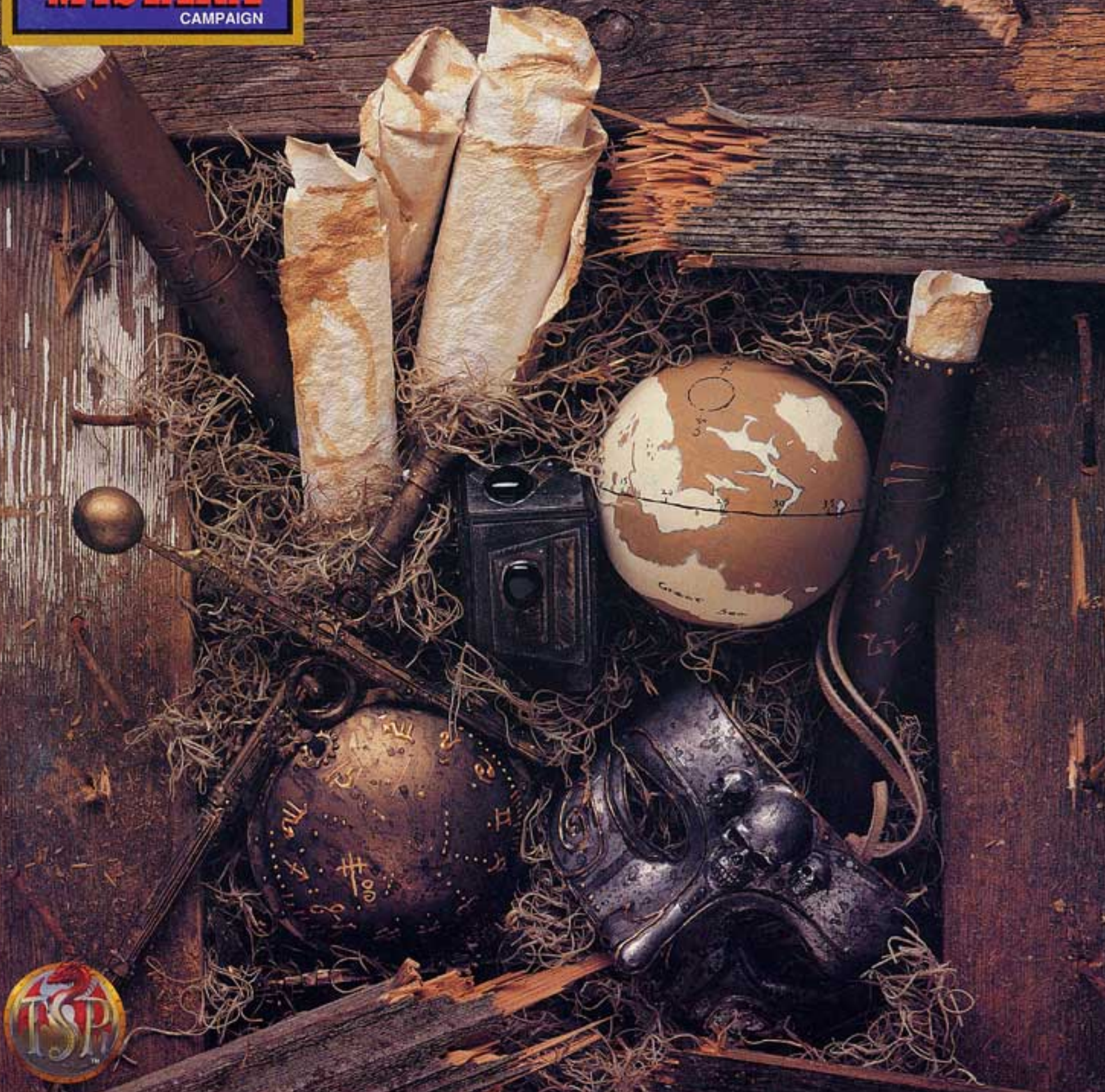
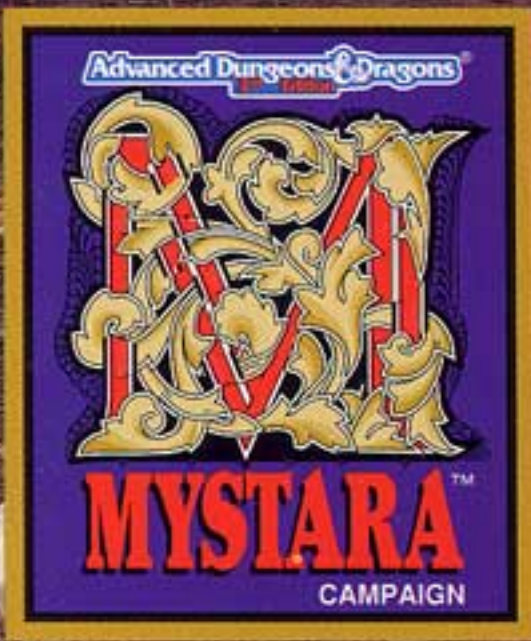


Dungeon Master[®]

Survival Kit

Official Game Accessory





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Character Book



DUNGEON MASTER[®] Survival Kit

Table of Contents

Introduction, 2
Handouts, 3
Cards, 5
Maps, 10
Languages of Mystara, 14

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Introduction

Welcome again to the world of MYSTARA™ and the *DM™ Survival Kit*. Everything in this box, from this book and the *Campaign Log* to the handouts and cards, is designed with an eye toward helping the DM create more exciting AD&D® adventures for his players. After all, the thing that sets a role-playing game apart from all other types of entertainment

is its ability to duplicate the drama and mood of a play, novel, or movie. Anything that the DM can do to enhance this aspect of play, within the boundaries of good taste and common sense, makes the session more fun for everyone involved.

The book you hold in your hands provides information on all the components in this kit. It begins with a quick overview of the numerous loose sheets that came in the box.

Details on the playing cards come next. This includes a description of 25 magical items and a copy of the powerful *Deck of the Spheres*.

After that, we'll discuss how to design maps. There's a lot more to making a map than just drawing a few lines and marking some encounters. A good map can make the DM's job easier and the whole adventure more fun.

Next, it's time to examine languages. You'll learn what makes the elvish dialect different from that of the dwarves and even get a look into the secret runes of magicians. Before long, you'll be able to design written languages of your own.



**Success
in adventuring
is a
relative thing.**

**Failure is an
absolute.**

**—Pell Korinopolis
Retired
Adventurer**



Handouts

The *DM Survival Kit* comes with many loose sheets similar to those included with the *KARAMEIKOS™* boxed set. Most of these fall into two general categories: DM forms and player handouts. The former are certain to make a DM's job easier while the latter will add a great deal of flavor to an otherwise bland gaming session. Before we move on to the other

sections of this book, let's examine the various loose sheets and their intended use in an *ADVANCED DUNGEONS & DRAGONS®* game.

Generic Maps

The first six of the loose sheets depict generic maps. A Dungeon Master can use these as is, or modify them from adventure to adventure. Keys describing the important areas of these maps can be found on their reverse sides, although care has been taken to insure that no key appears on the back of the map it describes. This allows the DM to keep the key to himself while the players look over the map.

Scroll Borders


The next two handouts are blank, but feature borders depicting various types of scrolls or documents. These can be used by the DM to make notices, letters, or similar documents that will be presented to the players during the game.

Posters

The next sheet depicts a wanted poster and a royal proclamation. These can be filled out and used as handbills or posters. Props like this can be very useful to DMs who want to spice up their games.

Mapping Grids

Sheets 10 and 11 are printed with the hex and graph patterns frequently used by a Dungeon Master when making maps for his campaign. A large and small version of each pattern has been included, giving the DM plenty of options when laying out a map.



thorough
under-
standing
of the
obstacles in your path
will always lead to
success. Of course,
it's hard to be
thorough when you're
dealing with the
unknown.

—Pell Korinopolis
Retired
Adventurer



Alphabets

The next two sheets provide keys that will allow the Dungeon Master to write messages in the languages of Mystara's dwarves and elves. One of the many magescripts found in the Known World is also included, so that various magical writings can be created as well. A blank version of the form has been included to allow enterprising Dungeon Masters to create new languages of their own.

Adventuring Forms

Sheets 14 through 16 (as well as the back of sheet 17) are printed with a variety of forms that the Dungeon Master can use to record important information and statistics about his game. Some of these are filled out before an adventure is played, while others are used to keep track of what has happened during a gaming session.

Character Record Sheets

The front of sheet 17 and both sides of sheet 18 are printed with special character sheets designed to make it easy for a Dungeon Master to keep track of the Nonplayer Characters. One is simpler than the other, being designed for keeping track of minor characters.

The next four sheets are designed for use by the players in a DM's campaign. Each of these is a special character sheet designed to be used by one of the four basic classes in the AD&D® game.

Encounter Sheets

The last few handouts are designed to help a Dungeon Master keep track of the monsters that he uses in his campaign. Sheet 23 is a blank MONSTROUS COMPENDIUM® form that can be used by a DM when he designs a new monster for his game.

Sheet 24 contains blank encounter tables. One is a 2-20 (1d8+1d12) table and the other is designed to use percentile dice. A DM should use whichever of these he is most comfortable with for his games, as neither is preferred over the other.



Cards

Within the *Survival Kit* is a set of 55 cards. These are divided into two distinct decks, each intended to be used in a different way by the Dungeon Master. These introduce the DM and his players to a number of magical items unique to Mystara, including one very special artifact, the *Deck of the Spheres*, which is included with the *Survival Kit*.

Magical Item Cards

This deck of 25 cards depicts various magical items and artifacts to be found in Mystara. Many of them correspond to standard magical items found within the *DUNGEON MASTER® Guide*, but they have some historical and legendary ties to countries of Glantri and Karameikos.

The information on the back of each card is grouped into three categories: facts, history, and rumors.

The *facts* entry gives the DM a basic description of the magical powers associated with the item. In many cases, additional information can be found in the *DUNGEON MASTER Guide*.

The *history* section of the entry will provide the DM with a brief description of the item's past. These can be used to create an adventure involving the item or to answer questions posed by the players about its heritage.

The last section, *rumors*, provides the DM with one or more rumors about the item. These can be uncovered with a little effort by anyone, although rogues will probably be better at this. For the most part, these are not true.

There are a number of ways that each of these magical items can be inserted into a MYSTARA campaign. The history on each card often identifies who last held the item, where it was last seen, and vague or not-so-vague hints of what it can do. From this information, the DM

can easily design adventures that result in the discovery of specific items.

The recovery of many of these items will allow the DM to introduce a new ally or enemy to the campaign. For example, the mute thief of Glantri City, Cat, could easily be encountered if the PCs need to hire a spy. In this way, they could come into possession of *Cat's Ring*.

As only a little is known about some of these characters,



've seen a lot
of skilled
gamblers
who made
their living playing
cards.

I've seen a lot more
who got themselves
killed doing it.

—Pell Korinopolis
Retired
Adventurer



DMs are free to customize these NPCs so that they will fit any campaign.

Each magical item card contains hints, mysteries, and things left unsaid. Often, all that's needed to start an adventure is the mention of the rumors and history of an item to pique the PCs' curiosity. The greatest legends are inspired by quests of this type, whether it's the Knights of the Round Table searching for the Holy Grail or Mystara's newest adventurers taking to the trails to find the missing *Golden Bracers of Zamash*.

Deck of the Spheres

The powers that govern the fates of mortals are often said to work in mysterious ways. On Mystara, an item of great power exists that can greatly alter the course of a man's life with the simple drawing of a card. Known as the *Deck of the Spheres*, this is perhaps the most powerful magical item on the planet.

In order to understand the power of this item, one must know something of the universe and its structure. The sages of Mystara have long speculated on the nature of the cosmos. Each has his or her own views on the plans of the immortals and the ultimate fate of all that is. For all their differences, however, there are a few things upon which these scholars agree. The universe is composed of five basic elements, each of which is tremendously powerful and commands the loyalty of many immortals. These aspects are commonly called spheres, and they are energy, entropy, matter, thought, and time.

The Deck of the Spheres, later given such variant titles as the *Deck of Fate* or the *Deck of Immortal Enticement*, was created by a group of five Immortals. Most sages agree that this was an experiment to observe how mortals reacted to the temptation of changing their fates with the cards.

Finding the Deck

When encountered, the *deck* appears to be made of 30 small ivory plaques the size of playing cards. The back is

a collage of symbols and designs. If a character worships a particular Immortal, the symbol of that Immortal's sphere seems the most prominent feature in the design. Others will see the deck differently, for each person sees the *Deck of the Spheres* in a different light.

The *Deck of the Spheres* is not owned or controlled by any mortal or Immortal, for it moves and acts as it will. Whenever someone draws a card from it, there is a 1 in 6 chance that the deck will vanish. From 2 to 12 days later, it will reappear in another location as far as 100 miles from the point at which it was last found. Each card drawn vanishes as it invokes its power and returns to the deck.



The Legend of the Deck

The only truly reliable legend that has managed to survive about the *deck* is an old song written 400 years ago in Ylaruam. This verse exists only as a carving on the wall of a forgotten king's tomb. Few have seen this macabre script, and fewer still believe its tale.

*To all who follow this suffering trail,
recall these words of one too frail.
He whose hand revealed in darkest light
an appointment with eternal night.
Time and Khoronus set forth the rules
forever unchanged yet changing fools.
The scaled Great One mined the Spheres,
bringing forth the material fears.
Razud's power grew from each thunderous clap,
each turning card, each deadly trap.
Diulanna wrapped the deck in thought,
hoping by heroes it might be sought.
And in the end came Masauwu's kiss,
the gift of the endless, black abyss.*

While those who know of the tomb discount the reliability of these carvings, the five Immortals generally believed to have created the *deck* are accurately named, though their motivations remain shielded from mortal eyes.

This legend and others like it add to the sense of wonder that players will experience when their characters come across the trail of the *deck of the spheres*. DMs are encouraged to create NPCs who have had dealings with the deck.

Cards of the Deck

The abilities of the various cards that make up the deck represent the Five Spheres of the Immortals. Some cards are wholly good in effect and others utterly evil. For the most part, however, they combine rewards and drawbacks.

Thirty cards compose the *deck of the spheres*. These are divided into five groups of six cards. Each of these groups is said to have been created by a single Immortal who sought to give it the powers of his own sphere.

While legends differ as to the exact nature of the deck's powers and its ultimate purpose, all agree that it is a thing not to be tampered with lightly. Among these cards one may find vast wealth, great enlightenment, or agonizing death. Each man's reward is in the hand of fate.

The Cards of Matter

These six cards draw their power from the Sphere of Matter, which is closely tied to elemental earth. It is the sphere of matter that provides structure to the universe, for it forms the building blocks of all things.

The Dragon

The PC gains some ability normally associated with a dragon. Simultaneously, the nearest dragon is robbed of this power. The dragon is instantly aware of what is happening and will attempt to destroy the PC so that its stolen power can be recovered. The DM should roll once on each of the three charts below to determine the nature of the ability gained, the color of dragon affected, and the age of the creature.

1d8	Ability	Dragon Type	Dragon Age
1	Breath weapon	Black	Very young
2	Armor class	Blue	Young
3	Flight	Green	Juvenile
4	Claw attack	Red	Young adult
5	Bite attack	White	Adult
6	Dragon fear	Brass	Mature adult
7	Kick	Bronze	Old
8	Special abilities	Copper	Very old
9	Spell casting	Gold	Venerable
10	Dragon senses	Silver	Wyrm

The Gem

Within the next 24 hours, the character will come across a single gem with a gold piece value equal to the number of experience points that he had at the instant he drew the card. This gem will be utterly flawless and is liable to attract a great deal of attention if sold or displayed.

The Forest

The person drawing this card gains the ability to *polymorph* into a forest creature. The exact type of creature should be determined using the *Conjured Animals* table of the *MONSTROUS COMPENDIUM*. At the same time, the character is teleported to a region of forest. If the PC leaves that area for more than one week he will die. Exactly one year after his transformation, the PCs assumes his animal form and cannot become human again.

The Giant

The PC's Strength score is boosted to 19 for one year. Following that, it drops to 3 for one year.

The Sword

If the PC is carrying a sword, it becomes enchanted. The DM should roll 1d4 to determine the "plus" associated with the weapon. If he does not have a sword, his favorite weapon is cursed, with 1d4 being rolled to find out the "minus" of the weapon.

The Treant

The character's skin hardens into a thick bark. This reduces his Charisma and Dexterity to a maximum of 6, but gives him a base Armor Class of 2.

The Cards of Energy

Tied to the powerful element of fire, the sphere of energy provides the impetus for change and activity. Whether that change is for good or evil, it draws its power from the sphere of energy.

The Arena

A number of monsters swiftly materialize nearby and attack the character. The DM should randomly roll these beasts on the *Monster Summoning* tables at the back of the *MONSTROUS COMPENDIUM*, stopping only after reaching a total Hit Die value equal to or exceeding the level of the character. If the hero defeats these beasts alone, he receives enough experience points to advance 1 level.

The Enemy

The drawing of this card summons forth a powerful extraplanar creature of the DM's choice. This monster knows who has drawn the card and that it can only return home by destroying that person.

The Flame

The PC drawing this card is immune to any normal or magical flames, and can cast a *burning hands* spell three times per day. He suffers double damage from all cold- or ice-based attacks.

The Lightning

The PC is immune to normal or magical electricity, and can cast *shocking grasp* thrice per day. Immersion in water causes him 1d4 points of damage per round.

The Mage

The PC is immune to all spells, both offensive and defensive, including beneficial magic. The character is unable to cast spells himself or use any magical items.

The Sun

All of the PC's ability scores are boosted to 19 for 24 hours. At the end of that time, his body bursts into flames and is consumed.

The Cards of Time

Drawing their power from the Sphere of Time and its ties to the element of water, these cards promote change and the evolution of all things. Time directly opposes matter, for the latter resists change in any form.

The Elf

If the character is not an elf, he is instantly transformed into one. He retains his original class, even if it is normally

closed to elves. If the character is an elf, he gains 5,000 experience points.

The Healer

The character drawing this card gains the ability to regenerate 1 hit point per 10 minute turn. Wounds caused by fire or acid cannot be regenerated.

The Hourglass

The character instantly ages 30 years. In addition, he must make a system shock roll to avoid death due to the sudden alteration of his body.

The Moon

The character drawing this card instantly gains 2 points of Dexterity. At the next full moon, however, he discovers that he has become a lycanthrope. The exact nature of the transformation should be decided by the DM based upon the alignment of the character. For example, a chaotic good character might become a werebear.

The Sleeper

The victim falls asleep and cannot be awakened by any power less than a *wish* for 10 years per level. The sleeper does not age during this magical slumber, but can be slain easily if undefended.

The Tower

When it is drawn, this card is instantly transformed into a small metal tower not unlike the rook from a chess game. In truth, it has all the powers and abilities of *Daern's instant fortress*.

The Cards of Thought

As an intangible thing, the sphere of thought is empowered by the element of air. Thought provides the essence of intelligence and is the force behind science and learning. It opposes the chaotic drive of energy, which seeks change without regard to its consequences.

The Fool

The character's Wisdom score is automatically reduced to a maximum of 6.

The Idiot

The person drawing this card has his Intelligence score reduced to a maximum of 6.

The Mentor

The drawing of this card instantly raises the character's Intelligence score to 19 for one year. At the end of that time, this score falls to 3 for a like period.

The Rogue

The character's alignment shifts to chaotic. If the character was already chaotic, he gains enough experience points to advance one level.

The Scales

The character's alignment instantly becomes lawful, with all the penalties associated with such a shift. Those who are already lawful gain one level of experience.

The Stars

The drawing of this card instantly raises the character's Wisdom score to 19 for one year. At the end of that time, this score falls to 3 for a like period.

The Cards of Entropy

The Sphere of Entropy, often called the Sphere of Death, has no elemental affiliation. It represents the decay and destruction that must ultimately come to all things.

The Arrow

The character becomes a master archer, gaining a +4 bonus when employing bows. However, anyone firing such weapons at him also receives this bonus.

The Asp

The character is instantly affected by a dreadful vulnerability to poisons. In the future, all saving throws required due to toxins suffer a -4 penalty and any damage inflicted by poisons is doubled.

The Dagger

If the character is carrying a dagger, the weapon is instantly cursed. The DM should roll 1d4 to determine the "minus" associated with the weapon. If the victim does not have such an item on him at the time he draws the card, his favored weapon becomes enchanted. In this case, the DM should roll 1d4 to determine the "plus" associated with the weapon.

The Gauntlet

For the next week, the person who drew this card suffers a -4 penalty on

all attack and damage rolls. In addition, anyone attacking him gains a +4 bonus to such rolls. If the character survives this period, he gains enough experience points to rise one experience level.

The Spectre

The victim of this card becomes a spectre with Hit Dice equal to his level upon nightfall. When this happens, he is an NPC under the control of the DM. At sunrise, the character returns to normal with no memory of what has happened. Only a *wish* can end this curse.


The Tomb

The person unlucky enough to draw this card is immediately affected as if by an *imprisonment* spell.



Maps

Maps are one of the most important elements of an AD&D game, but they are sometimes rushed and neglected. Maps are provided in all published MYSTARA products, but individual DMs will often want to create maps of their own. In this section, we'll discuss the types of maps that DMs need, how to create them, and how to make them an exciting part of any gaming session.



could
have
sworn
it was
around here some-
where . . .

—Pell Korinopolis
Retired
Adventurer



The Basics

Before a Dungeon Master puts pen to paper he must decide a few things about the map he is going to make. Most importantly, the DM must decide **exactly** what he wants to use his map for. Starting on a project like this without considering the limitations and advantages of various map types often leads to an unsatisfactory result.

Hex and Graph Paper

Creating maps often involves the use of special paper that employs either a square or hexagonal grid. Both types of paper are included among the loose sheets that came with your *Survival Kit*.

Gridded paper is not absolutely necessary for the creation of useful game maps. If a map is intended for display rather than play value, many DMs prefer to draw their maps freehand on blank paper. Beginning DMs, however will find it much easier to create maps with either hex or graph paper.

As a rule, hex paper is used for larger maps. For example, the maps of Karameikos and of the Known World in the *KARAMEIKOS* boxed set are drawn on hex paper. Smaller maps, like those depicting the inside of a castle or the depths of a dungeon, are

drawn on square graph paper.

Types of Maps

Choosing the right scale for a map is as important as selecting the correct type of paper on which to draw it. In this section, we'll look at some of the most common types of maps and the scales that are usually best for them.

Country maps

These maps of entire countries are often done with a scale of 8 miles per hex. They should provide basic territory distinctions, city and town placements, and major geographical details from rivers to prominent mountains and hills. Larger or smaller countries will, of course, call for maps with different scales.

Regional maps

These are closer looks at territories within a country. They are often done at a scale of 4 miles per hex, doubling the detail of a country map. Regional maps add such details as road systems, small towns or villages, local landmarks, and minor keeps or towers unaffiliated with particular cities. Even a totally uncivilized area can have details like caves within hills, passes through mountains, and areas of high ground in a swamp.

City maps

Pulling the map focus even closer, city maps can have a great variety of detail. Often drawn on graph paper with a scale of 100 feet to a square, these maps show the general shape of the city, how it fits within the surrounding terrain, and its major divisions (dock area, trade area, baron's castle, etc.).

District Maps

Providing detailed views of sections of a city, district maps are often drawn on graph paper with a scale of 25 or 50 feet to a square. They provide street layouts and building outlines, identify landmarks within the city, and provide a general sense of the city's security by mapping defenses and walls. Specific buildings are often keyed as places of interest.

Interior Maps

Also known as *dungeon maps* when they detail an area to be explored as part of an adventure, these are the most commonly used maps in the *ADVANCED DUNGEONS & DRAGONS* game. These are highly detailed depictions that show the shapes of rooms, as well as their general contents in some cases. They are most often drawn at a scale of 5 or 10 feet per square.

Encounter Maps

These maps, which are drawn on paper with a 1/2-inch-square grid, are used for particular game encounters. They often depict an individual room or area of wilderness and are frequently used with miniatures to play out battles or other elements of an encounter. Scales on maps of this type vary, but scales of 1 yard, 5 feet, or 10 feet to the square are typical.

Diagrams

These are not actually maps and are often drawn on blank paper. These detailed drawings depict elements not clearly visible on any of the other map types. Examples of common diagrams include the workings of a trap or other device, sketches of an important feature in a room, or close-up views of an item found by the heroes.

Realistic Mapping

How a Dungeon Master makes his maps is not nearly as important as what he puts on them. Whether a map is supposed to depict a haunted swamp or the ruins of an ancient temple, a DM must work hard to make sure that his maps are realistic. After all, even in a world as full of magic and enchantment as *MYSTARA*, there are standards of believability that must be maintained.

Climates

There are three major elements that a prospective cartographer must keep in mind when designing a map: climate, terrain, and ground cover (or vegetation). All of these play an important role in determining the types of animals, monsters, and settlements that one is likely to encounter in a given area. In game terms, the first of these refers to the average temperature of a region. Although technically a function of climate, factors like rainfall are reflected in terrain type (see below).

Arctic

The northern- and southernmost regions of a world are usually nothing more than frozen wastes. Even if there is no land, as with our own north pole, a vast continent of ice will have formed over the ocean. The arctic regions of a world are generally found beyond 75° latitude. Life is almost unheard of in arctic regions.

Sub-arctic

These regions of tundra and permafrost are generally found between 50 and 75° latitude. Although there is some seasonal variation here, summers are fleeting and little more than a brief thaw. Life is uncommon here, but can be found even in this harsh environment.

Cool

Between 45 and 50° latitude, life is abundant. Seasonal changes are fairly pronounced, but there are enough resources here to allow for the survival of a diverse array of flora and fauna.

Temperate

These regions, which generally exist between 35 and 45° latitude, are probably the best suited for human and demi-

human life. Seasonal variation is drastic, but neither winter nor summer is dominant. Life is generally abundant and civilizations flourish in temperate zones.

Warm

Closer to the equator, between 30 and 35°, winters are shorter and mild. Plants and animals flourish here and, in wet regions, thick forests cover the countryside.

Sub-tropical

In these regions, found between 20 and 30° latitude, winters are short and pleasant while summers are hot and lengthy. Life is abundant, with many creatures growing much larger than they would in cooler climates.

Tropical

Within 20° of the equator, winter is unheard of. Temperatures can be oppressively hot and, if there is water, jungles can flourish. Tropical oceans tend to be clear and blue, for they are too warm to support the algae and similar life forms that tint cooler waters.

Terrain Types

Within any given climate there are many diverse terrains. Our own Antarctica, for example, has vast regions of frozen plains, cracked and splintered expanses of broken terrain, and towering mountains.

Conversely, almost any type of terrain can be found in any climate. For example, the veldt of Africa and the prairies of Canada are both examples of grasslands, despite the fact that they are found in two very diverse climates.

Barren

This type of terrain often stretches for great distances, often marking places where ancient glaciers have flattened the original geography of a region. The salt flats of Utah are a good example of this barren terrain.

Broken

Through either natural erosion or supernatural disaster, this is an area of cracked and broken land. Such places are difficult to cross without a dedicated effort. Examples of this terrain include the badlands of the American west and the shattered ice sheets of the poles.

Clear

This type of terrain is similar to the barren/plains group. However, in many cases, it reflects the work of man. The rolling farmlands of the United States and Canada are excellent examples of clear terrain.

Coastal

For the purposes of this discussion, coastal regions are assumed to be those that border on seas and oceans. Such places are marked by the erosion they have suffered at the hands of time and tide.

Desert

Regions of this type were often grasslands long ago. Changes in climate, however, have left them stripped of their topsoil and reduced to infertile stretches of sand. Often, they are found in tropical or sub-tropical climates.

Foothills

Rougher and more challenging to cross through than *hills*, these regions are generally found in proximity to mountain ranges. They often form a buffer zone with smooth terrain on one side and towering peaks on the other.

Hills

One of the most common terrain types, hills are gentle changes in the landscape caused by erosion or other natural contouring effects.

Lake/River

As a rule, any body of fresh water can fall into this category. Such places are generally teeming with life, though they are not usually inhabited by the larger sorts of creatures that one will find in the sea.

Mountain

Mountainous terrain is generally found in places where two tectonic plates are in collision. At their peaks, they can be as dangerously cold as any arctic region and, on the highest summits, have air so thin that humans and their kin cannot survive.

Ocean, Depths

Far beneath the surface of the sea is another world. Here, where the sunlight does not penetrate, live creatures unlike any found nearer the surface. Even in the tropics, the temperature here is cold and the water pressure deadly to anything that did not evolve for life in this monstrous place.

Ocean, Surface

Life in the upper regions of the sea is abundant, even in extreme climates. Here are found the fish, whales, and similar creatures that sailors have come to know, and often fear, over the centuries.

Shore

While coastal regions (described above) are assumed to border the sea, these are found along lakes and rivers. They

are not generally as eroded as coasts, for the effects of tides are much less pronounced here.

Swamp

In places where a river is blocked or a spring bubbles up without enough force to create a lake, swamps form. These are assumed to be filled with fresh water, although it is often stagnant and polluted.

Marsh

These regions are like swamps, save that they contain salt water. As a rule, these are associated with tidal pools or other such inlets.

Vegetation

The final major element that defines an area is the vegetation that covers it. It is quite possible for regions with similar climates and geography to have radically different characters because of the vegetation that covers them. After all, the Pacific Northwest is not unlike New England in geography. The former, however, is a lush rain forest while the latter is an area of moderate woodlands.

Clear

Some areas, for whatever reason, are devoid of vegetation. For the most part, this indicates an inhospitable climate and/or a lack of precipitation. Examples of clear terrain include the Sahara desert and the arctic ice sheets.

Grassland

This category includes both tilled farmlands and natural expanses of grass like the African veldt. Such places are often dry, but receive enough rain to support plants and the animals that graze upon them.

Scrub

Regions of scrub are often found where the soil or other factors make it impossible for a full-fledged forest to grow. Stunted trees and brittle shrubs can make these regions difficult to navigate.

Woods

Wooded areas are something of a halfway point between scrub and forests. They are marked by numerous trees, but these are not so tightly packed as to prevent the growth of thick underbrush.

Forest

Areas with plentiful rainfall or abundant ground water often give rise to forests. These are similar to woods, but have more trees and, because less light filters down to the surface, somewhat less undergrowth.

Rain forest

Exceptionally moist areas will often develop richly wooded areas with great tangles of vines and other plants filling the region. These places generally receive a great deal of rain and have abundant ground water.

Jungle

The heaviest of all vegetation types, jungles are found only in the most fertile of places. An area of jungle must have plentiful supplies of water, fertile soil, and an excellent climate (usually tropical or sub-tropical).

The Works of Man

The natural world has rules about what goes where and how various climates are arranged. This is also true of men and the other races of Mystara. For the most part, these concerns are economic and military in nature.

Towns and Cities

Towns and cities spring up along water ways or natural harbors because these are economically viable areas. This is especially true of newly explored or colonized regions. Crossroads are also common places for men to establish communities, for the same reasons.

Castles and Fortifications

Military structures of all kinds are built where they will serve a purpose. A castle might be placed on high ground where it overlooks an important harbor or at the confluence of two major rivers. Often, small communities spring up around such places.

Minor Roads

Medieval roads were hardly ever straight routes from one place to another. They followed the lay of the land and were rarely more than footpaths. Often, minor roads might be blocked by felled trees, heavy snow, or rockfalls.

Major Roads

Karameikos and the neighboring nations are laced by a system of paved roads laid out by the Thyatians. Such constructions were expensive and rare in our own Middle Ages and ought to be the same in your campaign world.



Languages of Mystara

On the world of Mystara, education and literacy have spread beyond the noblemen, traders, scholars, and priests. The vast majority of common people can read and write, something unheard of in our own Middle Ages.

The people of the Known World's cities are largely educated folk. In major capitals, such as Mirros, the ability to read and write is assumed. On the average, some 70 or 80% of the population are literate. Glantri is the only country in the Known World that can boast that over 90% of its people are literate in at least one language.

There are many languages in the Known World. Indeed, there are well over 20 human dialects. Admittedly, most of these are directly descended from Thyatian, but they still differ greatly. After all, English, French, and Spanish were all spawned from Latin, and one can hardly call them identical.

The standard dialect for traders and travelers alike is *Thyatian Common*, generally referred to only as *Common*. Among the nations of the Known World, it is almost always possible to find someone in even the smallest village who can speak and write Common.



He either said "I'm a friend, come on in" or "come one step closer and I'll eat your head."

—Pell Korinopolis
Retired
Adventurer



Designing an Alphabet

The purpose of this section is not to present detailed description of the various languages of Mystara. Such a project would demand its own boxed set and be tremendously tedious.

Instead, it shows DMs how to spice up games with written alphabets for a number of races and classes. A DM can add a touch of mystery to his game sessions simply by using these alphabets to create secret messages or cryptograms for players to decipher.

Dengar

Dengar, the dwarvish language, is an ancient tongue. Unlike the elvish language, Dengar is highly organized, set in its grammar, and very resistant to change. Rockhome Dwarvish is the most common and widespread form of this language.

Writing

Dwarvish is a runic alphabet created to be carved into stone; because of this, every letter contains only straight lines. The script has a noted lack of vowels, which appear as tick-marks around the preceding consonant.

Messages are written from a starting mark—usually at the center of a runestone or other piece of rock—and wound around the starting point in a counterclockwise direction. The orientation of the letters stays the same, so the reader doesn't have to twist the stone to read the message.

Sentences also have their closing marks, with spaces left between individual words. This method of writing allows dwarves to maximize the amount of information on a given surface.

Vowels

Vowels are often assumed in dwarvish script, leading to numerous pronunciations of the same word. When they are indicated, vowels take the form of dots chipped into the stone around the letter they follow. A tick in the upper-right indicates an "a", one in the lower-right an "e", one in the lower left an "o", and one in the upper left a "u." The letter "y" never serves as a vowel in Dengar, and the letter "i" is unknown.

Punctuation

The closing mark for a sentence is a column of three dots, while a double column of dots ends a paragraph. A complete message always ends with three such columns.

Quotations are underlined in the dwarvish script, as are all proper names. A proper name within a quotation is double underlined.

Grammar

Dwarves never spell out numbers. Thus, there is no "seven" in Dengar, there is only "7."

Numericals always follow the objects they apply to in Dengar. Thus, a dwarf will write "today I killed orcs 5" not "today I killed 5 orcs."

Elvish

The ancient tongue of the elves is unified and dynamic. While any elf can be understood by any other elf, the number of dialects among the fair folk is enormous. Even the language of the almost forgotten Shadow Elves is not difficult for other clans to understand.

Writing

Elvish writing is an elegant, sweeping script. Often flowery in structure and certainly beautiful to look at, it contrasts greatly with the alphabet of the dwarves. Written originally on trees or branches, elvish is oriented vertically, with multiple columns being employed for longer messages. Words are never broken across columns, though sentences often are.

Grammar

Elvish inscriptions always begin and end with distinctive markings that identify the writer. Each elf has his own glyph for this purpose, something as unique as any human signature. The signature mark at the end of a document is a mirror image of the one used at the beginning.

While the dwarvish language is short and clipped, elvish is exactly the opposite. Descriptive phrases and flowery prose turn even the shortest elvish message into a lengthy missive. For example, where a man might write "meet me at dawn tomorrow," an elf would feel compelled to inscribe "we shall meet on the morrow, when the golden arrows of the rising sun first pierce the velvety black of night's spreading bosom."

Punctuation

Elves end their sentences with a circle not unlike the "o" in English. A paragraph also ends with a circle, but such marks are darkened to form a dot. The former is known as a sun-mark and the latter as a moon-mark, although they are often just called a *sun* and *moon*.

Magescript

Wizards are a mysterious and secretive lot. Their powers are their lifeblood, and they take great care in concealing the methods of magic from prying eyes. In order to do this, each wizard uses a personalized alphabet (commonly called a *magescript*) when recording enchantments in his spellbook. The secrets of these unique alphabets are so difficult to break that even a well-practiced mage must cast a *read magic* spell to decipher another wizard's magescript.

Writing

Magescript is generally written and read from left to right, just like English or Common. Because of the unique nature of the world's many magescripts, one would be foolish to take this as a given. It's not uncommon to find a wizard who records his spellbook from right to left, in mirror image, or even spiraling out from the middle of the page.

The average spell requires a minimum of one half-page per level to record. Because a wizard frequently includes diagrams, mnemonics, and other notes with a spell description, this is seldom the case. A good rule of thumb is one page per level.

Grammar

Most magescripts employ little or no punctuation, making it that much harder for prying eyes to decipher them. It is not uncommon, however, for a wizard to decorate his magescript in such a way as to fool would-be readers into thinking that it included such symbols.

Another concept missing from most magescripts is the paragraph. Sentences are either completed on one line or indented under the line on which the sentence started. There is no break in the flow of the writing to indicate the point at which one topic ends and the next begins.

Sometimes, though this practice

has grown more rare over the centuries, scrolls or spells in spellbooks are marked and signed by the mage who wrote or inscribed the spell. Generally, a scroll that bears the name of its author is either fairly old or the work of someone with a greater than average ego to satiate.

Scrolls

Magical spells recorded on scrolls often employ a tightly compressed, highly charged version of magescript. The power required for the spell to take effect is held in check only by the scroll's text. As a rule, a scroll will have 3 lines of text per level of spell recorded on it.





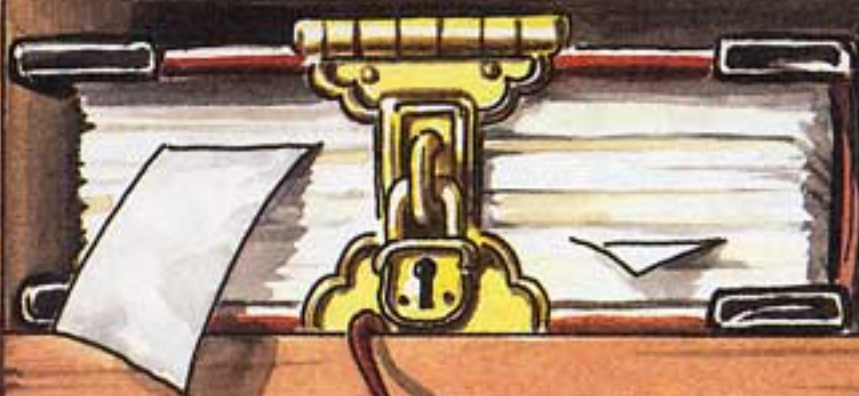
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2512XXX1901

Campaign Log

Being an account
of the exploits
triumphant and tragic of





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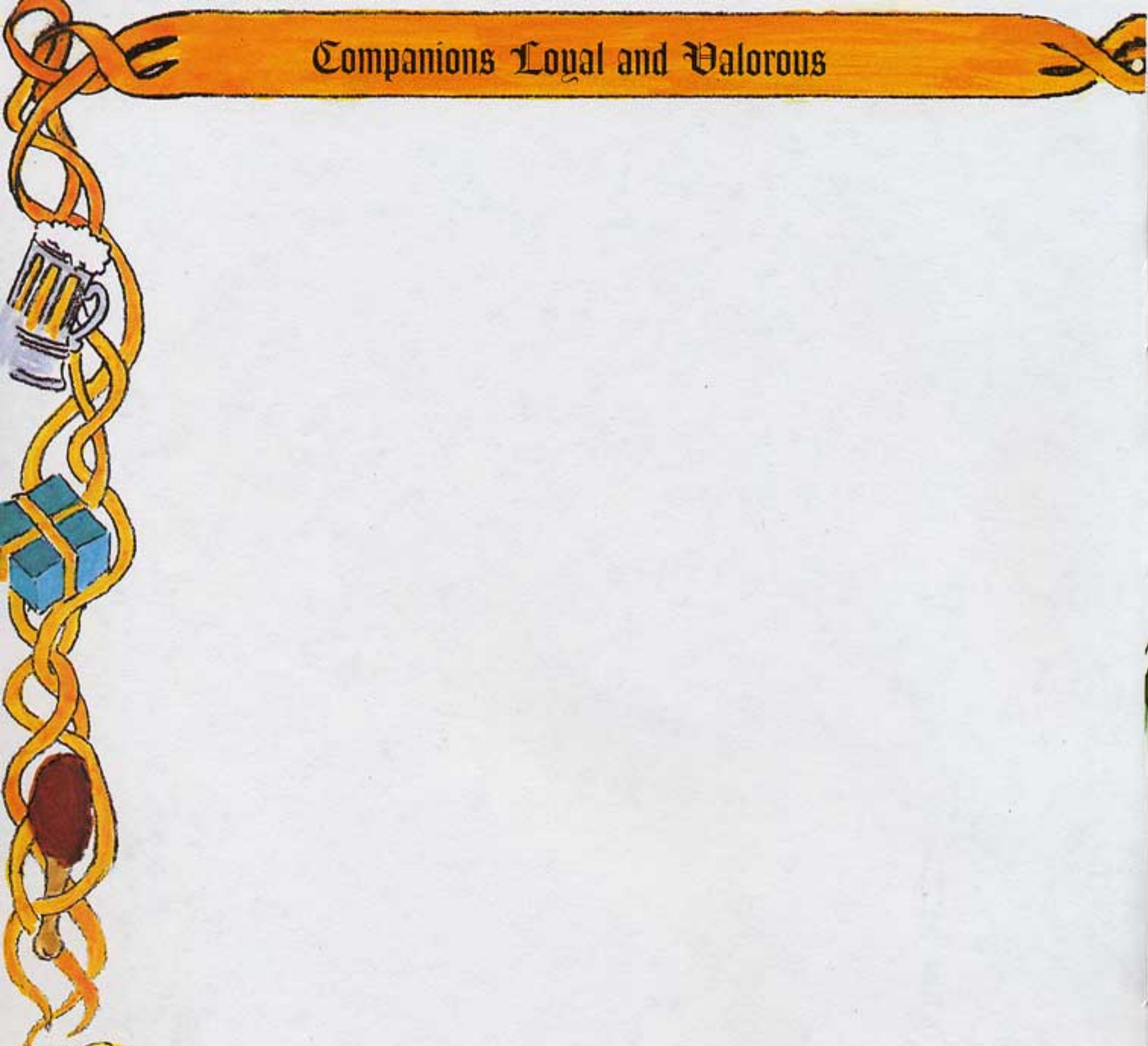
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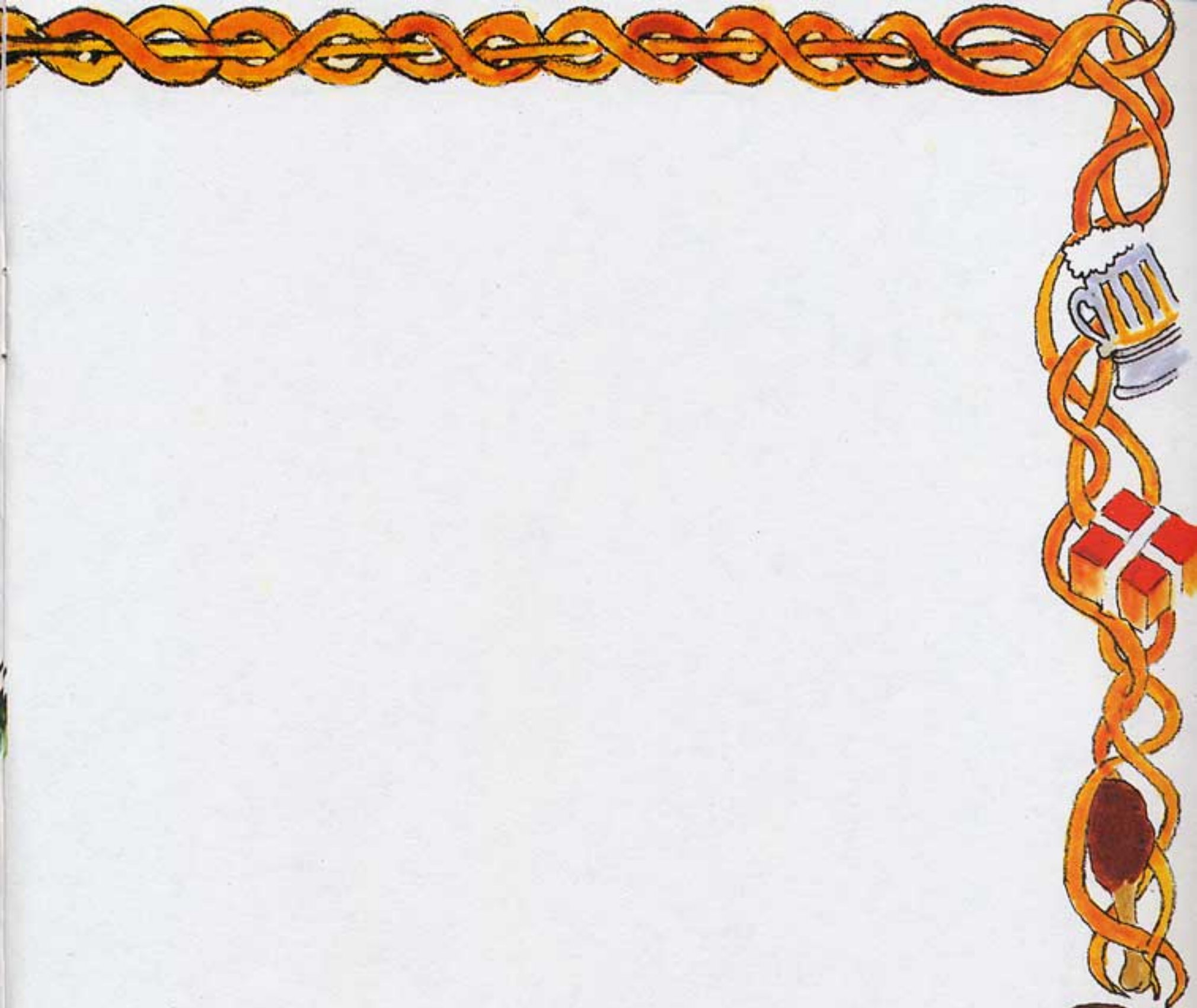
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Members Noble and Illustrious



Companions Loyal and Valorous



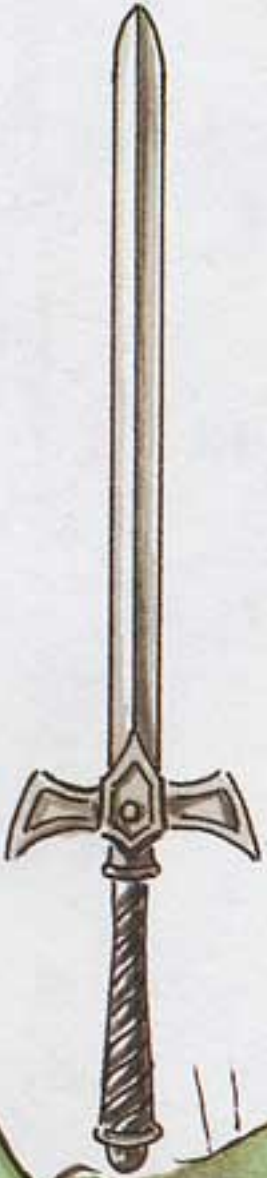
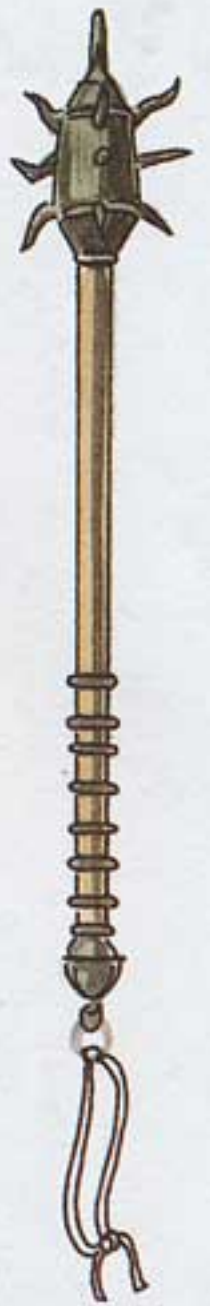


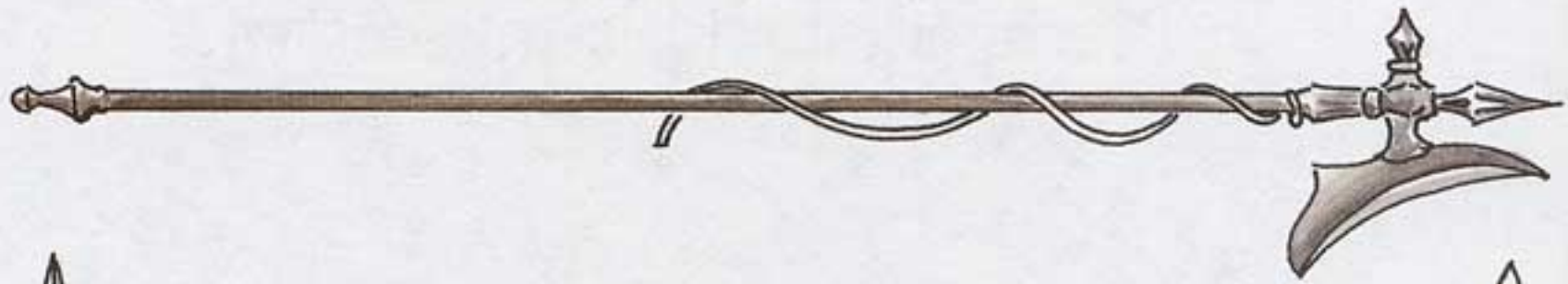
Villains Foul and Fiendish





Monsters Mighty and Magical





Plates Explored and Mysteries Solved





Treasures Priceless and Magical

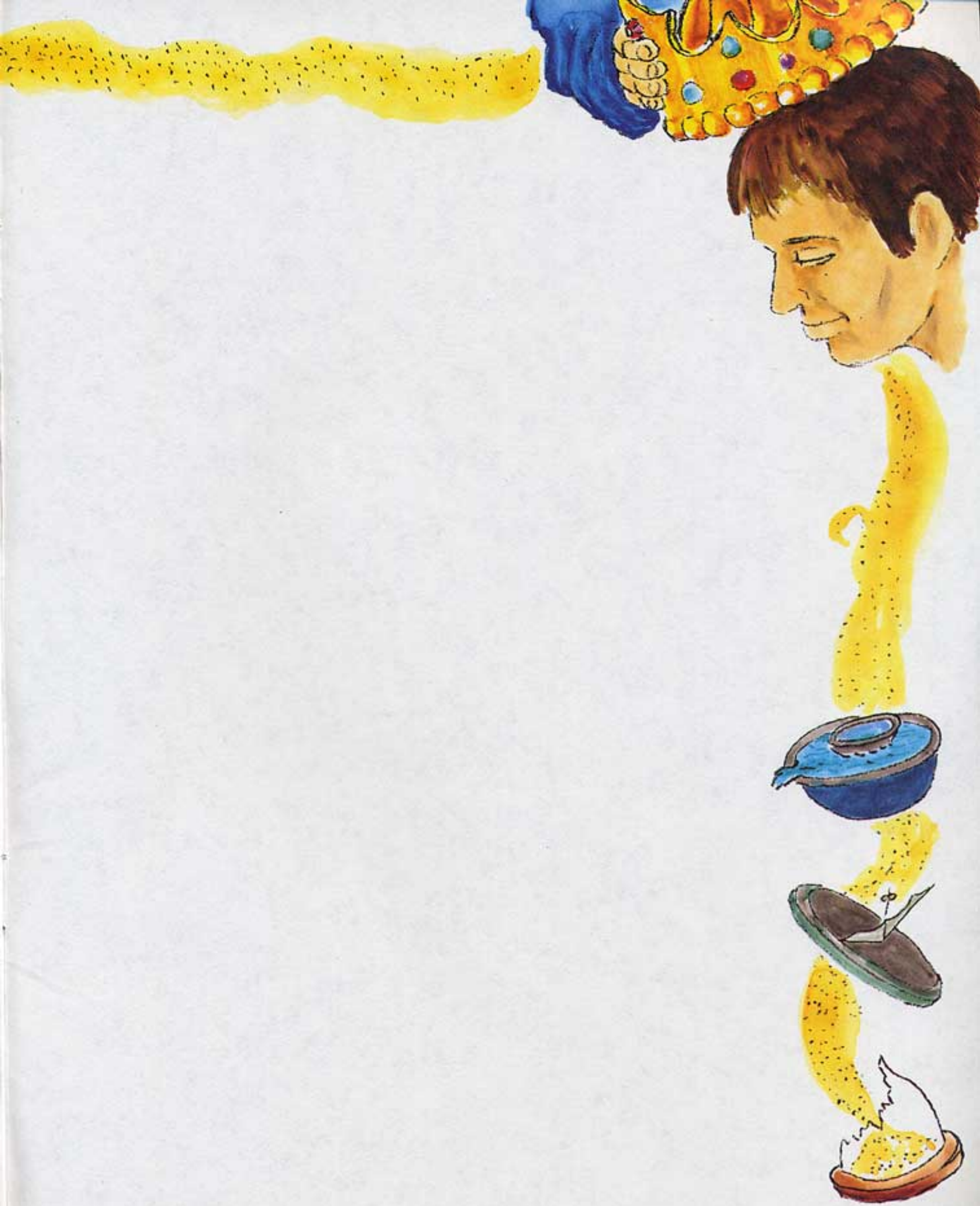




Events
Historical

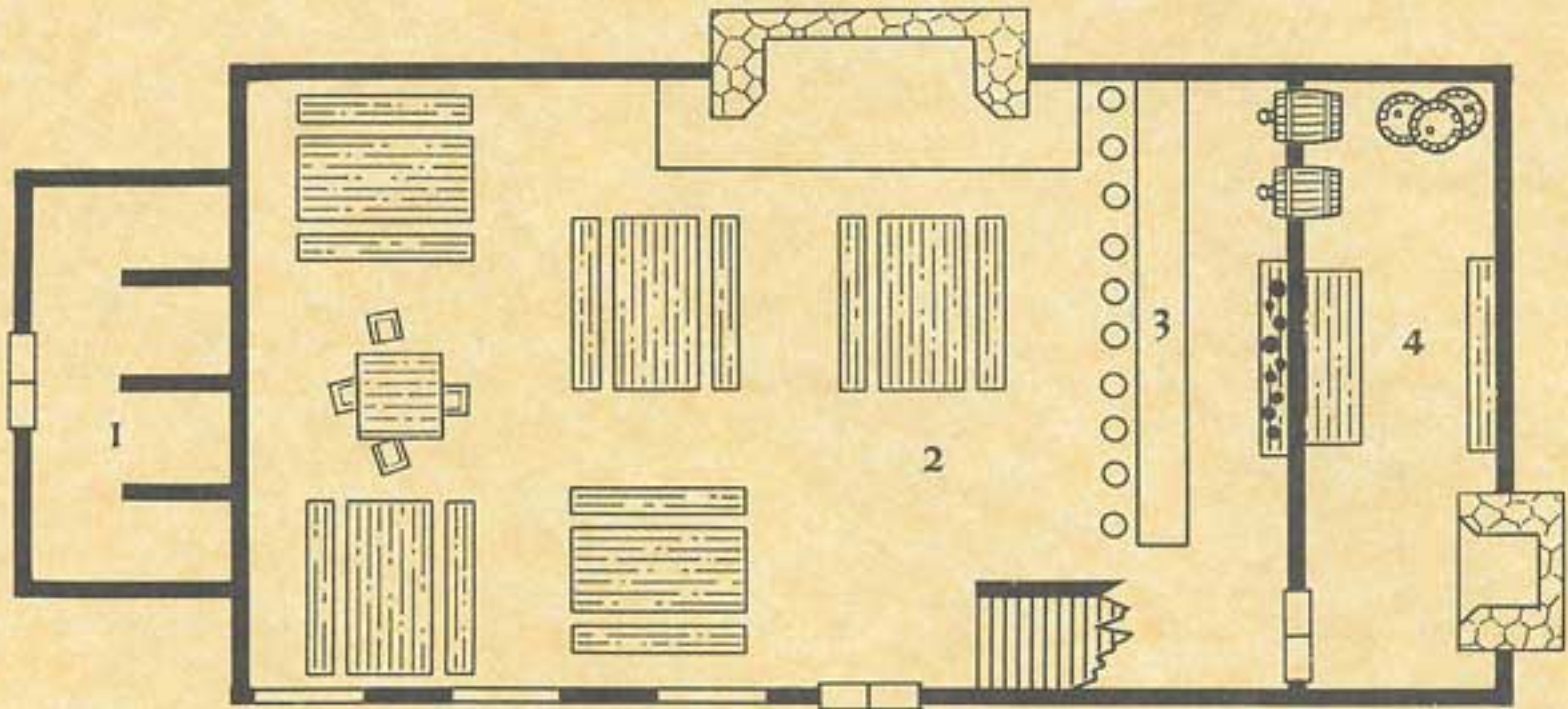
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Significant



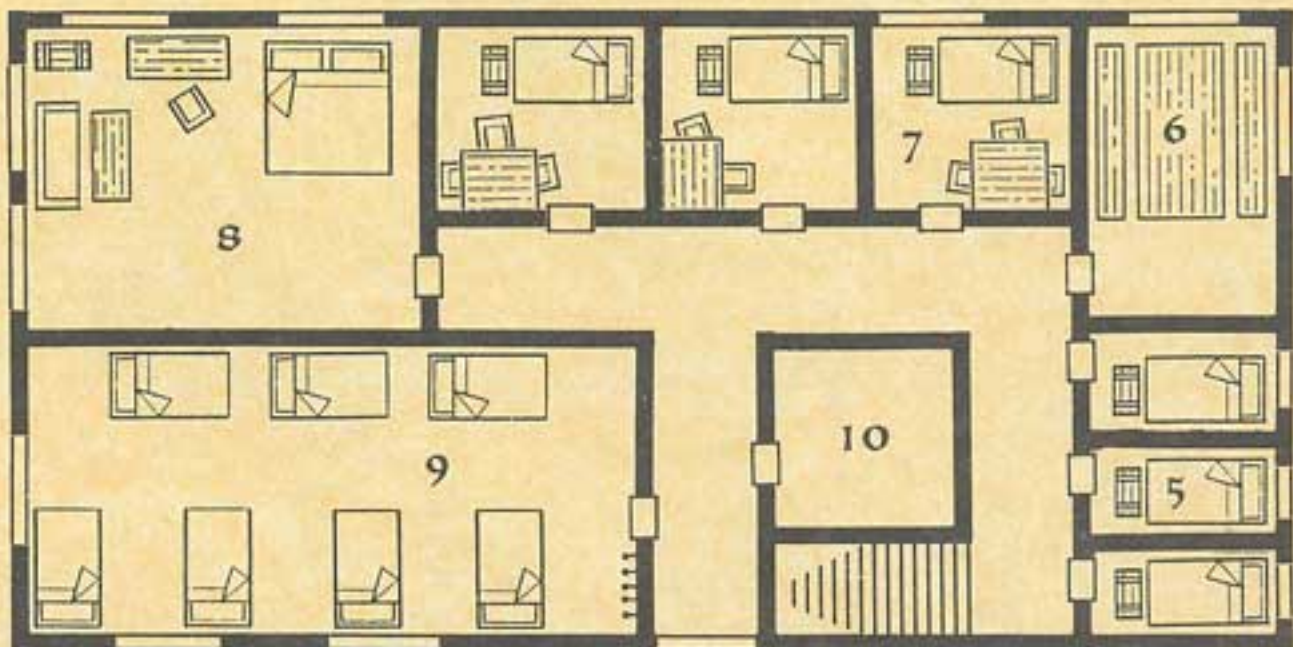




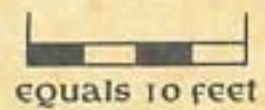
Sample Tavern/INN



GROUND FLOOR



SECOND FLOOR



Sample Map: Village

Map Key

1. Temple

Almost every village will have at least one temple in it. While it is the duty of the noble who lives in the keep to protect the town from physical harm, the people will look to the keepers of their temples for emotional and cultural protection. The nature of the Immortals worshiped in a town's temples will generally dictate the philosophy of its inhabitants. Interior details on this type of structure can be found on the *Temple* handout.

2. Stonemason

Another fixture of every town is a skilled stonemason. Craftsmen of this type are often dwarves or have studied under such folk, for none on Mystara are more skilled in the shaping of stone and the working of rock than the bearded folk.

3. Farm House

Without food, the village would quickly fail. In addition to the farms shown on this map, any village of good size will be ringed with cultivated land and ranches. These dwellings will be simple, for the farmers who live within them are not likely to have much in the way of luxuries.

4. Barn

Every farm and ranch is certain to have a barn associated with it. These useful buildings are used to store farm equipment, house livestock or mounts, and store grain.

5. Inn

If a village is of any size or is located in a place where travelers are not uncommon, it will have at least one inn. Details on this structure can be found on the *Tavern / Inn* handout.

6. Mayor's House

No matter what the title, every village will have a leader of some sort. As a rule, his house will be more noble than those of the other townsfolk, reflecting his stature and importance.

7. Village Meeting Hall

This hall is often associated with the home of the mayor, for it is here that town meetings or similar gatherings are held. On festival or market days, quite a crowd may gather here.

8. Tannery

This place serves the needs of the public for tanned hides and leather goods. The master of this shop will be skilled in the fashioning and repair of belts, harnesses, and perhaps even leather armor. The tanning process generally gives this place a strong, unpleasant odor.

9. Brewer

The brewer keeps the public demand for beer, ale, and the like satisfied. In some towns, the brewer will make wines or even hard liquor, but in larger towns that duty will fall to another. If the brewer is a master at his craft, travelers may come from far and wide to sample his ales.

10. General Store

This type of emporium carries a wide variety of household goods. The proprietor generally buys his stock from traveling merchants and local craftsmen who don't maintain their own shops. A general store like this is a good place for outsiders to visit if they need directions or want to pick up the latest in local gossip.

11. Miller

The most important aspect of a miller's trade is a source of power for his grinding stone. In most cases, this will be a river or small cascade. In some places, especially those where flowing water is not to be found, a windmill might be used or the grinding stone driven by oxen.

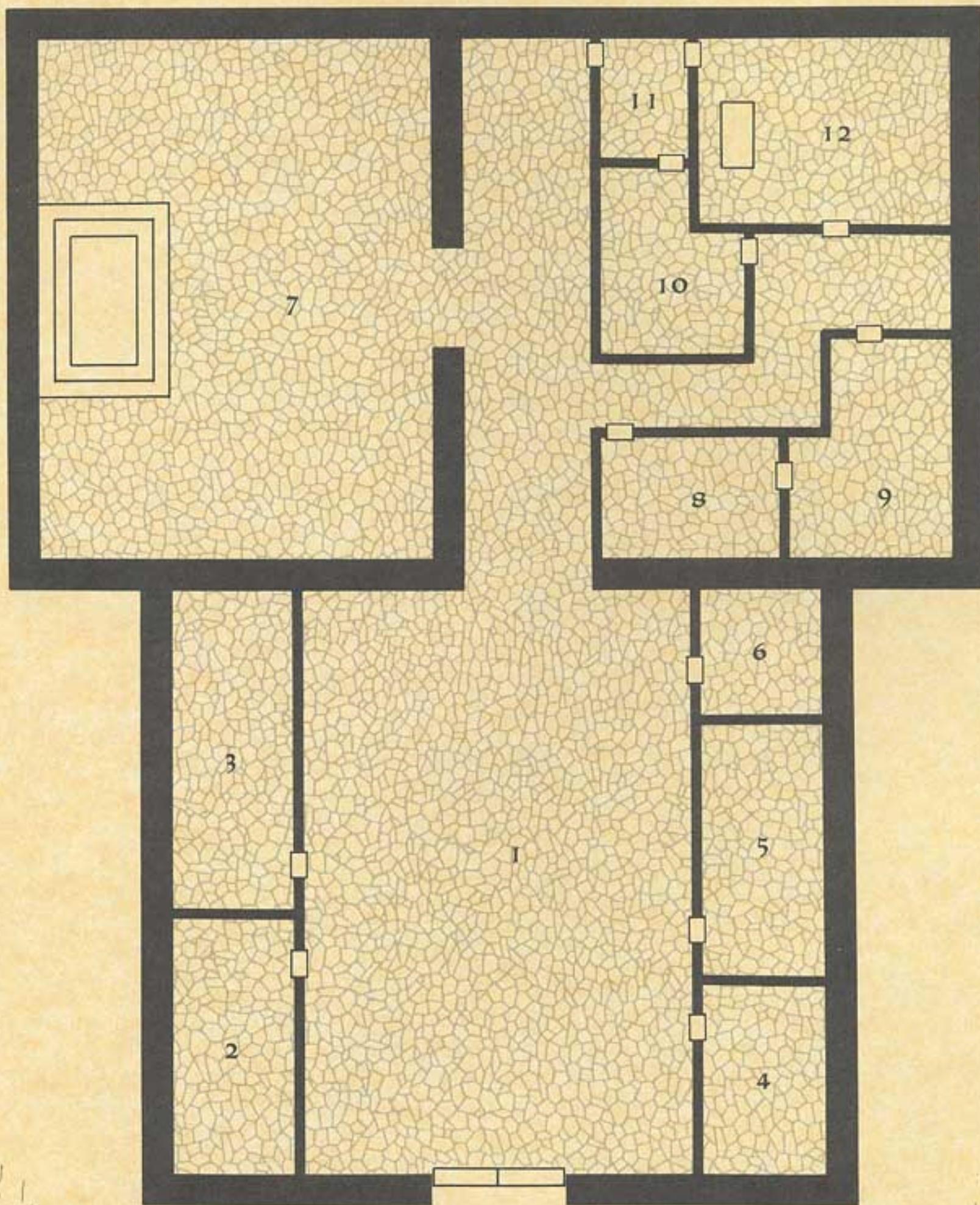
12. Blacksmith

Another of the town's most important people, the blacksmith sees to manufacture and repair of iron and steel objects. If there is no armory in town, he will have some skill in the maintenance of arms and armor, but is unlikely to manufacture these goods himself.

13. Wheelwright

In addition to the fashioning of wheels, carts, and wagons, a good wheelwright will undertake many other carpentry chores. His skill with the manufacture of wheels makes him a good bet for the construction of sound barrels.

Sample Temple



Scale: 1 inch equals 10 feet

Sample Map: Castle

Map Key

1. Main Gate

In the case of a small keep, this will be nothing more than a large gate supported by the outer wall. Larger or more modern fortresses include an entire gate house. In order to make the gate difficult for attackers to breach, it will often be defended by murder holes (through which archers may fire or boiling oil may be poured), multiple gates, traps, and even magical defenses. While there may be other gates in the wall, this is the one through which any caravan or other large group must pass.

2. Outer Walls

This is the first line of defense against any attacker. As such, it will always be as thick and tall as supplies and budgets permit. Catwalks running along the top of the wall permit archers to fire into attacking troops and pipes allow boiling oil, hot coals, or other unpleasant substances to be poured onto those outside the castle.

3. Inner Walls

These barriers are seldom quite as thick as the outer walls. Their main purpose is to create a killing field between the outer and inner walls. If the outer wall is breached, attackers will then be forced to charge through the space between the two barriers while arrows and the like rain down on them. To make matters worse, pits, sharpened stakes, and other hazards are often placed between the two walls.

4. Inner Gate

Like the inner wall, this structure is seldom as sturdy as its counterpart in the castle's outer defenses. Still, in a large castle, this could be a complete gate house with murder holes, traps, and a full complement of troops. As with all aspects of castle construction, money and supplies are the major factors.

5. Towers

In addition to providing structural anchors for the castle's walls, the towers are an important element in the defensive strategy. A well designed castle will have all of its towers positioned so that archers can carve up attackers with volley after volley of arrows. If possible, weak points in the walls will be positioned so that fire from more than one tower can cover them. It isn't uncommon for siege engines like catapults, bombards, or the like to be mounted atop the towers.

6. Stables

This is where the horses and other livestock living in the castle are kept. As a rule, there will be cattle, horses, donkeys, chickens, and perhaps a few less common creatures living here. All of the supplies needed to keep the animals fed and cared for are stored here as well.

7. Workshops

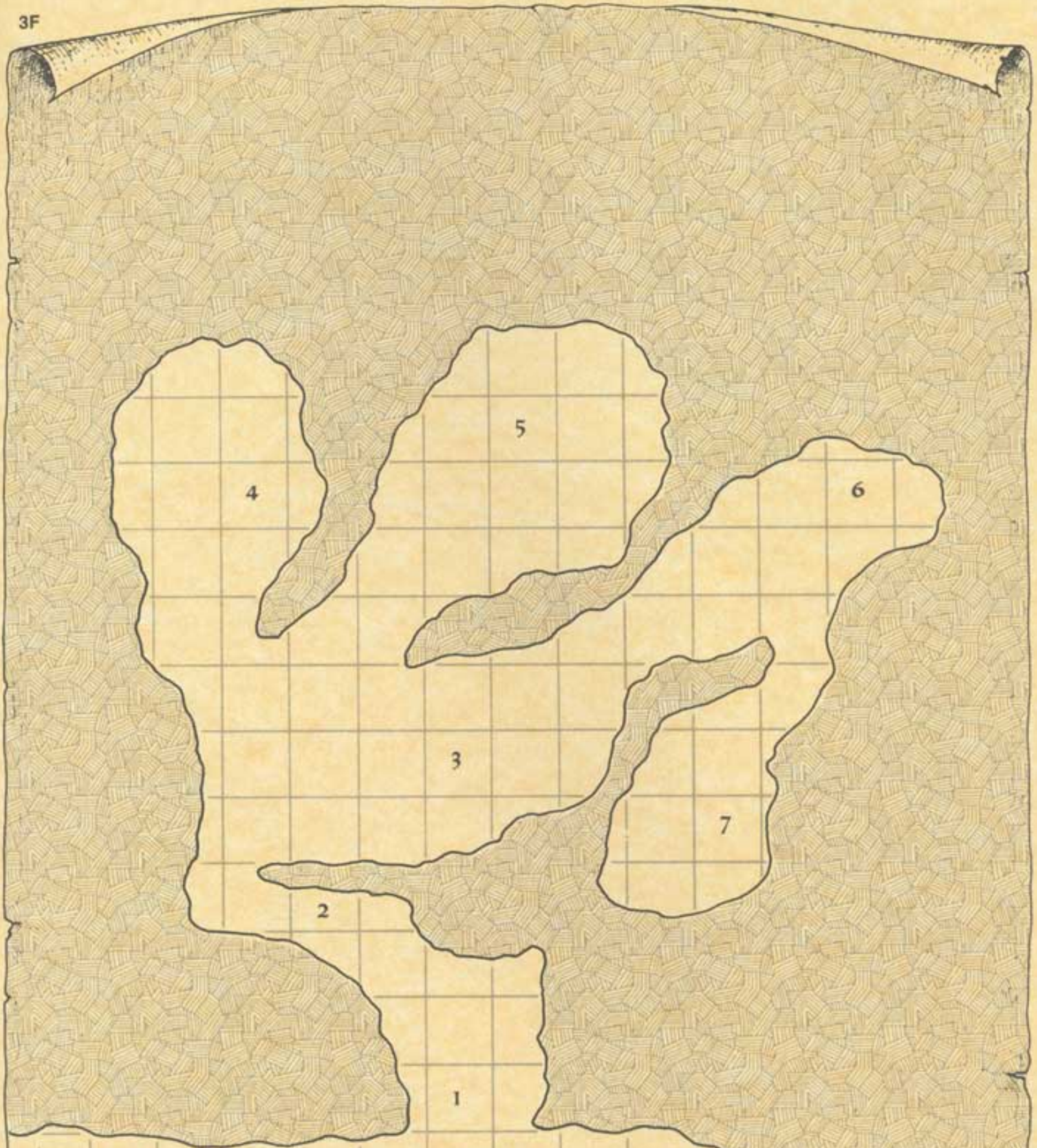
These lesser structures provide work places for the blacksmiths, armorers, wheelwrights, and others whose work is vital to daily life in the castle.

8. The Keep

At the heart of every castle is the keep inside of which the noble who owns the castle dwells. The keep is the seat of his power and the elegance of his home will reflect the extent of that influence. The wealthier the noble, the more grandiose his home will be.

9. Courtyard

In actuality, many castles have two courtyards, marked as 9a and 9b on the map. The former is the outer courtyard, which is often used by neighboring villages as a marketplace or for public festivals and ceremonies. The inner courtyard is used by knights for practicing battle skills, squires for training, and nobility for holding private celebrations and ceremonies.



Scale: 1 inch equals 10 feet

Sample Monster Lair

Sample Map: Wizard's Tower

Map Key

1. Entrance

Depending on the personality of the wizard, this may be an elegant parlor designed to impress visitors with the wealth and prestige of the spellcaster or a sedate chamber with a few chairs and, perhaps, a bell that can be rung to get the wizard's attention. It will probably have some manner of defensive or divinational magic woven over it, for there isn't a wizard alive that wants to be caught off guard in his own home.

If the wizard operates any sort of a business, this area will serve as an office. In general, it will be manned by an underling, usually an apprentice, and the wizard himself will make an appearance only when business requires it.

2. Apprentice's Room

If the wizard has an apprentice, this is where he lives, studies, and sleeps. It may be fairly comfortable or quite spartan in its decor. In either case, it will have a trunk or dresser for the apprentice's effects and a table for his studies. If there is no apprentice, this area may be used as a guest room.

3. Kitchen

This area will be equipped with a stove and racks for cookery and utensils. A trap door in the floor provides access to a pantry below. In many cases, the cooking will be done by an apprentice. Some higher level mages, however, will employ magical creatures like *unseen servants* to make their meals.

4. Dining Room

Whether the decor of the tower is elegant or reserved, this area will generally be one of the better appointed rooms in the tower. It is here that the wizard will take his meals, meet with important visitors, and conduct much of his business with the outside world. To that end, the dining room must speak well of the mage, his power, and his knowledge.

5. Lounge

While the dining room is often used for formal meetings with visitors, the lounge is where he converses with his friends. It is also the place where the wizard comes to relax and consider important matters. As such, it will be the most comfortable place in the tower.

6. Wizard's Chambers

This is where the master of the tower (and his family, if he has one) resides. It will reflect his own tastes and probably have a number of magical spells set about it. Some of these will be designed to make the room more comfortable, others will be traps set up to protect the wizard from intruders. A hidden cache will generally be found somewhere in the room that allows the wizard to keep his most important possessions safe from prying (or scrying) eyes.

7. Library

This room will be lined with shelves holding books, scrolls, tablets, slates, and just about any other form of text one might imagine. It is here that the wizard does his research and instructs his apprentice.

8. Study

When the wizard is engrossed in a project, he will often retire to this area for thought and research. While not as comfortable as the lounge, it is not as spartan as the library. One on one meetings with the wizard, especially those of some importance, are held here.

9. Casting Room

This chamber is generally barren and stark. The walls will be marked with magical runes and hold shelves for a few important trinkets used in spellcasting, but nothing that might distract from concentration. It is here that the wizard comes when he wishes to invoke his magical powers.

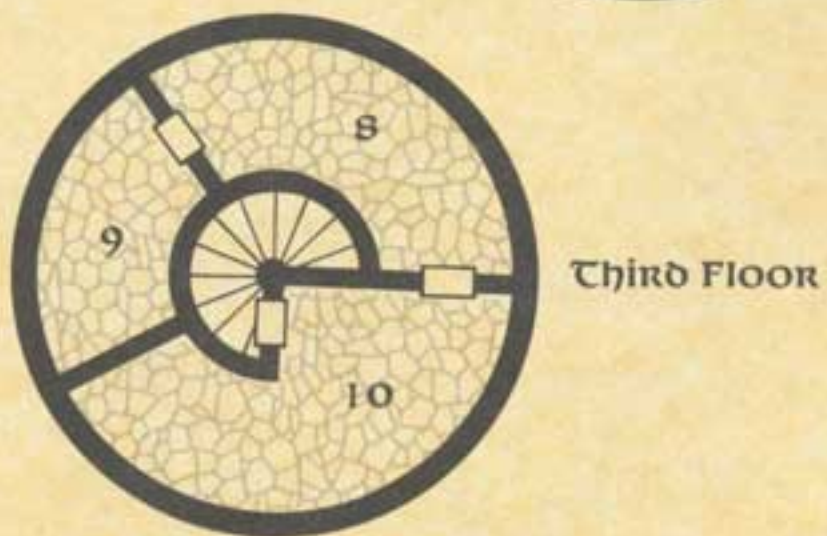
10. Laboratory

This chamber will be filled with all manner of magical supplies and mysterious experiments. It is here that the wizard delves into the secret mysteries of the universe in his endless search for magical might. All of the master's spell components and other arcane possessions will be kept here. Every manner of protective spell available to the wizard will be woven over this room, for none may enter it, not even his apprentice, without his blessing.

11. Door to the Tower Roof

From time to time, the wizard will have need to visit the top of his tower. Whether that's just to catch some fresh air, practice his astrology, or conduct a magical experiment, this is the portal that allows him to access the tower's top.

Sample Wizard's Tower



Scale: 1 inch equals 20 feet

Sample Map: Monster's Cavern

Map Key

1. Entrance

In the case of intelligent monsters, this area is often protected by traps, illusions, or lesser creatures that serve the owner of the lair. If the resident monster is not intelligent, it may well be littered with the bones, armor, and equipment of past victims. While not as deadly as a trap or guardian monster, these can be quite effective in deterring trespassers.

2. Guard Post

As with the entrance, this area is frequently set with a trap by intelligent monsters. It can also be used to set up ambushes or for the posting of a guardian monster. If the creature who lives here is a spellcaster, it might be that a *continual darkness* or *fog* spell has been placed here to make intruders think twice before continuing on.

3. Antechamber

This area will often contain a spring or other water supply. In cold regions, it might be a volcanic vent or other source of heat. If the monster keeps animals of its own, either as pets or for food, they will often be housed here.

4. Refuse Pit

All of the monster's garbage gets dumped here. This includes uneaten portions of past prey, offal, and the like. It is not unlikely that a few items of value, things that the monster had no use for, have been discarded here as well. However, as the place is swarming with beetles, maggots, and other disgusting creatures, recovering these treasures can be a job that requires a strong stomach.

5. Secondary Chamber

If the monster living here is intelligent, it might use this chamber for a storage area or armory. Similarly, it might be a sort of "guest room" in which allied monsters or prisoners are kept. In the latter case, of course, the room will probably be equipped with bars or a trap of some sort to ensure that the hostage does not escape. Unintelligent monsters may use this area to store food that they plan on using later.

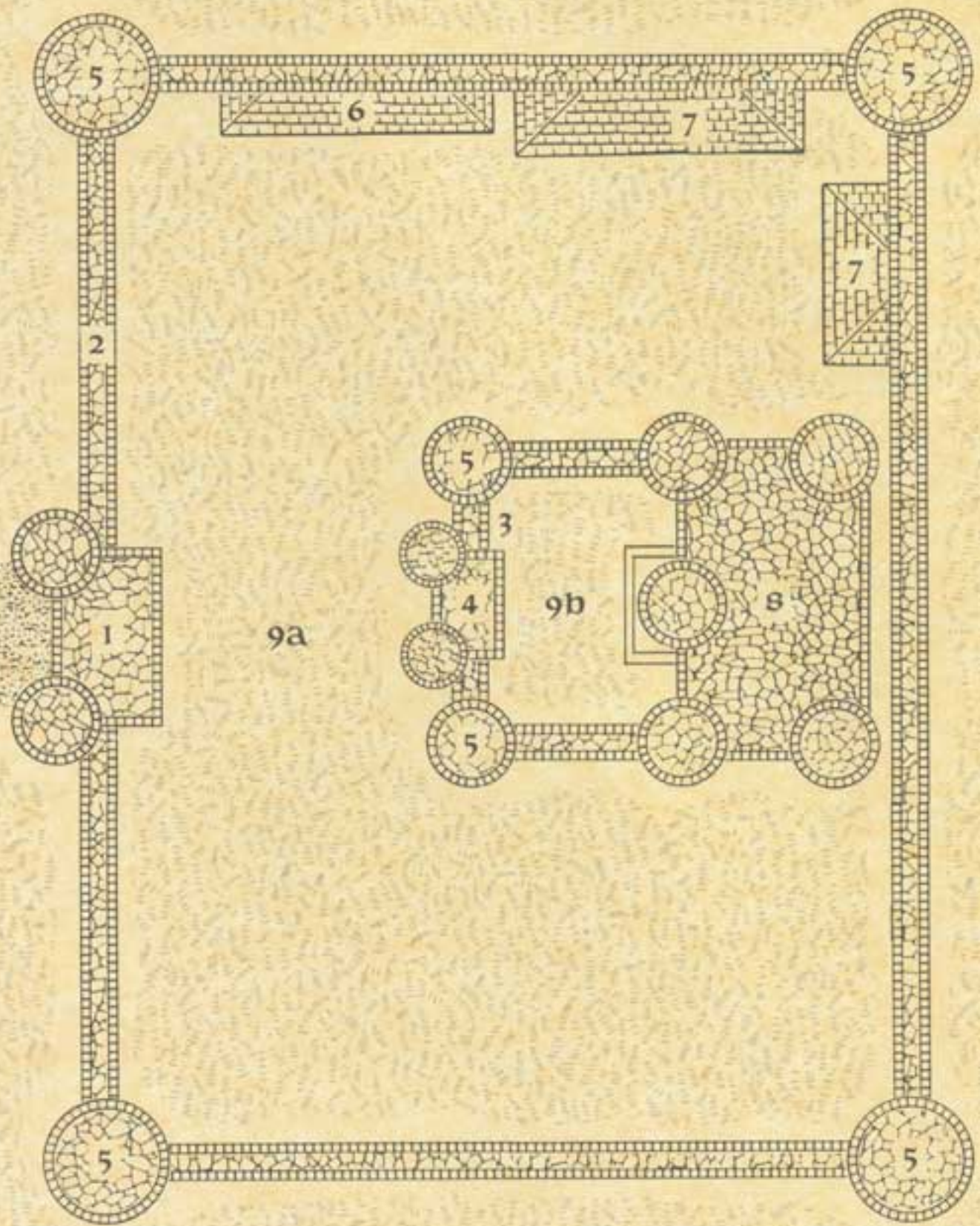
6. Monster's Chamber

This is where the resident monster sleeps. Depending upon the exact nature of the creature, it may have furs scattered on the floor, roosts affixed to the ceiling, or any number of other amenities. If the monster is intelligent, it may well have traps placed so that it will be protected while it sleeps.

7. Treasure chamber

If the monster that lives within this complex likes to hoard treasure, this is where he will keep his ill-gotten prizes. An intelligent monster will almost certainly have placed one or more traps here to keep thieves from stealing his loot.

Sample Castle



Scale: 1 inch equals 150 feet

Sample Map: Temple

Map Key

1. Grand Hall

This area is designed to impress visitors to the temple with the power and importance of the Immortal to which it is dedicated. As such, it will be lavishly decorated with banners, statuary, frescoes, and other works of art.

2. Dormitory

This room is used by the acolytes who are studying the worship of the temple's patron Immortal. There will usually be a dozen or so bunks, each with a chest for personal effects, as well as a small shrine that can be used for private worship services. In many cases, several bookcases will stand along the walls with inspirational texts for the acolytes and one or two tables for work and study.

3. Library

Every temple maintains a fairly large library with religious books, histories of the faith, and a great assortment of general reference materials. There are also a number of desks with inkwells and sheets of parchment, paper, or papyrus for those who wish to record their own words for future generations. As a rule, this facility is open to all members of the faith.

4. Office

All of the temple's business affairs are conducted here. There will be records of past transactions, budgets for future expenditures, and, depending upon the size of the temple's following, a treasury of considerable value.

5. Infirmary

In cases where an Immortal teaches healing and compassion, his temples will maintain a number of beds for members of the faith who have fallen ill. If one or more of these beds is not occupied, it will generally be made available to travelers who pay homage to the temple's patron at little or no cost.

6. Storage

Just about everything that the keepers of the temple need to operate the facility will be kept here. This includes their assorted sacraments, supplies for the hospital, and even routine janitorial equipment.

7. Main Temple

This is where services honoring the immortals are held. The focus of the room will be an elaborate altar and an assortment of religious relics vital to the faith. If the temple supports public services, there will be seating (usually benches or pews) for between 50 and 150 persons. Unbelievers may or may not be admitted to this area, depending upon the mandates of the church.

8. Kitchen

The temple's kitchen will be staffed by acolytes and outfitted with a fairly good assortment of cookery and utensils. Since almost every faith has some manner of dietary restriction, a skilled hand will oversee the youngsters in their workings. There is usually a storage chamber beneath this room that serves as a pantry or wine cellar.

9. Assembly Hall

This room is most frequently used as cafeteria for the temple staff. On important days, it is also used as a feasting hall for members of the faithful. Lastly, it is occasionally pressed into service as a meeting hall when important business matters arise.

10. High Priest's Chambers

This is the area where the high priest (and his family, if any) makes his home. It will be decorated in accordance with the requirements of the faith, so it may be quite spartan or lavish and elegant. The odds are that it will also have a private library and secret cache for the high priest's valuables.

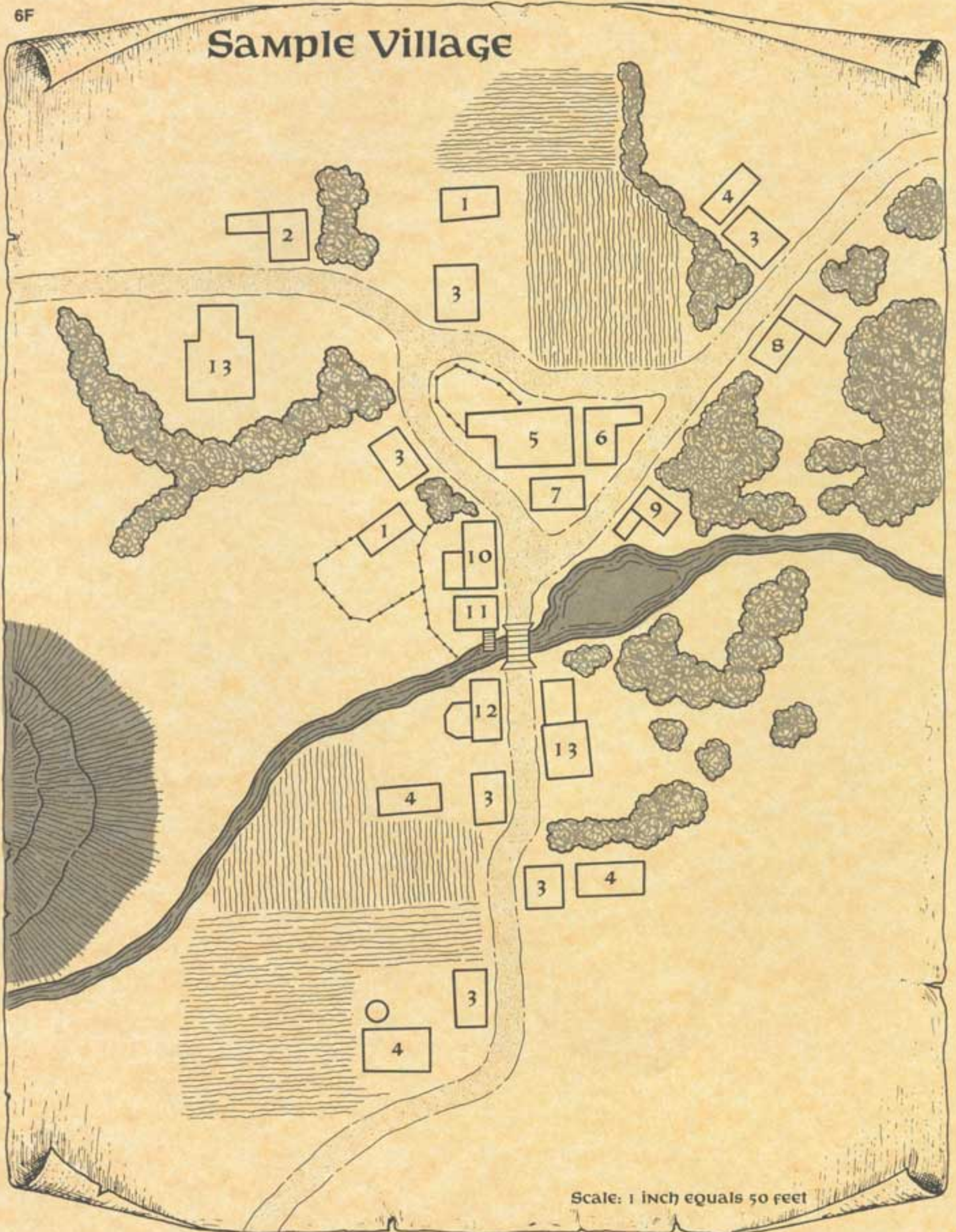
11. Sacristy

This room is kept locked when not in use for it contains the most valuable of the temple's holy relics, and other irreplaceable treasures of the faith.

12. Lesser Temple

This area is not nearly as impressive as the main temple. It is used for small, private services or when the larger temple is otherwise engaged.

Sample Village



Sample Map: Tavern or Inn

Map Key

1. Stables & Pens

This area is used for the care and feeding of horses, mules, and other mounts. From time to time, one might find chickens, cows, or other animals kept by the inn's owner here. The typical cost for stabling a horse is 5 sp per night. Stables in cities may charge more while those in the country may charge a little less.

2. Taproom

This is the main eating and dining hall of the inn. It is here that the guests will gather for meals and to pass the hours sharing stories and playing games of chance. The seating capacity of this room will vary from inn to inn, but most will comfortably host between 30 and 50 guests. The typical cost for a meal ranges from 5 cp for breakfast or lunch to 2 sp for a good, wholesome dinner.

3. Bar

This is the area where drinks are kept and served. A number of stools, generally between 10 and 15, will be provided for those who wish to sit at the bar. The cost for a typical drink will run from 1 cp to 5 cp. Unusual vintages, when available, may cost much more.

4. Kitchen

This is where all of the cooking for the inn's staff and patrons is done. A good deal of food will be stored here, as will some firewood, coal, or other fuel for the stoves and fireplace. Cooking utensils will hang on the walls, while shelves will hold plates, bowls, cups, and the like.

5. Common room

These rooms are available for rent by groups of 6 or 8 individuals. A typical fee is 5 sp per night or 3 gp for a week. This doesn't include meals, but many inns will offer a slightly higher rate that includes one or more meals each day.

6. Private room

The best type of room that a traveler is likely to encounter, these will cost 1 gp per night or 6 gp per week. Typically, private rooms will comfortably sleep only one or two guests, but usually include at least one meal per day.

7. Staff room

In many cases, part of an employee's wage will be living quarters and meals. When this is so, these are the rooms assigned to the people who work at the inn. When one of these is vacant, it will be rented as a private room.

8. Owner's room

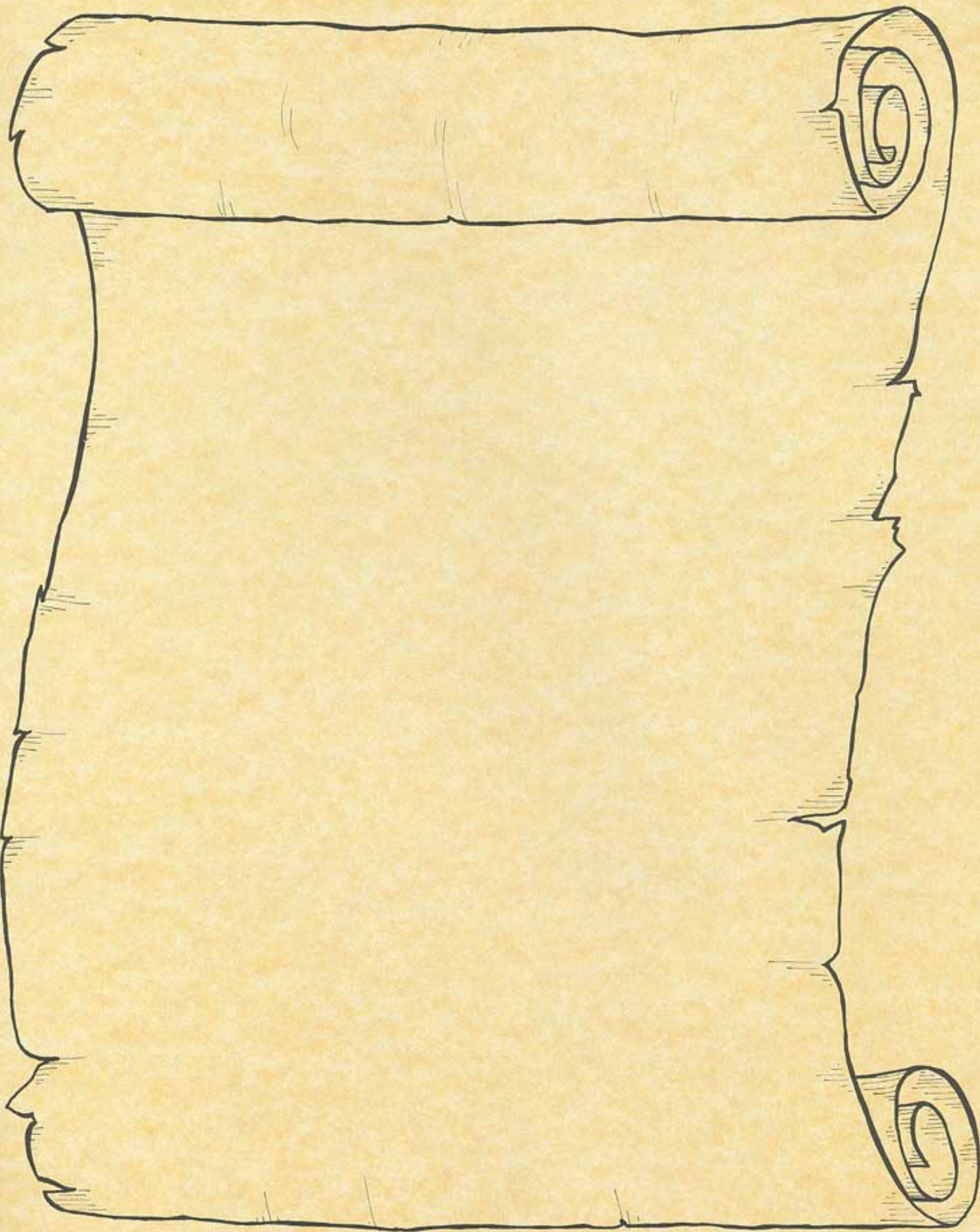
Certainly the most comfortably of all the inn's accommodations, this is the room where the owner and his wife reside. It is seldom made available to guests, but might be offered if the price were right.

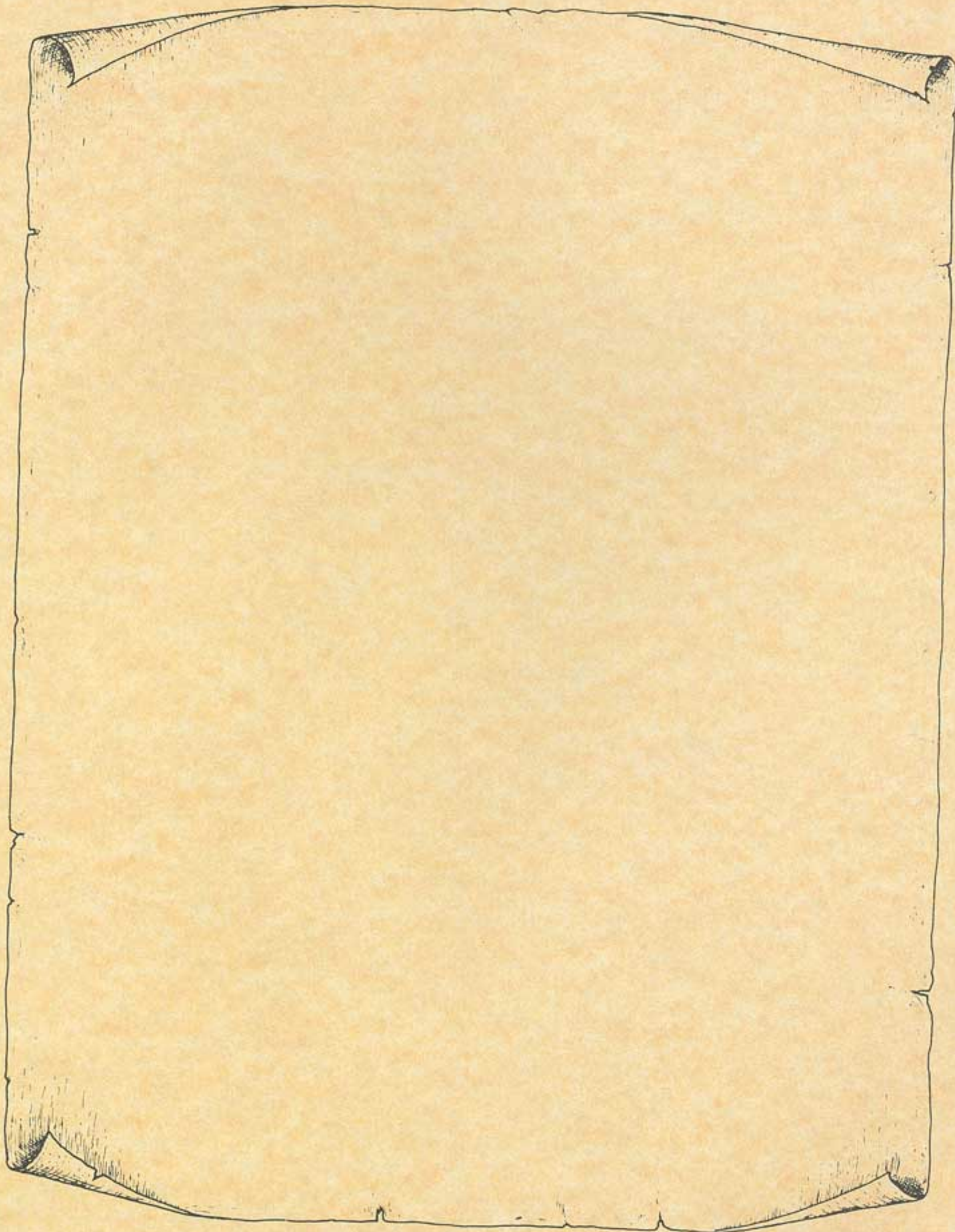
9. Bunk room

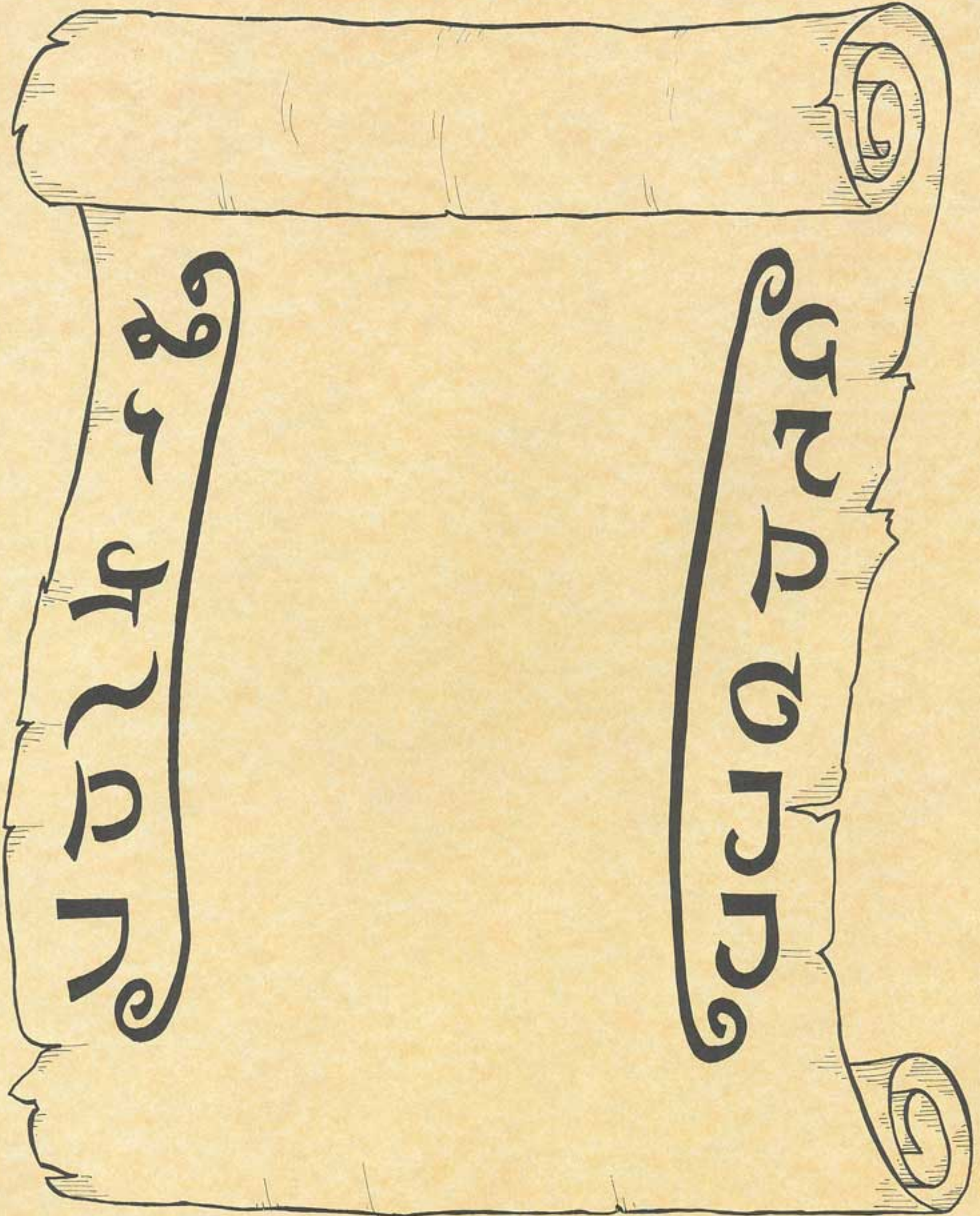
The cheapest of accommodations, this area is nothing more than a dormitory with several bunks set in it. Guests are afforded no privacy, and must share the place with whoever (or whatever) else the innkeeper has rented a bunk to. The typical fee for passing the night here is 5 cp per day or 3 sp for a week's lodging.

10. Storage

Just about everything that the innkeeper needs to keep his establishment operational will be kept here. In cases where all of the local inns are filled up and space is still in demand, enterprising innkeepers have been known to rent out space in their storage rooms for 1 cp a night.

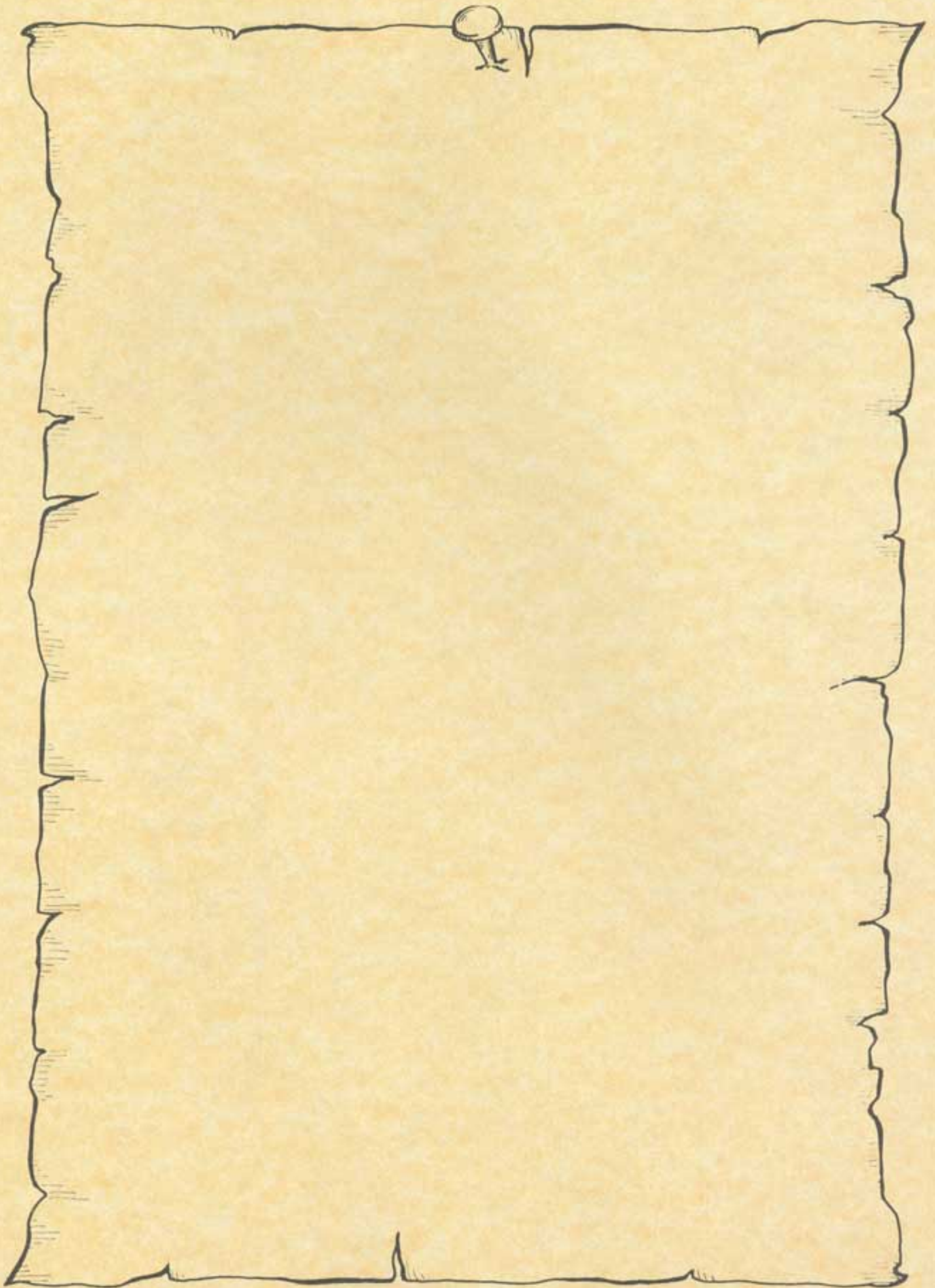


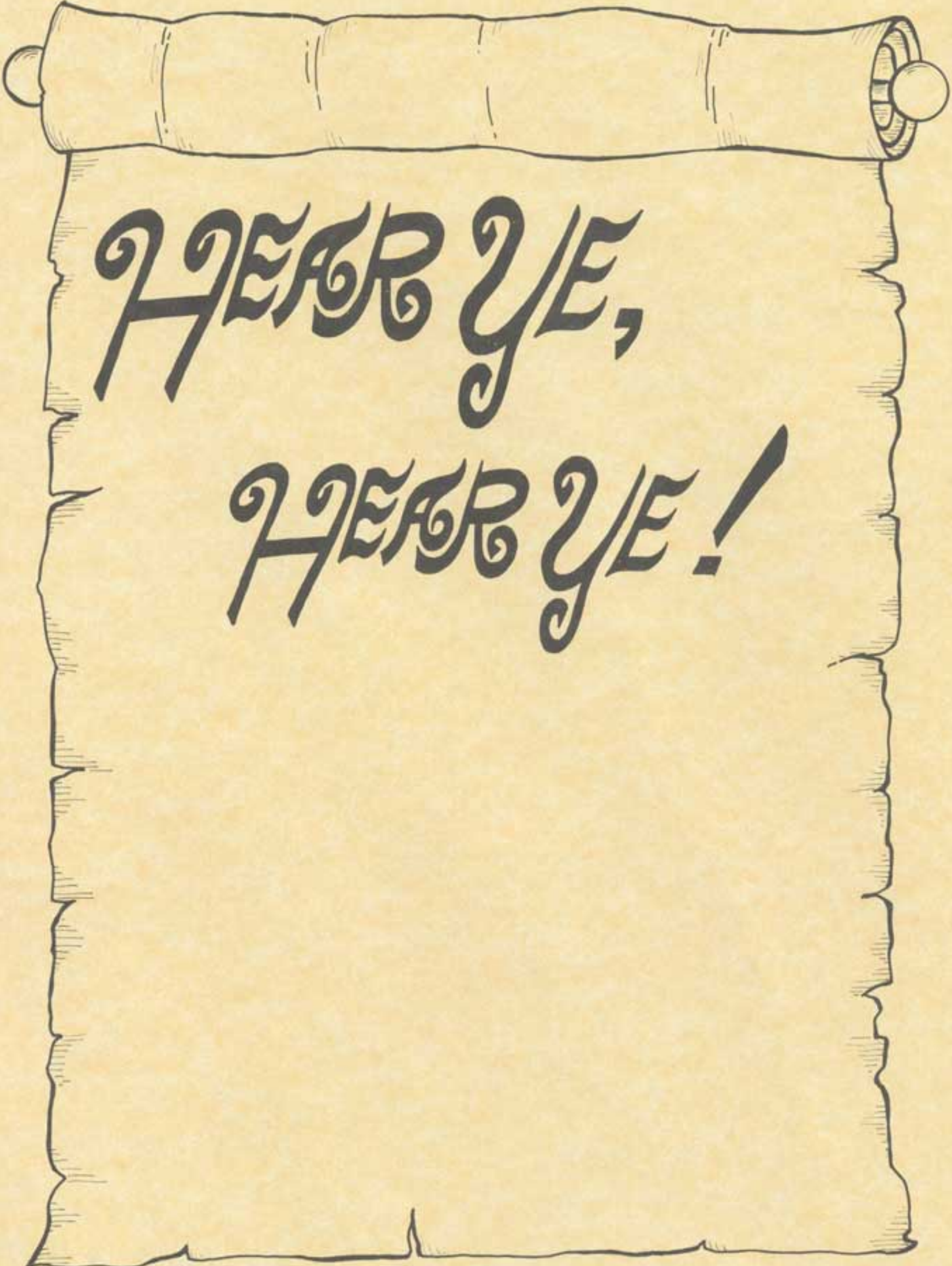




לְהַחֲזִיק בְּכֵל הַמִּלְחָמָה

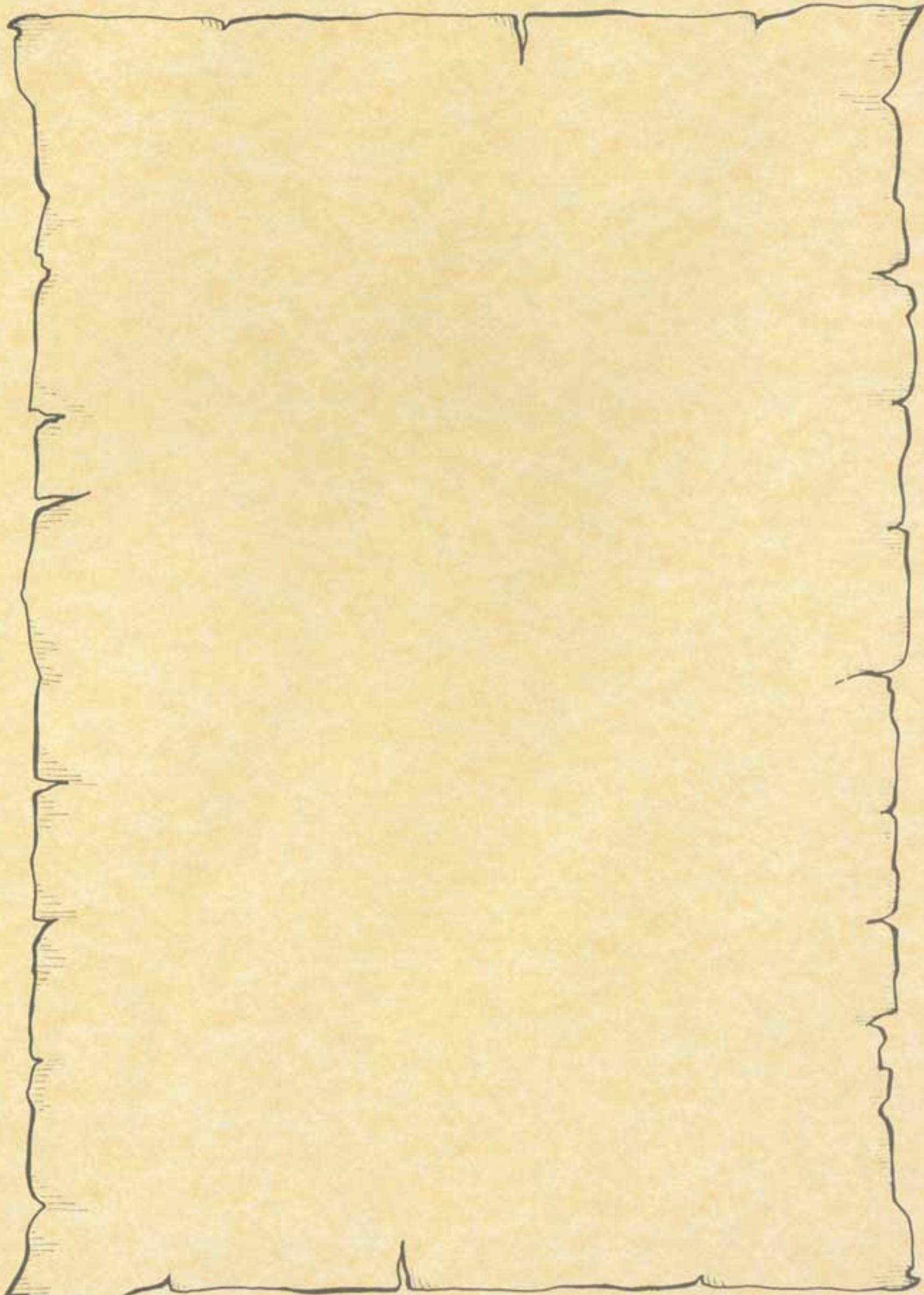
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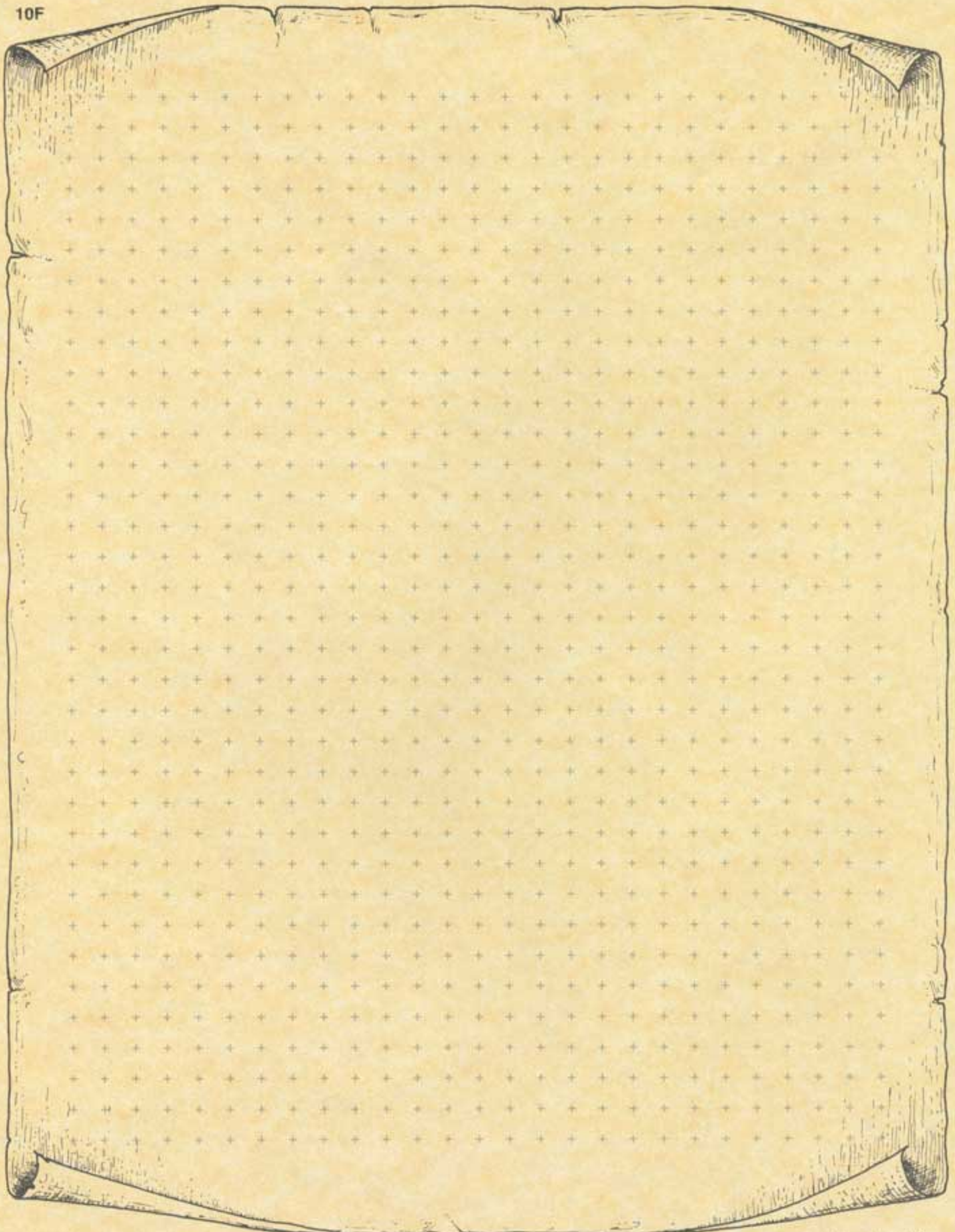


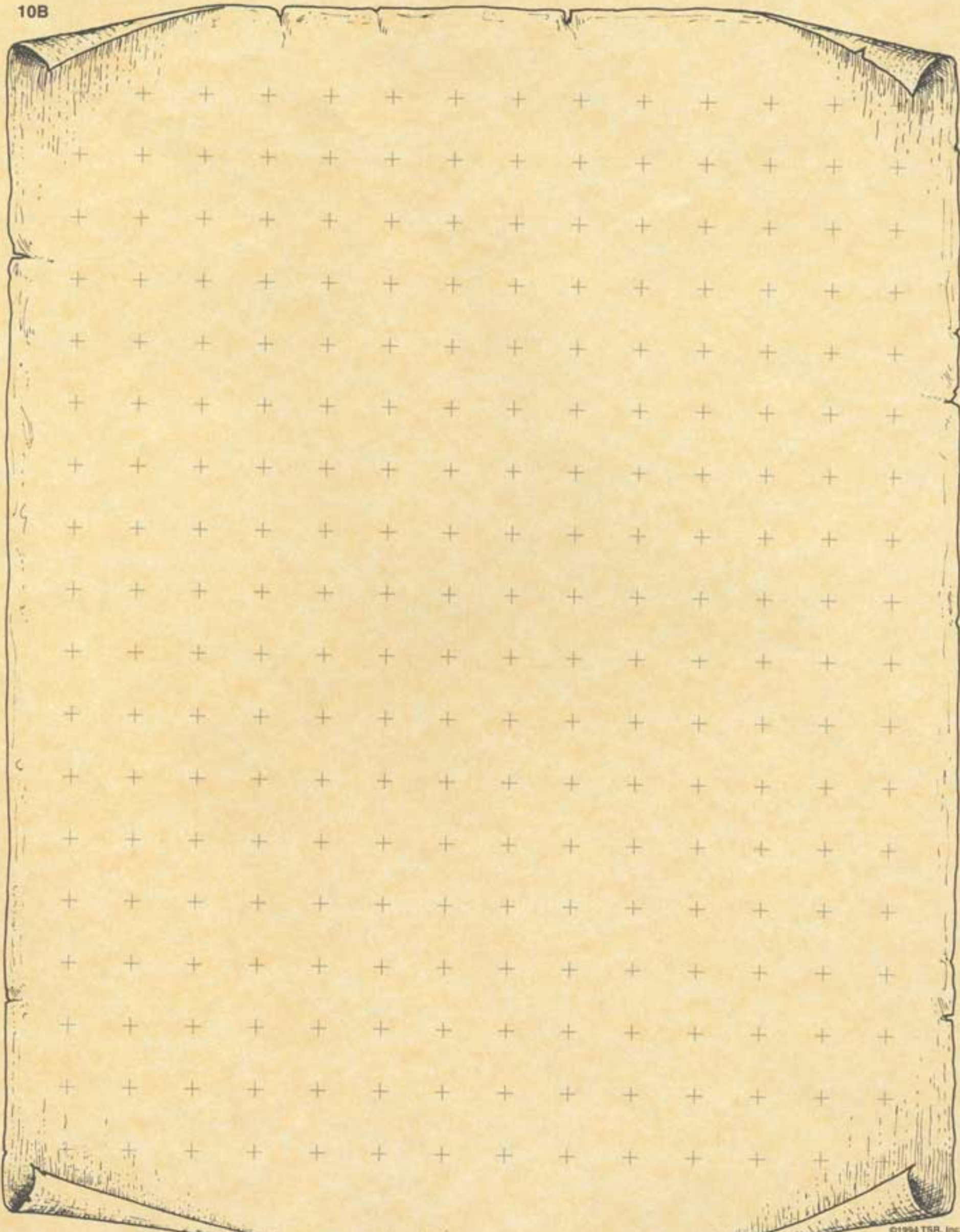


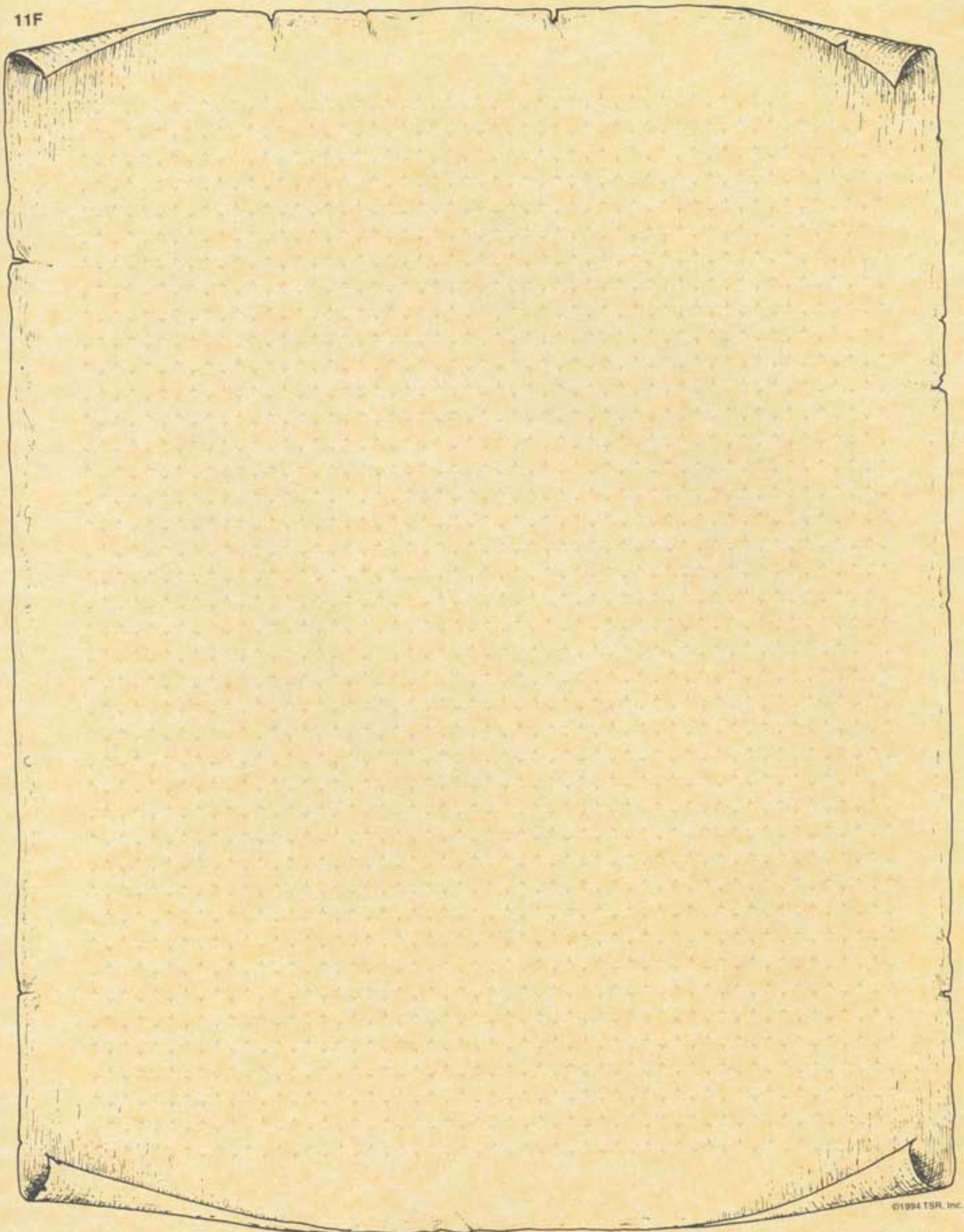
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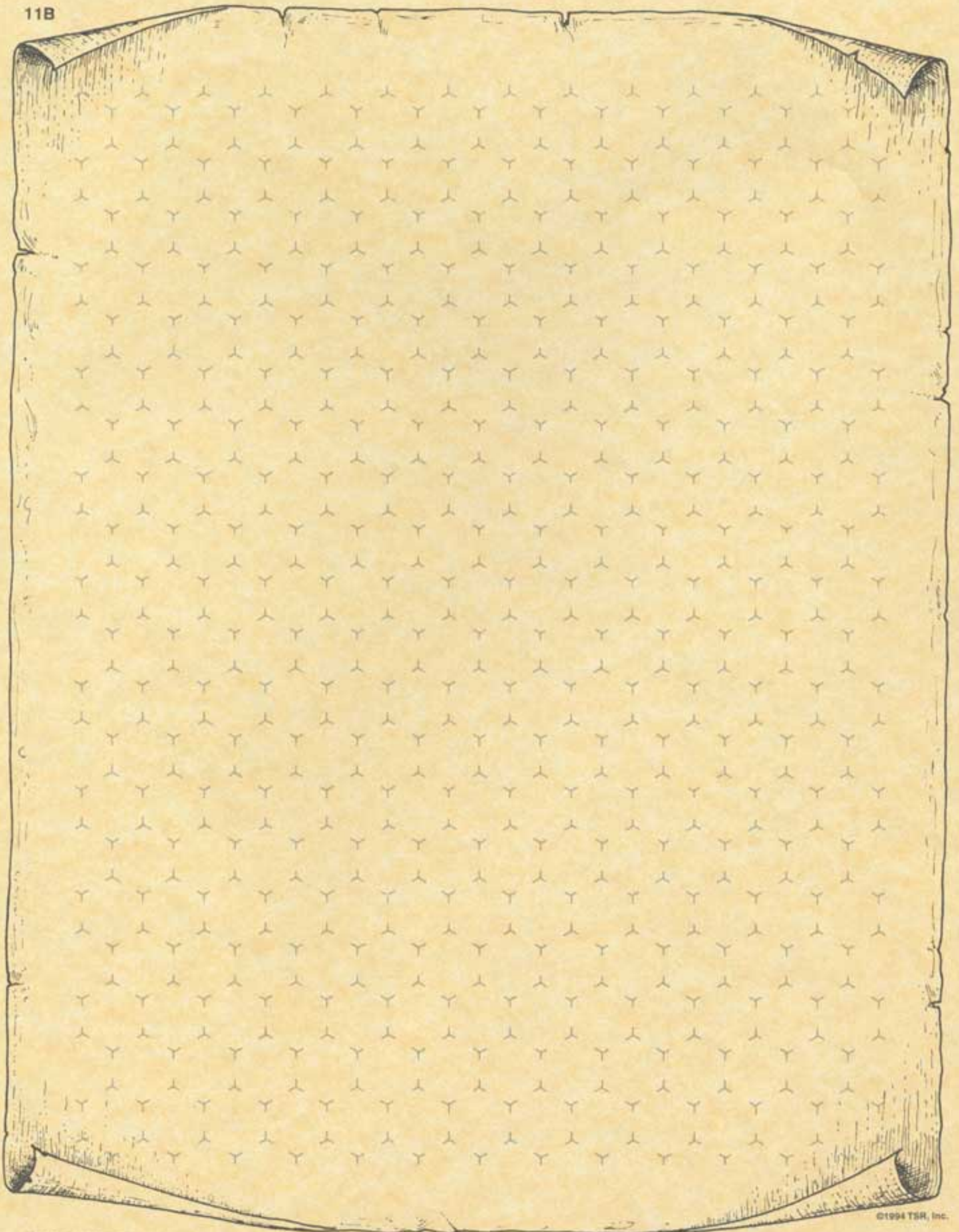
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














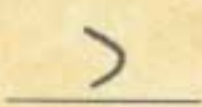

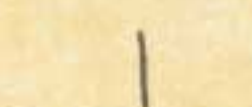


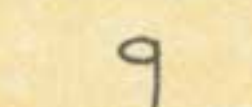

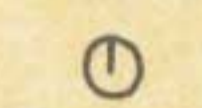
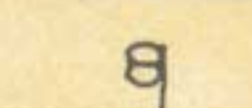
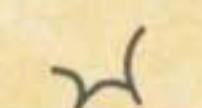
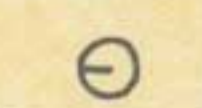
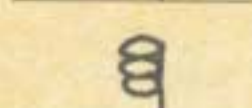
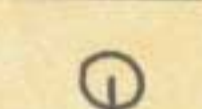
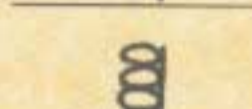
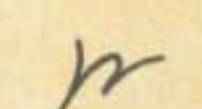
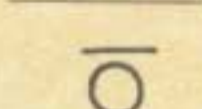
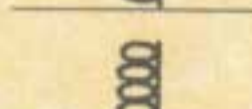
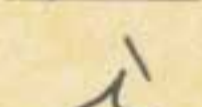
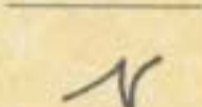
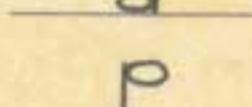
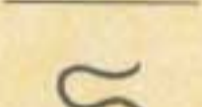
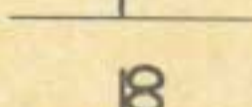
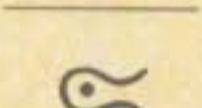

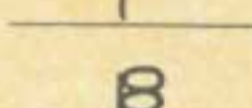
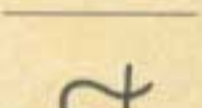
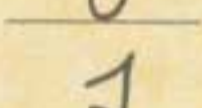
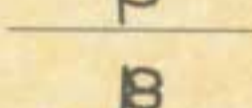
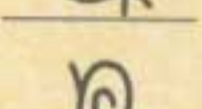
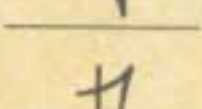
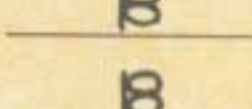
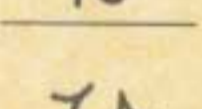
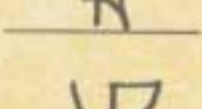
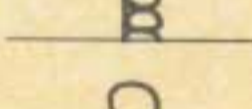
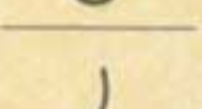
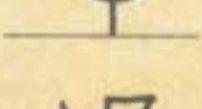
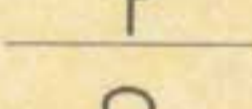
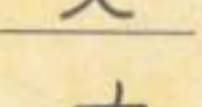


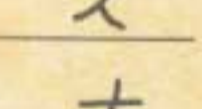
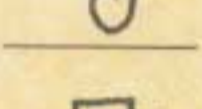

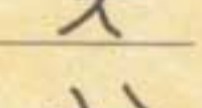
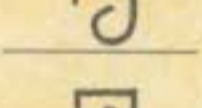

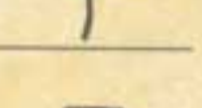
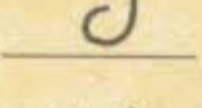
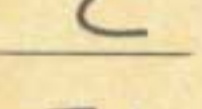
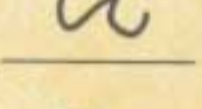
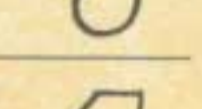
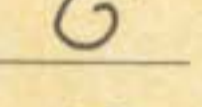

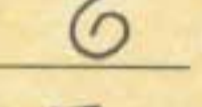
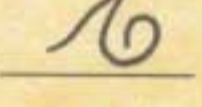
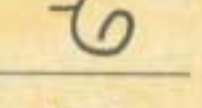
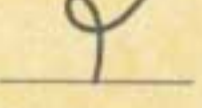
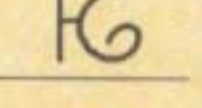


Dwarvish Alphabet Key

Sound	Example	Character	Sound	Example	Character	Number	Character
A	mane, pain	_____	o	pot, honest	_____	0	_____
a	pat, cat	_____	ô	caught, paw	_____	1	
ae	air, bear	_____	oi	boy, enjoy	_____	2	
B	bib, bee		ou	sour, fowl	_____	3	
C	—use S or K—	_____	OO	boot, canoe	_____	4	
ch	church, nature		oo	took, could	_____	5	
D	dead, dragon		P	drop, punch		6	
E	bee, monkey	_____	Q	—use kw or K—	_____	7	
e	thread, burial	_____	R	raven, fear		8	
F	life, phobia		S	sing, cost		9	
G	gag, ghost		sh	shape, lash		10	
H	helmet, who		T	tiger, blot		50	
I	pie, sky	_____	th	think, sloth		100	
i	pit, nymph	_____	U	use, cute	_____	500	
i	pier, beer	_____	u	cut, unsafe	_____	1000	
J	jar, soldier		û	fur, learn	_____	_____	_____
K	kick, talk		V	velvet, valor		_____	_____
kw	choir, acquire		W	with, one		_____	_____
L	tall, llama		X	—use Z or KS—	_____	_____	_____
M	autumn, dumb		Y	yes, onion		_____	_____
N	align, nut		Z	zebra, czar		_____	_____
ng	bring, tongue		zh	vision, mirage		_____	_____
O	no, flow	_____			_____	_____	_____

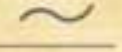
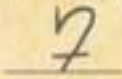


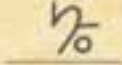

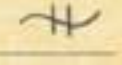
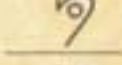
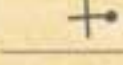
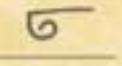
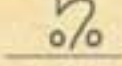
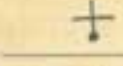
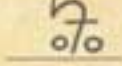
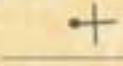
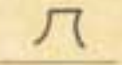
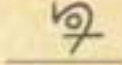

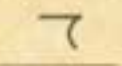
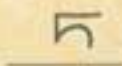

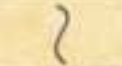

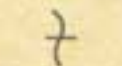
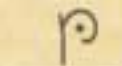


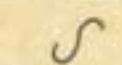

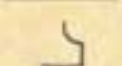
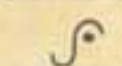

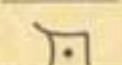
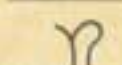

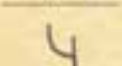
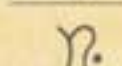

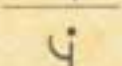
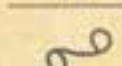

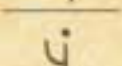
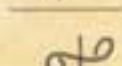
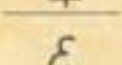
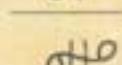
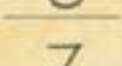
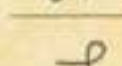
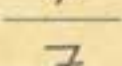
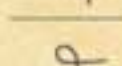
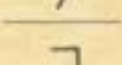
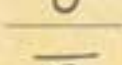



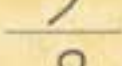
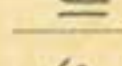
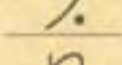
Additional Remarks:

Elvish Alphabet Key

Sound	Example	Character	Sound	Example	Character	Number	Character
A	mane, pain		o	pot, honest		0	
a	pat, cat		ô	caught, paw		1	
ae	air, bear		oi	boy, enjoy		2	
B	bib, bee		ou	sour, fowl		3	
C	—use S or K—		OO	boot, canoe		4	
ch	church, nature		oo	took, could		5	
D	dead, dragon		P	drop, punch		6	
E	bee, monkey		Q	—use kw or K—		7	
e	thread, burial		R	raven, fear		8	
F	life, phobia		S	sing, cost		9	
G	gag, ghost		sh	shape, lash		10	
H	helmet, who		T	tiger, blot		50	
I	pie, sky		th	think, sloth		100	
i	pit, nymph		U	use, cute		500	
î	pier, beer		u	cut, unsafe		1000	
J	jar, soldier		û	fur, learn		5000	
K	kick, talk		V	velvet, valor			
kw	choir, acquire		W	with, one			
L	tall, llama		X	—use Z or KS—			
M	autumn, dumb		Y	yes, onion			
N	align, nut		Z	zebra, czar			
ng	bring, tongue		zh	vision, mirage			
O	no, flow						

Additional Remarks:

Magical Alphabet Key

Sound	Example	Character	Sound	Example	Character	Number	Character
A	mane, pain		o	pot, honest		0	
a	pat, cat		ô	caught, paw		1	
ae	air, bear		oi	boy, enjoy		2	
B	bib, bee		ou	sour, fowl		3	
C	—use S or K—		OO	boot, canoe		4	
ch	church, nature		oo	took, could		5	
D	dead, dragon		P	drop, punch		6	
E	bee, monkey		Q	—use kw or K—		7	
e	thread, burial		R	raven, fear		8	
F	life, phobia		S	sing, cost		9	
G	gag, ghost		sh	shape, lash		10	
H	helmet, who		T	tiger, blot		11	
I	pie, sky		th	think, sloth		12	
i	pit, nymph		U	use, cute		13	
i	pier, beer		u	cut, unsafe			
J	jar, soldier		û	fur, learn			
K	kick, talk		V	velvet, valor			
kw	choir, acquire		W	with, one			
L	tall, llama		X	—use Z or KS—			
M	autumn, dumb		Y	yes, onion			
N	align, nut		Z	zebra, czar			
ng	bring, tongue		zh	vision, mirage			
O	no, flow						

Additional Remarks:

Phonetic Alphabet Key

Sound	Example	Character	Sound	Example	Character	Number	Character
A	mane, pain	_____	o	pot, honest	_____	0	_____
a	pat, cat	_____	ô	caught, paw	_____	1	_____
ae	air, bear	_____	oi	boy, enjoy	_____	2	_____
B	bib, bee	_____	ou	sour, fowl	_____	3	_____
C	—use S or K—	_____	OO	boot, canoe	_____	4	_____
ch	church, nature	_____	oo	took, could	_____	5	_____
D	dead, dragon	_____	P	drop, punch	_____	6	_____
E	bee, monkey	_____	Q	—use kw or K—	_____	7	_____
e	thread, burial	_____	R	raven, fear	_____	8	_____
F	life, phobia	_____	S	sing, cost	_____	9	_____
G	gag, ghost	_____	sh	shape, lash	_____	10	_____
H	helmet, who	_____	T	tiger, blot	_____	50	_____
I	pie, sky	_____	th	think, sloth	_____	100	_____
i	pit, nymph	_____	U	use, cute	_____	500	_____
î	pier, beer	_____	u	cut, unsafe	_____	1000	_____
J	jar, soldier	_____	û	fur, learn	_____	5000	_____
K	kick, talk	_____	V	velvet, valor	_____	_____	_____
kw	choir, acquire	_____	W	with, one	_____	_____	_____
L	tall, llama	_____	X	—use Z or KS—	_____	_____	_____
M	autumn, dumb	_____	Y	yes, onion	_____	_____	_____
N	align, nut	_____	Z	zebra, czar	_____	_____	_____
ng	bring, tongue	_____	zh	vision, mirage	_____	_____	_____
O	no, flow	_____			_____	_____	_____

Additional Remarks:

Adv #

Adventure Record: Events & Exploits

Event & Encounter Notes

Event #	Type	Setting	NPCs Involved
<u>Event Synopsis and DM Notes</u>			

Event #	Type	Setting	NPCs Involved
<u>Event Synopsis and DM Notes</u>			

Event #	Type	Setting	NPCs Involved
<u>Event Synopsis and DM Notes</u>			

Event #	Type	Setting	NPCs Involved
<u>Event Synopsis and DM Notes</u>			

Event #	Type	Setting	NPCs Involved
<u>Event Synopsis and DM Notes</u>			

Adv #

Adventure Statistics: Treasure & Experience

Treasures Won							Jewelry or Other Treasures
Treasure		Coins					
PC#	Type	cp	sp	ep	gp		

Experience Gained	
Group Awards	
Adventure Completion:	_____
Survival Against the Odds:	_____
Experience from Treasure (Optional):	_____
Experience from Group Combat:	_____
PC Group Experience Total:	_____
# of Group PCs:	_____
Each PC's Experience Total from Group XP:	_____

Magical Treasures Found		
PC#	Item Type & Description	Source

Individual Awards				
PC#	Roleplaying	Single Combat	Insight	Teamwork

Adventure Statistics: Player Characters

#	PC Name (Player Name)	Class (Level)	Race	Sex	Alignment	AC (Armor)	
	Saving Throws vs. (+ Wisdom adj.)	Paralyze/Poison	Petrify/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell	Hit Points
	THAC0	Weapon(s) (Adj. THAC0; Damage)		PC or Weapon Special Abilities			
	Magical Items						

#	PC Name (Player Name)	Class (Level)	Race	Sex	Alignment	AC (Armor)	
	Saving Throws vs. (+ Wisdom adj.)	Paralyze/Poison	Petrify/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell	Hit Points
	THAC0	Weapon(s) (Adj. THAC0; Damage)		PC or Weapon Special Abilities			
	Magical Items						

#	PC Name (Player Name)	Class (Level)	Race	Sex	Alignment	AC (Armor)	
	Saving Throws vs. (+ Wisdom adj.)	Paralyze/Poison	Petrify/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell	Hit Points
	THAC0	Weapon(s) (Adj. THAC0; Damage)		PC or Weapon Special Abilities			
	Magical Items						

#	PC Name (Player Name)	Class (Level)	Race	Sex	Alignment	AC (Armor)	
	Saving Throws vs. (+ Wisdom adj.)	Paralyze/Poison	Petrify/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell	Hit Points
	THAC0	Weapon(s) (Adj. THAC0; Damage)		PC or Weapon Special Abilities			
	Magical Items						

#	PC Name (Player Name)	Class (Level)	Race	Sex	Alignment	AC (Armor)	
	Saving Throws vs. (+ Wisdom adj.)	Paralyze/Poison	Petrify/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell	Hit Points
	THAC0	Weapon(s) (Adj. THAC0; Damage)		PC or Weapon Special Abilities			
	Magical Items						

#	PC Name (Player Name)	Class (Level)	Race	Sex	Alignment	AC (Armor)	
	Saving Throws vs. (+ Wisdom adj.)	Paralyze/Poison	Petrify/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell	Hit Points
	THAC0	Weapon(s) (Adj. THAC0; Damage)		PC or Weapon Special Abilities			
	Magical Items						

Adv #

Adventure Statistics: Nonplayer Characters

#	NPC Name		Class (Level)	Race	Sex	Alignment	AC (Armor)	
	Saving Throws vs. (+ Wisdom adj.)	Paralyze/Poison	Petrify/Polymorph	Rod/Staff/Wand	Breath Weapon	Spells	Hit Points	
	THAC0	Weapon(s) (Adj. THAC0; Damage)		NPC or Weapon Special Abilities				
	Magical Items							

#	NPC Name		Class (Level)	Race	Sex	Alignment	AC (Armor)	
	Saving Throws vs. (+ Wisdom adj.)	Paralyze/Poison	Petrify/Polymorph	Rod/Staff/Wand	Breath Weapon	Spells	Hit Points	
	THAC0	Weapon(s) (Adj. THAC0; Damage)		NPC or Weapon Special Abilities				
	Magical Items							

#	NPC Name		Class (Level)	Race	Sex	Alignment	AC (Armor)	
	Saving Throws vs. (+ Wisdom adj.)	Paralyze/Poison	Petrify/Polymorph	Rod/Staff/Wand	Breath Weapon	Spells	Hit Points	
	THAC0	Weapon(s) (Adj. THAC0; Damage)		NPC or Weapon Special Abilities				
	Magical Items							

#	NPC Name		Class (Level)	Race	Sex	Alignment	AC (Armor)	
	Saving Throws vs. (+ Wisdom adj.)	Paralyze/Poison	Petrify/Polymorph	Rod/Staff/Wand	Breath Weapon	Spells	Hit Points	
	THAC0	Weapon(s) (Adj. THAC0; Damage)		NPC or Weapon Special Abilities				
	Magical Items							

#	NPC Name		Class (Level)	Race	Sex	Alignment	AC (Armor)	
	Saving Throws vs. (+ Wisdom adj.)	Paralyze/Poison	Petrify/Polymorph	Rod/Staff/Wand	Breath Weapon	Spells	Hit Points	
	THAC0	Weapon(s) (Adj. THAC0; Damage)		NPC or Weapon Special Abilities				
	Magical Items							

#	NPC Name		Class (Level)	Race	Sex	Alignment	AC (Armor)	
	Saving Throws vs. (+ Wisdom adj.)	Paralyze/Poison	Petrify/Polymorph	Rod/Staff/Wand	Breath Weapon	Spells	Hit Points	
	THAC0	Weapon(s) (Adj. THAC0; Damage)		NPC or Weapon Special Abilities				
	Magical Items							

Minor NPC Record Sheet

Character Name	Class	Kit	Level
Campaign	Date Created	Race	Sex
			Alignment

ABILITIES

STR DEX CON INT WIS CHA		Melee Attack	Melee Damage	Weight Allowance	Max. Press.	Open Doors	Bend / Lift	Hit Points <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto; text-align: center; line-height: 40px;">TOTAL</div>	Armor Class Armor Worn: <div style="border: 1px solid black; width: 60px; height: 20px; margin: 2px auto;"></div> Def. Adj.: <div style="border: 1px solid black; width: 60px; height: 20px; margin: 2px auto;"></div> Other Defenses: <div style="border: 1px solid black; width: 100%; height: 60px; margin: 2px auto;"></div> Base AC: <div style="border: 1px solid black; width: 40px; height: 40px; margin: 2px auto; text-align: center;">🛡️</div>	Experience Points <div style="border: 1px solid black; width: 100%; height: 30px; margin: 2px auto;"></div>
		Surprise Adjust.	Missile Attack	Defensive Adjust.						
		Hit Point Adjust.	System Shock	Resurrect. Survival	Poison Save	Regen. Rate				
		Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. / Level	Spell Immunity				
		Magical Defense	Bonus Spells		% Spell Failure	Spell Immunity				
		Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.						

Saving Throws	Paralysis, Poison, or Death	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Magical Spell
	<div style="border: 1px solid black; width: 40px; height: 40px;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px;"></div>	<div style="border: 1px solid black; width: 40px; height: 40px;"></div>

Attack Table <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; width: 30px; height: 30px; text-align: center;">Melee Attack</div> <div style="border: 1px solid black; width: 60px; height: 60px; text-align: center; margin: 0 auto;">THACO</div> <div style="border: 1px solid black; width: 30px; height: 30px; text-align: center;">Missile Attack</div> </div>	Weapon Type	Size	Type	Speed	No. Attacks	Adj. THACO	Damage Adjust.	Damage vs. SM	Damage vs. L	Ranges SM (-2) / L (-4)	Rate of Fire

Equipment		
Item Carried	Cost	Wt.

Class Abilities		Turning Undead
Pick Pockets		Skeleton / 1 HD
Open Locks		Zombie
Find Traps		Ghoul / 2 HD
Move Silently		Shadow / 4 HD
Hide In Shadows		Wight / 5 HD
Detect Noise		Ghast
Climb Walls		Wraith / 6 HD
Read Language		Mummy / 7 HD
		Spectre / 8 HD
		Vampire / 9 HD
		Ghose / 10 HD
		Lich / 11+ HD
		Special

Spells									
1	2	3	4	5	6	7	8	9	
Spell Book/Spells Memorized									

Wealth			
Type	Total	Carried	Cached
CP			
SP			
EP			
GP			
PP			

Notes:

Calendar Sheet

Hourly Calendar

Day: _____

12:00 a.m.	_____	12:00 p.m.	_____
1:00 a.m.	_____	1:00 p.m.	_____
2:00 a.m.	_____	2:00 p.m.	_____
3:00 a.m.	_____	3:00 p.m.	_____
4:00 a.m.	_____	4:00 p.m.	_____
5:00 a.m.	_____	5:00 p.m.	_____
6:00 a.m.	_____	6:00 p.m.	_____
7:00 a.m.	_____	7:00 p.m.	_____
8:00 a.m.	_____	8:00 p.m.	_____
9:00 a.m.	_____	9:00 p.m.	_____
10:00 a.m.	_____	10:00 p.m.	_____
11:00 a.m.	_____	11:00 p.m.	_____

Daily Calendar

Month: _____

Lundain	1	_____	8	_____	15	_____	22	_____
Gromdain	2	_____	9	_____	16	_____	23	_____
Tserdain	3	_____	10	_____	17	_____	24	_____
Moldain	4	_____	11	_____	18	_____	25	_____
Nytdain	5	_____	12	_____	19	_____	26	_____
Loshdain	6	_____	13	_____	20	_____	27	_____
Soladain	7	_____	14	_____	21	_____	28	_____

Weekly Calendar

Nuwmont	_____	_____	_____	_____
Vatermont	_____	_____	_____	_____
Thaumont	_____	_____	_____	_____
Flaurmont	_____	_____	_____	_____
Yarthmont	_____	_____	_____	_____
Klarmont	_____	_____	_____	_____
Felmont	_____	_____	_____	_____
Fymont	_____	_____	_____	_____
Ambymont	_____	_____	_____	_____
Swiftmont	_____	_____	_____	_____
Eirmont	_____	_____	_____	_____
Kaldmont	_____	_____	_____	_____

Monthly Calendar

Year _____

Nuwmont	_____
Vatermont	_____
Thaumont	_____
Flaurmont	_____
Yarthmont	_____
Klarmont	_____
Felmont	_____
Fymont	_____
Ambymont	_____
Swiftmont	_____
Eirmont	_____
Kaldmont	_____

Major NPC Record Sheet

Character Name	Class	Kit	Level
Campaign	Date Created	Race	Sex
		Alignment	

ABILITIES

STR		Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift
		Surprise Adjust.	Missile Attack	Defensive Adjust.			
DEX		Hit Point Adjust.	System Shock	Resurrect Survival	Poison Save	Regen. Rate	
		Advt. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level	Spell Immunity	
CON		Magical Defense	Bonus Spells	% Spell Failure	Spell Immunity		
		Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.			
INT							
WIS							
CHA							

Appearance

Age Apparent:	True:	Distinguishing Features
Height	Weight	
Eyes	Hair	

Armor Class

Armor Worn	Def. Adj.	Shieldless AC
Other Defenses	Base AC	Surprised AC
		Rear AC

Target's AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
Attack Number																						

Weapon Information

Weapon Type	Size	Type	Speed	No. Attacks	Adj. THACO	Damage Adjust.	Damage vs. SM	Damage vs. L	Ranges SM (-2) / L (-4)	Rate of Fire	Nonproficiency Penalty

Saving Throws

Paralysis, Poison, & Death		Rods, Staves, & Wands
Petrification & Polymorph		
Breath Weapons		Magical Spells

Hit Points

TOTAL

Turning Undead

Skeleton / 1 HD		Mummy / 7 HD	
Zombie		Spectre / 8 HD	
Ghoul / 2 HD		Vampire / 9 HD	
Shadow / 4 HD		Ghose / 10 HD	
Wight / 5 HD		Lich / 11+ HD	
Ghost		Special	
Wraith / 6 HD			

Thief Skill

	Base	Dex Mod	Race Mod	Armor Mod	Final
Pick Pockets					
Open Locks					
Find Traps					
Move Silently					
Hide in Shadows					
Detect Noise					
Climb Walls					
Read Language					

Spells

	1	2	3	4	5	6	7	8	9
	Spell Book/Spells Memorized								

Warrior Character Record Sheet

Character Name		Class (Kit)	
Alignment	Race	Experience Level	
Age & Sex	Height & Weight	Hair & Eyes	

Hit Points

Wounds Suffered

Distinguishing Features

Strength		Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift
Dexterity		Surprise Adjust.	Missile Attack	Defensive Adjust.			
Constitution		Hit Point Adjust.	System Shock	Ressurrect. Survival	Poison Save	Regen. Rate	
Intelligence		Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level	Spell Immunity	
Wisdom		Magical Defense	Bonus Spells		% Spell Failure	Spell Immunity	
Charisma		Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.			

Attack Table

Melee Attack	THACO	Missile Attack
--------------	-------	----------------

-1	1
-2	2
-3	3
-4	4
-5	5
-6	6
-7	7
-8	8
-9	9
-10	10

Roll number or higher on 1d20

Weaponry Information

Nonproficiency Penalty

Weapon Type	Type	Speed	# Attacks	Attack Adjust.	Ranges (S/M/L)	Damage Adjust.	Damage vs. S/M	Damage vs. L

Armor Class

Armor Worn

Base AC	Surprised AC
Shieldless AC	Rear AC

Other Defenses

Character Sketch

Experience Points

+10% XP Bonus?
 Yes No

Next Level XP Goal

Saving Throws

Paralysis, Poison, or Death	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Magical Spell

Priest Character Record Sheet

Character Name		Class (Kit)	
Alignment	Race	Experience Level	
Age & Sex	Height & Weight	Hair & Eyes	

Hit Points

Wounds Suffered

Distinguishing Features

Strength		Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift
Dexterity		Surprise Adjust.	Missile Attack	Defensive Adjust.			
Constitution		Hit Point Adjust.	System Shock	Resurrect Survival	Poison Save	Regen. Rate	
Intelligence		Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level	Spell Immunity	
Wisdom		Magical Defense	Bonus Spells		% Spell Failure	Spell Immunity	
Charisma		Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.			

Attack Table

Melee Attack	THAC0	Missile Attack
-1		1
-2		2
-3		3
-4		4
-5		5
-6		6
-7		7
-8		8
-9		9
-10		10

Roll number or higher on 1d20

Weaponry Information

Nonproficiency Penalty

Weapon Type	Type	Speed	# Attacks	Attack Adjust.	Ranges (S/M/L)	Damage Adjust.	Damage vs. S/M	Damage vs. L

Armor Class

Armor Worn

Base AC	Surprised AC
Shieldless AC	Rear AC

Other Defenses

Character Sketch

Experience Points

+10% XP Bonus?
 Yes No

Next Level XP Goal

Saving Throws

Paralysis, Poison, or Death	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Magical Spell

Wizard Character Record Sheet

Character Name		Class (Kit)	
Alignment	Race	Experience Level	
Age & Sex	Height & Weight	Hair & Eyes	

Hit Points

Wounds Suffered

Distinguishing Features

Strength		Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift
	Dexterity		Surprise Adjust.	Missile Attack	Defensive Adjust.		
		Constitution		Hit Point Adjust.	System Shock	Resurrect Survival	Poison Save
	Intelligence			Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level
		Wisdom		Magical Defense	Bonus Spells		% Spell Failure
	Charisma			Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.	

Attack Table

Melee Attack	THACO	Missile Attack
-1		1
-2		2
-3		3
-4		4
-5		5
-6		6
-7		7
-8		8
-9		9
-10		10

Roll number or higher on 1d20

Weaponry Information Nonproficiency Penalty

Weapon Type	Type	Speed	# Attacks	Attack Adjust.	Ranges (S/M/L)	Damage Adjust.	Damage vs. S/M	Damage vs. L

Armor Class

Armor Worn

Base AC	Surprised AC
Shieldless AC	Rear AC

Other Defenses

Character Sketch

Experience Points

+10% XP Bonus? Yes No

Next Level XP Goal

Saving Throws

Paralysis, Poison, or Death	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Magical Spell
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Thief Character Record Sheet

Character Name		Class (Kit)	
Alignment	Race	Experience Level	
Age & Sex	Height & Weight	Hair & Eyes	
Distinguishing Features			

Hit Points

Wounds Suffered

Strength		Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift
Dexterity		Surprise Adjust.	Missile Attack	Defensive Adjust.			
Constitution		Hit Point Adjust.	System Shock	Resurrect Survival	Poison Save	Regen. Rate	
Intelligence		Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level	Spell Immunity	
Wisdom		Magical Defense	Bonus Spells		% Spell Failure	Spell Immunity	
Charisma		Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.			

Attack Table

Melee Attack	THAC0	Missile Attack
-1		1
-2		2
-3		3
-4		4
-5		5
-6		6
-7		7
-8		8
-9		9
-10		10

Roll number or higher on 1d20

Weaponry Information Nonproficiency Penalty

Weapon Type	Type	Speed	# Attacks	Attack Adjust.	Ranges (S/M/L)	Damage Adjust.	Damage vs. SM	Damage vs. L

Armor Class

Armor Worn

Base AC	Surprised AC
Shieldless AC	Rear AC

Other Defenses

Character Sketch

Experience Points

+10% XP Bonus? Yes No

Next Level XP Goal

Saving Throws

Paralysis, Poison, or Death	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Magical Spell
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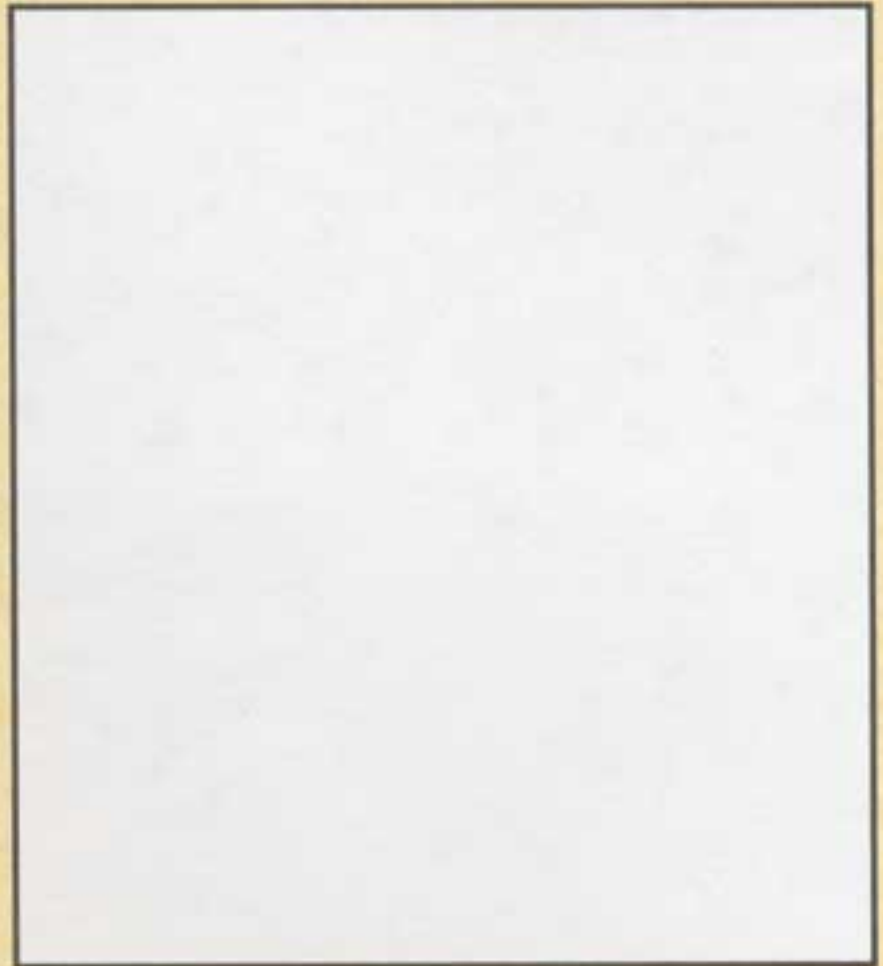
CLIMATE/TERRAIN: _____
FREQUENCY: _____
ORGANIZATION: _____
ACTIVITY CYCLE: _____
DIET: _____
INTELLIGENCE: _____
TREASURE: _____
ALIGNMENT: _____

NO. APPEARING: _____
ARMOR CLASS: _____
MOVEMENT: _____
HIT DICE: _____
THACO: _____
NO. OF ATTACKS: _____
DAMAGE/ATTACK: _____
SPECIAL ATTACKS: _____
SPECIAL DEFENSES: _____
MAGIC RESISTANCE: _____
SIZE: _____
MORALE: _____
XP VALUE: _____

Appearance: _____

Combat: _____

Habitat/Society: _____



Ecology: _____

Variants: _____

Creating a MONSTROUS COMPENDIUM® Entry

CLIMATE/TERRAIN: This entry should describe the environment in which the creature is found. The most common climate types include *arctic, subarctic, cool, temperate, warm, subtropical,* and *tropical*. The most common terrain types include *badlands, beaches, cliffs/gorges, deserts, forests, glaciers, grasslands/savannahs, hills, jungles, lakes, mountains, ocean depths, ocean surfaces, rain forests, rivers/streams, scrub forests, subterranean,* and *swamps/marshes*. Of course, unusual monsters will have entries like *Elemental Plane of Fire* or *Baator*.

FREQUENCY: This entry reflects the likelihood of encountering the listed creature in its favored Climate/Terrain. Standard entries include *unique, very rare, rare, uncommon,* and *common*.

ORGANIZATION: This entry indicates the overall social structure of the creature. Generally accepted entries include *solitary, pack, herd, flock, school, hive,* and so forth. *Solitary* includes mated pairs with offspring.

ACTIVITY CYCLE: This entry provides information on the time of day when the creature is most likely to be hunting, foraging for food, or whatever. Standard entries include *diurnal or day, nocturnal or night, twilight,* and so on. Exceptions are fairly common.

DIET: This is a description of exactly what the creature likes to eat. Common entries include *carnivore, herbivore, scavenger,* and *photosynthesis*. More unusual entries might be *life energy* or *blood*.

INTELLIGENCE: This is roughly the same as the Intelligence ability score assigned to characters. The following categories are used *Nonintelligent (0), animal (1), semi-intelligent (2-4), low (5-7), average (8-10), very (11-12), highly (13-14), exceptional (15-16), genius (17-18), supragenius (19-20),* and *godlike (21+)*.

TREASURE: This entry indicates which columns of the treasure tables (listed in the *DUNGEON MASTER® Guide*) are consulted to determine how much (if any) treasure the listed monster is likely to have. Treasure carried by the monster comes first, followed by a parenthetical entry indicating what will be found in its lair.

ALIGNMENT: This entry lists the typical alignment for the monster being described. Exceptions, though rare, may be encountered. Animals or plants which are non- to semi-intelligent are given a *neutral* rating.

NO. APPEARING: This listing tells the DM how many of these creatures one is likely to meet in a typical encounter situation. In cases of communal creatures, like elves or orcs, these are often hunting parties or military patrols. It does not usually indicate the total number of individuals in a larger community.

ARMOR CLASS: This entry indicates the base AC for the creature. In the case of creatures that traditionally wear armor, the armored valued is listed with the raw AC score following in parentheses. Bonuses due to magical items, special abilities, and the like are not usually included in this listing.

MOVEMENT: This lists the standard movement rate for the creature. Some benchmark movement rates are 6 (dwarves, halflings, and other small humanoid), 12 (men, elves, and similar humanoid), 15 (charging leopard), and 30 (flying red dragon).

All entries are assumed to indicate ground movement unless otherwise indicated. Movement rates through other media are abbreviated as follows: *Fl* = Flight, *Sw* = Swimming, *Br* = Burrowing, *Wb* = in Web. Creatures that fly will also include a parenthetical entry indicating their Maneuverability Class from A (best) to E (worst).

HIT DICE: This entry indicates the number of 8-sided dice rolled to determine the creature's hit points. In unusual cases, different

types of dice will be rolled or a monster might be given an exact hit point rating or a range of hit points. In either of the latter cases, the creature's Hit Dice are assumed to equal the number of listed hit points divided by 4½.

THACO: Just as for player characters, this indicates the die roll needed To Hit Armor Class 0. The number entered here should be taken directly from the chart in the *DUNGEON MASTER Guide*. Modified values, for special abilities or unusual attack forms, can be included in parentheses. Remember, that creatures with a +3 or greater modification to their Hit Dice attack as if they had an extra Hit Die.

NUMBER OF ATTACKS: This entry indicates how many times a creature can attack in a single combat round under average conditions. Alternate values for unusual attack modes and the like can follow in parentheses.

DAMAGE PER ATTACK: This entry should indicate the die roll combinations (not the damage spread) that each of the monster's attacks inflicts. Damage bonuses due to exceptional Strength or the like follow in parentheses.

SPECIAL ATTACKS: This lists any unusual attack modes, like a *breath weapon* or *petrification gaze*. Complete details on these attacks can be provided in the *combat* section of the text.

SPECIAL DEFENSES: This lists any unique defense modes, like *fire resistance* or *immunity to nonmagical weapons*. Complete details can be provided in the *combat* section of the text.

MAGIC RESISTANCE: This is the chance that a spell cast at the creature will utterly fail to affect it. Even if its Magic Resistance fails, the creature is still entitled to any normal Saving Throws.

SIZE: This is a general classification of the creature's overall size. Usually, it refers to height or length, but other measurements (diameter, for instance) are possible. The categories used are *T* or *Tiny* (under 2' tall), *S* or *Small* (between 2' and 4' tall), *M* or *Man-sized* (between 4' and 7' tall), *L* or *Large* (between 7' and 12' tall), *H* or *Huge* (between 12' and 25' tall), and *G* or *Gargantuan* (over 25 feet tall).

MORALE: This entry, used in combat situations, determines how likely a monster is to surrender or flee. The possible categories are: *unreliable (2-4), unsteady (5-7), average (8-10), steady (11-12), elite (13-14), champion (15-16), fanatic (17-18),* and *fearless (19-20)*.

XP VALUE: This entry indicates the number of experience points a group of adventurers will receive for defeating (not necessarily killing) the monster in combat. The original guidelines for calculating this entry appear in the *DUNGEON MASTER Guide* and an updated formula can be found in Volume One of the *Monstrous Compendium Annual*.

COMBAT: This space is provided for the DM to describe the creature's behavior in combat. This includes favored tactics, details on special attacks and defenses or preferred weapons. Information should be listed in the order that PCs are likely to encounter it: *precombat abilities, ranged attacks, melee attacks, defenses,* and *postcombat abilities*.

HABITAT/SOCIETY: The information included here should describe the type of lair the creature keeps, how large a territory it will claim, unusual behavioral patterns, and other information about its daily routine.

ECOLOGY: This entry provides for the details of the creature's biology. This includes such factors as its place in the food chain (what it eats and what eats it), its useful byproducts (if any), and its impact on the surrounding environment.

2-20 (1d8+1d12) Encounter Form

Location

Die Roll	Enc Freq.	Monster	No.	Align	AC	HD	THACO	No. Att.	Dam/Att.	Special Attacks	Special Defenses	MR	ML	XP's
2	VR													
3	VR													
4	VR/R													
5	R													
6	R													
7	UC*													
8	UC*													
9	C**													
10	C**													
11	C**													
12	C**													
13	C**													
14	UC*													
15	UC*													
16	R													
17	R													
18	VR/R													
19	VR													
20	VR													

* or DM's choice of 2 very rare creatures (50% chance of each) ** or DM's choice of 2 rare creatures (50% chance of each).

Percentile Encounter Form

Location

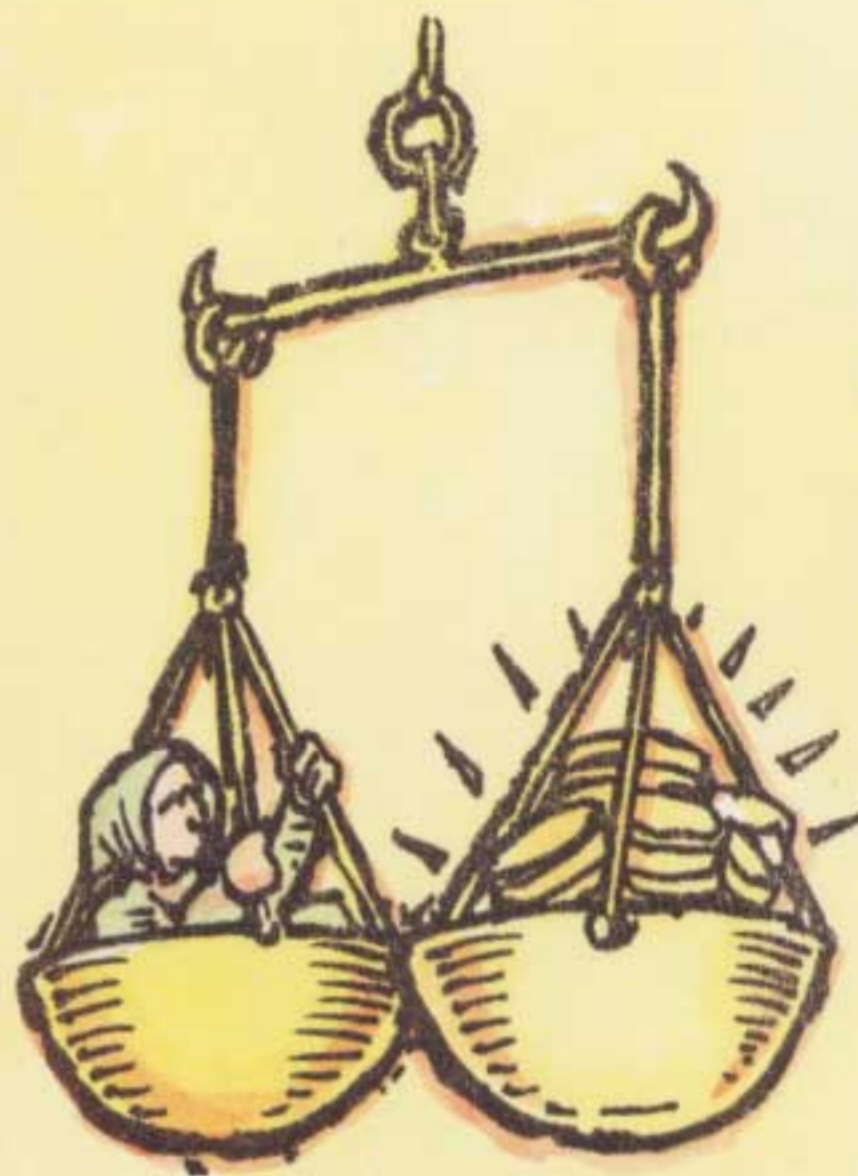
Die Roll	Enc Freq	Monster	No.	Align	AC	HD	THAC0	No. Att.	Dam/ Attacks	Special Defenses	Special Attacks	MR	ML	XPs
01-11	C													
12-22	C													
23-33	G													
34-44	G													
45-55	C													
56-66	C													
67-70	UC													
71-74	UC													
75-78	UC													
79-82	UC													
83-86	UC													
87-88	R													
89-90	R													
91-92	R													
93-95	R													
96-97	R													
98-99	VR													
00	VR													



The Mentor



The Rogue



The Scales

46



The Arrow

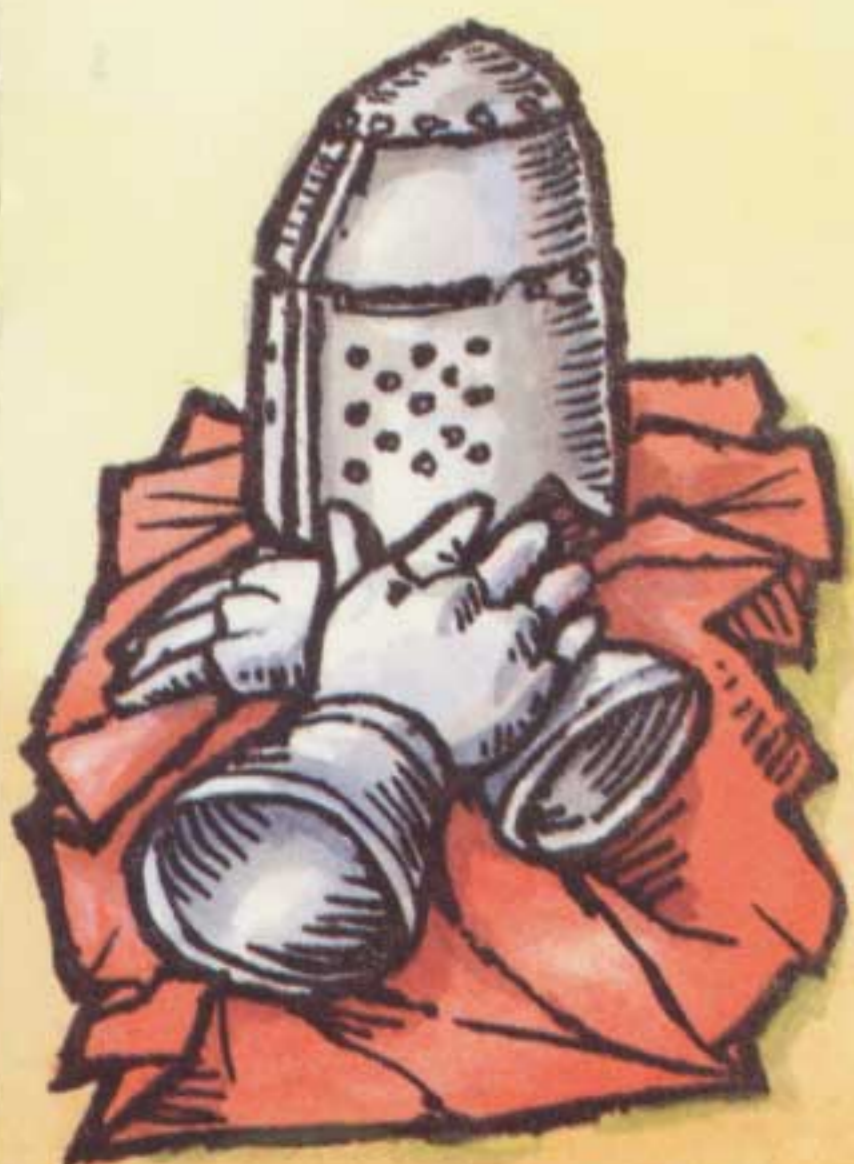


The Asp



The Dagger

50



The Gauntlet



The Spectre



The Tomb



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The Enemy



The Arena



The Treant



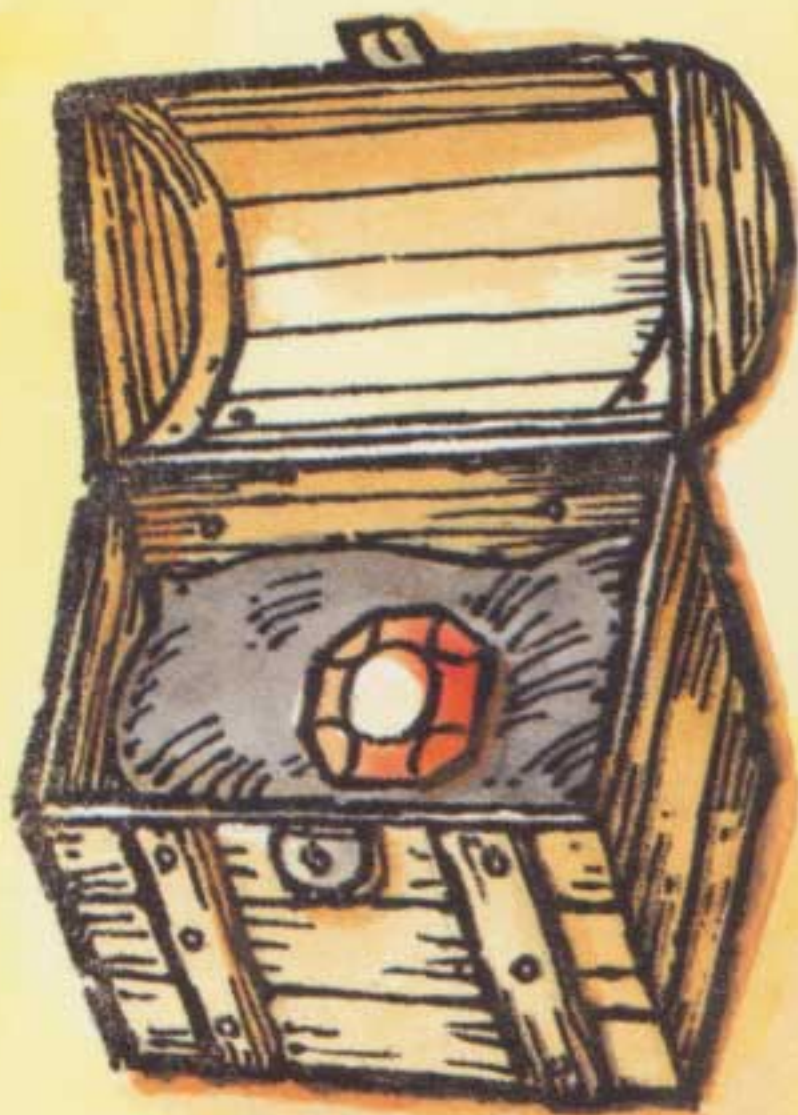
The Sword



The Giant



The Dragon



The Gem



The Forest



The Stars



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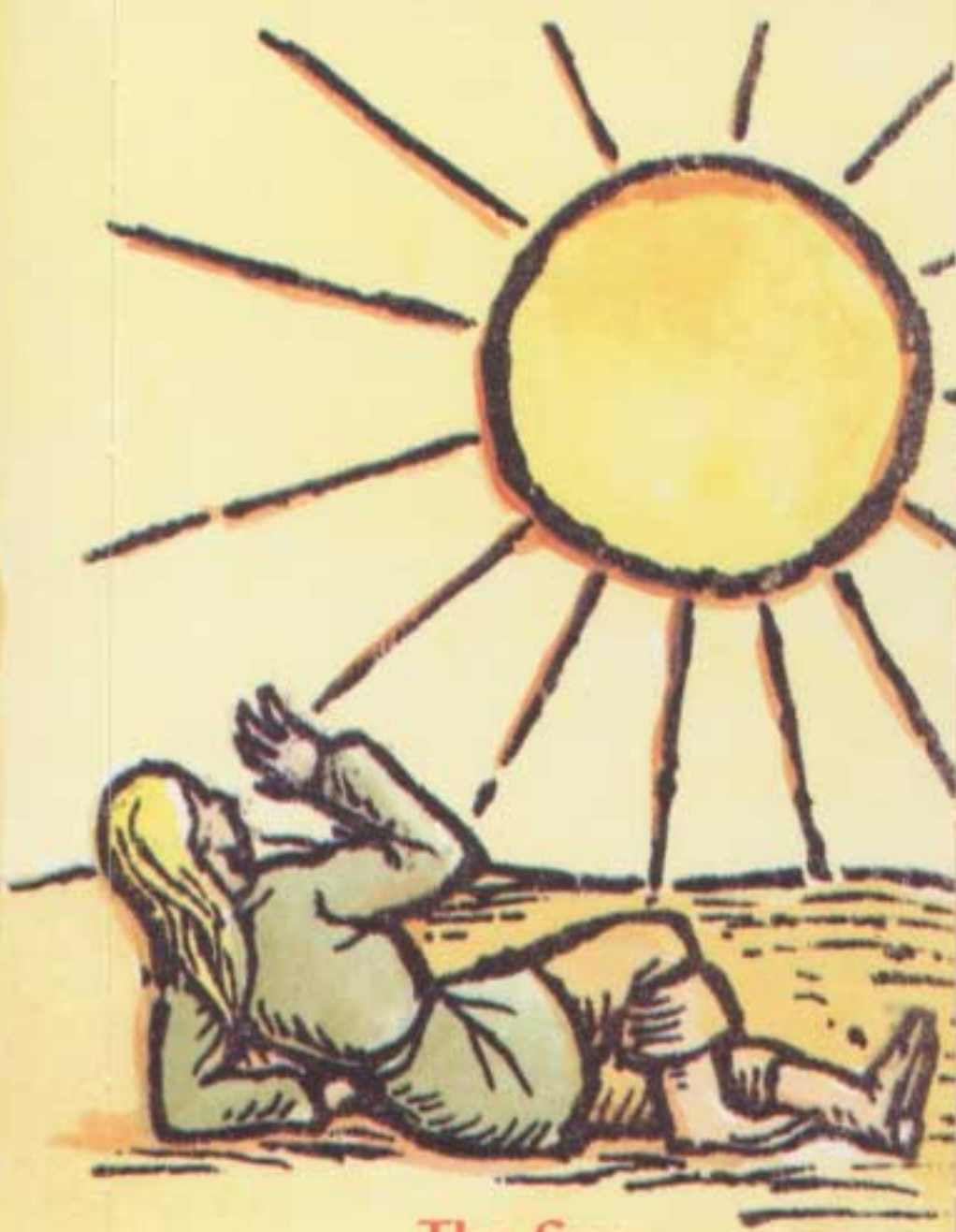
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The Sun



The Elf



The Healer

37



The Hourglass



The Moon



The Sleeper

40



The Tower



The Fool



The Idiot

43



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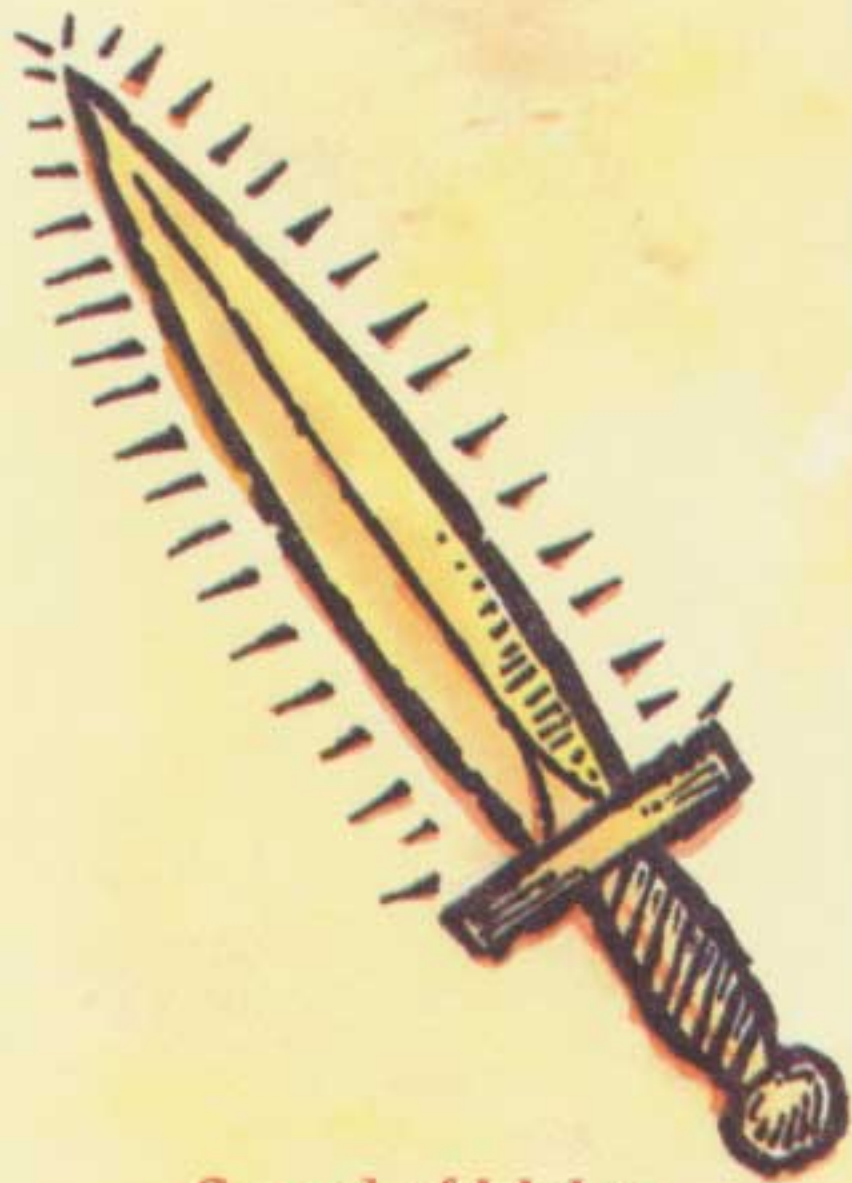
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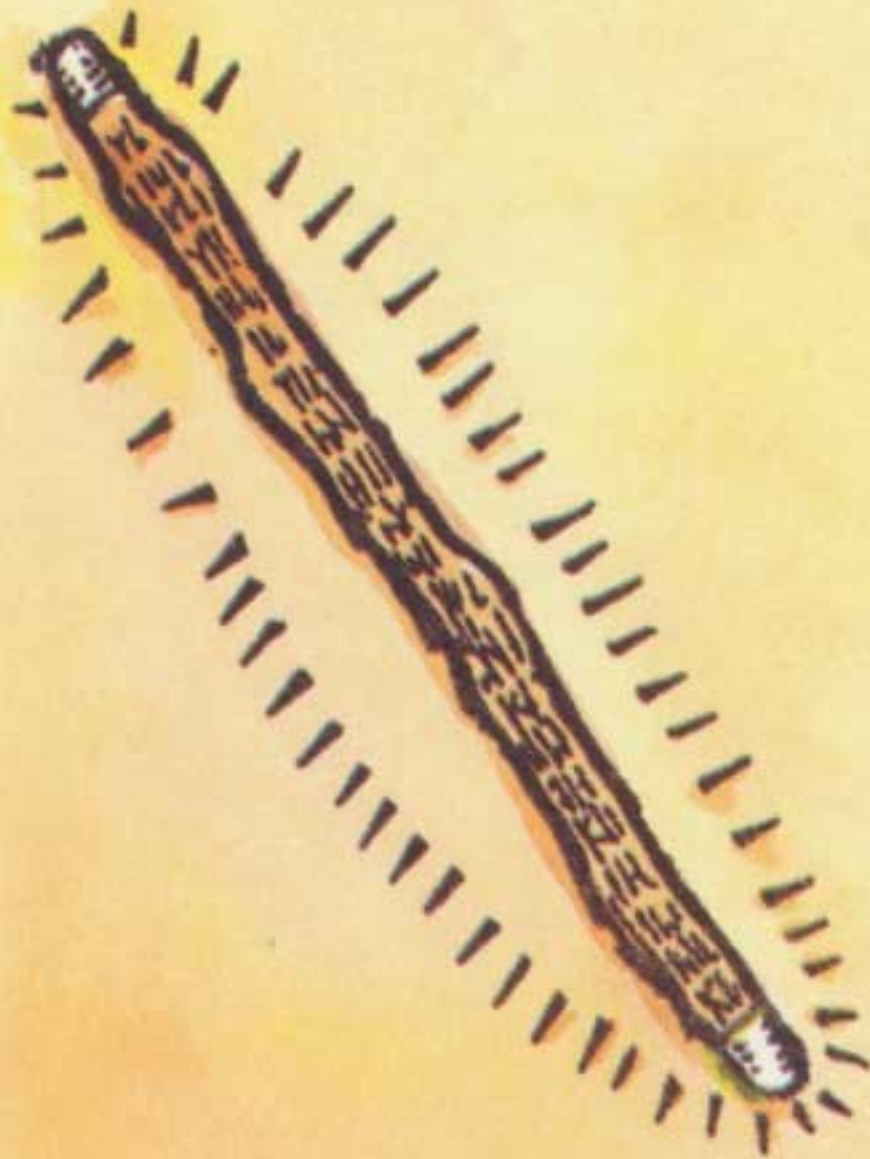
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Sword of Halav



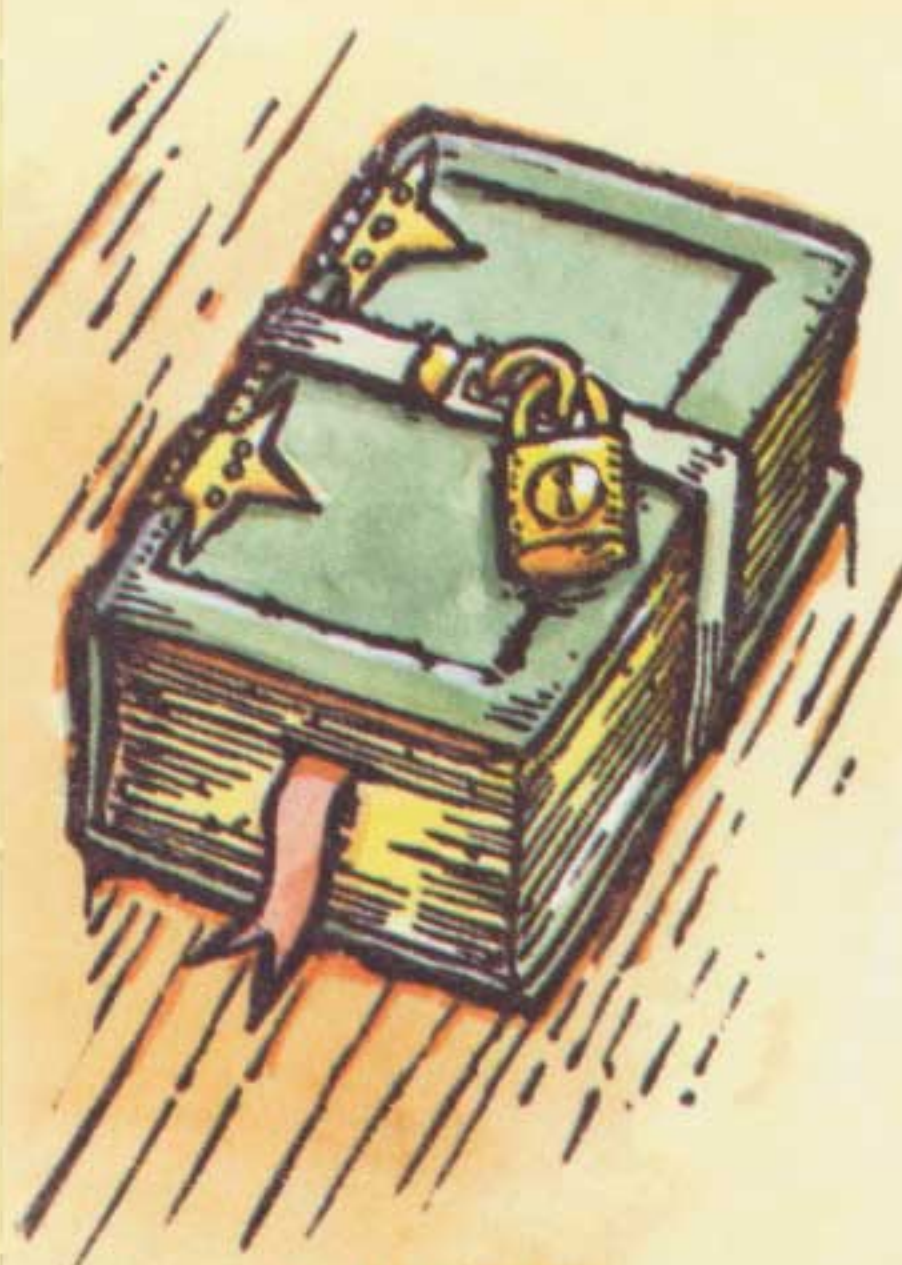
Staff of the Infernal Arcana



Shining Coat of Anessen



Viper



Trolek's Tome



Torcs of Dengar



The Flame



The Storm



The Mage

Shining Coat of Anessen

Facts: The gold bracers and neck torc bestow upon their wearer the combined powers of *bracers of defense*, AC 3 and a *ring of human influence*.

History: The *shining coat of Anessen* actually comprises three items that, when worn by one person, radiate a golden aura about their owner. They were created 75 years ago by an Alphatian lady for her warrior-consort. After Alphatia's destruction, the *coat* was believed lost, but Thyros, a Glantrian dignitary of King Stefan's court, recently found the torc and one bracer. He seeks the final bracer, which is reputed to be in western Thyatia.

Rumors: Lord Anessen's magical coat heightened his persuasive abilities. The bracers are useless without the torc, but the torc has powers all its own. Thyros is not the only one who seeks the third piece of the coat.

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Staff of the Infernal Arcana

Facts: This terrible object has the powers of a *staff of the magi*, but functions only in the hands of an evil wizard.

History: While its creator and true age are unknown, the *staff of the infernal arcana* has a notorious history of use by various despots and petty dictators in and around Karamaikos. Carved of a strange black wood and shod in adamantite, the staff was last ensconced in the newly founded School of Magecraft at Krakatos. It was recently stolen, with the thief killing seven apprentices during his escape.

Rumors: The *staff of the infernal arcana* contains the intelligence of one of its owners, Truskel the Mad. It can open *gates* to the lower planes at will. The holder of the *staff* can enslave the minds of men. The *staff* has been broken three times, but restores itself with fell magic each time.

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Sword of Halav

Facts: The bronze *Sword of Halav* adopts the traits of any magical sword from the *DUNGEON MASTER® Guide* that best suits the wielder's immediate need in combat. The sword is granted by the will of Halav, and it appears in the hands of a faithful warrior for the extent of a crucial battle.

History: As a manifestation of the will of Halav, this weapon has no true history. There may be a connection between this blade and the bronze long sword that Halav wielded in his mortal life, but that is unknown. The sword has appeared only once in the past 300 years, coming to the aid of Uidar the Swift, a Traladaran duke.

Rumors: From the Song of King Halav:

*Whene'er the faithful have need of might,
the Sword of Halav appears so bright.
Its glorious blade brings evil pain,
and recalls the glory of Halav's reign.*

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Torcs of Dengar

Facts: These wondrous arm-bands increase the Strength & Constitution of the wearer by 2 points and act as *bracers of defense*, AC 0.

History: The Rockhome dwarves jealously guard the secrets of these magical metal armbands, known throughout the world as the *torcs of Dengar*. Thus, little is known about them beyond the fact that they were originally designed centuries ago by a mysterious dwarven smith and they are given only to those dwarves or allies who perform great feats of valor or skill against the foes of Rockhome. The human warrior Delingax of the Crimson Tear was given a pair these valuable torcs 90 years ago. However, when he vanished into the Sind Desert, his *torcs* were lost as well.

Rumors: There are six sets of torcs in the Known World today. The wearer of the torcs slowly transforms into a dwarf.

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Trolek's Tome

Facts: *Trolek's Tome* is a Glantrian wizard's spellbook that contains all of the 1st-through 5th-level spells of the conjuration and divination schools.

History: The wizard Trolek was publicly cast out of the Great School of Magic in 882 AC, though the reasons were never announced. Trolek was not seen for many years after that dark day, and his tower remained inviolate. It still stands, partially collapsed, near the northern edge of the Crater. Trolek's has apparently died, for he was reportedly on Alphatia when that land was destroyed. Scores of daredevils have perished trying to pierce the magical defenses of Trolek's tower and recover his tome and other treasures.

Rumors: *Trolek's Tome* contained numerous rare spells from other worlds.

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Viper

Facts: This whip is made from a *rope of entanglement* and acts like that item.

History: Once owned by Kahlark of Glantri, *Viper* is a potent weapon. In the four years since he created *Viper*, Kahlark has summarily killed twelve people with the deadly lash. Like his *ebon cloak*, the wizard is rarely seen without this weapon on his belt. He wields it with enough skill to snatch weapons or hand-held items from his opponents, even in the midst of battle. The whip was fashioned by Trolam, a craftsman from Darokin, who was killed as payment for his service to Kahlark.

Rumors: *Viper* is capable of crushing anything in its grip. It once cut right through the leg of a giant as if it were a keen magical blade. *Viper's* strength and grip are controlled by Kahlark's mind, and is useless to all others.

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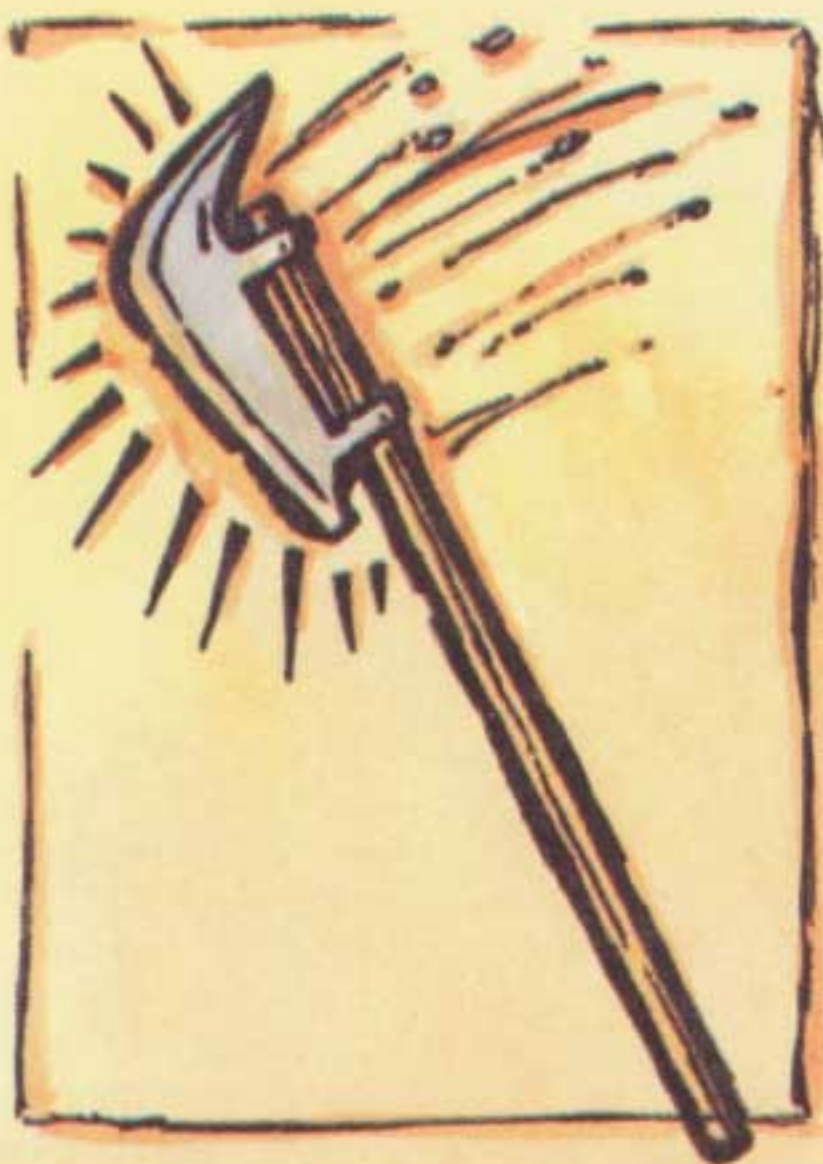
Bedlam's Hammer



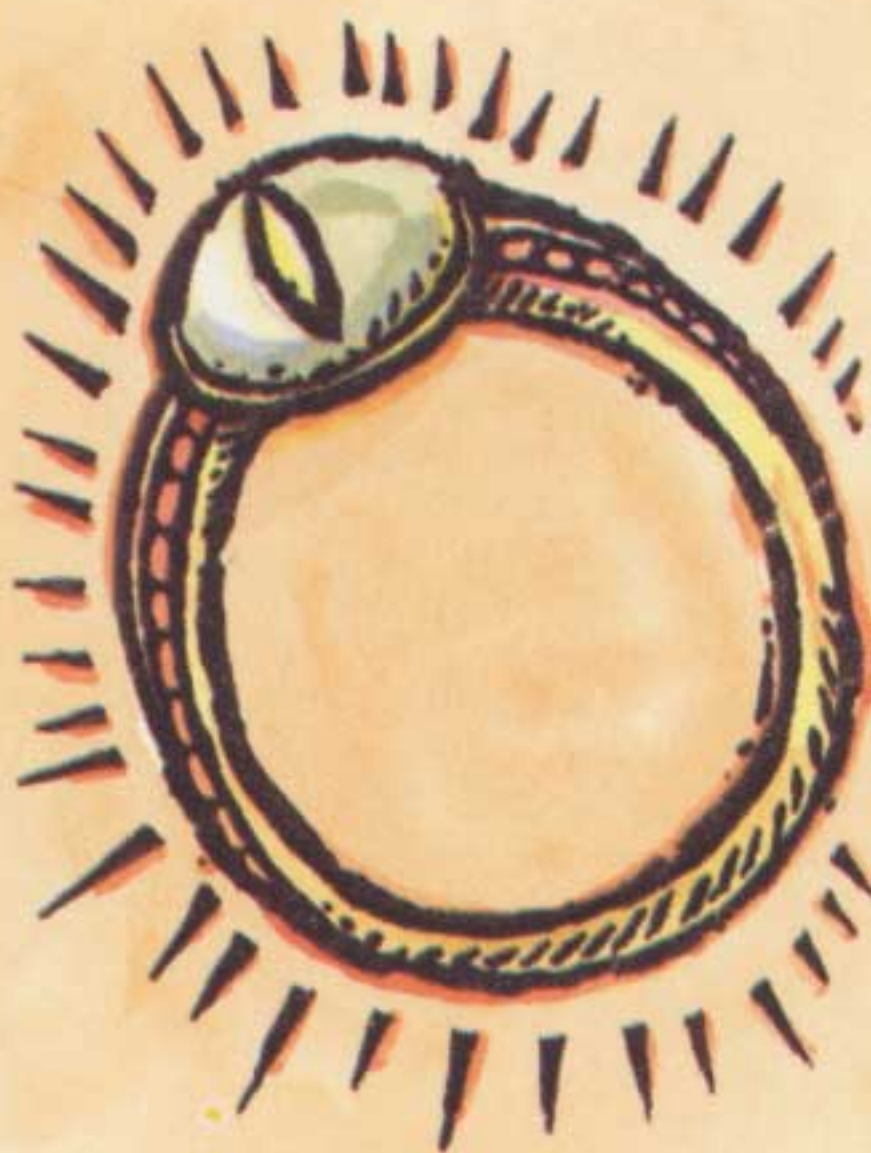
Arella's Weeping Flail



Amulet of Moira the Pure



Comet's Edge



Cat's Ring



Boots of the Five Winds



Diadem of the Sun



Deck of the Spheres



Cynos's Shadowwalk Ring

Amulet of Moira the Pure

Facts: This gleaming charm acts as a 6th-level *amulet versus undead*.

History: Moira was given this amulet to protect her from her father, who had become a vampire while adventuring in the Dymrak Forest. Moira later dedicated her life to the Church of Traladara as one of its staunchest clerics. She was also one of Karameikos's more successful vampire hunters. She died in the Black Peak Mountains, defending a fledgling dwarven settlement from some giants.

The amulet, and Moira's remains, rest in a shrine near Three Axe Ford. Moira also has a small statue dedicated to her at the Great Church of Traladara in Mirros.

Rumors: The amulet's touch can restore a vampire to true life. The amulet makes a person immune to a vampire's level draining and hypnotic powers.

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Arella's Weeping Flail

Facts: This *flail* +2 has a hollow weight that can be filled with liquids such as holy water or contact poison.

History: The origin of this unusual flail is unknown. A warrior named Arella found it in a riverbed while she fought off a gnoll hunting party. She wielded it against many evils and ultimately destroyed the Ylari lich, Iksos. Her son, Raynom, wielded it in the service of a local "king" in Darokin, and his daughter Arella was the last known person to carry the *Weeping Flail*. Her adventures took her as far as the Isle of Dawn where she once fought alongside Eriadna of Alphatia. The flail's current location is unknown, but it was last seen in Alphatia some 75 years ago.

Rumors: *Arella's Weeping Flail* cries tears of holy water when wielded against undead, and no such creature can bear to look upon it. Halav awarded this item to Arella before a battle at the Highreach.

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Bedlam's Hammer

Facts: This powerful weapon is a *hammer* +3, *dwarven thrower*.

History: *Bedlam's Hammer* was owned by Hammell Ironhand, a dwarf warrior with the Chaotic Crusaders of the Cruth Mountains. Onyx Ironhand, the young dwarf's grandfather, crafted the item 90 years ago in Highforge. He carved its head from the remains of an earth elemental, fashioned the haft of pure mithral, and used the hide of a black dragon for the grip. Hammell's father, Cronak, wielded it for 20 years, but the weapon passed to his son when he was slain at Three Axe Ford in the Black Peak Mountains.

Rumors: Whenever the hammer makes its killing blow, a peal of thunder erupts from it. That thunder is especially powerful against giants, and causes them extreme pain.

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Boots of the Five Winds

Facts: These magical boots allow the wearer to *air walk* (see the 5th-level priest spell) for up to 4 hours each day.

History: The *boots of the five winds* are well known to the Callarii elves of Karameikos, for they are an heirloom of the Gildenheim clan. Recently, they were presented to Eris Felsann, a female ranger who roams the Radlebb Woods, by Kirias Gildenheim, son of that clan's lord. Eris's betrothal to young Gildenheim was a great shock to the elven clans. Indeed, shortly after it was announced, strife erupted among the fair folk. Lord Adiar Gildenheim demanded his son's obedience and the return of the boots. Kirias and Eris fled the woods, and both are currently sought by many Callarii elves across Karameikos.

Rumors: Death (or worse) will soon befall the family of Gildenheim, for their birthright was freely given to an outsider.

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Cat's Ring

Facts: This cursed ring absorbs all sounds made by its wearer, rendering him or her totally silent and making speech impossible. It does, however, allow the wearer to hear and can't be removed so long as its owner lives.

History: This mysterious ring is currently worn by a young woman who calls herself Cat. She is an accomplished spy and sneak thief in Glantri City. As a youth, Cat was a promising mage, but her discovery of the ring made spellcasting almost impossible for her. In the wake of this tragedy, Cat turned to crime and became a rogue, quickly learning to use the ring's curse of silence to her advantage.

Rumors: Cat's body is really ruled by an evil intelligence in the ring itself.

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Comet's Edge

Facts: This *bardiche of speed* and has all the powers of a *scimitar of speed*.

History: Although the true history of this blade is unknown, its construction hints at its past. The bardiche is made of solid steel and is similar to early Nithian weaponry. It was found by Nyktor, a novice Traladaran adventurer, when he and his comrades came across a forgotten tomb deep within the Wulfwode Hills. He gave the weapon its known name due to the bright red and orange sparks left in its wake when it is wielded in battle. Nyktor and the bardiche were last seen near the Blight Swamp.

Rumors: A Glantrian wizard is seeking to hire someone to find Nyktor and steal Comet's Edge so he can study it. Some claim this weapon fell to Mystara as a shooting star when an Immortal was disarmed in battle. If so, that Immortal will track down the bearer of his weapon soon.

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Cynos's Shadowwalk Ring

Facts: This item combines the powers of a *ring of chameleon power* and a *ring of invisibility* when in shadow or darkness.

History: Set with an unusual crescent pearl, this old magical item has been known by many names, including *eclipse* and *Marilla's nightshade ring*. It has had a score of owners in the past 200 years. Curiously, each of these masters has mysteriously disappeared in the dead of night, leaving the ring to be found by its next owner. The masterful thief Cynos, latest owner of the ring, recently vanished while adventuring in Mirros. The current location of this trinket is unknown.

Rumors: If the eclipsed pearl turns totally black, the wearer is turned into a shadow. If worn by a servant of the Immortal Nyx, great powers can be tapped during an actual lunar eclipse.

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Deck of the Spheres

Facts: The *deck of spheres* is a truly wondrous magical item similar to a *deck of many things*.

History: The deck's true history is unknown to the mortals of Mystara. A complete description of this item can be found in the 16-page booklet included in the *DM™ Survival Kit*.

Rumors: There is only one *deck of spheres* in all Mystara. In ages past, five Immortals created the *deck of spheres* to both tempt mortals and test the mettle of adventurers. Long-forgotten magic from the fabled lands of Nithia created the *deck of spheres*. The *deck of spheres* and its fell magic caused the destruction of ancient Nithia. A person who touches the *deck of spheres* is forever haunted by the voices of those who have died by the power of the cards.

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Diadem of the Sun

Facts: The *Diadem of the Sun* acts just like a *helm of brilliance*.

History: Centuries before Halav's mortal reign, central Traladara was ruled by King Tahrek the Bright. The *Diadem of the Sun*, his bronze crown, was a symbol of authority and power. When his rule was challenged, Tahrek's helm flashed its scintillating light and destroyed his enemies. Clan Torenescu has searched for the long-lost *diadem* for years, hoping that its legendary power can aid them in dethroning King Stefan of Karameikos.

Rumors: The more the *diadem* is used, the more it coerces the wearer into abusing its power. The ballad "The Tragedy of Dymrak" says that Tahrek annihilated his beast-man foes with the *diadem*. When the crown surges with power, all living things, ally and foe alike, who look upon it are consumed by fire.

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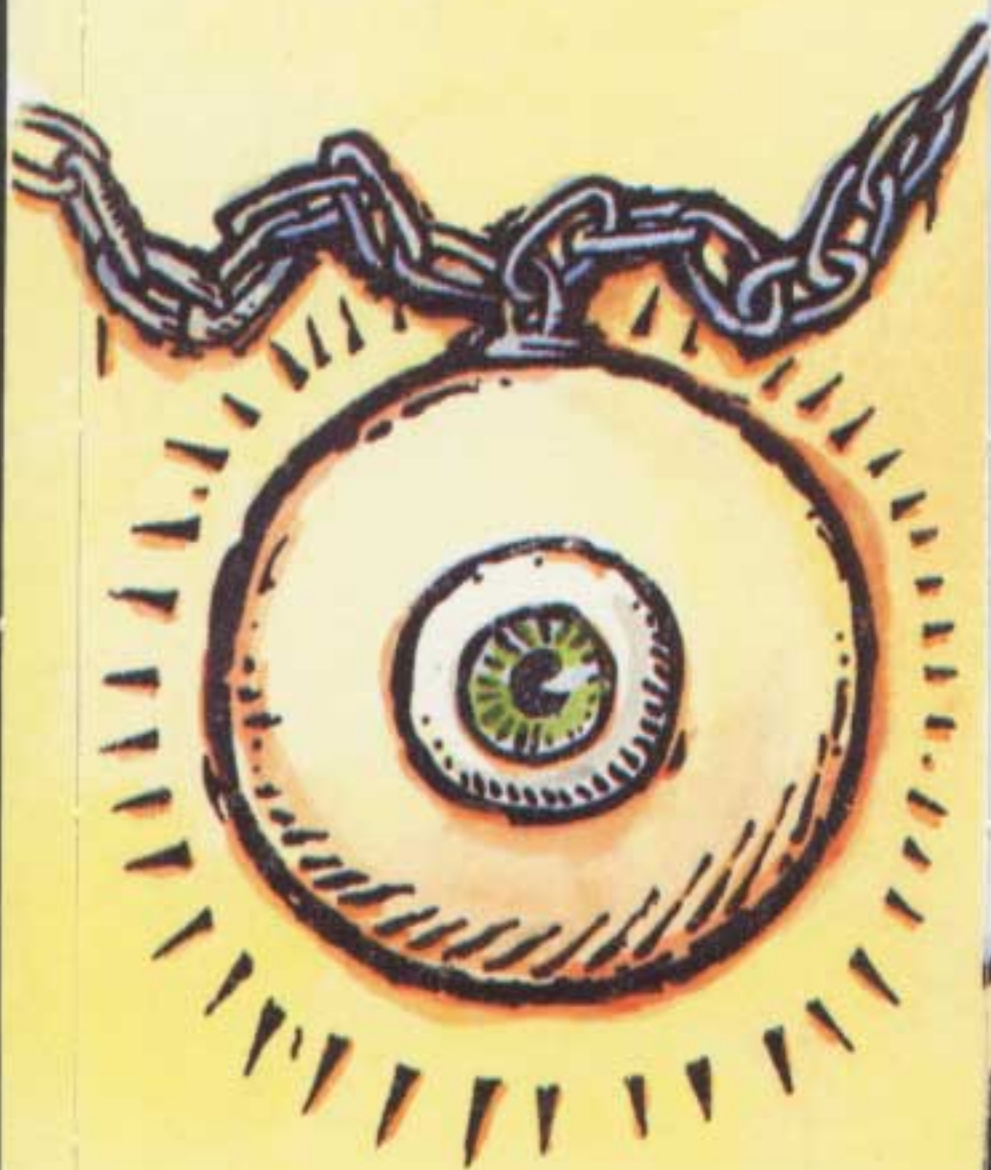
Great Blade of Ghyrkhos



Golden Bracers of Zamash



Ebon Cloak of Kahlark



Oirtulev's Eye



Krollan's Hood



Ixion's Wrath



Shiera's Mask



Ruby Ring of Onyssa



Radiant Eye

Ebon Cloak of Kahlark

Facts: This mysterious cape is actually a *cloak of the bat*.

History: Created two years ago in Glantri by the mage Kahlark, the *ebon cloak* has little history. Whatever its powers, the mage goes nowhere without it. Kahlark has a reputation for cruelty, so it is likely that the powers of the cloak are terrible indeed.

Rumors: Kahlark's cloak absorbs light and uses it to feed his cruel, undead master. Kahlark can command his cloak to assume the shape of a giant bat and abduct victims for his vile experiments. The cloak is actually a living creature—a *scamile*—that has been enslaved by Kahlark. The *ebon cloak* was woven from the shadows of midnight and can open portals into other dimensions.

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Golden Bracers of Zamash

Facts: The valuable gauntlets serve as *bracers of defense, AC 5*.

History: Found in the ruins north of Threshold, these ancient bracers have elvish runes etched into them. These spell out a single word, "Zamash," presumably the name of their original owner. Each bracer has settings for three gems, though only one gem is mounted on each. The right bears a diamond and the left a ruby. Some experts speculate that the bracers' power would increase with a full complement of gems, but attempts to fill the empty settings have brought no change. Apparently, only the stones originally cut for the bracers will suffice.

Rumors: The unusual length of the bracers, which will cover a man's entire forearm, suggest that these were created for a beast-man or a Hutaakan.

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Great Blade of Ghyrkhos

Facts: The *Great Blade* has all the powers and abilities of a *sun blade*.

History: Ghyrkhos was a great hero in the early days of the Duchy of Machetos, now the country of Karameikos. Tales of his most famous exploit tell of his stand against a plague of vampires on Midsummer's Night some seven centuries ago. Though he was triumphant, his victory came at the cost of his own life. A band of Callarii elves bore his body away, and his sword was buried with him in the heart of the Dymrak Forest. It is said among the Callarii that the intelligent blade still sings mournfully for its dead master.

Rumors: The blade was animated by the spirit of a young elven maid who was in love with Ghyrkhos. The Blade of Ghyrkhos can blaze with the light and fire of three suns. Ghyrkhos was turned into a vampire at that last battle and only the blade keeps him in his grave.

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Ixion's Wrath

Facts: *Ixion's Wrath* combines the powers of an *axe of hurling* with the abilities of a *flame tongue*.

History: Tales are many and varied about the flaming axe known most often as *Ixion's Wrath*. The most famous is the Traladaran "Tale of Rytham," in which a hot-headed hero sees a falling star and finds the mysterious weapon where the star struck the ground. He used its powers to protect his village, but grew proud and haughty, thinking himself unbeatable. One day he accidentally caused the death of an innocent in his wild fury. Shocked and disturbed by what he had done, Ixion cast aside the weapon, vowing never to wield it again. The next day, he was found dead, apparently slain by the very weapon he had forsaken.

Rumors: The flames of *Ixion's Wrath* flicker blue-white in the presence of trolls and glow green when giants are near.

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Krollan's Hood

Facts: The *hood* grants its wearer the ability to *detect lie* and *know alignment* twice per day each, as well as acting like a *ring of mind shielding*.

History: Krollan was an early retainer in the court of the Duchy of Karameikos, as well as a mighty wizard. It is not known if he created the *hood* or if he discovered it. In either case, he soon began wearing the scarlet hood at all times. He swiftly became a noted advisor to Duke (now King) Stefan with his ability to perceive any untruths during negotiations. Krollan's time at the duke's side was short, however, as he was found strangled to death in his chambers late in 991. The hood was apparently stolen by his killer and is missing to this day.

Rumors: Krollan was strangled to death by the hood, which had been tainted by the evil thoughts that it absorbed.

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Oirtulev's Eye

Facts: This macabre object bestows upon its owner the same powers as a *crystal ball with telepathy*.

History: This ancient *crystal ball* was created and used by Oirtulev, an advisor to King Halav during his mortal years on Mystara. This unique sphere was only 4" in diameter and the wizard wore it about his neck as an amulet. The *eye* was lost centuries ago with the disappearance of Oirtulev himself. The Cult of Halav says that the wizard used his *eye* to guide him onto the path of the Immortals, though no evidence to support this theory exists.

Rumors: *Oirtulev's eye* allows one to speak directly to Halav. Oirtulev lives on as a lich in the Altan Tepes Mountains and the crystal ball keeps him alive by draining the spirits of those who touch it. Wizards tell tales of seeing Oirtulev in their dreams, where his *crystal ball* shows them portents of the future.

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Radiant Eye

Facts: The *radiant eye* is an amethyst that gives its owner the powers of a *gem of seeing* and the ability to employ a *detect lie* or *detect magic* spell at will. It also bestows infravision (out to 60 feet) and confers an immunity to all gaze attacks.

History: The *radiant eye* was first reported some 500 years ago in the area now known as the Broken Lands. Its creator is unknown, but it was originally worn by Dorrat the Chaotic, a mighty wizard during his lifetime and a hideously powerful lich after his death. Dorrat was slain 200 years ago by a lone Glantrian wizard whose name is lost, though the Amberville clan claims he was a scion of Etienne.

Rumors: The terrible spirit of Dorrat lurks within the *eye*. In addition to giving its owner great power, the *eye* gradually takes control of its owner and transforms him into Dorrat's slave.

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Ruby Ring of Onyssa

Facts: The *Ruby Ring* is actually a *ring of djinni summoning*.

History: The *ruby ring* is home to H'Ktar, a noble djinni of great power. It is said that he fell in love with the flaxen-haired cleric Onyssa, when she found the ring and summoned him from it. Because of that love, he continued to serve her and her children long after Onyssa had been granted her *wishes*. H'Ktar has been the servant of Onyssa's family for three generations and the power of the ring has only been used for the betterment of their lands and people.

Rumors: Rodem, the eighth person to bear the ring, is corrupt, and seeks to use the ring and its djinni for evil. The djinni of the ring longs to be stolen by someone more noble so that he can give his services to someone worthy.

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Shiera's Mask

Facts: *Shiera's Mask* is a unique item that allows its wearer to *polymorph* into a hawk once per week, *summon* and control 1d20 large hawks once per month, *fly* for up to 1 hour per day, and employ the powers of the *eyes of the eagle* at will.

History: Six centuries ago, Shiera was cast out of her clan in what is now Glantri because she lacked the ability to cast spells. She fled to the mountains, but returned years later as a skilled warrior. Wearing a special mask adorned with hawks' plumage, she saved her clan from a plague of harpies. Shiera died in that battle and was borne away by a cloud of hawks to the mountains where she had lived for so many years. During the flight, her mask fell away. It has not been seen since.

Rumors: *Shiera's mask* was recovered by the hawks and rests with her bones in an aerie high in the mountains west of Sahlestone.

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