow vanishes. The range of the bow is 5/10/15.

The material component for the bow is a miniature gold short bow of great artistry worth at least 1,000 gp. For every d6 of damage fired from the Deathbow, the material component drops in value by 5 gp. Note that this is FIRED damage, not POTENTIAL damage. If the caster can fire 8d6 worth of arrows, but chooses to use only 4d6, the gold bow decreases by 20 gp.

Quiz's Nullifying Magic (Illusion/Phantasm)

Level: 3
Range: 30 yards + 10 yards/level
Components: V, S
Duration: 1 round/level
Casting Time: 3
Area of Effect: 1 magic using creature
Saving Throw: Special

When this spell is cast, the wizard creates the illusion of one of the most fearsome things imaginable to the victim, simply by forming the fears of the victim's subconscious mind into something that his conscious mind can visualize. In this case, the fear is that the victim can no longer cast spells.

The only defense against Quiz's Nullifying Magic is an attempt to disbelieve, which can be tried as many times as desired. To disbelieve the phantasm, the subject *must specifically state that he is making the attempt* and then roll a saving throw vs. spell. For each attempt of a saving throw after the first there is a -1 to the roll. For example, attempting a fourth saving throw would have a -3 penalty to the dice roll.

From: andrea@singnet.com.sg (HisMajesty)
Stitchweave (Invocation/Evocation) Level 4
Range: caster
Components: v, s, m
Duration: 2 rounds/level until triggered
Casting Time: 4
Area of Effect: caster
Saving Throw: n/a

Stitchweave is a contingency against spell casting interruptions. While this spell is in effect, any disturbances on the caster that disrupts spellcasting will cause the spell to continue casting by itself, effectively not ruining it. The material components are a curved silver needle and a thread that has been previously coated with the caster's saliva.

Forceweaver (Evocation) Level 5

Range: 100 yards
Components: v, s
Duration: Instantaneous
Casting Time: 5
Area of Effect: 10 feet radius/level
Saving Throw: n/a

The caster of this rare spell is able to forcefully trigger off dormant spells which requires conditions to set them off e.g. Delayed Blast Fireball, Xult's Magical Doom, Mordenkainen's Faithful Hound, Spectral Guard, Elminster's Evasion, Contingencies and Alarms. The number of spells that may be triggered off is limited to the area confinement of this spell. The range of this spell enables the caster to set off waiting traps from a

safe distance, thus excellent for disarming magical traps. One considerable effect is that it has a 100% chance of releasing a wild surge in a wild magic zone.

Bladesinger Spells

By Vegard Hamar <Vegard.Hamar@NHIDH.NKI.NO>

Bending - 1st lvl Illusion
Range: 100'
Components: V, Piece of a mirror
Duration: 3 rnd/lvl
Casting Time: 3
Area of Effect: One object/Person
Saving Throw: None

Makes an object/person appear 10' away from it's actual location. If object/person attacks, illusion disappears (see Invisibility)

Vibration - 2nd lvl Alteration
Range: 10'/lvl
Components: V, Piece of rattle snake
Duration: 1 rnd/lvl
Casting Time: 3
Area of Effect: One object - 2 lb/lvl
Saving Throw: Special

Makes an object vibrate rapidly. Intelligent objects get saving throw versus spell. A vibrating object (ex. Sword) becomes almost impossible to hold, there's a 15%/lvl chance to fumble the object each round, else -1 to hit. Objects with mass of 1 lb/lvl must make a saving throw versus spell or disintegrate.

Self Aura - 2nd lvl Illusion
Range: 0
Components: V
Duration: 1 rnd/lvl
Casting Time: 5
Area of Effect: Caster
Saving Throw: None

Spell gives caster an glowing aura that make him appear more powerfull. Opponents get -1 to hit/ 3 lvl of caster.

Spells from Calimport

By Michael Kenyon <KENYON@DICKINSON.EDU>

Armeth's Sand Dome

Level : 3
Range : 0
Components : V, S, M
Duration : 1 hr. + 1 hr./lvl.
Casting Time : 1 rd.
Area of Effect : enough for 10 people and associated gear, etc.
Savings Throw : None

This spell cause sand, earth, loose gravel, topsoil, etc. around the mage to form into a hollow dune. The dune is one foot thick and large enough to hold 10 people, their gear and sufficient air for them to breathe comfortably for the duration of the spell. Note, the spell is gauged off of a cluster of lifeforms, so pets and the like take up just as much room for the spells effect as a hill giant does and if a life form is more than 10' distant from the rest of the cluster, he is excluded from the spell. The dune is hard enough that it may be walked over by any creature of Medium size or under without a chance of it collapsing. Should a creature of Large size walk on it, it will hold for 1 rd. + 1 rd./lvl. of the caster, assuming that the creature is not actively attempting to enter the dome. Larger creatures crush the dome in one rd. From the outside, the dune appears to be part of the natural landscape and unless the person in question knows the terrain intimately, they will not suspect that there is anything afoot with the terrain. The dune is not see through from the inside and it requires a Hear Noise roll to perceive sound through the earth.

Common uses of this spell are to give the party a convient place to sleep to avoid encounters or to protect the party from either sand storms or the beating mid-day sun.

The material component is a glass dome half-filled with fine sand and a miniature silver replica of a campsite attached to the base. The item is worth 100 gp and is not destroyed with the casting of the spell. The sand, however, must be replaced with each casting, through the corked hole in the base. Upon casting the spell, the globe is shook, while the words, "There's no place like home," are said in Svirfneblin.

Sand Storm

Level : 3
Range : 60 yds.
Components : V, S, M
Duration : 1 tn. + 1 rd./lvl.
Casting Time : 4
Area of Effect : 50' radius
Saving Throw : Special

This spell creates a sand storm from any convient source of sand, gravel or loose topsoil in the area of effect, which may be used either defensively or offensively. In its defensive capacity, the sandstorm may be used as a cloak for an escape or as a means of blocking pursuit. In an offensive capacity, it may be centered on a person(s) and have effects on them. The degree of the storm created is variable, based on a d20 roll against the table below. For every 3 levels of the wizard casting the spell, there is up to a +/- 1 modifier, if the mage wishes to take it. Unless noted as such, there is no save for effects [you really can't avoid it, and it is a physical attack, so there is really nothing to save against for a lot of the effects].

d20 type of storm effects

01-04	Light	Obscured vision, 3/4 mv.
05-12	Moderate	Obscured vision, 1/2 mv., 1 hp/rd damage.
13-17	Heavy	Obscured vision, 1/2 mv., d4 hp/rd damage.
18-19	Turbulent	Obscured vision, 1/4 mv., d6 hp/rd damage, svcs. magic +2 or choke on dust, etc. for d10 damage extra (cont. rolling till you make one)
20	Extreme	Obscured vision, 1/8 mv., d8 hp/rd damage, svcs. magic or choke on dust, etc. for d10 damage extra (cont. rolling till you make one), svcs. spell or be blinded (svcs. once)

Note that any man-sized or smaller flying creature is downed by a heavy storm, large creatures are downed by a turbulent storm and gargantuan creatures are downed by an Extreme storm.

The material component of the spell is a handful of fine sand which is blown off the hand in the direction in which you wish the sand storm to rise.

Sinkhole

Level : 4
Range : 30'
Components : V, S, M
Duration : 6 rds.
Casting Time : 4
Area of Effect : Up to 4 creatures, 10' radius
Saving Throw : Special

Upon the casting of this spell, a section of ground that the mage targets becomes a sinkhole 10' in radius. Up to four creatures (caster's choice of number effected; must be in range, and are counted out from the centering point of the of the spell; i.e., PCs or friendly NPCs may be caught in the AOE if they are closer to the center than a hostile creature is). Those in the AOE must make a savings throw vs. spells to negate the spell straight off. The save is modified by the number affected.

#	Mod.
1	-2
2	-1
3	0
4	+1

Should the creature(s) affected make their save, then they are assumed to have thrown themselves out of the area as the sinkhole started. This saves them from the spell, but also causes them to automatically lose initiative for the next round, going dead last in the round. If they fail their save, the spell takes effect and the next round begins the duration of the spell. Note, the modifiers above apply to all saves listed below as well.

1st rd.: If they have failed their initial save (above) they are affectively held (as per hold person, even if they aren't a "person" and start to sink.

2nd rd.: They save again at -2 (plus modifiers from above). If they succeed, they cease to sink, but are still effectively held. If they fail, they cont. to sink.

4th rd.: They save again at -4 (plus modifiers from above). If they succeed, they cease to sink, but are still effectively held. If they fail, they go under the sands. They will die in 2 rds. (last rd. of the duration) if they are not rescued.

Should a dispel magic be cast at any time successfully on the sinkhole before the duration expires, all trapped creatures are ejected from the ground, and are able to act in the next round. Should the duration end with the victims effectively held and above the surface, they may regain their feet as their action for the next round.

The material component for the spell is an egg timer, which is destroyed in the casting of the spell.

List of Herbs And Where They Can Be Found

By Jack Vidulich vidulj@rpi.edu

ADDER'S TONGUE

Location: Moist meadows, shady clearings (late spring)

Uses: Leaf Tea: heals 1d3 hp/day (drink 3/day)

Ointment: immediately heals 1d2 hp (usable 1/day)

BIRTHWORT

Location: Hedges, fences, sunny thickets (mid-summer)

Uses: Juice: +2 on poison saves if applied with 1 round

Poultice: +1 hp/day for 2 days

COMFREY

Location: ditches, watersheds, moist fields (mid, late summer)

Uses: Root: heals 1d4 hp when applied to a wound

Tea: same as Adder's Tongue

GARLIC

Location: damp meadows, sparse forests (spring-fall)

Uses: Juice: antiseptic, heals 2 hp/day for 3 days

insect repellent, 50% chance

HERB TRUE-LOVE

Location: woods (mid, late spring)

Uses: Leaves: antiseptic, heals 1hp/wound

Berries: +2 on poison saves if eaten with 2 rounds

+3 for dwarves and halflings

JUNIPER BERRY

Location: sparse evergreen forests (any)

Uses: Berries: stimulant, heals 1d4hp if brought below 0

antidote, +1 on poison saves if eaten within 2 rounds

acts as a powerful aphrodesiac (sp?) in elves and half

elves (save vs poison or fall in lust with the first

person of the opposite sex they see)

SPHAGNUM MOSS

Location: swamps, bogs (any)

Uses: Dressing: heals 25% faster

WOUNDWORT

Location: ditches, fields, marshes (mid-summer)

Uses: Dressing/Poultice: regain 20% of damage if applied within 2 rounds.

By jeff@lonex.rl.af.mil (Jeffrey C. Isherwood)

Type	Properties and Game Effect	Cost/dose
Abaas	Healing 1-2 hp	1 gp
Adder's tongue	Healing 1-4 hp	10 gp
Agrimony	Cures blood diseases	3 sp
Alkanet	Poison antidote +1save w/in 1 round	5 sp
All-Heal	increases healing draughts +25% effectiveness	10 gp
Amaranth	Stops hemorrhaging clots bleeding	5 sp
Anemone	Cures eye disorder 20% cure clouded eyes	3 sp
Angelica	Cures lung disorders	3 sp
Asarabaca	Cures violent tendencies mild opiate	5 sp
Asparagus	Cures paralysis +1save w/in 1 round	1 sp

Type	Properties and Game Effect	Cost/dose
Awn	Anti-inflammatory (joints) reduces aches in joints	3 cp
Balm	Antidote for depression	1 sp
Baranie	Reduces Nausea	
Barberry	May prevent seasickness	1 sp
Basil	Cures BURNS heal double rate	2 sp
Belladonna	Draws poison -25% dmge of the poison	2 sp
Bindwood	Cure Lycanthropy(poison)	
Bishop's weed	20% cure (1%death/dose)	5 gp
Bitter sweet	Eases pain	1 sp
Borate	Cures apathy increased energy	5 sp
Bryony	Removes minor curses 25% (mostly selfinduced)	5 gp
Calamint	Removes fear 20% w/in 1 round	5 gp
Caranan	Healing	
Carefree Mustard	1-2 hp	5 sp
Carneyar	Cures mental disorders 10% cure insanity	10 gp
Coriander	Healing/pain reliever 1-4 hp	3 gp
Daffodil	Heals Concussions -25% concussion effects	10 gp
Doilan buds	Coagulator Stops bleeding Immediate	15 gp
Elendil's Basket	Cures disease +5%/ day of use	4 sp
Eyebright	Healing 1 hp	3 sp
Fiis flower	Nurishment 5 buds = 1 meal	6 gp
Flax-Weed	Purify H2O, slow poison Purify lpt, + 6 hour survive poison	8 gp
Fumitory	Cures blindness 10% cure blindness	2 sp
Germander	Healing 1-6 hp	13 gp
Gladwyn	Cures skin irritations prevents itching	1 sp
	Cures melancholia focus mind	5 sp
	Relieves pain	5 sp
	Cures paralysis gives extra save (no +)	4 gp

Type	Properties and Game Effect	Cost/dose
Grarig	Potent Healing Herb 2-20 hp	60 gp
Groundsel (mtn)	Relieves pain	1 gp
Garlic	Antiseptic, insect repellant (+ to attract monsters)	6 cp
Harlindar	Assures save childbirth	5 sp
Hellebore	Cures love sickness gives new save vs charm	2 sp
Himrose	Relieves inflammation	6 sp
Hyssop	Anti-parasitic Drive parasites away	5 gp
Klandum	Removes Paralysis Get extra save	20 gp
Klynyk	Depillitory Removes hair 1-6 days	5 sp
Lavender	Restores speech soothes ragged voices	1 gp
Maiana	Decongestant	2 cp
Maragath	Anaesthetic (local) Numb 1 area for 1-4 hrs	3 sp
Moonwort	Heals bruises, broken bones X2 healing (1d6 days)	1 gp

Nelthadon	Emetic (induces Vomiting) new save vs ingesteds	1 sp
Peony	Cures insanity 15% cure(5%/day addict)	12 gp
Periwinkle	Promotes happiness	3 sp
Plantain	Relieves skin irritations eases itching	1 sp
Rampion	Relieves fever	2 sp
Red Willow	Breaks Fever Break Fever w/in 1 day	5 sp
Rose	Cures eye disorders 1% cure Blindess	1 sp
Rosemary	Promotes healing 1-3 hp	3 sp
Rumareth	Coagulant/sedative stop bleeding (sleep 8hr)	7 sp
Sage	Restores memory +2 int check (memory)	2 sp
Self-Heal	Promotes healing 1-6hp	15 gp
Sindoluin	Anti-coagulant Bleed +1hp/minute	10 gp
Shepherd's Purse	Heals burns heal 1-4 hp (burns)	3 sp
St. John's Moss	Heals burns heal 1-3hp (1-4 days)	12 sp
Tamarisk	Poison antidote extra sv (w/in 5 rnds)	10 gp
Tharm	Protection vs Sun Tan, prevent sunblister	2 sp
Thistle	Poison antidote +2 save (w/in 2 rnds)	4 gp
Thyme	Anti-parasitic +1 save vs infestation	3 sp
Trefoil	Antidote for insect bites reduce swelling/itching	6 sp
Whortle	Relieves fever	3 sp
Wormwood	Anti-parasitic gives 2 saves vs poison	7 sp
Yarrow	Mild sedative sv poison @ +3 or sleep	2 gp

Magic Items

By Jon Drnek <drnek@beech.csis.gvsu.edu>

Long Sword +2 Lightning Brand

When drawn and the command word is spoken, this sword is charged with electrical energy. This will cause the sword to glow with a golden tint and give off light in a 5' radius. This charge will give an additional d4 points of electrical damage.

Once a day, if the command word is known (a different one from the first), it can store up electrical energy and then send out a 4d6 blast of electrical energy. The storing up of the energy takes 1 round in which the sword can not be used. If it is used while charging the blast for that day is used up. After the sword is charged the blast must be given off within one turn or the wielder of the sword will take the damage and the electrical powers of the sword will not function for a week. While the sword is charged it has a bright golden glow and will give off light as a light spell will. This "Lighting Bolt" can only hit one person and it will not miss.

This sword hits as a normal plus 2 sword when striking at non metal armor. When striking at metal armor, figure as AC 10 with normal dex and magic bonuses applying for the electrical shock. Use their normal ac for sword damage (i.e. a person in plate +1 with a +1 dex will be AC8 for electrical damage and probably around ac0 or -1 for sword damage). When using nonmetal armor, figure ac normally for electrical damage.

This sword normally has a Ivory handle and the blade has a golden tint.

Frostweaver

HISTORY: A mysterious item that first appeared in the realms during the Glory years of rlyth Drannor. Legend recalls the heroics of one Yavel of the Zordiastical Ecclipt, an elfin fighter with great knowledge of Art. His deeds included the slaying of the evil and cruel Eye Tyrant, Garstan while battling against the Legions of Aranox, The Lich-Lord. During his crusade to rid the world of Aranox and his Legions, Yavel came across a lone building. Although a sole building is not very peculiar, but when one finds a lonebuilding in the middle of the forest Inside Yavel met the

Ice maiden, Sirana FrostWeaver. She tested him greatly. Yavel had to pass Five Tests. The first tested his Skill. The Second tested his Passion. The Third tested his mind. The Fourth tested his Loyalty to his cause. The Fifth and Final Test made him question his Worth. Only by passing each of the five tests was Yavel deemed worthy by the Ice Maiden to Wield the Glove of her Goddess. Yavel wielded this glove, and bravely fought against Aranox and his minions. With FrostWeaver, Yavel brought down the Evil Force, and restored peace to the forests of myth Drannor. Legend also speaks of another glove that Yavel later found while traveling the plane of Fire. Rumor claims that when both gloves are brought together, Great Art will flow from he who dons them.

DESCRIPTION: FrostWeaver is a metal gauntlet made of a electrum. Its blue shimmer comes into existance the moment the glove is worn. It is impossible to shield the shimmer from sight, unless the entire hand is concealed.

POWERS: +4 Glove of Frost

-- enables the wearer to create a surge of power that will flow from within the glove through one weapon of choice. All powers listed below seem to come from the chosen weapon and cannot be called upon unless the weapon is wielded.

FrostBite 4/day adds 3d6 Frostdamage to one attack.
6d6 vs. Fire-Users. No Save but only works if the attack is successful.

Cone of Cold 2/day 10d4 + 10 Frostdamage [10' x 5' ray

in a 90' range

Wall of Ice 2/day as per spell
Ice to Water 1/round effects up to 50' feet cube area
Water to Ice 1/round effects up to 50' feet cube area

Adds a +4 enchantment to one weapon of choice. This weapon cannot be greater than +6 once the enchantment is made. Even if a +5 sword is the chosen weapon, the glove will only increase it to +6. This Weapon will do Double Damage vs Fire using Creatures. I.E. this weapon will affect Elementals, Efretti, Fire Specialist, etc. It WILL NOT affect creatures that use fire for other purposes, such as men, elves, and other humanoids whose control over fire is limited.

Flamedancer

DESCRIPTION: FlameDancer is made from a Gold Metal, some say the scales from a gold dragon. Its appearance is like that of FrostWeaver, for FlameDancer is the sister glove of FrostWeaver.

POWERS:

FireSpear 2/day 6d6 FlameDamage [1' x 90']
FireShield 4/day as per spell 12th level of Power
Wall of Fire 2/day as per spell 12th level of Power
Fire Travel at will may travel from different sources of Fire no smaller than a campfire.
Flame Weapon for 80 turns adds 1d4 flame Damage
4d4 vs Cold Users & Undead

Adds a +4 enchantment to one chosen weapon. Double Damage vs Cold Using creatures. Same Restrictions as FrostWeaver. Usable Once per Lifetime.

COMBINED POWERS OF FROSTWEAVER AND FLAMEDANCER:

-- Frost and Fire Resistance -- Immunity to powers of the glove --50% Magic Resistance to Fire & Cold Based r1agic -- Shape Power this allows the user to shape any cold or fire form to their own liking. This allows for campfires to become images of people, to Blocks of Ice becoming a giant fist.

1) **Bolt** +5 Rod of Lightning

INT 21 (LG) Ego 35 Melee Damage: 2d8 + 5

Special Purpose: Destroy Chaotic Evil elves, half-elves, or humans with a Disintegration Bolt -- Save vs death or die. If save is made then take 10d8 damage(save vs spell for 1/2)

Powers:

1. Lightning Bolt - 10d6 10 times per day
2. Change Color of Bolt twice per color per day
- A) Gold Bolt(Positive Energy) -- +2 per die damage vs negative plane creatures
- B) Blue Bolt -- shot into a normal cloud, can create an electrical storm which can be used to Call Lightning by wielder of BOLT
3. Hea 1 1 /day
4. Teleport W/O error 2/day
5. Resistance to Electricity
6. BOLT energy shield 2/week -- drops AC to -10 and stops 80 pts of Blue Dragon Breath
7. Thief Alarm -- Shocks anyone who attempts to steal it with 6d8 damage(no save) and it will Magic Mouth Get Your Hands off of me, you thief!"
8. Detect Evil in 10 radius
9. Detect Magic resistance, power of MR, and Level of Goodness in 15' radius.

2) **StormBringer** +5 Two-Handed Sword Melee Dm: 2d6;3d10 +5

- Lightning Ball 6d6 damage 5/day
- Shape Lightning 5/day
- Charge Blade 5d6 damage 5/day
- Heal 1/day
- Summon Blue Dragon 1/week

3) **Talon** +4 LongBow Melee Damage: 3d10 + 4

-- LongBow made of some sort of Bone. Has no string -- Manifests its own arrows, when the user simulates pulling a string -- Roll of 5 or greater than needed to hit lodges arrows -- 6 pts bleeding damage per round while arrows are lodged.

4) **Impact** Crossbow +5 Heavy Crossbow Melee Damage: 5d4 + 5

-- Fires Bolts of Impact-- save vs spell or be knocked unconscious by blow for 3d4 rounds -- if save is made, stunned for one round -- can be fired four times per cocking. -- takes one round to cock if wielder has a STR of 15 or better.

5) **Silver's Black Armor** +6 PlateMail Armor Class: -3

- immunity to swords of sharpness
- fly 18 turns/day Movement class B
- Heal 1 /day

6) **Clout Fang** +3 Giant Club Melee Damage: 2d8 +3: Special

-- Immunity to all poisons, natural and magical, while wielded -- Clout Fang Poison 1 Death or 4d10 damage 2/day -- C 1 out F ang Po i son II KO or 2d8 dam age 3/ day -- Poison damage inflicted on successful attack roll and is cumulative with weapon damage. -- Must be at least 6'3 and have at least a STR of 18 to wield

The Eye of Truth

The Eye of Truth appears to be a large amulet worn at the throat of the user. In general it acts as a gem of true seeing, allowing the detection of lies and illusions at will. In fact the amulet works automatically, notifying the user when a lie or illusion is present. It also grants immunity to spells which can be considered deception, such as charm person or mirror image. One would think it overpowerful, unless one realizes that the wearer is forced to be truthful at all times. This means no lying, no illusions, no deception of any kind. Merely considering it will cause 1-4 hp loss due to strangulation, and

actually performing the act causes an automatic 10 hp loss.

The Sword of Omens

+3 to hit, warns wielder of danger to self or comrades. Clairvoyance at will, either to reveal danger, or to see something else. Will return to hand of the wielder upon speaking the proper phrase. Upon speaking another phrase, releases an image of a stylized cat's head, which dispels all magic directed at wielder, and alerting the rest of the party, penetrating all barriers between it and the sky. The sword also can release a bolt of energy, doing 4d4 damage; fly as per the spell, dragging the user along; Cast a globe of invulnerability, at the price of suppressing all other functions; and act as a portal to a pocket dimension. At no time can the sword be used by beings of evil alignment, and is the property of a being who may be related to the Master Cat. If the sword is found, odds are he's looking for it, and since he is capable of operating the sword without body contact, I'd give it to him.

Shield of Durr

By Simon McIntosh-Smith <Simon.N.Smith@CM.CF.AC.UK>

This is a metallic shield, ellipsoid in shape, 3 feet high and 2 feet across. It is a dull gray, with a smaller ellipse of another material at the centre, 1 foot high and 6 inches across. It is this hub that gives the shield its power.

The hub is highly magnetic, and it causes any object that comes into contact with the shield to become stuck fast. What happens depends on the object concerned and the situation:

Weapons in battle: if a strike against the wielder is UNsuccessful, then roll a d6 to determine whether the striking weapon hit the shield. 1 indicates the weapon was fended off by the shield, 2-6 means the wielder must have dodged or parried. On a roll of 1 the attackers weapon sticks fast to the shield. The attacker must make a successful bend bars/lift gates check to be able to dislodge his weapon, otherwise he is disarmed, obviously having to make a morale check to see if he runs away having lost his weapon. The weaponless attacker may elect to keep trying to retrieve the weapon, in which case his AC is modified accordingly (no bonus from dex, shield etc) as he is an open target to the shield wielder.

Notes:

1. *The shield has no bonuses, ie it is a +0 shield. The shields advantage is being able to disarm your opponent.*
2. *All metallic weapons are affected, enchanted weapons do not get any bonus over none-magical weapons.*
3. *Conversely, non-metallic weapons like clubs and so on are NOT affected by the shield.*
4. *At the DMs discretion, large weapons that become stuck to the shield may penalise the wielder's AC, due to the awkwardness of having the weapon stuck to your shield! I suggest reducing the dex contribution to the shield wielder's AC by 1 for each large weapon stuck to the shield.*

Metallic objects other than weapons: the shield will stick to all metallic objects, including armour, coins etc. Contact must be made in order for the item to become stuck to the shield. This will result in strength checks being made by the wielder of the shield if the shield becomes stuck to, for instance a worn suit of plate mail. If the shield owner fails his strength check he loses grip on the shield and it remains stuck to the metallic object.

The source of the magnetism is magical, so a successful "dispel magic" will cause the magnetism to fail for 1d4 rounds. The full magnetism returns after this period.

Does the shield attract non-ferrous metals?

The confusion has arisen because I used the word "magnetic" to describe the shield's properties. Let me clarify:

1. ALL metals will stick to the shield, unlike magnetism.

"Magnetic" was just a way of trying to describe the property. Antoman was trying to recreate the ability of the adherer, and the furthest he got was creating a material that would stick to all metals, including gold, copper, aluminium etc.

2. The attraction is only activated on contact, unlike magnetism.

Again there is no area of effect for the shield. Metals that come into contact with it will be held fast, "as if by a strong magnetic attraction".

3. Neither the shield itself, nor the hub of Durr that gives it its properties feels sticky to the touch.

The shield is just steel, while the hub may feel more like plastic, not quite as hard as metal, although it would look iron-like due to its red appearance.

History

Antoman Durr was an alchemist and mage working in his cave on the High Moor, not far from the edge of Misty Forest, a large wood but three days trek South-East from Waterdeep. He had led a successful life, having been both a freelance adventurer and a battle mage in his time.

Retiring on the proceedings of his numerous campaigns, he spent a decade studying a creature that he had always found fascinating - the adherer. He went on many expeditions to study these life forms, and eventually decided to attempt to recreate their ability. Many attempts were made, but these involved sticky secretions that eventually wore off. Deciding on magically generating a form of magnetism that would only work on contact, Antoman eventually created an enchanted alloy of adamantite and iron that he called "Durr". Durr was even more successful than Antoman had hoped since it would propagate its adherence through other metals. This meant a metal item did not have to be made entirely of durr, it could just have a plate of durr on it and the whole item would exhibit the "sticky" properties.

In 1263 DR, the year of the Tressym, the merchants of Waterdeep were busy trying to rebuild the city's reputation after the guild wars of two years previous. Many fetes, faires, parties and balls were organised throughout the year. Antoman presented his discovery in the form of a shield at an exhibition of new spells and magical items, where the judges and the audience were impressed by Antoman's achievements.

Having won third prize for his ingenious discovery, he was promptly assassinated on his way home on the orders of one of the exhibition organisers who wanted the shield for himself. The organiser was killed in an accident several weeks later, when a money purse belonging to a sergeant of the guards became snagged on the shield. The sergeant was slightly drunk and accused the merchant of trying to rob him. Before the merchant could explain the sergeant promptly ran him through, then reclaimed his purse, after a bit of a struggle with the shield.

Dagger of Grimm

By Simon McIntosh-Smith <Simon.N.Smith@CM.CF.AC.UK>

A normal looking dagger, decorated only by a symbol of an open hand on the handle. The weapon is enchanted to +1, but radiates more magic than this might warrant. The reason for the surprisingly large dweomer becomes apparent when the wielder first tries to put the dagger down. As the wielder's hand opens the dagger vanishes, and a tattoo of a dagger appears on the palm of the wielder. The tattoo will remain until the command word is spoken, upon which the dagger will instantly re-appear in the wielder's hand, the tattoo gone. While the dagger is in tattoo form it will not radiate any noticeable dweomer.

Obviously the advantage of this blade is that it is extremely well concealed against most forms of detection. Only very specific searching with "detect magic" or such like will arouse even the slightest suspicion.

A word of warning. If the wielder did not read the command word on the handle of the dagger before trying to put it down (and it becoming the tattoo) for the first time, he will be unable to remove the tattoo, nor get the dagger to reappear. The command word is not visible in the tattoo, which is an exact likeness of the dagger.

Here are a few suggestions for command words:

o deploy
o manifest
o conspicuous
o open hand
o perforate
o scratch

etc. etc.

History

Formed in the Forgotten Realms by a mage who was working for an assassin. The assassin named Grimm was being paid extremely well to kill a member of a ruling noble family in Waterdeep. The only conditions of the contract was that "death must be by a cold steel edge". The target had been warned of the attempt on his life, and was being guarded day and night. All visitors were strip searched and scanned magically to ensure no harm could come to the nobleman. And so Grimm devised his weapon, one that could be smuggled in and out with ease. Grimm paid well for the dagger, and gained access to his prey under the ruse that he could inform the lord of the identity of his intended assailant. The ruse worked, and as the lord welcomed Grimm to his study and bade him to tell his story quickly, Grimm spoke his command word and claimed his blade. The Lord's two guards were caught completely off guard and Grimm plunged the dagger into the Lord's heart, spitting these words into the dying man's face,

"Your pursuer is ME!"

Grimm fled the building before the alarm was raised, returning his dagger to its tattoo form. The guards were looking for a man carrying a bloodied knife, but none was found.

Grimm escaped Waterdeep and headed for his safe house in the upper levels of the dungeons nearby, known as Undermountain. The nobleman's family immediately announced a reward for information leading to the capture and execution of the assassin. The mage who had manufactured the blade came forward, motivated by greed, and told a false story about being approached by a

man matching the description of the assassin, asking for magical assistance for the attack on the Lord.

However, the mage was known for his previous crimes, and he was imprisoned. But he had already given the High Justice the information they needed to track down the assassin. They descended on Grimm's lair in Waterdeep, from which he nearly escaped but was finally slain by the youngest son of the dead lord. As Grimm's last breath was gasped, a dagger shimmered into existence in the dying man's hand, then fell from his grasp, its only decoration a small symbol of an open hand...

Dreamweaver Blade

By ervin@moe.coe.uga.edu (Harold Ervin)

It's a light longsword with an elven grip and handle. The blade is made of pure silver and bathed in liquid moonlight at its creation. There are a pair of intertwined roses racing up either side of the blade. The hilt is a normal brass ball filled with sand. The guard is styled with the thorns of the roses and tapers.

Dreamweaver was crafted by Aero, High Elven Enchanter about 250 yrs ago. It is a +1 blade when used by anyone, but this rises to +3 if used by either an elf OR an enchanter, again rising to +5 if used by an elven enchanter.

Powers:

Sleep 1x/d, Forget at the swords prerogative, Shadow Walk 1x/wk, Dream 1x/wk, Invisible Stalker upon wielders death.

She rarely speaks but when she does it is in a soft feminine whisper. She is never angered and is neutrally aligned. Dreamweaver will never reveal her invisible stalker or forget powers.

Upon the death of the wielder, w/i a few rounds, the invisible stalker will come to take the corpse and all it's possessions to the final resting place of all High Elves, wherever that may be in your campaign.

Cloak of Thespis

By The Harlequin <MDIG8154@URIACC.URI.EDU>

Created by an evil mage with a flair for the dramatic, this cloak is enchanted to swirl and flare at the slightest provocation. At times it seems to be several yards long, but due to it's magics will never tangle the wearer's arms or legs. It has only one purely defensive magic, a continous feather fall spell [which allows the cloak to spread like wings in order to make an unforgettable entrance/exit], but this is counterbalanced by the -1 to armor class, as the wearer attracts the attention of all opponents.

Spellbinder

This 3-foot long sceptre was created by an ancient king who despised magic, so by forcing his court wizard to cast "Enchant an Item" backwards, as well as several other arcane acts, he caused the rod to be empowered. The Rod absorbs most magics, save for those which create physical objects, such as wall of stone, and enchantment/charm spells which affect the mind directly. This alone makes it a highly powerful item, however the Rod also causes magical items to cease to function [1 day for self renewing magics, permanently for rechargeable ones (until recharged)], and when a successful hit roll is made, causes a spellcaster to lose all memorized spells. Note however, that the user cannot wield and other magics, either by spell or item.

Sling of Titan

By "K. Yavuz Ozbay" <E73857@VM.CC.METU.EDU.TR>

This magical item, not being the Titan's sling, receives its name from the enormous strength it gives to its owner. The sling looks like a long piece of grey cloth; when examined closely, some symbols of fighting men and boulders can be seen on it. When left in darkness, it emits a faint blue light.

When the sling is used for its real purpose, that is, throwing sling bullets, it functions normally until the command word is spoken. Then the little bullets, after thrown, turn to large boulders weighing 100kgs each, in the air. A bonus of 10kgs is applied for every strength point the wielder has, starting from 15. Note that the boulders have the same range with the bullets.

If the sling is wrapped around the wielder's arm, it functions as a Bracers of Strength and increases the strength of the wielder to 18/00. If it stays wrapped around the arm for more than 2 weeks, a slight feeling of weakness will come to the wielder and the ill effects will reveal themselves. For every additional week from this point will drain one strength point from the wielder permanently if the sling is not used for its real purpose during this time. But the wielder will not be aware of this change until the sling is removed. Till the removal of the sling, the wielder's strength will be at 18/00. After draining 3 points of strength, the sling will loosen itself anytime the DM desires. The wielder will immediately feel the results and fall to ground with the drastic fall in his strength. If he tries to wear the sling again, the sling won't function and loosen itself after every attempt.

If the wielder removes the sling before getting drained 3 points of strength (i.e. 1 or 2), he'll then be able to wear it back for another 2 weeks period before he's drained again. The sling increases the strength to 18/00 again despite the permanently lost strength point(s).

This magical item was designed for halflings but every class and race having the required proficiency can use it.

Vanshir's warblade

By The Silver metal lover <FSMTW1%ALASKA.BITNET@asu.edu>

The warrior Vanshir travelled for a great time with a party, some of whom he did not trust, yet he fought valiantly to keep them safe. After on great battle, with the party weakened, the thief decided to make his life easy and lay claim to all the booty... he started with the first and most powerful warrior, Vanshir. The foul man stuck a poison dagger in his back and went to work on the rest of the party. Vanshir survived and made his way to a nearby city to rest and heal.. and 3 years later, without the aide of magic to get him home, he made it to his estate. It was here that he became obsessed with revenge and sold all that he owned, called in all of his favors, and alienated most of his friends. He used this money to pay off a wizard to craft an enchanted blade that he would use to hunt down and kill thieves.

The Warblade is a +3 longsword that grants immunity to fear, +3 to AC and +1 to saving throws, in the presence of thieves and poison it glows a sickly green and throbs.

The Silverthorn

This weapon is currently found in the hands of Kelly Wolfe, a huntress of some great status, her quarry? Werebeasts that harm the innocent of the land. She did not create it, but knows of its useful nature.

The Silverthorn is a 3 foot long Mithril silver spike, wrapped at the base with wolf hide. It strikes for d6 damage and is a +2 weapon. When used on a were creature, it inflicts triple damage. It has the ability to allow its wielder to cast confusion once a day (usually on the werebeast).

Goldstone's Biting Blade

The Gnome adventures Denovan Goldstone found this gleaming shortsword and has kept it for many years. It is of non-descript origin, with no racial markings or designs. Its handle looks to be golden, but may well be brass, and at this point in time the blade looks to be made of glass.

Biter

The Biter is a +2 shortsword that ignores all non-magical armor when determining the victims ac vs the sword strike. In the presence of gems under 500gp in value the blade turns white, and in the presence of gems over 500gp value it turns transparent. It is transparent continually now because goldstone affixed a diamond to it to improve its looks... at the time he did it, he was on top of a dragon's hoard, so he had no idea the blade wasn't always see through!

The Whiteblade

The whiteblade is of off world origin, its metal is white, and its steel handle is wrapped in some white leather. Its powers are somewhat mysterious as they have no visible effects. It is just a bit longer than a bastard sword, but still easily wielded one or two handed.

The whiteblade was crafted to fight undead, and is actually extraplanar in origin, being the weapon of an angel. In the hands of a good warrior it acts as a defender +4. its only other power is that it renders its wielder completely immune to the draining effects of all undead and demons. It has a benign intelligence of 15, meaning that while it is aware of its nature, it has no driving desire to accomplish anything... and as long as it is doing its job, it's happy.

The Brethren of Spring

A pair of long swords were once forged. This pair were unique in that they had the souls of two elves placed in them so that their brother(ranger of Myth Drannor) and they might never be parted. The reasons for the two brothers putting their souls in the swords are another story. There dying wish never to be parted from their brother was not to be honored though. Through foul experimentation and blood-signed pacts of orc, demon, man, and elf Myth Drannor fell to the evil of the Lower Planes. The Wielder of the two swords was killed in a last desperate attempt to stem the tide of evil. The shock of the loss of their brother sent the other two swords into dormancy. When they were 'alive' they were simply a matched pair of intelligent +2 swords. The death of their brother and the foul arcane magics of the Evil have changed that. Each sword now has a 10 % chance each day to become of evil alignment. This chance is raised to 50% if the possessor of the swords is evil. For every give there is a take though. While the brothers must now fight a darker side in themselves they can help those who wield them more now. The swords have acquired the ability to increase the number of attacks of the wielder up a level(ie 3 attacks every 2 rds becomes 2 attacks every 1 rd). This is only in effect when the swords are wielded against creatures from the Lower Planes. The brothers may also exercise this ability in two other situations per month. However the plus of the sword goes down one each time they do this until the next full moon. The reason for this is that the swords were forged by an elf with the help of a druid in the light of a full moon on the day of Greengrass. This served to tie the swords to their namesake season.

Abilities:

Increase attacks one level of ability when fighting Lower Planar creatures and +4 to hit(cumulative with other bonuses) +2 swords

May increase ability of attack, as per fighting lower planar creatures, twice a month for one encounter thereafter -1 to the plus of sword until +0 (so the PC may invoke the ability twice a month but it takes 4 weeks for the swords to recharge to their original abilities. I am going to not allow the swords to be used as anything but normal longswords if the user drains them like that for the entire 4 weeks. Individual DMs will do as they please though Anyway if yuo have any related questions about the swords go ahead and write me about them.

My Campaign and how this all relates:

Notes: These swords are a launching point for me in my campaign. They will eventually evolve into intelligent swrds. Their brother must be put to rest and his murderer killed before they will awaken. So in otherwords the presence of their killer will awaken hem to do battle with him for once and for all. This same demon is one that has been plaguing the current wielder's bloodline since the fall of Myth Drannor. Much to its detriment the bloodline didn't die with the death of the character's family(if this all seems confusing I have included several of my 'props' that might help clarify it.)

Essentially the big focus of this campaign WAS to recapture Sessrendale and renew it.

The PCs have utterly failed to even follow any clues that might lead them the way they need to go. They recently ran away from Myth Drannor right when they were about to finish off the killer. At the same time they would have found evidence as to what is in Sessrendale.

The following letter is part of the campaign to get the players to go to Myth Drannor. The Swords nemesis and the PCs nemesis are one and the same.

Anyway they recently found the enemy but the party turned away at the last moment because they were afraid! Talk about frustrating. Anyway here it goes:

To My Dearest Daughter Alauna,

I feel great sorrow at having to leave so soon after having you come into my life. I am not sure if I will ever be able to join you and your mother in the wooded shade of our home. I love you with all my heart even though I have known you for, but a scant handfuls of days. Your mother is a brave woman who knows why I must leave you even before your eyes have opened.

Cherish and care for her with your love and the love I might not be there to give. You will probably wonder why I keep speaking of leaving you and your mother.

If I do not leave then the chances are that you will all be destroyed. I leave to do battle with him. I must fight him to remove the scourge that is his life from this land. If I do not succeed then chances are that you will all die also(which makes me wonder why I write this). I shall fight with my last dying breath to kill him though. I shall not allow something that is not even of this good earth ,that Corellian Lorathien blessed with his blood, to destroy my family, friends, and all else that I hold dear to my heart.

Daughter if you are there to read this and I am not there to burn this letter then know that the scourge has been lifted from this land at the cost of my life. It is only fitting though as the dabblings of one of our ancestors brought down the fall of Myth Drannor. The spawn of the hell ridden area have hunted our family for ages and now I shall put an END TO IT! I tire of losing all those I love to things that have no right to exist. I tire though and must be ready for the battles to come as I leave on the morrow.

Daughter mine, I wish you to know that should I never see you again I will still be with you and watching over you. Should you ever need comfort and have none to turn to then look to the wind and call my name and I will be there to lend you all my strength.

*Your Loving Father,
Cantarlin Silverwind*

The following is the hammer/maul that I wrote about. I decided that there should be a two-handed sword equivalent of the sword so I made up stats for the maul (speed 10 dmg1d12 S-M 1d8 L weight 15)

Hammer of the Winds

This hammer is actually a maul. The difference is that this weapon can not be thrown as a hammer can. However to make up for this the weapon has had enchantments put upon it by Shaundakul. The user has several bonuses that he or she may take advantage of:

+3 to hit and damage Always has first initiative every round in combat(as per a shortsword of quickness)

May be thrown(two handed) once per month for 3X damage however this will cause the thrower to have -2 to hit for 24 hours after throwing. This is due to straining of the body and a general feeling of exhaustion(no penalties though).

History:

This maul was made sometime around the founding of Northkeep. For many years it was sunk beneath the waves of the Moonsea. Several adventurers found it in a short excursion beneath the waves. It passed through the hands of many adventurers until a priest of Shaundakul chanced upon it and found out it's true nature. The same priest later ended up dying in a church pogrom. The church of Bane attempted to completely kill off the priesthood of Shaundakul. The attempt supposedly succeeded as Bane heard nothing of or from Shaundakul after the pogrom. This resulted in the spread of the belief that Shaundakul was a dead god. This contributed to the loss of followers for Shaundakul. The exact maker of the weapon is lost to the mists of Time(ie DM don't know), but the weapon endures. Shaundakul obviously helped with the creation as no wizard or priest was known to be involved with the creation.

Appearance:

The head is of Duskwood. The wood is black with smoky gray stripes through it. Around both ends is a band of black adamantite that is studded with mithril. On the blunt head is Shaundakul's symbol. The pointed(stud-like) end of the head is carved with winds that seem to push the weapon forward. Duskwood is as hard as iron so the chances of breaking are reduced. Handle is made of Steel with a blue tinge. Wraps of blue dragon leather provide a better grip near the base of the handle.

Notes: This weapon was made with the idea that should I wish I might make is a receptacle for some primal of Shaundakul's. This doesn't change the weapon but for those with the Primal Order it does give them a launching base for further adventures. This weapon was also a great way for me to breath some life into a little known god that the players had never before heard of. SO far in two game sessions I have had two devout followers of Tymora convert and one of them is contemplating becoming a cleric of Shaundakul. If anyone is interested in the stats for Shaundakul I might be able to dredge them up for you.

Black Ball

The Black Ball is a 5' diameter sphere that annihilates everything in its path. Its movements are random, only being controllable by an Immortal (sort of a god, in OD&D terms). If encountered it will begin to float towards the nearest intelligent creature within 60'. It can be defeated by gating it to another plane, or a properly worded wish.

Black balls seem to have no intelligence, and originate from the Vortex Dimension (an OD&D thang).

The stats for a Black Ball can be found in...

Dungeons & Dragons Immortal(? , perhaps Master) boxed set
Dungeons & Dragons Rules Cyclopedia
AD&D Mystara Monstrous Compendium Appendix

Could there be one on Toril? Sure, why not? It's your Realms. But I wouldn't recommend you take such a situation lightly. They are amazingly hard to get rid of, and are really good at killing PC's in the right situations. Certainly not something for your party of 3rd level characters to encounter.

Ideas? How 'bout...

1) An quick and satisfying end to Elminster.

2) The players have been exploring a dungeon composed of twisting, switch-back tunnels, down several levels. When they reach one of the bottom rooms they find a Black Ball, and it starts towards them. The players have to get back out of the dungeon, fast. Although the BB moves slow, they have to get back through the twisty tunnels, slowing them down. A good GM could make this very tense, with occasional glimpses as the Ball comes through the wall next to them, as they bolt up the stairs.

Remember the seen from Raiders, with the boulder rolling towards Indy? Hehe, he had it easy...

3) Let the players find an object that lets them control a Black Ball. Just don't them know it has charges...

"What do you mean it doesn't work. It was working an hour ago!"

4) A quick and satisfying end to Drizzt.

5) A local boy has the ability to control them, for some odd reason. He keeps one out in the forest, and says it talks to him. The players may have to try to convince the boy that it is dangerous. Perhaps the local bully mistreats him, and little Timmy seeks revenge...

6) Again, a man has the ability to control them, and he and his cult worship the Ball, bringing it sacrifices.

Fighting such a person could prove interesting. If they kill or disable him, the Ball begins its meandering path through town, killing many people. If they don't, he and his cult will continue their sacrifices...

The Miracle

By Rafael Vivanco Mackie <ramackie@amauta.rcp.net.pe>

Well again fellows!

This is my first entry after the Time of Troubles (changing the List Address) and its originated in a comment about Lathander and old Myrkul and in a short story I read some time ago.

The Miracle:

The Miracle is a painting of three priests dressed in gray and pinks, that are apparently resurrecting somebody at dawn, with lots of people looking amazed at the miracle, the priests are smiling but seem a little strange. When somebody turns his back at the painting he has the sensation that there is someone at looking at him. The painting is about 10' long x 7' wide.

Background:

This holy picture was created by a priest of Myrkul a hundred years ago, as a tribute for his god, the painting was displayed in his room until a group of paladins took it when they assaulted the shrine of this secluded priest. After that people started to disappear in a strange way where the painting was hanged, so the head from the paladin's order commanded to put the painting in the treasure vault, where it rested until a group of thieves "rescued" it ten years ago. Its actual whereabouts are unknown.

Powers:

This painting contain the souls of three Denizens of the most powerful kind, that when Myrkul was alive feeded his power with the souls and bodies of the persons which were unprotected. When Cyric took over the portfolio of Myrkul, these Denizens aware that were undetected by the new god, started a campaign to gain power themselves, trapping the people and changing them into faithful followers.

When a house is alone, the Denizens and its victims come out the painting, creating a disgusting parade of undead corpses that roam the house where the painting is. If somehow the undead are discovered

(someone returning home and making no noise) they will not cease until they have killed the person, which become part of the followers.

The painting make all divinations concerning its victims fail, it has cloaked wizardry (non-magical detectable) and saves against fire at +2.

If an intelligent creature (it prefer them as followers) dies and his body is carried to the painting, a intuition check at -3 is allowed and if is successful the person searching for the missing companion would notice him in the picture.

When a person dies it could be transformed in:

- 01-10 Juju zombie
- 11 Curse
- 12-16 Ghoul
- 17-18 Ghast
- 19 Wight
- 20 Heucuva

Dwarven Magic Items

By SHADOWDANCER (sdancer@zenon.logos.cy.net)
and Nicholas Wilson

In my relatively small collection of sourcebooks and magazines I have vast a mounts of magical items; from swords and spears to keys, decks of cards and even drink dispensing machines. If I look in the right places I can find pages and pages of elven artifacts, tomes of power and intelligent swords, but how-ever well I have looked, I have failed to find enough magical items for dwarves.

Dwarves generally don't have many magic items because they do not have wizards in their societies and have an innate distrust of all things magical. They do, however, respect priestly magic, so most of their magical items would have to be produced either by their priests, or by trusted allies who have access to magic, and are willing to use it to help dwarves. Psionic dwarves, who are few and far between, might occasionally make psionic items, but they are very rare and are not included here.

An important exception to this rule is that of dwarven smiths and craftsmen who are blessed with the power to create one magical object in their lifetime, usually a weapon of some sort. A memorable example of this in AD&D fiction is Bruenor in *The Crystal Shard* by R.A. Salvatore.

Dwarven magical items usually revolve around dwarven life, which can be summarized as smithing, mining, fighting, drinking and snoring loudly. The last two are obviously in no need of magical assistance, but the first three could use a great deal, particularly fighting. While a battle-axe +1 is a good enough weapon, it is simple and without any dwarven character. The following magical items can be used in any campaign involving dwarves, and most can be adapted to suit any level of adventurer. I hope you can use them, and can fit them into your group.

Dwarven Avenger +2, +5 vs goblinoids

This magical weapon is a priceless treasure to dwarven warriors and weaponsmiths. Dwarven Avengers are two-handed battle axes 50% of the time (as in PHBR6 Complete Book of Dwarves, or *Combat & Tactics*), plain battle axes 20% of the time, hand axes 20% of the time and swords, spears or other weapons 10% of the time. When used by a non-warrior it has no bonus to hit or to damage. When a fighter, ranger or paladin uses it, it has a +1 bonus to hit and to damage. This magical weapon, however, only shows its true power when in the hands of a dwarven warrior (including multi-classed dwarves, and priests of Clangeddin Silverbeard, the dwarven god of battle). It has three special abilities:

- 1) It acts as a +2 weapon in combat against anything except goblinoids and dwarves (see below).
- 2) When it is used in combat against any evil goblinoid (i.e. orcs, half-orcs, orogs, goblins, bugbears, gnolls, flinds, hobgoblins, kobolds, etc.), it glows with a bright white light, and receives a +5 bonus to both hit and to damage.
- 3) Whenever a Dwarven Avenger kills an opponent, a notch appears on the side of the blade. Nearly all dwarves like to scratch notches on the blade of their battle-axe or other weapon after each kill, but with magical weapons this task is

impossible, as they cannot be damaged or scratched. The Dwarven Avenger eliminates this problem by doing the task for its wielder automatically.

No Dwarven Avenger may be used to strike a good creature, or to harm any dwarf (with the exception of duergar and derro, or the equivalent in the campaign world). If the owner attempts to strike a good being or dwarf of his own free will the Dwarven Avenger vanishes, and appears somewhere where it will be found again by a dwarven warrior.

Once a Dwarven Avenger is acquired by a dwarf, its special abilities (except for the +1 to non-dwarven fighters) will never work for any other until that dwarf's death; a sort of bond is formed between the weapon and the dwarf. The notches are all erased and new ones are started as soon as the new owner slays an opponent.

There is another, rarer kind of Dwarven Avenger that gives its +5 bonus against all evil creatures, instead of just goblinoids, but may only be used by a lawful good dwarf warrior of 10th or higher level. Note that most of the second kind of Dwarven Avengers are intelligent, and have high egos. Under 1% of Dwarven Avengers are of the second category.

XP Value: 2 800 (4 000). GP Value: 10 000 (24 000).

The statistics in brackets are for the second type of Dwarven Avenger. DMs should note that Dwarven Avengers are not typically for sale.

Warhammer of the Earth

Warhammers of the Earth are magical weapons made of a rough but very hard stone. They appear quite primitive, but are in fact very well balanced and make fine weapons. There are only three in existence, and were forged by an Earth Elemental lord to repay a dwarven group that freed him from the service of an evil dark elf priestess. Some say that the hammers were made of the actual flesh of the Elemental, but it is unlikely. In any case, the dwarves who received the weapons died several millennia ago, and the warhammers could be almost anywhere by now.

The warhammers have the following abilities:

- 1) All Warhammers of the Earth receive a +2 bonus to hit and damage, except against creatures from the Elemental Plane of Earth (such as earth elementals, xorn, earth weirds, etc.)
- 2) Any dwarf who holds a Warhammer of the Earth can summon a 16 HD Earth Elemental (as in the *Monstrous Manual*) once every two weeks by holding the weapon over her head and yelling the command word at the top of her voice. The elemental arrives immediately, and stays for exactly one hour, unless it is killed or released earlier. The elemental is very friendly towards both the wielder of the hammer and her companions.
Note that it is always the same elemental who appears, and that no two Warhammers of the Earth may use this ability at once. It is not the elemental lord who made the hammers, but a servant of his who appears.
- 3) All dwarves who wield a Warhammer of the Earth gain a +2 to saving throws against any spells in the Elemental, Earth spheres and schools of magic. In addition to this, any offensive earth-related spell does one point of damage less for each die of damage rolled.
- 4) The hammer receives a +10 to all of its saving throws, due its extraordinary durability. This bonus does not apply to the wielder of the weapon.
- 5) The final ability of these weapons is that twice a day each one can be used to make the earth shake, causing everyone nearby except the wielder and her allies to lose their balance. To do this a dwarf must smash the hammer into the ground. The effect lasts for a round. The range is a circle of radius 20 ft, and all within must make a successful Dexterity check at -5 or fall, making them prone targets. It takes a round to get up again.

The three warhammers are minor artefacts, and the DM can make them seem linked by giving each of them a certain quality, whether a name, a personality (if intelligent weapons are used) or even just a distinctive appearance, such as a color or spike at the end of the handle.

Sword of Nazger

By "zjec3@etsu" <ZJEC3@ETSU.EAST-TENN-ST.EDU>

This magical item is a long sword made of what appears to me dull, unpolished (and unpolishable) silver. The blade is regular length for such a weapon, though an inch or two slimmer than what's normal for a long sword. The hilt is a separate piece and of regular steel. The cross piece looks like two crescent moons each overlapping the other, similar to () overcrossing each other at the ends and the blade coming through the middle gap. The hilt is also rapped in a crisscrossing of a blue-green silk threads.

It acts as a +1 vs. wercreatures and also has the special ability of giving the wielder (yes, he must be holding the weapon for this to function) a tingling sensation similar to when your hand falls asleep when wercreatures are within 60' of the user (though it won't indicate who it is that is a wercreature- nor get more powerful as the wercreature gets closer).

The blade is unintelligent, and has no ego points.

The special abilities of the blade are that if used under a full moon (outdoors) the blade acts like a +1 weapon (and increases the bonus vs. wercreatures to +2 and increases the range to 120').

The blade will also appear to have a set of glyphs along the blade if viewed under a full moon. If read languages is cast- it will be noticeable that this is simply the name of the creator of the blade. No not, Nazger. The creator was a human ranger turned mage from the Archwood area, named Frasier the Brown.

The blade was constructed some 150 years ago...while Frasier was still watching over the Archwood area. He and a few companions were keeping guard there, when an influx of werewolves in the area caused him to attempt to create a magical means of making their elimination and detection easier. One of his companions was a druid, and the mixing of druidic magic and wizard magic created the blade renowned for a later owner.

The later owner was Nazger... a soldier of Cormyr that found the sword 50 years ago. He used it to find wererats that were murdering ppl in (*damn*, I left my FR maps at home, so insert the name of the city that's north of the Archwood area. If that's the wrong place, just change the forest to one that has a city near it). So anyways, he exposed the wererats and kill most of them off.

However while fighting in the sewers of the city he disappeared. Nothing was ever again found of Nazger, except his sword. It was later recognized in the market, but reported too late. It was sold to a caravan heading to Ordulin.

As Nazger had no immediate family the city guard did little investigation. All that was turned up was that a street beggar found the blade in the sewers and thought to sell it for food in the market. The beggar claimed to know nothing else.

The powers of the blade might have become revealed to the caravan, and thus kept or possibly remained unknown and sold as merely a silver sword. If the party decides to purchase a silver blade, this could be thrown in to a campaign that way... perhaps the powers will be realized by a merchant as he tries to sharpen the blade (force of habit) and realize that the blade is wearing down his whetstone.. or maybe that's something that could alert the pc owner. It could also be possessed by humanoid bandits that raided the caravan.

Basically it's a blade with a little history (for those pcs that love to glean such knowledge from Legendlore/identify spells) and a little magic flare for DMs to reveal slowly. That way as the pcs do more with the sword- they'll learn more about it.

Did I mention that wercreatures attempting to hold the sword must make a saving throw vs (a burning hands) spell at -2 (failed save means 1d3+20, successful means only half damage is taken). Their hands will pass through the

hilt as if it were immaterial, though they can physically touch the blade and must make a save vs. spell each round they do so (as per above).

The scabbard is dependent upon the current owner- it could be a nice expensive one if the powers are realized and/or it's for sale or a ragged mismatched size on if owned by humanoids (though the blade will be in the possession, more than likely, of the leader of the humanoid bandits).

Wishes

> Wish: My guideline has always been: A 7th level limited wish can > duplicate the effects of any 5th level Mage or Priest spell. A > 9th level wish can duplicate the effects of any 7th level mage or > Priest spell. Other effects would also have to be within this > 'power' range. When using the wish in this manner there is not > chance for loss of con.
> This is extremely limiting the power of a wish, why even have a > wish spell if all its going to do is duplicate some spell two levels > lower?

To NOT limit the power of a wish spell in this manner could be very unfair considering the spells level. A Wish should be just another 9th level spell... (7th in the case of limited wish), not some all powerful ultimate spell. Example: Limited Wish - Look at ALL the options that a character has if he/she could cast ANY 5th level spell! And I didn't say that it can ONLY duplicate the effects of a spell... "Other effects should be in this 'power' range" I often ask myself this question: If I wanted to make a spell that duplicates the 'effect' asked for in the wish, what level would the spell be?

If, for example, you allow a 9th level wish to 'duplicate' the effects of other 9th level spells, why would anyone with access to a wish spell take any other spell? Casting time?

And I recommend that this limit be placed on the spell 'Wish'. A wish granted by a magic item or divine being could be more powerful, and should be, esp. if you use 10th and higher level spells. While I do not allow these spells, a 'Greater Wish' could be created to handle more powerful needs.

The limits I suggested were originally outlined in a TSR publication. In an effort to drive this thread into the ground, I will now provide ANOTHER large Dragon article. While it was written long before 2nd edition existed, most of Gary Snyder's theories still apply.

WISH POWER LIST

(Copyright 1992 Ryk Erik Spoor [Sea Wasp])

This is the list of Wishes and their attendant power levels. For the most part, there is not a HUGE difference between Wishes that are next to each other; i.e., a Wish 2 is not all that different from a Wish 1, and a Wish 19 is just about as good as a Wish 20. The "Granted Power" listings are examples of things that would basically be automatically granted to the Wisher unless he just HORRIBLY botched the Wish; i.e., things WELL within the power of that Wish. Well worded Wishes can reach into the NEXT power level, and superlative wording and good luck might even allow one to reach TWO levels higher.

The "AD&D equivalent" column denotes what spell in that game system is considered the same as that Wish Level for most purposes; this assumes that a more powerful caster can get more Bang for the Buck (that is, a Wish spell by a 45th level mage can kick butt on a Wish by an 18th level). These are written as "Spell name(caster level), as in Wish(24th).

Wish Level	AD&D Equivalent	Granted Power
Wish 1	Limited Wish(14th), Alter Reality(14th)	Healing, increased hit chances, increased spell durations, ranges minor information
Wish 2	LW(17th), AR(17th)	As above, but more potent
Wish 3	LW(20), AR(20th)	Ditto

Wish 4	Wish(18th), AR(24th)	Resurrection of the recently dead; transportation to desired location; moderate material gains; transporting desired (unprotected) people/objects to caster; create one-use, not permanent effect, magic (potions, scrolls); summon low-level multiuse or permanent magic if not protected. can raise one stat permanently by up to a point if not yet at racial maximum; if already at racial max, adds 10% of one point.
Wish 5	Wish(23rd), AR(27th)	As above, slightly more powerful
Wish 6	Wish(26th), AR(30th)	ditto
Wish 7	Wish(28th), AR(33rd)	Ditto, but can now create minor permanent effect items (potion of longevity); monetary gains can be higher; can bypass very minor protective magic while getting more powerful items; create permanent ordinary objects on the order of a mansion (furnished in moderate expense).
Wish 8	Wish(30th), AR(36th).	As above, again, more powerful; can Djinn/efreet Wishes permanize magical effects, even ones not supposed to be permanent, and there is no constitution loss for so doing; can raise any one stat one point even if beyond racial max, or a non-maxed stat by two, or any two non maxed by one. The dead can be raised even if dead for more than one year (but less than ten).
Wish 9	Wish(32nd), AR(38th)	As above, more so
Wish 10	Wish(34th), AR(40th)	Major monetary gains; Create permanent POWERFUL Djinn/Efreet, items of low to moderate power (+1 Major Demon/Devils, swords, mithril blades, Ring of Faerie) minor gods make permanent protections of different sort than spells make easy, create ordinary items on the order of a small village (complete with fields, wells, roads, etc.); create intelligence within an item (starts at int=9).
Wish 11	Wish(35th), AR(42nd)	As above, more...
Wish 12	Wish(36th), AR(44th)	ditto
Wish 13	Wish(37th), AR(45th)	Money? Sure mac. You got it. Create magical items of +2 or so; summon even fairly well protected items. create intelligent +1 item (powers

- are additional or random...);
Create ordinary area equal to a larger town, or make a single dwelling that is dimensionally separate, etc...
Create life of vegetable level or insects.
- Wish 14 Wish(38th), medium gods As above
- Wish 15 Wish(39th) Create +3 items. Summon virtually anything no matter how it's protected. Create major cities or a small dimensionally separate village; Move a mountain. Get really disgusting amounts of cash (1,000,000 mithril); Create moderate items (Ring of Regen, Ring of Protection +2); create life at fish, reptile level. Repair any damaged soul fully.
- Wish 16 Wish(43rd) Create slightly more powerful items (Ring of Prot +3); create life on avian and mammal levels (not with intelligence, though); create an entire country the size of Rhode island, or move a small mountain range.
- Wish 17 Wish(45th), bigger gods Create +4 items; Create +3 with own intellect, +2 with intelligence and desired powers. Create intelligent life; Make a country dimensionally separate (Ravenloft, anyone?); travel anywhere in time or space unless prevented by greater power; make major magical items (Staff of the Magi). Create a country the size of Texas. Create souls. Raise dead no matter HOW long they've been gone.
- Wish 18 Wish(60th), Major Gods Create +5 items; make multiple lesser items. Blow up a planet, move a continent, create a continent.
- Wish 19 Wish(100th), Gods who are a notch below the Creator. Create "ordinary" artifacts; create planets. Make countries already with populations. Make intelligent species that never existed before, with all special abilities thereunto pertaining; destroy or create stellar systems.
- Wish 20 Direct Divine power, from deities who are either Creator level or DAMN close; if the Deity in question can't bench-press galaxies, he can't DO a Wish 20.

Ballad of the Battlerager

From: toby@lava.net (Toby Mekelburg)

The Ballad of the Battlerager composed by Gustaf Gnarlknuckle of Glistar

*Here I come,
Mine axe unslung,
Yer head I go to take,
So best ye run.*

*Battles have I fought,
Mighty foes have I sought.
By the edge of mine blade,
to them death have I taught.*

*Flee if thy will.
Only to delay mine kill.
For suren enough,
Thy blood will spill.*

*The rage is upon me.
Defense is folly.
Put away thine weapons,
Cause yer just another body.*

*Madness in mine eyes gleam.
Point of my spike keen.
None of mine enemies,
Have the next dawning seen.*

*Yer armor I rip asunder,
With a sound akin to thunder.
Feel my steel,
And yer six feet under.*

*Yer chest is gonna part,
For mine skill is an art.
Stop will I not,
Till my hands hold yer heart.*

*Even witches and mages,
With tricks upon thy pages,
Can be found in the ground,
When they trifled with my rages.*

*Fear have I none,
Of the deeds thou hast done.
For thee have yet to deal with me,
So here I come!*

Chapter 6 Introduction

Poisons

A saving throw versus poison is allowed in most situations involving the use of poison. If good, no further action will usually be required. If bad, the result will depend upon the type of poison (Table 1) and its operating mode (see narrative, following).

Table 1: POISON TYPE (footnotes are in the format *1,*2, etc.)

Type	Strength	Representative example/s
1	1	Venomous (but non extraordinary) arachnid, insect and plant toxins
2	1d2	Hyper weak poisons, up to 1-1 hit die monsters (e.g. Giant Centipede)
4	1d4	Super weak poisons, 1-1 hit die monsters (Weed Eel)
A	1d6	Ultra weak poisons, 1 hit die monsters (Poisonous Frog)
B	2d4	Weak poisons, 1+ hit die monsters (Large Spider)
C	2d6	Mild poisons, 2-3 hit dice monsters (Giant Ant)
D	3d6	Standard poisons, 4-5 hit dice monsters (Pungi Ray)
E	4d6	Strong poisons, 6-7 hit dice monsters (Giant Scorpion)*1
F	5d6	Fortified poisons, 8-9 hit dice monsters (Wyvern)
G	6d6	Virulent poisons, 10+ hit dice monsters (Guardian Naga)
H	6	Hellfire poison: save at -6; runs for 6 rounds (6+6+6+6+6+6)
I	6d6+(6d6)	Insidious poison: 6d6 if save is bad; roll again (once only) if save is good
J	10d6	Juggernaut poison: requires three saving throws
K	Special	Killing poison: runs until it kills the victim (1+2+3+...)*2
L	Special	Lich poison: renders any recipient unconscious and on zero hit points
M	1d6(10)*3	Magic poison: even if save is good, still 50% effective
N	Special	Nova poison: as Type K, but at the moment of death, the victim is consumed by a (number of hit points lost) die fireball*4
O	Special	Omega poison: 1 point per day/day; neutralise poison reverses this but it reactivates 1 day after falling to 0 strength (ad finem)
P	Special	Penultimate poison: kills anything (only save on a 20)
Q	4d4(4d4)	Quadrex poison
R	1d10	Most ordinary snake toxins
S	1d20	Potent toxins such as those of the blue ringed octopus, box jellyfish, and Australian taipan
T	1d30	Exotic toxins such as those of the Golden poison-dart frog, the Indo-Pacific stonefish and the sea snake Hydrophis belcheri
U	Special	Universal poison: kills anything on contact (with a bad Saving throw)
V	1d?(1d\$)*5	Variable poison: on 1d6, ? = 4,6,8,10,12, or 20; roll again for \$
W	1d6(1d6)	Cyanide, dungeon variety poisonous gases
X	1d8(1d8)	Purple worm venom
Y	1d10(1d10)	Black lotus powder
Z	Special	Ziggurat poison: runs for seven rounds (1d30+1d20+1d12+1d10+1d8+1d6+1d4)

*1 a hit die modifier of +3 or more hit points is treated as being equivalent to one extra hit die for poison strength rating purposes
 *2 only one save (at the start) then it's 1 point in round one, 2 points in round two, 3 points in round three, etc.
 *3 roll 1d6 and multiply the result by 10
 *4 of a radius (in feet) equal to the cube root of (the number of dice x 800)
 *5 roll the indicated dice; multiply the results together

Killing poisons

Do as many points of damage as their strength rating.

Retrogenic poisons

Age a victim as many years as their strength rating. A system shock roll will also be required to avoid dying.

Collagenic, debilitating, incapacitating, katabolic, lithogenic, psychomatic, and soporific poisons

These increase the victim's score required to save vs poison by the amount of the poison's strength rating. If the score required to save is then greater than 20, the poison immediately takes effect.

EXAMPLE:

Sadric, a 5th level Wizard, is struck by a dart coated with a Type C soporific (sleep-inducing) poison. Sadric's save vs poison is normally 14. He rolls a 9, failing his saving throw. A Type C poison has a strength rating of 2d6. The GM rolls a 5 so Sadric's save vs poison goes up to 19. Although Sadric failed his saving throw he doesn't succumb to the poison as his saving throw score required is still less than or equal to 20. Next round Sadric gets hit again, fails his saving throw (he needed a 19) and this time the GM rolls a 6. Sadric's saving throw vs poison goes up to 25! This is greater than 20 so the poison takes effect and Sadric falls asleep.

Note that until eliminated, the score required to save vs poison increases with each subsequent infusion of poison.

COLLAGENIC poisons slow a victim for 2d4 rounds. The victim moves and attacks at one-half their normal rate. They have an Armour Class penalty of +4, an attack penalty of -4, and all Dexterity combat bonuses are negated.

DEBILITATING poisons weaken a victim for 1d3 days. All of their ability scores are halved during this time (apply appropriate adjustments to attack rolls, damage, Armour Class, etc.) and they move at one-half their normal movement rate. Furthermore, the victim cannot heal by normal or magical means until the poison is neutralised or its duration of effect has elapsed.

INCAPACITATING poisons leave a victim unable to move for 2d6 hours. Their body is limp, making it difficult for others to move them. The victim suffers no other ill effects from the poison but their condition can lead to quite a few problems for any companions.

KATABOLIC poisons reduce one ability score (randomly determined) by 1 point.

LITHOGENIC poisons turn a random body part into stone -

d20 Part affected Effects

1-4	Right leg	-2 to Dexterity, +50lbs weight, reduce move to 3"
5-8	Left leg	Ditto
9-11	Abdomen	-2 to hit, -2 to Dexterity, +2 to AC, +75lbs weight, reduce move to 3"
12	Chest	Vital organs turned to stone; die in one round unless stone to flesh spell is applied

13-15	Right arm	-2 to Dexterity, +50lbs weight
16-18	Left arm	Ditto
19-20	Head	Brain turned to stone; die in one round unless flesh to stone spell is applied

PSYCHOMATIC poisons drain one life level from their victims.

SOPORIFIC poisons induce waves of weakness and lassitude. Victims move at half speed and suffer a +4 AC penalty during the round after being struck, then fall into a deep sleep lasting 2d4 hours. A good example of a soporific (Type E) is drow sleep poison (pp 89 90, The Drow of Underdark).

Onset times

IMMEDIATE poisons activate the instant the poison is applied. Most monster poisons fall into this category. DELAY poisons activate after 2d6-2* minutes (the asterisk means roll again on doubles, adding the original and subsequent rolls together). SLOW poisons activate after 2d6-2* hours. DORMANT poisons activate after 2d6-2* days. HYPNOACTIVE poisons are triggered when the victim falls asleep (zzz...croak). VIGILACTIVE poisons activate when the victim wakes up. TRAUMATIC poisons activate the next time the victim loses one or more hit points. BINARY poisons activate only after the subsequent introduction of a triggering agent (e.g., first part is in the sweetmeats shared by everyone except the poisoner, the second part is in the wine shared by the victim and their poisoner. Separately the parts are harmless, but together...).

Delivery methods

INSINUATIVE poisons must be injected into the bloodstream via sting, bite, or other penetration. **INGESTIVE poisons** are effective only if swallowed; assassins favour these for doctoring food and/or drink. **INSPIRATIVE poisons** are effective only if breathed in. **CONTACT poisons** need only touch the skin to be effective. **SYNERGIC poisons** are equally effective by any of the foregoing delivery methods.

NB: although most insinuate poisons are also toxic if ingested, it is assumed that their taste, smell, or colour (and perhaps reduced potency) prevent their effective use as such.

Creature size

Multiply the strength ratings of all but killing poisons by 25% vs size L creatures, 5% vs size H creatures, and 1% vs size G creatures.

EXAMPLE: Martin the Myrmidon has three javelins coated with a Type Q incapacitating poison. He throws one at Bombadyr the Fire Giant, and hits. Bombadyr fails his save versus poison. The GM rolls 16 and 8 for a total of 128. A Fire Giant is a size H creature so the poison is only 5% effective. Bombadyr's saving throw score required is increased from 4 to 10.4 (5% of 128 = 6.4). Martin will have to hit Bombadyr at least two more times to have any hope of bringing him down (by poison alone).

Blade venom

Evaporates quickly. During the first day after its application blade venom retains its full potency. By the second day its effectiveness is halved and by the third day, blade venom is ineffective. It is likewise removed by repeated use. After the first hit its effectiveness is halved. After the second hit it is gone.

Partially evaporated or used poisons allow the victim a +4 on their saving throw roll.

Eliminating poison

Neutralize poison will reduce an abnormal saving throw score by 6d6 points. Poison otherwise dissipates naturally at the rate of 1d6 points per day (minimum result = Constitution hit point bonus).

If a character with the herbalism proficiency is in attendance, the result will depend upon the outcome of a proficiency check. A critical success (a natural 20) removes an extra 2d6 points per day. A good result removes an extra 1d6 points. A bad result achieves nothing (try again the next day). With a critical failure (a

natural 1), the patient suffers a relapse and incurs an extra 1d6 points worth of poison.

Whilst inactive poison remains in a victim's body, natural healing takes twice as long.

Classifying generic poisons

Those with a +4 to save are rated as being equivalent to Type B.

Those with a +1 or +2 to save, as Type C.

Those with no adjustment either way can be rated as Type D.

Those with up to a -4 to save, as Type E; and poisons that inflict damage even with a save or those that save at lower than -4 can be rated as being equivalent to Type F (or better).

After reclassification, ignore any intrinsic saving throw adjustments.

Mithril Explained

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Hello, I myself play with a mixture of MERP (Middle-Earth Role Playing) and Rolemaster, both based on Tolkien's world, so I have some documentation on mithril. I have also played AD&D, so I can compare the systems and - perhaps - help you out here.

Mithril is a metal (not an alloy, though it may be used that way) that is magical in nature. In AD&D, it would have an innate +2. It could easily be enchanted (by VERY high-level alchemists or mages) to up to +5. It has absolutely nothing to do with silver. The hobbit Bilbo Baggins, who made a poem with the words "true-silver" and "Moria-silver" knew nothing of the true nature of mithril, since he was not a blacksmith or otherwise familiar with precious metals. Mithril does not rust, much like gold. Mithril is not an easy metal to work with, and it is extremely costly to let someone make an item out of mithril ore. Also, the ore itself is very costly (I suggest some 500 gold pieces PER OUNCE. Even though mithril is very lightweight, a typical short sword would still weigh about 1.5 pounds or 24 ounces. That is some 12000 gold pieces just for the material. In addition, some 100 gold pieces for the forging per ounce, adds up to 14400 gold pieces for a +2 short sword, without additional powers. Cheap, huh?) Mithril is very tough, and a weapon would be all but unbreakable save against stronger materials such as eog or galvorn. Should a mithril weapon break, roll a d100. If this roll yields a 1, the weapon indeed is broken; otherwise, it isn't, but it may still be dropped instead or something...

Some though monsters are more susceptible to magical weapons. Since mithril is magical in nature, these monsters could be hurt by mithril weapons, even if they would normally require a +3 or better weapon to hit.

A summary of mithril properties follows:

- Metal (not alloy, and definitely not silver);
- Innate +2 bonus (consider magical);
- Can be enchanted to up to +5 (or better, but find a GOOD mage);
- Very lightweight (some 2000 kilograms/cubic meter);
- Costly (some 500 gold pieces per ounce, plus 100 for the forging);
- Difficult to work with (find a GOOD blacksmith);
- Resilient (only breaks on d100 roll of 1);
- Effective against large creatures (even with normally +3 or better to hit);
- Doesn't rust (even by Rust Monsters);
- Incredibly cool stuff!

I have also heard about mithral (with an 'a'). This has got ABSOLUTELY NOTHING to do with mithril either. It is an entirely different material. It was mined naturally in Khazad Dum, and was often made into enchanted items. In the First Age of the Sun in Middle Earth, it's value was ten times that of gold. In the Third Age, where most MERP campaigns are run, its value is approx. 100 times the value of gold. The innate bonus of +2 might be a bit high. Even adamantite doesn't have that sort of bonus. You might be used to MERP, where nonmagical items can have very high bonuses (I am also a MERP player). In reference to stronger metals, I have never heard of eog outside of MERP. Galvorn, however, is an excellent metal. Being composed of meteoric iron, with its exact composition known only to Eol, a master elvensmith. It is jet black and can easily cleave almost any non-magical metal. It would recommend rules for it as a natural +3, with a weight similar to that of iron. It would be impossible to buy.

Subduing

(non-lethal fighting)

By: jeff@lonex.rl.af.mil (Jeffrey C. Isherwood)

There are many times when you may want to, or have to fight somebody without killing them:

A Charmed friend
Possible witness to a crime
Wanted felon
Criminal with a bounty
Role-playing
Interegation
Hostage
Fight in a town where killing is punished by death, or is against the law.
Against your Code
Prisoner
Torture
Vengeance at a later time
Too many witnesses

I have used Non-lethal combat on dozens of occasions. You can't very well question a dead prisoner. Doesn't it suck when you find out that the guy you just killed had vital information? Or had a bounty for being returned alive to stand trial? Maybe he was a famous thief, and never told where the stash from his biggest job was hidden? Perhaps you can ransom the person off? Slave traders won't buy dead slaves...

For what ever reason, sometimes you don't, and shouldn't, want to kill. Now Punching, and Wrestling are great. As is the Lasso and Net.... but sometimes you don't have the time to wrestle him to the ground, or it is too dangerous to delay... and you just want to knock the damned creature out! Perhaps there are a BUNCH of opponents and you don't want to kill them (such as in a bar fight) but don't have time to be nice? KO'em!!

OK from the Complete Fighters Handbook a called shot to the head (which IS where you have to hit somebody to KO them) is an additional -4 to hit and +1 to initiative. There is a maneuver called 'sap' which the Sap was designed to perform. The maneuver gives a 5% chance per point of damage up to 40% max. This gives the Sap a 10% max chance? I disagree. The Sap is a time honored weapon, that when weilded by someone of skill, can knockout even the biggest foe... in a couple of whacks...

MY Method:

There are certain weapons that I give an inherant 'Base Chance' or 'Knockout Bonus' to KO if used by a SKILLED person. Note: Non-proficient wielders do NOT get this benefit.

Many blunt weapons, because of thier weight distribution, or design, or even by tradition (such as pottery or beer stiens) are actually BETTER at KO'ing a person, the damage is rolled, and 25% is real, the rest is concussion. To make this shot, you are at -8 to hit, and +2 to initiative, but if you hit, the normal 5% chance to KO per point of damage is added to the weapon's base chance:

To Kill a Beholder

From: an74191@anon.penet.fi (ShadowMist)

Greetings:

Ok, I've been reading about people saying things like 'one Barbarian kills a beholder' or 'Small party beats beholder' for the last few days so I'm jumping into the fight with a few points.

To begin a beholder should never, NEVER be an easy foe. If the DM plays it intelligently, a beholder (or for that matter a Dragon, a Death Knight, a Lich, or a Vampire) can clean the floor with a party that's under 10th level, at least! The problem isn't, as some say, these things lack power, its that the DM isn't playing it according to its level of intelligence!

First: A beholder is SMART people! Its got 11 eyes so the odds of a thief somehow escaping its notice long enough to backstab are about the same as Mystra aka Midnight) and Cyric being friends! That's assuming that your DM decides you can backstab a Beholder, which a good one won't. When it sees a group of adventurers swinging glowing weapons, its going to levitate high enough that it won't have to worry about those magic swords, maces, morning stars, ect... (and no, a beholder won't lair someplace where it can't levitate out of sword's reach). And if it sees a big, powerful, Barbarian carrying a large TREE (and unless the Barbarian's invisible for some such... and considering the age, intelligence, experience and magic items a beholder has its got to be a REALLY good one) its going to disintergrate the Barbarian quickly, and that's not even counting if the Barbarian's magic goodies glow or not.

Second: A beholder has a lot of treasure folks, which means magic items as well as coins, gems and jewelry. With all this you don't think a beholder won't have gotten traps put in place by evil dwarves to guard its lair? That it won't have gotten a mage or priest to cast some spells to guard its lair, or a contingency spell cast on it to get it out of trouble and to heal it? Or for that matter that its treasure won't include at least one item it can use for either attack, defence, or healing? Not to mention the various guards it could have by using its wealth and/or eye that charms.

Third: Finally we get to the beholder itself.

A)

remember that all of its eyes except for the one that creates a zone where magic doesn't work (and for the purposes of this post I'll assume that in this anti-magic zone even the beholders other eye powers won't work, but if you have a DM like some I've had, I wouldn't count on it *evil grin*) are on stalks. This means that they can point in, basically, any direction.

WEAPON	KO Bonus	DAMAGE
Sap	15%	1d4/1d2
Club	10%	1d6/1d3
Chain	5%	1d4+1/1d4
Belaying Pin	8%	1d3/1d3
Mace (Horseman's)	15%	1d6/1d4
Stave (Staff)	10%	1d6/1d6
Dagger (hilt)	4%	1d3/1d2
Long Sword (hilt)	6%	1d4/1d3
Fencing Blades (basket hilt)	7%	1d4/1d2
Bottles	8%	1d4/1d2
Mug (or Beer Stien)	12%	1d4/1d3
Chairs	10%	1d6/1d3
Pottery	12%	1d6/1d2

These Knockout Bonuses are only good for called shots to the head. Obviously you wouldn't be able to knock somebody out by hitting them in the shoulder with a beer stien.

The wearing of headgear can help minimize the risk of head trauma (or KO). There are several different types of head wear, and they each provide a degree of protection:

MODIFICATIONS

Type of Headgear	Visibility	Hearing	KO Protection	Wgt
None	0	0	0	0
Leather Skull Cap	0	0	-2%	0
Boiled Leather Cap	0	0	-4%	.5
Studded Leather Cap	0	0	-5%	1
Studded Leather Helm	-1	-1	-7%	1.5
Iron Cap	0	-1	-9%	2
Chain Coif	0	-1	-8%	2
Open Faced Helm	-1	-2	-10%	5
Closed Faced Helm	-2	-3	-10%	5
Great Helm	-3	-4	-15%	10

SUBDUAL STYLE FIGHTING:

Any PC may specialize in `subdual'. Yet I always make my players have a REASON for it, not just "I want it". Why did your charcter learn this skill? I give it to alot of my NPC guards, or to bouncers in Inns, Roustabouts at carnivals, and many thieves... (if the city has strict laws against murder, you may learn to KO instead of kill). Subdual, works like any other fighting style. Any body can know it, and you can specialize in it for 1 weapon slot. It gives you +1 to hit, a +1 to damage (that is added to the actual or concussive damage at the PCs discretion) and a +5% to KO. Fighters and Thieves may specialize in this skill for 1 extra level giving them +0 to hit, +1(discretionary) to damage, and +0% to KO, with the added bonus of -1 to initiative. The total bonuses of a doouble specialized Subdual are: +1 to hit, +2 (discretionary) to damage, +5% to KO, and -1 iniative modifier.

It doesn't matter if your behind it or not, it can still use the eye that turns you to stone, if it still has it.

B) its power to Levitate is a NATURAL ability it has. This means that it can Levitate without any trouble in Wild or Dead Magic Zones, in the area of effect for an Anti-Magic Sphere (or whatever variant your mage character can cast as a spell) and is DEFINATELY not affected by Dispel Magic! If it was then all you would have to do to kill a Lich would be to, successfully, use Dispel Magic on it.

C) it will use its eye-powers on the people who are the biggest threats. It will have the people who are spell-casters, or at least as many as it can affect, in its Anti-Magic Zone. No, I don't mean it will know right away who they all are (at least not till after the party first attacks), but people, especially those in robes making weird gestures, taking strangely and holding things like holy symbols, bat fur, copper rods, ect... should give the Beholder a clue. It should then use its other eyes on those party members outside its Anti-Magic Zone, especially those who look/act like spell-casters, people with bows or other weapons that could reach the Levitating Beholder (yes it is out of reach of your sword), and those who are flying.

Fourth: And never forget the old saying 'Disgression is the better part of valour'. If despite its traps, spells, guards, magic items, eye powers and ability to levitate a Beholder shouldn't stick around to die... it will, at the very least, attempt to escape through hidden passages or magic. And if it succeeds in escaping then the party has earned a powerful and, probably, still rich enemy.

In conclusion, I would say that a beholder (or a Dragon, a Lich, a Death Knight or a Vampire), if played intelligently by the DM (as they are meant to be), is a powerful opponent. It would take a very luck party (or a DM who's playing the beholder like its Intelligence is below 8!) to defeat a Beholder before they reach 10th level or, for that matter, even before they reach 12th level!

As for the person who asked 'How do you kill a Beholder', this is my personal advice, and remember I'm not guaranteeing anything:

- 1) Be around 12th level, at least. You CAN do it with lower level characters but it requires at least one of the following: a LARGE run of luck and/or a STUPID DM;
- 2) Surround the Beholder, separate your spell-casters so they all can't be affected by the central eye (that's the one that creates an Anti-Magic Zone). This way you'll have a better chance of it not concentrating its eyes on a group of you at once (this happens, and it's NASTY!);
- 3) Have magic items (although its the rare character in AD&D who doesn't have a weapon +1, at the very least, at 12th level);
- 4) Have spells like Raise Dead on hand, or have enough loot to buy this service at a nearby temple. The

reason for this is that if the DM plays a Beholder intelligently and the players don't get REAL lucky, chances are that even IF you win, at least one character will die.

Selune doth slowly rise
Her tears are close behind
And as with her I slowly cry
For soon I must leave you behind.

Tomorrow with Lathander's dawn
I'll go where earth meets sky.
I'll go maybe not to return
Softly crying for you all the while

Fate awaits all adventurers dear
With every step they take,
But I can go without a fear
Knowing at path's end you await.

I shall return or I shall die:
A promise I shalt keep,
Should my journey lead to eastern sky
Or to far away Waterdeep.

I love you with all my heart dear
This truth noone denies.
May Sune return me to you
In your arms again shall I lie!

**The Marvelous Magnificent:
-Michael Morris the Maniacally Mad.**

CRITICAL CHART

SLASHING (scimitar, bastard sword, broad sword, long sword, great sword, axes)

01-09	Hit vulnerable area, damage X2
10-12	Strike vital area, damage X3
13-20	Destroy 1d4 items, 1/2 damage
21-22	Slit throat; 20+1d10 damage plus 1d8 for next 5 rounds until binding
23-55	Limb damaged; see limb damage chart
56-60	Hit face; scar, -1 charisma
61-63	Scalped, damage X2, -3 charisma, no hair will grow
64-65	Removed nose, -10 to charisma
66	Removed left ear, -20% chance of hearing, -2 charisma
67	Removed right ear, -20% chance of hearing, -2 charisma
68-70	Blind in one eye, 1/2 damage, -2 to hit, -4 with missiles, Lose DEX bonus on AC
71-72	Blind in both eyes, 1/2 damage, -6 to hit, -10 with missiles, lose DEX bonus on AC
73-77	Gut wound, 1/2 damage, takes 2 rounds to bind, see STOMACH WOUNDS
78-79	Sever spinal cord, save vs. paralyzation or legs paralyzed. +10 damage
80-88	Organ hit, see ORGAN chart
89-95	Removed weapon. No damage unless monster (claws or teeth removed)
96-98	Limb, major tendon severed, roll on LIMB chart
99	Limb, major nerve severed, no sense of touch, roll on LIMB chart
00	DEATH

THRUSTING (Short Sword, Dagger)

01-09	Hit vulnerable area, damage X2
10-12	Strike vital area, damage X3
13-15	Puncture throat, damage +10, 1d8 for 4 rounds or until bound
16-30	Limb struck: use LIMB chart, roll 1d4 for EXTENT
31-36	Blind in 1 eye, +50% damage, see SLASHING for results
37	Blind in both eyes, +75% damage, see SLASHING for results
38-44	Organ hit, see ORGAN chart
45-47	Blade stuck in bone, max weapon damage every round until removed
48-51	Limb: tendon severed, 1 limb useless- see LIMB chart
52-62	Lodged in vital area, take damage again when removed
63-69	Destroyed 1 item, damage -d4
70-78	Solar plexus hit, damage X2.5
79-90	Gut wound, effects as stomach wound use ORGAN chart
91-99	Exceptional blow- blade passes through body, damage X3
00	Strike perfect blow- instant death

CRUSHING (Bo-stick, Club, Hammer, Mace, Morning Star, Jo-stick, Quarterstaff, Flail)

01-03	Crush neck- damage =20+ 1d10, save vs. paralysis or paralyzed from neck down until cured for 2x damage taken
04	Crush throat, damage +50% and can't breath; unconscious in CON/6 rnds, suffocate to death 10 rnds later.
05-21	Limb cracked, roll on LIMB chart to see which one. Useless for 2 months, -2 days per CON
22-27	Crack skull, damage =10 + 1d10, save vs death or lose 1-2 points of WIS and INT
28-29	Spine cracked, see SLASHING for effects
30-36	Rib cracked, damage +20%, -1 to hit

37-42	If wearing plate, crunched inside +10 damage and 50% chance of not being able to breathe until removed; if not removed, treat as crushed throat, -1 AC worse for armor.
43-46	If wearing chain, horrible imprint left, +25% damage and 25% chance of scar
47-50	Organ ruptured; see ORGAN chart
51-57	Stunned for 1d10 segments, cant fight or defend for 1d6 rnds
58-63	Hit face, -1 charisma, damage +25%
64-65	Helm destroyed (only magic helms get saving throw) save vs CON or knocked out 1d4 rnds
66-73	Shield destroyed (only magic shields get saving throw)
74-77	Destroy 1d4 items, damage -25%
78-83	Hit tip of sternum, damage x2, -2 to hit
84-85	Crush pelvis, damage +50% and 1 HP/rnd until magically cured for 10 HP
86-90	Crack jawbone, +10% damage and can't talk or eat for 1d12 days
91-94	Glancing blow to face, 1/2 damage, 1d8 teeth knocked out, -2 Charisma
95-99	Shoulder crushed and arm useless
00	Head crushed in- dead

SHARP PROJECTILE (Arrow, Dart, Thrown Dagger, Crossbow Bolt)

01-09	Hit vulnerable area, damage X2
10-12	Strike vital area, damage X3
13-23	Blind in one eye, X3 damage, -2 to hit, -4 with missiles, lose DEX bonus on AC
24-30	Stick in bone, take damage again to remove
31-36	Pierce hand, useless for one week or until 2X damage cured
37-40	Pierced neck, 1d10 damage, + 1d4 damage for next three rounds from bleeding
41-45	Limb hit at joint (use LIMB chart), limb useless until projectile removed, then -1 to hit with that limb until healed
46-50	Remove finger, see LIMB chart
51-59	Pass entirely through body, X2 damage
50-68	Pin arm to chest, chance to remove-chance to open doors +10%
69-77	Hit weapon hand, see LIMB chart for ARM damage
78-84	Organ hit, see ORGAN chart
85-93	Projectile sinks all the way in, unpleasant damage X2
94-98	Projectile lodged in bone, max weapon damage until removed
99	Limb, stuck in major tendon, making that limb useless, us LIMB table for location
00	Perfect shot- DEATH

POLE ARM (Bardiche, bec de corbin, bill-guisarme, fauchard, fauchard-fork, glaive, par ransuer, spetum, voulge)

01-09	Hit vulnerable area, damage X2
10-12	Strike vital area, damage X4
13-18	Mutilate chest, damage X2
19-24	Horrible gash, damage X2, infection in 1d6 days
25-40	Limb struck, see LIMB chart
41-43	Grazed face, damage +1/2, -1 on charisma until X3 damage cured
44-47	Destroyed armor if chainmail or weaker
48-51	Blind in one eye, damage X2, see SLASHING
52-54	Blind in both eyes, damage X2, see SLASHING
55-62	Rip shield from grasp, 1/2 damage (if no shield, MAX damage)
63-71	Organ hit, see ORGAN chart

72-78	Stuck in ribs, take damage every round until removed
79-80	Blade goes entirely through, take X3 MAX damage
81-88	Polearm disarms opponent, no damage unless opponent has teeth or claws
89-94	Destroy 1d4 items, 1/2 damage
95-99	Hack out chunk of flesh, X3 MAX damage, -4 to charisma, will leave bad scar
00	Blade cleaves skull, save vs. death at -5. If saved then instant death, if failed, character loses 1d4 on constitution permanently and dies very horribly

SPEAR-LIKE (Spear, Javelin, Trident, Lance, Fork, Pick, Pike)

01-09	Hit vulnerable area, damage X2
10-12	Strike vital area, damage MAX X2
13-20	Impaled, MAX damage and takes 1d6 rounds to remove
21-29	Victim pinned to ground for 1d4 rounds
30-36	Neck punctured, see THRUSTING
37-41	Arm pinned to body, MAX damage
42-46	Hit shoulder, arm useless, -4 to hit due to pain
47-48	Impaled and lifted off ground, X3 damage
49-55	Sticks in shield, makes both shield and spear useless, 10% chance of hitting arm 1/2 damage if this occurs
56-60	Hit ribs and break several X2 damage -2 to hit
61-70	Blind in one eye, X2 damage, see SLASHING
71-79	Roll on THRUSTING table
80-83	Destroyed 1-2 items, 1/2 damage
84-86	Hit face, X2 damage, 25% chance of scar, -1 charisma until cured for 2x damage
88-94	Hit in gut, see SLASHING
95-99	Goes clear through body, MAX X2 damage
00	Pierces heart, save vs. death at -5 or dead, if saved HP reduced to 0

SPIKED (Some maces, Morning-stars, Flails, Clubs)

01-50	Roll on crushing table, with +1d4 damage
51-57	destroyed chainmail or weaker armor
58-67	Removed finger, see LIMB chart for effects
68-73	Stuck in bone, take damage every round until removed (removal takes damage)
74-77	Punctured one eye, damage X2, see SLASHING
78-83	Punctured both eyes, damage MAX X2, see SLASHING
84-88	Many spikes hit, MAX X2 damage
89-94	Deep puncture wound, damage X2, will infect in 1d6 days
95-99	Organ hit, see ORGAN chart
00	Crushed skull, dead

THROWN STONES (Sling stones, Sling bullets)

01-30	Stunned for 1d10 segments, can't fight or move for 1d4 rounds
31-50	Blind in one eye, X2 damage, see SLASHING
51-70	Limb cracked, X2 damage (25% chance of being useless), see LIMB chart
71-80	Limb broken, MAX X2 damage, (75% chance of being useless), see LIMB chart
81-99	Vital area, MAX X2 damage
00	Shattered skull, save vs death at -10 or dead. If saved, INT -1d4 and WIS -1d4, HP=0

BITES AND CLAWS (Monsters, unarmed humanoids)

01-09	Hit vulnerable area, MAX damage
10-12	Hit vital area, MAX X2 damage
13-31	Limb hit, see LIMB chart
32-35	Break ribs, damage X2, -4 to hit due to pain
36-38	Organ gouged, see ORGAN chart
39-51	Knocked down (if possible), MAX damage, monster gets +2 to hit on next attack save vs. paralysis or lose next attack
52-54	Blind in one eye, damage X2, see SLASHING
55-57	Blind in both eyes, damage X2 see SLASHING
58-65	Severed mahor tendon, see SLASHING
66-75	Roll on SPIKED table
76-79	Unpleasant things done to face, X2 damage, -2 charisma, 5% each major feature being made useless. Cure for 5x damage to heal.
80-99	Deep gouge, MAX X2 damage, weird scar and will be infected if possible
00	Removed throat, save vs death at -10 or dead. If saved, reduced to 0 HP and charisma -6 due to huge scar on neck.

LIMB DAMAGE

AREA (WITH SHIELD 1D6, W/O SHIELD 1D4)

Reverse all L & R for left-handers

die roll

1	R. Leg
2,5	L. Leg
3,6	R. Arm
4	L. Arm

LOCATION (d10)

X5 damage

1	Fingers (toes)
2-3	Wrist (ankle)
4-5	Mid-forearm (mid-calf)
6-8	Elbo (knee)
9-10	Shoulder (hip)

EXTENT (D6)

1	Temporarily damaged
2	Badly hacked
3-4	Crippled severely
5-6	Completely severed

ARM

Temporarily damaged	-4 to hit, -4 to damage
Badly hacked	-6 to hit, -6 to damage
Crippled severely	-8 to hit, -8 to damage
Fingers	remove 1-2 fingers, lose 1 hp each, 25% chance thumb. If thumb or 3+ fingers lost, save vs paralysis each blow or drop weapon
Completely severed	-10 to hit, -10 damage

LEG

Toes	-10% movement
Temporarily damaged	-10% movement
Badly hacked	-25% movement
Crippled severely	-50% movement
Completely severed	-90% movement

ORGAN DAMAGE

Location (d6)

1	Lung-	Damage X2, save vs. poison or lung collapses: unconscious for 10-20rnds then half move until healed
2	Heart-	(nicked): Damage MAX X2
3	Kidney-	Damage +2, blood poisoning, death in 4d12+CON hours; neutralize poison will add 10 hours
4	Liver-	Damage +3, bleed for 1d4 hp for 5 rounds
5	Spleen-	Damage +3, bleed for 1d6 hp for 5 rounds
6	Stomach-	Damage X2, take full damage again daily from digestive fluids. Will become terminally infected in one day. This will weaken the victim at 1 Strength and 1 Constitution point / day. The victim dies when Strength, Constitution, or HP goes below zero. A cure disease is required to stop infection; thereafter, the character will regain Strength and Constitution at the rate of 1 point per day.

**Critical wounds by failed saving throw against magical attacks, cold, acid, electricity, or poison, there is a chance that a critical wound will result. (saving throw needed - saving throw rolled) *2%
Roll this percentage to see if a critical occurs.**

FIRE

01-09	Hit exposed area, MAX X2 damage
10-40	All oil, alcohol, or other flammables explode for ½ damage each
41-44	If holding metal item, it melts onto hand permanently (only if fire is strong enough)
46-50	Destroy 1d4 items, take full damage
51-54	One eye is burned, X2 damage, see SLASHING
55-60	Both eyes are burned, X2 damage, see SLASHING
61-66	Blinded for 1d6 rounds
67-74	Smoke inhalation, out of action for 1d4 rounds
75-80	Flame gets under clothes or armor, X2 damage
81-99	Burned face and skin, causing scars and -3 charisma, must cure for 5x damage to regain charisma.
00	Inhaled flame, save vs death at -10 or lungs burned out and death. If saved, MAX damage X2

COLD

01-40	Limb frozen, cure within 10 rnds or lose it (roll on LIMB table)
41-50	1d6 non-magical glass and metal items turn brittle; save at -5 if struck
51-60	Severely frozen, Strength and Dexterity -2 for 2d6 rounds
61-70	Go into shock from cold (same effects as being unconscious) Roll less than CON on d20 every round to come out the next round unharmed

71-75	Body completely numbed- all surface nerves paralyzed for 1d4 hours: will not know damage taken per each blow, must roll under DEX on d20 for each attack or will drop weapon
76-88	Severe frostbite- lose toes, nose, etc. (see Druid's Chill Metal Spell)
89-99	Flesh frozen and gangrene will set in, X2 damage
00	Blood crystalized, save vs death at -10 or die. If saved HP reduced to 0

ELECTRICITY

01-20	Hits unprotected area, X2 damage
21-40	Goes into convulsions for 1d4 rnds, X2 damage
41-45	All potions carried make saving throw or are changed: 1-50 useless, 51-90 changed, 91-00 poison
47-52	If wearing metal armor, welded inside; MAX damage
53-65	Severe burns at entry and exit points, X2 damage
66-70	One limb burned off (roll on LIMB table) MAX X2 damage
71-80	Nervous system damaged: lose 1d4 of dexterity (regained if healed magically for 5X damage)
81-85	Nervous system damaged: lose 1d4 of wisdom (regained if healed magically for 5x damage)
86-90	Nervous system damaged: lose 1d4 of intelligence (regained if healed magically for 5x damage)
91-93	Temporary amnesia lasts (9+d20) days. Save vs. paralyzation or also lose all 1 level (including experience and spells memorized).
94	Permanent amnesia, save vs. paralyzation or lose all experience (back to 1st level)
95-98	Temporary insanity 1d8 days
99	Permanent insanity
00	Strikes heart, death

POISON

01-40	Temporary insanity, lasts for 3d6 days
41-49	Permanent insanity
50-59	Lingering results- poison won't leave system for 1d4+2 days and there will be "flashbacks" which do 10-80% of poison damage
60-79	Unusually high dosage, effects (damage) +MAX
80-97	One score lowered 1-2 must neutralize poison and heal 5x damage to regain
98-99	Save vs. poison or enters major artery, damage MAX X3
00	Poison has unique effect on this individual; save vs. death at -5 (or at +5 for non-damaging poisons) or fatal

ACID, dissolving

01-40	Limb struck, use LIMB chart or DM's choice
41-60	Hits exposed area, X2 damage
61-70	All items close to area hit save at -3 or destroyed
71-77	Acid gets into potion flask, water skin, etc.
78-82	One eye blinded, damage X2, see SLASHING
83-90	Both eyes blinded, damage X2, see SLASHING
91	Hair burned off, -3 damage
92-00	Severe facial damage, -3 charisma, heal damage X6 to regain

Chapter 8 Ancient and Future Mysteries

The Mythals

By Sylvain Robert (robert@uqtr.quebec.ca)

Mythals are titanic feat of elder magic, rare and precious today. But of old, mythals were laid in many communities beside the fabled Myth Drannor. One was Myth Nantar, now drowned deep under the waves of The Sea of Fallen Stars, somewhere near the pirates Isles, and said to be infested by sahuagin, and worse. Another was Myth Lharast, in the heart of Amn. Founded as a city of Selune-worshippers, its mythal is linked to the moon. It appears only on certain moonlit nights, a ghostly, floating splendor of walls and towers, only to disappear again. Various groups, from undead armies ruled by demi-liches to gargoyle clans, have seized control of the city over the years, and used it to raid the surrounding area, earning it a fell reputation.

Myth Glaurach stood in the Sword Coast Northlands, in the upper reaches of Delimbiyr vale, near present-day Hellgate Keep. Entirely destroyed by orc hordes long ago, it is today only creeper-covered rubble and a few underground chambers and sewer tunnels, now home to monsters. The mythal remains in force over these ruins, however, and are used by certain daring adventurers and by the evil inhabitants of Hellgate Keep to work powerful magics and to replenish magic they carry.

There were other mythal sites, at least six cities in all as well as several strongholds. The only mythal-guarded stronghold known today is The Herald's Holdfast, whose mythal is similar to that of Myth Drannor, but also includes some defensive barriers that exclude orcs and prohibit certain spells and action from entering, which aid in its defense (and have given the reputation, over the years, of being an invincible fortress, allowing it to withstand siege by orc hordes, bands of marauding beholders, tarasques, and powerful archmages alike).

Rumors in the city of Silverymoon has it that a strong mythal is in place around that part of the city east of the great open market.

Laying a Mythal

The details of this mighty Art are now lost, but from Elminster of Shadowdale and others we know the process: at least nine wizards were required, of 41st or greater level (the minimum required to cast 10th-level spells, in the days before the gods took such heights of spell hurling away from mortals). A tenth-level spell, Create Mythal, was cast simultaneously by the nine. This spell is known to have permanently drained life force from each caster. (Other tenth-level spells known to have existed were Hurricane Slaying, Tidal Wave, Shape Mountain and Wildmagic Tempest.)

A mythal would then begin to form, and the nine creators (plus other magic-workers allowed to participate by the nine) should weave the mythal as it slowly formed, adding specific powers to it, and determining its boundaries. Each creator could secretly fashion two properties for the mythal, and the others could openly add as many powers as desired.

Possible mythal properties are the ability to make all magical or alignment auras continuously visible, for example, or to exclude certain races of creatures or to block psionics, or the ability to make all items of less than a certain mass have an equal density to air, so that they float and cannot fall or be thrown with any force.

Sages still hotly debate the true nature of mythals, but it is generally agreed that a mythal is a living thing, a huge magical web work of force-beams given life by its creators (from whom it takes life-force), and sustained by the natural processes of its surroundings (taking energy from sunlight, water seepage, temperature changes, and the like). This is why Dispel Magic spells, Limited Wishes and similar magics can weaken or temporarily

negate certain mythal properties (Wish spells can even permanently exclude small areas from mythal control, or twist mythal properties into new results) but such magics can never destroy a mythal. This view of mythal nature is supported by the words of the goddess Mystra over the years, as well as several comments of the Magister and the demigod Azuth, who is said to have had a hand in the creation of the very first mythal.

The Phaerimms

Ah yes, the scourge of the Underdark, and of Topside alike.

Point One: The Sharn: A chaotic neutral race that seems to have interfered with the Phaerimm plans for the total destruction of all surface life due to some little understanding that went wrong with the people of the Netheril times on a whim or in the interest of good, it is not quite clear. It is rumored that members of the Sharn race may be occasionally encountered in Undermountain. It is recommended however, by such notables as Khelben Blackstaff and Elminster himself, that you leave them alone. They are a long-lived race about whom little is known, save that they dabble in the Art. Considering that they are comparable to most archmages in ability watch out for those who take it a bit more seriously.

Point Two: The Phaerimm: Inhabitants of the area of the Underdark, known as Phaeral, these powerful creatures of magic and evil were content to happily ignore the surface world. However, there seems to have occurred a misunderstanding between the Phaerimm and the surface-dwelling humans of the Netheril Kingdom. In a number of encounters the Phaerimm were treated as common monsters to be slain outright. Understandably this treatment caused the Phaerimm to shift their interest to the lands and peoples above them. After a long series of magical confrontations with the near equally powerful wizards of Netheril, the Phaerimm developed a spell so powerful that it drained the very life from the soil. After many applications of this spell the Anauroch was created, the Netherese wizards fled to all corners of the known Realms founding many new magic-based civilizations, mainly in the south, and the Kingdom of Netheril collapsed soon after bereft as it was of its former supremacy in the Art.

The Phaerimm were not satisfied with this destruction and planned to continue their onslaught on all life on the surface. At this point the Sharn enter and cast a powerful magic of their own, known as the Sharn Net. This magic prevents the Phaerimm from moving beyond the geographical area of the Anauroch.

To this day, the Phaerimm beneath the Anauroch and those few who escaped the Net and inhabit areas in ruined Myth Drannor work continuously to free their race and gain revenge on those that bound them.

Point Three: Anauroch: Due to the pervasive mind-influencing spells of the Phaerimm it is recommended that precautions are taken to combat this effect whenever travelling below the surface of the desert. Also any powerful monsters of evil known to disdain or avoid cooperation with other races or even those of its own race should be treated as an ally of the Phaerimm. The enchantments are often so subtle that the influenced individual does not even realize the effect. All creatures of the Underdark in the Phaeral region should be treated with extreme prejudice, with perhaps the exception of the Tomb Tappers.

**Danthiir Amcatherick,
Sage and Mage of the Realms and Surrounding Planes.**

Predictions

From: Craig Sefton <sefton@beastie.cs.und.ac.za>

You are momentarily blinded as you try and adjust your eyes after entering the dimly lit cave. A small fire crackles in the center of the room, and seems to provide little in the way of warmth or comfort. Rather, it enhances the darkness of the shadows as it makes them dance on the cave walls. A heavy smoke fills the air, and there is a sickly sweet smell that penetrates your nostrils. You glance about uneasily and notice strange objects, all of them dealing with the arcane; skulls, librams, tomes, jars of strange preserved creatures and candles line the walls on crudely made shelves. You shiver as something scuttles over your boots and disappears into the shadows too quickly for you to identify.

"Come ye forward my friend," croaks an old voice, "or are ye afraid of what ye shall find?"

You turn your attention to the source of the voice, an old man sitting behind the fire. His skin is old and dry like parchment, and is covered in thousands of tattooed whorls of different colours. He is wearing an old robe that must surely be as old as he, since it is frayed and tattered with age. He turns his head towards you and it is then that you realise he has no eyes. Sightless eyes stare at you from behind old grey eyebrows, and he grins.

"I see my lack of sight startles ye. What I see I do not need me eyes to view," he says.

"I am not startled, just surprised that one of your power art blind," you reply.

"Blind physically prehaps, but not in mind, nor soul. Are ye ready?"
You nod. "Aye, that I am."

"Good then let us continue."

The old man picks up several bones and scatters them on the floor while mumbling softly under his breath. Closing his eyes, he picks up a small pipe and takes a long puff, holds it in, then breaths out slowly. You hold your breath and begin to wait for him to enter the trance. Minutes pass, and nothing happens. You begin to get discouraged and you begin to wonder if anything will happen at all, when suddenly he sits up straight. No longer is he hunched and bent over. Is it just you, or is it darker?

"The following year shall be known as *The Year of the Banner*. It is a time of war, but shall become a time of peace. The war in Tethyr shall end after a climactic battle. Many shall die. Drow surface raids become an increasing occurrence throughout Faerun. Aliances are forged between several nations notably Mulhorand, Aglarond and Rashemen. Harper influence is suspected in the aliances. Plans are made to attack Thay."

"Then shall come *The Year of the Gauntlet*. Nations shall rise against Thay and the Red Wizards. Thay will prevail and the armies shall be driven back. Szass Tam will try to unite the Red Wizards under his rule to ensure continued survival of Thay and the Red Wizards. His power grows and the Harpers undertake a mission to assassinate him. It fails and all are murdered. Zhentish forces are being assembled near the Citadel of the Raven. The areas in the Dales not under Zhentish rule fear an attack in the near future. Rumors of the Dark Mistress, a new goddess of magic begin to spread. The origins of these rumors are believed to be from Thay, and most people, including the Harpers, discount these rumors.

In the heavens, Azuth is missing. Mystra believes that this is because of Cyric, but nothing can be proven. In reality it is the Dark Mistress who has killed Azuth and taken his power." "The new year shall bring in the *Year of the Tankard*. It is a year of prosperity and celebration as record harvests are recorded throughout the Realms, and Elminster is married to the Simbul. Zhentish forces are still being assembled near the Citadel of the Raven, and little is known of their plans. The year ends with Szass Tam uniting the Red Wizards under his

rule. War is feared from Thay, and Harpers are sent to help the surrounding areas as well as to spy on the Red Wizards. None of these spies shall return. The rumors of the Dark Mistress continue to spread. The Harpers wonder if they could be true, and Elminster seeks council with Mystra. She will not respond for some reason.."

The Year of the Unstrung Harp is a dark time for the forces of good. The Zhentish forces from the Citadel of the Raven rise and attack the Dales, destroying most of the cities. Shadowdale falls, and Elminster's Tower is destroyed. The resounding blast of magic from the tower's destruction results in Shadowdale becoming a deadmagic area. Elminster cannot be found and is rumored to be dead. The Zhentish forces now control the Dales, and proceed to exterminate the Harpers from the area. Most of the Knights of Myth Drannor die, the rest flee for their lives and go into hiding.

Meanwhile, Thay has risen and attacked Aglarond, Rashemen, and Mulhorand. Strengthened by a new Goddess of Magic, known only as the Dark Mistress, these nations fall under the united Red Wizards. The Harpers and other forces of good are wiped out in these areas. Szass Tam begins to look towards the North and the Cold Lands.

Throughout the Realms the Harpers are exterminated by Zhent agents, as well as agents of the Red Wizards. Also, the Cult of the Dragon begin to build their power under a new "God", a dracolich resembling the form of Tiamat that contains the life essence of thought-to-be-dead Sannister. Their power begins to grow, and they gain a large new following of evil dragons mainly from the ruins of Castle Perilous. The Cult become responsible for a large number of Harper murders.

Meanwhile, in the heavens a war rages between the Dark Mistress and Mystra. Mystra is defeated by several surprise attacks from the Dark Mistress and, as a result, loses some of her power. She is unable to help any of the Chosen in their battles against the Zhentarim and Cyric. Mystra goes into hiding to try and find more about the Dark Mistress."

"Darkness grips the Realms as the last remaining Harpers go underground in this year that shall become known as *The Year of Wild Magic*. The Zhentarim begin to spread out from the Dales and begin a conquest of surrounding areas. Cormyr raise an army and prepare to try quench the Zhetish threat, but they are thrown into disarray when King Azoun IV is assassinated by Zhentish spies. Cormyr nobles begin to bicker about who is going to take the thone, but a young man who claims to be Azoun's son steps forward to take the thone. [Editors note: thanks to whoever gave me this idea. It was from a previous post.] He is not truly the son of Azoun, but is a Zhent with the backing of powerful figures that has been sent to ensure a "pro-Zhentarim" future. He will be killed later in the year by faithful followers of the late Azoun IV, and the true heir to the throne shall be admitted.

Mystra discovers that Azuth had been murdered by the Dark Mistress and his power was taken by her. Mystra and the Dark Mistress are cast from the heavens by Ao to settle the war between themselves. Wild magic will grip the Realms in it's fist due to the loss of the Goddess's of Magic. Elminster still cannot be found.

The Red Wizards under the leadership of Szass Tam do not progress any further from the lands they have conquered since magic has gone wild throughout the Realms. There is a threat of uprising in the conquered lands, but these are quickly quenched by the Red Wizards' armies.

The Harpers' numbers continue to dwindle. It is a bleak time for them. Khelben fears an attack on Waterdeep since he has received reports of humanoid uprisings led by extraplanar creatures from the north near the Spine of the World. Similar reports of humanoid uprisings are received from several areas including the Bloodstone lands. In all cases extra planar creatures are involved, and it is suspected the Malaugrym are behind this.

The Zhentarim will establish and control a trade route through Anauroch. Many of the Bedine will be enslaved in the process. The Cult of the Dragon continue to gather more followers and their teaching begin to spread far and wide. Contacts with dragons in the Forest of Wyrms are made as well as other key locations."

Almost all of the Elves have left and gone to Evermeet. Elven homelands such as Evereska are destroyed by the Elves so that pillagers cannot gain any of the wealth.

"The Year of Rogue Dragons shall follow and great devastation and destruction shall take place. I see scores of villages, towns and cities being destroyed, thousands shall die. The Dragons will be led by Sammaster in the dracolich form of Tiamat. They will sweep down from the North into Vaasa and Damara and spread out South, West and East destroying all the come across. Even Waterdeep shall not pass unscathed, and large sections shall be destroyed throughout the city. The followers of the Cult of the Dragon shall call this time "The Year of the Scaly Ones". This demonstration of power will draw scores of followers to the Cult, and the Cult shall prosper throughout Faerun.

Mystra succeeds in taking her rightful place back in the heavens as the Goddess of Magic, while the Dark Mistress takes her place in the heavens as a demi-power worshipped mainly by the evil magic users, and the Red Wizards in particular. The Red Wizards of Thay begin to spread the forces outwards from Aglarond.

The Harpers go even deeper underground to escape the wrath of their persecutors, and they consist of only 100 or so. They begin to meet in secret, trying to build up their numbers once more to destroy the forces of evil that strike the land.

The Zhentarim have spread their area of control into Sembia, Cormyr and Damara.

For the first time in many years a Thieves Guild will rise in Waterdeep, and it shall prosper. The guild is led by a Malaugrym in the form of a human. Khelben is almost murdered as is Lord Piergeiron (sp?). The assassins were Malaugrym. More reports are received of a humanoid army on the move from the North. Mirabar is the first to fall.

This is all I have done so far. I'll post the rest some other time because I have to go right now. Let me know what you all think.

-Dazrin, Master Harper.

[Exerpt on Mystra]

"In ancient days, sorcerors sought to learn the One True Spell that would give them power over all the world and understanding of all magic. Some said they'd found it, but such men were usually dismissed as crazed.

I saw one of these "crazed" mages myself. He could ignore spells cast at him as if they did not exist, or work any magic himself by silent thought alone. I did not think he was mad - but at peace, driven by urges and vices no longer. He told me the One True Spell was a woman, that her name was Mystra - and that her kisses were wonderful."

**Halivon Tharnstar, Avowed of Mystra
Tales told to a Blind Wizard
Year of the Wyvern**

FORGOTTEN REALMS CALENDAR

1367 DR The Year of the Shield

HAMMER (Deepwinter)

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

-Midwinter-

ALTURIAK (The Claw of the cold)

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

ches (The Claw of sunsets)

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

Tarsakh (The Claw of storms)

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

-Greengrass-

Mirtul (The melting)

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

Kythorn (The time of flowers)

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

Flamerule (Sumertide)

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

-midsummer-

eleasias (highsun)

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

eleint (the fading)

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

-higharvestide-

Marpenoth (leafall)

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

uktar (the rotting)

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

-the feast of the moon-

nightal (the drawing down)

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

Chapter 9 Trade

General Overview

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Trade in the Realms is fairly extensive as just about everything gets shipped about to everywhere, especially to the major cities. For example, you could probably buy a Thayvian Red Robe in Waterdeep, although it would probably cost you an arm and a leg.

This is not just a phenomenon in the Realms - this occurs in real life. The two biggest reasons for this are reputation and quality. Actually, they could be considered one reason since they are so closely interlinked.

It is natural that certain areas will become famous for their products, even though other cities manufacture the same things. There are countless of real life examples, and there are also countless of Realms examples. You could get wood for furniture from just about anywhere in the Realms, but that rare Chultian Hardwood - now there is an item worth spending a few extra trade bars for.

The reasons why this phenomenon takes place is mainly due to the proximity and quality of materials, scarcity and supply, and protection of trade secrets.

Proximity and quality of materials is fairly obvious. A city could manufacture pretty good swords from its local iron deposits, but the city that has rare deposits of adamantite nearby (for some reason) would almost certainly be more highly favoured.

Scarcity and supply are very important as these dictate what is made where, and what is shipped where. For example, you're going to be in a spot if you wanted to manufacture weapons and you live nowhere near iron deposits. If you lived in the North, you're going to have a hard time starting a winery due to the colder climate. Therefore, wines from certain areas to the South are shipped to the North, while the North would probably become well known for their wool (the reason being that colder winters means heavier coats). Also, certain areas would become famous for their weapons; longbows, for example, are better if manufactured from certain types of trees.

Scarcity need not only apply to materials, but also knowledge and manpower. Longbows are made in several places in the Realms, but the Longbows made by a certain elf from the Tall Trees could be well known because no-one else makes them the same way he does. This leads onto the subject of trade secrets.

Trade secrets are fairly common. How many times have you heard that so-and-so's product has been manufactured according to an age old family method that has been handed down from generation to generation? Many companies thrive on their own particular methods of manufacturing certain goods. On a broader scale this can be associated with certain races. Dwarves for example are well known for their mining and sculpturing prowess.

There are very few people who would prefer a human's advice in these areas than a dwarf's. Another example of trade secrets occurs with the Bedine. They consider the method of making glass and soap highly secret, and anyone claiming that they know how to make these goods is killed instantly to protect this secret. They refuse to believe that the methods to make glass and soap are well known. Therefore, in the Anauroch context, certain Bedine tribes are famous for their glass and soap.

It is highly likely that most cities and villages (even towns) have some sort of product that is well known in that general region, or nation-wide. The lands of Vaasa and Damara come to mind with respect to Bloodstones. These are found nowhere else in the Realms and, as such, they are well known.

"commonly traded" goods

Wines, beers, and spirits:

Remember that in the Middle Ages most beers and wines etc. were made locally due to the fact that they don't keep well. However, in the Realms it is highly likely that some particularly famous and sought-after brands such as Elverquist and Deepwine are transported by the richer merchants due to magic. Magical devices and spells can keep these goods fresh, but could probably only be afforded by the richer merchant groups and companies.

Livestock (cattle, sheep etc.):

This may seem like a logical choice, but again it would be considered a "short range" item. In medieval times most cattle were just taken to the nearest city for slaughter and consumption. The losses that occurred over long-range travels were just too great to deal with. As with spirits however, the richer merchant companies could probably afford to transport livestock great distances with the aid of magic, but this would probably only be done if the item in question was extremely rare, and in great demand. Cattle are a nib a dozen, but rarer creatures (and monsters) would probably be worth it.

Exotic components (for spells, magic items, trinkets):

This is definitely a commonly traded good (except perhaps in regions where magic is frowned upon such as the Bedine in Anauroch). Some areas would probably be well known for their "magical" diamonds or crystals, shells or other components. Note that supply would determine these; pearls would not be found naturally in Evereska, for example, for the identify spell, and would therefore have to be brought in.

Weapons and Armor:

Another extremely common item. Remember also that in times of war, some countries, cities etc. actually make an effort to put most manpower into manufacturing weaponry and armor. (You could also include smoke powder here if you allow arquebuses).

Clothing:

Fashion in the Realms is much like the fashion of today: everyone wants to be wearing the "in thing." Often this can mean clothing from Waterdeep, Calimshan, Silvermoon etc. Many nobles and other people in social circles would pay just about any price to get that "exotic" garment.

Minerals (iron ores, coal, gold ore):

Another item that would be shipped about quite a bit. Those smithies in the towns must get their iron from somewhere! More than likely the ore gets mined and smelted by an intermediary company who has it beaten into iron stock (usually round rods or rough sword shapes). These could then easily be transported to various towns and villages.

Leather:

Leather is an extremely important good, especially finished and tanned but unworked leather. Remember that not every village would have a tannery, thus the tanneries in the cities would have to trade to outside villages and towns.

Merchant trading goods:

Those little merchant stores have to restock their goods every now and again. Also, "chain stores" such as Aurora's Whole Realms stores would receive deliveries every now and again.

Luxury items:

This would include jewels, gems, toys, rings, art objects and collectables, jewelry boxes, silks, perfumes etc.

There are a countless number of items that could be included in this list. Remember that "special orders" were also common; nobles looking for that rare collectable would often request a merchant to make a special delivery whether it be an art object, or a rare animal.

Other common goods

Oil (cooking and lamp), "Pots and Pans", furs, tools, timber, animal products, ingots, some basic foodstuffs (like cheese), travelers, grains, textiles, spices, scrolls and books, pitch and tar,

Slaves:

Remember that the Realms is a place where the Zhentarim, the Red Wizards of Thay, and several other infamous peoples and nations exist, and thus slavery will be a commonly transported "good." Note that slaves were often taken to lands far from their homelands so that escape or revolt was less likely to occur.

Amnian Trade

Exports

1. Fruits and grains
2. Herbs
3. Timber
4. Gems and precious metals
5. Fine textiles (the above from FR3 Empire of the Sands)
6. Freshwater grey trout from Lake Weng. A prized delicacy in Cormyr and the North. The meat of the trout is very soft and medium grey in color.
7. Black tiger lillies that grow high in the Cloud Peaks along Amn's northern border. The lillies are used by mages in making potions. When crushed and mixed with a potion mix, it greatly increases the chance of successfully brewing the potion, practically ensuring success. The lillies are very hard to find and one plant is worth several thousand gold.
8. Rich mineral deposits near the Keshla Hillfort.
9. Spices from the colony in Maztica (see also Maztican Trade).

Imports

Anything that is unique or rare. The Amnians are very hard to please.

1. Dragon eggs.
2. Fire arms (if used in your campaign).
3. Magical items.
4. Fine gowns from Waterdeep and Cormyr. A dress that was once worn by Lady Alustriel sold for 25,000 gp to a merchant, a gift for his wife.
5. Neverwinter water clocks.
6. Mechanical constructs from Lantan.
7. Strange creatures to serve as pets or guardians.

Northern Trade: Waterdeep and the North

Import:

1. Spices (I don't imagine much Saffron grows in the North)
2. Exotic components (what mage somewhere doesn't need something)
3. Smoke powder (if you allow arquebuses)
4. Luxury items (ornate jewelry boxes, perfumes, silks, etc.)
5. Items that are only made one place
6. Cheese (though the North probably makes a lot, I am sure there are some varieties that can't be made in the cold lands)
7. Delicacies
8. Scrolls and books
9. Inks and paper
10. Toys

11. Travelers (C'mon! Who doesn't want to go to Waterdeep, the Jewel of the North!)

Exports:

1. Alcohol
2. Textiles (mostly cottons and wool)
3. Grains (wheat mostly)
4. Exotic components (Obviously!)
5. Gems & jewelry (Mirabar, Citadel Adbar, Neverwinter, Silvermoon)
6. Weapons & armor (Waterdeep, Luskan, Mirabar)
7. Luxury items (finely made small pieces of furniture, boxes, small statues of precious stone, etc.)
8. Items that are only made one place (the knucklehead ivory of Ten Towns, the granite and stones of Secumber)
9. Ingots of metal (iron and steel from Mirabar, copper and tin from Citadel Adbar, mithrel from Mithrel Hall)
10. Fine woods (any community near the High Forest could get this)
11. Delicacies (Szar from Waterdeep, the Rainbow trout of Silvermoon)
12. Scrolls and books
13. Inks and paper
14. Herbs and other useful items (again any community of the High Forest could get this)

Maztican Trading

By bfields@ix.netcom.com (Bryan Fields)

Items:

- 1) Coca leaves - game effect is a brief stimulus, or a lasting upper if chewed all day. Suggested 10-15 gp/oz in trade cities to 30-50 gp/oz other places.
- 2) Cacao - cocoa butter, xocolatl (modern chocolate can only be made by persons having at least a proficiency in cooking; those NWP's have to come in usefull sometime :)).
- 3) Tobacco. Volo's guide to the North states that tobacco smoked along the Sword Coast (I don't have it in front of me, but I believe that's correct); as tobacco is a New World plant and EG makes the point that Faerunian pipeweed is not tobacco, this seems a likely import.
- 4) High-quality obsidian.
- 5) Gold and gems, jade artifacts, obsidian items.
- 6) Exotic animals - jaguars, parrots, lemurs, moose...
- 7) Cotton and silks.
- 8) Pluma and hishna magic items.
- 9) Native artworks plundered from temples and palaces.
- 10) Slaves.
- 11) Herbs, hallucinogens, narcotics. In my campaign, alchemists have figured out how to create cocaine powder using lamp oil (which is how it's done in the real world). Some trading costars are selling "Maztican tea-wine", which is a wine made using Jimson Weed, guarana bark, and a small amount of refined cocaine. It will become a long-term goal of the party to track down the operation and destroy it.
- 12) Fruits and vegetables. The potato is a New World crop; it just adapted really well to Europe.
- 13) New types of hardwoods. How about ironwood or imported Pernese

skybroom?

14) New breeds of livestock. Perhaps Faerun only has Angus or Jersey cattle - bring in some Maztican longhorns.

15) Hairless dogs. Small hounds used by the Mazticans as bed warmers and hot water bottles (true - the Aztecs used them for those purposes).

16) New magic. Any mage of no small water would be fascinated by a spell written in pictograms carved in birchbark or a sheet of jade; or a quipu string...

17) Philosophy, science, astronomy, and mathematical texts. Imagine the Great Library of Chitzin Itza - a seat of learning rivalling or exceeding New Ollamh.

18) Martial arts and sporting events. Laccross caught on big, why not the Ball Game? Then, you could export players and coaches.

19) Rubber.

20) Curare and tetrodotoxin. The Zhentarim would pay dearly for these.

TRADE IN ANAUROCH

By Craig Sefton <sefton@beastie.cs.und.ac.za>

Copyright notice: Please note that a lot of the information on trade in Anauroch has been taken from the Anauroch sourcebook by Ed Greenwood. Anauroch is copyrighted to TSR, Inc.

The trade in Anauroch is basically between four different groups of peoples:

1. The Bedine,
2. The D'Tarig,
3. The Zhentarim,
4. and one or two brave (or foolhardy and desperate!) merchants.

I shall discuss what these groups trade with one another and how they interact.

What and How Trade Takes Place in Anauroch

Generally, trade takes place like this:

The Bedine trade with the D'Tarig

Very few merchants wish to deal with the Bedine, but that's okay because the Bedine wish to trade with very few people. Also, fewer of the Bedine tribes wish to trade with the Zhentarim as they are no longer "trusted" due to their magic and hostile ways.

Note that the Bedine do sometimes trade with cities on the border of Anauroch if they are desperate, or if they have had an especially prosperous season and wish to buy some luxuries. Also, several Bedine tribes do have open trade connections with several merchants.

The D'Tarig trade with the Zhentarim and Merchants

The D'Tarig can be considered the "middle man" of trade in Anauroch. They trade with just about everyone, and act as the "go-between" between the outside Realms and the Bedine. They

do not mind trading with the Zhentarim either. In fact, there is just about no-one who they won't trade with.

Not only do the D'Tarig provide access for merchants to Bedine

products, but they also provide the Bedine with access to many necessities. Metallic goods are the most valued here.

The D'Tarig have also been known to make trading trips to Tilverton and other cities close to the desert. Note that most D'Tarig cities have been constructed as primarily trading points.

The Zhentarim and Merchants trade to the rest of the Realms Anauroch's products inevitably end up in the hands of the Zhentarim and the Merchants. It is they that transport these goods out of Anauroch and to the rest of the Realms. In fact, most people do not know that much of the incense used in temples are from Anauroch.

It should be noted here that the Zhentarim will deal in anything with no questions asked. They are well known for trading with little or no mishaps, and also for ruthlessness. Currently they are trying to open up a trade route through Anauroch which they can then control. This would mean that they would command one of the most valuable trade routes in all the Realms (it would be valuable due to its "shortcut" across the Desert. Currently, all trade routes go along the outskirts of the desert). However, many different groups of people stand in their way: the Harpers, various monsters that dwell in the surrounding mountains, the Bedine (whom the Zhentarim wish to enslave) and several others.

I should also mention here that the Zhentarim trade with several drow groups in the surrounding areas. From dealings with the drow it is rumored that the drow trade with other Underdark races that live beneath the desert such as the Deurgar.

Different items that are traded among the various groups in Anauroch:

Item: Camels

The camels of the Bedine are famous for their endurance and reliability (and also for their bad temperment!). Although camels are the lifeblood of many Bedine tribes, sometimes, if they have a large surplus of camels, several will be sold to buy luxuries such as fine weapons, silks, delicacies, etc. Camels are usually traded to the D'Tarig, or to merchants.

The D'Tarig are also famous for their dealings in camels; Tel Badir is well renowned for having one of the largest (if not the largest) camel-trading markets in the Desert. Incidentally, this is where the Zhentarim buy most of their camels for their desert armies. See Trading Areas of Anauroch for more information.

Item: Dates and figs

Figs and dates are another popular export from Anauroch, reaching many destinations in the Northern and Southern cities of the Realms. Anauroch is famous for its local fig, the pathrue fig. It is larger than other figs from elsewhere about the Realms, and most lovers of fine foods swear that its taste is above all others of its kind. The pathrue fig is characterised by its unusually large size, and bright pinkish skin when it ripens. Another bonus of the pathrue fig is that it can stay ripe for many months.

Most figs (both regular and the pathrue) can be found around most oases, and, in some cases, are grown in plantations by the Bedine both for food and trade. D'Tarig have also been known to grow plantations, but this is not an often occurrence. One of the best (and largest) plantations of figs is at the oasis known as The Colored Waters.

Dates, like figs, are also found near oases and Bedine tribes have been known to grow plantations.

Item: Seseme seeds (and sesame oil)

Sesame seeds are traded by some Bedine that live close to the Desertsedge. It can be used as a food source when roasted, and is often sold in huge jars that taper at both ends, and from 2 to 3 feet long, and a foot wide in the middle.

However, sesame seeds are more well known for their alternate product: oil. Sesame oil is highly prized in the Realms, especially by fine inns, taverns, and restaurants. Sesame oil is said to give food "a remarkable taste. It's as if the oil takes the essence of the food and bastes it in it. You have only eaten fine food once you have eaten food cooked in sesame oil." (this is claimed by the famed food critic Larth Fragerril of Waterdeep).

Sesame oil is obtained by the Bedine by crushing the seeds with the use of a camel-powered mill. Some Bedine tribes have been known to build semi-permanent mills near to their crop plantations and specialized in making the oil for trade purposes only. However, this is not done very long as the money is often not worth it, and semi-permanent dwellings are often too far away from permanent oases and food sources. Also, they attract many raiders, brigands, and monsters, as well as the Zhentarim.

Item: Incense (dragon's blood, frankincense, myrrh)

Probably the greatest export of the Bedine are the various types of incense that are obtained from certain tree gums. These are highly prized in many of the settled lands in both the North and South, and are also highly valued by temples and churches who use them for ceremonies and the like.

These trees are found in the mountainous areas of the eastern and northeastern Sword, as well as in the hills westward, along the fringes of the Plain of the Standing Stones. They are most often traded by the Bedine to the D'Tarig and to other merchants.

Dragon's blood is an aromatic, amber-hued resin obtained from the Lartaria tree, more commonly known as the 'matla' (ie. 'dying') tree among the Bedine. The reason for its name is twofold. First, its appearance is rather ugly, and it always gives the impression it is dying. The leaves are an ugly brown, and the branches and trunk are covered in a greyish-brown bark. The second reason for its name is because if its resin; it oozes its resin from the the areas where the branches join the trunk. This resin often hardens within a few weeks and thus prevents any more from being secreted. It should be noted that this resin is worthless; only the resin obtained from within the tree (about 2cm beneath the bark) itself are of any worth. When sold by the Bedine, a fist-sized lump of this resin sells for around 5sp, but this can rise up to 5 times this amount once taken to the cities and processed into beads, incense sticks and other items.

Often found among the Lartaria trees are the trees that provide the sap for Frankincense. Most commonly, these trees (along with others) can be found among the Hills of Scent. They have short, squat trunks that split near the ground and fan out into a group of branches. When the tree is chipped, milk-white "tears" well up in the wound immediately. The harvester has to wait for 3 weeks to make the first "scraping," and then has to do a further 2 scrapings before the resin is pure frankincense

(see Anauroch by Ed Greenwood for more information on this process). The first scraping is worthless, while the second scraping is typically used by the Bedine for body perfumes, and for burning in braziers. The third scraping is what is valued by merchants across the Realms.

Pure frankincense is used mainly for rituals and health purposes. It is used in the scenting of incense which is used in many holy rituals. Furthermore, it is a highly valued ingredient in cosmetics. This includes simple pastes made by the Bedine, to highly valued cosmetic products made in places such as Calimshan and Mulhorand.

Frankincense is used for health purposes, and the almost totally white variety of this (called 'shihri') is chewed by the Bedine and many others, most notably people from Unther, Mulhorand, Raurin, Thay, Tharsult, and Calimshan. It is believed to be good for the gums and teeth, and to clear the brain. As to whether this is true or not, there are hundreds of stories and cases where shihri has been acknowledged for doing just this, but there are even more cases where it has done nothing. Most sages believe this is because it depends on the individual person's reaction to the resin. Other health uses include curing skin disorders, gout, mental confusion, and vision problems. Unsubstantiated cases of it curing more serious diseases like leprosy are believed to be totally unfounded.

The last incense to be discussed is myrrh, a resin that is harvested from the short, squat, thorny tree known as the Myrthai tree. This tree grows deep in the Sword, and is extremely hard to find (some Bedine tribes are believed to grow secret plantations in hidden valleys and grottos deep in the mountains. These are well hidden, and well guarded - strangers or intruders are killed on site), and, as such, costs up to three times that of incense. Despite its rarity, it is not as popular as frankincense however. Heated myrrh resin easily breaks down into an aromatic oil of many uses: religious purifying anointings; when burnt it gives off a highly pleasant smell and is used as a fumigant; it gives a highly pleasing taste to food when added in small amounts to sauces; and lastly, it is often used in embalming and medicine for pregnant woman (mostly used by the Bedine in this regard). A final use of myrrh is for jewelry: it can be molded into beads and, when worn, gives off a fine fragrance when warmed by the skin.

Item: Wind and Sand magic

Despite the fact that the Bedine hate magic, a fair amount still gets traded. This is primarily due to exiled witches who are desperate for money or, more importantly, for food and water.

Other items that are traded are often magical devices and scrolls that Bedine or D'Tarig have found from the desert's many ancient sand-covered cities. These are more commonly obtained from the D'Tarig, although Bedine do sometimes trade trinkets, scrolls etc. that they do not know to be magical. If they suspect an object to be magical, it is destroyed instantly, or it remains untouched where they found it.

More commonly obtained items in this category are neither magical and, more often than not, nor are they valuable (moneywise anyway). These are spell components. What often seem as pieces of rubbish to the Bedine and the D'Tarig, are like gold to mages who wish to replenish their supplies or to experiment with new-found Wind and Sand Magic spells.

Item: Desert salt

Desert salt is another of the so-called "desert crops" that the Bedine trade with. Salt is extremely valuable in the North for curing and preserving, and thus, for some Bedine tribes, it is a valuable source of income. Desert salt can be found in many areas of Anauroch, especially in the eastern parts of the Sword and, obviously, The Shoal of Thirst. In these areas Bedine tribes are well-known to make forays into salt-pans during the cooler hours of the night to cut large slabs of salt, sometimes larger than a man and weighing up to two or three times that of a human! It is worth it however, as these slabs can sometimes fetch up to 30gp. The money that can be made from "salt crops" has resulted in several "specialised" Bedine tribes that make most of their wealth from selling slabs to traders and the D'Tarig. The most notable of these tribes are the Junthai who dwell near a small oasis located several miles northwest from the Road of Jackals, and about 5 miles from the Shoal of Thirst.

The Junthai are characterised by their parched and withered skin, even among their children. Some say this is from going into the Shoal of Thirst all the time, and a popular term used among the people of the desert for those suffering from dehydration is "Junthai sickness."

Item: Coffee (or 'qahwa')

This item is a common export of the Bedine. Several oases and mountain valleys in Anauroch yield coffee beans, most notably the "Moya Ard", or the "Water Land". The fairly powerful Bedine tribes of the Bathri, the Alar Torai, and the Hu'rur Durwa dwell in this fairly large but well-hidden valley located in the Sword about half-way between Alagh's Pass and the Wall of the Fallen Djinn. These three Bedine tribes grow large crops of coffee beans in this valley where water is abundant (believed to come from an underground spring, although none have ever found the source). Once every six months all three tribes send trading parties to Tel Badir and other trading centers where they sell their wares. Throughout the year, these three tribes often trade with D'Tarig and other Bedine, although this never occurs on their lands. Rather, they approach your camp when you begin to get close. The three tribes are highly jealous of their lands, and guard it with their life. It is rumored that the only way in and out of the Moya Ard is through tunnels that go through the mountains. Only the three tribes know the way it seems, for no outsider has ever seen the valley (or, if they have, they don't talk about it).

Note that since the Zhentarim have entered Anauroch, these Bedine have begun to trade less and less with outsiders after hearing (often true) rumors about the Zhentarim being liars, cheats, murders, slavers, and, worse yet, magic-users.

Item: Gold (or 'dahab')

Gold is mainly found in the Sword from the desert hills and mountains, where it occurs as pure, soft, large nuggets and lumps in large rocks. It is not uncommon for Bedine tribes with access to these gold-rich areas to have their own coins. More often than not however, gold is fashioned into egg-shaped "trade-balls", or trading bars called "fists." Fists are about the same in appearance as a set of brass nuckles and has a normal going rate of 25gp. A ball is worth about 15gp.

Gold is not often found in extremely rich veins in the Sword, and thus many tribes command an equal amount of trade. Some areas of the Sword are richer than others, such as the "Dahab Tariq," or "The Gold Road." This is an extremely large expanse of mountains and hills running in an "S" shape, starting near

Bhaerlith oasis, curving down near Elah'zad and east through the Hills of Scent, then back down and southwest near the Sister of Rains oasis towards and area about 3 miles from The Wall of the Fallen Djinn. It is known as the Dahab Tariq due to its richness in gold; it is said you can find several lumps of gold lying about in some areas, some as big as your fist. With gold comes danger however, and many of these areas are guarded by monsters, Bedine tribes, D'Tarig, and, more recently, the Zhentarim.

Not all gold is only found in the Sword however. The Plain of Standing Stones is well known for being a mineral-rich area, gold being one of the many valuable minerals to be found. However, the Dwarves call it Turlaghh, "The Field of Broken Dreams," for good reason. No-one has ever managed to map out this desolate area, and human settlements are unheard of here. It is a dangerous and desolate area, populated mainly by outlaws, goblinkind, and other less pleasant creatures that dwell in caves and grottos.

Despite this however, it is rumored that mining does take place. Deurgar are believed to have a large city beneath the plain, in an area rich in minerals. The only way to this city is rumored to be through several tunnels through the Underdark, where traps, monsters, and other dangers await. No trade is known to exist with human settlements, but drow, who sometimes trade with the Zhentarim in this region, have been known to produce fantastic gems and gold nuggets of enormous size. They never reveal where they get these from. Note: IMC, the Deuragr city does indeed exist, but it is secretly controlled by a powerful Phaerimm known as Killythriint.

Item: Guano

The many birds of Anauroch find shelter in the mountainous regions, particularly near permanent water sources. Due to the climate and lack of rain, droppings from these birds are not washed away, and thus accumulate over the years to form thick, hard concretions. This guano is often collected and used by the Bedine as fertilizer. Some Bedine however, place it into sacks and sell them for about 1sp. Guano from Anauroch is well known and highly prized by farmers and gardeners throughout the Realms. It is also sometimes burned as fuel, but the heavy, cloying smell tends to put most people off.