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Eirbrony Erudition



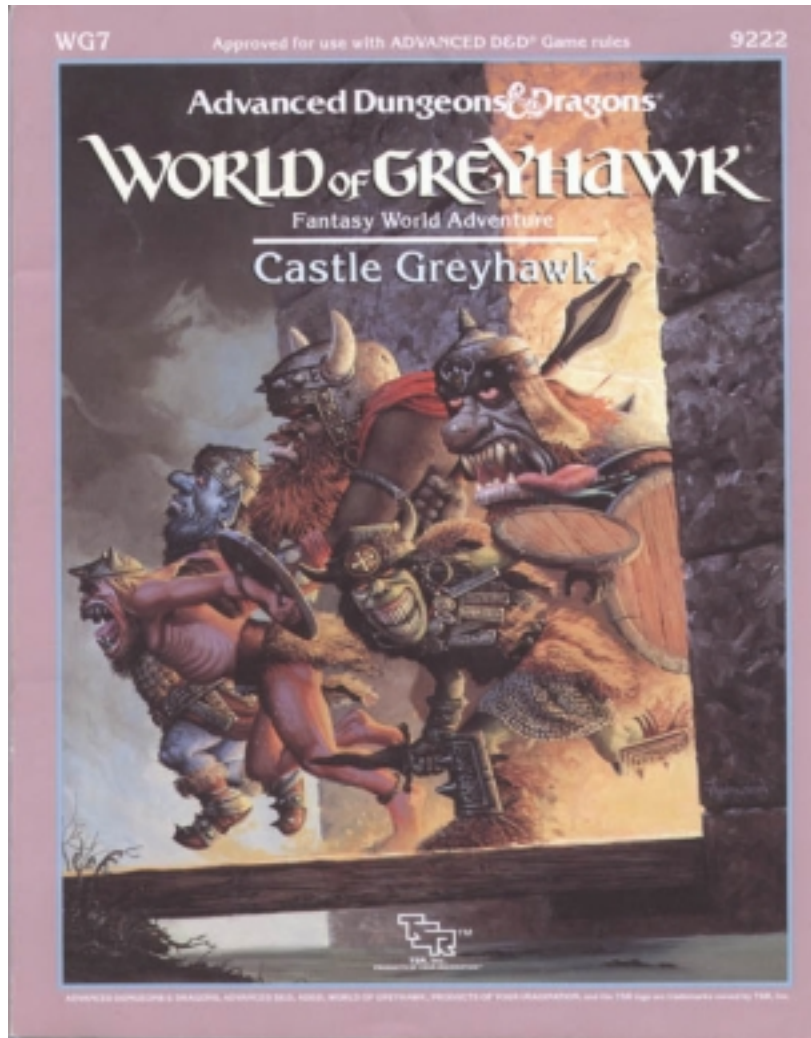
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Deep beneath the keep of Castle Greyhawk, a really nasty device is creating all these gross, mutated, and unpleasant monsters that are running wild throughout the castle and the 12-level dungeon beneath the castle. The call has gone out for heroic, fearless, and kinda foolish adventurers to out-hack, out-slash, and sometimes even out-think hordes of doughmen, headless mice, manic bee queens, really bad dead things, burgermen, crazed chefs, and movie moguls. If they survive these and much odder obstacles, the characters still have to find the nasty monster creator and put it out of business.

Castle Greyhawk contains 13 detailed levels for adventuring and exploration. Each level is a separate adventure written by a different author and each has its own unique brand of insane and baffling weirdness. Some levels involve solving puzzles and some require good old hacking and slashing. The adventures can be played separately or all together as a grand quest to free Castle Greyhawk from the evil rotten hordes that are plaguing it. The common theme of this dungeon is that no joke is so old, no pun is so bad, and no schtick is so obvious that it can't be used to confuse and trip up PCs!

13 Adventures for Character Levels 0 to 25.



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Day of the Dead

Lorminstra must prevail or Throsho reigns or
Halloween never looked like this back home

All Hallow's Eve, the night the dead roam the earth freely, or so the legends would have us believe. However, for adventurers who roam the world of Fälgorna, the legend proves all too real.

The eve of the winter solstice (Arda 15 on the Tandorian Calendar), Fälgorna's Day of the Dead, marks an epic battle between the goddess Lorminstra, queen of the dead, and her father, Throsho, lord of the undead, god of murder and treachery.

Prayers, the presentation of food, gift offerings for the dead and festivities fill the daylight hours of this holy day. However, beginning with the sunset, the tone of the celebration changes abruptly. As the last rays of light fade, the dead begin to break free of their graves to walk among the living under the dark guidance of Throsho. Common folk lock their doors, shutter their windows or huddle in supplication in the temples. Only the foolish or those who count membership in the holy orders of Lorminstra dare to venture outdoors or enter a burial site at this time.

By tradition, the duty to guard against the ranks of undead which swell from the graves has fallen to the clergy, paladins and special holy orders of the Temple of Lorminstra. The temple holds vigil this night in the tombs, cemeteries and catacombs across the lands. Often, the night passes without incident and the paladins and clerics return to their rectories at first light for much needed rest. At other times, the only rest

the holy guardains find is within the welcoming arms of their goddess.

The Night of the Dead marks the apex of Throsho's power on the plane. Yet, he does not often chose to dilute this power by releasing a scattering of undead across the land. Rather, he prefers to concentrate his power in a few locales where temples of Lorminstra stand. In this way, he achieves a two-fold objective — he attacks his hated daughter and does so with sufficient power to at least assume some chance for victory.

Fortunately for those common folk who fear losing their lives or even their souls on this

[\(See **DAY** on Page 2\)](#)

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Day of the Dead

(Continued from Page 1)

night, recent events have lessened Throsho's chances for victory. The freeing of the bound soul of the holy paladin Thelm, and the raising of his long lost temple have struck a mighty blow to Throsho's power.

Inside this issue, you'll find more on the priesthood of Lorminstra, an article on the witches of Fälgorna, a couple of new undead creatures to add to your campaign, a short story about a midnight meeting in a cemetery and more. I hope you enjoy the reading. I look forward to your letters.

Good moons and good stars! May Lilnana bless you,

First Keeper Zayix

Silver Brooch, Temple of Lilnana,
Obdanwyll, Kingdom of Eirbron

On the cover

Jason Bovee shows us his current favorite character, Morella Shalorn, a paladin of Lorminstra, fighting to free the legendary Temple of Thelm from the undead forces of Throsho, Lord of the Undead. She balances upon a statue of the goddess as it begins to topple. Jason began the drawing as a working sketch for a mural he began two years ago.

By clicking on the link below, you can get a signed and numbered print of the drawing for \$6.50 (includes shipping & handling). I accept credit card payments through [PayPal](#). If you've never used the service before, you'll get a \$5.00 credit for signing up. That makes your print nearly free!



Eirbrony Erudition

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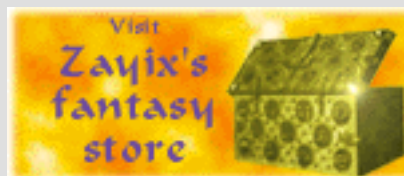
Zayix's Fälgorna Archives
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Submissions & Letters

Submission related to the AD&D 2nd edition game, the world of Fälgorna, Celtic myth and legend, poetry and fiction of the fantasy genre are welcome. Pay is an emailed pat on the back. Send submissions in Rich Text Format (*.rtf), or Adobe Acrobat (*.pdf) to zayix@qconline.com. Author retains rights to works submitted.

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Bards' Tales

Meeting at Midnight

Pawns in a game of otherworldly power

The following is an account of a battle which took place on the grounds of a long disused temple near Port Casillywyn in the Kingdom of Dolan. The report is delivered by Ae'Lona Silvisious, the elfin alter-ego of Jerry Dammeier, a longtime player in the ongoing Fälgorna campaign. His character is Belar, a Chosen of Clangeddin. May his axes always ring true!

Our three arrive at Port Casillywyn in the morning along with the late starting farmers, ox carts and tradesmen hurriedly hauling their wears through the city gates. The gate guards give the three the same once over all arrivals receive.

A few of the gate guards lean upon the hafts of their polearms without even looking up, but those who do look see Belar, a stouthearted dwarf chosen by his warrior-god, Clangeddin, to defend the dwarven people against their enemies. Standing nearly half again as tall, follows Morella, a stern-eyed priestess of Lorminstra, goddess of the dead. Last comes Tai Lung, a Balishe priest-mage, a member of the Seeker order of Lilnana, goddess of knowledge.

The group moves along the central boulevard passing crowded and noisy cattle and pig stockades on either side. Almost as loud, the barracks and the city's militia compound cover the next block. By the time they move beyond the guard's quarters the street has become less congested and the noise level wanes to a point where they no longer have to shout to be heard.

Open bakeries, tack shops, wholesalers of farm implements and a rare cloth merchant, now front the street. Every second or third shop deals with ropes, netting repairs or some other trade associated with the sea: fish cake sellers, boat-swains, and a dozen other such businesses.

Nearing the central area of the city where the religious worship and nobility play, Tai glances just off the main street, a smile growing upon his face, and says to no one in particular, "Ah, time for me to do a little business of my own."

The others look to see what has captured their companion's attention and notice a small, almost hidden, wooden shop nestled between the corner store and a net merchant. It isn't until they spot the worn and weathered sign of a once colorful pipe with bluish wisps of smoke rising from it hanging from above the door of the tiny shop, that they enter.

Almost immediately thereafter, a human woman of comely appearance and two men, apparently bodyguards, follow the three inside. Minutes pass and the woman and her retainers exit and wander back down the main street toward the gatehouse. A quarter-hour later, the shop door opens letting lose a brief out rushing of white haze as Tai, walking with a slight lean to his step and an even larger smile, happily converses and occasionally bows to whom is assuredly the patron of the herb shop, a red-cheeked and well-rounded hobbit of middle-age.

"So very honored and gracious for our mutual business proposal," the mage-priest says as he bows deeply to the hobbit and shakes his hand one last time.

Returning to his friends, Tai, Morella and Belar only have time to round the corner when a man dressed in black silks of fine design hailes them. Closing the distance between them at commanding but luxurious pace, the large red plume of his broad brimmed hat comes close to sweeping the ground as he bows. Smiling conspiratorially as he rises, the rings on several of his fingers brightly reflect the rays of the nearing high noon sun.

A brief discussion of his interest in retaining their services precedes a motion for them to leave the openness of the street and adjourn to a cafe table with waiting glasses and a plate of cheeses. A brief exchange of common courtesies reveals their potential employer as a merchant by the name of Gallas.

"I need your help with a delicate transaction which by necessity must occur outside the walls of the Port," he says with a knowing wink which

Morella and Belar, in particular, greet with open skepticism.

"Now, now. Don't get the wrong idea," he assures them. "Everything's legal. I just don't want my competitors to take notice."

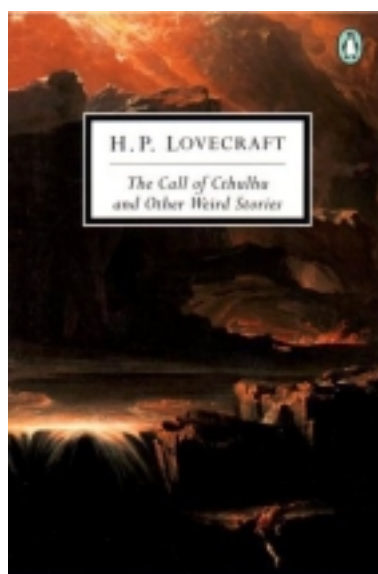
The looks of disbelief persist and he continues without pause to allay the natural distrust of the adventurers.

"I assure you, I only ask because I received word from a *friendly* guard at the gate that the three of you appeared seasoned and walked with confidence seldom shown by common folk."

"And so here you are," he continues in a low, seductive tone. "I'm willing to pay each one of you 1,000 platinum pieces for an evening's services." After the slightest of pauses he concludes, "It means this much to me and my future."

They agree to hire into his service for the night and Gallas offers to pay for their rooms at the Smiling Lobster Inn and pay for their lunch here at the Seaside café (*poorly named since the river docks are on the other side of the city*).

The Call of Cthulhu and Other Weird Stories (Penguin Twentieth-Century Classics) by S. T. Joshi (Editor), Howard Philips Lovecraft



An unparalleled selection of fiction from H. P. Lovecraft, master of the American horror tale.

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Over the meal, they finalize the arrangements and Gallas divulges the location of the evening meeting. An hour or so later, the smiling employer and the three employees part company until later that night.

The appointed time arrives and the three pass beneath the portcullis of the gatehouse to follow the road east to Ascot. About three miles down the track, they come upon a small clump of ash trees and a crumbling stone marker of some kind. A two-lane winding overgrown path crawls off towards the south.

It's about an hour before sunset. They exit a thick grouping of maples and elms to look upon an old and abandoned stone temple that for the most part is still intact, if not overgrown with climbing vegetation. Except for the various missing and broken panes among the stained glass windows, the rest of the old temple still holds much of its past splendor. Its thick, wooden, iron-studded double doors and stone walls unmarred by cracks or other damage belie the temple's lack of use.

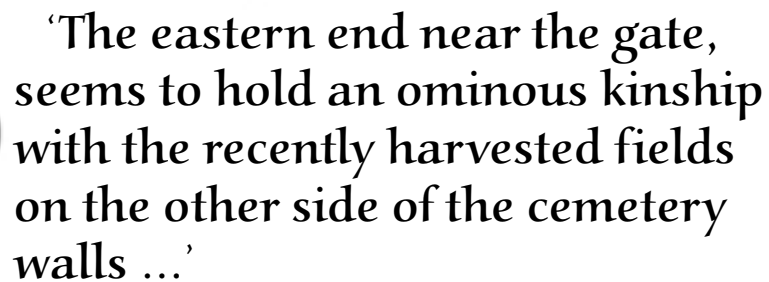
After a quick look from her vantage point from the road, Morella lets out a slight murmur of excitement as she hurries towards the gate, "This is a temple to Lorminstra."

The courtyard, nearly 50 yards square with grave markers covering the eastern end near the gate, seems to hold an ominous kinship with the recently harvested fields on the other side of the cemetery walls. Other tomb markings fill the space in front of the temple proper at the western end of the weeded and untidy grounds. Raising above a tangle of raspberry and wildflowers a ten-foot-tall statue of The Lady of the Gate presides over the central pathway leading from the gate where the trail ends to the wooden doors

of the temple itself.

The others follow Morella onto the grounds, heading for the statue. The black-robed priestess comes to an abrupt cessation of movement, anger seething beneath her traditional veil as she, the dwarf, and Tai Lung discover the head of her goddess struck down and cast aside at the statue's feet. After a bit of adjusting, the head is reattached and cemented to its correct resting place through the use of a few murmured syllables of Tai's stone mending magic.

The task completed,



'The eastern end near the gate, seems to hold an ominous kinship with the recently harvested fields on the other side of the cemetery walls ...'

Morella sighs with obvious satisfaction.

"I'll take a look inside. There may be more damage to repair," she says.

Inside, the damage appears minimal, though animals seeking shelter and the effects of years of exposure to the elements have taken some toll on the furnishings and other décor.

"Since our assignment is not for many hours yet," Morella says as she rights overturned benches and chairs, "I feel the obligation and duty to purify this sanctuary by both cleansing and blessing. If not the whole grounds, then, at least, this old church."

Belar and Tai have already begun to do their part to help before Morella finishes her statement. "I'll first try to see if there remains any trace of The Lady. For though I do not feel her presence as I do at the temple in Odbanwyll, this does not mean she is not here."

As Tai and Belar go about removing broken items, Morella closes her eyes, silently chanting a mantra to her goddess. Morella opens her eyes with a start, abruptly interrupting her low murmur of several minutes.

"This can not be!"

"What is it Morella?" Tai and Belar say as one.

"This church to my Mistress is no longer sanctified! It seems as if it has been this way for some time."

"Is there anything you can do about?" Tai asks while resuming the cleaning process.

"No, I have not yet reached the level of ability necessary to complete such a task as this." She looks up helplessly toward the darkness of the ceiling. Then with a glint in her eyes that speaks of a possible solution, she says, "Perhaps the High Priestess of Port Casillywyn has the strength to fulfil the blessing." Then she returns to the cleaning.

The rubble mostly cleared, Tai stands near the altar and begins to cast a spell aimed at the opened double doors. As Tai's mystical words rise to climax, the air within the temple whispers with a life of it's own, growing stronger with each passing second, swirling about the chamber. As the winds increase, giving birth to a cloud of dust and small debris, Tai motions commandingly with an outstretched hand and finger pointing toward the opening. With a rush and a howl, the winds funnel out the portal leaving the church swept clean as it might never have been since the time of its dedication.

The sun has now set gracing the heavens with a deep violet radiance that shines though a large and towering cloud far off toward the horizon. A cool breeze starting to stir the ground cover

ripples through Morella's robes as she says, "I'm planning on returning to Port Casillywyn to see if I cannot learn more of this place before we must complete our appointed task."

Tai agrees to accompany her, while Belar, to the momentary surprise of the human's, says, "I'll remain here and do some meditation."

"Anyway," he continues, "someone needs to watch for early arrivals."

The trio parts as Tai and Morella ride out the gate towards the glowing city lights in the distance.

In their absence, Belar spends the next several hours just outside the front doors of the church engaging in what looks like some sort of calisthenics involving his axe's and ritualistic repetitive movement.

I found I could not look at him after the first hour, for I could never maintain this kind of activity for even that long.

As the appointed hour draws near, Belar stops his strenuous endeavor and begins walking a circuit from the doors to the gate and then back again, all the while murmuring a low chant to Clangeddin as if he could somehow foresee the coming battle.

A half-hour before midnight, Belar stops his pacing and turns towards the road to witness three figures approaching and entering the gate.

Even before his features were made clear from the small glow coming from the confines of the church, I recognized the first figure as Gallas by his large hat and the bouncing feather. He was accompanied by the two retainers that I noticed at the earlier meeting.

"Well met, Belar!" Gallas hales as the three approach the Dwarf.

With a quick glance around, Gallas asks, "Where are your companions? Morella and Tai? I shall be very distraught if you and your's fail to uphold this contract."

Almost as an afterthought, he adds as he

greasily moves towards the opened doors, passing Belar as if he did not stand there, "The coin has already been paid."

Seated as I was in a place that offered the best vantage point for viewing this meeting, that being at the crest of the church's slate roof behind the facing stones that rose up three feet from the tiles, only I was at the right angle to see the dwarf's expression as he turned around to follow Gallas and his two silent escorts into the church – an expression of unconcern.

A quarter of an hour passes and the remaining members of the trio walk through the gate and meet the others near the central statue.

"Ah, Tai, Morella ... So good of you to make good on your side of the agreement," says Gallas with a sardonic grin.

"We said we would be here and so we are," Morella answers crisply.

Gallas appears unaffected by her words as he motions them towards the south side of the grounds indicating a small group of oak trees.

"This is where I want you to position yourselves while my transaction transpires. I cannot foresee what may happen, but remember, you are under contract to aid and give assistance if things turn ...," he pauses slightly. Then as he slowly turns back towards the statue, barely audibly, he whispers the completion of his thought, "Ugly."

With this he seems to forget the trio as he and his return to the statue to stand quietly, looking out upon the dark road awaiting a rendezvous.

As the far off bells of Port Casillywyn ring the midnight hour, three other forms arrive at the gate.

These new arrivals took me by surprise as I recognized the company. The one leading the two was none other than the woman who had entered the hobbit's herb shop at the same time as our heroes.

"Well," she smiled. "Greetings, Gallas. I see the time away has not improved your looks," the female says with sarcasm almost dripping off her words.

"And you Saleess. Nice that you accepted my offering," Gallas returns with a flare of his cloak and a slight bow. "Especially, after the last repast I gave you and your troops."

Saleess sneers as the flickering moonlight seems to blur and streak among them and the very air around them begins to churn with charged energy.

"Nothing like what I'm planning on doing to you this eve," she replies.

At first it seemed that I was getting blurry vision for as the conversation became an increasing clamor of angry words and snarls. Their forms began to become emerged in a hazing of reddish glow. The six shapes, for that was all they were to my blurred sight, grew and phased in and out of visibility and jumped inexplicably from place to place. There was a charge, a great increase in energy, from the central area and then, upon the chaotic winds came the harsh and rancid smell of brimstone and sulfur.

Tearing my eyes away from these unnatural phenomena for only a moment, I realized that my vision was clear. For as I scanned the heroes locale, seeing them also transfixed with the sight before them, I saw the arguing parties with clear sight.

My gaze raced back to the red, glowing, horrific sight of the now large and demonic creatures revealed were the blurring reached cessation. It was as if time itself had fractured, overlapping, causing the blurring and disjointed beasts to remain just outside of complete vision, joined by the growing amplitude of far off sounds, of hundreds of nails being drawn upon a smooth slate, the tremendous crash of gigantic fields of ice suddenly cracking apart, the unforgettable shrills and wails of tormented souls imprisoned within the foreign planes of Hell and the Abyss. The surreal home environment of the

creature's, of these Tanar'ri and Baatezu, was unleashed.

Where the trio's employer and retainers once stood, now they towered above the statue of Lorminstra by more than two feet. Flames flared and moved over their red and scaly hides. If you have ever heard tales describing gargoyles, then twist that image tenfold to the horrific and vile side of logic and you come close to the three winged denizen's of Hell that faced off against the three creatures of the Abyss.

The two bodyguards of the female were in reality, or at least this reality, 12-foot-tall, winged and loathsome humanoids. These also

were cloaked in vile, dancing flames that made their deep, dark-reddish skin glow. They reached out with long and wicked claws and snapped the air with grotesque fangs that drooled a thick venom.

The female was just as repulsive, even if she was not as large as the others. Forming the top portion of a green-scaled snake, she stood around seven-feet-tall, though her coils trailed behind her for roughly ten more feet. She still retained the basic facial features of a comely female. Though, she now had six arms adorned with jeweled bracelets and armbands. Four of her hands gripped javelins that crackled with lightning while two others wielded wickedly curved blades of a black material.

The grounds were exploding as successive detonations of fireballs rocked the fray and bolts of lightning sparked out as javelin's were thrown. Total chaos boiled and tore into the once calm and peaceful courtyard as flames blasted, sparks

flew and swinging arms embattled.

I took cover for a moment to shield myself against the swelling heat and overpowering sense of fear surging through me. Looking back at our heroes, I saw something small but no less evil appear, hanging from a tree branch in front of Belar and Morella. I later learned the creature I saw is a member of a lesser race of devil, the Hamatula.

'It was as if time itself had fractured, overlapping, causing the blurring and disjointed beasts to remain just outside of complete vision ...'

"You have a contract to uphold mortal's." It says in a rasping and high pitched voice.

Raising up her rod as Belar prepares to swing, the priestess answers back, "I don't abide contracts of Fiends." Then she

strikes the creature in the arm.

Belar's slashing axes follow with two hits in the left flank of the Hamatula. It jumps to the ground and slashes at Belar with it's quick, sharp claws and teeth but fails to land a blow.

Three chopping and carving blows from his axes cause the creature to explode into a burning spray of goo and foul smelling green blood. A moment or two later the mess that covers Belar and in part, Morella, suddenly evaporates into a black smoke, which leaves both the heroes coughing and moving away to clear their lungs of the acrid hell smoke.

As the evil conflict continues, I spied one of the Pit Fiends stepping back and raising a clawed hand. In the direction it pointed, a sudden sound like a thousand chandelier's rattling in the wind, poured from the church. Then a brief flash lit the field in silhouette an instant before an explosion of shattering glass

rocked the ground beneath me. As I watched, glowing orbs made up of glass shards processed to the front of the church, a mournful moaning following their path.

I'm sure my face drained of color as I saw each orb land upon one of the dozen's of graves within my view and burn, sizzling and smoking, into the earth.

The heroes felt the ground beneath their feet tremble. A rumbling came from the graves themselves causing the earth the hallowed grounds to tear open and vomit out ashen and twisted corpses that moved as in mockery of death.

They were zombies, though these moved far more quickly than any zombie I had ever heard of in the tales of bards. This was no slow, laborious, almost lumbering movement. These new Zombies, sped toward the fight to aid their master against the Tanar'ri.

Just as things seemed chaotic enough, I perchance discovered a seven-foot-tall, green reptilian creature emerging from the direction of the gate. At first glance it appeared to be a huge dog or jackal with dual sets of wickedly taloned arms. I later learned it was called a Glabrezu. As it bounded in from the outer area the Balor stepped back and raised it's hand high.

A flash of black light flares upon the statue of Lorminstra, causing it to explode in a storm of stone fragments. The fragments swarm out and fall upon the hallowed grounds opposite where the zombies emerged. The ground covering these graves seems to melt into the earth, the soil draining into the blood red glow emanating from below, leaving only congealing wisps of gray mist which coalesce into floating vaguely human forms, black clouds with glowing red eyes.

As the Glabrezu nears the fray in the distance rapidly approaching hoof beats can be heard.

Without breaking stride the dog-creature turns and leaps over the covered wall to greet the unsuspecting city guards from Port Casillywyn.

Judging by the startled screams and yells from the men and shrill calls of the horses, I'm sure they quickly regretted leaving the safe confines of the city walls.

With the Glabrezu engaging the guards, the Pit Fiend that summoned the zombies disappears from the center of the field to reappear in a flash in front of the dwarf and priestess. Without pause, the fiend launches a barrage of claw, tail, wing tip talon and vicious bite attacks upon the Chosen of Clangeddin. The final bite leaves a long rent down the backside of the dwarf's skull cap.

Morella along with Tai repel the advancing wraiths. Morella holds forth her key and sickle of Lorminstra and calls out for the hellish undead forms to desist and return to their eternal rest. A faint bluish glow ripples through some of the black forms and in quick succession eight wraiths cease to be.

Tai, separated from his companions, moves toward the wraiths which soon surround him as they grasp at his lifeforce, attempting to sate their thirst for life. He chants a few arcane words and the entire area is blindingly racked with a orange and red fire. When the smoke clears, the priest-mage stands alone, scanning the field, searching for new adversaries.

Then (as if this whole encounter had not been strange enough) out from the far side of the grounds where the Glabrezu first appeared, a short male elf, a Variquesti, calmly walks into view and unleashes a blue bolt of lightning that tears through one wraith, and then another, not ending until it rips into and destroys four wraiths approaching the smiling newcomer.

All this took longer to write than it took the events that actually occurred to play out, for by this time the noise of the city guards had diminished to individual cries and screams and around

the grounds unidentified things — body parts, I later discovered — fell in wet and steaming heaps. Still in the midst of the hellish battle things were flashing, melding and moving in a dizzying drama of claws, teeth, rending weapons and exploding spells. The zombies had been eradicated seconds before in a volley of flashes that left only smoldering piles of ill-smelling entrails.

Belar still stands against the onslaught of the Pit Fiend, but then a pair of winged attacks and a grabbing claw lunge throws the dwarf to the ground. Trying to retrieve something from his belt whilst managing to avoid further strikes Belar is almost struck by a large portion of horse flank that came crashing through the trees. Having retrieved a vial the dwarf pours the stuff upon himself and with a rousing battle cry jumps up with axes swinging.

From the middle the field, a roar, unlike anything heard yet from the grounds, rings out as one of the Pit Fiends throws its arms out and howls — its last howl for at least a century upon the prime plane — and disappears in a burst of black and red.

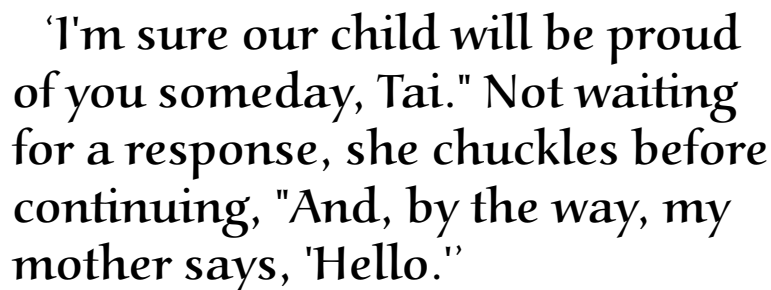
From the roadway a twisted and evil, hellish laugh sounds as the Glabrezu returns, almost parading through the gate, carrying in one of its claws four dripping heads torn from the corpses of the city guards.

A cry of "Clangeddin" resounds and Belar lashes out with his axes in an assault against the fiend. With each solid strike upon the Baatezu, ripples of energy flow away from the attack and converge around its back, leaving the creature unaffected. When it seems Belar has finished, the Pit Fiend cries out, slashing down with one of its wings. As it strikes, the energy it absorbed

from Belar's onslaught courses through the wing and floods into the dwarf's chest as the wing's clawed tip pierces his body. No sound issues from the Dwarf as the clawed wing impales him sending a spray of blood, flesh and chain links exploding from his back and blasting him back at least 20 feet were he lands motionless.

Rage and anger flash menacingly from Morella's eyes as she glares back at the laughing evil. Taking hold of her holy symbol, she commands the wretchedness of the Hells to be vanquished from this place. Suddenly, the laughing turns into a pain-filled howl of deafening proportions as the fiend flies back from Morella as if struck by a gigantic fist. Some inexorable force pulls the creature back toward the temple at a racing pace, a glow of reds and shadows following in its wake. With one final, pitiful yell, the fiend is banished from the world.

Spells rock the middle of the grounds as the last remaining Pit Fiend also howls in pain and disappears in a flash. With the battle over the



'I'm sure our child will be proud of you someday, Tai.' Not waiting for a response, she chuckles before continuing, "And, by the way, my mother says, 'Hello.'"

Ta'narri reshape themselves into their human forms. Smiling, they survey the field.

The female strolls to where the heroes stand over the body of Belar and smiles seductively, "Thanks for the assistance," she says. "Sorry there's nothing I can do for your friend."

She turns to leave then stops, raising her eyebrows and grinning wickedly at Tai, "I'm sure our child will be proud of you someday, Tai."

Not waiting for a response, she chuckles before continuing, "And, by the way, my mother says, 'Hello.'"

I was not sure of the meaning of this final exchange. However, upon questioning the heroes some days later, I was told Tai has a manifest weakness for the opposite sex. The heroes believe he may have, unaware of her true nature, had relations with this creature. To make the matter worse, it appears she may be his own daughter, spawned by a previous relationship with another disguised demoness. Only the gods know what plans they may have for him.

With the conversation completed, the demons

seem to shimmer, the smell of brimstone and sulfur fills the air, and they devolve into nothingness.

The morning brought the city guards who gazed upon the carnage in horror. They escorted the companions to the Temple of Lorminstra where Belar was resurrected. Later, the high priestess returned to the site of the battle to close the gates to the lower planes discovered here and to reconsecrate the grounds.

So concludes another report for the Eirbrony Erudition by its star reporter Ae'Lona Silvisious.

Good moon and good stars!.

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Lorminstra: Queen of the Dead

By STEVE STEWART

The name Lorminstra and the basic ritual for obtaining her favor are based on a goddess that appears in the MUDD Gemstone III. Add to this a dose of inspiration from Celtic myth and you start to understand the pattern of my creativity.

Lorminstra plays a significant role in the world of Fälgorna. Arguably, she is the most powerful of all the deities.

(Guardian of the Gate, Queen of the Dead, Keeper of the Key, Lady of the Endless Silence)

Lorminstra rules the realm of the dead. All living creatures must eventually pass through her realm where they will be judged and either rein-

carnated or sent on to their final resting place in the outer planes. She judges the lives of those who come before her without bias and without mercy. She recognizes no other authority in her realm and even her fellow deities respect her rulership over the dead as decreed by Equilibrium.

Her father Throsho is also a god of death, but he has no control over the destination of souls. Rather, he is a god of the act of causing death through murder and other evil acts. Lorminstra would bear him no ill will if it were not for his rulership over the undead, which she considers an affront to the sanctity of the universe. Like her sister Ronalise, Lorminstra and her priesthood are dedicated to freeing the undead so they

may continue their journeys toward their ultimate destinations.

Lorminstra sits upon a massive throne of onyx which faces the gate of the dead. The souls of the dead line up before it in rows 12 high and 12 wide as they await their turn for judgement. Souls that attempt to stray from the line are captured and consumed by Lorminstra's guard-

ians that ceaselessly patrol the land of the dead.

By her side are two massive guardians, the three-headed Cerebeus and the Raven-headed angel of death, Mikela.

No mortal has ever visited Lorminstra's realm and survived, but it is believed to be



located somewhere on the border of the Astral Plane and the Plane of Concordant Opposition.

Resurrection and deeds

As guardian of the gate to the land of the dead, Lorminstra alone decides who may and who may not return to the land of the living after having died before their time. All souls must pass under her scrutiny before passing on to their ultimate "reward" on an outer plane or before returning to earth in a reincarnated form. Lorminstra jealously guards the souls which pass under her care and typically refuses to allow those who have not shown her due respect to return to their former lives. However, those who have earned her favor are granted greater freedom and may

return to the land of the living if the proper ritual is performed by a priest capable of casting a *raise dead* or *resurrection* spell.

Fortunately for those who make their living by the sword, the favor of Lorminstra is not difficult to obtain, but before the process of earning Lorminstra's favor can be properly understood it is important to understand how Lorminstra views the dead.

In Lorminstra's eyes the dead are divided into four categories:

- Those who have passed through the gate of the dead and moved on to an outer plane
- Those who wait at the gate for judgement;
- Those who are still travelling to the gate;
- Those who have been reincarnated.

In game terms these categories can be defined as follows: those who have passed through the gate are those who are in need of a *resurrection* spell to be raised from the dead; those who wait at the gate are those who have been dead more than one day but can still be returned to life with a *raise dead* spell; those still travelling to the gate are those who have been dead less than 24 hours and who can still be returned to life with a *raise dead* spell. Lorminstra freely allows any soul to be reincarnated, even if that soul did not show her due honor in its past life, however, once a soul has been reincarnated it can not be returned to life in its former body.

The process to earn Lorminstra's favor, also known as a "deed," is a simple ritual that can be performed at any temple or shrine to the goddess of the dead. The petitioner must present himself at the temple in a respectful manner and approach the altar of the goddess. Next to the altar they will find a chime and a mallet. Two strikes on the chime summon the priestess who then asks the petitioner to kneel and present his offering. A third strike of the chime indicates the petitioner has completed his offering. If the offering is acceptable the petitioner's name will be magically inscribed in the Book of Lorminstra

and the offering sinks into the altar stone. An unacceptable offering also disappears, for Lorminstra despises greed, and the petitioner's name is not recorded in the Book of Lorminstra.

Few sages claim to know the exact formula for the amount of treasure-donation required to gain Lorminstra's favor, but all agree that to gain a deed (which will allow the character to be *resurrected*) a minimum donation of 20,000 gp + 1,000 gp per level + unspecified amount is required. To earn the favor required to be the beneficiary of a *raise dead* spell a character must donate a minimum of 5,000 gp + 250 gp per level + unspecified amount. Characters that have been dead less than a day and who do not require a *resurrection* spell may be raised without having earned Lorminstra's favor. It is also rumored that certain gems and magical items are favored by Lorminstra and are valued considerably more than their gold piece value when used for the express purpose of gaining the goddess' favor. Also the more deeds earned from Lorminstra, the greater the cost of further favor.

If you are a DM and would like to know the exact formula for the donation amount required to gain a favor, you must e-mail zayix@qconline.com with the request. (Players in my ongoing campaign will read this newsletter — and they'll get know satisfaction!)

Once a character earns Lorminstra's favor he is eligible to be *raised* or *resurrected* by any priest with access to the appropriate spell. Most priests will charge a character an additional amount for the service. Others will only charge for expenses or cast the spell for free. A character who is *raised* or *resurrected* loses uses one of the deeds he has earned. If a priest *raises* a character who has the favor of Lorminstra, he suffers no unnatural aging because of the casting.

A priest may attempt to *raise* a character who has not earned a deed, but this action angers the goddess who then causes the priest casting the

spell to age five years (for a human) to 50 years (for an elf) for casting a *resurrection* spell and two years to 20 years for casting a *raise dead*. Needless to say, not many priests are willing to *raise* a character who has not earned the favor of Lorminstra.

Lorminstra considers the use of a *wish* to bring a person back to life as an affront and insult. However, she chooses not to prevent this magic from functioning. Despite her acceptance of the magic, she does extract a price for its use. Using a *wish* to raise a character who has been dead for more than one day causes the caster to age by five to 50 years. In addition, Lorminstra will expect twice the usual donation from both the character who was raised and the caster the next time either wishes to earn her favor.

She also disapproves of the *limited wish* spell. This spell can only be used to raise a character who has been dead for less than 24 hours. If the character has been dead for longer than a day, the spell will only restore life for a number of days equal to the level of the caster. A character dead less than 24 hours can be raised permanently with a *limited wish* without incurring the wrath of the goddess. Any use of the spell for the purpose of raising the dead will cause the caster to age one to 10 years. In addition, the caster and the person raised must donate twice the normal amount the next time they seek Lorminstra's favor.

Lorminstra views all forms of undead as abominations and insists that her followers destroy these creatures (regardless of the undead creature's alignment) whenever they are encountered. Creatures who attempt to intentionally transform themselves to a state of undeath or who utilize spells that create undead creatures are never granted Lorminstra's favor.

The priesthood

Lorminstra's priesthood is almost exclusively female. Males may join the priesthood but are barred from the higher ranks of the order (limited to 11th-level). Creatures of all races and

alignments pay homage to the Guardian of the Gate of the Dead.

The holy symbol of Lorminstra is a silver sickle and a key. Sometimes the holy symbol is rendered to include a veiled and hooded depiction of the goddess holding the sickle and key in her crossed arms. The symbol calls to mind Lorminstra's blindness to the cares of the world and impartiality in her task of judging the dead. The sickle reminds her followers that the Queen of the Dead is a diligent steward who harvests souls when the time is ripe. The key signifies her insight into the lives of mortals and her ability to unlock their deepest secrets as well as her role as keeper of the Gate of the Dead. No one may enter or exit without her leave.



Priestesses of Lorminstra dress in black robes with cowls and thin black veils covering their faces, except for the eyes. During high rituals, a translucent veil which completely hides the face is sometimes used. In combat, they may use any blunt weapon, a dagger, scythe or sickle. Their favored weapons are the sickle and the quarter-staff. Priestesses of Lorminstra never willingly reveal their face to others and never marry.

Spheres: Major: All, Astral, Combat, Curses, Divination, Guardian, Protection, Necromancy, Sun, Time, Wards; Minor: Healing, Summoning, Travelers.

Turn Undead: Yes

Granted Powers:

1st-level: A priestess of Lorminstra is always considered to have the favor of the goddess and never needs to purchase that favor. A priestess also gains the ability to turn undead as a priest

two levels higher than her current level.

3rd-level: A priestess gains +1 to all attack rolls (hit, damage, etc.) against all forms of undead, and +1 to saving throws vs. special attack forms used by the undead. A priestess gains the ability to recognize an undead creature for what it is despite illusion or other shielding magic. A priestess of 3rd-level gains the Undead Lore skill as a bonus skill.

5th-level: A priestess gains the ability to accept offerings for favors outside a proper temple provided she has the proper temple equipment and a location that can serve as an altar. A priestess gains immunity to fear and paralysis attacks by undead.

7th-level: A priestess gains +2 to all attack rolls and saving throws vs. undead (not cumulative with 3rd-level ability). A priestess gains immunity to aging and ability draining attacks of undead.

9th-level: Once per year, a priestess of Lorminstra has the ability to grant a single favor of Lorminstra to another without accepting a donation. A priest can grant an additional favor each year for every level beyond ninth. A priestess gains immunity to life draining and all other special attack forms used by the undead (this does not include spells cast by or magic items used by undead).

11th-level: A priestess gains the ability to cast *dispel evil/dispel good* once per day in addition to all normal spells.

13th-level: A priestess gains the ability to disrupt undead by touch as a *mace of disruption* once per day per four levels, ie. 3 times/day at 13th-level, 4 times/day at 16th-level, 5 times/day at 20th-level, etc.

Specialty Spells:

The following spells are only available to specialty priests of Lorminstra.

Discern Favor

Sphere: Divination, Necromancy

Level: 1

Range: Touch

Components: V,S,M

Casting Time: one round

Duration: Instantaneous

Saving Throw: Nil

Area of Effect: one creature

By means of this spell, a priest of Lorminstra or any other priest with access to the divination or necromancy spheres may determine if a creature, living or dead, has earned the favor of Lorminstra. The spell imparts to the priest detailed information about the number of favors and the type held by the creature touched. The priest must score a hit with this armor breaching spell to use this spell on an unwilling target, otherwise success is automatic.

The material component of the spell is the priest's holy symbol.

Bane of Lorminstra

Sphere: Curses

Level: 3

Components: V

Casting Time 3

Range: 30 feet

Duration: Special

Saving Throw: Nil

Area of Effect: one creature

A priest of Lorminstra may use this spell to permanently strip the favor of Lorminstra from a creature. If a priest chooses to use this spell all favor of the goddess earned by the target creature is immediately and irrevocably lost. In addition, Lorminstra's favor cannot be earned by the effected creature again unless the casting priest consents or the creature affected receives an *atonement* spell from a priest of Lorminstra of higher level than the caster.

Must see prices!
Save 50%-75%
off printer supplies.

Summon Lesser Gate Guardian

Sphere: Guardian

Level: 5

Components: V,S,M

Casting Time: 1 round

Range: 10 feet

Duration: 1 day/level

Saving Throw: Special

Area of Effect: One gate, a portal or a 100-square-foot area per level of the caster

This spell allows a priestess to summon a lesser gate guardian from the astral plane to guard a gate, portal, door or other opening of the priestess's choice. Alternatively, the guardian may be commanded to patrol an open area or building defined by the priestess and bound by specially prepared markers.

A lesser guardian always obeys the commands of the priestess who summoned it or any other priestess of Lorminstra of higher level than the caster. The guardian may be commanded to allow others to pass its guarded area by using a password determined by the priestess at the time of casting. Creatures who do not know the proper password will be attacked by the guardian if they attempt to pass into or out of the area it guards. The guardian instantly knows when a creature is attempting to breach the guarded area and will attack immediately.

The gate guardian will not pursue those entering or leaving the area it guards unless instructed to do so at the time of casting. If a guardian is commanded to move outside the area it has been assigned to guard the spell will instantly end when the guardian moves more than 10 yards per level of the caster away from the area it has been assigned to guard. The guardian will never leave the area it guards unless commanded to do so.

The lesser gate guardian appears as a translucent grey wolflike beast with two-inch claws on each of its six-digit paws. Long needlelike teeth fill its maw which can open wide enough to engulf a man's head. Its eyes glow with a strange

neon green fire and its heart and other internal organs can be seen pulsing beneath its hairless gelatinous flesh. The guardian never emits any sound except for a lone baleful howl whenever anyone enters its guarded area. The howl causes anyone who hears it and fails a saving throw vs. spell to freeze in fear for 1d4 rounds. The howl is always followed immediately by an attack.

***Lesser Gate Guardian:* AC 0; MV 36; HD 8+8, hp 50; THAC0 12; #AT 3; Dmg 1d6+1/1d6+1/1d10; SA howl, surprise on a roll of 1-9; SD +1 or better weapons to hit, immune to mind-affecting, illusion, cold and necromantic magic; Sz M (7' long); Mor: 20 (fearless).**

No more than one guardian may be called to protect any given area, with the exception of temples. A temple of Lorminstra may have one guardian per level of the highest ranking priestess assigned to it.

The spell ends when the duration expires, the priestess commands the guardian to depart or the creature is slain.

The material component of the spell is a statuette of the lesser gate guardian carved from tomb jade and worth at least 1,000 gp, an ounce of blood, an ounce of silver (3 sp), and a translucent gem worth at least 100 gp. In addition, a guardian commanded to patrol an area must be bound by specially consecrated markers carved from tomb jade. A minimum of four markers are required and they cost 250 gp each to make. The statuette and markers are not consumed by the spell.

Lorminstra's Unbinding

Sphere: Necromancy

Level: 5

Components: V,S,M

Casting Time: 5

Range 10 feet/level

Duration: Instantaneous

Saving Throw: Special

Area of Effect: one undead creature per level of caster

A priestess of Lorminstra uses this spell to free the souls of the undead so that they may travel on to their final rest. Upon casting this spell undead creatures of lower level (Hit Dice) than the priestess are instantly released from their undead state and turned to dust if they fail a saving throw vs. spell. Undead of equal or higher level than the priestess suffer 1d6 hit points of damage per level of the priestess and are stunned for one round if they fail a saving throw vs. spells. If the creature makes a successful saving throw it is still stunned for a round, but suffers no damage.

The material components of this spell are the priest's holy symbol and diamond dust worth at least 500 gp.

Summon Greater Gate Guardian

Sphere: Guardian

Level: 7

Components: V,S,M

Casting Time: 1 round

Range: 10 feet

Duration: 1 day/level

Saving Throw: Special

Area of Effect: One gate, a portal, or a 100-square-foot area per level

This spell allows a priestess to summon a greater gate guardian from the astral plane to guard a gate, portal, door or other opening of the priestess's choice. Alternatively, the guardian may be commanded to patrol an open area or building defined by the priestess and bound by specially prepared markers.

A greater guardian always obeys the commands of the priestess who summoned it or any other priestess of Lorminstra of higher level than the caster. The guardian may be commanded to allow others to pass its guarded area by using a password determined by the priestess at the time of casting. Creatures who do not know the proper password will be attacked by the guardian if they attempt to pass into or out of the area it guards. The guardian instantly knows when a

creature is attempting to breach the guarded area and will attack immediately.

The gate guardian will not pursue those entering or leaving the area it guards unless instructed to do so at the time of casting. If a guardian is commanded to move outside the area it has been assigned to guard the spell will instantly end when the guardian moves more than 20 yards per level of the caster away from the area it has been assigned to guard. The guardian will never leave the area it guards unless commanded to do so.

The greater gate guardian appears as a translucent grey bear-like beast with four-inch claws on each of its six-digit paws. Long needlelike teeth fill its maw which can open wide enough to engulf a man's head. Its eyes glow with a strange neon green fire and its heart and other internal organs can be seen pulsing beneath its hairless gelatinous flesh. The guardian never emits any sound except for a lone baleful howl whenever anyone enters its guarded area. The howl causes anyone who hears it and fails a saving throw vs. spell made at -4 penalty to freeze in fear for 2d4 rounds. The howl is always immediately followed by an attack.

Greater Gate Guardian: AC -3; MV 36; HD 16+16, hp 100; THAC0 4; #AT 3; Dmg 1d10+1/1d10+1/2d10; SA howl, always surprises; SD +2 or better weapons to hit, immune to mind-affecting, illusion, cold and necromantic magic; Sz L (10' tall); Mor: 20 (fearless).

No more than one guardian (lesser or greater) may be called to protect any given area, with the exception of a temple. A temple of Lorminstra

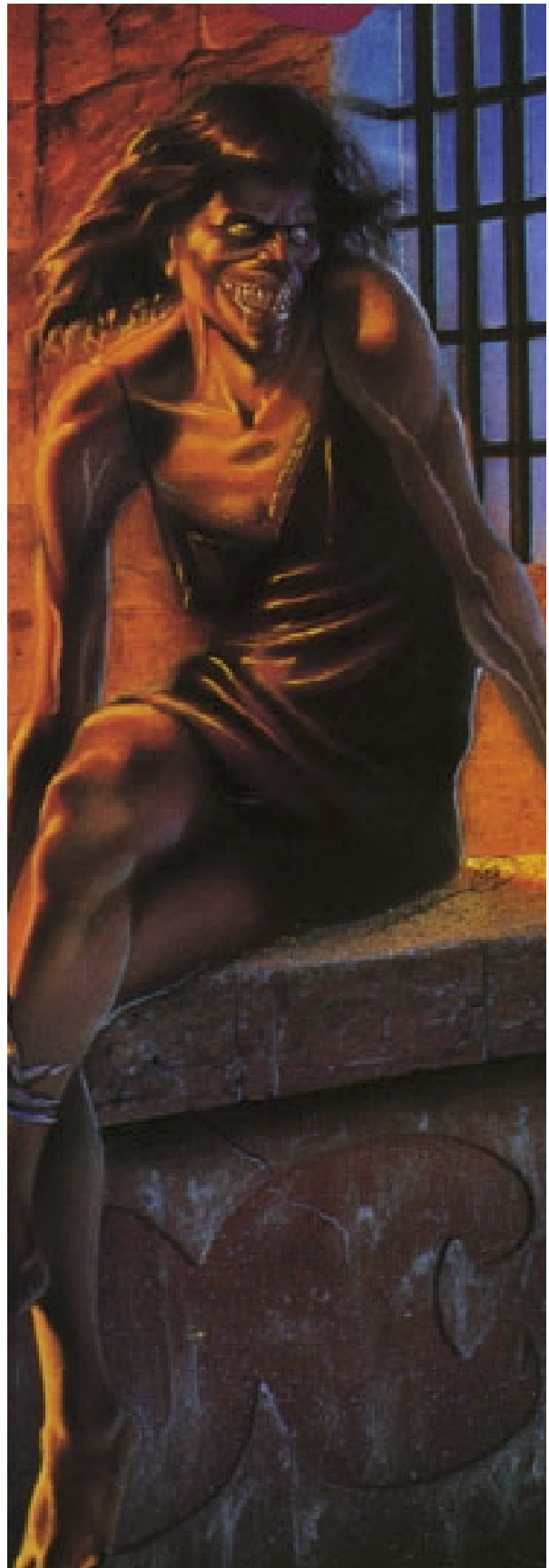
**Specialty spells of
Lorminstra continues
on Page 29**

A night with the abbess

Do you not think me beautiful?
Aye, compared to the maggots
crawling from your face
the mold growing in your hair
the stench of your decaying flesh
Aye, you're beautiful.

When I gaze upon your beauty
I only feel one emotion, disgust
Disgust from which my
blessed blade
cannot hope to free me
though it cleaves your skull
from atop your wretched
moldering corpse.

Your beauty seizes me
with churning stomach
and feverish sweat
It sends me reeling with hand
over my mouth to hold back
my bile and to guard my breath.



I feel your beauty
like a nightcrawler slithering
up my naked back
and finding purchase upon an
open wound, burrowing for
tidbits of gangernous flesh.

Peering into your empty sockets
In your eyes, I see your beauty
like the night beyond night
the cold place where no sun
ever heats the sharp stones
cutting my bare feet.

Like meat burned and discarded
a home for carrion beetles
and ants which swallow
each piece like a feast
they will find your beauty
in the hollow pits of their bellies.

Eucharist.

Unholy.

Aye, I think you beautiful.



A pact with darkness ...

Witches & Warlocks, kit for wizards

The following description of the Witch kit combines elements of the kit described in [The Complete Wizard's Handbook](#), Player's Option: Spells and Magic, and the Witch NPC class described (primarily) in Dragon #114, "The Witch: Revised and Expanded NPC Class," pg. 9-20, and original work.

There are two orders of Witches: Low Order Witches and High Secret Order Witches. Low Order Witches may progress to 16th-level, and High Secret Order Witches may advance to 22nd-level. Witches may be of any non-good alignment, but most are evil. Most Witches are female.

Witch Kit

Description: The Witch is a wizard whose powerful magical abilities are extraplanar in origin. Though wizards typically learn the basics of spellcasting at magic academies or from learned mentors, Witches learn magical skills from entities and their minions from the outer planes.

Occasionally, these extraplanar entities contact youthful humans or human half-breeds for magical instruction; at other times, would be Witches seek out the entities through arcane rituals and petition them for instruction. The entities agree to such instruction for a variety of reasons -- some hope to train their students to eventually become emissaries; some hope to use them as conduits for various forces; some hope to seduce them as consorts; and some simply share their magical secrets for their own amusement.

Whatever the motives of the extraplanar entities, they exude a powerful directing influence over their students. However, a few Witches with particularly strong wills are able to maintain their own drives while using their magical skills to further their own goals. Such Witches face a life-long struggle with the forces who relentlessly strive to direct their spirits.



Only humans, half-elves, and half-orcs can become Witches. Male Witches, commonly known as Warlocks, may not advance beyond ninth-level.

The requirements for becoming a Witch are higher than for most other kits, because her training is more demanding than that received by most other wizards. A Witch must have an Intelligence, Wisdom, Constitution and Ego of 13 or more.

A Witch may not be multi- or dual-classed, but she may be a Specialist Wizard or Elemental Wizard.

The Witch kit cannot be abandoned. If a Witch manages to sever all ties with the entity responsible for her instruction (usually requiring the power of a *wish* or its equivalent), she loses half her experience levels. If she still wishes to pursue a magical career, she must relearn the experience levels that she lost using normal training methods.

Preferred Schools: The most appropriate school of specialty is the *witch school* (detailed hereafter). However, enchantment/charm, conjuration/summoning, and necromancy are also good choices.

Barred Schools: There are no barred schools for Witches unless the Witch is a specialist.

Role: Regardless of her actual alignment, all but her closest friends are likely to presume that a Witch is in collaboration with extraplanar spirits, and will shun her accordingly. There are few places where a Witch is welcome, and for the most part, a Witch will need to conceal her true calling to assure her safety.

A Witch's player character companions need not have such fears or prejudices against her, especially after she proves herself in life-and-death situations. However, there might always be a veil of suspicion between the Witch and her companions, as if they cannot quite bring themselves to trust her completely. Any player characters with suspicious natures, particularly those

with primitive or unsophisticated backgrounds, may never fully warm up to a Witch and will avoid being alone with her, sometimes even accusing her of betraying the party or bringing them bad luck.

Although a Witch learns her magical techniques from extraplanar entities, she can also research spells and record spells found on scrolls and in another wizard's spellbooks in her own spellbook. Still, her techniques for casting spells may differ significantly from the standard methods. All effects of a spell cast by a Witch remain the same as the standard spell, but the Witch adds an initiative modifier of -2 to 3 (see Table 1) to the normal casting time of any spell she casts to reflect the ritualistic method of the casting. (Once a modified casting time is determined for a spell, the new casting time should always be used by that Witch).

Table 1: Witch casting time modifiers

d6	casting time mod.
1	-2
2	-1
3	0
4	+1
5	+2
6	+3

Her verbal, somatic and material components may also differ slightly from the standard spell. In the case of material components with a stated value, the Witch's components may differ but cost the same amount to produce. These differences should make her seem even more threatening to outsiders, and give her magic an alien remoteness.

Weapon Proficiency: The Witch is not allowed an initial Weapon Proficiency, nor can she acquire a Weapon Proficiency as she advances in level. Likewise, she may spend none of her physical skill points on weapon skills,

brawling skills or fighting styles.

Nonweapon Skills: *Bonus Skills:* Herbalism, Herbal Magic, Netherworld Knowledge, Reading/Writing, Spellcraft. *Recommended Skills:* Alchemy, Ancient History, Ancient Languages, Brewing, Chanting, Cooking, Creature Lore (Fiend Lore, Necrology, Spirit Lore), Crystal Focus, Dancing, Disguise, Dowsing, Fungi Recognition, Healing, Intimidation, Medium, Omen Reading, Poison Lore, Religion, Sorcerous Dueling, Trance, Veterinary Healing, Weather Sense.

Equipment: When a Witch is first created, she must buy her weapons from among the following choices: Dagger, dirk, knife, sling, staff, or staff sling.

Special Benefits:

Supernatural tutor: When a Witch is first created, she automatically receives the following spells from the entity she has contracted with: *detect magic*, *read magic*, *ring of woe* (reverse of 1st-level priest spell, *ring of hands*, *Tome of Magic*, pg. 54), and one other 1st-level wizard spell of the Witch's choice.

As the Witch advances in level thereafter, the entity that she has contracted with will teach her all the new spells she is able to cast at each new level. She may have her choice of any spell on the standard wizard spell lists, or from the special Witch School spell list (see following list), but she must roll to learn them normally. (Note, if the [Wizard's Spell Compendium](#) is used, the Witch may have access to any common, uncommon or rare spell at the normal chance to learn spells. She may attempt to learn a very rare spell at half her normal chance and a unique spell at one-quarter her normal chance.) She may pick 1d4 new spells of any level she is able to cast, each time she advances in level. The Witch must record these spells in her spellbook if she wishes to use them. She may also record in her spellbooks any spells she has researched or discovered while adventuring.

For example, a Witch with a learn spells chance of 70% advancing from fourth- to fifth-level rolls a 3 on a 1d4 to determine the number of spells she gains from her tutor. She requests knowledge, and the entity agrees to teach her the following spells: *magic missile*, a common 1st-level spell; *whirling blade*, a very rare 2nd-level spell; and *charm monster*, a common 4th-level spell. She has a 70% chance to learn *magic missile* and rolls a 64 on the percentile dice and learns the spell. *Whirling blade* is a very rare spell so she has only half the normal chance to learn it; she rolls a 37 on the percentile dice, so does not gain access to the spell. *Charm monster* is not normally a spell of a level she can cast, but by using the rules for exceeding the spell level limit from *Player's Option: Spells & Magic* she can attempt to learn it at half her normal chance; she rolls a 16 on the percentile dice, and thus, gains the spell.

Granted powers: As a Witch increases in level, she automatically gains the following abilities. These abilities are granted powers given by her extraplanar tutor and do not count against the normal number of spells she can know or cast.

Third-level: The Witch acquires the ability to secure familiar once per week. This is identical to the 1st-level wizard spell *find familiar*, except that a Witch does not need to burn 1,000 gp worth of incense and herbs in a brass brazier. Instead the Witch must merely concentrate for one turn. If a suitable familiar is within one mile per level of the Witch, it will arrive within 1d10 hours. A Witch can have only one familiar at a time.

Fifth-level: The Witch gains Alchemy as a bonus skill. With access to a lab she may use this skill to brew non-herbal poisons and narcotics, and other non-magical concoctions.

Seventh-level: A Witch can begin to use candle magic at seventh-level. She may manufacture one candle per month, a process that requires no interruptions (or else the candle is

ruined). For each three days spent in making a candle, the candle burns for one turn, up to a maximum of nine turns (for a candle which took 27 days to make).

The magic of a red, gold or black candle takes effect when the candle is either snuffed out or burned down to nothing at the end of its duration. Blue, purple and yellow candles are only effective when burning.

A saving throw may be attempted, where applicable, for the effects of all candles except red candles. Any candle that does not burn continuously for at least one turn has no effect. A candle that is extinguished midway through a turn is treated as though it had not burned at all during that turn, but that turn is counted against the maximum amount of time a certain candle may be burned. Thus, if a candle with a maximum life of five turns is extinguished midway through its third turn of burning, its effects are as though it had only burned for two turns (not two and a fraction), but if it is reignited later, it has only two turns of burning left before it goes out automatically.

Red candle: At seventh-level, a Witch may make red candles. (The ability to make other colors of candles is gained as the Witch advances in level.) A red candle must be burned in the presence of the intended victim (where appropriate) in order to work, and the victim must not be farther than ten feet away throughout the entire burning time. The victim is affected as if by a *philter of love*, with a duration of one day for each turn of burning. No saving throw is allowed, and the candle's effects cannot be dispelled except by a *limited wish*, *alter reality*, or *wish* spell.

Blue candle: At ninth-level, a Witch can create a blue candle. As long as this candle burns it provides *protection from evil/good 10' radius* (as per the 3rd-level wizard spell).

Purple candle: at 11th-level, the Witch may create a purple candle. When burning this candle acts as a truth drug, allowing the Witch to ask

two questions of her victim for each turn of burning. The victim must answer truthfully unless he makes a save vs. spells.

Yellow candle: At 13th-level a Witch may create a candle which allows her to communicate with telepathically for as long as it burns. Telepathy allows the Witch to communicate with her victim as if she were using the psionic science, *mindlink*. The Witch may attempt to read her victim's mind as if she were using the psionic science, *probe*. A save vs. spells shields the victim's mind from the Witch's telepathic power.

Gold candle: At 15th-level, the Witch may create a gold candle which cures 1d6 hit points of damage per turn of burning on the being closest to the candle when it is put out. Only creatures effected by the *cure light wounds* spell may benefit from the candle's effects.

Black candle: At 18th-level, the Witch may create a candle which can be used to bestow one curse on a victim for each turn it burns, to a maximum of six curses. The effects of the curse(s) are identical to the Witch's curse power detailed below, but the Witch may choose the curses she wishes to place on her victim.

Ninth-level: The Witch acquires the ability to once per week beguile any person or monster (assuming the person is no higher than eighth-level or the monster is no more than 8 HD). Beguile is identical to the 4th-level wizard spell *charm monster* except that the victim is not allowed a saving throw. To beguile, the Witch must merely point at the victim and concentrate for one round. There are no verbal or material components.

10th Level: Upon attaining 10th-level, a Witch must decide whether to apply for membership in a High Secret Order. This application may only be made by Witches with at least a 16 score in Intelligence, Wisdom and Ego. Unless accepted into a High Secret Order the Witch cannot advance beyond 16th-level. A Witch who joins a High Secret Order gains access to special

High Secret Order spells, but she also has additional hinderances, see below. Only witch's who belong to a High Secret Order may cast 5th-level and higher spells from the witch school.

A High Secret Order is an organization of the most powerful Witches dedicated to a certain cause or entity. These Witches may be scattered across the entire world or within a single country at the DM's discretion.

A Witch who does not join a High Secret Order (a Low Order Witch) gains none of the benefits, but avoids additional special hinderances. A Witch that does not join a High Secret Order does not have to pay any future training costs and recovers the price of her contract (see below) either by trickery or other means. A Low Order Witch will no longer lose Sanity as a result of her association with her extraplanar tutor.

It is assumed that a Low Order Witch has found a way to twist the words or meaning of her contract with her extraplanar tutor so that she is able to still receive training, but without the costs normally involved. However, the tutor fights back by refusing to reveal its greatest secrets, citing flaws in the reworked contract as its excuse.

11th-level: The Witch acquires the ability to brew *flying ointment*. Assuming she has access to the proper ingredients (usually available in any forest), the Witch can brew one dose of an ointment which, when rubbed on the skin, gives the recipient the ability to fly, as the 3rd-level wizard spell, *fly*. The dose is sufficient to affect one human-size subject. The effect persists until the ointment loses its potency 24 hours after it is applied or one month after it is brewed. The Witch requires one hour to brew and enchant the ointment. She can brew one ointment each week.

13th-level: The Witch acquires the ability to inflict a witch's curse on any single person or creature. This ability is identical to the 4th-level wizard spell *bestow curse*, except that its

effect is automatic (the victim is not allowed a saving throw). The effect of the curse persists for 24 hours unless the curse is dispelled by a *remove curse*, *wish*, or similar spell.

To cast the spell, the Witch must merely point at the victim and concentrate for one round. No verbal or material components are required.

The witch may bestow one curse per day at 13th level. She gains the ability to cast an additional curse for every three levels she gains beyond 13th, i.e. two curse at 16th-level, three at 19th-level, etc. To determine the effects of Witch's curse, roll 1d8 and consult Table 2.



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Table 2: Effects of Witch's Curse

d8 roll	Result
1-3	One ability of the victim is lowered by three points. Determine which ability is lowered by rolling 1d10: 1 = Strength 6 = Charisma 2 = Dexterity 7 = Ego 3 = Constitution 8 = Observation 4 = Intelligence 9 = -15% to Sanity 5 = Wisdom 10 = Witch's choice
4-5	The victim's to hit and damage rolls are penalized by -4.
6	The victim becomes blind, as per the 2nd-level wizard spell <i>blindness</i> . The effect persists for 24 hours or until the Witch's curse is dispelled.
7	The victim loses one hit point per hour for the next 24 hours. These lost hit points cannot be recovered by normal or magical means until the Witch's curse ends in 24 hours, unless the curse is dispelled. If the victim is reduced to zero hit points or less within 24 hours of receiving the curse, or before the curse is dispelled, he dies.
8	The victim immediately lapses into a state of <i>temporal stasis</i> , as the 9th-level wizard spell. The effect persists unless the curse is dispelled. Otherwise, at the end of 24 hours, the victim is reduced to 0 hit points and dies.

15th-level: At 15th-level the witch gains the ability to create a magical doll, similar to the doll created through the *cursed image* spell (WSC 1-202), with which she can unerringly control her victim.

A witch can make a single clay or wax doll by spending at least eight hours per day for an entire week crafting the image; this action does not require the use of spell points. A doll must be created to control a specific intelligent creature and must (unlike the *cursed image* spell) contain a body part of the specific target (i.e., a lock of hair, a nail clipping, a scale, etc.). A doll cannot be used to control a creature with animal intelligence or lower. Dolls can only be used to control beings native to the prime material plane. This magic has no effect on extraplanar beings.

Once the doll is created it must be shown to the intended victim (though the victim does not have to be aware he has seen it). If the victim fails a saving throw vs. spells, the victim will be

charmed as per a *charm monster* spell, but with no HD or level limit. If the witch knows the victim's true name, no saving throw is allowed.

Creatures of lower level or HD than the witch are charmed for as long as the doll is intact. Otherwise, the *charm* lasts for one day per level of the witch when successfully used against a creature with more Hit Dice or levels than the witch.

In addition to the *charm* effect, the witch may affect the victim as if she had cast the *cursed image* spell. This special doll may affect a victim anywhere on the same plane as the witch.

If the witch loses the doll or if it is destroyed by someone other than the witch, the spell is automatically broken. If the witch intentionally destroys the doll, a victim of equal or higher level than the witch must make a saving throw vs. death magic with a -2 penalty; a victim of lower level than the witch suffers a -4 penalty to the saving throw. If the saving throw is failed,

the victim is slain. If the victim makes a successful saving throw, he suffers 2d8+1 hit points of damage and the magical link is broken.

20th-level: From this level on, the Witch ages at one-tenth the normal rate for her racial type. This ability does not affect magical aging effects which increase or decrease the Witch's biological age as usual.

22nd-level: At 22nd-level the Witch gains the power to *shapechange* once per day. This power can be used for no longer than two turns each time. Otherwise, this power is identical to the 9th-level wizard spell of the same name.

Special Hinderances:

No experience bonus for high ability scores: Due to her nonconventional training, A Witch does not earn a bonus to experience points earned because of high ability scores.

Contract: A Witch contracts with an entity from the lower planes to tutor her in the ways of magic. This entity may claim to be good, but eventually, it always reveals itself as evil. Many Witches deny they serve evil powers, but they are either lying or deluding themselves. A Witch that joins a High Secret Order must change her alignment to evil (if she is not already evil). There is no penalty for this change. It only reflects the Witch's submission to the power she serves. A Witch that does not join a High Order may retain her alignment.

When a first-level Witch makes a contract with a lower planar entity, she must give payment in the form of a sacrifice. This sacrifice can be any one of the following: Loss of a body part, sense, or trait (for example, the finger on one hand, the sight in one eye, or the Witch's beauty); the acceptance of an idiosyncrasy (see Chapter 4 in the Character Creation section); her immortal soul (a Witch that gives her soul cannot be raised from the dead).

In addition, a Witch must also give an amount equal to the normal training cost for a wizard to the entity who she has contracted with whenever

she advances a level. At the DM's discretion, the entity may demand some other form of sacrifice in lieu of monetary payment (for example, a magic item, a human sacrifice, etc.).

Reduced Hit Die: Witches roll a d3 for hit points instead of a d4.

Special System of Magic: The Witch must use the "Warlocks and Wizard" spell casting system detailed in *Player's Option: Spells & Magic*, pgs. 83-85. However, two modifications apply to these rules:

- A Witch who belongs to a High Secret Order reduces her chance of having to add to her debt of servitude by half.
- Recovery of spell points by a Witch rest just like all wizards. However, the Witch must also perform rituals once a month that last for two hours per character level. If these rituals are not performed for one month, the Witch's spell points are halved until the Witch performs the required ritual. If the Witch does not perform the required rituals for two consecutive months, her spell points are reduced to one-tenth normal until the required rituals are performed.

In addition, the Witch's constant contact with a lower planar power takes its toll on her Sanity. For every level the Witch gains, she loses 1d4 points of Sanity permanently. A Witch that goes insane becomes a slave of the entity to which she is contracted.

Vulnerability to Good: Any good character who attempts to use the holy symbol of a good deity to ward off a Witch's spell gains a +2 bonus to his saving throw when applicable. A good priest or paladin gains a +4 bonus to saving throws vs. a Witch's spells and a save of 20 against spells with no save.

Hierarchy: There is only one Witch of 21st-level and one Witch of 22nd-level (or higher), the Princess and Queen of Witches, for each High Secret Order. A Witch who acquires enough experience to become the Princess or Queen when another Witch holds the position

must defeat the current office holder in a Sorcerous Duel or by some other means, in order to advance in level. Only a Queen of Witches may advance beyond 22nd-level.

Reaction modifiers: Generally, outsiders are terrified of Witches. Unless an NPC is exceptionally open-minded or has a high Intelligence or Wisdom (15 or more in either ability), the Witch suffers a -3 penalty to reaction rolls with NPCs. If the NPC is uneducated, comes from an extremely superstitious or unsophisticated culture, or has low Intelligence and Wisdom (under 10 for both), the NPC's reaction roll is penalized by -5.

Additionally, if a Witch lingers in a superstitious or culturally unsophisticated community for more than a day, she runs the risk of facing a mob of hostile citizens bent on running her out of town, imprisoning, torturing or executing her. (The DM decides the size of the mob, their

intentions, and the likelihood that they will accost the Witch. As a rule of thumb, assume a 20% chance of a 4d6-member mob forming in a hostile community if the Witch stays for a day. This chance increases by 20% for every additional day the Witch remains and the size of the mob increase by 2d6 members).

Wealth Options: The Witch may add her Charisma plus 2d10 to her initial Social Class roll to reflect the advantage given her by association with an extraplanar being.

Note: The Witch is among the most complex of all the kits, and many of the details are left up to the player's discretion. For instance, she may wish to design specific daily rituals for her Witch or she may wish to expand on the Witch's relationship with the entity who originally trained her. Who and what exactly is it? Where can the entity be found? Can the Witch contact him for favors?

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Specialty spells of Lorminstra

(Continued from Page 19)

may have one guardian per level of the highest ranking priestess assigned to it.

The spell ends when the duration expires, the priestess commands the guardian to depart or the creature is slain.

The material component of the spell is a statuette of the greater gate guardian carved from tomb jade and worth at least 2,000 gp, an ounce of blood, an ounce of silver (3 sp) and a translucent gem worth at least 500 gp. In addition, a guardian commanded to patrol an area must be bound by specially consecrated markers carved from tomb jade. A minimum of four markers are required and they cost 500 gp each to make. The statuette and markers are not consumed by the spell.

Witch school

The following spell list comprises the Witch School. Spells in regular type may be found in the *Player's Handbook* (PHB) or the *Complete Wizard's Spell Compendium* (WSC Volume number-Page). Spells in bold type are described following the spell list. Spells in italics are modified when used in the world of Fälgorna; modifications are described following the spell list.

Level 1

Animate Dead Animals (WSC 1-46)

Change Self (WSC 1-131)

Charm Opposite Sex I

Circle (WSC 1-141)

Cause Light Wounds (WSC 1-126)

Control Vapor (WSC 1-179)

Cure Wounds

Detect Illusion (WSC 1-235)

Faerie Fire (Priest, PHB 200)

Find Familiar (WSC 2-353)

Magic Disk (WSC 2-531)

Mending (WSC 2-559)

Minor Quest (WSC 2-569)

Nystul's Dancing Werelight (WSC 3-625)

Phantasamal Force (WSC 3-660)

Protective Amulet (WSC 3-714)

Reflected Image (WSC 3-739)

Seduction I (WSC, 3-778)

Level 2

Curse (Priest, PHB 198)

Blindness (WSC 1-96)

Charm Opposite Sex II

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Circle Dance (WSC 1-142)
Darkness 15' Radius (WSC 1-210)
Deafness (WSC 1-214)
Detect Good (WSC 1-235)
Detect Invisibility (WSC 1-235)
Detect Poison (WSC 1-238)*
ESP (WSC 2-325)
Improved Phantasmal Force (WSC 2-455)
Invisibility (WSC 2-464)
Locate Object (WSC 2-523)
Nature Call
Pacify (WSC 3-651)
Pit (WSC 3-668)
Putrefy Food & Drink
Seal Mouth (WSC 3-775)
Seduction II (WSC 3-779)*
Speak in Tongues (WSC 3-839)
Speak With Animals (Priest, PHB 207)
Summon Swarm (WSC 4-899)
Witch's Glamor (WSC 4-1027)

Level 3

Battlecurse (WSC 1-76)
Calm (Enchantment/Charm) (WSC 1-120)
Cause Blindness or Deafness (WSC 1-125)
Cause Disease (WSC 1-126)
Clairaudience (WSC 1-144)
Clairvoyance (WSC 1-144)
Comfort (WSC 1-156)
Curse Tablet (WSC 1-202)
Detect Lycanthrope (WSC-237)
Dissipate Vapor (WSC 1-257)
Find Traps (WSC 2-356)
Fly (WSC 2-382)
Healing Dream (WSC 2-426)
Hold Person (WSC 2-432)
Lightning Bolt (WSC 2-516)
Love Charm (WSC 2-526)
Mystic Rope (WSC 3-608)
Phantom Light (WSC 3-662)
Plant Entrapment (WSC 3-670)
Ray of Paralysis (WSC 3-733)

Seduction III (WSC 3-779)
Sleep of Horror (WSC 3-826)
Suggestion (WSC 4-890)
Tongues (WSC 4-943)
Wall of Water (WSC 4-991)

Level 4

Bestow Curse (WSC 3-742)
Cause Serious Wounds (WSC 1-127)
Charm Monster (WSC 1-135)
Control Fluids (WSC 1-177)
Cursed Image (WSC 1-202)
Despair (WSC 1-233)
Disfigure (WSC 1-248)
Fire Trap (WSC 2-365)
Genie Contract (WSC 2-400)
Glyph of Warding (Priest, PHB 210)
Hallucinatory Terrain (WSC 2-422)
Lesser Geas (WSC 2-503)
Neverending Nightmares (WSC 3-617)
Plant Growth (WSC 3-671)
Poison (WSC 3-671)
Polymorph Other (WSC 3-673)
Polymorph Self (WSC 3-674)
Putrefaction (WSC 3-719)
Seduction IV (WSC 3-779)
Shock (WSC 3-811)
Speak with Plants (Priest, PHB 220)
Summon Lycanthrope (WSC 4-896)
Summon Spirit (WSC 4-898)

Level 5 (High Secret Order)

Animate Dead (WSC 1-46)
Cause Critical Wounds (WSC 1-126)
Charm Animals (WSC 1-133)
Control Undead (WSC 1-179)
Feeblemind (WSC 2-348)
Greater Wall of Water
Hold Monster (WSC 2-432)
Immunity to Poison and Disease (WSC 2-449)
Oathbinding (WSC 3-630)

Oracle

Produce Flame (WSC 3-690)

Seduction V (WSC 3-780)

Sleepless Curse (WSC 3-826)

Spirit Form (WSC 3-859)

Weakness



Level 6 (High Secret Order)

Animate Dead Monsters (WSC 1-47)

Chain Lightning (WSC 1-128)

Curse of Lycanthropy (WSC 1-201)

Enfeeble (WSC 2-315)

Evaporate Fluid (WSC 2-326)

Eyebite (WSC 2-335)

Geas (WSC 2--398)

Legend Lore (WSC 2-498)

Remove Life Level (WSC 3-744)

Seduction VI (WSC 3-780)

Stone to Flesh (WSC 4-883)

Summon Least Yugoloth (WSC 4-895)

True Seeing (WSC 4-957)

Wards of Defense (WSC 4-997)

Ward of Invulnerability

Level 7 (High Secret Order)

Call Spirit (WSC 1-119)

Control Lycanthrope (WSC 1-177)

Curse of Forgetfulness (WSC 1-200)

Descent into Madness (WSC 1-230)

Find The Path (WSC 2-356)

Finger of Death (WSC 2-358)

Harm (WSC 2-424)

Limited Wish (WSC 2-521)

Love (WSC 2-526)

Paralyzing Field (WSC 3-652)

Paralyzing Pit (WSC 3-653)

Seduction VII (WSC 3-781)

True Name (WSC 4-955)

Vision Crystal (WSC 4-981)

Level 8 (High Secret Order)

Cacofiend (WSC 1-115)

Charm Man III (WSC 1-134)

Circle of Blindness (WSC 1-143)

Dispel Enchantment (WSC 1-253)

Fire Storm (WSC 2-364)

Intensify Nature (WSC 2-462)

Mass Polymorph (WSC 2-550)

Rusting Touch (WSC 3-759)

Seduction VIII (WSC 3-781)

Summon Fiend (WSC 4-894)

Temporary Resurrection (WSC 4-927)

Wasting (WSC 4-998)

Witch's Death Spell (WSC 4-1027)

Youth (WSC 4-1041)

Level 9 (High Secret Order)

Allisandro's Binding Curse (WSC 1-33)

Combine (WSC 1-155)

Death

Disintegrate Flesh (WSC 1-251)

Earthquake (Priest PHB 233)

Gate (WSC 2-395)

Improved Paralyzing Pit

Reflection (WSC 3-740)

Seek (WSC 3-782)

Solidify Air (WSC 3-834)

Transport Via Plants

Vaporize (WSC 4-977)

Volcanic Circle (WSC 4-983)

Weight Concentration (WSC 4-1009)

Wind Walk (Priest PHB 236)

Witch's Banishment (WSC 4-1026)

Witch school spell descriptions and notes

Level 1

Charm Opposite Sex I (Enchantment/Charm)

Level: 1 Components: V,S
 Range: 16 foot radius Casting Time: 1
 Duration: 2-5 turns Saving Throw: Special
 Area of Effect: 5-8 creatures
 Reference: Dragon # 114*

A Witch must have a Charisma score of at least 11 to cast this spell. The spell affects up to 5-8 humans, demihumans or humanoids of 3rd-level or lower in a 15-foot radius, and has a duration of 2-5 turns. The creature's effected must be of the opposite sex of the caster. It affects victims in the same way as a *charm person* spell.

If there is a leader with a group of effected creatures, he may dispel the charm if his Charisma/Leadership plus a roll of 1d8 is six points or more higher than the Witch's Charisma/Appearance. If the spell is not dispelled by a leader, each man within the area of effect may attempt a save versus spells.

A successful saving throw negates the effect of the spell for that man only. If there are more creatures within range than the maximum number who can be affected, the spell is directed against the lower-level creatures first. The spell won't work on any creature who has been injured during the encounter by the witch who cast the spell.

Cure Wounds (Necromancy)

Level: 1 Components: V,S
 Range: Touch Casting Time: 2 rounds
 Duration: Permanent Saving Throw: None
 Area of Effect: One creature
 Reference: Player's Handbook, 2nd ed., pg. 199
 Material Component(s): a powdered gem worth

at least 100 gp; reverse: a drop of the caster's blood

This spell is similar to the 1st-level priest spell, *cure light wounds*. By touching one character or creature, the caster can heal 1d6 hit points of damage. The material component for this spell is a powdered gem worth at least 100 gp.

Seduction I — In Fälgorna this spell can be used by warlocks (male witches) to seduce females. Otherwise it is the same as the standard spell described in the Wizard's Spell Compendium (Vol. 3, pg. 778)

Level 2

Charm Opposite Sex II (Enchantment/Charm)

Level: 2 Components: V,S
 Range: 15-foot radius Casting Time: 2
 Duration: 5-10 turns Saving Throw: Neg.
 Area of Effect: 7-12 men
 Reference: Dragon # 114*

A Witch must have a Charisma score of at least 11 to cast this spell. The spell affects up to



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7-12 (1d6+6) humans, demihumans or humanoids of 4th-level or lower in a 15-foot radius, and has a duration of 5-10 turns. The creature's effected must be of the opposite sex of the caster. It affects victims the same as a *charm person* spell.

If there is a leader with a group of effected creatures, he may dispel the charm if his Charisma/Leadership plus a roll of 1d8 is six points or more higher than the Witch's Charisma/Appearance. If the spell is not dispelled by a leader, each man within the area of effect may attempt a save versus spells.

A successful saving throw negates the effect of the spell for that man only. If there are more creatures within range than the maximum number who can be affected, the spell is directed against the lower-level creatures first. The spell won't work on any creature who has been injured during the current encounter by the Witch who cast the spell.

Detect Poison (Divination) — The material component for the witch's version of this spell is a body part used by any venomous creature to inject its venom.

Nature Call (Conjuration/Summoning)

Level: 2 Components: V,S,M

Range: 120 yards Casting Time: 2

Duration: Special Saving Throw: None

Area of Effect: Special

Reference: Dragon # 114*

Material Component(s): a small silver bell worth at least 25 gp which must be rung three times during the casting and a scrap of food favored by the summoned creature(s).

By means of this spell, a Witch can summons 1d10 small birds or mammals up 1/2 HD, 1d4 birds of mammals up to 1 HD or one creature as large 2+2 HD. The spell allows the caster to communicate in a rudimentary form with the summoned creatures, enabling the caster to give the creatures one or two orders.

The summoned creature can be ordered to attack or defend for one round per caster level or to rush at an opponent and fake an attack, causing confusion in monsters of animal intelligence or lower and causing more intelligent opponents to attack at -2 to hit for a duration of 1 turn. The summoned creatures can not be forced to rush at a character or creature from which they would normally flee.

Alternatively, a summoned creatures can be made to act as messengers, carrying any object their size permits them to carry to a person or destination of the Witch's choice. The journey can last up to one day per five caster levels.

This spell cannot be used to summon creatures with greater than animal intelligence.

The material components for this spell are a small silver bell worth at least 25 gp which must be rung three times during the casting and a scrap of food favored by the summoned creature(s). Both components are consumed in the casting.

Putrefy Food & Drink (Alteration)

Level: 2 Components: V,S

Range: 3" Casting Time: 1 round

Duration: Permanent Saving Throw: None

Area of Effect: 1 cubic foot/level, 10-foot square area

Reference: Player's Handbook, 2nd ed., pg. 202

Except as noted above, this spell has the same effect as the 1st-level priest spell of the same name. A Witch may not use the reverse of this spell.

Seduction II (Enchantment/Charm) — In Fälgorna this spell can be used by warlocks (male witches) to seduce females. Otherwise it is the same as the standard spell described in the Wizard's Spell Compendium (Vol. 3, pg. 779)

Level 3

Comfort — In Fälgorna, there is no material component for this spell.

Cursed Image — This spell is broken if someone other than the witch destroys the doll or if the witch loses the doll.

Detect Lycanthrope — Witch's use the gypsy version of this spell (see WSC 1-237).

Dissipate Vapor — In Fälgorna, there is no material component to this spell. In addition, damage caused to gaseous creatures is 1d6 per level with no upper limit.

Mystic Rope — In Fälgorna, the witch may attempt to loop the rope around a creature's neck but the creature attacked receives a +4 bonus to its saving throw. If the rope is successfully looped around a creature's neck, the Witch may cause it to strangle the victim. A strangled victim suffers 1d4 hit points of damage per round until freed. While being strangled the victim's attack rolls are penalized by -2 and he receives no Dexterity bonus to his Armor Class.

Phantom Light — In Fälgorna, the witch can give the *phantom light* a specific shape by tracing the desired form in the air. The *phantom light* can resemble the outline of any creature or object that the Witch can imagine and can have a perimeter of up to 10-feet per caster level. The witch can create multiple outlined objects through one casting.

Seduction III — In Fälgorna this spell can be used by warlocks (male witches) to seduce females. Otherwise it is the same as the standard spell described in the Wizard's Spell Compendium (Vol. 3, pg. 779)

Level 4

Genie Contract — While witch's seldom deal with genie-kind, this spell is useful for binding compacts with fiends or mortals with which the witch may wish to deal.

Seduction IV — In Fälgorna this spell can be used by warlocks (male witches) to seduce females. Otherwise it is the same as the standard

spell described in the Wizard's Spell Compendium (Vol. 3, pg. 779)

Level 5 (High Secret Order)

Greater Wall of Water (Evocation, Elemental Water)

Level: 5 Components: V,S,M

Range: 30 yards Casting Time: 5

Duration: 6 turns Saving Throw: None

Area of Effect: 5 cubic-feet per level

Reference: Dragon # 114

Material Component(s): a drop of water or the Witch's spittle.

By means of this spell, the Witch creates a barrier of magical water which may take any shape the caster desires, remaining intact and upright in defiance of gravity. The wall may be up to 5-cubic-feet (5x5x5) in size per level of the caster.

The wall is impervious to normal fire, but not to a *fireball*, red dragon breath or other magically created flame. In addition, the wall's swirling currents block normal missiles, as well as the spells, *magic missile*, *magic stone*, *magic disk* and similar low-level magics.

Flamed-based creatures that pass through the wall suffer 5d6 hit points of damage (save vs. spells for half damage). Living and undead creatures of 5 Hit Dice or less cannot pass through the wall. Creatures with more than 5 Hit Dice or levels can pass through but suffer 3-18 hit points of damage when doing so (save vs. spells for half damage). The caster may pass through the wall unharmed.

A creature that is able to pass through the wall requires two rounds to do so. A creature with a Strength of 18/51 or better or of huge-size or greater moves through the barrier at its normal Movement Rate.

The water of the wall is safe for drinking, but only the caster may collect it without risking injury. Any water collected in this manner loses

all its magical properties. When the spell ends or is dispelled, the water does not disappear but instead becomes normal water and flows out along the surface it is contacting.

The wall can not be used to create a water elemental.

The material component of this spell is a drop of water or the Witch's spittle.

Oracle (Divination)

Level: 5 Components: V,S,M

Range: 0 Casting Time: 1 turn

Duration: Special Saving Throw: None

Area of Effect: Special

Reference: Dragon # 114*

Material component(s): a sacrifice appropriate to the outer planar being the Witch is contracted with and one point of Sanity

By use of an *oracle* spell the Witch is able to contact the outer planar being — or an agent of the being — that is responsible for her tutelage in the ways of magic and request information in the form of questions which can be answered by a simple “yes” or “no”.

The caster is allowed one such question for every level of experience she has attained. The answers given will always be correct. This spell can be used only once per week.

The material component for this spell is a sacrifice appropriate to the outer planar being the witch is contracted with and one point of Sanity ability score. A Witch with a Sanity score of less than 10 cannot cast this spell.

In all other ways this spell is like the 5th-level wizard spell, *contact other plane*, described on pg. 167 of the *Player's Handbook*, 2nd ed.

Seduction V — In Fälgorna this spell can be used by warlocks (male witches) to seduce females. Otherwise it is the same as the standard spell described in the Wizard's Spell Compendium (Vol. 3, pg. 780).

Weakness (Enchantment/Charm)

Level: 5 Components: V,S

Range: Touch Casting Time: 5

Duration: 1 turn/level Saving Throw: None

Area of Effect: Special

Reference: Fälgorna™

By means of this spell, the Witch causes one creature per three caster levels within a 40-foot cube to be effected as if hit by a more powerful version of the 2nd-level wizard spell, *ray of enfeeblement*.

Humans, demi-humans and humanoids of man-size or less are reduced to an effective Strength of 3, losing all Strength bonuses and suffering an attack roll penalty of -3 and a damage penalty of -1. Other creatures suffer a penalty of -3 to hit and -1 penalty to each die of damage they inflict. (But no damage roll can inflict less than one point per die of damage.)

All other effects are as the *ray of enfeeblement* spell on pg. 145 of the *Player's Handbook*, 2nd ed.

Level 6 (High Secret Order)

Ward of Invulnerability (Abjuration, Evocation)

Level: 6 Components: V,S,M

Range: 0 Casting Time: 6

Duration: 1 round/lvl Saving Throw: None

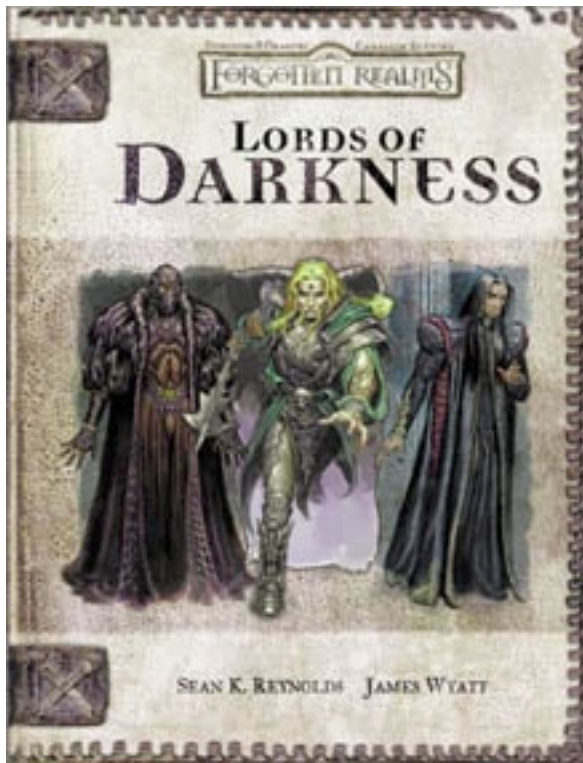
Area of Effect: 5-foot radius around Witch

Reference: Dragon # 114*

Material Component(s): Diamond dust worth at least 5,000 gp.

By means of this spell, the Witch creates a stationary 5-foot radius force field centered on herself that shields her from all magical or physical attacks for the duration of the spell or until it is dispelled. The spell also protects against the special attack forms of monsters such as breath weapons, gaze and voice attacks.

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higher status are unaffected by this spell. Likewise, creatures native to the plane where the witch's contracted mentor originates are unaffected by this spell. Note, unlike a *ward of defense* no normal creature can enter the boundaries of the ward and it cannot be used to protect anyone other than the witch.

The Witch may freely cast spells of level three and lower while inside the ward, but she may take no offensive action on creatures outside the sphere or the magic will be dispelled. Likewise, if she attempts to cast spells of higher than third level or use magical items that duplicate the effects of fourth level or greater magic the spell will be broken. If she leaves the radius of the sphere the ward is dispelled. The ward is automatically dispelled by the Witch's death.

The witch may dispel the ward at will, but *dispel magic* has no effect against a *ward of defense*.

The Witch may allow up to two man-sized creatures within the ward and still function normally.

The material component of the spell is at least 5,000 gp worth of diamond dust which must be spread in a circle around the Witch.

Level 7 (High Secret Order)

Control Lycanthrope — Priests of Beldar are not affected by this spell.

Level 8 (High Secret Order)

Temporary Resurrection — Note, this spell is particularly loathsome to the goddess Lorminstra.

Wasting — Creatures who die because of the effects of this spell become ghosts under the Witch control and can only be raised by means of a *wish* spell.

Level 9 (High Secret Order)

Death (Necromancy)

Level: 9 Components: V,S,M
 Range: Special Casting Time: 1 turn
 Duration: Permanent Saving Throw: Special
 Area of Effect: One creature

Reference: Fälgorna

Material Component(s): a magic doll crafted to resemble her victim and a silver dagger worth at least 100 gp crafted under the full moon Beldar.

The Witch uses this spell in combination with her 15th-level special benefit of creating a doll to control her enemies.

This spell allows the Witch to cause the effects of the 7th-level wizard spell, *finger of death*, on any creature known to the Witch who currently resides on the same plane.

If the Witch knows the victim's true name, no save is allowed.

The material components of this spell are the magic doll crafted to resemble her victim and a silver dagger worth at least 100 gp crafted under the full moon Beldar. The Witch stabs the dagger into the doll to complete the spell, whereupon both items are consumed by flame.

Improved Paralyzing Pit (Evocation)

Level: 9 Components: V,S,M
 Range: 80 yards Casting Time: 9
 Duration: Permanent Saving Throw: Special
 Area of Effect: 20-foot deep by 20-foot square pit

Reference: Dragon # 114*

Material component(s): A bit of ghoulish flesh and a scale from a bullette.

This spell is an improved version of the 7th-level spell *paralyzing pit*.

By means of this spell, the caster conjures a pit of up to 20 feet across and 20 feet deep

within the spell range. The pit forms in any solid material, including stone. If the caster creates the pit directly under an opponent or in front of a moving opponent, the victim is allowed a saving throw vs. spell to avoid falling in. Stationary or slow-moving characters who fall in suffer 2d6 damage; running or charging characters suffer 3d6 damage.

The pit entraps its victims with a powerful paralysis field. Any character or creature falling in must make a successful saving throw vs. spells with a -4 penalty or be paralyzed. The paralysis lasts until the victim is removed from the pit. A victim removed from the pit remains paralyzed for one round per caster level after removed from the pit. Paralyzed victims are not in a state of suspended animation and without food and water a victim will starve to death. An elf's immunity to paralysis is not effective against the magic of a *improved paralyzing pit*.

The pit itself is as permanent as any hole in the ground, but its paralyzing field is active for only one day per two levels of the caster. The pit sides are steep, but not unclimbable. Given 2d4 rounds, any unparalyzed character can scramble free. Paralyzed characters are completely helpless, any anyone who enters the pit to aid them may be paralyzed as well. Any unparalyzed character in the pit makes a new saving throw against spells every round they remain in the pit.

The caster may permanently dispel the paralyzing effect of the pit at will, but the pit itself will remain.

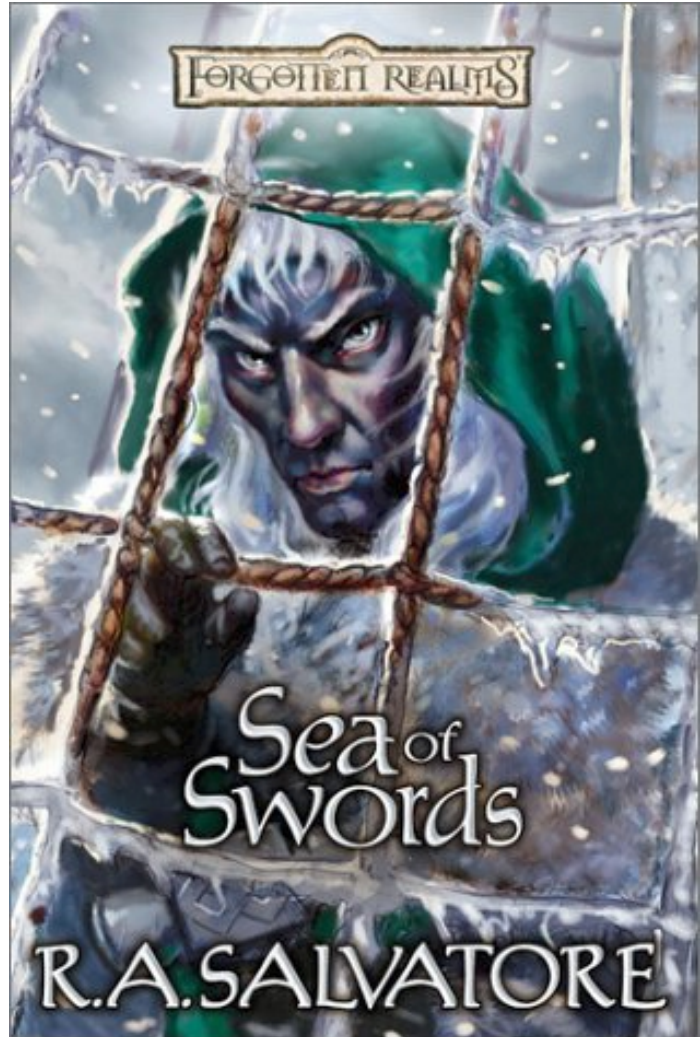
The material components of this spell are a bit of ghoulish flesh and a scale from a bullette.

Seek — The optional addendum to this spell may be used by witch's of Fälgorna.

Spells continue on
Page 40

Drizzt Do'Urden is back!

From Publishers Weekly
Elf ranger Drizzt Do'Urden and his
gifted warriors go in search of a
missing member of their own band
in this latest fast-moving fantasy
adventure from bestseller
Salvatore (Servant of the Shard,
etc.). In the previous episode of
the Paths of Darkness series (of
the Forgotten Realms umbrella
series), Wulfgar the barbarian
fought a demon, was possessed
and supposedly killed. Now it
turns out that not only is he alive
but he is in need of the type of
assistance at which his friends
excel. Getting to Wulfgar and
aiding him in his quest for Aegis-
fang, his warhammer, is only part
of the fun. Drizzt Do'Urden, along
with Cattie-Brie, a dwarf named
Bruenor Battlehammer and Regis
the Halfling, often have to battle
the obligatory orcs, goblins and
ogres on their way to the real
business at hand. A second plot
involves the stalking of Drizzt
Do'Urden by Le'Lorinel, a Moon elf



(or pale elf, whereas Drizzt is a Drow or dark elf). The author combines some of the good versus evil of Robin Hood and his merry men, the campy heroics and friendship of The Princess Bride (including an appearance of dread pirate Sheila Kree) and a rather unfulfilled stab at race relations with Le'Lorinel's unhinged hatred for Drizzt Do'Urden. As this is the fourth novel in the subseries of a larger series, it is not for the uninitiated. Long-awaited by Salvatore's legions of fans, however, this book is as certain as its predecessors to climb bestseller charts. Hardcover - 352 pages (October 30, 2001)

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Spell descriptions

(Continued from Page 38)

Transport Via Plants (Alteration)

Level: 9 Components: V,S,M

Range: Touch Casting Time: 9

Duration: Special Saving Throw: None

Area of Effect: Special

Reference: Player's Handbook, 2nd ed., pg. 229

Material Component(s): a pint of blood from an intelligent creature mixed with powdered gems worth at least 500 gp.

By means of this spell, the caster is able to enter any plant (human-sized or larger) and then pass any distance to a plant of the same species in a single round, regardless of the distance separating the two. The entry plant must be alive at the time of the casting and the witch must pour a pint of blood from an intelligent creature mixed with powdered gems worth at least 500 gp onto its roots to activate the spell. This action causes the plant to wither and die one round after the witch exits the plant.

The destination plant need not be familiar to the caster, but it also must be alive. If the caster is uncertain of the destination plant, she need merely determine direction and distance, and the *transport via plants* spell moves her as close as possible to the desired location. The exit plant also withers and dies one round after the witch leaves it.

There is a 20% chance, reduced by 1% per level of experience of the caster, that the transport delivers the caster to a similar species of plant from 1 to 100 miles away from the desired destination plant. If a particular destination plant is desired, but the plant is not living, the spell fails and the caster must come forth from the entrance plant within 24 hours.

Note that this spell does not function with plantlike creatures such as shambling mounds,

treants, etc. The destruction of an occupied plant slays the caster (see the plant door spell).

Vaporize — The fog-like vapor created by this dweomer affects creatures as if they were within a *wall of fog*. In addition, witch's of Fälgorna do not age when casting this spell.

Volcanic Circle — All objects susceptible to fire damage will be destroyed by the lava. Stone and metal objects must save vs. magical fire or be destroyed also. Armor and metal items worn by creatures and which are not destroyed by the lava are affected as if *heat metal* had been cast. However, unlike the *heat metal* spell, all metals are affected, including elven chain mail and magical armor (there is no saving throw to avoid the effect).

The *heat metal* effect will also occur if the *volcanic circle* is cast underwater. However, if *volcanic circle* is cast underwater all damage is halved and the *heat metal* duration is halved.

An *anti-magic* spell will prevent damage from the dweomer without dispelling it. Magics which protect against fire damage are also effective protection. A *wish* or *limited wish* will dispel the magic.

Weight Concentration — The spell causes the weight of creatures and objects to triple. Note, inanimate objects are automatically affected by the spell unless they are in the possession of a creature (in which case the creature can attempt a saving throw to avoid the effect).

Wind Walk — This spell has the same effects as the 7th-level priest spell of the same name, except the duration is only three turns per level and the material component is a raven's feather which must be burned during the casting.

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Zombie, Desert

CLIMATE/TERRAIN:	City of Istroy or any desert
FREQUENCY:	Common in the City of Istroy, very rare elsewhere
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	See below
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	1-12
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8/ 1d8 + special
CRIT. HIT/FUMBLE:	30%(+50%)/70%
SPECIAL ATTACKS:	dehydration
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	20% + special
SIZE:	M
MORALE:	Fearless (20)
XP VALUE:	975

Desert zombies are the undead citizens of the City of Istroy created by the activation of the powerful artifact known as the *mechanism*. They retain just enough of their former intelligence to remember the grandeur of the city before its destruction by the activation of this cursed magical creation. They long for the life they once lived and a desert zombie will attempt to destroy any living creature encountered because living creatures serve as a hateful reminder to this pitiful undead creature of its past life.

Desert zombies appear as emaciated humans dressed in the ragged tatters of once fine clothing. Their desiccated skin clings tightly to their bones like shrunk leather. Their faces are gaunt and drawn, two gaping holes serve as eyes.

Combat: Desert zombies attack with their bare



hands in melee. In addition to the normal damage (1d8) caused by a blow, a hit will cause the area touched to dehydrate. Dehydration causes the victim to suffer 1 hp of damage per round until a *cure disease*, *remove curse*, *heal*, *limited wish* or *wish* spell is cast to negate the effect. As the dehydration progresses the area around the wound begins to take on the appearance of a desert zombie's skin. For every 10 hp of damage suffered from dehydration a character loses one point of Charisma permanently.

A creature killed by a desert zombie rises from the grave the following night as a desert zombie unless a *bless* spell is cast on the victim's body prior to the reanimation.

Desert zombies are immune to *sleep*, *charm*, *hold* and other mind-affecting spells. Cold- and water-based spells have no effect on desert zombies. Desert zombies are also immune to *magic missile*.

Despite their low intelligence, desert zombies are cunning and will often wait in ambush for living creatures to pass their way. A favored tactic is to lie beneath the sand and spring to the attack, increasing

the chance to surprise a victim to a roll of 1 to 7 on a d10. When encountered in groups, they will fight in a coordinated effort, attacking priests and wizards first.

A *raise dead* or *resurrection* spell will destroy a desert zombie instantly.

Desert Zombies can be turned as ghosts.

Habitat/ Society: Desert zombies tend to frequent the areas that they visited frequently while alive. The only variation in this pattern would be to follow living prey. Thus, desert zombies will often be found at their former place of work or in their home in the lost city of Istroy, hopelessly contemplating a life they

cannot regain.

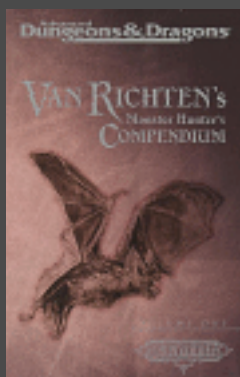
Ecology: Desert zombies play no role in the ecosystem of Fälgorna™. They require no sustenance, but kill, out of hatred, all living things they encounter.

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Acknowledgements: The picture of the desert zombie is an adaptation of a Brom painting that appeared on the cover of Dragon™ Magazine.

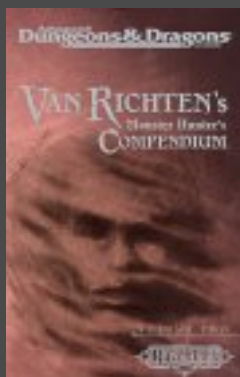
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Spectral Soldier

CLIMATE/TERRAIN:	Battlefields, Ruins, Any
FREQUENCY:	Very rare
ORGANIZATION:	Unit or solitary
ACTIVITY CYCLE:	Night
DIET:	None needed, human, demi-human, and humanoid brains
INTELLIGENCE:	Low (cunning)
TREASURE:	Individuals: L,M, magic armor and weapons (see below)
ALIGNMENT:	Chaotic Evil (with lawful tendencies)

NO. APPEARING:	1 or 5-20
ARMOR CLASS:	Varies (5)
MOVEMENT:	6
HIT DICE:	4d10+4
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon/1-8
CRIT. HIT/FUMBLE	35%(+7%)/65%
SPECIAL ATTACKS:	Move silently as a 4th level thief, fear
SPECIAL DEFENSES:	+1 or better weapon to hit, immunities
SIZE:	M
MORALE:	Fearless (20)
XP VALUE:	2,000

Spectral soldiers are the animated corpses of soldiers who died in battle fighting for an unjust cause. After the battle their bodies were not buried. In its new form the spectral soldier seeks vengeance on all humans, demihumans, and humanoids for the senseless waste of its life. Spectral soldiers are driven by the hate that they feel for those who caused their demise. If the warlord who sent the soldier to his death is still alive the spectral soldier will seek to slay this individual beyond all others. Spectral soldiers serve as guards in the court of Orcus.

Spectral soldiers appear as skeletons with shreds of skin hanging from their bones. They have glowing pinpoints of eerie green or red light for eyes. They are normally clad in ancient armor, often in poor condition.

Combat: Spectral Soldiers are formidable opponents. They use their military training to engage their enemies in their war on the living. Despite their low intelligence they



are capable strategists, as strategists their intelligence can be ranked as high. Spectral soldiers will often meet at their home base (within the ruins of a castle or elsewhere) and carefully plan an attack.

In combat they fight as a unit. They are particularly fond of ambushing their victims. They can use their ability to move silently as a thief of 4th level to make this mode of attack extremely effective, increasing their chance of surprise substantially.

Most spectral soldiers are armed with normal weapons and armor. One in 20 soldiers will be armed with a magic weapon or be equipped with magic armor. A typical spectral soldier will have access to two weapons, normally a melee weapon and a missile weapon.

The horrifying effect of the spectral soldier's gaze is perhaps its most feared weapon. In combat they will attempt to fix the gaze of their glowing eyes on their opponent's. If a save vs. magic is failed the effected creature will be unable to take any action except to defend itself for 1d4 rounds. Creatures influenced by the gaze suffer a -4 penalty to Armor Class.

Only blunt weapons inflict full damage on the spectral soldier. Cleaving and piercing weapons only inflict half the normal damage. A vial of holy water causes 2d4 points of damage to a spectral soldier.

Spectral soldiers, like most undead creatures, are immune to the effects of *sleep*, *charm*, *hold*, *fear* and other mind-affecting spells. Likewise, the spectral soldier is immune to the effects of cold-based attacks, poison and paralysis.

Spectral Soldiers are turned as Wraiths by clerics.

Habitat/Society: Spectral soldiers are created out of the corpses of unburied soldiers by the Demon Prince Orcus. He uses their intense emotions of anger and hatred experienced at the time of death to give them 'life.'

Spectral soldiers normally dwell together in the same military unit structure they belonged to when alive. Solitary spectral soldiers are rare. A solitary creature typically roams the world with the sole purpose of finding and destroying the person or creature responsible for its death.

Ecology: Although spectral soldiers require no nourishment to sustain existence, they must consume human, demihuman or humanoid brains to heal damage to their physical bodies. After an attack on a settlement, the spectral soldiers gorge themselves on the brains of their victims, regardless of whether they were damaged in the combat.

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Diablo II: The Awakening

This book is an excellent accessory for any campaignworld (though any DM should be careful when introducing any Diabloelements in their world). The best features of this book are the Amazon kit, the spell list, the magic item tables and the monsters. The Amazon class is one of the most well-balanced I have seen in any AD&D accessory and it has its own very unique character. The new mage proficiencies are worth experimenting with. Excellent stuff here. The spell list is very liberating for any spellcaster PC. Yes, ...its very combat oriented. But, its also very versatile and will drastically increase the survivability of mages in small parties. The magic item list is ingenious. And, if you've ever wanted your

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