













**Description**

Name \_\_\_\_\_ Family \_\_\_\_\_ Race/Clan \_\_\_\_\_  
 Homeland \_\_\_\_\_ Liege/Patron \_\_\_\_\_ Religion \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_ Social Class \_\_\_\_\_ Status \_\_\_\_\_  
 Ht \_\_\_\_\_ Wt \_\_\_\_\_ Birth Rank \_\_\_\_\_ #Siblings \_\_\_\_\_  
 Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Appearance \_\_\_\_\_  
 Personality (Mannerisms/Fears/Dislikes/Desires) \_\_\_\_\_  
 History (Events that shaped life) \_\_\_\_\_

**Gear**

Item	Location	Size	Item	Location	Size	Item	Location	Size

**Supplies**

**Water/Wine**  
   
   
**Rations**  
   
   
   
   
   
**Feed**

**Experience**

**Treasure**

Coins

Gems

Valuables

Size Worth

**Family**

Name/Relation	Age	Status	Profession	RX	Name/Relation	Age	Status	Profession	RX

**Henchmen/Animal Companions**

Name	AC	Race/Class	HD/LVL	#AT	TH	AC0	Dmg/Effects	hp	Skills/Abilities
Background									
Background									
Background									

**Noteworthy Events:**

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\_\_\_\_\_

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Sphere	Spell Name
All	Ability Score Bonuses
Thought	Aerial Servant
Time	Age Change
Matter	Animate (Dead or Object)
Time	Anti-Animal and Plant Shells
Time	Anti-Magic percentage (10%-50%), Shell, or Ray
Time	Appear
Time	Armor Class Bonus (2 to 10)
Matter	Babble
Matter	Barrier
Energy	Bearhug
Energy	Blasting
Matter	Blend with Surroundings
Energy	Bless
Time	Blight
Time	Breath Weapon, Acid or Ice
Energy	Breath Weapon, Fire
Thought	Breath Weapon, Poison Gas
Time	Bug Repellant
Matter	Buoyancy (various amounts)
Energy	Burrowing
Thought	Call Lightning
Thought	Calm Others
Time	Cancellation
Time	Cause Disease
Matter	Cause Fear
Time	Cause Wounds (Light, Serious, Critical)
Thought	Change Odors
Time	Change Tastes
Thought	Charm Monster, Person, Plant, Mass Charm
Thought	Choose Best Option
Thought	Clairaudience
Thought	Clairvoyance
Energy	Climb Walls (70%-120%)
Matter	Clone
Time	Close Gate
Thought	Cloudkill
Thought	Commune
Thought	Communication
Thought	Confuse Alignment
Matter	Confusion
Thought	Conjure Elemental
Thought	Contact Other Plane
Matter	Container (5,000-50,000 cn)
Time	Contingency
Thought	Control Animals, Dragons, Giants, Humans, Plants
Thought	Control Temperature 10' Radius
Time	Control Undead (Lesser or Greater)
Thought	Control Winds
Matter	Create Animal, Monster, or Normal Object
Matter	Create Food
Energy	Create Magic Aura
Time	Create Poison
Time	Create Water
Thought	Creeping Doom
Matter	Cureall, Automatic Cureall
Thought	Cure Blindness
Matter	Cure Disease
Matter	Cure Wounds (Light, Serious, Critical)
Time	Curse

Sphere	Spell Name
Matter	Dance
Time	Darkness, Continual Darkness
Time	Death Spell
Time	Delay
Thought	Detect Danger, Evil, Invisible, Magic, Enemies
Thought	Detect Slopes, New Construction, Gems, Metal, Shifting Walls & Rooms
Matter	Dimension Door
Matter	Disarm Attack
Energy	Disintegrate
Energy	Dispel Evil
Time	Dispel Magic
Energy	Displacement
Time	Dissolve
Time	Dodge Missiles, Directional Attacks
Matter	Earthquake
Matter	Elasticity
Thought	ESP
Thought	Explosive Cloud
Matter	Feeblemind
Thought	Find Path, Secret Door, Trap (spell ability)
Time	Finger of Death
Energy	Fire Ball, Delayed Blast Fire Ball
Matter	Flesh to Stone
Matter	Floating Disc
Energy	Fly
Matter	Force Field
Energy	Free Monster, Free Person
Matter	Gaseous Form
Energy	Gate
Thought	Geas or Quest
Matter	Growth of Animal, Growth of Plant
Energy	Hallucinatory Terrain
Thought	Harden
Energy	Haste
Matter	Heal
Thought	Hear Noise (50%-140%)
Energy	Heat Metal
Matter	Hide in Shadows (30%-100%)
Time	Hit Point Bonus (+1 to +3 per HD)
Energy	Hit Rolls Bonus (+2 to +10)
Time	Hold Animal, Monster, Person, Portal
Energy	Holy Word
Time	Ice Storm or Wall
Thought	Identify
Time	Immune to Aging Attack
Time	Immune to Breath Weapons
Thought	Immune to Disease, Paralysis, Time
Time	Immune to Energy Drain & Poison
Time	Immunity
Time	Inertia control
Thought	Infravision
Thought	Insect Plague
Matter	Invisibility, Inv. 10' Radius, Mass Inv.
Thought	Invisible Stalker
Matter	Knock
Thought	Know Alignment
Energy	Leap 30' to 120' (with Hit roll bonus)
Matter	Levitate
Thought	Lie Detection
Time	Life Drain



Sphere	Spell Name
Time	Life Trapping
Energy	Light, Continual Light
Energy	Lightning Bolt
Thought	Locate Plant/Animal, Locate Object
Thought	Lore
Time	Lower Water
Time	Luck
Energy	Magic Door
Thought	Magic Jar
Time	Magic Lock
Matter	Magic Missile
Thought	Mapmaking
Energy	Massmorph
Matter	Maze
Thought	Memorize +1 to +10 Spell Levels
Matter	Merging
Matter	Metal to Wood
Energy	Meteor Swarm
Thought	Mind Barrier, Mindmask
Energy	Mirror Image
Matter	Move Earth
Energy	Move Silently (50%-100%)
Time	Neutralize Poison
Time	Obliterate
Thought	Obscure
Energy	Open Locks (60%-120%)
Matter	Open Mind
Time	Paralysis
Matter	Parry
Energy	Pass Plant
Matter	Pass-Wall
Time	Permanence
Energy	Phantasmal Force
Energy	Pick Pockets (50%-100%)
Matter	Plane Travel
Energy	Plant Door
Time	Poison
Matter	Polymorph Object, Other, Self
Energy	Power Word Blind, Kill, Stun
Thought	Predict Weather
Energy	Prismatic Wall
Energy	Produce Fire
Energy	Projected Image
Time	Protection From Creatures (some, many, most, all)
Time	Protection from Evil, Prot. from Evil 10' Radius
Time	Protection from Lightning
Time	Protection from Lycanthropes
Matter	Protection from Magic Detection
Time	Protection from Normal Missiles
Time	Protection from Poison
Time	Protection from Undead
Thought	Purify Food & Water
Energy	Raise Dead, Raise Dead Fully
Thought	Read Languages
Thought	Read Magic
Matter	Regeneration
Matter	Reincarnation
Energy	Remove Barrier, Curse, Traps (50%-100%)
Thought	Remove Charm, Fear, Geas, Quest
Matter	Repair Object (normal or magical)

Sphere	Spell Name
Thought	Resist Cold
Time	Resist Fire
Energy	Restore
Matter	Reverse Gravity
Time	Rulership
Time	Saving Throws Bonus (+2 to +6)
Energy	Security
Matter	Set Normal Trap (50%-90%)
Matter	Shapechange
Time	Shelter
Time	Shield
Matter	Shrink Plants
Time	Silence 15' Radius
Matter	Size Control
Time	Sleep
Time	Slow
Energy	Smash Attack
Thought	Snake charm
Thought	Speak with Animals, Dead, Monster, Plant
Energy	Spell Damage Bonus +1 to +4 Per Die
Time	Spell Turning
Matter	Statue
Matter	Sticks to Snakes
Matter	Stone to Flesh
Energy	Striking
Thought	Summon Animal, Elemental, Weather
Matter	Summon Object
Time	Survival
Matter	Sword
Time	Symbol
Matter	Telekinesis
Matter	Teleport, Teleport Object
Time	Timekeeping
Time	Timestop
Thought	Tracking
Energy	Transport Through Plants
Energy	Travel
Thought	Treasure Finding
Energy	Tree movement
Thought	Truesight
Time	Turn Undead (as Cleric L6, 12, 24, 36)
Time	Turn Undead bonus +2 to +6, +1d6 to +3d6 HD
Matter	Turn Wood
Energy	Ventriloquism
Time	Victory
Energy	Wall of Fire
Matter	Wall of Iron, Stone
Matter	Warp Wood
Thought	Water Breathing
Energy	Weapon bonus (to damage or strength)
Thought	Weather Control
Matter	Web
Energy	Web movement
Thought	Wish
Thought	Wizard Eye
Time	Wizard Lock
Energy	Wizardry
Matter	Word of Recall
Thought	X-Ray Vision



# S1. Energy

## 1a. Spells of Energy

Ref	PP Cost	Spell Name	Range & Duration
X5	2	Bless	R 60f, DR 6T
X6	8	Continual Light	R 120f, DR Perm
C22	13	Delayed Blast Fire Ball	R 240f, DR 0-60r
X16	16	Disintegrate	R 60f, DR Inst
X8	8	Dispel Evil	R 30f, DR 1T
X11	11	Fire Ball	R 240f, DR Inst
X12	5	Fly	R 0, DR 1d6T + 1T/L
X15	8	Free Monster*	R 120f, DR Perm
X12	5	Free Person*	R 180f, DR Inst
C26	19	Gate	R 30f, DR 1 or 1d%T
X13	7	Hallucinatory Terrain	R 240f, DR to Touch
X12	6	Haste	R 240f, DR 3T
M4	5	Heat Metal	R 30f, DR 7r
C13	19	Holy Word	R 0, DR Inst
B40	4	Light	R 120f, DR 6T + 1T/L
X12	12	Lightning Bolt	R 120f, DR 1T
C22	8	Magic Door	R 10f, DR 7 use
X13	6	Massmorph	R 240f, DR Conc
C26	20	Meteor Swarm	R 240f, DR Inst
B42	5	Mirror Image	R 0, DR 6T
C16	7	Pass Plant	R 0, DR Inst
B42	10	Phantasmal Force	R 240f, DR Conc
C15	4	Plant Door	R 0, DR 1T/L
C25	17	Power Word Blind	R 120f, DR 2hr-4/day
C26	17	Power Word Kill	R 120f, DR Perm
C22	12	Power Word Stun	R 120f, DR 2d6/1d6T
M9	20	Prismatic Wall	R 60f, DR 6T
C15	3	Produce Fire	R 0, DR 2T/L
X16	14	Projected Image	R 240f, DR 6T
C12	12	Raise Dead	R 120f, DR Perm
C13	17	Raise Dead Fully	R 60f, DR Perm
X14	14	Remove Curse	R 0, DR Inst
C12	14	Remove Barrier*	R 60f, DR Perm
C13	18	Restore	R 0, DR Perm
X7	6	Striking	R 30f, DR 1T
C16	9	Transport Through Plants	R 0, DR Inst
M8	16	Travel	R 0, DR 1T/L
B40	2	Ventriloquism	R 60f, DR 2T
X14	5	Wall of Fire	R 60f, DR Conc
M4	18	Wizardry	R 0, DR 1T

## 1b. Non-Spell Magic

Ref	PP Cost	Spell Name	Range & Duration
	4	Ability bonus (1 in GT)	R 0, DR 6T
	8	Ability bonus (2 in GT)	R 0, DR 6T
	12	Ability bonus (all 3 GT)	R 0, DR 6T
	16	Ability bonus (all 3 LT)	R 0, DR 6T
	20	Ability bonus (all 6)	R 0, DR 6T
	4	Ability penalty (1 in GT)	R 0, DR 6T
	8	Ability penalty (2 in GT)	R 0, DR 6T
	12	Ability penalty (all 3 GT)	R 0, DR 6T
	16	Ability penalty (all 3 LT)	R 0, DR 6T
	20	Ability penalty (all 6)	R 0, DR 6T
M51	5	Bearhug	R 0, DR 1T
M51	20	Blasting	R 60f, DR Inst
M51	12	Burrowing	R 0, DR 6T
M53	2	Climb Walls, 70%	R 0, DR 12T
M53	4	Climb Walls, 80%	R 0, DR 12T
M53	5	Climb Walls, 90%	R 0, DR 12T

M53	8	Climb Walls, 100%	R 0, DR 12T
M53	11	Climb Walls, 110%	R 0, DR 12T
M53	14	Climb Walls, 120%	R 0, DR 12T
M52	7	Create magic aura	R 120f, DR 3T
X63	10	Displacement	R 0, DR 1T
M52	12	Fire breath	R 30f, DR Inst
M52	4	Hit rolls bonus + 2	R 0, DR 1T
M52	6	Hit rolls bonus + 3	R 0, DR 1T
M52	8	Hit rolls bonus + 4	R 0, DR 1T
M52	10	Hit rolls bonus + 5	R 0, DR 1T
M52	12	Hit rolls bonus + 6	R 0, DR 1T
M52	14	Hit rolls bonus + 7	R 0, DR 1T
M52	16	Hit rolls bonus + 8	R 0, DR 1T
M52	18	Hit rolls bonus + 9	R 0, DR 1T
M52	20	Hit rolls bonus + 10	R 0, DR 1T
M52	5	Leap 30', + 2 Hit	R 0, DR 1T
M52	10	Leap 60', + 4 Hit	R 0, DR 1T
M52	15	Leap 90', + 6 Hit	R 0, DR 1T
M52	20	Leap 120', + 8 Hit	R 0, DR 1T
M53	7	Move Silent, 50%	R 0, DR 6T
M53	9	Move Silent, 60%	R 0, DR 6T
M53	11	Move Silent, 70%	R 0, DR 6T
M53	13	Move Silent, 80%	R 0, DR 6T
M53	15	Move Silent, 90%	R 0, DR 6T
M53	17	Move Silent, 100%	R 0, DR 6T
M53	2	Open Locks, 60%	R 0, DR 6T
M53	5	Open Locks, 70%	R 0, DR 6T
M53	8	Open Locks, 80%	R 0, DR 6T
M53	11	Open Locks, 90%	R 0, DR 6T
M53	14	Open Locks, 100%	R 0, DR 6T
M53	17	Open Locks, 110%	R 0, DR 6T
M53	19	Open Locks, 120%	R 0, DR 6T
M53	6	Pick Pockets, 50%	R 0, DR 6T
M53	11	Pick Pockets, 75%	R 0, DR 6T
M53	16	Pick Pockets, 100%	R 0, DR 6T
	20	Pick Pockets perfectly	R 0, DR 6T
M53	6	Remove Traps, 50%	R 0, DR 6T
M53	12	Remove Traps, 75%	R 0, DR 6T
M53	18	Remove Traps, 100%	R 0, DR 6T
M53	6	Security	R 0, DR Var
M53	17	Smash Attack	R 0, DR 1T
M53	6	Spell damage bonus + 1/die	R = Spell, DR Inst
M53	11	Spell damage bonus + 2/die	R = Spell, DR Inst
M53	16	Spell damage bonus + 3/die	R = Spell, DR Inst
M53	20	Spell damage bonus + 4/die	R = Spell, DR Inst
M54	3	Tree movement	R 0, DR 12T
M54	3	Weapon damage + 2	R 0, DR 1T
M54	5	Weapon damage + 3	R 0, DR 1T
M54	7	Weapon damage + 4	R 0, DR 1T
M54	9	Weapon damage + 5	R 0, DR 1T
M54	11	Weapon damage + 6	R 0, DR 1T
M54	13	Weapon damage + 7	R 0, DR 1T
M54	15	Weapon damage + 8	R 0, DR 1T
M54	17	Weapon damage + 9	R 0, DR 1T
M54	19	Weapon damage + 10	R 0, DR 1T
M54	9	Weapon damage x2	R 0, DR 1T
M54	12	Weapon damage x3	R 0, DR 1T
M54	15	Weapon damage x4	R 0, DR 1T
M54	18	Weapon damage x5	R 0, DR 1T
M54	5	Weapon strength + 1	R 0, DR 1T
M54	8	Weapon strength + 2	R 0, DR 1T
M54	11	Weapon strength + 3	R 0, DR 1T
M54	14	Weapon strength + 4	R 0, DR 1T
M54	17	Weapon strength + 5	R 0, DR 1T
M54	20	Weapon strength + 6	R 0, DR 1T
M54	7	Web movement	R 0, DR 12T



## 2a. Spells of Matter

Ref	PP Cost	Spell Name	Range & Duration
X14	10	Animate Dead	R 60f, DR Perm
X9	12	Animate Objects	R 60f, DR 6T
X9	10	Babble*	R 60f, DR 1T/L
C12	14	Barrier	R 60f, DR 12T
X5	2	Cause Fear*	R 120f, DR 2T
M6	16	Clone	R 10f, DR Perm
X13	5	Confusion	R 120f, DR 12r
M8	20	Create Any Monster	R 90f, DR 3T
X8	7	Create Food	R 10f, DR Perm
M7	18	Create Magical Monsters	R 60f, DR 2T
C12	8	Create Normal Animals	R 30f, DR 10T
C22	9	Create Normal Monsters	R 30f, DR 1T
C12	7	Cure Critical Wounds	R 0, DR Perm
X6	4	Cure Disease	R 30f, DR Perm
B26	3	Cure Light Wounds	R 0, DR Perm
X7	5	Cure Serious Wounds	R 0, DR Perm
M9	20	Cureall	R 0, DR Perm
C24	15	Dance	R 0, DR 3-7 r
X13	5	Dimension Door	R 10f, DR 1r
C13	18	Earthquake	R 360f, DR 1T
C20	8	Feeblemind	R 240f, DR Perm
X16	10	Flesh to Stone	R 120f, DR Perm
B39	2	Floating Disc	R 0, DR 6T
M8	16	Force Field	R 120f, DR 6T
X6	4	Growth of Animal	R 120f, DR 12T
X13	5	Growth of Plants	R 120f, DR Perm
B41	4	Invisibility	R 240f, DR Perm
X12	5	Invisibility 10' radius	R 120f, DR Perm
B41	4	Knock	R 60f, DR Var
B41	3	Levitate	R 0, DR 6T + 1T/L
B40	3	Magic Missile	R 150f, DR 1r
C22	12	Mass Invisibility	R 240f, DR Perm
C26	20	Maze	R 60f, DR 1r-6T
C16	16	Metal to Wood	R 120f, DR Perm
C21	10	Move Earth	R 240f, DR 6T
C24	16	Open Mind*	R 0, DR 6T/L
X15	9	Pass-Wall	R 30f, DR 3T
C25	15	Polymorph Any Object	R 240f, DR 1T/L-Prm
X13	9	Polymorph Other	R 60f, DR Perm
X14	13	Polymorph Self	R 0, DR 6T + 1T/L
C21	15	Reincarnation	R 10f, DR Perm
C22	12	Reverse Gravity	R 90f, DR 2 sec
M9	20	Shapechange	R 0, DR 1T/L
X13	5	Shrink Plants*	R 120f, DR Perm
C23	14	Statue	R 0, DR 2T/L
X8	7	Sticks to Snakes	R 120f, DR 6T
X16	10	Stone to Flesh	R 120f, DR Perm
C23	19	Summon Object	R Inf, DR Inst
C24	14	Sword	R 30f, DR 1r/L
C2	8	Telekinesis	R 120f, DR 6r
X15	10	Teleport	R 10f, DR Inst
C24	17	Teleport any Object	R 0, DR Inst
M5	9	Turn Wood	R 30f, DR 1T/L
C21	10	Wall of Iron	R 120f, DR Perm
X15	7	Wall of Stone	R 60f, DR Perm
C15	3	Warp Wood	R 240f, DR Perm
B42	2	Web	R 10f, DR 48T
X9	18	Word of Recall	R 0, DR Inst

## 2b. Non-Spell Magic

Ref	PP Cost	Spell Name	Range & Duration
	4	Ability bonus (1 in GT)	R 0, DR 6T
	8	Ability bonus (2 in GT)	R 0, DR 6T
	12	Ability bonus (all 3 GT)	R 0, DR 6T
	16	Ability bonus (all 3 LT)	R 0, DR 6T
	20	Ability bonus (all 6)	R 0, DR 6T
	4	Ability penalty (1 in GT)	R 0, DR 6T
	8	Ability penalty (2 in GT)	R 0, DR 6T
	12	Ability penalty (all 3 GT)	R 0, DR 6T
	16	Ability penalty (all 3 GT)	R 0, DR 6T
	20	Ability penalty (all 6)	R 0, DR 6T
M51	20	Automatic Healing	R 0, DR Perm
M51	18	Blend with Surroundings	R 0, DR 6T
M51	3	Buoyancy to 10,000 cn	R 0, DR 6T
M51	6	Buoyancy to 20,000 cn	R 0, DR 12T
M51	9	Buoyancy to 40,000 cn	R 0, DR 18T
M51	12	Buoyancy to 80,000 cn	R 0, DR 24T
M51	15	Buoyancy to any weight	R 0, DR 36T
M51	2	Container, to 5,000 cn	R 0, DR 36T
M51	4	Container, to 10,000 cn	R 0, DR 36T
M51	6	Container, to 15,000 cn	R 0, DR 36T
M51	8	Container, to 20,000 cn	R 0, DR 36T
M51	10	Container, to 25,000 cn	R 0, DR 36T
M51	12	Container, to 30,000 cn	R 0, DR 36T
M51	14	Container, to 35,000 cn	R 0, DR 36T
M51	16	Container, to 40,000 cn	R 0, DR 36T
M51	18	Container, to 50,000 cn	R 0, DR 36T
M52	15	Create Normal Objects	R 30f, DR Perm
M52	5	Disarm Attack	R 0, DR 6T
M52	9	Elasticity	R 0, DR 12T
M52	6	Gaseous Form	R 0, DR 3T
M53	6	Hide in Shadows, 30%	R 0, DR 6T
M53	9	Hide in Shadows, 50%	R 0, DR 6T
M53	12	Hide in Shadows, 70%	R 0, DR 6T
M53	15	Hide in Shadows, 90%	R 0, DR 6T
	18	Hide in Shadows Perfectly	R 0, DR 6T
M53	8	Merging	R 0, DR 18T
M53	5	Parry	R 0, DR 6T
M53	13	Plane Travel	R 0, DR Inst
M53	17	Protection/Magic Detection	R 0, DR 6T
M53	19	Regeneration	R 0, DR 1T
M53	2	Repair Normal Objects	R 0, DR Perm
M53	8	Repair Temporary Magic	R 0, DR Perm
M53	14	Repair Permanent Magic	R 0, DR Perm
M53	4	Set Normal Trap 50%	R 2f, DR Perm
M53	8	Set Normal Trap 70%	R 2f, DR Perm
M53	13	Set Normal Trap 90%	R 2f, DR Perm
M53	7	Size Control	R 0, DR 6T



## 3a. Spells of Thought

Ref	PP Cost	Spell Name	Range & Duration
C12	14	Aerial Servant	R 60f, DR 1 day/L
C15	12	Call Lightning	R 360f, DR 1T/L
X13	6	Charm Monster	R 120f, DR Var
B39	4	Charm Person	R 120f, DR Var
C21	9	Charm Plant	R 120f, DR 3 mon
X11	5	Clairvoyance	R 60f, DR 12T
X14	9	Cloudkill	R 1f, DR 6T
X8	18	Commune	R 0, DR 3T
X5	3	Confuse Alignment*	R 0, DR 1T/L
X14	12	Conjure Elemental	R 240f, DR Conc
C20	17	Contact Other Plane	R 0, DR Var
X61	7	Control Plants	R 0, DR 20T
C15	7	Control Temperature 10' rad.	R 0, DR 1T/L
C16	6	Control Winds	R 0, DR 1T/L
C16	20	Creeping Doom	R 120f, DR 1r/L
X6	4	Cure Blindness	R 0, DR Perm
M4	8	Detect Danger	R 5f/L, DR 6T/3T
B41	3	Detect Evil	R 0, DR 6T
B41	7	Detect Invisible	R 0, DR 6T
B39	3	Detect Magic	R 0, DR 2T
B41	5	ESP	R 60f, DR 12T
C24	15	Explosive Cloud	R 1f, DR 6T
X9	16	Find the Path	R 0, DR 6T + 1T/L
X5	7	Find Traps	R 0, DR 2T
X9,16	10	Geas or Quest	R 30f, DR Var
C20	6	Harden	R 240f, DR Perm
X12	4	Infraision	R 0, DR 1 day
X8	8	Insect Plague	R 480f, DR 1 day
X16	10	Invisible Stalker	R 0, DR Var
X5	4	Know Alignment	R 0, DR 1r
C15	2	Locate	R 0, DR 6T
X6	4	Locate Object	R 0, DR 6T
C22	14	Lore	R 0, DR Perm
X15	14	Magic Jar	R 30f, DR Var
C24	15	Mass Charm	R 120f, DR Var
C24	16	Mind Barrier	R 10f, DR 6T/L
X11	3	Mindmask*	R 0, DR 12T
C15	4	Obscure	R 0, DR 1T/L
C15	2	Predict Weather	R 0, DR 12hr
B27	2	Purify Food & Water	R 10f, DR Perm
B40	2	Read Languages	R 0, DR 2T
B40	2	Read Magic	R 0, DR 1T
C24	13	Remove Charm*	R 120f, DR Perm/1T
B27	2	Remove Fear	R 0, DR 2T
X9,16	9	Remove Geas or Quest*	R 30f, DR Perm
B27	2	Resist Cold	R 0, DR 6T
X6	3	Snake Charm	R 60f, DR 2-5r,T
X6	3	Speak with Animals	R 0, DR 6T
X7	5	Speak with the Dead	R 10f, DR 1r/L
X9	12	Speak with Monsters	R 0, DR 1r/L
X8	6	Speak with Plants	R 0, DR 3T
M5	6	Summon Animals	R 360f, DR 3T
M5	16	Summon Elemental	R 240f, DR 6T
C16	11	Summon Weather	R 5mi/L-14, DR 6T/L
C12	10	Truesight	R 0, DR 1T + 1r/L
X12	3	Water Breathing	R 30f, DR 1 day
C16	16	Weather Control	R 0, DR Conc
M10	20	Wish	R 0, DR Any
X14	6	Wizard Eye	R 240f, DR 6T

## 3b. Non-Spell Magic

Ref	PP Cost	Spell Name	Range & Duration
	4	Ability bonus (1 in GT)	R 1 cr, DR 6T
	8	Ability bonus (2 in GT)	R 1 cr, DR 6T
	12	Ability bonus (all 3 GT)	R 1 cr, DR 6T
	16	Ability bonus (all 3 LT)	R 1 cr, DR 6T
	20	Ability bonus (all 6)	R 1 cr, DR 6T
	4	Ability penalty (1 in GT)	R var, DR 6T
	8	Ability penalty (2 in GT)	R var, DR 6T
	12	Ability penalty (all 3 GT)	R var, DR 6T
	16	Ability penalty (all 3 GT)	R var, DR 6T
	20	Ability penalty (all 6)	T var, DR 6T
M51	6	Calm Others	R 120f, DR Perm
M51	3	Change Odors	R 120f, DR Perm
M51	9	Choose Best Option	R 0, DR Inst
X61	3	Clairaudience	R 60f, DR 12T
M51	12	Control Animals	R 60f, DR 20T
M51	19	Control Dragons	R 120f, DR 20T
M51	17	Control Giants	R 120f, DR 20T
M51	20	Control Humans	R 120f, DR 20T
M51	8	Communication	R 0, DR 6T
B45	7	Detect Enemies	R 60f, DR 1r
X60	3	Detect Gems	R 60f, DR 3T
X62	4	Detect Metal	R 20f, DR 6r
M52	2	Detect New Construction	R 0, DR 36T
X60	5	Detecting Shifting Stone	R 10f, DR 1r
M52	3	Detect Slopes	R 0, DR 36T
M52	7	Find Secret Doors	R 0, DR 6T
M53	2	Find Traps, 50%	R 0, DR 6T
M53	4	Find Traps, 60%	R 0, DR 6T
M53	6	Find Traps, 70%	R 0, DR 6T
M53	8	Find Traps, 80%	R 0, DR 6T
M53	10	Find Traps, 90%	R 0, DR 6T
M53	12	Find Traps, 100%	R 0, DR 6T
M53	14	Find Traps, 110%	R 0, DR 6T
M53	5	Hear Noise, 50%	R 0, DR 12T
M53	10	Hear Noise, 90%	R 0, DR 24T
M53	15	Hear Noise, 140%	R 0, DR 36T
C54	5	Identify	R 60f, DR 1r
M52	10	Immune to Aging attack	R 0, DR 18T
M52	4	Immune to Disease	R 0, DR 18T
M52	6	Immune to Paralysis	R 0, DR 6T
M52	10	Lie Detection	R 0, DR 3T
M52	11	Mapmaking	R 0, DR 1T
M52	2	Memorize + 1 spell level	R 0, DR 1 study
M52	4	Memorize + 2 spell levels	R 0, DR 1 study
M52	6	Memorize + 3 spell levels	R 0, DR 1 study
M52	8	Memorize + 4 spell levels	R 0, DR 1 study
M52	10	Memorize + 5 spell levels	R 0, DR 1 study
M52	12	Memorize + 6 spell levels	R 0, DR 1 study
M52	14	Memorize + 7 spell levels	R 0, DR 1 study
M52	16	Memorize + 8 spell levels	R 0, DR 1 study
M52	18	Memorize + 9 spell levels	R 0, DR 1 study
M52	20	Memorize + 10 spell levels	R 0, DR 1 study
M53	10	Poison Gas Breath	R 0, DR 3r
M54	6	Tracking 90%, 50% indoor	R 0, DR 36T
M54	14	Tracking 90% anywhere	R 0, DR 36T
M54	12	Treasure Finding	R 0, DR 6T
M54	16	X-Ray Vision	R 0, DR 1T



4a. Spells of Time

Ref	PP Cost	Spell Name	Range & Duration				
C16	9	Anti-Animal Shell	R 0, DR 1T/L	X62	8	Age Change (2-20 years)	R touch, DR Perm
X15	15	Anti-Magic Shell	R 0, DR 12T	X62	12	Age Change (3-30 years)	R touch, DR Perm
C16	6	Anti-Plant Shell	R 0, DR 1r/L	X62	16	Age Change (4-40 years)	R touch, DR Perm
C22	12	Appear*	R 240f, DR Perm	X62	20	Age Change (5-50 years)	R touch, DR Perm
X5	2	Blight*	R 60f, DR 6T	M51	18	Anti-Magic Ray	R 60x10f, DR 1T
C12	7	Cause Critical Wounds	R 0, DR Inst	M51	3	Anti-Magic 10%	R 0, DR 6T
X6	5	Cause Disease*	R 30f, DR P2d12d	M51	7	Anti-Magic 20%	R 0, DR 6T
X5	2	Cause Light Wounds	R 0, DR Inst	M51	11	Anti-Magic 30%	R 0, DR 6T
X7	6	Cause Serious Wounds	R 0, DR Perm	M51	15	Anti-Magic 40%	R 0, DR 6T
C26	17	Close Gate*	R 30f, DR Perm	M51	19	Anti-Magic 50%	R 0, DR 6T
M8	20	Contingency	R 0, DR Var	M51	4	AC bonus -2	R 0, DR 6T
X6	6	Continual Darkness*	R 120f, DR Perm	M51	6	AC bonus -3	R 0, DR 6T
X8	8	Create Poison*	R 0, DR Perm	M51	8	AC bonus -4	R 0, DR 6T
X7	4	Create Water	R 10f, DR 6T	M51	10	AC bonus -5	R 0, DR 6T
X14	5	Curse*	R 0, DR Var	M51	12	AC bonus -6	R 0, DR 6T
X11	3	Darkness*	R 120f, DR 6T + 1T/L	M51	14	AC bonus -7	R 0, DR 6T
X16	10	Death Spell	R 240f, DR Inst	M51	16	AC bonus -8	R 0, DR 6T
X8	11	Dispel Magic	R 120f, DR Perm	M51	18	AC bonus -9	R 0, DR 6T
C20	7	Dissolve	R 240f, DR 3-18 day	M51	20	AC bonus -10	R 0, DR 6T
C12	10	Finger of Death	R 60f, DR Perm	M51	5	Bug Repellant	R 0, DR 40T
X12	3	Hold Animal	R 180f, DR 1T/L	B45	20	Cancellation (one item)	R touch, DR Perm
X15	7	Hold Monster	R 120f, DR 6T + 1T/L	M51	3	Change tastes	R 60f, DR Perm
X12	4	Hold Person	R 180f, DR 9T, 1T/L	M51	14	Control Undead, Lesser	R 120f, DR 20T
B39	4	Hold Portal	R 10f, DR 2d6T	M51	18	Control Undead, Greater	R 120f, DR 20T
X13	9	Ice Storm	R 120f, DR 1r	C50	2/r	Delay Spell Effect	R Spell, DR 1-10r
X13	5	Ice Wall	R 120f, DR 12T	M52	7	Dodge normal missiles	R 0, DR 1T
M9	20	Immunity	R 0, DR 1T/L	M52	10	Dodge any missiles	R 0, DR 1T
C13	14	Life Drain*	R 0, DR Perm	M52	13	Dodge directional attacks	R 0, DR 1T
X16	8	Lower Water	R 240f, DR 10T	M52	6	Hit point bonus +1 per HD	R 0, DR 1T
C22	12	Magic Lock*	R 10f, DR 7 use	M52	12	Hit point bonus +2 per HD	R 0, DR 1T
X8	6	Neutralize Poison	R 0, DR Perm	M52	18	Hit point bonus +3 per HD	R 0, DR 1T
C13	18	Obliterate*	R 60f, DR Inst	M52	11	Ice breath	R 30f, DR Inst
C25	18	Permanence	R 10f, DR Perm	M52	20	Immune to Breath Weapons	R 0, DR 1T
B40	2	Protection from Evil	R 0, DR 12T, 6T	M52	16	Immune to Energy Drain	R 0, DR 6T
X8	5	Protection/Evil 10' radius	R 0, DR 12T	M52	8	Immune to Poison	R 0, DR 18T
C15	8	Protection from Lightning	R 0, DR 1T/l	M52	17	Inertia control	R 0, DR 24T
X12	4	Protection/Normal Missiles	R 30f, DR 12T	M52	20	Life Trapping	R 0, DR Var
X5	3	Resist Fire	R 30f, DR 2T	M52	20	Luck	R 0, DR 1T
B40	2	Shield	R 0, DR 2T	B44	10	Paralysis	R 60f, DR 5r
X6	8	Silence 15' radius	R 180f, DR 12T	B44	15	Paralysis (-2 save)	R 120f, DR 1T
B40	3	Sleep	R 240f, DR 4d4T	B44	20	Paralysis (-4 save)	R 180f, DR 15r
X12	5	Slow*	R 240f, DR 3T	B43	6	Poison, special effect	R touch, DR 1-12r
M3	13	Survival	R 0, DR 6T/L	B43	12	Poison, damage (1 pt/PP)	R touch, DR Perm
C25	18	Symbol	R 0, DR Perm	B43	18	Poison, deadly (-2 save)	R touch, DR Perm
M10	20	Timestop	R 0, DR 2-5r	M53	4	Protection/some creatures	R 0, DR 6T
B42	6	Wizard Lock	R 10f, DR Perm	M53	8	Protection/many creatures	R 0, DR 6T
				M53	12	Protection/most creatures	R 0, DR 6T
				M53	17	Protection/all creatures	R 0, DR 6T
				B44	9	Protection from Lycanthropes	R 10f, DR 6T
				M5	6	Protection from poison	R 0, DR 1T/L
				B44	13	Protection from Undead	R 10f, DR 6T
				M53	10	Rulership	R 1 obj, DR 1 check
				M53	5	Saving Throws bonus +2	R 0, DR 6T
				M53	10	Saving Throws bonus +4	R 0, DR 6T
				M53	15	Saving Throws bonus +6	R 0, DR 6T
				M53	7	Shelter	R 0, DR 24 hr
				X62	20	Spell Turning	R 0, DR 1 spell
				M54	2	Timekeeping	R 0, DR 24 hr
				M54	4	Turn Undead as Cleric L6	R Sight, DR 3T
				M54	9	Turn Undead as Cleric L12	R Sight, DR 3T
				M54	14	Turn Undead as Cleric L24	R Sight, DR 3T
				M54	19	Turn Undead as Cleric L36	R Sight, DR 3T
				M54	4	Turn bonus +2, +1d6 HD	R Sight, DR 1T
				M54	8	Turn bonus +4, +2d6 HD	R Sight, DR 1T
				M54	12	Turn bonus +6, +3d6 HD	R Sight, DR 1T
				M54	15	Victory	R 0, DR 1 check

4b. Non-Spell Magic

Ref	PP Cost	Spell Name	Range & Duration
	4	Ability bonus (1 in GT)	R 1 cr, DR 6T
	8	Ability bonus (2 in GT)	R 1 cr, DR 6T
	12	Ability bonus (all 3 GT)	R 1 cr, DR 6T
	16	Ability bonus (all 3 LT)	R 1 cr, DR 6T
	20	Ability bonus (all 6)	R 1 cr, DR 6T
	4	Ability penalty (1 in GT)	R var, DR 6T
	8	Ability penalty (2 in GT)	R var, DR 6T
	12	Ability penalty (all 3 GT)	R var, DR 6T
	16	Ability penalty (all 3 GT)	R var, DR 6T
	20	Ability penalty (all 6)	T var, DR 6T
M51	13	Acid breath	R 30f, DR 1r
X62	4	Age Change (1-10 years)	R touch, DR Perm



Power Combat Winners (Simple) (20 pp)

	slam	change	wrap
slam	Tie	slam	wrap
change	slam	tie	change
wrap	wrap	change	tie

	slam	wrap	erase	hold	change	(20)
change	sl	ch	ch	ho	Tie	
hold	sl	wr	ho	Tie	ho	
erase	er	er	Tie	ho	ch	
wrap	wr	Tie	er	wr	ch	
slam	Tie	wr	er	sl	sl	

Change - loser cannot use magic for rest of round

one magical effect can be removed that round by attacker if won

Erase - The victim is paralyzed for rest of round. No physical or universal movement. Can use magic and universal movement. May move across dimensional and planar

Hold - victim may not move for remainder of round, until sv. vs. Power Drain

Immortals can use power and magic, can physical

Slam - loser moved distance equal to attacker's normal move. Attacker determines direction. Can move across planar & dimensional boundaries

Wrap - loser surrounded by victor's power for remainder of round. Negate all normal senses, magical + non-magic detections.

Ability score attack: Roll db

Add to modifier of ability score

Sub lesser from greater

person w/ less subtracts amount = to diff.

person w/ more adds "



	<u>EASY</u>	<u>AVERAGE</u>	<u>DIFF.</u>
T	-5	-30	-55
C	+10	-15	-40
Em	+40	+15	-10
Et	+60	+35	+10



M-U to 40

- 20 5, 5, 5, 5, 5, 4, 3, 3, 2
- 21 6, 5, 5, 5, 5, 4, 3, 3, 2
- 22 6, 6, 5, 5, 5, 4, 3, 3, 2
- 23 6, 6, 6, 5, 5, 4, 3, 3, 2
- 24 6, 6, 6, 6, 5, 4, 3, 3, 2
- 25 6, 6, 6, 6, 6, 4, 3, 3, 2
- 26 6, 6, 6, 6, 6, 5, 3, 3, 2
- 27 6, 6, 6, 6, 6, 5, 4, 3, 2
- 28 6, 6, 6, 6, 6, 5, 4, 4, 2
- 29 7, 6, 6, 6, 6, 5, 4, 4, 3
- 30 7, 7, 6, 6, 6, 5, 4, 4, 3
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- 33 7, 7, 7, 7, 7, 5, 4, 4, 3
- 34 8, 7, 7, 7, 7, 6, 4, 4, 3
- 35 8, 8, 7, 7, 7, 6, 5, 4, 3
- 36 8, 8, 8, 7, 7, 6, 5, 5, 4
- 37 8, 8, 8, 8, 7, 6, 5, 5, 4
- 38 8, 8, 8, 8, 8, 7, 5, 5, 4
- 39 9, 8, 8, 8, 8, 7, 5, 5, 4
- 40 9, 9, 8, 8, 8, 8, 5, 5, 4

Cleric 50

- 9, 9, 9, 8, 7, 5, 2
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- 17, 17, 16, 16, 16, 15, 15
- 17, 17, 17, 16, 16, 16, 15
- 18, 17, 17, 17, 16, 16, 15
- 18, 18, 17, 17, 17, 16, 16
- 18, 18, 18, 17, 17, 17, 16
- 19, 18, 18, 18, 17, 17, 16



431 1

## Monsters

### XP Value by HD:

1** = 16	5** = 425	9*** = 3,700
2** = 30	6*** = 950	10**** = 4,750
3** = 65	7*** = 1,650	11**** = 5,100
4** = 175	8**** = 2,850	12***** = 6,500

Headsmen (also called Executioners) are NPC humans commonly employed by dominion rulers. They are trained in the business of killing criminals who have received the death penalty for any of various crimes. Most headsmen are skilled in the proper use of bladed weapons, ropes, and poisons, and are able to execute criminals quickly and neatly.

All professional headsmen belong to their own guild, which is a branch of the Thieves' Guild. Headsmen keep their true identities completely secret, wearing hoods or disguises when engaged in professional activities. Many own ordinary shops, and can seem to be perfectly ordinary townfolk. Headsmen of 6 HD or more are 90% undetectable in their disguises, and study languages of all sorts to improve their masquerades. Headsmen of 10 HD or more can even use the secret languages of other alignments.

### Thugs

A secret organization exists within the Guild of Headsmen, and its members can be dangerous. These evil headsmen enjoy their work too much, and offer their services for open hire. Others call them Assassins or Thugs; they call themselves Pragmati ("the practical people"). Unlike the Thieves' Guild, the Pragmati are not supported by adventurers or rulers. They are sometimes hired by other NPCs, especially evil ones. However, PCs do not normally contact these headsmen for any reason; their organization is dangerous as either an enemy or an ally. Thugs are treacherous and self-serving, known to extort money from their previous "clients" with threats of exposure, kidnapping, or even murder.

Thugs often use poisoned weapons, and strongly prefer stealth, treachery, and ambush to normal attacks. They often use magical devices when attacking powerful opponents; potions, rings, and miscellaneous items are preferred. Thugs rarely use magic weapons, preferring cheap but effective tools that could easily be left behind. They never use spells, though they may hire (or even be led by) evil spell casters.

Thugs usually retreat if damaged, and may flee even if merely discovered, depending on the situation. They rarely attack adventurers, knowing well that magic and other special attacks can be deadly. However, a group of thugs may try to ambush a party if the chance for success is good, especially if the party has recently been wounded in a difficult battle. Sometimes thugs may be hired as guards, if assured of high-level clerical assistance when injured or slain. They may rarely be found working with bandits or other renegade groups, usually in disguise and often unbeknownst to the bandits themselves.

### Special Abilities

Thugs know methods to kill quickly, neatly, and silently. A thug also has the same Special Abilities as a thief of the same level; for example, a 6 Hit Die thug can Climb Walls with a 92% chance of success. Thugs use standard monster Hit roll charts, not those for characters.

A thug may make preparations to surprise a victim; if so, a roll of 1-3 (instead of 1-2) indicates surprise. These preparations often include disguise, success at moving silently (as the thief ability), and a strong cord or edged weapon held ready, possibly while successfully hiding in shadows.

If a prepared thug gains surprise, the victim may be slain with a single blow, regardless of hit points. No Hit roll is made; instead, the base chance of success is 50%, modified by the difference in Hit Dice, as follows: if the victim's level is greater than the Thug's, subtract 5% per Hit Die; if the victim's level is less than the Thug's, add 5% per Hit Die. If the thug does not gain surprise, a normal Hit roll is made, and normal damage is inflicted if the attempt succeeds. A successful hit may also require the victim to make a Saving Throw vs. Poison if the thug is using a poisoned blade.

Example: A 7HD thug attempting to kill a swordmaster (3HD fighter) has a chance of 50% plus 20% (for 4 HD difference in the headsmen's favor), or 70%. If the same thug tried to kill a 25th level fighter lord, the chance is 50% minus 10% (2 HD difference in the victim's favor), or 40%. Remember that the fighter has only 9 HD (despite his or her added hit points per level above that), for a difference of only 2 Hit Dice in this example.

### Mystic

Armor Class:	9 or better (see below)
Hit Dice:	1 to 16***** (d6)
Move:	120'(40') to 320'(80') (see below)
Attacks:	1 weapon or see below
Damage:	By weapon or see below
No. Appearing:	1-8 (6-48)
Save As:	Fighter of equal level
Morale:	7 or better
Treasure Type:	(V) I, L, M, N, O
Alignment:	Any (usually Lawful)
XP Value:	See below

HD (d6)	AC	MV	#AT	D	XP Value
1	9	120'	1	1d4	10
2*	8	130'	1	1d4 + 1	25
3*	7	140'	1	1d6	50
4**	6	150'	1	1d6 + 1	175
5***	5	160'	2	1d8	550
6***	4	170'	2	1d8 + 1	950
7***	3	180'	2	1d10	1,650
8****	2	190'	2	1d12	2,850
9****	1	200'	3	2d8	4,400
10*****	0	210'	3	2d10	4,750
11*****	-1	220'	3	2d12	5,100
12*****	-2	240'	3	3d8 + 1	6,500
13*****	-3	260'	4	4d6 + 2	8,000
14*****	-4	280'	4	5d6	9,500
15*****	-5	300'	4	4d8	10,050
16*****	-6	320'	4	3d12	11,750

A mystic is an NPC human who rigorously follows a way of life involving a special discipline of meditation, study, and physical training. All mystics live in special building complexes (often called cloisters or monasteries), located far from towns or other parts of common civilization. Mystics allow no unwelcome intruders in their cloisters, but may sometimes invite others to come and discuss their problems. Mystics do leave the cloisters for various reasons (including common adventuring), but always return home within 3 months. They may be hired by PCs at the standard rate of 50 gp per day per Hit Die of the mystic.



There are any number of mystics of 1 to 7 HD, but only seven each of 8 to 12 HD, five each of 13 to 15 HD, and three of 16 HD. Any mystic of 13 HD or more is called a Greater Master, and each rules a separate cloister. Lesser Masters, of 8 to 12 Hit Dice, may also rule cloisters. Details on cloister organization and PC mystics are given in the Procedures section (pg. #).

Mystics are usually (75%) Lawful, though other alignments are represented. All are utterly devoted to the mystic discipline, which is neither good nor evil, similar in that respect to druid philosophy. However, the mystics rely on inner strength, and believe in extraordinary but non-magical powers (rather than the powers of nature, as the druids do).

Mystics never wear armor of any type, nor do they ever use protective magical devices (such as rings, cloaks, etc.); they rely on their discipline for protection. They may use potions or other magic items for certain situations. They are trained to use all weapons, but often do not carry them. All material goods (money, magic items, etc.) are owned by the cloister, not by the mystics themselves, and are merely loaned or given to the individuals as needed.

Six-sided dice are used to determine a mystic's hit points. A mystic makes Hit rolls (and saving throws) as if a fighter of the same level, not as a monster. Other details of mystics vary by their Hit Dice (experience), as given on the chart, including Armor Class, Movement rate, Attacks per round, and a special melee attack form using the hands as weapons. When mystics fight each other (such as for sport), they gain a +4 bonus to all Hit rolls.

Mystics can often be recognized by their robes or other unusual garb, but another distinctive feature is their salute. Upon meeting another creature presumed to be peaceful, the mystic raises a fist, covers it with the other hand, and bows slightly. This symbolizes greetings (the bow), readiness to fight if necessary (the fist), but peaceful intentions (the covered fist).

**Special Abilities**

Any mystic can use the following Special Abilities of thieves as if a thief of the same level: Find Traps, Remove Traps, Move Silently, Climb Walls, and Hide in Shadows.

Mystics gain other special abilities as they progress in levels, as given. These abilities, once gained, are retained at higher levels.

- 2 HD: Awareness
- 4 HD: Heal self
- 6 HD: Speak with animals
- 8 HD: Resistance
- 10 HD: Speak with anyone
- 12 HD: Mind block
- 14 HD: Blankout
- 16 HD: Gentle touch

**Explanations:**

**Awareness:** The mystic is only surprised on a roll of 1 (on 1d6).

**Heal Self:** The mystic may, once per day, cure himself of 1 point of damage for each of his Hit Dice, simply by concentrating for 1 round.

**Speak with Animals:** The mystic may speak with any normal or giant animal as often as desired.

**Resistance:** The mystic takes only 1/2 damage from all spells and from weapons that inflict points of damage, or 1/4 damage if the saving throw is successful.

**Speak with Anyone:** The mystic may speak with any living creature that has a language of any sort, as often as desired.

**Mind Block:** The mystic is immune to *ESP*, *hold* and *slow* spells, magical *charms*, *quests*, and *geas* spells.

**Blankout:** By concentrating for one round, the mystic causes his presence to "disappear." The mystic cannot be seen or magically detected by any living or undead creature (no saving throw). The effect lasts for 1 round per Hit Die of the mystic or until he attacks.

**Gentle Touch:** Once per day, the mystic may use the Gentle Touch on any one living creature hit (by normal roll). The mystic must declare he is using the effect first. No saving throw is allowed to avoid the subsequent effect, but a victim with more Hit Dice than the mystic cannot be affected: (Hit Dice are used, not levels of experience.)

The Touch has one of the following results (as chosen by the mystic): *charm*, *cure all*, *death*, *quest*, or *paralysis*. The effect lasts for 24 hours.



**Lich\***

Armor Class:	0
Hit Dice:	As character type + level
Move:	90'(30')
Attacks:	1 touch or 1 spell
Damage:	1-10 + paralysis or by spell
No. Appearing:	1
Save As:	Character type and level
Morale:	10
Treasure Type:	See below
Alignment:	Chaotic
XP Value:	See below

A lich is a powerful undead monster of magical origin. It looks like a skeleton wearing fine garments, and was once an evil and chaotic magic-user or cleric of level 21 or greater (often 27-36). A lich is still able to use spells as it did while alive, so is extremely dangerous.

The very sight of a lich causes *fear* in all characters below 5th level (no saving throw). Its merest touch causes 1-10 points of damage, and can paralyze any creature for 1-100 days (though a saving throw applies, and the paralysis is magically dispellable).

Before any encounter with a lich, the DM should select spells for the creature. This should be done with care, as a lich is extremely intelligent and uses them to its best advantage. Note that morale is given as 10, but a lich flees if in actual danger. A lich is not normally found wandering, but instead remains in or very near a well-defended lair.



# Immortal Character Record

Player Jason Angle  
 Campaign AAA  
 Common Name Lolth  
 Race Demon  
 Level Lord  
 Sphere Entropy  
 Rank Eternal 2  
 Alignment Chaotic Evil  
 Hit Dice 37 (16)  
 True Names \_\_\_\_\_  
 \_\_\_\_\_  
 Immortal THACO 0  
 Mortal THACO 5  
 Aura 14 #Affected 14  
 Anti-Magic 80%

Perm.	Form I	Current	Perm.	Form II	Current
S 21	Punch <u>506</u>	21	S 37	Punch <u>806</u>	<u>37</u> 90
I 21	Projects <u>5</u>	21	I 80	Projects <u>14</u>	<u>80</u>
W 16	Aura <u>+2</u>	16	W 80	Aura <u>+14</u>	<u>80</u>
D 21	Unarmed <u>-5</u>	21	D 37	Unarmed <u>-8</u>	<u>37</u>
C 21	Poison <u>+5</u>	21	C 37	Poison <u>+8</u>	<u>37</u>
CH 23	Reac./Ret./Morale <u>+3A/12</u>	23	CH 80	Reac./Ret./Morale <u>+7/18/14</u>	<u>80</u>
AC -4					
HP 128					
Move					
Walk	<u>15</u>				
Run					
Fly					
Special web	<u>9</u>				
Wrestling	<u>30</u>				

Saving Throws  
 Immortal  
 Phys. Attack 4 Power Drain 6  
 Mental Attack 7  
 Magic Spell (Immortal) 9  
 Mortal  
 P.P.D.M. 3 R.S.W. 3  
 Pet./Poly 3 B.W. 3  
 Magic Spell (Mortal) 3

Weapon	Speed	#Atk/Rnd	Dmg S-M/Lrg	Weapon	Speed	#Atk/Rnd	Dmg S-M/Lrg
<u>Sword +5</u>	<u>1</u>	<u>1</u>	<u>d6+18/d8</u>	<u>Power</u>			
<u>Dagger +5</u>	<u>1</u>	<u>1</u>	<u>d4+18/d3+18</u>				
<u>Bite</u>	<u>3</u>	<u>1</u>	<u>4d4</u>				

Difficulty Modifiers    Magical Factors  
 Easy 460                    X2  
 Normal 135                  X4 All spheres  
 Difficult 110                X8  
 Permanent Power Points 7000  
 Current Power Points 7000

Special Attacks/Defense	Special Attacks/Defense
<u>Spells (16th priest or 14th mage)</u>	<u>Spell</u>
<u>Poison (-4 or die)</u>	<u>Power</u>
	<u>Phys.</u>
	<u>Mental</u>
Greater Talents	Lesser Talents
<u>Strength</u>	<u>Wisdom</u>
<u>Intelligence</u>	<u>Dexterity</u>
<u>Constitution</u>	<u>Charisma</u>
Total <u>152</u> Modifier <u>10</u>	Total _____ Modifier _____

Recovery  
 Friendly = 1/rnd  
 Neutral = 1/turn  
 Hostile = 1/day

Special Detections \_\_\_\_\_  
 Special Visions \_\_\_\_\_

Miscellaneous  
Total XP value = 4,772,000  
Mortal Form 23.7% = 1,130,964



Terrains

Winter

- ~~Cold civilized mountains~~
- ~~Cold wilderness mountains~~
- ~~Cold wilderness swamp~~
- ~~Cold wilderness plain~~

Summer  
Spring  
fall

- ~~Temperate civil mts~~
- ~~Temp civil hills~~
- ~~Temp civil forest~~
- ~~Temp civil swamp~~
- ~~Temp civil plains~~
- ~~Temp wild mts~~
- ~~Temp wild hills~~
- ~~Temp wild forest~~
- ~~Temp wild swamp~~
- ~~Temp wild plains~~

Temp freshwater surface  
" " depth

Determine time of year  
place then encounter





Wasley  
MC8-2118







Thief to 40

20	2,200,000
21	2,420,000
22	2,640,000
23	2,860,000
24	3,080,000
25	3,300,000
26	3,520,000
27	3,740,000
28	3,960,000
29	4,180,000
30	4,400,000
31	4,620,000
32	4,840,000
33	5,060,000
34	5,280,000
35	5,500,000
36	5,720,000
37	5,940,000
38	6,160,000
39	6,380,000
40	6,600,000

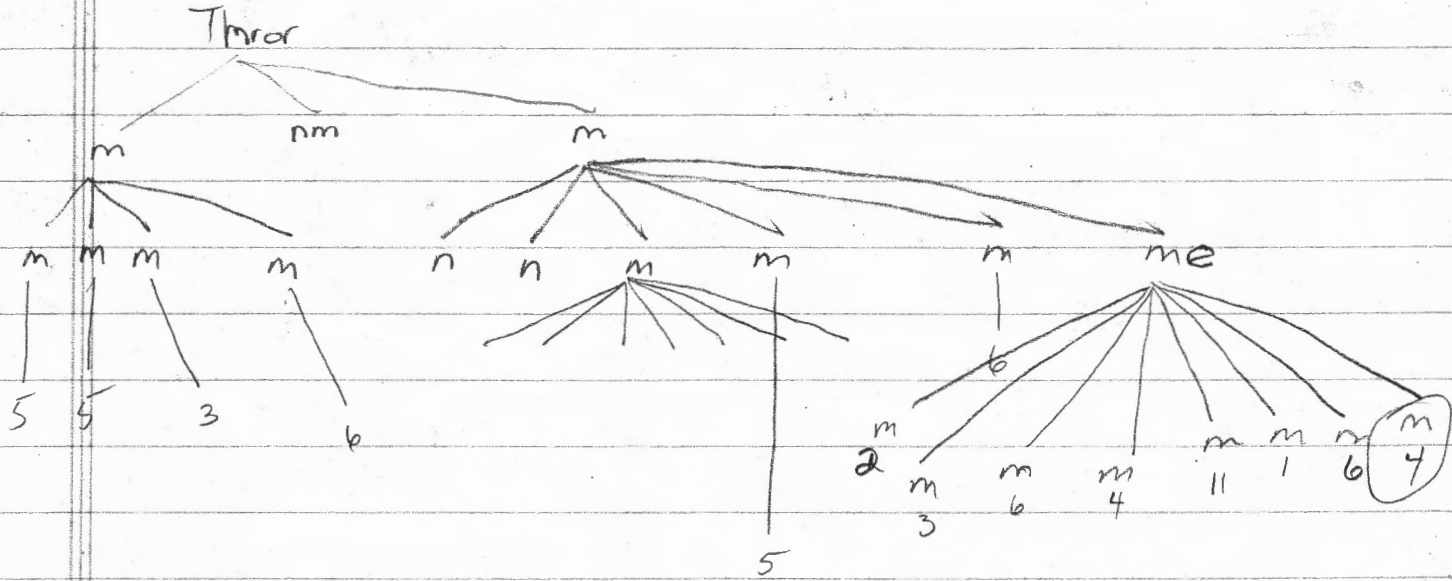




42



Whiteworm



5 human descendants  
2 <sup>male</sup> human descendants

General

Action 3 ep

Initial Rating 7

ch/Ap Int/Reas.

Ability to act.



# Melnibonéan Mythos

British author Michael Moorcock created a race of magicians on the isle of Melniboné who grew strong and then waned weak with the passing of eons. The stories revolve around the last king of the isle, Elric, an albino. This being is forced to leave his home and his adventures present the reader with an amazing number of deities, monsters, and heroic beings of many different types.

The gods of this mythos are different from others in that they occupy many planes of existence at the same time in thousands of different bodies (thus their plane is listed as *special*). Every avator is connected in same way and the deities are aware of all of them simultaneously. The deities are constantly trying to gain control of one plane or another for the forces of Law or Chaos. When a god takes physical form in a specific plane, it may take only one of its character class attributes into that plane to work with. In other words, if a god has 20th level abilities in magic use, clerical, and fighting abilities, that god can take only one class of abilities when materializing on a particular plane. In their plane of origin, these gods possess their full powers and are able to use them to control a large part of that plane of existence.

Aside from Arioch, there are other gods of Chaos mentioned, but these are not dealt with in detail in the stories. Those wishing to have those gods in their game must specify their powers. Among those mentioned are: Haborym, Balan, Maluk, Stortor the Old, Baloan, Marthim, Aesma, Alastor, Soebas, Verdelet, Mizilfkm, Balo the Jester, and Checkalakh of the Flame Body.

The gods of chaos use a symbol of eight red arrows radiating from a small circle. The law faction uses a single amber-colored arrow pointing upward.

The lawful gods are described even less than the chaotic ones, with Danblos the Justice Maker the only one mentioned. They all appear (on the Prime Material Plane) as slim, perfectly formed humans dressed in beautiful silks and wearing feather-like armor, using slender weapons of incredible power in battle.

## MASTER TYPES

These beings live in other dimensions called half-worlds (demi-planes). In these "worlds" every animal of the earth has a ruler which is the most perfect specimen of its type. They are all dangerous if dealt with from a position of weakness. It seems that every species is aware of the need for some sort of deity; therefore in the cases of dogs (for example), all dogs worship their own image, which in turn becomes Roofdrak, "Master of all Dogs".

## ARROWS OF LAW

There are 20 arrows of law in a quiver, each of which will always hit and kill one chaotic creature (save vs. death applicable) at normal longbow ranges.

## BLACK CRYSTAL DOOR

Made of interdimensional metal that will not break and cannot be affected by magic, a black crystal door will only open with the proper word. It has the power to drain all of the magical spells from any magic-user that tries to magically open it. It will also permanently drain the power of any device that is used against it.

## NANORION STONES

These gems are sometimes (5%) found as the hearts of demons that had more than 80 hit points. Their function is to awaken a sleeper no matter what put them to sleep, or raise the dead no matter how long dead. They will function only 1-4 times, and only 15th or higher level clerics can effectively use them.

## BIBLIOGRAPHY

Michael Moorcock's Elric series consists of the following volumes, published by DAW Books (New York) in paperback: *Elric of Melniboné*, *Bane of the Black Sword*, *The Sailor on the Seas of Fate*, *The Veil Tower*, *The Weird of the White Wolf*, and *Stormbringer*. This series is highly recommended for all AD&D players.

## ELRIC (hero)

ARMOR CLASS: 6 or -6 (see below)

MOVE: 6" or 15" (see below)

HIT POINTS: 45 (variable)

NO. OF ATTACKS: 2

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard or 85% (see below)

SIZE: M (6')

ALIGNMENT: Chaotic evil

CLERIC/DRUID: 10th level cleric/5th level druid

FIGHTER: 15th level fighter

MAGIC-USER/ILLUSIONIST: 19th level magic-user/10th level illusionist

THIEF/ASSASSIN: 10th level assassin

MONK/BARD: Nil

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

S: 6 (15) I: 18 W: 17 D: 17 C: 3 (15) CH: 18



The fact that Elric is an albino causes him to be very weak, and he artificial means to supplement his strength and constitution. He strength potions for his own use out of rare materials. As he travels there is a chance that the materials he needs to give him greater strength are not available. At any given time, there is an 85% chance that his needed materials, and his strength and constitution will be up. These may be altered by his magic sword, *Stormbringer* (see below). Elric employs a great many spells of an unusual nature, as he has the studies of all his ancestors to draw upon.

Elric has a conscience of a sort, and sometimes tries to do the "horrible thing", but he is responsible for much evil also. He often rationalizes the end justifies the means. He is very arrogant towards most humans, extremely vengeful, and though he views the power of stealing through *Stormbringer* with great distaste, he does it anyway to survive.

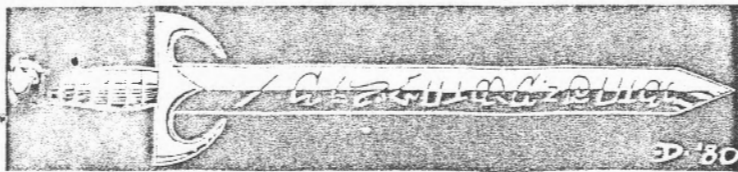
Elric and his race are familiar with the other planes of existence and traveled them in the distant past to visit gods in their home planes; knowledge has made this race the most powerful magic-users of the Prime Material Plane. It also gives Elric a large advantage in that he can force forces of great power to aid him in dangerous situations.

He possesses two magical artifacts of great power that enable him to survive in a world very hard for his sort to live in:

## The Ring of Kings

This large ring, made out of a single rare Melnibonéan Actarion gem, has three main functions: it acts as a ring of many spell storings into which he can place any spell or spells he wishes; the ring aids him, as the royal ring in summoning creatures from other planes to help him, and the ring resembles a rod of rulership in that, after calling on these, he commands their assistance and expect to get it. Long ago Elric's royal ancestors forged pacts with the Elemental Lords and many of the Master Types; the Ring of Kings, Elric has a 70% chance of summoning any one of (and their lesser minions), and an 80% chance of controlling them when they arrive. Without the ring, he has only a 20% chance to summon, and a 30% chance to make the summoned ones obey him.





### Stormbringer

This huge black rune-carved blade is actually a chaotic evil sentient being from another plane which takes the form of a sword on the Prime Material Plane. Stormbringer is possibly the most powerful magic weapon possessed by a mortal anywhere. It has an intelligence of 18 and an ego of 20. It is +5 to hit and damage, and every time it hits, it drains energy levels from its opponents. On a successful hit it will either drain all or one-half of its opponent's remaining levels (50% chance of either). Any creature killed by Stormbringer has its soul or spirit as well as its energy levels sucked out and devoured. No creature so killed can be raised, resurrected, reincarnated, or brought back in any manner whatsoever.

Stormbringer transfers its stolen levels to Elric in the form of strength and hit points. For every two levels stolen, Elric gains 5 hit points and 1 strength point. Elric's strength can be increased to a maximum of 23, but the only limit to the amount of hit points he can acquire is that the sword will only drain 200 levels before it becomes sated (this satiety lasts 8 hours). The strength and hit points added last 10 turns, and then Elric reverts to normal. When wielding Stormbringer, Elric's movement is 15" and his effective armor class is -6. It also confers to Elric an 85% magic resistance.

In battle, Stormbringer makes an evil, eager moaning, and gives off a weird black radiance. Creatures with less than 5 hit dice confronted with the black blade must save vs. death or flee in panic. It has been known to act as a dancing sword at Elric's command, but there is only a 15% chance of this.

If Elric is separated from Stormbringer, there is a 60% chance that he will be able to summon it to him, even from another plane.

Stormbringer is in all ways evil. Its purpose is to eat souls, thereby damning them to a horrible eternal death. Sometimes, in battle, Elric and the sword go into a killing frenzy, and slay everything within range, including Elric's friends, whose souls the sword particularly enjoys stealing.

### MOONGLUM (hero)

ARMOR CLASS: 2  
 MOVE: 12"  
 HIT POINTS: 98  
 NO. OF ATTACKS: 4  
 DAMAGE/ATTACK: By weapon type  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 SIZE: M (5½')  
 ALIGNMENT: Neutral  
 CLERIC/DRUID: Nil  
 FIGHTER: 14th level fighter  
 MAGIC-USER/ILLUSIONIST: Nil  
 THIEF/ASSASSIN: 13th level thief  
 MONK/BARD: 5th level bard  
 PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil  
 S: 17 (+1, +1) I: 11 W: 9 D: 19 C: 18 CH: 15



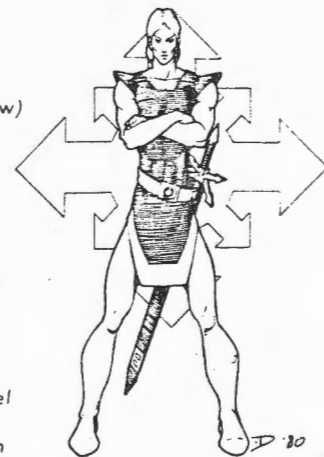
Born to be a companion to heroes, Moonglum come from the distant east. Ambidextrous, he fights with a sword in either hand at no penalty, due to his high dexterity. He is the friend, helper, procurer, and servant to Elric in many of his travels. Always dapper and looking for his next meal and bed, this mortal deals with the earthly matters that his companion Elric has no time for.

Fear of Stormbringer makes most enemies attack Elric, giving Moonglum many openings at their unguarded foes. He cheerfully slays any who would attack Elric, though his friend's evil tendencies worry him at times.

### ARIOCH The Knight of the Swords

Greater god

ARMOR CLASS: -2  
 MOVE: 18"/18"  
 HIT POINTS: 379  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 7-42 (+14)  
 SPECIAL ATTACKS: Sword (see below)  
 SPECIAL DEFENSES: Etherealness  
 MAGIC RESISTANCE: 90%  
 SIZE: Variable  
 ALIGNMENT: Chaotic evil  
 WORSHIPER'S ALIGN: Chaotic evil  
 SYMBOL: Circle with red arrows radiating from it in all directions  
 PLANE: Special  
 CLERIC/DRUID: 20th level cleric (no healing spells)  
 FIGHTER: 15th level fighter  
 MAGIC-USER/ILLUSIONIST: 20th level in each  
 THIEF/ASSASSIN: 15th level assassin  
 MONK/BARD: 10th level bard  
 PSIONIC ABILITY: 1  
 S: 25 (+7, +14) I: 25 W: 21 D: 25 C: 25 CH: Variable



The god Arioch usually takes his magical or fighting abilities into the Prime Material Plane. This god of Chaos is Elric's patron. He always disdains the use of armor in battle and fights with a sword that also acts as a rod of cancellation. This sword appears in any plane where the god takes on his fighting attribute. Those beings who know the proper rituals may attempt to summon Arioch from his home dimension. Would-be summoners who pledge themselves to him and offer him human sacrifices may request aid or advice from Arioch, and if it suits his mood and increases his power on the Prime Material Plane, he may grant their request.

Arioch is arrogant and short of temper. He expends a great deal of effort to appear incredibly handsome to whatever kind of creature he is dealing with.



### ASSASSINATOR OF THE GODS

FREQUENCY: Unique  
 NO. APPEARING: 1  
 ARMOR CLASS: -2  
 MOVE: 12"/24"  
 HIT DICE/POINTS: 100 hp  
 % IN LAIR: 5%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 2-20/2-20  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Wings (see below)  
 MAGIC RESISTANCE: 90%  
 INTELLIGENCE: Average  
 ALIGNMENT: Chaotic evil  
 SIZE: L (9')  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: VIII/6,200

This terrible creature has the form of a humanoid with 50-foot wings. It is covered with peacock-type feathers. It is sometimes sent by the gods of Chaos to kill their special enemies.

It attacks with its talons as an 11 HD monster. Its wings have a 50% chance of fouling any weapon used against it so that the weapon will not hurt the creature that round.



**CLAKAR**

FREQUENCY: *Very rare*  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 4  
 MOVE: 6"/18"  
 HIT DICE/POINTS: 8 HD  
 % IN LAIR: 85%  
 TREASURE TYPE: G  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 1-12/1-12  
 SPECIAL ATTACKS: *Rending*  
 SPECIAL DEFENSES: *Immune to fear, never surprised*  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: *Low*  
 ALIGNMENT: *Chaotic evil*  
 SIZE: L (8')  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*  
 LEVEL/X.P. VALUE: VI/650 + 10 per hp

Resembling winged apes, these creatures are perfect guards and are often used as such. They cannot be affected by magical fear, and are never surprised. They attack with their powerful clawed hands. If both hands hit a single opponent, a clakar will do an additional 1-8 points of damage by rending.



**DARNIZHAAN**

*Lesser god*

ARMOR CLASS: -8  
 MOVE: 18"/24"  
 HIT POINTS: 300  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 6-60/6-60  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: 95%  
 SIZE: L (20')  
 ALIGNMENT: *Neutral evil*  
 WORSHIPER'S ALIGN: *Neutral evil*  
 SYMBOL: *Dirty clenched fist*  
 PLANE: *Prime Material Plane*  
 CLERIC/DRUID: *14th level druid*  
 FIGHTER: *20th level fighter*  
 MAGIC-USER/ILLUSIONIST: *15th level in each*  
 THIEF/ASSASSIN: *Nil*  
 MONK/BARD: *Nil*  
 PSIONIC ABILITY: *II*  
 S: 25 (+7, +14) I: 25 W: 13 D: 25 C: 25 CH: 16



Among the "Dead Gods", Darnizhaan was the greatest. These beings with godly attributes ruled over all before the day of the gods of law and chaos. He was the god of the earth, but now fears all the new gods that roam the earth. He will not come near a new god or one of their creatures.

Darnizhaan cannot be hurt by manufactured items of any type. There is a 5% chance that he will attack those that dig deeply into the earth (more than 100 feet) if they are not associated with law or chaos.

This god fights with his fists, doing 6-60 points of damage with each.

**DHARZI HUNTING DOG**

FREQUENCY: *Very rare*  
 NO. APPEARING: 3-12  
 ARMOR CLASS: 4  
 MOVE: 15"  
 HIT DICE/POINTS: 5 HD  
 % IN LAIR: 25%  
 TREASURE TYPE: *Nil*  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 1-4/1-4/2-12  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *Nil*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Animal*  
 ALIGNMENT: *Neutral*  
 SIZE: L (5' at the shoulder)  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*  
 LEVEL/X.P. VALUE: III/90 + 5 per hp



Created by a long-dead race of wizards, these beasts are half bird and half dog. They have the legs and body of a wolfhound and the talons and head of a giant hawk. These things are faultless trackers, able to follow a scent up to a week old. They hunt in packs and attack with a claw/claw/bite routine.

**DRAGONS OF MELNIBONÉ**

Though they come in many colors, these dragons are similar in nearly all ways to red dragons. They are used in war by the Melniboneans as steeds, and they are feared by all the enemies of this race. Their breath weapon differs slightly from that of the standard red dragon in that it is a blast of highly volatile liquid, much like Greek Fire (though the range, cone and damage are the same as for red dragons). The dragon-riders are reluctant to use their dragons in battle except in extreme emergency, as the dragons always return to their coves and become dormant for long periods after great exertion. A Melnibonéan dragon will sleep a number of years equal to its age level after any prolonged activity.

**DONBLAS THE JUSTICE MAKER**

*Greater god*

ARMOR CLASS: -6  
 MOVE: 15"/24"  
 HIT POINTS: 400  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 3-30 (+14)  
 SPECIAL ATTACKS: *Magic ability*  
 SPECIAL DEFENSES: *Displacement*  
 MAGIC RESISTANCE: 50%  
 SIZE: M (7')  
 ALIGNMENT: *Lawful good*  
 WORSHIPER'S ALIGN: *Lawful good*  
 SYMBOL: *Amber arrow pointing upward*  
 PLANE: *Special*  
 CLERIC/DRUID: *20th level cleric*  
 FIGHTER: *25th level fighter*  
 MAGIC-USER/ILLUSIONIST: *30th level in each*  
 THIEF/ASSASSIN: *Nil*  
 MONK/BARD: *15th level in each*  
 PSIONIC ABILITY: *I*  
 S: 25 (+7, +14) I: 25 W: 25 D: 25 C: 25 CH: 25



The god is incredibly beautiful, so much so that beings of less than the 12th level fall down and worship him no matter what their alignment. He was driven off the Prime Material Plane by the forces of Chaos and waits to be summoned back (for he is called the Justice Maker, and intends to do just that if given the chance).

His weapon is a rod that incorporates a group of several weapons: a mace of disruption, a hammer of thunderbolts, and a rod of lordly might. It does 3-30 points of damage on a hit. This weapon comes with the deity to any plane where he takes his fighting attribute.



## LENOIN

FREQUENCY: Very rare  
 NO. APPEARING: 20-200  
 ARMOR CLASS: 6  
 MOVE: 20"  
 HIT DICE/POINTS: 55 hp  
 % IN LAIR: 95%  
 TREASURE TYPE: A  
 NO. OF ATTACKS: 3/2  
 DAMAGE/ATTACK: 1-10  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: Average  
 ALIGNMENT: Neutral  
 SIZE: M (6')  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: VII/1,670



When summoned, the Elenoin appear as tall women with flaming red hair and shark-like teeth. They whirl two-handed swords to deadly effect. They fight as 10th level fighters and fear no enemy save the Grahluks, who come from the same plane as the Elenoin. If the Elenoin are summoned to fight on the Prime Material Plane, there is a 5% chance that the Grahluks will appear at the same time to combat them, even if none of the opponents of the Elenoin know the spell to summon them. If these ape-like enemies appear, the Elenoin will break off whatever they are doing and start fighting their hereditary enemies.

## ILEET (lady of the birds)

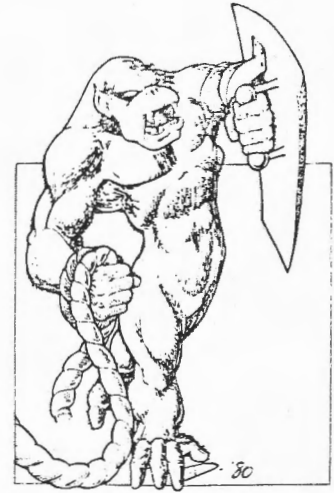
Temigoddess  
 ARMOR CLASS: -2  
 MOVE: 18" (96")  
 HIT DICE/POINTS: 176  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 10-60 (wings)/5-50 (beak)  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 50%  
 SIZE: L  
 ALIGNMENT: Chaotic neutral  
 WORSHIPER'S ALIGN: Chaotic neutral (birds)  
 SYMBOL: Any bird image  
 PLANE: Demi-plane of birds  
 CLERIC/DRUID: Nil  
 FIGHTER: 15th level fighter  
 MAGIC-USER/ILLUSIONIST: Nil  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: 15th level bard  
 PSIONIC ABILITY: Nil  
 23 I: 23 W: 23 D: 25 C: 20 CH: 23

Ileet is a 40 feet tall golden eagle with a wing span of 120 feet. She has the ability to sense anything seen by any avian type. Her wings and beak are terrible weapons, but she usually calls upon 1-100 of any type of predatory bird to do her attacking for her.

Like with the other Master types, she does not have a large human following, but all avian kind do her homage.

## GRAHLUK

FREQUENCY: Very rare  
 NO. APPEARING: 20-200  
 ARMOR CLASS: -2  
 MOVE: 15"  
 HIT DICE/POINTS: 70 hp  
 % IN LAIR: 50%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 3-18  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: 95%  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral  
 SIZE: L (10' + very broad)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: VIII/6,650

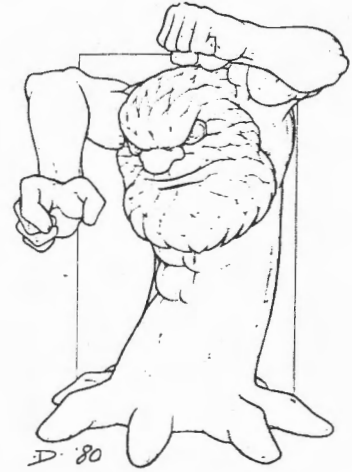


Grahluks are mortal enemies of the Elenain and will only travel from their home plane to combat them. They appear as giant ape-like humanoids and have a strength of 22. They attack as 15 HD monsters, using nets, shields, and ropes of tremendous strength and mass in battle, as well as bludgeoning with their fists. Their only goal in life is the death of the Elenain race, and after defeating them in any battle, the Grahluks will then kill themselves as well.

## GROME (lord of the earth, king of the land below the roots)

Lesser god

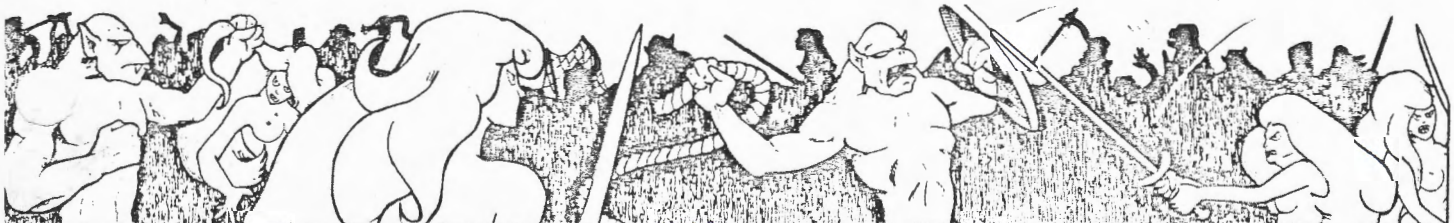
ARMOR CLASS: -5  
 MOVE: 18" (48")  
 HIT POINTS: 335  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 8-80  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: 50%  
 SIZE: L (20')  
 ALIGNMENT: Neutral  
 WORSHIPER'S ALIGN: Neutral  
 SYMBOL: Petrified oak  
 PLANE: Elemental Plane of Earth  
 CLERIC/DRUID: See below  
 FIGHTER: 18th level ranger  
 MAGIC-USER/ILLUSIONIST: See below  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: VI  
 S: 25 (+7, +14) I: 10 W: 10 D: 15 C: 25 CH: 13



The king of the earth elementals, Grome can cross any body of water without penalty, can use any spell involving plants, animals, the earth, or things affecting the earth as a 50th level spell caster, and can summon 1-20 16 HD earth elementals to fight by his side at any time.

Grome looks like a huge gnarled and earth-colored oak, though he seems much more dense and powerful than any plant could be. No barrier, magical or otherwise, can withstand the force of his fist.

Grome has few mortal worshipers, but earth elementals and creatures living under the ground pay him homage.





**HAAASHASTAAK** (master of all lizardkind)

Demigod

ARMOR CLASS: -3  
 MOVE: 21"  
 HIT POINTS: 197  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 7-70  
 SPECIAL ATTACKS: Never misses  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: 75%  
 SIZE: L (60' tall)  
 ALIGNMENT: Neutral  
 WORSHIPER'S ALIGN: Neutral (reptiles)  
 SYMBOL: Lizard head  
 PLANE: Demi-plane of reptiles  
 CLERIC/DRUID: Nil  
 FIGHTER: 20th level fighter  
 MAGIC-USER/ILLUSIONIST: Nil  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: VI  
 S: 25 I: 11 W: 3 D: 19 C: 24 CH: 4

Haaashastaak appears much like a giant tyrannosaurus rex. If, after summoning him, the caller lacks the proper means to send him back, he will eat the caller and then disappear. Returning him requires the power of a wish. The creature does 7-70 points of damage with each bite and never misses.

While he has no human worshipers, he is revered by all reptilian types. He is aware of anything within the sensing range of any lizard.

**KAKATAL** (the fire lord)

Lesser god

ARMOR CLASS: -2  
 MOVE: 24"  
 HIT POINTS: 289  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 6-48  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: +4 or better weapon to hit, plus see below  
 MAGIC RESISTANCE: 50%  
 SIZE: L (20' tall)  
 ALIGNMENT: Chaotic neutral  
 WORSHIPER'S ALIGN: See below  
 SYMBOL: Three flames  
 PLANE: Elemental Plane of Fire  
 CLERIC/DRUID: Nil  
 FIGHTER: 18th level fighter  
 MAGIC-USER/ILLUSIONIST: See below  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: Nil  
 S: 25 (+7, +14) I: 20 W: 8 D: 20 C: 25 CH: 7



A lord of the fire elementals, Kakatal is able to use all fire spells as a 30th level spell caster. The heat of his body does 4-40 points of damage to any who come within 20 feet of it. He strikes with his flaming "fist" for 6-48 points of damage. No amount of water or fire can affect this being, and he can summon 1-10 16 HD fire elementals whenever he wishes.

While he has no human worshipers, all fire creatures pay Kakatal homage.



**KELMAIN**

FREQUENCY: Very rare  
 NO. APPEARING: See below  
 ARMOR CLASS: 2  
 MOVE: 12"  
 HIT DICE/POINTS: See below  
 % IN LAIR: 85%  
 TREASURE TYPE: H  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: By weapon type  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Immune to petrification and paralysis  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Very  
 ALIGNMENT: Chaotic neutral  
 SIZE: M (6')  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: Variable

These creatures are a savage race from the dimension of Limbo. They have golden skin that appears to be carved out of rock. They are humanoid in shape and have square eyes. The Kelmain fight in golden-colored armor and usually wield gold-colored broadswords. When summoned, they will fight on the summoner's plane until the battle is won, and then keep the land they have fought over. They appear in fighting forces of 10-10,000 depending on the power and desires of the summoner (and the referee's discretion).

The bulk of the army are 1st level fighters. Additional leaders are as follows:

Number of Troops	Additional Leader
5 1st level	2nd level
10	3rd level
50	4th level
250	5th level
1,000	6th level
5,000	7th level
10,000	8th level

Thus, if 10,000 Kelmain troops appear, they will be led by one 8th level leader, two 7th level leaders, ten 6th level, forty 5th level, two hundred 4th level, one thousand third level, and two thousand 2nd level leaders for a total of 13,253 Kelmain. If 10 troops arrived, there would be one 3rd level and two 2nd level leaders.



**LAR** (mistress of catkind)

Idess

CLASS: -2  
 30"  
 2  
 A KS: 3  
 E/ATTACK: 6-72/6-72  
 (s)/10-100 (bite)  
 ATTACKS: Nil  
 DEFENSES: See below  
 RESISTANCE: 50%  
 20' at the shoulder)  
 ENT: Chaotic neutral  
 PER'S ALIGN: Chaotic  
 al (cats)  
 : Cat's claws  
 Semi-plane of cats  
 DRUID: 14th level druid  
 15th level fighter  
 USER/ILLUSIONIST: Nil  
 SASSIN: Nil  
 ARD: Nil  
 ABILITY: 1  
 , +14) I: 22 W: 13 D: 25 C: 20 CH: 21

sobre-tooth tigress is the usual form of this being. When ad, she will rarely choose to appear in person, but will work a cat in or near the area. She is able to see from the eyes of any one at any time. If she is forced to come herself, she will attempt to kill

are are not many human worshipers of this being, all felines pay age.

(lord of the wind giants)

d

CL: -2  
 2"  
 ITS: 189  
 ATTACKS: 1  
 /ATTACK: 8-64  
 ATTACKS: Whirlwind  
 DEFENSES: +4 or better  
 on to hit, plus see below  
 RESISTANCE: 50%  
 30' tall)  
 NT: Neutral  
 ER'S ALIGN: Neutral (air  
 entals)  
 Tornado  
 Elemental Plane of Air  
 DRUID: Nil  
 18th level fighter  
 SER/ILLUSIONIST: See  
 SASSIN: Nil  
 ARD: Nil  
 ABILITY: VI  
 , +14) I: 19 W: 13 D: 22 C: 25 CH: 10

a lord of the air elementals and as such has control over many of the Elemental Plane of Air. In 3 melee rounds the being can summon a 30" high whirlwind that does 6-60 points of damage to all it hits. His force has a bottom diameter of 6" and an upper span of 18". He also strikes normally for 8-64 points of damage.

not affected by any physical weaponry launched into the air at can summon 1-20 16 HD air elementals to aid him in any battle.

use all spells involving weather and wind as a 20th level wizard, druid, or cleric.

is not worshipped by humans, but many air elementals pay homage to the being.

**MIST GIANT**

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: -6  
 MOVE: 9"  
 HIT DICE/POINTS: 12 HD  
 % IN LAIR: 25%  
 TREASURE TYPE: H  
 NO. OF ATTACKS: 4  
 DAMAGE/ATTACK: 3-18 (X 4)  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: +2 or better  
 weapon needed to hit  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Chaotic evil  
 SIZE: L (8')  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: VIII/4,950 + 16  
 per hp



Mist giants are strange and evil denizens of the swamps with white fog-like bodies. They have a shapeless head with yellow eyes atop of their form. They have 4 arms ending in long talons, and their lower body portion forms a giant snaky moss that can slither over the tops of bogs and water, easily supporting the more massive upper body.

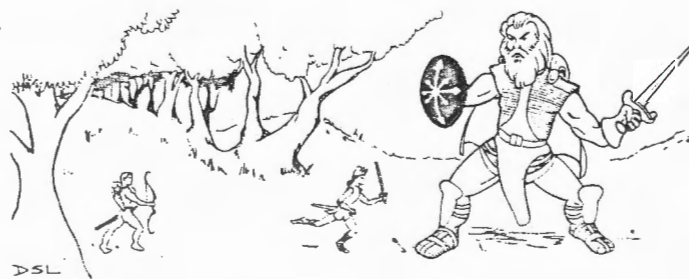
This creature is rarely seen in a fog or mist (90% invisible) and cannot be heard in such places. It surprises its prey on a 1-5 (d6) chance in fog.

**MORDAGZ**

FREQUENCY: Unique  
 NO. APPEARING: 1  
 ARMOR CLASS: -4  
 MOVE: 15"  
 HIT DICE/POINTS: 80 hp  
 % IN LAIR: 95%  
 TREASURE TYPE: H  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 7-42  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Shield  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Very  
 ALIGNMENT: Chaotic neutral  
 SIZE: L (21' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: VIII/6,391

This being, once one of the Lords of Chaos, now appears to be a storm giant. He defied the other more powerful lords and was demoted to mortal status. It is his responsibility to guard the *Shield of Chaos*, a device which protects against all the forces of Chaos. When using this device, no blow, arrow, spell, or other magic item used by agents of Chaos will hurt the holder of the shield, but only if the attack is from the front. This heavy round shield is 5 feet in diameter and is emblazoned with the eight-armed symbol of Chaos.

Mordagz fights as a 15 HD monster. He will guard the *Shield of Chaos* to the death.





**MYRRRH**

FREQUENCY: Rare  
 NO. APPEARING: 3-30  
 ARMOR CLASS: 8  
 MOVE: 12"/24"  
 HIT DICE/POINTS: 4 HD  
 % IN LAIR: 50%  
 TREASURE TYPE: D  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: By weapon type  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: 5%  
 INTELLIGENCE: Average to very  
 ALIGNMENT: Neutral good  
 SIZE: M (6')  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: III/125 + 4 per hp

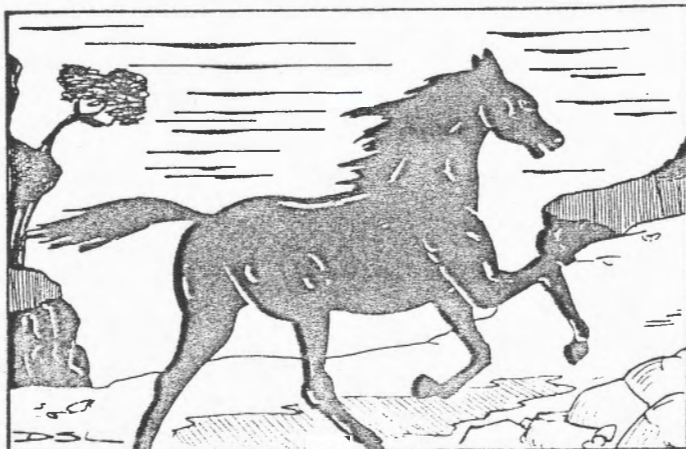


Winged humanoids with hawkish faces and a wing span of ten feet, the Myrrrh are very fond of fighting in the air and try to avoid combat on the ground. When they are reduced to less than 5 hit points they will fly away, leaving their comrades to continue the battle. They generally use swords in battle. Their hereditary enemies are a race of giant owls (see **AD&D MONSTER MANUAL**).

**NIHRAIN HORSE**

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: -2  
 MOVE: 24"  
 HIT DICE/POINTS: 10 HD  
 % IN LAIR: 5%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 1-10/1-10/2-8  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: Average  
 ALIGNMENT: Neutral  
 SIZE: L (8' at the shoulder)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: VII/1,950 + 14 per hp

A horse of this type appears to be a great black stallion. It can shift into the Ethereal Plane at random times and thus there is a 25% chance that any successful hit will not inflict damage on a Nihrain horse. These creatures can gallop continuously for up to 48 hours, passing with equal ease over both water and land, and flying over chasms or other impediments when necessary. Members of this magical race of horses will only be lent to mortals who are in the direct service of the primary forces of neutrality.

**NNUUURRR'C'C'** (master of the insect swarm)  
"King with Wings"

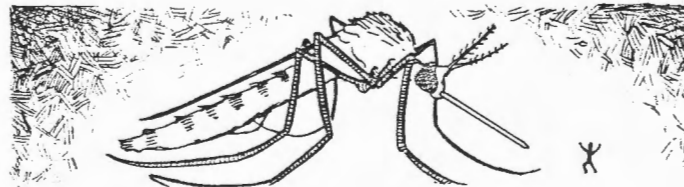
Demigod

ARMOR CLASS: -2  
 MOVE: 12"/48"  
 HIT POINTS: 300  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 4-40  
 SPECIAL ATTACKS: Poison  
 SPECIAL DEFENSES: Fear aura  
 MAGIC RESISTANCE: 15%  
 SIZE: L (40' tall)  
 ALIGNMENT: Neutral  
 WORSHIPER'S ALIGN: Neutral (insects)  
 SYMBOL: Mosquito  
 PLANE: Demi-plane of insects  
 CLERIC/DRUID: Nil  
 FIGHTER: 18th level fighter  
 MAGIC-USER/ILLUSIONIST: Nil  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: Nil  
 S: 25 I: 10 W: 3 D: 20 C: 25 CH: -6

This giant mosquito with a wing span of 140 feet would fill any being with horror. It hates to be summoned: there is a 55% chance that it will do so the summoner asks and then attempt to kill him or her. Beings of less than 8th level will run in fear from it as if affected by a fear spell (no save throw).

Any creature hit by its proboscis must save vs. poison at -4 or die instantly. Even if the victim saves, it will suffer 4-40 points of damage (blood drain).

While this being has few human worshipers, all insect races do it homage.

**NURU-AH** (master of cattle)

Demigod

ARMOR CLASS: -2  
 MOVE: 15"  
 HIT POINTS: 200  
 NO. OF ATTACKS: 0  
 DAMAGE/ATTACK: Nil  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 100%  
 SIZE: L (20' at shoulder)  
 ALIGNMENT: Neutral  
 WORSHIPER'S ALIGN: Neutral (bovines)  
 SYMBOL: Two cow horns  
 PLANE: Demi-plane of cattle  
 CLERIC/DRUID: See below  
 FIGHTER: Nil  
 MAGIC-USER/ILLUSIONIST: Nil  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: Nil  
 S: 25 I: 15 W: 25 D: 15 C: 25 CH: 9

Nuru-ah looks like a giant cow. It is totally pacifistic and its only function is to cure the sick and wounded. It can cure or raise any creature once summoned. Any being with a wound or loss of hit points will not be able to attack this deity.

While Nuru-ah has few human worshipers, it is worshiped by all bovines.



AC: -2  
 RARITY: Very rare  
 APPEARING: 1-4  
 ARMOR CLASS: -2

HIT POINTS: 10 HD  
 LAIR: 40%  
 CREATURE TYPE: F  
 NO. OF ATTACKS: Variable  
 DAMAGE/ATTACK: Variable  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average  
 ALIGNMENT: Chaotic neutral  
 SIZE: L (5' at shoulder)  
 PSIONIC ABILITY: Nil  
 ATTACK/DEFENSE MODES: Nil  
 LEVEL/X.P. VALUE: VII/1,950 + 14  
 10 hp

These beings are natural shape changers and are fully capable of using all hosen shape's non-magical powers. They will change only into other or beast types and will only attack one at a time, with the most powerful Oonai attacking first. Though they cannot change into monsters stronger than 10 HD, they always retain their AC of -2 and their original hit points, regardless of form. No one knows what their actual form looks like.

**RAY "Whisperer of Impossible Secrets"**

Demigod  
 ARMOR CLASS: -2  
 MOVE: 12"  
 HIT POINTS: 250  
 NO. OF ATTACKS: 6  
 DAMAGE/ATTACK: 5-40 each  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 50%  
 SIZE: L (10' tall)  
 ALIGNMENT: Chaotic evil  
 WORSHIPER'S ALIGN: Chaotic evil  
 SYMBOL: Blue gem with 8 rays emanating from it  
 PLANE: Prime Material Plane  
 CLERIC/DRUID: Nil  
 FIGHTER: 15th level fighter  
 MAGIC-USER/ILLUSIONIST: 10th level each  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: II  
 ST: 23 W: 9 D: 18 C: 24 CH: -6



This terrible being is the Lord of the Ocean Abysses. He appears as a huge red octopus with a pulsing blue gem fixed atop his head. He attacks with his six tentacles for 5-40 points of damage each. He will not lose his 250 hit points until his gem is crushed; this gem has all the hardness of high quality diamond.

Ray commands the Chaos fleet, a flotilla of sunken ships manned by mad sailors.

**QUAOLNARGN**

FREQUENCY: Unique  
 NO. APPEARING: 1  
 ARMOR CLASS: -4  
 MOVE: 12"  
 HIT DICE/POINTS: 150 hp  
 % IN LAIR: 75%  
 TREASURE TYPE: H  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-10  
 SPECIAL ATTACKS: Energy drain  
 SPECIAL DEFENSES: +2 or better  
 (weapon needed to hit, plus see below)  
 MAGIC RESISTANCE: 85%  
 INTELLIGENCE: Average  
 ALIGNMENT: Chaotic evil  
 SIZE: L (8' tall and wide)  
 PSIONIC ABILITY: Nil  
 ATTACK/DEFENSE MODES: Nil  
 LEVEL/X.P. VALUE: X/21,450

A giant toad-shaped demon from the Abyss, Quoolnargn is immune to petrification and polymorph and has a saving throw of 3 for anything else. It must bite its prey (attacking as a 16+ HD monster) to affect them. When striking any creature this way, it drains 4 energy levels (no saving throw) per melee round, plus 1-10 points normal damage.

If it is killed before completely draining a victim, the victim will regain his or her lost levels (at a rate of one turn per level lost).

**ROOFDRAK (master of all dogs)**

Demigod  
 ARMOR CLASS: -2  
 MOVE: 18"  
 HIT POINTS: 97  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 9-90  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 10%  
 SIZE: L (13' tall)  
 ALIGNMENT: Neutral  
 WORSHIPER'S ALIGN: Neutral (canines)  
 SYMBOL: Wolfhound's head  
 PLANE: Demi-plane of dogs  
 CLERIC/DRUID: Nil  
 FIGHTER: 15th level ranger  
 MAGIC-USER/ILLUSIONIST: Nil  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: 10th level bard  
 PSIONIC ABILITY: VI  
 ST: 23 (+5, +11) I: 20 W: 20 D: 21 C: 22 CH: 19

Roofdrak appears as a giant wolfhound with an upright stance and manipulative paws. He uses a huge lead mace in battle and is able to sense anything within the sensory range of any canine. In battle, he can summon 1-100 dire wolves to fight by his side.

While he has few human worshipers, all canines are aware of him and pay him homage.





**STRAASHA** (lord of the water elementals)

Lesser god

ARMOR CLASS: -2  
 MOVE: 12"/36"  
 HIT POINTS: 189  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 8-48/8-48  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: +4 or better  
 weapon to hit, immune to heat attacks  
 MAGIC RESISTANCE: 50%  
 SIZE: L (10')  
 ALIGNMENT: Neutral  
 WORSHIPER'S ALIGN: Neutral (water elementals)  
 SYMBOL: Wave of water  
 PLANE: Elemental Plane of Water  
 CLERIC/DRUID: Nil  
 FIGHTER: 19th level fighter  
 MAGIC-USER/ILLUSIONIST: See below  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: VI  
 S: 25 I: 15 W: 15 D: 20 C: 25 CH: 22



This creature appears as a huge humanoid with green skin and turquoise hair and beard.

As a ruler of the water elementals, Straasha has double the power of normal water elementals, plus the ability to cast all water spells at the 20th level of magic-use. He is the only one of his type not affected by heat-based attacks. He can summon 3-18 of his kindred to aid him in battle.

Straasha can strike with two waves of water per round that hit for 8-48 points each; these are created by the being out of thin air.

While he has few (if any) human worshipers, many water elementals and water creatures are aware of Straasha and pay him homage.

**THELEB K'AARNA** (evil wizard)

ARMOR CLASS: 10  
 MOVE: 12"  
 HIT POINTS: 44  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-4  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 SIZE: M (5½')  
 ALIGNMENT: Lawful evil  
 CLERIC/DRUID: Nil  
 FIGHTER: Nil  
 MAGIC-USER/ILLUSIONIST: 15th level  
 magic-user/8th level illusionist  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 S: 12 I: 18 W: 11 D: 15 C: 17 CH: 7

An evil Pan Tangian wizard, this man was able to call upon demons, elementals of unusual power, and demigods from other planes to aid him. He uses a special 7th level spell bequeathed to him by his ancestors for all of these summonings. It is said that the spell will only work for those of Pan Tang blood.

Theleb K'aarna is a powerful enemy who often fights Elric, and has tried to kill him on several occasions.

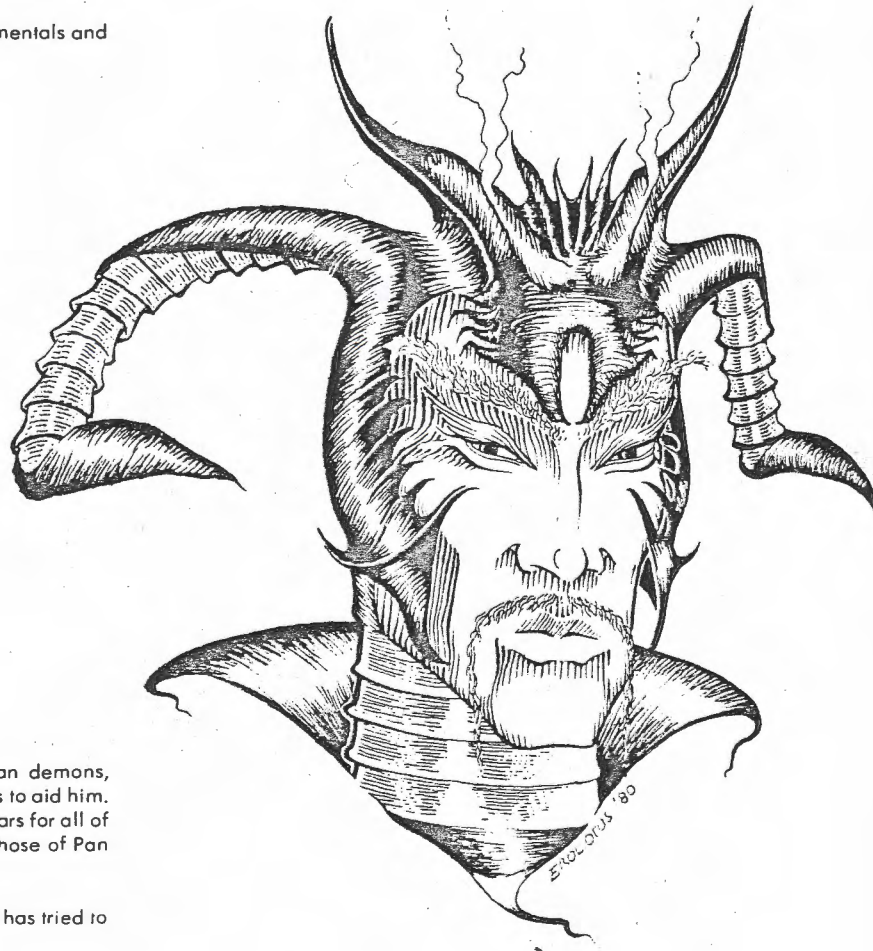
**VAMPIRE TREES**

FREQUENCY: Very rare  
 NO. APPEARING: 1-20  
 ARMOR CLASS: 0  
 MOVE: 12" (leaves only)  
 HIT DICE/POINTS: 12 HD  
 % IN LAIR: 100%  
 TREASURE TYPE: Q (X 5), S  
 NO. OF ATTACKS: 1-10  
 DAMAGE/ATTACK: 2-8  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Never surprised  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral evil  
 SIZE: L (+25' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: VIII/3,850 + 16  
 per hp



These creatures use their leaves as attacking weapons. They are released from the branches to float downward and attempt to attach themselves (attacking as 12 HD monsters) to a body. When attached, they suck blood doing 2-8 points of damage per attached leaf. Damage is automatic after the first successful attack, each attached leaf continuing to drain 2-8 hit points per round. The leaves are AC 9, and each has only 2 hit points, plus any hit points drained from the victim. The leaves will return to the tree when any being travels more than 120 yards from the parent tree or when the creature has no blood left. The tree can only control 10 leaves at a time.

Vampire trees save vs. fire at a -2 penalty, and take +1 extra point of damage for every die of damage done by flame. They fear fire, and will never send their leaves near flame.





2 dwarf  
 3 troll  
 4 1000000  
 5 5 cyclops  
 6 1 tenth wizard  
 7 5 hobgoblins  
 8 1 green slime  
 9 1 Basilisk

p. 300 → p 500

maybe skip 300 > skip p400

when the ring of invis is found  
 the it will bring a level 9  
 wizard, to come make a speech  
 and waste the character

14 Marillian  
 15 Aagatok  
 16 Sorack  
 17 katosan  
 18 Marsuck



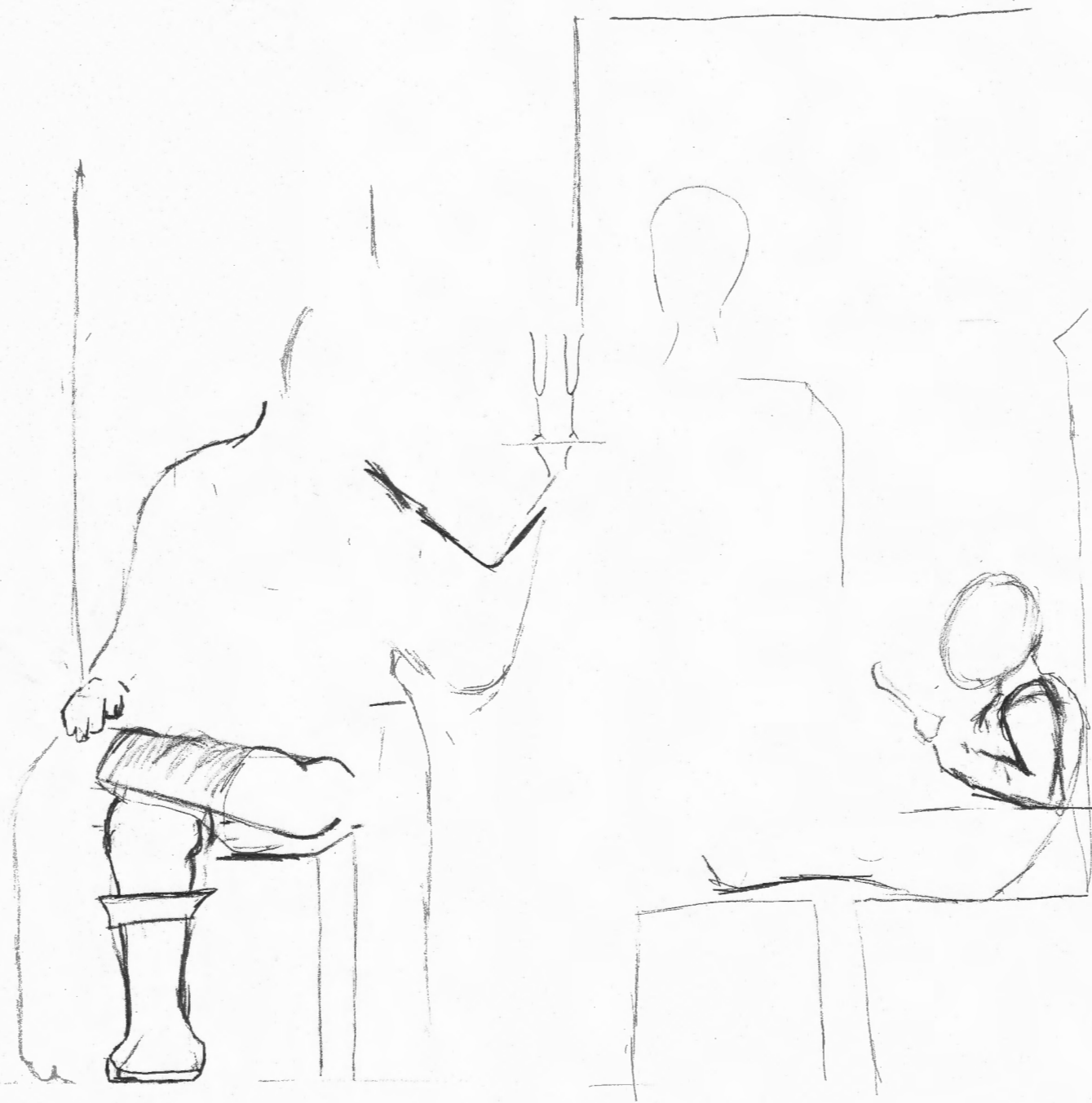
~~you see through the mage this  
change self split you know she is  
now a draw~~

10 gants verbeegs  
 (1) Beholder  
 (1) Mage male Black Robes

			Beholder	caster				
1	10	7	<u>10</u>	10	<u>13</u>	5	15	(12) <sup>↓</sup> <i>Dura</i>
		11	<u>2</u>	<u>7</u>			11	9
			7		10		15	14
3	4		10	8			<u>16</u>	22

					PG	10
	7	4	Beh	11		10
	9		20	<u>20</u>		
			25			
			30			
			11			
			<u>11</u>			
			51			
			57			







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Plot outline  
Adventure one

Journeys  
"Nothing is ever easy"

Misery has given into the  
charms of the evil vampire  
and joined the side of evil  
having just realized the  
of Pawn } they need to  
establish some sort of power  
Following a few hours  
in a dream world  
After a few tense moments  
decisions would be made  
at a critical moment

Prothorn told the of  
a powerful magical item  
stored within a fallen  
mage tower so the  
the fallen being best  
story is turning out to  
be a fallen fallen  
fallen



Mindy 19/17 EM

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In mind for the knowledge they would have some of a... The Evil Vampires Decided that they liked their new home and would linger until they could launch plans to invade & Destroy Karandam start with descending the stairs to the tower of Zagis fight the eyes and perhaps the fall depends on how the once fight goes perhaps start the characters or tent 1 P300 P516?

Lying within the <sup>or not</sup> sun's should be the secret to eternal youth and vigor (motivating the vampiress to find and use it on herself and her (ae) who is not yet one of the Nostredo

2100 pt is a level down (remove eyes and give <sup>163</sup> treasure to <sup>141</sup> cycloas 140



2 The form of a gold dragon  
3 can be seen on the horizon  
4 getting closer on the second.  
5 After a minute - or so old  
6 a usgould ~~stands~~ <sup>aligns</sup> majestically on the  
7 ground in front of you  
8 He wastes no time and seems  
9 somewhat anxious.

10 "Well met again friends, though  
11 it has not been long since we  
12 last spoke I fear I come  
13 bearing grave news. Grothmog having  
14 been foiled once by your efforts is  
15 again attempting to increase his  
16 power word has reached me that  
17 he has employed a group similar  
18 to yours but motivated by greed  
19 to grab at a powerful long buried  
20 artifact a powerful sword named  
21 Dryanon or "the greatest". Such  
22 an item would be terribly missed  
23 by Grothmog. The sword lies  
24 in a ruined citadel not far  
25 from here on your way to  
26 Karandam near the small  
27 hamlet of Green Leaf"



I Fear this other party may already be entering the citadel to retrieve the sword. You must stop them... please. But be warned! the citadel was created by a circle of powerful arch mages... the very same ones that created the sword. The task ahead is very dangerous to say the least. The sword has laid untouched by mortal hands for centuries and must remain that way. If you can bring it to me perhaps I can figure a means of destroying it. The citadel will contain all manner of foul creatures and it is a confusing labyrinth that at times will seem oppressive and overwhelming but its depths can and must be pierced.

Good luck in your quest and please take this with you the task ahead will be difficult.

He drops a small chest containing 4 potions of extrahealing & a magic scroll with two spells Raise dead and heal.



When the party dose get the sword  
the trip back to ausgualds will not  
be a simple as the might have hoped  
They will be hounded every step of the  
way by grolhmass minions.

- 1) Evil Monk = misery
- 2) Evil <sup>half</sup> ~~elf~~ Assassin Mage 4/5 = Toreck
- 3) Evil <sup>ant</sup> ~~ant~~ Anti-Paladin 6<sup>th</sup> = Cypress
- 4) Evil human Mage with imp 8<sup>th</sup> = Karzoul
- 5) Evil Drow cleric 6<sup>th</sup> = Nerull
- 6) Evil <sup>Dr</sup> ~~Dr~~ Psion 7<sup>th</sup> = Aerillus
- 7) Evil <sup>Thri</sup> ~~Thri~~ Kreen thri Warrio 6 = Chryken
- 8) Evil Drow cleric / Fighter / Mage 7 = Kalaria

- 1) character sheet
- 2) Dex 16 AC 4 <sup>wand of illumination</sup> short sword Ring of Pro +2
- 3) str. 18/96 Field Pate <sup>+3</sup> two handed sword +3 (+8+10)
- 4) Dex 18 Evil robe of Archmage AC 1 wand of fire (2)
- 5) chan +2 shield +3 AC 0
- 6) — AC 7
- 7) AC 0 chain +1, sword +1 flame mace +2 glaive
- 8) Boot of levitation



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Wand of fire<sup>(2)</sup> Wand of illum<sup>(21)</sup> 10 ver beg

Zane Paladin 5

Ariel Mage / cleric

Ebon Thief

Ebon longsword +3 (blue glow)  
 AL CE sword of sharpness takes  
 INT 17 a head on 19-20

speech + telepathy

cone of cold (1x) per week 10d4+10

detect invisible objects 10' Rad

charm person on contact (3x) day

overthrow law

confusion

lang

common

Under common

Minotaur

Dwarf

Drow

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#83

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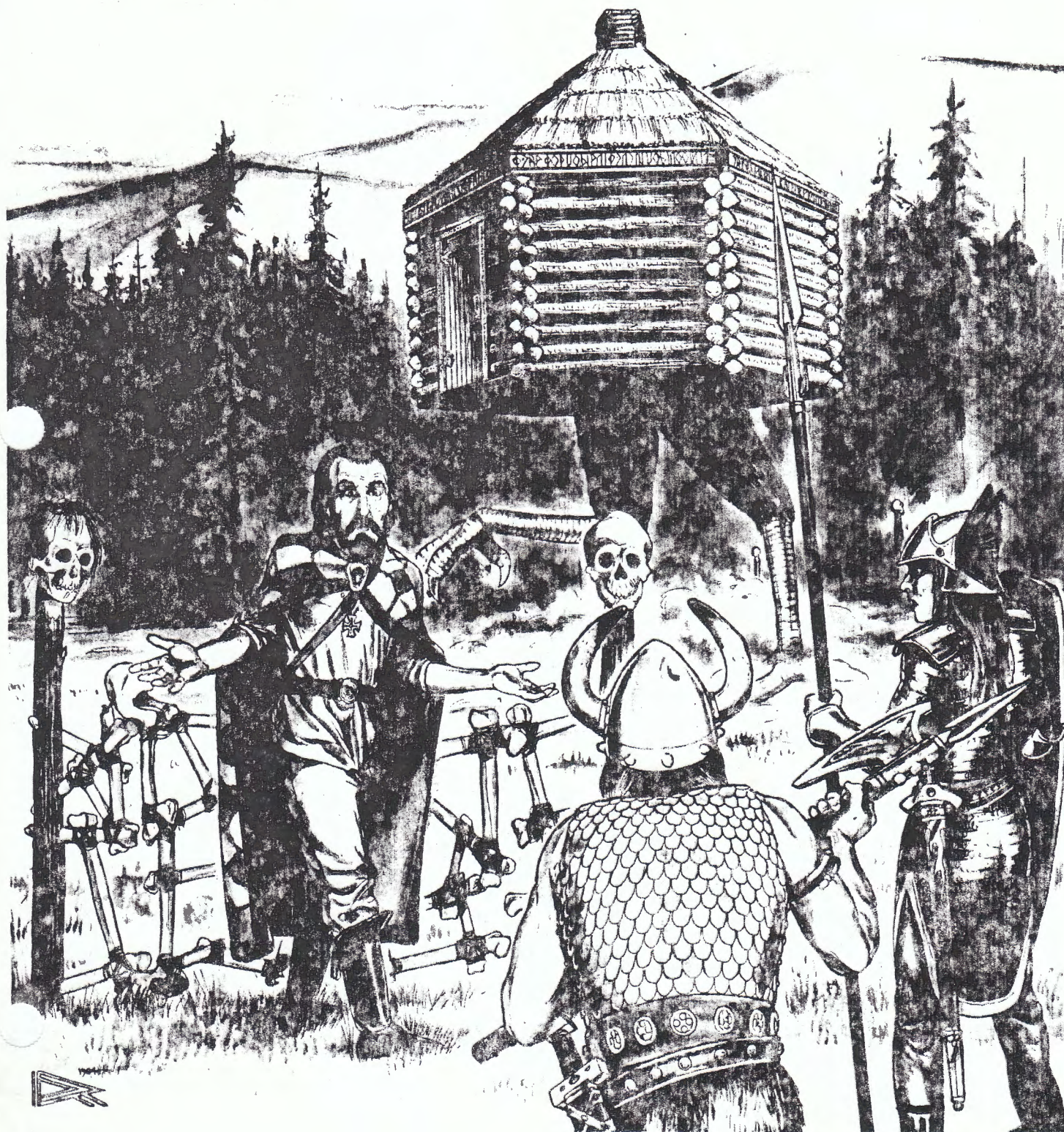
83



# The Dancing Hut

An AD&D™ game adventure for high-level heroes

Designed by Roger Moore





# The Dancing Hut

For the DM's  
eyes only

## Referee's introduction

High-level adventures are hard to come by. Every month, readers write to DRAGON® Magazine asking for modules in which powerful characters can test their skills against powerful enemies, but settings like that are uncommon.

High-level characters often run into high-level magic items, and the most powerful magic items are relics and artifacts. What follows is a description of one of the most famous of all artifacts: The Dancing Hut of Baba Yaga. This magical hut serves as its own high-level adventuring environment, and the material below suggests some scenarios for this setting, too.

Before running an AD&D™ adventure using this material, the referee should read through this module carefully and be as familiar with it as possible. He should pay special attention to the Dancing Hut's peculiar construction. Because all referees handle high-level adventures differently, and because this magazine has space limitations, Baba Yaga's Hut is presented here in general form. Specific details on the exact contents of the Hut's rooms and inhabitants should be filled out by individual DMs, so that no two versions of the Dancing Hut would look exactly alike.

The Dancing Hut is designed to challenge high-level characters to the limits of their ability; characters below 9th level should not go adventuring in this module. The referee should try to avoid having adventurers arbitrarily killed off. On the other hand, adventurers shouldn't receive "Monty Haul" rewards, either.

A final note: Baba Yaga and her Dancing Hut have been previously described in issues of DRAGON Magazine and the Dungeon Masters Guide; this adventure setting, however, contains a version that differs from each (influenced by the author's research on Baba Yaga).

## Adventuring scenarios

Baba Yaga's Dancing Hut may be introduced into AD&D campaigns in a variety of ways, depending on the goals and temperament of the players and characters. The scenarios below may be elaborated upon by the Dungeon Master as desired.

1) Baba Yaga was known to raid the countryside around her Hut in search of people to eat; she would kidnap them and escape, taking the victims to her magical Hut where she would have them prepared for her dinner. Player characters may find one of their number, or a close ally and friend, has been captured by the witch and carried off. A rescue mission may be launched, though no one may know at first that Baba Yaga is the one responsible (a rude surprise indeed!).

2) Rumors are heard that some magical

item the characters are seeking (a magical sword, a piece of the *Rod of Seven Parts*, etc.) was taken by an ugly old woman who rode in a huge iron kettle that skimmed over the ground. The woman disappeared with the item into a dark wood and has not been seen since. Local people can point out the way the old woman went, though characters will have to search before finding the Hut itself. The PCs may try stealing the item or may bargain for it.

3) Adventurers may have heard of Baba Yaga's Hut, and they may wish to find and possibly seize it. The Hut doesn't remain in any single location (see below); it can wander the planes freely. There might, however, be certain places where characters are likely to discover it. The referee decides where these places are, though they should be located far from civilization and in relatively dangerous wilderness areas. If this scenario is used, the referee should prevent Baba Yaga's death at the hands of the PCs if possible; she can then harass the characters for many games to come.

4) Adventurers may need to consult Baba Yaga for advice, or perhaps for a special conjuring spell. They may seek an enchantment, a cure, or some other form of assistance. Baba Yaga is evil, but the characters don't have to be evil to consult her. See the character description of Baba Yaga for more information. The Hut becomes the starting point for a series of other tough adventures.

A good DM will play Baba Yaga well to keep her alive for many adventures. She is a rare and valuable NPC.

## The Hut's location

According to the Russian folk tales of Baba Yaga's Hut, this dwelling may appear almost anywhere one could imagine. It has been seen in tangled swamps, dark woodlands, open fields, and even underground in huge caverns. Usually the Dancing Hut appears near a thick forest or in a clearing within it.

All normal wildlife within a five-mile radius of the Hut will soon flee, leaving only certain magical creatures living in the Hut that directly serve Baba Yaga. Baba Yaga will tolerate no strong evil rivals around her, and most intelligent beings come to fear her more than death itself. Legends about Baba Yaga are found across dozens of alternate Prime Material planes. Normal humans, demihumans, and humanoids may flee if they are aware that she and her Hut have arrived in the area.

## The Hut's appearance

Baba Yaga spent much of her early life constructing the Dancing Hut, which now serves as her mobile fortress, home, and helper. The Dancing Hut is a small, windowless log cabin, hexagonal in shape, with

a decorated wooden roof. Only 15' wide and 12' high at the peak of the roof, with a small chimney on top, the Hut does not appear very impressive — except for the 12' long chicken legs coming out from the bottom.

When first sighted, the Hut will usually be "dancing" by spinning about rapidly on its feet. The Hut will make about one revolution every six or seven seconds, with the feet stamping the ground every half second. If someone is entering or leaving the Hut, the legs will fold up into a 2-foot-deep crawlspace beneath it, so that the Hut rests on the ground.

If so commanded by Baba Yaga, the two huge legs can move the Hut at a very rapid pace (48" over smooth ground, 36" over rough terrain or swampland, 24" through woods and mountains). About 2' thick, the legs are treated as AC -2 and may only be struck by magical weapons. Each leg has 45 HP, and if damaged by weapon blows will regenerate 3 HP per round. As noted below, the legs are immune to all magic.

When attacking (if commanded to do so, if attacked, or under other conditions described below), the legs strike as 10 HD monsters, once each per round, for 4-24 HP damage. If a leg catches a victim with a score of 4 or more over the roll needed to hit, the victim's arms are pinned by the claws, and the attacker may be crushed to the ground for 4-40 HP damage (40% chance), or hurled 20-120 feet away for 1d6 damage per 10' thrown (60% chance). Thrown characters must make a saving throw vs. paralysis or be stunned upon impact for 2-12 rounds, unable to move, attack, or defend themselves. Crushed characters will be hurled away in the following melee round.

No matter whether the Hut is spinning, fighting, or running, the interior will remain stable and calm, because of its extraplanar construction. Other powers of the Hut may be used under Baba Yaga's direction, and they are described in area 46 below.

The Hut itself is powerfully enchanted. Close examination will show fine magical runes covering every square inch of its outer surface. The Hut's exterior (including the legs) is not affected by any magical spell, and it will reflect spells cast directly upon it (such as *fireball*, *lightning bolt*, or *magic missile*), inflicting them on the caster. Area-effect spells not centered on the Hut will not be reflected back, but they will not affect the Hut, either. Though the walls are made of wood, the Hut is immune to all forms of fire, acid, cold, water, and lightning. Physical attacks have no effect upon the cabin section of the Hut.

No form of divination spell, not even a *wish*, will reveal the Hut's current location



(its protection resembles that offered by an amulet of proof against detection and location). "You'll find it when you see it," say the sages.

### The Hut's environs

Once she has arrived on a new world or land, Baba Yaga will quickly set about constructing an enclosure to set off "her" territory from everyone else's. Within a week, she will have finished work on the enclosure. For as long as she plans to stay, she'll regard it as her home. If the Hut is encountered, refer to the material below, which describes the usual environs.

Surrounding the Hut in a 45' wide circle is a "picket fence" of twenty-four sharp stakes, each about 5' tall, with a human, humanoid, or demihuman skull resting on the spike. The skulls are enchanted with *magic mouth* spells (see below). When the sun disappears in the evening, a magical flame appears within each skull that illuminates as a *light* spell.

A number of special magics have been cast around the Hut to encourage polite visitors to enter, while preventing rude guests from leaving. A squeaky gate about 4' high and 4' wide, made of human bones, is set in the row of stakes around the Hut. The gate has a low intelligence and is aware of living beings within 10'. It will swing outward to open, allowing anyone who approaches to enter, but it will not permit anyone to leave. If someone tries to leave while the gate is opening to let someone else in, the gate will bang shut, knocking both people down on the inside of the "picket fence" and automatically doing 1-6 HP damage to each of them. Anyone who oils the gate's hinges, however, will be allowed to enter and leave as he likes.

If someone begins to pass between the skull-topped stakes (a logical move, since the stakes are set about 6' apart), the two skulls closest to him will suddenly animate, speaking harshly in the local "common tongue." They'll warn the character to enter or leave only through the gate. Anyone who continues to pass between the two skulls after this warning will be struck suddenly by a special form of the *burning hands* spell from each skull; each spell does 25 HP of damage. Each skull may use this power three times per day, at a 6' maximum range. The skulls may be struck and broken by normal weapons; they are AC 2, taking 10 HP each, but they will use their spells to defend themselves.

Attacking the skulls at long range will provoke them into launching *fireball* spells at their attackers. These *fireballs* have a range of 350 yards and effects (damage, etc.) as if they were cast by a magic-user of 5th level. Each skull may launch two such *fireballs* per day, but only one skull may fire per round at any one attacker. Bystanders will not be fired upon, though they may be caught in the area of effect of a *fireball* blast.

A character who *teleports*, *levitates*, *flies*, or otherwise manages to "illegally" get past

the skulls will have other problems. The moment the character touches the ground inside the fence, the grass under the character's feet will come to life and attack the character as if an *entangle* spell were cast. Bushes, weeds, and even trees will join in the attack. The Dancing Hut will then walk over and attack immobile characters at +4 "to hit," and slowed characters at +2, attempting to throw them out of the "yard." Fire-based spells will kill the grass, though anyone caught in the grass will also be subject to damage from such attacks.

### Entering the Hut

Once someone has made his way past the gate (and/or the animated vegetation and the skulls), there comes the problem of how to get the Hut to stop spinning and settle down to the ground. The command phrase needed to enter Baba Yaga's Hut can be found by the casting of a *divination*, *legend lore*, *limited wish*, *alter reality*, *wish*, or *vision* spell. The character will then know the command phrase: "Little hut, little hut, turn your door to me!" The command can be spoken in any language; the Hut will understand immediately. The Hut will stop, turn its door to the speaker, and settle to the ground.

Unfortunately, the wooden door to the Hut is *wizard locked* at the 25th level of ability, though it may be opened by the usual methods (note that the effectiveness of *dispel magic* is reduced for all lower-level characters). The door cannot be broken by any force or power. Characters will quickly note that the door frame is composed of bones, and the hinges are made from human hands.

A mouth full of sharp teeth will appear in the center of the door when anyone gets within 10' of it. The mouth will tell the characters (in their common tongue) to act with proper courtesy while in the Hut and to mind their own business. "Spies and thieves will be eaten," it adds. The mouth cannot be dispelled, and it has no other powers.

From 5-20 minutes after a character or party enters the front door, the Hut will rise to its feet and begin "dancing" again. Characters inside the Hut may stop the "dancing" and leave the Hut again by the methods described in area 1 below.

### The Hut's interior

The layout of the rooms within Baba Yaga's Hut is highly peculiar, and may disrupt most mapping attempts after the first few minutes of movement. Baba Yaga constructed the Hut around a tesseract, a four-dimensional figure composed of eight normal cubes joined together along their faces.

The floors within the Hut lie along the different sides of the tesseract, producing seemingly impossible (at least, from a three-dimensional point of view) room connections within the Hut. However, it is not necessary for referees to have a working knowledge of four-dimensional geometry in

order to run characters through the Dancing Hut. Each area of the Hut that rests along a face of the tesseract is described separately from all the others. Notations show which other rooms can be reached from each area, and each exit (doorway, stairwell, and so forth) is marked accordingly on the accompanying maps.

### Spell alterations

Aside from the Hut's immunity to and partial reflectivity of magic, the interior of the Hut produces some unusual alterations in magical spells. To begin with, no magical spell, spell-like effect, or psionic discipline will function beyond the range of a single area within the Hut's tesseract. A spell cast from area 1 toward area 2 will vanish in the doorway between the two areas. However, a spell can be cast from room to room if both rooms lie in one area of the tesseract. If the door is open to the outside in area 1, any spells cast outside the Hut to the inside (or vice versa) will be dispelled the instant they enter the doorway.

However, spells cast upon one's person or upon an object will continue to function if the person or object is taken from area to area within the Hut. Thus, a mage with *invisibility* would still be invisible after going from area 1 to area 2.

The ranges of all divination-type spells cast from within the Hut are restricted to the area where the spells are cast; other areas cannot be so examined. Peering into other planes from within the Hut is not possible, except within certain areas as noted. The Hut cannot be "spied on" from any source external to it, and is not open to the Astral and Ethereal Planes, again except within certain areas.

In addition, anyone who casts a divination-type spell or uses a psionic power within the Hut will be cursed in a special way. Baba Yaga hates snoops, and has cast magic spells that will cause an invisible brand (shaped like a chicken's track) to appear on the face of anyone using divination powers within her Hut, whether from spells, psionics, or a magic item. Anyone may see the brand using a *detect magic* or *detect invisibility* spell, but it may only be removed by a *dispel magic* or *remove curse* spell (against 25th-level magic) cast by a spellcaster of 16th level or higher. If Baba Yaga sees someone with such a brand, she will feel instant hatred for that person and will do all she can to have him slain and cooked for dinner.

Clerics and druids will not be able to recover any spells above the 2nd level of power while they are within the Hut, because of its extra-planar construction (cutting the cleric/druid off from his deity). Magic-users and illusionists can recover their spells normally.

A number of spells will not function or will have altered effects if cast within the Hut. Below is a list of unusual spell effects produced within the Hut, with brief notes on why the alterations occur.

A letter in parentheses after a spell name



indicates that the spell's normal effect is totally or partially negated, for a certain reason:

(A) indicates the spell will not work against any "animal" found within the Hut since these animals possess magical or paranormal powers and are technically considered to be "monsters." Spells that specifically work against "monsters" or fantastic creatures in general (*hold monster*, for instance) will work against these beings.

(H) indicates the spell will not work if cast upon any stone, metallic, or wooden part of the interior of the Hut that is an integral part of the Hut's construction (floors, walls, ceilings, and doors). However, loose items such as weapons, knick-knacks, furniture, and so forth may be affected.

(E) indicates that no natural environment exists within the Hut (i.e., there are no normal animals or insects that can be summoned, no weather to be controlled, etc.), thus the listed spell will not function.

(P) indicates the spell will not work because no contact with or travel across other planes can be performed while in the Hut, unless the spell is cast within certain areas detailed below. Contact with deities is not possible for this reason.

Other spell alterations specific to certain areas of the Hut are given in the area descriptions. The descriptions of Baba Yaga and her two "daughters" should be consulted to determine the effects of spells cast against them, either within or outside the Hut.

#### Cleric spells

*Aerial servant* — (P)

*Animate object* — (H); objects found within the Hut may be animated, but will never obey anyone but Baba Yaga and will never attack anyone unless Baba Yaga so commands them.

*Astral spell* — (P)

*Commune* — (P)

*Conjure animals* — (E)

*Control weather* — (E)

*Detect evil/good* — The Hut has no alignment, though the inhabitants do.

*Detect magic* — The entire Hut radiates magic so powerfully that even non-magical or weakly magical items will show up as "strong" sources of magic, making this spell useless.

*Dispel magic* — This will function normally, though it will not affect the powers of the Hut itself. Spells cast by characters within the Hut may be dispelled. Check Baba Yaga and her "daughters" for the appropriate spell levels they operate at.

*Divination* — (P)

*Earthquake* — (H)

*Exorcise* — Has no effect upon the Hut, though it may break charms, curses, and like cast upon characters.

*Find the path* — This spell will produce meaningless results if cast with the intent of finding something in any area of the Hut from anywhere outside that area. The reverse, *lose the path*, functions normally.

*Find traps* — All doorways leading from one area of the Hut to another (crossing faces in the tesseract) will be detected as traps by this spell (as *alteration magic*).

*Gate* — If cast within the Hut, and if Baba Yaga is present, it will alert her to the presence of the spellcaster and his exact location instantly. Baba Yaga will not be summoned to the caster, but will come on her own to investigate, fully prepared.

*Holy/unholy word* — This spell will not cast anyone back to his home plane, though it works normally otherwise; it will affect opposite-aligned beings just as it does everyone else.

*Insect plague* — (E)

*Know alignment* — See *detect evil/good*.

*Locate/obscure object* — See commentary on *find the path*.

*Plane shift* — If cast within the Hut, the *plane shifted* character(s) will be randomly transported to one of the 48 areas across the tesseract in the Hut. The area arrived at may be determined by rolling a d4 and a d12. If the d4 rolls a 1, the characters arrive at room 1-12; if a 2 is rolled on the d4, room 13-24, and so forth, rolling the d12 to select the exact room. The exact point within an area at which the characters arrive may be chosen by the referee as desired.

*Speak with animals* — (A)

*Spiritual hammer* — (P)

*Stone tell* — Any stone that forms a part of the interior of the Hut will refuse to cooperate with characters who request information from it, instead insulting them intolerably and calling for help from Baba Yaga for the spell's duration, unless otherwise dispelled.

*True seeing* — No ethereal, out-of-phase, or astral beings or objects will be seen, since the Hut does not connect to those planes.

*Word of recall* — (P)

#### Druid spells

*Animal friendship* — (A)

*Animal growth/reduction* — (A)

*Animal summoning (any)* — (A)

*Animate rock* — (H); see cleric spell *animate object*.

*Anti-animal shell* — (A)

*Call lightning* — (E)

*Call woodland beings* — (E)

*Chariot of Sustarre* — (P)

*Charm person or mammal* — (A)

*Commune with nature* — (E)

*Conjure earth elemental* — (E)

*Conjure fire elemental* — (E)

*Control weather* — (E)

*Creeping doom* — (E)

*Detect magic* — See cleric spell.

*Detect snares & pits* — This spell will only locate simple pit traps within the Hut (if any are present).

*Dispel magic* — See cleric spell.

*Heat metal* — (H)

*Hold animal* — (A)

*Insect plague* — (E)

*Invisibility to animals* — (A)

*Locate animals* — (A)

*Pass plant* — (P); works only if transport-

ing within an area in the Hut, not intending to leave it.

*Predict weather* — (E)

*Speak with animals* — (A)

*Stone shape* — (H)

*Summon insects* — (E)

*Transmute metal to wood* — (H)

*Transmute rock to mud* — (H)

*Transport via plants* — (P); see *pass plant*.

*Turn wood* — (H)

*Warp wood* — (H)

*Weather summoning* — (E)

#### Magic-user spells

*Animal growth/reduction* — (A)

*Anti-magic shell* — Will not prevent any functions of the Hut from working (i.e., walking, attacking, etc.); in addition, if this spell's area of effect touches a doorway leading to another face of the tesseract, the doorway vanishes completely for 2-24 hours, replaced by an impenetrable gray wall. The doorway will reappear after the 2-24 hours.

*Astral spell* — (P)

*Bigby's hand (any)* — The *hands* will be dispelled if they are made to cross a doorway from one area of the tesseract into another.

*Blink* — (P)

*Cacodemon* — (P)

*Cloudkill* — This spell will not spread into any other areas in the Hut except for the one in which it is cast. The cloud cannot cross into other faces of the tesseract.

*Conjure elemental* — (P)

*Contact other plane* — When cast, this spell will drive the spellcaster instantly insane with a random insanity from the DMG; unless given a *remove curse* spell, the mage will be insane for 4-48 weeks. Nothing else will be gained from this spell. Baba Yaga may use this spell normally in the Hut.

*Control weather* — (E)

*Detect evil/good* — See cleric spell.

*Detect invisibility* — See cleric spell *true seeing*.

*Detect magic* — See cleric spell.

*Dig* — (H)

*Dimension door* — (P)

*Dispel magic* — See cleric spell.

*Distance distortion* — (P); spell requires an earth elemental.

*Drawmij's instant summons* — (P)

*Duo-dimension* — (P)

*Enlarge/reduce* — No effect upon the Hut.

*Erase* — No effect on the runes on the outside of the Hut or on Baba Yaga's skin.

*Find familiar* — No response will come to this summons if cast in the Hut.

*Gate* — See cleric spell.

*Hold portal* — No doorway within the Hut will accept this spell from anyone but Baba Yaga; attempts made by other people will fail.

*Identify* — If this spell is cast upon the Hut itself, the mage will receive but one bit of information: this is indeed Baba Yaga's Hut. Nothing else will be learned.



*Imprisonment* — (P)

*Incendiary cloud* — See *cloudkill*.

*Invisible stalker* — (P)

*Legend lore* — See *identify* and note  
ut finding command words to enter  
; aside from this, nothing else will be  
learned.

*Leomund's secret chest* — (P)

*Locate object* — See cleric spell.

*Magic mouth* — If cast upon a wall,  
ceiling, or floor within the Hut, the *magic  
mouth* will verbally abuse the caster, contin-  
uing to do so for one round. Baba Yaga may  
use this spell normally within the Hut.

*Maze* — This spell will randomly shift  
the victim to one of the 48 areas within the  
tesseract, as per the cleric spell *plane shift*.  
The victim will be left in the new area after  
the spell's duration ends.

*Monster summoning* (any) — If any  
*monster summoning* spell is cast within the  
Hut, the spell will bring one of the following  
beings from the listed area of the Hut.

I — Manes demon (from 33)

II — Lemure devil (from 33)

III — Vladimir the giant cat (from 1)

IV — Harginn grue (from 22)

V — Piscodaemon (from 34)

VI — Annis (from 36)

VII — Night hag (from 19)

None of the above summoned beings will  
be well disposed to the summoner, and are  
not under any compulsion to obey his or-  
ders. All beings except Vladimir will attack  
once; Vladimir will flee.

*Mordenkainen's faithful hound* — The  
ound so summoned will begin barking at  
the player-character party, attempting to  
summon Baba Yaga or her minions (the  
essence of the phantom hound is drawn  
from the Hut, and thus serves the Hut's  
builder). It will obey Baba Yaga's every  
command. Anyone turning his back to the  
hound will be attacked. If the mage who  
summoned the hound passes through a  
doorway from one area (face) of the tes-  
seract to another, the hound will be dis-  
pelled immediately. The hound can be  
dispelled by normal means, too.

*Move earth* — (H)

*Passwall* — Will allow movement  
through interior walls of an area, but won't  
permit movement from one area of the Hut  
to any other area if travel across tesseract  
faces is involved. The user cannot leave any  
mapped area.

*Phase door* — See *passwall*.

*Power word* (any) — Will not affect  
inhabitants of any other area (face) of the  
tesseract but the area it was cast in.

*Prismatic sphere* — The violet globe will  
send those touching it to another of the 48  
areas within the tesseract, determined as  
per the cleric spell *plane shift*.

*Project image* — Will not form an image  
any area of the Hut other than the one  
spellcaster is in.

*Rope trick* — This spell will create a  
temporary opening into a random area of  
the Hut, determined as per the cleric spell  
*plane shift*.

*Spiritwrack* — Will function against

certain extra-planar inhabitants of the Hut  
if true names are known, but not against  
Baba Yaga.

*Stinking cloud* — See *cloudkill*.

*Telekinesis* — If an item is *telekinse*d  
across a doorway leading to another area of  
the Hut (in a different tesseract face), then  
the spell's effect on the object ceases.

*Teleport* — See druid spell *pass plant*.

*Tenser's floating disk* — The disk will be  
dispelled the moment it or the spellcaster  
crosses a doorway leading from one area  
(face) of the tesseract to another one.

*Transmute rock to mud* — (H)

*Unseen servant* — The servant will not  
obey any commands of the caster, instead  
pushing against the caster as he moves  
(adding an extra 400 gp worth of encum-  
brance to him) for the duration of the spell  
(see *Mordenkainen's faithful hound*). The  
servant may be dispelled. Baba Yaga may  
use this spell normally.

*Vanish* — (P)

*Wall of iron/stone* — If the wall created is  
larger than the dimensions of the room in  
which it was created, the wall will not ap-  
pear and the spell will be lost.

*Wizard eye* — This spell will be dispelled  
if made to cross a doorway from one area of  
the Hut to another.

*Wizard lock* — See *hold portal*.

#### Illusionist spells

*Astral spell* — (P)

*Conjure animals* — (P)

*Detect invisibility* — See m-u spell.

*Detect magic* — See cleric spell.

*Dispel illusion* — Check Baba Yaga's  
spell level (as per *dispel magic*) if this is  
used against her magic.

*Fog cloud* — See m-u spell *cloudkill*.

*First level magic-user spells* — See the  
appropriate spell descriptions.

*Magic mouth* — See m-u spell.

*Maze* — See m-u spell.

*Prismatic spray* — The violet ray will  
hurl affected characters at random to one of  
the 48 areas within the Hut, as per the  
cleric spell *plane shift*.

*Prismatic wall* — The violet curtain will  
work as per the note under *prismatic spray*  
(see also m-u spell *prismatic sphere*).

*Rope trick* — See m-u spell.

*Summon shadow* — (P)

*Vision* — See m-u spell *contact other  
plane*.

*Wall of fog* — See m-u spell *cloudkill*.

In addition to the above, any new spells  
being used in a campaign should be evalu-  
ated by the DM to determine any changes  
in their effects prior to running this adven-  
ture, using the above spell effects as a yard-  
stick. Past issues of DRAGON® Magazine  
have presented new spells for the various  
classes, but these will not be detailed here.

The Dancing Hut cannot be destroyed by  
any magic the player characters bring  
against it. Even powerful items like a *rod of  
cancellation* or *sphere of annihilation* should  
have a limited effect against the Hut or any  
of its innate powers, as long as Baba Yaga is  
alive. The Hut was built to last.

#### Magic item alterations

Potions: Magical potions will have the  
same effects in Baba Yaga's Hut as the  
equivalent spell or psionic power (for exam-  
ple, *oil of ethereality* and a *potion of ani-  
mal control* would generally be useless).  
*Treasure finding* potions will not detect the  
presence of the Hut at all, and the drinker  
will be branded with a "chicken track"  
stigma as well (see spell alterations).

Scrolls: All scroll spells function the same  
as the spells they are drawn from. *Protec-  
tion from magic* scrolls will affect the Hut as  
the magic-user spell *anti-magic shell*,  
though they may deactivate a certain item  
within it or on the party and burn out (see  
effects of *rod of cancellation* on doorways in  
the Hut, described below).

Rings: Those rings duplicating spell  
effects produce the same result as the spell  
itself. *Djinni summoning* rings will not  
work, as per the various *summon elemental*  
spells, and a *ring of shooting stars* will not  
function within the Hut, since there is no  
"night" inside. Re-roll all malfunctions of a  
*ring of spell turning* so that the wearers do  
not fall into the Positive Material Plane.

Rods, staves, & wands: Devices duplicat-  
ing spell effects will produce the same  
results as the spells themselves. A *rod of  
cancellation* has no effect upon the Hut  
other than eliminating doorways that tem-  
porarily lead from one tesseract area to  
another. (And in the process, destroying the  
*rod*; see magic-user spell *anti-magic shell*.)  
A *rod of cancellation* will work against  
mundane magical items, though. A *rod of  
lordly might* cannot use its direction-finding  
or depth-finding abilities. A *wand of nega-  
tion* has no effect upon the Hut.

Weapons, armor, & protective devices:  
Generally, no alterations of the powers of  
these items will occur, unless otherwise  
implied by the above magical changes (for  
example, *plate mail of ethereality* will not  
allow the user to go ethereal).

Miscellaneous magic items: Many de-  
vices will become useless when brought into  
the Hut or will have altered powers. Items  
duplicating spells or psionic powers will  
produce effects as described elsewhere.  
Those items which make use of extra-  
dimensional spaces to store things (e.g., a  
*bag of holding*) will not function — except  
for a *portable hole*, which will open into a  
random section of the tesseract (see above  
for cleric spell *plane shift*). A *mirror of life  
trapping* will not function. A *cubic gate*,  
*amulet of the planes*, *well of many worlds*,  
or similar device will shift characters else-  
where within the Hut, as described above.

Items that establish contact with one's  
deity, or that require such contact to func-  
tion (*incense of meditation*, *necklace of  
prayer beads*, *candle of invocation*, etc.),  
will not work. A *talisman of pure good* (or  
*ultimate evil*) will not produce any effects. If  
a *book of infinite spells* is left on the Prime  
Material Plane while the user goes into the  
Hut, the user cannot use the spells in it.

If a *sphere of annihilation* is brought near  
the Hut, the Hut will automatically back



away from it at maximum speed once the *sphere* gets within 24". The Hut can detect the presence of the *sphere* in various ways and will seek to avoid contact with it if possible. If contact cannot be avoided, the Hut will attempt to *plane shift* to another universe, if under Baba Yaga's command (see area 46); if not under her command, the Hut is allowed a saving throw (of 3 on a d20) against the *sphere* to avoid destruction if it is touched; a successful save means the *sphere* was cast into another universe, *plane shifted* away.

#### Psionic alterations

Baba Yaga's Hut produces alterations in psionic powers as well as magical ones. And, to make matters worse, the Hut attracts cerebral parasites as a side effect of its planar travel capabilities. Any psionic character within 120' of the Hut who uses a psionic talent (attack/defense mode or discipline) will immediately attract 2-20 parasites to him per round. Any method used to get rid of the parasites will last only one round, and more will come after that. (Assume there are hundreds hovering around the Hut at any time, as well as dozens within each area inside it.)

As long as characters are able to use psionic abilities, here are the alterations that will occur within the Hut to such talents:

**Animal telepathy** — Generally ineffective; all encounters within the Hut are with "monsters," except for those described as "innocent."

**Astral projection** — (P)

**Clairaudience** — Not effective if attempting to "spy" through doorways into other areas in the tesseract.

**Clairvoyance** — See *clairaudience*.

**Detection of good/evil** — See cleric spell *detect evil/good*.

**Detection of magic** — See cleric spell *detect magic*.

**Dimension door** — (P)

**Dimension walk** — Use of this power will cast the psionic into one of the 48 areas of the tesseract at random (see cleric spell *plane shift*), but will also stun the psionic for 2-8 rounds, leaving him helpless.

**Etherealness** — (P)

**Molecular agitation** — (H); can only be used within one area of the tesseract.

**Molecular manipulation** — (H)

**Molecular rearrangement** — (H)

**Object reading** — Same result as m-u spell *identify*; use of this talent will cause the psionic to be marked with the "chicken track" stigma noted above, producing a very unfavorable reaction from Baba Yaga.

**Probability travel** — Same effect as cleric spell *plane shift*.

**Sensitivity to psychic impressions** — Any use of this talent within the Hut will cause the psionic to gain the "chicken track" stigma mentioned above. The only vision gained will be of Baba Yaga herself, staring into the psionic's eyes; the psionic must save vs. will-force spells (wisdom bonus included) or be affected as if by a *scare* spell (all races can be so affected).

**Telekinesis** — See m-u spell.

**Teleportation** — See druid spell *pass plant*.

#### Wandering encounters

Random encounters with inhabitants of the Hut are possible as the party wanders through. The DM should design a "wandering monster" table that includes most beings that might be met in the Hut in general. Note that areas 12 (any room but A and B), 14, 17, 33 (lab only), and 46 should have no random encounters other than those listed for them. Wandering encounters should be rolled for at the start of every game turn (10 rounds), with a roll of 1 on a 6-sided die indicating an encounter will take place.

Dungeon Masters may give some of the encountered beings magical items, and otherwise adjust the "wandering monsters" to suit their campaign. Some suggested encounters (only briefly outlined) follow. DMs should take the time to work out encounters in detail before an adventure begins. At the DM's option, certain encounters (particularly the annis maids and various daemon servants) may be considered "extra" beings not otherwise listed in the area descriptions below.

Possible encounters:

1-4 annis maids on an errand, from 41.

1 arcanadaemon with 1-2 yagnodaemon assistants, visiting the Hut on business with Baba Yaga.

1-4 derghodaemons from 48, carrying heavy crates full of treasure or garbage.

4-16 diakka, summoned from Hades, holding brooms and dustpans (cleaning the Hut).

1-3 greenhags from 11, taking a stroll through the Hut.

1 night hag, visiting Baba Yaga from Hades, with 2-8 hordling servants.

1-4 lost and demoralized captives, who escaped from an annis guardian. Most of them will be 0-level humans; some might be adventurers.

Natasha the Dark, with 3-6 Type III demons as servants, from 15.

Elena the Fair, from area 17; 50% chance she is wandering alone, and 50% chance she is with Vladimir the giant cat (from 1).

Baba Yaga: 50% chance she is alone, 30% chance she is with a nycadaemon, 20% chance she is advising a lich, mage, or archmage visitor.

#### Area descriptions

Following are descriptions of the 48 different areas within the Hut's tesseract; each area may contain one or more separate rooms, and each room may be of wildly variable size and shape. Though a tesseract has faces of equal size, Baba Yaga's use of teleporters within the tesseract allows this variability. Gravity is normal in all rooms.

Each area is connected to other areas by special trans-planar gates. Most of these gates look like normal doorways, though some are built into staircases going up and down between areas. Unless certain spell

effects tell them otherwise, characters will probably not know when they are crossing from one area to the next. If Baba Yaga, her cat or servants, or her two "daughters" approach any doorway in the Hut, the door will automatically open for them and close one segment after they pass. All other beings (including characters) must force the doors open using normal strength rolls.

In certain areas, secret doors have been built into the floors and ceilings. Many of these open directly into other areas, though no ladders or stairways are around. These portals are enchanted so that if Baba Yaga, her servants, or her two "daughters" call out a command word ("Up!" or "Down!") when standing next to the portals, they will receive a *levitate* spell for 1 round that automatically takes them up or down safely to the next floor. However, this will not work for any other characters.

Regardless of the weather conditions outside, the interior of the Hut (in all areas, unless otherwise stated) is pleasantly warm and dry. Unless stated otherwise, most rooms in the Hut appear to have walls made of dark, stony material. The DM may add extra details as desired.

The following abbreviations are used in the room descriptions: CH = ceiling height; IL = illumination; CL = *continual light* (magic-user spell, 25th level); ND = effect cannot be dispelled. Many area descriptions contain map references as capital letters; the referee should use the text and the map simultaneously to get the fullest possible understanding of the appearance or configuration of an area.

1) Hut — CH, 7' flat; IL, oil lantern on table.

The first room entered in the Hut resembles an old peasant woman's hovel; the floor is packed earth, with wooden walls and ceiling rafters. A small wooden table with one chair sits in one corner of the hexagonal room with a washbasin beneath it; a wood-burning stove (A) with a chimney rising to the center of the ceiling rests in the opposite corner. Near the stove is a small straw-filled mattress with a worn quilt over it. Clothes pegs, shelves, bread boxes, combs, eating utensils, and sewing supplies complete the room's contents.

A secret door on the floor is covered by the washbasin under the table; wooden stairs lead down to a cellar (area 19). A wooden ladder (B) is fixed against the wall next to the table, apparently leading up to an attic. If someone climbs it, however, he will pass through a gateway and come out through the floor in area 7. On the wall of the Hut opposite the front door is another door made of old wood; it leads into area 2.

Several peculiar things will be noticed if characters take the time to explore this area. The stove automatically *reduces* all non-living materials placed inside it to one-fourth normal size, until the material is removed. A basket next to the stove contains charred goblin, elf, and human bones jumbled together; all have marks on them



as if a creature with sharp teeth gnawed away what meat they had.

The only live encounter here is with Baba Yaga's cat, a large gray tabby named Vladimir (treat as an 18 HP giant lynx, neutral alignment). Vlad uses limited *telepathy* to communicate with intelligent beings within 10' of him, and can *detect lie* with 99% accuracy. He can *hide in shadows* and *move silently* with 99% success, and can surprise opponents on a roll of 1-5 on d6. Vladimir will speak only to those who treat him well, and will ignore all others. He can offer limited advice to the PCs (as much as the referee wants to impart).

If not forcibly held open, the front door will shut on the round after the last character enters, and will be *wizard locked* again. Any successful attempt to open the door from the inside after this will cause the Hut to stop "dancing" (if it had started) and lower to the ground in the same round the door was opened.

**2) Entry Hall — CH, peaked roof along long axis of room, 60' high at center, 30' at sides; 1L, 3 CL spaced evenly along roof.**

The walls, floor, and ceiling in this grand room are made from fine oak, with four 15' x 30' tapestries hanging from the walls. The tapestries are woven from gold, silver, brass, platinum, mithral, copper, and adamantite wire, depicting scenes of great palaces from other worlds and lands. The value of each tapestry is staggering (40,000 gp each). Two circular stairwells descend to areas 1, 3, 5, and 6.

Six translucent, glass-like colored statues stand near the doorways in this area. All of the statues will animate if any attempt is made to steal the tapestries (and they can also animate upon Baba Yaga's command). The statues are AC 0, 9 HD, 40 HP, MV 12", and may strike once per round at opponents. The attacks differ from statue to statue, duplicating the effect of a *prismatic sphere* spell according to the each statue's color. Statue A is red, B is orange, C is

yellow, D is green, E is blue, and F is indigo; thus, a strike from C would do 40 HP damage, one from D would cause the victim to save vs. poison, etc. The statues are immune to all magical spells except the spells that negate the effects of the individual colors of a *prismatic sphere*, and if a statue is struck by the right spell, it is destroyed. Statue A would be destroyed by a *cone of cold*, for instance, but this spell would not affect any other statue. Unless Baba Yaga commands them to do so, the statues will not leave the room.

Attempts to remove the tapestries from the walls will cause them to unravel and be destroyed. Roll a bend bars/lift gates chance for each character trying to pry a tapestry free; if the roll succeeds, the tapestry leaves the wall and falls apart in 1-4 rounds. The value of the unravelled wire is 5,000 gp per hanging. Only if a *mending* spell is cast upon a tapestry while it is unravelling will it be preserved.

**3) Audience Chamber — CH, 20' over square floor, 15' over throne level; 1L, wall behind throne radiates red light (ND).**

This chamber is used by Baba Yaga when hearing petitions from mortals who are not spellcasters of "name level" (11th level for magic-users, 12th level for druids, etc.). Being exceptionally cautious (and somewhat paranoid), the witch has placed a magically enlarged trapper on the square floor before her throne. The trapper covers 2,500 square feet, but is otherwise like others of its kind; it has 83 HP. It will only attack on Baba Yaga's command, unless an offensive spell or physical attack is directed against it.

Stairs lead up to the throne level, 5' above the floor. The throne is made of a solid block of red quartz, extensively engraved with runes and symbols of magical power. The throne is immune to blows and magic, and is fixed to the floor as well, so treasure hunters cannot take it. The wall behind the throne is red crystal glassteel, and radiates light from its surface.

Flanking the throne on either side are two

animated hill giant skeletons (HD 9, HP 40 and 52, 2-16/attack, otherwise as normal skeletons) at the two points labeled B. The skeletons cannot be turned by clerics, because of Baba Yaga's enchantments, and will only obey her. The skeletons, however, are not the major guardians of the throne: polymorphed into the forms of two ivory statues at the points labeled A are two mezzodaemons (85 and 97 HP) that will attack anyone who attacks Baba Yaga; the daemons will use *levitation* to avoid being caught by the trapper if necessary.

If Baba Yaga is not present, there is a 60% chance that one of the mezzodaemons will have polymorphed itself into her form and will be sitting upon the throne. It will act like her until attacked, and will generally hear petitioners out, tell them to go back to area 1, and then leave the throne room and report to Baba Yaga.

The three doorways in this room connect to areas 2, 4, and 6.

**4) Art Gallery — CH, each room (A-I) is domed, 20' high at center and 10' on sides; 1L, 1 CL in ceiling of each room.**







Numerous works of art from different universes hang or stand in the nine chambers in this area. Chambers A-H each contain 2-7 paintings or tapestries, and 1-4 statues (most of human subjects, but a few of nonhuman races). Some of the paintings and statues have magical powers, and may be developed by the DM as desired (some might be NPCs affected by *flesh to stone*). The large chamber, I, has 16 paintings and six statues, some magical (as noted above).

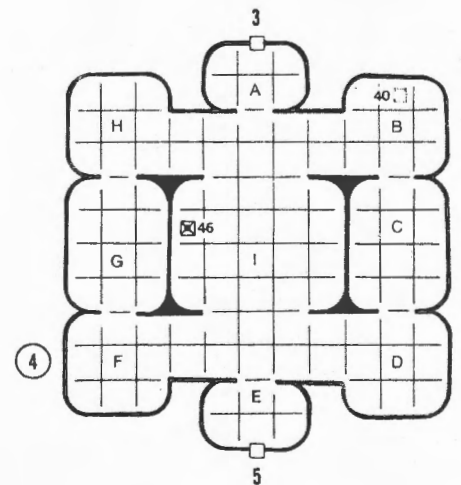
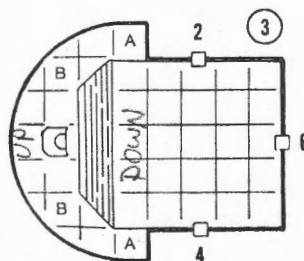
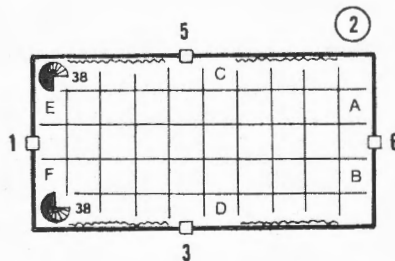
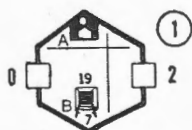
Wishing to use guardians that would not damage the artwork, Baba Yaga has caused four spectres (HP 36, 38, 41, and 47) to be forever bound to this area; they cannot leave it, and will attack anyone except the residents of the Hut (Baba Yaga, her "daughters," and her servants) and creatures from the Lower Planes like night hags.

Aside from the doors to areas 3 and 5, two secret passages are present here. Chamber B has a secret door in the ceiling that may only be opened if a *passwall* or *phase door* is cast upon it; the door is detectable only using magical means (*true seeing* or

## Key to maps

Scale: 1 square = 10 feet

-  Teleport points
-  Circular stairs (down/up)
-  Secret door (in ceiling)
-  Secret door (in floor)
-  Wall of force
-  Illusionary wall





...true sight spell, gem of seeing, etc.). The door leads into area 40.

A concealed door is hidden in the floor under an iron statue of the Hut in Chamber 1. The statue weighs several hundred pounds and requires a bend bars/lift gates roll to push aside. The statue will animate and step aside if Baba Yaga commands it, but if anyone else tries to move it, it will attack as an iron golem in every respect (AC 3, MV 6", HP 80, kicking once per round for 4-40 damage, and pouring gas from the Hut's doorway every seven rounds). The door drops into area 46.

**5) Recreation and Dance** — CH, each room (A-E) is domed, 15' high in center and 10' high along walls in rooms A-D, 25' hemisphere over E; IL, 1 CL centered in ceiling in each room.

Each room in this area is devoted to a different form of game or hobby. Room A contains sewing materials and a small loom; B has assorted card and trinket games; C is a dressing room for dancers and actors, and D contains various musical instruments. Room E has a lowered floor in the center, 3' down, for dancers and actors to perform upon. The entertainers who perform here are usually ones who have been kidnapped by Baba Yaga, and they must please her with their performances in order to be released (poor performers are eaten).

The curtains that separate each room are enchanted to deaden all sounds passing through them, effectively isolating the rooms during musical performances or dances. Several magical items collected from various planes and worlds may be found here, but when rooms A, B, and D are not in use, permanent illusions are cast over them, making them appear to be storage rooms with nothing valuable in them. If she hasn't been encountered elsewhere, there's a 20% chance of meeting Elena the Fair (see area 17) in room D; she will be friendly, but won't permit the theft of any items.

The normal doorways here lead to areas 2, 4, and 6; a secret door detectable by normal means is in the ceiling in room C, and leads to area 33.

**6) Grand Throneroom** — CH, vaulted ceiling 60' high along long axis, down to 20' high at sides, supported by pillars; IL,

none except for 1 CL (red) over throne, 30' above floor.

The Grand Throneroom is an awe-inspiring structure, with floors and walls composed of black marble with veins of gold. The pillars lining the room are clear purple glassteel. The dark, starry ceiling is made of lapis lazuli, and has gems worked into fine gold decorations around it. Doorways to areas 2, 3, and 5 lead out from it.

At the head of the room is a raised dais 5' high, upon which four titanic human skulls, each 10' across, rest facing the opposite end of the hall. The skulls are made from carefully fitted sections of ivory, rendered hard as steel through enchantments. Centered between the skulls is the great throne of Baba Yaga, rising an additional 10' above the dais, reachable by a staircase.

The giant skulls are each AC -2 and have 40 HP apiece. Upon Baba Yaga's command, each may fire a ray of paralysis (as the wand) up to four times per day. In addition, once per day each of the two skulls closest to the throne may form a symbol (as per the magic-user spell) on its forehead, visible to anyone within 60'. One of the skulls has a secret door set in its side; on the floor inside the skull is another secret door, detectable only by magical spells or devices. This door drops down into area 12.

The throne is composed of a single block of black jet stone encrusted with rubies and amethysts; its value is beyond reason or counting. The throne is raised an additional five feet above the dais level, with a series of steps leading up to it. Baba Yaga's name appears on the throne in letters made from large rubies, each worth tens of thousands of gold pieces. The throne, however, cannot be damaged and the stones cannot be removed; anyone attempting to damage the throne must make a saving throw vs. death magic or die instantly.

The throne has other powers that can be activated by Baba Yaga's command. Three times per day it can generate a globe of invulnerability at the 25th level of power, and it can generate a prismatic sphere once per week upon command. The throne may cast fear (as the wand) once per turn, and rulership (as the rod) once per day. If anyone but Baba Yaga sits upon the throne, he will be instantly inflicted with megalomania and paranoia (as per the descriptions in the DMG insanity rules), and will receive 5-30

HP of damage as well (saving throw for half damage; insanity comes regardless).

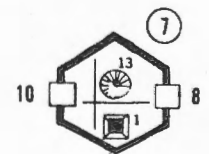
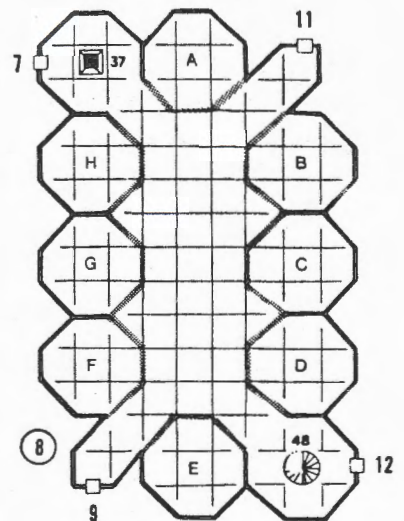
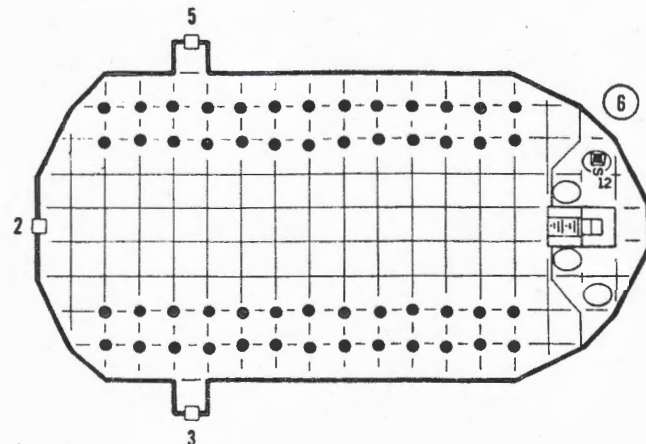
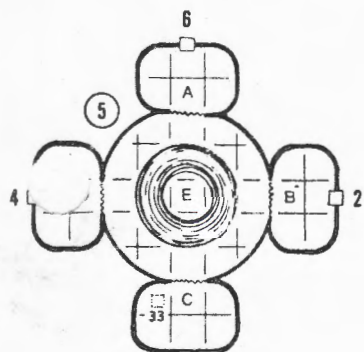
**7) "Attic"** — CH, 8' flat; IL, none.

The attic looks very much like what one would expect to see, except that no chimney rises through it from the stove (the chimney is in area 1's part of the tesseract), and the ceiling isn't pointed like the roof of the Hut. Scattered about the floor of the attic are trunks, chests, and boxes full of old clothing, used-up wands and burnt-out amulets, and the other useless paraphernalia that an ancient witch might accumulate. A spiral stair leads up to area 13, a trap door leads down to area 1, and normal doors lead to areas 8 and 10.

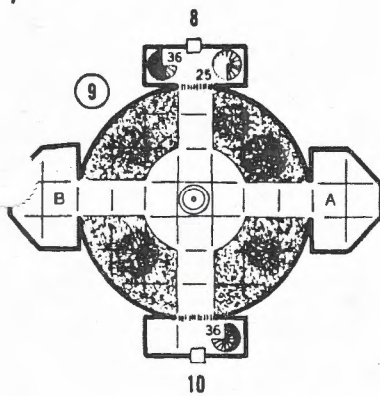
One of the trunks has a guardian familiar upon it which has received several extra enchantments. It will fight at a hasted speed if it attacks, always doing the maximum possible damage; it receives maximum hit points in all incarnations; and it can see invisible objects. The trunk it guards contains 20-80 gems, 20-50 jewels, and three magical items (of the DM's choice). Beneath this treasure is a silk cloth covering up a symbol of insanity inscribed on the trunk's bottom.

**8) Bestiary** — CH, 10' flat; IL, ceiling gives off soft light (as light spell) over area for 12 hours/day, then drops to almost total darkness for 12 hours (ND).

Eight octagonal cages are in this room, each separated from the other and from onlookers by walls of force that complete







their octagonal shapes. The walls of force may be removed or raised with a brief command phrase, which names the creature to be captured or freed; however, only magic-users of 12th level or higher will be able to use such commands successfully.

Each cage will magically create food and drink for its inhabitants, freshen their air, and otherwise keep the creatures alive. These cages may be used as prison cells, of course, whenever necessary. Most creatures are gotten in and out of this room by *reduce* spells or other magical means.

The DM should determine the contents of each cage (A-H), with an eye toward making the creatures caught here extraordinary in the extreme.

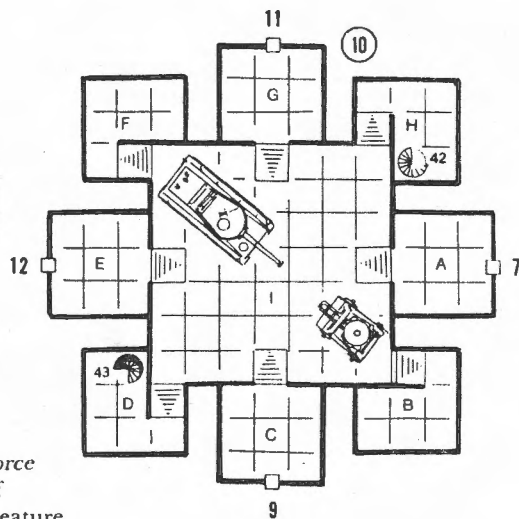
Doors connect to areas 7, 9, 11, and 12. A spiral staircase rises to area 48, and an elevator-like platform, clearly marked on floor next to the door to area 7, will lower anyone who stands upon it to area 37 in one round. It rises to area 8 again once the person has stepped off; people in area 37 can command it to lower to bring them up.

**9) Fungus Gardens** — CH, hemispherical dome over circular portion 35' high at center, 10' ceilings over side rooms; IL, none in side rooms, but see below for central chamber.

This area may be entered through doorways from areas 8 and 10, by one stairway down from area 25, or by two stairways coming up from area 36. The entrances to this area are screened by illusionary walls, which may be detected as secret doors or traps. Beyond the illusions is a large domed room; intense violet and ultraviolet light shines from the ceiling over a garden of fungi, mushrooms, and other bizarre plant life. Few of the plants are ambulatory, many are poisonous if eaten, and a few (by DM's whim) may have special properties.

The garden is quartered by four paths that meet at a small circular plaza, in the center of which is a fountain. Anyone who drinks from the fountain will experience some strange effects with each drink; the DM can invent a random-roll table of peculiar effects, most of them harmful.

The level of ultraviolet light in the room will cause characters to suffer visual problems if they stay there for long; for every five rounds spent in this room at one time, a character will gain a cumulative penalty of



-1 on his "to hit" roll, which will last for a cumulative duration of one turn — beginning as soon as the character leaves the room (because it will take a while for one's eyes to readjust to normal light). Thus, a character who spends ten minutes searching the room will have a -2 penalty "to hit" for 20 minutes after leaving the room. The ultraviolet light cannot be dispelled.

Rooms A and B are filled with gardening tools, biological experimentation equipment, tables, and botany notes. Room B has a large culture of green slime in a stone jar, with a *permanent illusion* cast upon it to make it appear to be a pile of gemstones.

**10) Grand Museum** — CH, rooms A-H have 10' flat ceilings, and room I has a 30' ceiling; IL, each room A-H has 1 CL in ceiling, while room I has 4 CLs in ceiling.

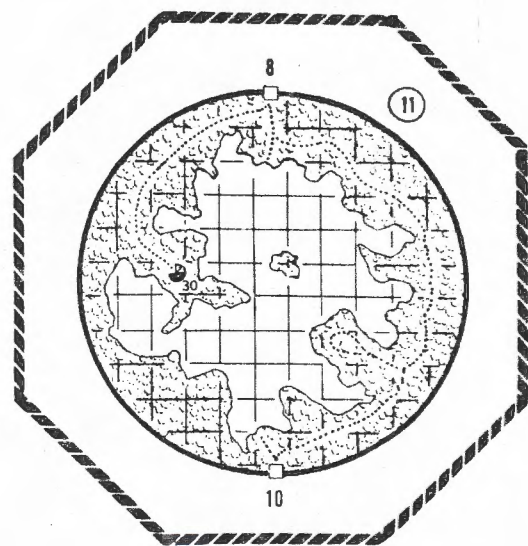
Numerous relics, few of them magical in nature, occupy the various rooms of the Grand Museum. All of the items here are trophies of Baba Yaga's wanderings, some taken in battle and some by stealth and magic. The hides of demons, devils, and dragons hang beside broken weapons taken from champions who opposed her in ages past. The largest items are two huge metallic vehicles in room I; one of them is a Soviet JS-1 tank she picked up while visiting Earth during the Second World War, and the other is a steam-powered war cannon made by dwarves from an alternate universe. Neither device is operable (even with a *wish*), and should serve only to confuse the characters. The tank and dwarven cannon weigh 43 and 25 tons respectively.

Additional items may be invented by the DM as desired; few trophies in the museum should be immediately recognizable for what they are, since Baba Yaga has a taste for the strange and unusual. A few trinkets may still possess their powers.

Inter-area doorways connect to areas 7, 9, 11, and 12 from here. Staircases rise to area 42, and descend to area 43.

**11) The Lakeland** — CH, hemispherical dome 275' high; IL, dim, equals twilight or overcast day (see below; ND).

Characters entering this enormous area



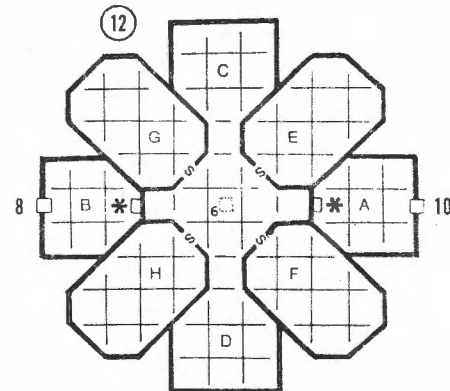
This map only: 1 square = 50 feet

from 8, 10, or 30 may at first believe they are outdoors. The Lakeland area is an enormous circular domed room 550' in diameter, with a shallow lake in the center of it surrounded by dense forestation. The lake itself is swampy and no more than 15' deep at the most, with algae and leafy plants covering much of its surface. Narrow footpaths wind their way around the lake shore from doorway to doorway, and over to a circular staircase hidden among the trees, leading down to area 30. The trees reach 20'-80' in height. The diffused light shines from the dome itself.

The lake is the home of three greenhags (HP 46, 52, and 61) who are close friends of Baba Yaga; the witch often turns captives loose in this chamber for the greenhags to feed upon. A fair amount of treasure (determined by the DM) has been accumulated here by the greenhags, kept well guarded on the lake bottom near their lair.

**12) The Vaults** — CH, 20' flat overall; IL, rooms A, B, and center chamber have 1 CL each in ceiling, all other rooms are dark.

Characters entering from area 8 or 10 will see only a bare room (A or B) with a door on the opposite wall. Walking through the door at the other end of the chamber (marked "\*") normally teleports characters directly across to the opposite room (from A to B, or B to A), unless the character casts a





dispel magic successfully at the door against 25th level magic, or uses an *anti-magic shell* spell or scroll of *protection from magic* field that crosses the doorway. If this occurs, the *teleport* effect is dispelled for 7-12 turns, and the characters may walk directly into the center chamber. A secret door, detectable by normal means, is set in the ceiling of this chamber.

Rooms C and D are storage areas for unusual minor treasures that Baba Yaga has picked up; some are worthless except as souvenirs, while others are rather valuable (items of jewelry and the like). From 2-5 magic items may be found in each of these two rooms; some of the items may be cursed or trapped in unusual ways.

The four major treasure vaults are rooms E, F, G, and H. The entrances to these rooms are not detectable without magical means (a *gem of seeing*, a *true sight* or *true seeing* spell, and so forth). Each secret entrance also bears a special curse, as determined by the DM. Any character attempting to open one of the doors could be *polymorphed* into a giant rat, *paralyzed* and rendered *invisible*, made *gaseous* for 2-8 hours (without equipment, and unable to cast spells of any sort), or cursed to see their allies and friends as deadly enemies. Baba Yaga will not be affected by these curses.

Anyone who gets past a door will find that each of the vaults has a guardian inside. Room E is home to a greater basilisk (65 HP), F has four slicer beetles (33, 35, and 47 HP), G has a dracolisk (45 HP), and two flesh golems guard room H. The exact treasure in each room is left to the DM, though it should be emphasized that despite the size of the vaults, they will not be stuffed with magical items or gold. Room E, for instance, might have three major magical devices, a small chest full of antique platinum coins, a rare magical tome, and several items of jewelry and rare tapestries set in cases on the walls.

None of the guardians will attack Baba Yaga because of her enchantments upon them, but they will attack anyone else who enters the chamber they occupy.

**13) Abyss Hall** — CH, 60' flat ceiling over walkway; IL, none.

This central hall has a cross-shaped 10' wide walkway running along what appears to be the edge of a great abyss. Anything that falls off the walkway will drop for a full round at ever-increasing speed, and will then suddenly be cast out of the Hut through a one-way magical *gate* into a random section of the Astral Plane. Because the *gate* effect lasts for only a moment, this section of the Hut is not considered open to other planes, and spells that won't function because they require contact with other planes will also not function here. No guardians usually patrol this area. Note the potential use in this area, for or against the party, of spells like *push* and *telekinesis*.

Doors lead out from this area to areas 14, 15, 16, and 17, and staircases connect with areas 19 (above) and 7 (below).

**14) Baba Yaga's Chambers** — CH, 10' flat in room A, 40' peaked ceiling in room B, 20' flat in rooms C-F; IL, see below.

Anyone passing through the doorway from area 13 to area 14 will find himself in a stony, octagonal room which contains nothing at all. Only magical devices like a *gem of seeing* or spells like *true sight* or *true seeing* have a chance to detect the secret door on the opposite wall. Even if it is detected, the secret door will only open if a *passwall* spell or a *wish* is used on it. It automatically opens at Baba Yaga's touch. One guardian resides in room B: a farastu demodand (64 HP) that has made itself *invisible* and will attack anyone but Baba Yaga, her servants, or her "daughters."

Baba Yaga's personal chambers are dimly lit by small candles set upon tables, chairs, wall mountings, and elsewhere. Room B is rather spacious, and contains only a few articles of furniture (a workbench, several chairs, a writing table with chair, and several small bookshelves). Nothing appears to be of any value here, at first glance. Doors lead to areas 15, 17, and 18. A secret door in the floor, covered by a rug but detectable by normal means, leads to area 40. A *rug of welcome* that appears shabby and faded rests on the floor by the door to area 18.

The side chambers are screened by thick curtains; if anyone but Baba Yaga touches them, the curtains will animate and fold out

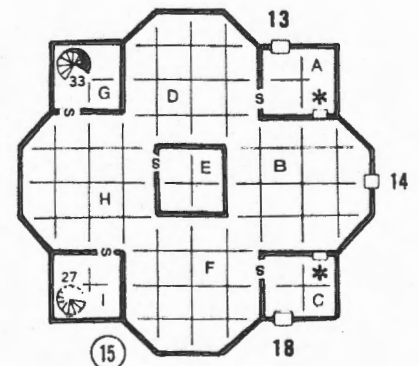
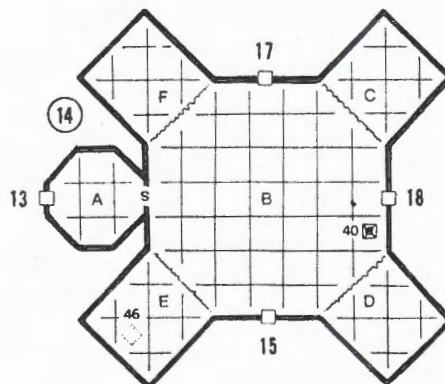
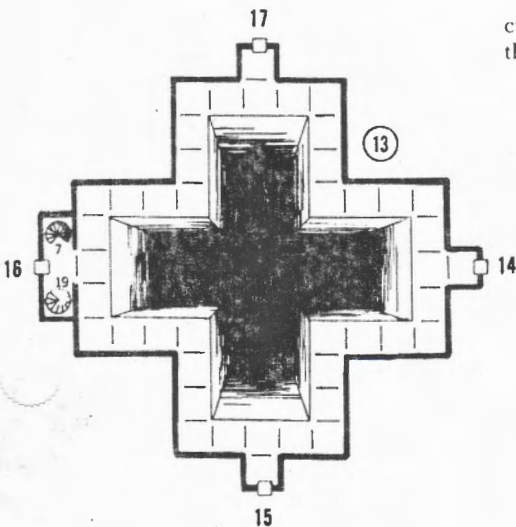
over the toucher like a lurker above (use all statistics for the lurker above, except that the curtains do not normally move about, and each has 55 HP). Room C is Baba Yaga's sleeping chamber, D and E have equipment that she uses when manufacturing magical items, and F contains a loom and assorted items for sewing and making woven items. Few magical devices will be found, most of them relatively minor in nature (a *wand of magic missiles*, for instance). Room E has a secret door in the ceiling which can only be detected and opened in the same manner as the ceiling trap door in area 4 (leading to area 40). The ceiling door here leads to area 46.

**15) Natasha's Chambers** — CH, rooms A, C, E, G, and I have 10' flat ceilings, and all other rooms have 10' tall walls with square-domed ceilings up to 15' high; IL, all rooms (A-I) have 1 CL in ceiling each.

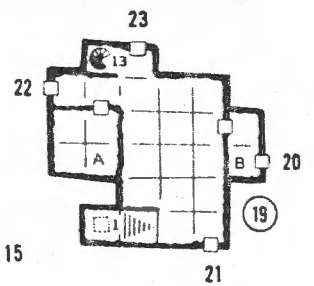
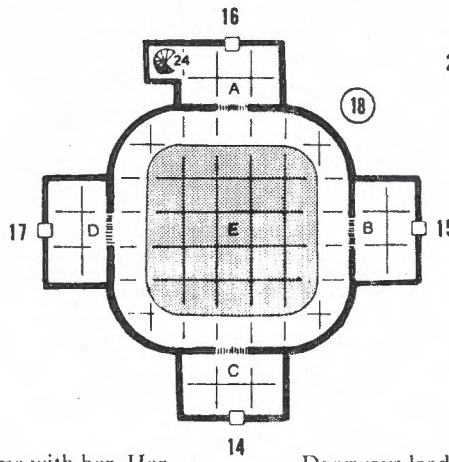
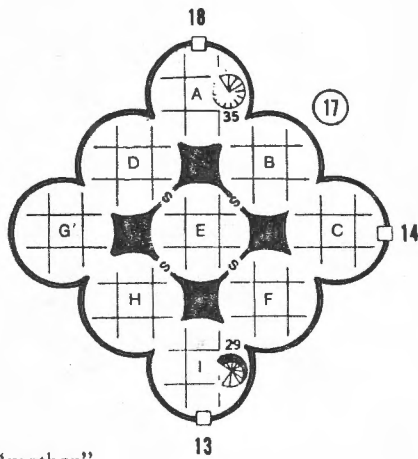
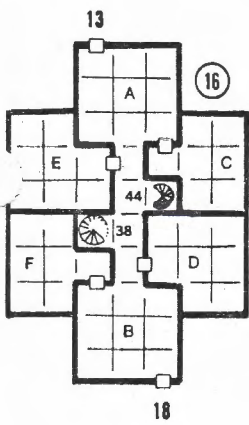
Anyone entering from area 13 or 18 will find himself in a small room (A or C) that connects with its counterpart through a *teleportation* door. This allows pedestrian traffic to avoid Natasha's rooms, a feature that was devised because of her extreme dislike of interruptions during her relaxation time. Secret doors in rooms A and C are normally detectable, and lead directly into the main area. Rooms G and I hold stairwells to areas 33 and 27 respectively, and a doorway connects directly to Baba Yaga's chambers (area 14).

Natasha the Dark is an adopted human "daughter" of Baba Yaga who was influenced by the witch to take up her sorcery and use it for dark purposes. A beautiful woman with smoky black hair and alabaster skin, Natasha enjoys manipulating demons, and uses them frequently as servants and guardians. She is jealous of her "sister" Elena (see area 17), and despises her goodness, but will never cause Elena harm.

Natasha is a chaotic evil dual-classed illusionist/magic-user, 7th/15th level (HP 43, S:9, I:18, W:12, D:17, C:15, CH:16) who wears a variety of magical protective devices (such as *bracers of AC 2*, a *brooch of shielding*, and two random *ioun stones*). She carries many offensive spells in her head. Materialistic and vain, she collects magical items and jewelry and displays them for all to see. She may be further outfitted by the DM as desired.







Being as paranoid as her "mother," Natasha has few valuable items lying around in her area. Rooms B, D, F, and H contain only mundane but costly furniture. Most of her valued items are contained, and her private research is conducted, in area 33, the stairway to which is within room G. The secret doors in rooms G and I are detectable by normal means. Inside room G are a pair of invisible stalkers who guard the entrance to Natasha's laboratory; they will attack anyone but Natasha and Baba Yaga.

**16) Hades Guestrooms** — CH, 10' flat overall; IL, see below.

These chambers are primarily used by night hags who are visiting Baba Yaga from Hades (having gated in through other areas inside the Hut). Rooms C, D, E, and F have dim light emitting from their ceilings (ND); special enchantments will negate any *light* or *continual light* spells cast within them. Night hags cannot astrally project themselves from these rooms. Each room C-F has a 20% chance of a night hag occupying it; unoccupied rooms have a 20% chance of containing an annis maid who is fixing up the chamber for new guests.

Doorways lead to area 13 and 18, and stairs lead down to area 44 and up to 38. Though completely dark, entry rooms A and B are kept free of obstructions and furniture. The walls there are decorated with paintings showing various grotesque scenes from the local landscapes in Hades.

**17) Elena's Chambers** — CH, 8' flat overall; IL, all rooms have 1 CL in ceiling each, except room E (no light).

Another foster "daughter" of Baba Yaga is Elena the Fair, who, unlike her "sister," turned out to be lawful good in nature. She has learned magical arts from her "mother" but uses her powers for good causes. Baba Yaga found Elena outside her Hut one day and, being unwilling and perhaps unable to slay her (for reasons given in the witch's character description), kept her as a house servant. No one came to claim the girl, and soon she became a powerful sorceress.

Though she is disliked by all other beings who come to the Hut, no one dares harm her, and all treat her with the greatest respect (if somewhat begrudgingly).

Elena is a 16th-level magic-user (HP 39, S:11, I:18, W:17, D:16, C:10, CH:17) who

carries no magical items with her. Her repeated exposure to illusionary displays has finally rendered her immune to all illusion/phantasm spells, regardless of level, and she cannot be affected by them. If she encounters any characters of good nature, she will become very friendly with them, but will not allow any harm to come to inhabitants of the Hut if she can help it. Elena likes to use *polymorph other* and *polymorph self* spells, and will not use any illusion/phantasm spells.

Elena's rooms contain mundane (though highly valuable) articles of furniture, as well as trinkets from a dozen universes that she has collected. A few of these items have magical powers of an unusual nature (possibly a lamp with the powers of a *wand of illumination*, or a wastecan that *disintegrates* all materials dropped into it); the DM may use his imagination to the fullest. At most, five such items will be found. Elena's chambers are warded by non-lethal magical traps of various types (*symbols of sleep* or *stunning*, or an activated *Bigby's grasping hand* that holds thieves for 16 minutes).

Room E can be entered only through secret doors, all normally detectable (though protected as noted above). Inside Room E are Elena's bedchambers, which are dark.

**18) Bath** — CH, rooms A-D have 10' flat ceilings, central pool room has 25' ceiling; IL, rooms A-C have dim red light coming from whole ceiling, D has bright white light from ceiling, pool room has variable light (see below; ND).

The four small chambers surrounding the large central pool each contain dressing facilities and other odds and ends for bathing. Because some of the visitors in area 16 are night hags, the pool isn't always filled with pure water, and bathing equipment varies. The pool is only five feet deep throughout. Illusionary walls screen the pool from rooms A-D. The pool room, E, is dimly lit, equivalent to late twilight, but the brightness can be increased to full daylight with a command word ("Light!"). Other command words will cause the pool's waters to become either pure or foul, depending upon the preference of the bather (only Elena and Natasha have a liking for pure bathing water).

Doorways lead to areas 14, 15, 16, and 17, and a stairway in room A descends into area 24 (so beings may wash up after visiting the stables).

**19) "Cellar"** — CH, 10' flat overall; IL, torch on wall near door to B.

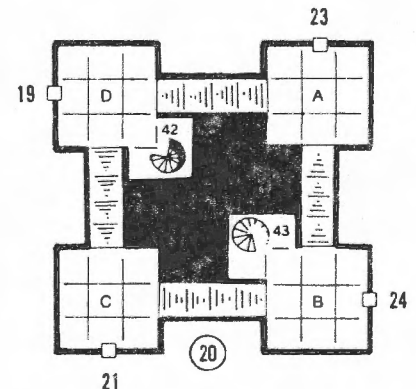
The walls of the "cellar" are made from packed earth, but very little can be flaked off or dug away; like all other walls in the Hut, these are immune to spells like *dig* or *disintegrate*.

The musty "cellar" serves as a dumping ground for items newly brought in from one of Baba Yaga's trips around the land, as well as a sort of trash bin for unwanted nonmagical refuse. Few things found here will have any real worth, though some may prove interesting as curios.

A single torch burns on the wall near the interior door leading to room B. Room A is filled with skulls and bones of adventurers who fell victim to the Hut or its guardians — perhaps seventy creatures of various races are represented. Room B is empty, but has a large executioner's hood (6+6 HD, 49 HP) that hides in a niche in the ceiling, covered by an illusion to further conceal it. It will attack anyone who enters room B other than Baba Yaga or other full-time inhabitants of the Hut, going for the intruder's head.

**20) Wine Cellars** — CH, 10' flat in rooms A-D; IL, none.

Rooms A, B, C, and D each hold numerous kegs, barrels, and bottle-filled shelves containing the finest alcoholic beverages that twelve universes have to offer. Room A





contains fine wines, B holds brands of vodka, C has assorted beers, meads, and ales, and room D is filled with exotic fruit drinks. Some of the drinks (20%) will infect the drinker with *dipsomania*, as per the DM rule due to their quality and certain special enchantments.

Characters will soon discover that one can go continuously downstairs from room to room in this area, thanks to a peculiar warping of space that cannot be negated by magical or physical means. Hiding behind one of the wine barrels is Ivan, a giant mouse who can communicate telepathically with beings up to 10' away from him (like the ability of Vladimir the giant cat, from area 1). Ivan is one foot long (AC 6, MV 12", HD 1+1, HP 9, bites for 1-4 HP) and is very intelligent; he can learn and cast spells like a 4th-level magic-user. Ivan has chaotic good alignment, and a bad case of dipsomania; he will befriend anyone who offers him alcoholic drink, and (like Vladimir) he may be willing to offer limited information about the Hut.

**21) The Warded Caverns — CH, 10' overall; IL, none.**

The Warded Caverns have numerous magical spells cast within, to confuse all who pass through, except for Baba Yaga and her "daughters" and servants. If one of them enters this area, all magical effects in the caverns will cease for the time the inhabitant is in the corridors, and will reactivate soon as the inhabitant leaves.

To begin with, a *guards and wards* spell of permanent duration (except as noted above) fills the entire cavern area. Visibility is reduced to 10' at best, all interior doors are *wizard locked* (25th level) and covered with illusions to appear like wall sections. *Webs* fill the stairways, but not the spiral staircases. *Stinking clouds* fill areas G and H.

In addition, six teleportation doorways have been added that exactly resemble the inter-area doorways. These doors, labelled A-F, will randomly teleport anyone who passes through one of them to a different teleporting doorway. (The character will reappear inside area 21, facing the doorway to which he has been teleported.) The doorway teleported to is determined by rolling a 3-sided die (1=A, 2=B, etc.); if the same

doorway is rolled that the character just entered, then the result is re-rolled. This process is repeated each time a character enters a doorway.

Four normal inter-area doorways connect to areas 19, 20, 22, and 23. Circular stairways join with areas 30 (above) and 31 (below).

**22) Smithy and Toolworks — CH, 30' flat (20' over D, 10' over E); IL, only from fires and furnaces, as noted below.**

The walls, ceiling, and floor of this room are constructed of a special metal that does not conduct heat; no heat radiates away from the smithy, and it can become extremely hot when heavy work is going on.

Baba Yaga has enslaved some beings from the Elemental Plane of Fire, and here forces them to forge magical weapons and devices for her. Three azer, a salamander, and a harginn grue labor for hours on end at the furnaces. Currently they are forging a two-handed sword that Baba Yaga hopes to turn into a *cursed berserking sword*, which she will then give to some enemy of hers.

Two furnaces provide dull red light in this area, from the places marked A on the map. A toolroom is present at B. The main floor of this area is C, though there are two elevated places; D is 10' above the main floor, and E is 20' above the level of C. Both of the elevated sections are set off by railings. The heat in this entire area is so intense that unless someone has some form of protection from heat and fire, he will take 1 HP damage per round that he is in the area. The inhabitants of the room will ignore anyone who enters here, unless he crosses the main floor (C) and is seen to be an "outsider" (i.e., not Baba Yaga, her "daughters," or servants). The workers will then attempt to capture or slay the intruder(s), preferring to hold them for Baba Yaga (if possible) in an attempt to win her favor.

Inter-area doorways lead to areas 19, 21, 23, and 24; circular stairwells rise to area 37 and drop to 48. Note that the heat from this room, like magical or magic-like effects,

does not enter other areas through the open circular stairs.

**23) Armor Museum — CH, 15' flat overall; IL, rooms A-D have 1 CL each, and room E has 4 CLs on ceiling.**

The armor, shields, and helmets of great champions who once served Baba Yaga, or who opposed her, are kept in these chambers as mementos. The central chamber, E, contains equipment from dozens of alternate universes, of many makes and compositions. Some of the suits are magical, and a few are legendary in nature (once having been worn by famed warriors). Details of these exhibits are left to the individual referee to develop.

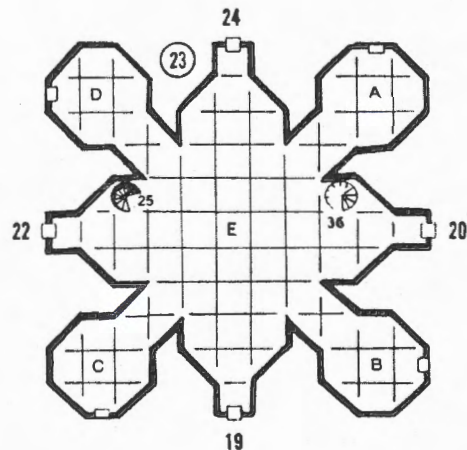
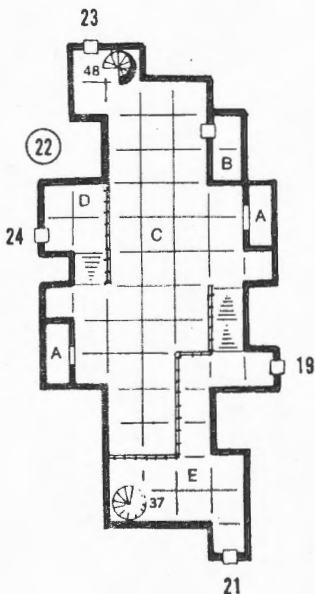
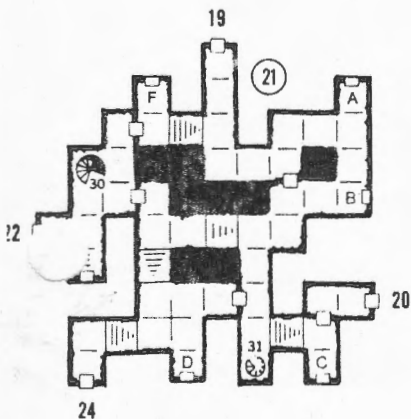
Rooms A, B, C, and D contain equipment from four universes of particular interest to Baba Yaga, since she has relatives who live in them. One room is devoted to armor worn by men destroyed by three of Baba Yaga's sons, who are aquatic hydras. No further information on them can be found here.

The staircases lead up to area 36 and down to 25; four doorways connect to areas 19, 20, 22, and 24. There are four teleportation doors in the side chambers that operate like the ones in area 21, except that each doorway sends a character to another specific doorway: A leads to B, B to C, C to D, and D to A. Only one character can enter any doorway at one time.

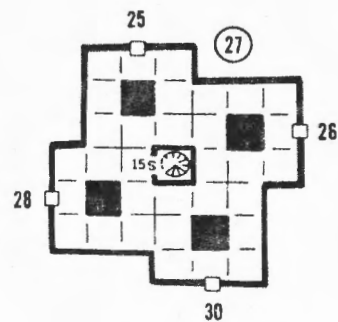
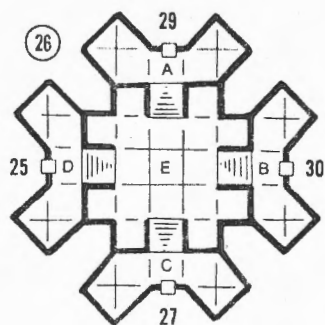
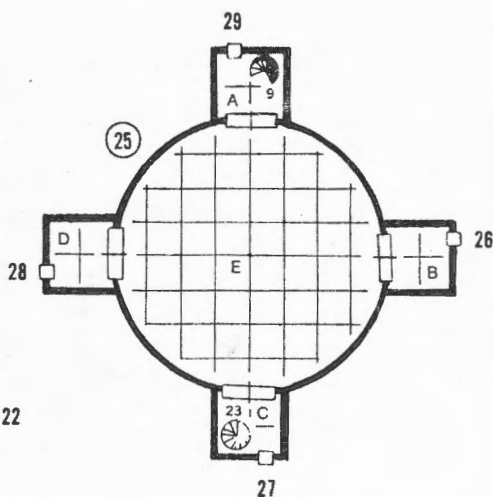
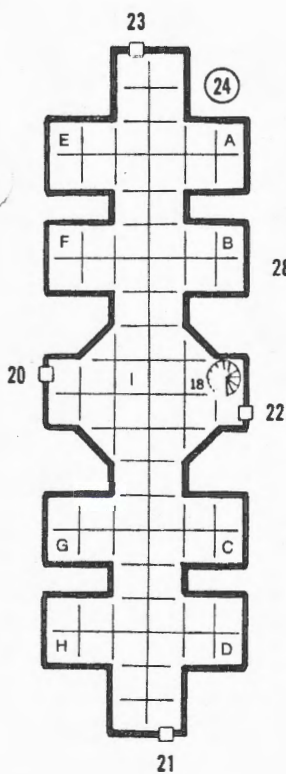
**24) Stables — CH, 10' flat, with 15' square-domed ceiling over section I; IL, 1 CL over section I.**

This is one of the few areas in the Hut with connections to the Astral and Ethereal Planes. Also, the Prime Material Plane, Negative Material and Elemental Planes, and one Outer Plane (Hades) may be reached from here by spells. Because it has these special properties, this area is kept heavily guarded. All spells and powers which have a spell effect listed above of (P) will function here normally.

Stabled here are three nightmares at A, C, and F (39, 43, and 46 HP respectively), watched over by four diakka, two tall ones (41 and 49 HP) and two broad ones (55 and 61 HP). The diakka are overseen by a barbed devil (63 HP). The devil and the







diakka dislike each other, but will cooperate to remove intruders from this area.

The nightmares will attack any humans and demihumans who enter the stables (they are not restrained). The devil and diakka will stay out of the way until after the fight, unless they feel they can join in without serious risk to themselves.

In stall G is a large iron mortar and pestle, 4' tall, with a broom inside the container as well. The mortar may be summoned by Baba Yaga when she is outside her Hut, by simply whistling for it to appear; the mortar, pestle, and broom are enchanted to serve as an overland vehicle for her. The mortar *levitates* one inch above the ground upon utterance of a command word, and can carry up to 500 lbs. inside it. Baba Yaga sits inside the mortar and poles it along the ground using the iron pestle. The maximum speed one can attain using this device equals twice the "driver's" strength score in tens of yards per minute; thus, Baba Yaga can move at 40" per round, or about 13.6 mph. Percentile scores for strengths higher than 18 are ignored for purposes of this calculation. It takes one round for the mortar to reach full speed.

The broom is enchanted to cover all traces of the mortar's passing over the ground, as per the druid spell *pass without trace* with a permanent duration. Baba Yaga can manipulate both the mortar and the broom simultaneously.

**25) Divination Chamber** — CH, 10' flat in chambers A-D, and 40' hemispherical dome over E; IL, 1 CL over room E, all else dark.

The Divination Chamber is used by the Hut's inhabitants to cast divination-type spells such as *contact other plane* and *legend lore*, as well as serving as an alternate

summoning room for conjuring creatures from the Outer Planes for advice. This chamber is open to the Astral, Ethereal, Prime Material, and other planes, and all spells listed above with the note "(P)" will perform normally here.

Room E is the actual summoning and divination room; rooms A-D are preparation and entry rooms. Because this whole area is open to transplanar powers, two mezzodaemons (103 and 115 HP) patrol these rooms to protect them from invaders or spies. Anyone entering here who is not recognized as an inhabitant of the Hut will be attacked at once, though the daemons will not leave this area to pursue invaders. The stronger of the two mezzodaemons keeps a vigil in room E, while the other guard roams between rooms A-D, visiting each small area once every four turns.

Areas 26, 27, 28, and 29 connect to this area by doorways, and areas 23 and 9 connect to this area by staircases going up and down, respectively. The giant double doors leading into rooms A-D are so massive that a bend bars/lift gates roll is required to open them. A character who knocks on one of these doors from within the small room will quickly attract the attention of at least one of the guards.

**26) Alchemical Storage** — CH, 10' flat overall; IL, rooms A-D each have 2 CLs, one in each corner; and room E has 4 CLs, one at the top or foot of each stairway.

The walls in this area are lined with shelves and boxes full of alchemical materials used in the preparation of magical potions, poisons, inks, medicines, and chemical substances. Many of the materials have deteriorated from age and disuse, and some will now produce altered effects if used in magical rituals or experiments. The contents of these rooms came from numerous worlds, and most of them are labelled as to their origin. Room A contains various acids and caustic liquids; B has an assortment of solid components; C has biological supplies; and room D contains gems and unusual materials (demon ichors, devil scales, and so forth).

If a magic-user or illusionist looks long enough here, he will probably find any

chemical components for his spells or alchemical preparations that he desires. However, as noted above, there is a chance (15%) that whatever materials are found will be useless or will produce unexpected effects if used.

Only two guardians patrol this area. Baba Yaga has rendered two grells invisible using a permanent form of *improved invisibility*, so they may attack without being seen. Normally the grells (33 and 41 HP) hover near the ceiling over room E, and will silently descend upon anyone who isn't a permanent resident of the Hut. The grells will pursue prey anywhere they can, even through other areas.

The doors in this area lead to areas 25, 27, 29, and 30.

**27) Magic Item Storage** — CH, 10' flat overall; IL, entire ceiling radiates light as a CL spell (ND).

Material components not of a chemical nature (metallic items, miniature figures, and so forth) may be found on the marble shelves lining the walls of this large room. Materials to be used in manufacturing magical items, such as staves, wand sticks, platinum rings, and scroll papers, may also be found here. However, few completed items are in this area; they are either in use by the Hut's inhabitants or stored elsewhere.

Anyone who looks over this area's contents will notice that the metallic items have been placed in sealed stony crates or glass jars, or have been set high on the shelves; wooden items are also protected or hidden. The reason for this is that the room's guardians are three rust monsters (29, 34, and 39 HP). They feed freely on iron items that Baba Yaga and the others toss to them, and have been trained not to approach Baba Yaga or her "daughters." They will happily go after anyone else they can, however. To make them more difficult to slay, each rust monster has been outfitted with a collar enchanted to cause any wooden item touching the monster to warp, as per the spell *warp wood*. Magic wooden items get no saving throw vs. this effect.

A secret door is set in the room's central 10' x 10' pillar, leading to a spiral stair that descends to area 15. Doors lead off to areas 25, 26, 28, and 30. Anyone who attempts to open the secret door besides Baba Yaga or her "daughters" must save vs. spells at -4 or be permanently *feebleminded*. This trap will only function once.



**28) Room of Conjuring** — CH, 10' flat in rooms A and C, 15' flat in room B; IL, 1 CL on ceiling of room A, dark elsewhere.

This area is open to other planes, and all that normally won't function because of the Hut's extra-planar construction (those marked (P) in the lists) will all work here. Room A contains a few tables and chairs, with exits to areas 25, 27, 29, and 30, as well as stairs down to area 45. Curtains separate this room from B, the actual conjuring room.

One-way illusionary walls allow viewers in rooms A and C to look into B without being seen; from B, these illusions appear to be normal walls. A protective diagram is drawn in B, beside a special trap door 10' across upon which a conjuring pentagram is inscribed (as per the spell *cacodemon*). Anyone who conjures a being into this room will have it appear within the pentagram, and may then use spells similar to *spiritwrack* or *cacodemon* to get concessions or quests from it. It is possible to cause the trap door to lower into area 45 at a word of command, and cause the summoned being to be trapped within the "prison" there. The trap door will *teleport* back to its former position as soon as it touches the floor, leaving the unbound being in the *wall of force* cage in area 45.

Room A is a sort of guard room; an old shator demodand spends his time here as a guardian of this area, preventing intruders from getting any further into the complex. The shator has 104 HP, and obeys no one but Baba Yaga herself.

**29) Grand Library** — CH, 15' flat in each room; IL, each room has 5 CLs, one in center and one in each corner.

The library is divided into five chambers (A-E), each having numerous volumes and tomes filling the shelves that run along their walls. The spell books of ancient mages lie here beside texts discussing the nature of magic and the universe, and volumes covering hundreds of other topics. Exits to areas 25, 26, 28, and 30 are here, and a staircase in room A rises to area 17. DMs may determine the contents of rooms A-E as desired.

Numerous creatures and beings use these chambers to further their own knowledge of the sorcerous arts, and the temptation to steal a book or two is strong. Baba Yaga,

however, has caused three rakshasas to serve as guards here. The rakshasas (39, 42, and 50 HP) use their illusionary powers to appear to be studious mages, of a temperament friendly to whoever else is using the library. If they catch anyone stealing or damaging books (using their *ESP* powers to help in this detection), then they will attack at once to capture or slay the offender.

Note that though rooms C and E seem to be on a different level from B and D, anyone walking in a circle through these rooms using the outer corridors will believe he is on the same level all the time. This area, like area 20, was built around a section of warped space.

**30) Alchemical Laboratory** — CH, 10' flat overall; IL, 1 CL centered on ceiling.

The alchemical laboratory is outfitted with most of the standard equipment that one would expect to find here (lab tables, shelves full of glassware, retorts, etc.). Explorers will find 3-12 potions here, some of them poisonous or cursed, but all completely indistinguishable from one another. Rare powders, liquids, and devices may also be found here, though unless one knows what to look for, most of this material will be ignored.

Only one creature normally inhabits this room, a kobold (4 HP) that Baba Yaga has permanently *charmed* and made her servant. The kobold has only one type of offensive weapon: three small tubes full of magical dusts. One contains *dust of stunning*, which has the same effect as a *symbol of stunning* upon those affected; *dust of sneezing and choking*; and *dust of hopelessness* (as per the *symbol*).

The kobold wears a *ring of invisibility*, and has been given the power to *detect invisibility* naturally, by Baba Yaga's magic. He will use the *dusts* on anyone who enters the lab invisibly. When it blows through a tube, the kobold causes the dust in that tube to scatter through the room, affecting everyone inside except himself (Baba Yaga's magics having rendered him immune to their effects). The kobold will then summon help from one of the rakshasas in area 29 to capture or dispatch the intruders. Only

Baba Yaga and her "daughters" may use this area, though other inhabitants of the Hut may pass through it to get elsewhere.

Doorways here connect to areas 26, 27, 28, and 29, and stairways climb to area 11 and drop to area 21.

**31) Prison** — CH, 10' flat, except in cells (6' flat); IL, none in room A, 1 CL in rooms B and D each.

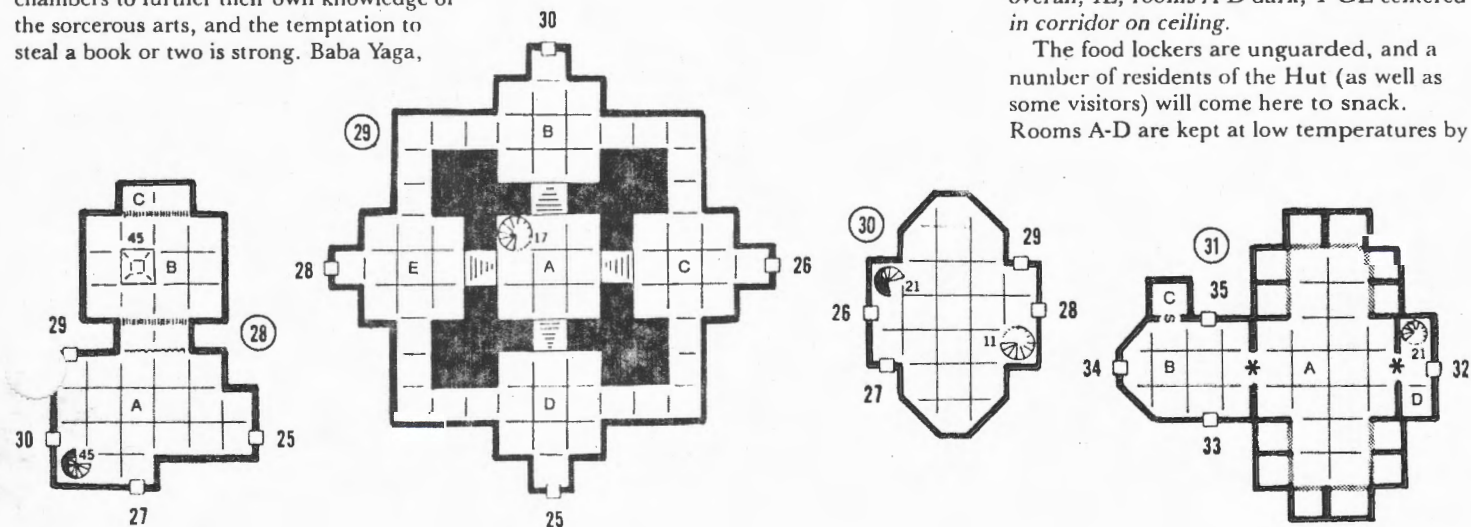
This area is reserved for those captured trying to steal from or invade the Hut, as well as for regular enemies of Baba Yaga. Room A includes 12 prison cells, each shut with a *wall of force*. The walls may only be dispelled using *disintegrate*, or by command of Baba Yaga herself; each cell must be opened or closed separately from all others. To guard the prisoners, a Type V demon (55 HP) has been forced to serve in this room. The demon hates its servitude, and this has given it an especially foul disposition (+1 "to hit" and damage on all attacks). Anyone entering this area except for Baba Yaga and her daughters will be attacked at once; the demon carries six broadswords.

Rooms B and D are generally empty except for pedestrian traffic. If anyone crosses the open doorways from B or D into room A, without first casting a *dispel magic* at the doorways, a special teleporter goes into effect and casts the person into one of the unoccupied cells in the prison. All non-living equipment the person is wearing or carrying is *teleported* at the same time into room C. If all the cells in room A are full, then prisoners will be dropped into occupied cells, doubling up until they have to be tripled up, and so forth. There is no saving throw against this *teleport* effect. Only 1-2 prisoners will be present in the cells to begin with, their characteristics, levels, and reasons for imprisonment being left to the DM's imagination.

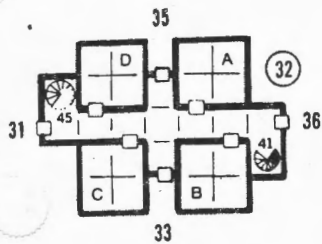
Room C has no guards inside, but the door to it is detectable only by using a *gem of seeing* or a *true sight* or *true seeing* spell. A *passwall* or *phase door* spell will open it. Room B contains exits to areas 33, 34, and 35; D has an exit to 32 and stairs up to 21.

**32) Food Storage Lockers** — CH, 10' overall; IL, rooms A-D dark, 1 CL centered in corridor on ceiling.

The food lockers are unguarded, and a number of residents of the Hut (as well as some visitors) will come here to snack. Rooms A-D are kept at low temperatures by







magical effects, and different sorts of meats are hung out in them. Rooms A and B contain meat from normal animals, C contains meat from monsters, and D has meat taken from other sentient beings (elves, gnomes, dwarves, etc.).

Areas 31, 33, 35, and 36 may be reached by inter-area doorways. Spiral stairs reach up into area 45 and down into area 41.

**33) Natasha's Laboratory** — CH, 10' flat in room A, 15' flat in room B; IL, 1 CL in rooms A and B each.

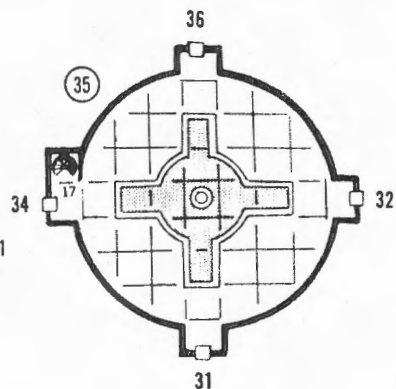
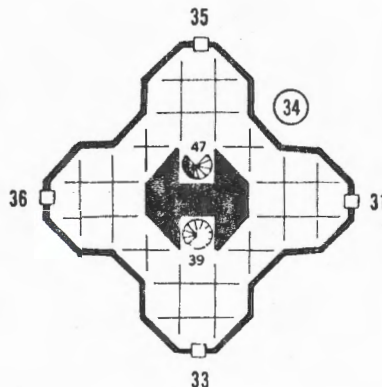
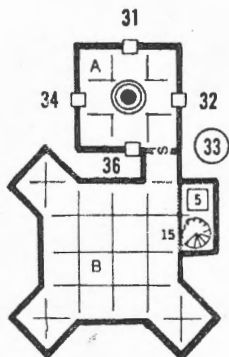
Anyone entering here from area 31, 32, 34, or 36 will at first see only a 30' square room with a circular well 10' in diameter set in the center of the room. The well is filled with green watery fluid to the brim, and seems to have no bottom. If someone casts a *lower water* spell upon the water, it will not be affected; however, a secret door will open in the room, leading to the laboratory of Natasha the Dark. The secret door cannot be opened by any other means, though it may be detected normally.

Natasha's laboratory (room B) is fairly standard, and contains much the same equipment and treasures (2-8 potions, some cursed) as the alchemical laboratory in area 30. Two manes (8 HP each) and two le-mures (18 HP each) serve as assistants here, moving into one of the side chambers when not needed. If anyone but Natasha or Baba Yaga enters this area, the manes and le-mures will attack at once.

An illusionary wall on one side of the room covers a *prismatic wall* that has been made permanent by various spells. Only Baba Yaga and Natasha are able to pass through the wall without ill effects. The wall cannot be detected from inside the small chamber, either, since an illusionary wall covers it from that side as well. The wall hides a stairwell going up to area 15, and a trap door leading down to area 5.

**34) Guardians and Servants** — CH, 10' flat overall; IL, see below (ND).

This area is filled with a luminous, humid fog kept at a warm temperature; the visibility is only 10'. Living within this area are nine piscodaemons who serve Baba Yaga, though unwillingly, when she requires minor errands or tasks to be performed. The piscodaemons (29, 31, 34, 34, 37, 38, 39, 43, and 46 HP) will not leave this area as commanded to do so by Baba Yaga or her "daughters," and will fight anyone else who tries to enter (even the other servants). Inter-area doorways lead from these rooms to areas 31, 33, 35, and 36; stairwells drop to area 47 and rise to 39. The fog will



not leave this area and enter any other area. These piscodaemons are permitted to have some treasures (DM's choice), which they guard cautiously.

**35) Fountain of Life** — CH, 10' over the small exit rooms and stairwell down, with a 35' hemispherical domed ceiling over fountain chamber; IL, see below.

No illumination is needed in this chamber, since the waters themselves give off light. A huge cross-shaped fountain is centered in this area, with doorways leading off to areas 31, 32, 34, and 36 around it. A spiral staircase drops to area 17.

If anyone drinks from the fountain, a number of beneficial effects may be gained. One drink will have the same effects as one application of *Keoghtom's ointment* (curing 9-12 HP of damage and either curing a disease or removing poison from the drinker). The magical effects of the water, however, will not last more than one round if it is taken out of the pool. No magical power can cause the water to keep its effects if it is stored in any container. No magical spell will destroy the fountain or the powers of the water within it.

This area is not guarded. Anyone, even Baba Yaga herself, may drink from the waters and be healed.

**36) Servants' Chambers** — CH, 10' flat overall; IL, 4 CLs, one over each exit.

This area is the servants' quarters for Baba Yaga's annis maidservants. Rooms A-D each have beds and furniture to indicate that two annis live there; there is a 20% chance that one annis (of random HP) will be encountered in each room, resting from her chores. All annis will fight any intruders in their area to the death. Each room has some treasures that the maids are allowed to

keep, though no treasures are of extraordinary power.

Exits lead off to areas 32, 33, 34, and 35 from the hallways. Two staircases rise to area 9, and one descends to area 23.

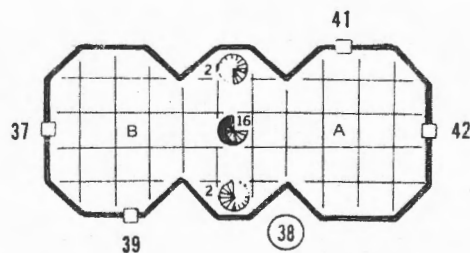
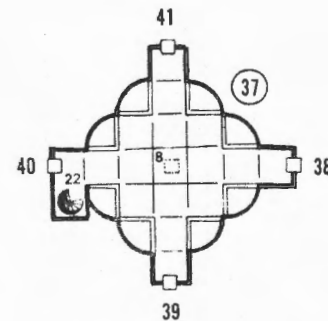
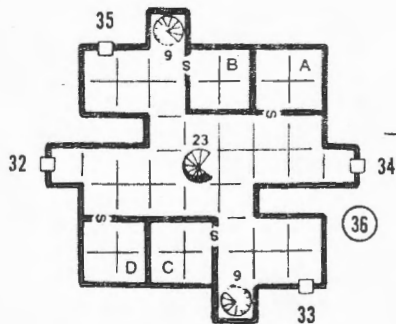
**37) Food Storage** — CH, domed ceiling, 25' at center; IL, four torches, one on the wall between each pair of food bins.

All foods besides meats and beverages are stored here in eight special containers set against the walls. The food bins will cause perishable foodstuffs placed inside them to be preserved and replenished indefinitely, so that vegetables, grains, breads, pies, eggs, fruits, and vegetable oils may be taken from the bins without needing to refill them. There are no guards here, but there is a 30% chance of an encounter here, since snacking is a common pastime among the Hut's inhabitants.

Exits lead out from this area to areas 38, 39, 40, and 41; a stairway takes characters down to area 22. In the center of the ceiling is a clearly marked square — the platform from area 8 lowers down into this area. A word of command ("Down!") will cause the platform to descend into the chamber.

**38) Meeting Hall** — CH, 15' flat overall; IL, 1 CL over central stairwell.

This huge auditorium is used only rarely, when Baba Yaga desires to call together a





large group of night hags for special meetings. Usually it is kept empty (the chairs and tables needed are created on the spot using various magical spells). The walls are encrusted with detailed pictures showing the history of Baba Yaga and her Hut, the many battles they've fought (and won), and the champions they've fought against. There is a 10% chance of encountering a lone diakka (45 HP) sweeping the floor or polishing the walls here.

**39) "Outdoor" Garden Maze — 10' flat overall; IL, ceiling illuminates room (see below; ND).**

This unusual area appears to be an outdoor hedge maze; a false "sun" appears to shine overhead, though it is only an illusion and the ceiling is as high as the hedge-tops. This maze connects with rooms 37, 38, 40, and 42. In the center of the maze is a stairway leading down to area 34. One foot of earth covers the floor, but it cannot be affected by spells or dug completely away.

The hedges appear to be a strange combination of thornbushes and fruit-bearing plants; large red berries the size of apples grow upon it in a few places. Each character has a 10% chance per one round's worth of normal movement (see below) through the maze to see 1-2 of the berries. The berries can be taken from their branches, but will lose their special properties within one day after they are removed from the area of the maze. If a berry is eaten, there is a 90% chance that it will act to *dispel exhaustion* (at the 6th level of power) on the consumer; the other 10% of the time, the eater will be *deluded* (as per a *potion of delusion*) into thinking that his wounds are cured when they haven't been.

If anyone moves through the maze who is not a regular inhabitant of the Hut, the maze will come to life and attempt to slow the intruders by *entangling* them. The thorns on the bushes will do damage equal to a character's armor class in each round the character is *held* or *slowed* (characters with AC 0 or better take no damage). Normal movement through this area is at underground scale; that is, 10' per 1"

movement rate per round, so a character moving at 6" should go 60' per minute. *Slowed* characters move at half the normal rate (and have half the normal chance to find berries).

The plants in this room are not affected by fire, cold, lightning, or poison gas. *Entangle*, *locate plants*, *warp wood*, and *turn wood* spells have no effect on the vegetation. If someone changes into a plant, using *polymorph self*, *polymorph other*, tree, or the like, the plants will cease to attack. *Plant growth* and *wall of thorns* will cause the hedges to do double damage to victims, and will slow movement to one-quarter normal through the pathways. *Charm plants*, *hold plant*, *speak with plants*, and *anti-plant shell* will all cause the hedges to cease bothering beings within the area of effect. *Plant door*, *pass plant*, and *transport via plants* all function normally.

Any attempt to chop at the plants will be frustrated, since they repair damage to themselves within seconds. Attempting to push through a hedge wall, even with giant strength, will cause the character to suffer damage as if trying to push through a *wall of thorns*, and the attempt will not succeed.

**40) Crystal Grotto — CH, variable, up to 15' in chambers A and B, and up to 30' in chamber C; IL, 1 CL in chambers A and B apiece, see below for chamber C.**

This area is divided into two cavern-like chambers. Doors in sections A and B connect to rooms 37, 39, 41, and 42, while secret doors join with areas 14 (above) and 4 (below).

One spot on the wall between A and C has runes written in the stone; anyone who attempts to read them will activate the *symbol of insanity* placed there. The *symbol* may be dispelled normally. If a *phase door* or *passwall* spell is cast upon this part of the wall, a secret door will open into room C, a large enclosed area containing a shallow pool of water.

The pool functions in all ways as a *mirror of opposition* if anyone glances into it. However, Baba Yaga is able to look into the pool and call up a single duplicate of herself, equally powerful in all respects, that will function for one day before disintegrating. Baba Yaga often uses these duplicates to further her ends in other universes, where they can accomplish a short mission

and then report back before falling apart. Duplicates of Baba Yaga are completely under her control, though there is no other way to tell a duplicate from the real being.

**41) Kitchens — CH, 15' flat overall; IL, see below.**

The fiery kitchens of Baba Yaga's Hut are manned by 3 annis servants (42, 44, and 47 HP) who labor constantly to produce enough food to feed the Hut's inhabitants. Other annis servants stream in and out of the kitchens, bringing foods to be cooked and dinnerware to be washed. Careless intruders in this area may wind up as a dinner special; however, the cooks will rarely bother anyone who simply passes by, even if the visitor is obviously not a regular inhabitant of the Hut.

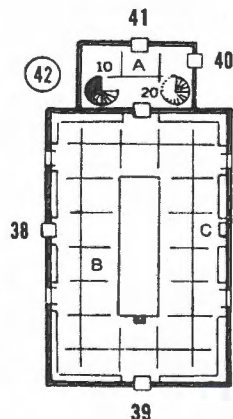
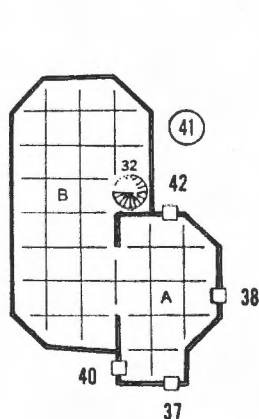
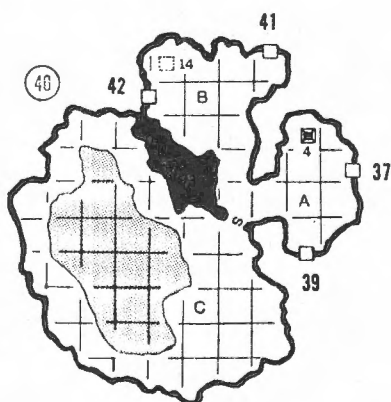
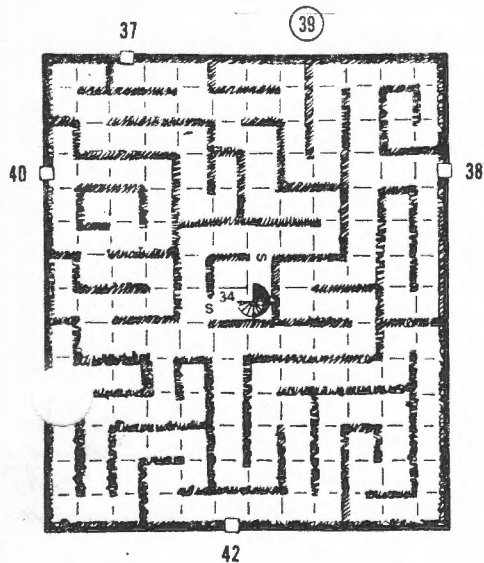
Room A is kept reasonably clear of furniture and loose items, so the annis won't trip on things when moving around. Doorways here join with areas 37, 38, 40, and 42. A thick aroma of cooking meat may be detected here at any time.

The kitchen itself is room B; the dim light here comes from the wood-burning stoves and a few candles on the shelves. A stairway rises to area 32 from this room. Little treasure may be found here, except what is carried by the cooks themselves as protection from flame (e.g., *rings of fire resistance* or similar devices). A deadly array of cutlery, ranging from knives to sword-sized cleavers, lies around this area, and an angry annis may be moved to hurl a pot full of boiling water (can be thrown 30', doing 3-12 HP damage to all targets along a 10' wide path).

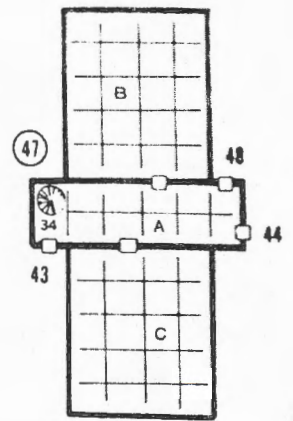
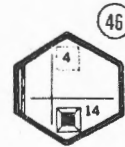
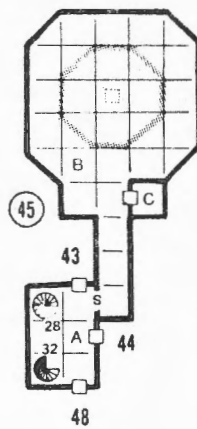
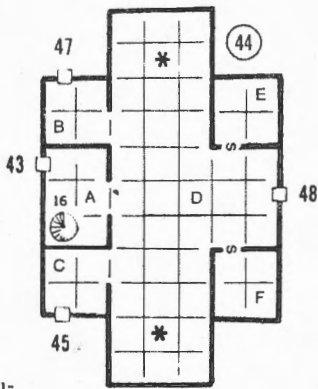
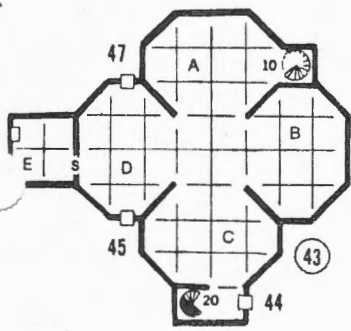
**42) Formal Dining Hall — CH, 10' flat in room A, 20' in room B; IL, 1 CL in room A, see below for room B.**

This area is divided into two rooms, a small entry chamber that connects to areas 40 and 41, with stairs to 20 above and 10 below, and a large, formal dining hall that connects to areas 38 and 39.

Room B is lined with bookcases, containing volumes on mundane topics like politics, geography of mythical worlds, etc. It is lit by an enormous chandelier made from yellow *glassteed* glass, worth 10,000 gp, but weighing seven hundred pounds. The chandelier may be taken apart and reassembled, but each process takes 7-12 hours.







Four false windows in the room have illusions cast on them to make it appear that the viewer is looking out over a pastoral countryside from the dining hall, with bright sunlight shining down and a gentle breeze blowing through windows that are half open.

One of the doors (C) in room B is a trap. If opened, it appears to lead out into the countryside, thanks to a *permanent illusion* cast within it. However, anyone who steps through the doorway will be destroyed instantly as if he had walked into a *sphere of annihilation*; no saving throw is allowed.

Only one chair sits at the huge dining table here, obviously meant for Baba Yaga herself. Anyone else who sits in this richly furnished chair will be cursed (saving throw vs. spells applicable) to want to go out through door C to see the countryside.

#### 43) Curio Rooms — CH, 15' flat overall; IL, 1 CL in each room A-D, none in E.

The Curio Rooms are four chambers (A-D) containing various animal and monster skeletons that Baba Yaga has slain or gathered from different planes and worlds. The DM may decide which beasts are represented here, and whether or not any of them have magical powers from being *animated* or being set up to serve as guardians. Each chamber will contain 1-2 huge skeletons and 3-6 smaller ones.

Doorways lead off to areas 44, 45, and 47 from here, with stairways dropping to area 20 and rising to area 10. A secret door, normally detectable, is in room D; behind it is a room in which assorted skeletons lie in pieces or are boxed in crates. A door is set in one wall of this room, but it leads nowhere. Anyone who opens it will be struck by a *prismatic spray* launched from the blank wall behind it.

#### 44) Hall of Gateways — CH, 20' flat overall; IL, see below.

The doorways in this area connect directly to areas 43, 45, 47, and 48; a stairwell climbs to area 16 from room A. All of the walls, ceilings, and floors in this area shine with a dull blue light, distorting normal color vision considerably.

This area holds two magical gateways that lead directly to the Outer Planes. The gateway closest to rooms C and F will send anyone walking upon it to Hades, at a place where a night hag colony resides. The other gateway (near rooms B and E) may be adjusted to connect with any plane desired;

all one has to do is speak the name of the plane to be traveled to while standing on the gate point (indicated by the asterisk mark on the map). Up to four people at a time may be transported to another plane. Note that any Prime Material Plane may be traveled to, as well as the Elemental Planes, Ethereal Plane, Astral Plane, and Positive or Negative Material Plane.

Because of the open gateways, this area is one in which all spells or powers labelled as (P) above will function normally. The guards kept here are among the most powerful to be found in the Hut, and they will attack anyone entering this area other than a regular inhabitant of the Hut (unless the visitor is escorted by Baba Yaga herself). Two nycadaemons (111 and 129 HP) stay in rooms E and F, each of which has a secret door not detectable without magical means. The walls between rooms D and E, and between D and F, are constructed so that anyone in E or F may see out into room D but cannot be seen in turn. From within E and F, the nycadaemons monitor those who come and go. The daemons may enter or leave their rooms at will, and will take orders only from Baba Yaga.

#### 45) Holding Room — CH, 10' flat in A and C, 20' in B; IL, 1 CL in A, 4 CL's (one in each corner) in B.

Room A appears to be nothing other than a nexus point, with doorways going off to areas 43, 44, and 48, and stairways up to area 28 and down to 32. A secret door, detectable by normal means, lies against one wall of the room. The door has a magical trap upon it that causes anyone attempting to open it (other than Baba Yaga or her "daughters") to be struck deaf and blind (save vs. spells at -4) permanently.

Room B is a holding area for summoned beings that Baba Yaga or her associates wish to study. A trap door in the ceiling (leading to area 28, the Room of Conjuring) will deposit the summoned being into a cage made from *walls of force* in the shape of an octagon. Vocal communication is possible with trapped beings, though they cannot escape unless a *disintegrate* spell is used upon the *walls*. Once the study of a particular creature is completed, a ritual summoning is performed in area 28, causing the creature to appear there once more, to be sent back to the being's home plane.

Usually no guardians patrol this area, unless someone is studying something kept down here. Often captured specimens are left here by themselves; few have ever been able to escape, however.

#### 46) Control Room — CH, 10' overall; IL, see below.

This tiny room is the control center for the Hut. It looks rather unremarkable, having a wooden ceiling and walls, and a stony paved floor. In the middle of the room is a 5' square rug, with no magical powers, upon which Baba Yaga sits. Against one of the six walls of this room is a large mirror that completely covers the wall. Secret doors in the ceiling and floor lead to areas 4 and 14, respectively.

When Baba Yaga is seated here, she can command the mirror to look into any other room in the Hut as if looking directly through its walls. She can also command the mirror to show her what the environment outside the Hut looks like, and can cause the mirror to transmit normal sounds such as conversation along with the picture it shows.

The Hut has several additional powers to those mentioned earlier. It can be commanded to *plane shift* once per day from this room, by Baba Yaga alone, and can *teleport* itself three times per day at her command. Baba Yaga can make the Hut attack or move as she wills it when concentrating on the mirror. The Hut itself is not sentient; it has a few "programmed reflexes" (such as against *spheres of annihilation*), but cannot think for itself.

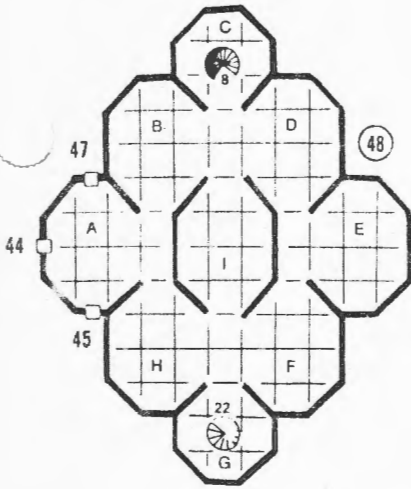
If anyone but Baba Yaga sits in this room and attempts to control the Hut, he will be stricken with a permanent *feeblemind* spell that can only be removed by a *wish*.

#### 47) Guest Rooms — CH, 15' flat overall; IL, 1 CL (violet) centered in A, rooms B and C are dark.

These two large rooms house daemons and other monstrosities who are stopping over in the Hut from the Lower Planes. There is a 10% chance that one of the rooms will be occupied; the DM may use his discretion to determine what is present.

Doorways in the entry hall lead to areas 43, 44, and 48, and a spiral stair rises to area 34.





**48) Servants' Quarters** — CH, 15' flat overall; IL, dim light radiates from ceiling (equivalent to a very cloudy day).

This area is the lair of five dergho-daemons (70, 76, 79, 85, and 91 HP) who act as heavy guards and workers for Baba Yaga; they obey her and no one else (though they will not harm anyone else who is a permanent resident of the Hut). These daemons have littered the floor of their room with trash, bones, and other debris; anyone who moves about in here must roll his dexterity or less on d20 in each round he moves faster than 6", or else fall down and be unable to attack or defend himself for 1 rd afterward.

The daemons have some treasure hidden under the debris in several of the rooms, which may be determined by the DM. Exits lead off to areas 44, 45, and 47; stairs rise to area 22 and drop to area 8.

#### BABA YAGA

FREQUENCY: *Unique*

ARMOR CLASS: -4

MOVE: 6"

HIT POINTS: 135

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 3-8/3-8/5-20

SPECIAL ATTACKS: *Assassination;*

*crushing; horror; magic spells*

SPECIAL DEFENSES: *Fire, magic, and*

*poison resistance; illusion, psionic, and*

*limited spell immunity; special detection*

*powers; regeneration; magic item and*

*spell-produced defenses; acute senses and*

*godlike intelligence and wisdom*

MAGIC RESISTANCE: 75%

SIZE: M (5' tall)

ALIGNMENT: *Neutral evil*

CLERIC/DRUID: *14th level druid*

(see below)

FIGHTER: *16+ HD monster*

MAGIC-USER/ILLUSIONIST: *25th level*

*magic-user / 15th level illusionist*

PIE/F/ASSASSIN: *See below*

WONK/BARD: *Nil*

SAVING THROWS: *3 in all categories*

(cannot be reduced further)

PSIONIC ABILITY: *VI (see below)*

S: 20 (+3/+8) I: 25 W: 23

D: 18 C: 21 CH: -1



Baba Yaga is perhaps the most famous of all legendary witches, and her powers are described well in Russian folklore and literature. Said to be related to the various races of night hags, annis, and greenhags, with extraordinary powers in addition, she is a supernatural being on the level of the quasi-deities of Greyhawk (see DRAGON® Magazine #71) and saints (as described in DRAGON issue #79). Her wanderings have carried her far from her old home, and she wanders still on visits to monstrous relatives or on quests for rare treasures or living victims for her dinner. Since she eats as much per day as ten men, she searches for prey quite often.

In appearance, Baba Yaga is a man-sized, horrifyingly ugly old woman who walks crouched over. Her limbs are almost skeletal and are covered with hard gray-brown skin, upon which magical runes have been tattooed. She has a long, warty nose and a protruding chin, with ice-cold black eyes framed by her thin white hair. Stony teeth filed to points and iron claws on her fingers further emphasize her non-humanity.

She possesses the *horror* power from her negative charisma as per the DEITIES &

DEMIGODS™ Cyclopedia, but can cause those so affected to be able to act if she so commands it. Any creature or character of 1 HD (or level) or less will never attack her, and will obey her every command out of fear for her power.

Baba Yaga is immune or resistant to many natural, magical, and psionic forces. Her godlike intelligence renders her immune to all illusion/phantasm spells, and her high wisdom grants her additional immunity to many will-force spells (as per the DDG Cyclopedia, p. 7). Though not psionic, she possesses the equivalent of a permanent *mind bar science*, operating at the 20th level of mastery, and cannot be affected by psionic attacks. Aging — natural or magical — has no effect on her.

The incredible constitution and the non-human makeup of this ancient witch gift her with additional immunities. She resists heat and flame as if wearing a *ring of fire resistance*, and poisons that would kill others do only 3-12 HP of damage if she fails to save against them. She regenerates lost hit points at the rate of 3 per round, whether the loss was caused by regular damage (wounds), fire, or acid. If one of her limbs or her head



is severed, she is not slain; she can fight on and reattach the severed parts during or after the battle.

Baba Yaga can only be struck by magical weapons (+1 or better). She is immune to wounds, harm, destruction, slay and similar or related spells. As a non-human, she is also immune to spells like charm person, hold person, animate dead, and so forth. Because she cannot be summoned, dispel evil won't affect her, and protection from evil won't prevent her from clawing at victims (though it may reduce her attack effectiveness).

The following spell-like powers may be used by Baba Yaga at the rate of one power per round, at will: comprehend languages, detect magic, fear (as the wand), read magic, and tongues. Note that she easily sees all invisible beings because of her high intelligence (since the spell is an illusion/phantasm). She automatically sees any "chicken track" stigma that a character or creature may have (see the section on spell alterations). She has normal infravision, plus ultravision to a range of 120'.

Baba Yaga's druid abilities, in every way like those of a 14th-level druid, are not gained through divine intervention. She has learned the spell powers as a magic-user, and recovers her druid spells by studying her spell books and tomes.

She has an 80% chance of knowing an adventurer's nationality from his smell (it may remind her of someone she once ate

from that place). Baba Yaga cannot be surprised at any time, and will know just by looking at a character what class, race, and approximate level the character is.

Despite her alignment and actions, Baba Yaga is more than just an "evil monster." Magic-users, sages, and heroes appeal to her for guidance and knowledge, and quasi-deities and great heroes of all sorts have come to her to ask for her aid in solving problems.

So long as characters are polite, they may receive help (she prefers to be called "Little Grandmother"). She will ask characters their names and their reasons for coming to her, automatically detecting all lies or distortions of the truth. If the characters are honest with her (unless they confess they came to kill her), she will be relatively pleasant and helpful, though abrupt in her actions and somewhat cruel in her choice of words. She often acts in a bizarre manner, and has been known to lie on the floor and meditate on problems for days.

If she decides to help, she will geas the characters in payment for her assistance. Usually she will ask for some unusual magical item to be recovered for her, or for an enemy of hers to be slain or driven away. She always sets tasks that are nearly impossible to accomplish, and offers as a reward the characters' lives (which become forfeit if the task isn't finished to her satisfaction). Sometimes she will offer a rich reward, but not very often. Careful reading of the Rus-

sian folktales about her will give a better impression of her personality.

For some reason, though they are the most vulnerable to her, good-aligned beings that have 1 HD (or level) or less will not be harmed by Baba Yaga. She believes this would bring a great curse upon her from all good-aligned deities who protect the weak and good, and she instead sends such beings away. Many tales are told of good children who were abandoned on the doorstep of the Hut, to be taken in as servants for a short time before being sent away. Oddly, the children (nearly always young girls) benefited from the experience in various ways; Baba Yaga often rewarded good performance from such children with great gifts, possibly to appease the deities that were looking out for the youngsters.

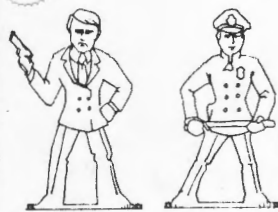
Referees should determine what spells she will possess at any given time, keeping these guidelines in mind: Baba Yaga trusts no one, and particularly not other evil characters; she relies heavily on defensive spells; and she prefers to summon demons, devils, daemons, demodands, etc., for assistance and to do her fighting for her. She does not draw protective circles or pentagrams when conjuring aid, since no creature from the Outer Planes or Elemental Planes would dare try to challenge her, out of fear of her and what she can do. The conjured being will fulfill her commands for the duration of the summoning spell or until Baba Yaga dismisses the servant, whichever comes first. Take note of the spell alterations within the Hut when assigning spells to her.

Though Baba Yaga can use most weapons, she prefers to attack weaker beings with her claws and teeth. If she catches someone with both of her claws, she has a chance of killing the victim instantly, as a 9th-level assassin (using the assassin's tables in the DMG). Inanimate objects must save vs. crushing blow if she bites them or grasps them roughly, and her claws and teeth can destroy wooden materials up to 1' thick.

Interestingly, Baba Yaga is completely familiar with gunpowder technology (having seen it used on her home world), but scorns it and all "higher" technologies completely. She believes in the powers of magic, and will never use weapons other than swords, scimitars, and the like.

#### Acknowledgements

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