

Aether

Volume I, Number 6

Enviros

July/August 2003



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On the Cover: a ranger stalks his prey. Illustrated by Jason Engle.

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Articles marked with © are (except for illustrations) entirely Open Game Content (Open Game License, page 31)

Æther

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12 Magical Storms ©

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B2 Arboreal Gnome ©

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Part of this article is designated as Open Game Content

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Everything in this issue is compatible with the new version of D&D, v.3.5.

Join the Æther discussion group at <http://groups.yahoo.com/group/Aethergroup>

Æther is looking for staff! If you would like any position at Æther, contact Matt Halm (cow080@yahoo.com).

Crossbow on this page illustrated by Jason Engle.

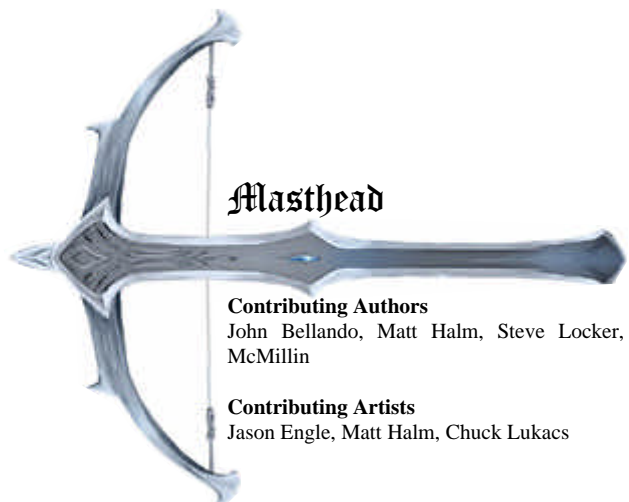
Alasthead

Contributing Authors

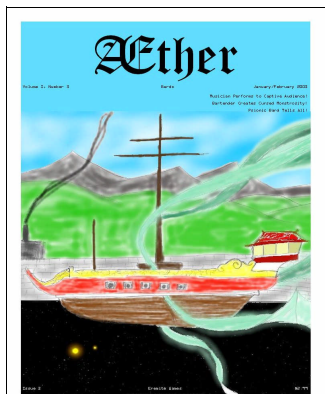
John Bellando, Matt Halm, Steve Locker, Greg McMillin

Contributing Artists

Jason Engle, Matt Halm, Chuck Lukacs



Volume One



Issue 3: Bards

Major Articles

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Entertainer [NPC Class]
Warder of the Shalm [Prestige Class]
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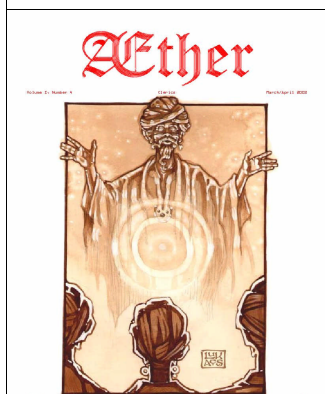
First “official” issue of Æther. More information on the “unofficial” issues of Æther (1 and 2) will be posted on the Æther website soon.

First adventure to appear in an issue of Æther

The famous Ale Golem appears for the first time

Psionic bard

*A prestige class from the WotC message boards



Issue 4: Cleric

Major Articles

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Notes

New logo is used

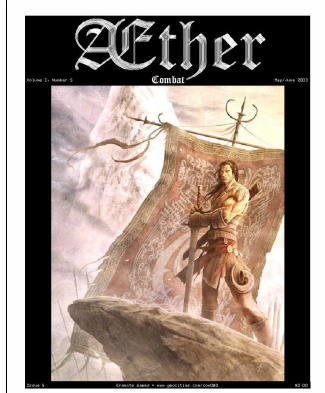
Æther is finally stapled like an actual magazine!

John Bellando joins the staff

Chuck Lukacs does cover artwork

Tony Moseley does Zongonia cartoon for issue

The famous Ale Golem reappears



Issue 5: Combat

Major Articles

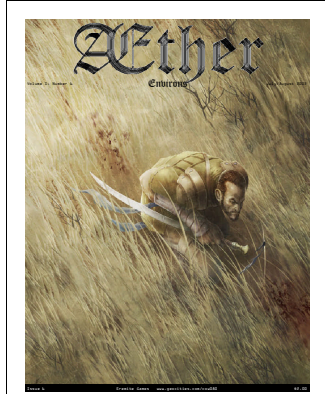
Hero's Herald: Masters of Battle
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Notes

Jason Engle does cover artwork

No Ale Golem this time

Æther begins compatibility with D&D 3.5



Issue 6: Environs

Major Articles

Magic and the Environment
Magical Storms
Ranger Terrain Specialists
Druid Terrain Specialists
Nape the Barbarian
Magical Items of the Wild

Notes

Jason Engle does cover and interior artwork

The Ale Golem is back!

Special cardstock insert

An amusing editorial (hoorah)

First 32 page issues since issue 1!

Hey!

So here it is. The end of volume 1. A year and a few months ago I started making *Æther* by myself. Along the way more people have started helping out, but perhaps I bit off more than I could chew, so to speak. As you may have noticed, *Æther* is missing more and more self-imposed “deadlines” and this, the July/August issue, is finishing up in January.

Therefore, I have decided for the time being to remove altogether the association with a certain month. The issues will simply be numbered, and will be released when they are done.

When September rolls around, the decision will be made whether or not to switch back to bimonthly. To help get *Æther* back to a more regular schedule, you contribute in a variety of ways. Besides writing articles for the issue, you could write stories, create artwork, or help edit the drafts. If you're interested in helping out, email me at cow080@yahoo.com.

Anyway...

On to other (and perhaps less important) things.

I was recently given a gift. This, like so many gifts I seem to have been receiving lately, was... shall we say “beneficial” for the giver. What is this mysterious gift, you ask? I was given several million back issues of *Polyhedron* from someone (who asked that his name not be used – he is now entering witness protection – we will call him “Greg”) who was looking to clear out his gaming shelf. Although not a complete collection, it ranges from around issue 50 to 150.

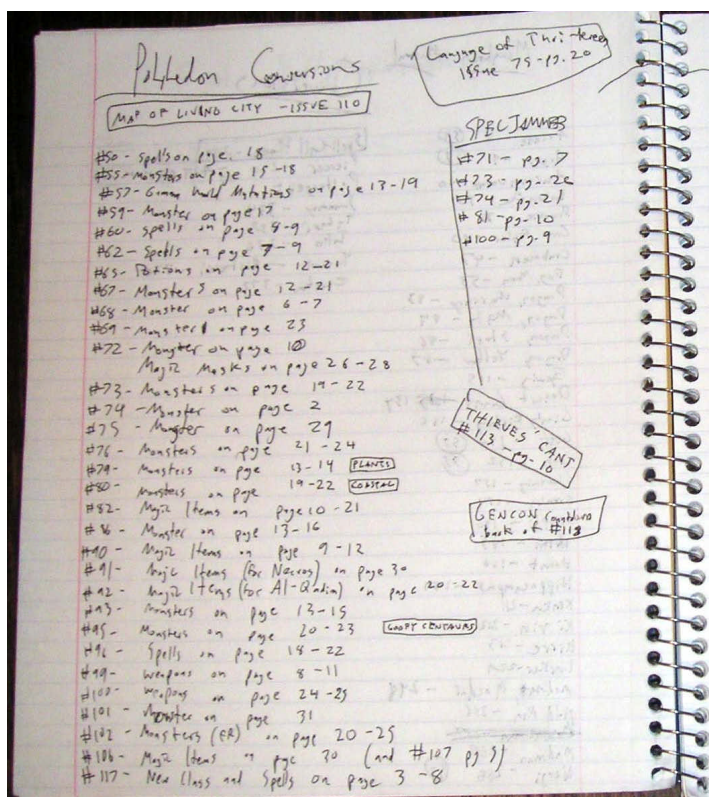
Humorously enough, the gift was also given with the suggestion that I leaf through each issue looking for “stuff that might be useful” for various campaigns Greg and I are running (namely Spelljammer), and perhaps some stuff that might be worthy of converting from 2nd Edition AD&D to the present D&D version 3.568 (model 4, build 7).



Keep in mind, up until this point, I had had relatively little contact with previous editions of D&D (aside from the occasional Monstrous Manual lying around). That's right, I started playing D&D at the advent of 3rd edition. So I had not had to deal with the trials and tribulations related with converting things from 2nd edition to the current version.

This, I suppose, is payback.

So it began, innocently enough, as I leafed through issue #50. After an hour or so, I had caught myself actually reading things more than once and was only to issue 62.... I refined my search. Giving myself the criteria of “monsters, spells, and cool items,” I began the search again (you can't just keep going where you stopped with a completely different goal). Three days later, this is what I had found:



So you can certainly look forward to seeing many, many conversions in the pages of this magazine in the future. Check out the first one on page 29.

Matt Halm
—Matt Halm
Editor-In-Chief

Magic and the Environ -



By John Bellando

In many campaigns, the environment is just a die roll that is made when a player asks “What’s the weather like?” Dungeon Masters have at their disposal a wide range of effects that the wilderness, the terrain and the weather can have on a campaign. This article details some new optional effects that the environment can have upon the use of spells and magic. The following guidelines are in place to add a hint more realism when it comes to adjudicating magic within certain environments. For instance, casting a *Cone of Cold* in a desert environment will be a little less effective due to the overwhelming dryness and heat produced in the terrain.

There are 9 terrain categories in the Dungeons and Dragons 3.5 rules, with subdivisions within many of them. Each terrain can affect spells and magic used within them in a variety of ways as listed. These effects are meant as guidelines that a DM may use to enhance the change in environments upon his players.

Terrain Forest

Forest terrain can be divided into three categories: **sparse**, **medium**, and **dense**. The difference lies in the density of trees and foliage within the forest. Forests are particularly susceptible to fire and electricity damage, both of which can cause forest fires dependent upon the density of foliage.

Fire / Electricity Descriptors: When casting spells with the [Fire] or [Electricity] descriptor, the type of forest terrain present in the area can impact the chances of starting a fire in neighboring trees or foliage. The following tables may be used to determine this chance of a fire starting based either upon the Forest type or the Terrain Features. Table 6-1 uses the Forest type as an approximation, while Table 6-2 uses the specific terrain features present in a particular square if more detailed results are desired. The chance to start a fire is based upon the area of the spell being cast as larger spells are more likely to set aflame nearby trees and shrubs. The percentages are cumulative based upon the area covered, so that a spell with an area of 2 10’x10’ cubes has double the chance to start a fire in nearby trees as one with a single 10’x10’ cube. For reference a spell with a radius of effect is roughly three times as likely to cause a fire as a square effect of the same dimension. Therefore, a *Fireball* of 20’ radius has four times the chance to start a fire as a spell with a 20’ cube area.

Marsh

Two categories of marsh exist: relatively **dry moors** and

TABLE 6-1: Chance to Start A Forest Fire (by Subtype)

	Category of Forest		
	Sparse	Medium	Dense
[Fire] Area			
Target	—	1%	2%
10’ cube	3%	5%	7%
[Electricity] Area			
Target	—	1%	2%
10’ cube	2%	3%	4%

TABLE 6-2: Chance to Start A Forest Fire (by Terrain Type)

	Terrain Feature in 5’ Square			
	Typical Trees	Massive Trees	Light Undergrowth	Heavy Undergrowth
[Fire] Area				
Target	—	—	1%	3%
Entire 5’ cube	2%	1%	4%	6%
[Electricity] Area				
Target	—	—	1%	2%
Entire 5’ cube	1%	1%	2%	4%

watery swamps. The main difference is the moisture and effects of bogs and undergrowth. Dry moors, like forests, are more susceptible to the starting of fires, whereas swamps tend to dampen fire effects and enhance electrical attacks.

Fire Descriptors: When casting spells with the [Fire] descriptor in marshes, there is a small chance of starting fires similar to those of forests. Though the moisture in a swamp usually keeps the fires from spreading, small areas of dry vegetation may still catch fire. The type of marsh terrain present in the area can impact the chances of starting a fire in neighboring undergrowth. The following tables may be used to determine this chance of a fire starting based either upon the Marsh type or the Terrain Features. Table 3 uses the Marsh type as an approximation, while the chance of fires based on terrain features may be found in Table 4. The chance to start a fire is based upon the area of the spell being cast as larger spells are more likely to set aflame nearby vegetation. The percentages are cumulative based upon the area covered, so that a spell with an area of 2 10’x10’ cubes has double the chance to start a fire in nearby trees as one with a single 10’x10’ cube. For reference a spell with a radius of effect is roughly three times as likely to cause a fire as a square effect of the same dimension. Therefore, a *Fireball* of 20’ radius has

four times the chance to start a fire as a spell with a 20' cube area.

In addition, because of the moisture afforded by *shallow bogs* and *deep bogs*, any character standing in a square with one of those terrain features takes less damage from fire-based spells

TABLE 6-3: Chance to Start a Marsh Fire (by Subtype)

	Category of Marsh	
	Dry Moors	Watery Swamps
[Fire] Area		
Target	1%	1%
10' cube	5%	3%

TABLE 6-4: Chance to Start a Marsh Fire (by terrain type)

	Terrain Feature in 5' Square	
	Light Undergrowth	Heavy Undergrowth
[Fire] Area		
Target	1%	3%
Entire 5' cube	4%	6%

and magic. A character standing in a square that contains a *shallow bog* is considered to have Fire Resistance 5, which means that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 5 points before being applied to the creature's hit points. This protection increases to Fire Resistance 10 for a character standing in a square that contains a *deep bog*.

Electricity Descriptors: Spells and effects with the [Electricity] descriptor are more potent in marshes that contain *shallow bogs* or *deep bogs*, as the minerals and impurities in the water conduct the electricity better. Any character affected by a spell or attack that deals electricity damage will take additional damage based upon the type of terrain feature present in his square. A character standing in a square occupied by a *shallow bog* takes an additional +1 damage per Die of electricity damage. If a character takes electricity damage while in a square occupied by a *deep bog*, he takes an additional +2 damage per Die of electricity damage.

Hills

The two categories of hills—**gentle hill** and **rugged hill**—differ in the types of slopes that exist and the presence of cliffs. Do to rubble, outcroppings, and other debris, sound carries further in hills and mountains than it does elsewhere due to echoes and bouncing sound waves. Because of this, spells and effects which rely on sound are more effective in this terrain.

Sonic Descriptors: Spells and effects with the [Sonic] descriptor or which rely on sound to carry their effect are more effective when cast in an area of hills. The specific effect is dependent upon the ruggedness of the area. These spells and effects have their area of effect multiplied by 1.5 when cast in an area of *gentle hills* due to the presence of light rubble, small debris and other objects that can reflect sound. When a spell or effect with the [Sonic] descriptor or which rely on sound is cast in an area of *rugged hills*, its area of effect is doubled. This rep-

resents the effects of reverberation and reflection of sound from the larger debris and rubble present in rugged hills. These effects do not stack with the Widen Spell feat if it is used in the casting.

Mountains

There are three categories of mountains: **alpine meadow**, **rugged mountains** and **forbidding mountains**. Like hills, the difference between *rugged* and *forbidding mountains* lies with the ease of passage due to rubble, outcroppings and other dangerous terrain features. Because of this, spells and effects which rely on sound are more effective in this terrain as they are in hills.

Sonic Descriptors: Spells and effects with the [Sonic] descriptor or which rely on sound to carry their effect are more effective when cast in an area of *rugged mountains* or *forbidding mountains*. The specific effect is dependent upon the ruggedness of the area. These spells and effects have their area of effect doubled when cast in an area of *rugged mountains* due to the presence of rubble, large debris and other rock walls that can reflect sound. When a spell or effect with the [Sonic] descriptor or which rely on sound is cast in an area of *forbidding mountains*, its area of effect is doubled. In addition, when in *forbidding mountains*, any character damaged by an attack with the [Sonic] takes an additional +1 damage per Die of damage because of the intensity of the sound reflections. These effects do not stack with the Widen Spell feat if it is used in the casting.

Desert

The three categories of desert are distinctive, possessing different properties and effects upon spells. The snow and ice-covered **tundra** reduces the effects of fire damage, enhances the effects of cold damage and allows light to extend further due to reflections in the ice. The **rocky desert** has effects upon sonic effects similar to hills, while the **sandy desert** increases the effectiveness of fire spells while reducing the effect of cold-based spells.

Sonic Descriptors: Spells and effects with the [Sonic] descriptor or which rely on sound to carry their effect are more effective when cast in an area of *rocky desert*. These spells and effects have their area of effect multiplied by 1.5 when cast in an area of *rocky desert* due to the presence of debris and rubble which can reflect sound. This effect does not stack with the Widen Spell feat if it is used in the casting.

Light Descriptors: Because of the ice and snow found in the *tundra* desert regions, spells and effects which rely on light for their effects are more potent in that terrain. Spells with the [Light] descriptor or which rely on light for their effects have their area of effects doubled when cast in a *tundra* desert region. This effect does not stack with the Widen Spell feat if it is used in the casting.

Cold Descriptors: Spells and effects with the [Cold] or [Water] descriptor or which rely on cold or water for their effects are enhanced when cast in a *tundra* region. Any effect of this type is considered to be empowered when cast in an area of *tundra*. This effect does not stack with the use of the Empower Spell feat if the spell is cast with it.

The dryness and warmth of *sandy deserts* reduce the effectiveness of spells and effects with the [Cold] or [Water] descriptor or which rely on cold or water for their effects. Any spell or effect relying on cold or water or with the [Cold] or [Water] descriptor that has variable numeric effects has those variable effects reduced by half. This effect cancels the effect of the Empower Spell feat if it is used in the casting. Alternatively, spells or effects without variable numeric effects have their duration reduced by half when cast in an area of *sandy desert*.

Fire Descriptors: Spells and effects with the [Fire] descriptor or which rely on heat for their effects are enhanced when cast in a *sandy desert* region. Any effect of this type is considered to be empowered when cast in an area of *sandy desert*. This effect does not stack with the use of the Empower Spell feat if the spell is cast with it.

On the other hand, the overwhelming cold temperatures of the *tundra* adversely effect the same spells or effects. Any spell or effect relying on heat or with the [Fire] descriptor that has variable numeric effects has those variable effects reduced by half. This effect cancels the effect of the Empower Spell feat if it is used in the casting. Alternatively, those spells or effects without variable numeric effects have their duration reduced by half when cast in an area of *tundra*.

Plains

The open plains are divided into three categories: **farm**, **grasslands**, and **battlefields**. Like forests, plains are prone to brush fires caused by the careless use of magic. The undergrowth that is present in most plains is quick to catch fire and spread depending upon its density when exposed to fire or electricity damage.

Fire / Electricity Descriptors: The type of plains terrain present in the area can impact the chances of starting a fire in surrounding undergrowth. The following tables may be used to determine this chance of a fire starting based either upon the Plains type or the Terrain Features. Table 5 uses the Forest type as an approximation, while Table 6 uses the specific terrain features present in a particular square if more detailed results are desired. The chance to start a brush fire is based upon the area of the spell being cast as larger spells are more likely to set aflame nearby undergrowth. The percentages are cumulative based upon the area covered, so that a spell with an area of 2 10'x10' cubes (or 10' radius) has double the chance to start a fire in the plains as one with a single 10'x10' cube (or 5' radius).

Aquatic

Two categories of aquatic exist: **flowing water**, which includes rivers and streams, and **non-flowing water**, which includes lakes and oceans. In addition to the effects water has on fire and fire-based effects, the impurities and minerals in water tend to enhance the use of electricity-based spells and effects.

Electricity Descriptors: Spells and effects with the [Electricity] descriptor are more potent in water, both *flowing* and *non-flowing*, as the minerals and impurities in the water conduct the electricity better. Any character affected by a spell or

TABLE 6-5: Chance to Start a Brush Fire (by Subtype)			
	Category of Plains		
	Farm	Grasslands	Battlefield
[Fire] Area			
Target	1%	3%	—
10' cube / 5' radius	6%	5%	1%
[Electricity] Area			
Target	1%	3%	—
10' cube / 5' radius	3%	4%	1%

TABLE 6-6: Chance to Start a Brush Fire (by Terrain Type)		
	—Terrain Feature in 5' Square—	
	Light Undergrowth	Heavy Undergrowth
[Fire] Area		
Target	1%	3%
Entire 5' square (cube)	4%	6%
[Electricity] Area		
Target	1%	2%
Entire 5' square (cube)	2%	4%

attack that deals electricity damage will take additional damage based upon the type of terrain feature present in his square. A character standing in a square occupied by *flowing water* takes an additional +1 damage per Die of electricity damage. If a character takes electricity damage while in a square occupied by *non-flowing water*, he takes an additional +2 damage per Die of electricity damage.

Underground

While the underground environment has no categories and is often found as part of another terrain type, it has an enhancing effect on spells and effects which utilize sonic, dark or earth. Because of the nature of underground passages and tunnels, spells and effects which rely on light are diminished in effect.

Sonic Descriptors: Spells and effects with the [Sonic] descriptor or which rely on sound to carry their effect are more effective when cast underground. These spells and effects have their area of effect doubled when cast in the underground because of the echoes and intense reflection of the sound off walls and rocks. When such a spell or effect is cast in the underground, its area of effect is doubled. In addition, any character damaged by an attack with the [Sonic] takes an additional +1 damage per Die of damage because of the intensity of the sound reflections. These effects do not stack with the Widen Spell feat if it is used in the casting.

Dark Descriptors: The myriad of caverns, crevasses and rocks present underground enhance the use of spells with the [Dark] descriptor or which rely on darkness and shadow for their effect. Spells with the [Dark] descriptor or which rely on darkness or shadow for their effects have their area of effects doubled when cast in an underground region. This effect does not

stack with the Widen Spell feat if it is used in the casting.

Light Descriptors: For the same reason that dark-based spells and effects are enhanced, the use of light-based spells and effects are diminished. The twisty corridors of the underground do not permit light to achieve its full effectiveness, as part of it melds with the nearby shadows. Spells with the [Light] descriptor or which rely on light for their effects have their area of effects reduced by one-quarter when cast underground. This effect partially cancels that of the Widen Spell feat if it is used in the casting, multiplying the area of effect by 1.5 instead of doubling it.

Earth Descriptors: Being so close to the earth has a positive impact on spells and effects with the [Earth] descriptor. Spells with the [Earth] descriptor or which rely on earth or stone for their effects are considered to be under the effects of an Empower Spell feat. This effect does not stack with the Empower Spell feat if it is used in the casting.

Mindflayer Psychosis

From the Log of Davos, A Practitioner of the Medical Arts

Anyone who has suffered at the tentacle of a mind-flayer will have trouble believing that these creatures should be pitied for their own suffering. But the illness that engulfs them is truly insidious. Even more unbelievable may be the origins of this race of diabolical henchmen. Both their beginnings as a race and current position as feared nemesis appear now after brief xenomedical research to result from a simple abnormality of protein function. Much as Mad Cow Disease results from a still mysterious group of proteins, the prions, mind-flayer behavior is driven by a seemingly inconspicuous prion-like peptide. As any accomplished aficionado of adventuring can appreciate, clinically useful samples of mind-flayer tissue have been difficult to obtain. From the limited samples available, all heretofore known actions of mind-flayers can be seen to result from single-mindedness driven by a set of illithid prions, known to them as abstercorians. The goals and tactics of mind-flayers are guided by these proteins in a manner that can be thought of as a prionic memory.

Our current understanding of the mind-flayer menace has been aided by a confluence of detective work using xeno-medical and xeno-anthropologic methods. First, a breakthrough in clinical analysis of mind-flayer behavior occurred with recovery of a mortally wounded flayer from an incident of unwittingly prescient maneuvering by an outmatched rogue dwarf. Prompt transport of

the flayer to the clinic of an obscure regional xenomedic allowed the dying words to be recorded. The unexpected and rapid regression of personality that occurred during the flayer's final moments left clues that suggest a dismal onset of disease and spiral into the state we all know to be mind-flayer. The autopsy and subsequent analysis of tissues indicate that the flayer's brain cells were controlled by a single prion-like protein that orchestrates the multiple abstercorians. Second, during an unrelated foray into an alternate plane a small band of relic hunters stumbled into the what was apparently the ancient home territory of the flayers. Unlike what we have come to know these creatures in our plane, though outwardly like flayers, the inhabitants were an introspective and quiet people. Their own name translates seemingly as mind-toner or mind-whisperer. Life in this plane follows an agrarian habit with nourishment completely from a vegetarian diet. Even in their habit of eating they distinguish themselves by not destroying plant life but rather maintain their subsistence through a symbiotic relationship with the herbaceous world.

Ultimately an understanding of how mind-toner neurophysiology was perverted into the mind-flayer mold could lead to techniques for mitigating this scourge. The heinous behavior currently encountered with mind-flayers appears to result from a modest alteration of aboriginal mind-toner brain chemistry. With the help of mind-toners,

Analysis of the deceased mind-player indicate clearly that a distinct prion exists in the frontal cortex. In discussions with the mind-intoners, we have learned of the role of prions in the psionic powers

focused by their brains. The addition of this mind-player prion alters the memory pattern of these creatures such that mayhem becomes the only goal they find pleasing. With the further increase in concentrating power above that of the already astounding mind-intoners, mind-players become capable of the unspeakable psionic tortures experienced from the time of legend till now. Since the mind-player prion is absent in mind-intoners it can be speculated that the source may be from eating animals, a particularly gruesome thought for mind-intoners. Sown with this seed of power is the proverbial Achilles heel because the extra prion disturbs the normal psionic balance regulated by abstercorians and ultimately leads to complete physiologic collapse of the mind-player. All that can be said at this time is that the onset of such a collapse is regrettably late in occurring and is hardly noticeable to any of our kind until very far progressed.

© The information below is designated Open Game Content ©

Mind Player Psychosis: Spread by Extract special ability; DC 12; *Incubation:* unknown; *Damage:* psychosis.

Psychosis is a slow degeneration of abilities. When the mind player first becomes infected, nothing happens. Every 2 months after that, the mind player must succeed at a Fortitude saving throw (DC 12 + current stage, 0 if no stage) or progress to the next stage. Two months after the final stage, the illithid dies.

To determine the stage of the illness on mind players randomly encountered, roll 1d20 on table 6-2.

Table 6-7

Stage	Effect
1st	HD 7d8+7 (39 hp), AC 14, Attack +7 melee, SR 24, -1 to all abilities, CR 7
2nd	HD 6d8+6 (34 hp), AC 13, Attack +6 melee, SR 23, -1 to all abilities, CR 6
3rd	HD 5d8+5 (29 hp), AC 12, Attack +5 melee, SR 22, -2 to all abilities, CR 5
4th	HD 4d8+4 (24 hp), AC 11, Attack +4 melee, SR 21, -2 to all abilities, CR 4
5th	HD 3d8+3 (19 hp), AC 10, Attack +3 melee, SR 20, -3 to all abilities, CR 3
6th	HD 2d8+2 (14 hp), AC 9, Attack +2 melee, SR 19, -3 to all abilities, CR 2
7th	HD 1d8+1 (9 hp), AC 8, Attack +1 melee, SR 18, -4 to all abilities, CR 1
8th	Death after two months

Table 6-8

d20	Stage
1-19	No effect
20	Roll 1d12 on Table 6-3.

Table 6-9

d12	Stage
1-3	1st
4-5	2nd
6-7	3rd
8	4th
9	5th
10	6th
11	7th
12	Start of 8th

Magical Storms



By Matt Halm, Illustrated by Chuck Lukacs

Rain falls from the sky. Thunder crashes in the distance.

While this may be the typical weather in the real world, why should it be the typical weather in the D&D world? In a realm where magic flows through everything, why wouldn't the magic permeate through to the weather? Below are several different types of magical storms.

Chaotic

A raging storm approaches. As you look closer, you realize you can make out a huge mouth roaring open as the clouds race towards you. Strange purple mist swirls about in the storm's giant maw and lightning strikes the ground nearby, causing the surroundings to freeze instantly.

Chaotic storms often appear similar to normal weather patterns, but when the rain begins to fall it is quickly apparent that they are nothing like "normal" storms.

As described in the example, chaotic storms sometimes manifest humanoid appearances, adding to their strangeness.

Where a normal storm might precipitate sheets of rain, a chaotic storm hurls down acid or fire. Where normal lightning burns trees and buildings, a chaotic storm might simply *disintegrate* them or freeze them solid. A chaotic tornado might send trees flying skyward as the smash into a million splinters, or simply cause them to *levitate* in place.

In game terms, a chaotic storm is just like a normal storm, usually a thunderstorm (see the Weather Statistics Sidebar for thunderstorms), except for it's chaotic nature. With the thunderstorm example, each bolt of lightning might produce a different effect as the surroundings quickly become an insane mess of different forms of energy.

Cindersnow

A cold wind blows and a few flakes of snow begin to fall. Mixed in with the snow appears to be several flakes that are much darker than the rest, almost seeming like they were scorched. After a few moments more and more ashes fall from the sky, eventually accumulating to form a layer of dark gray snow on the ground.

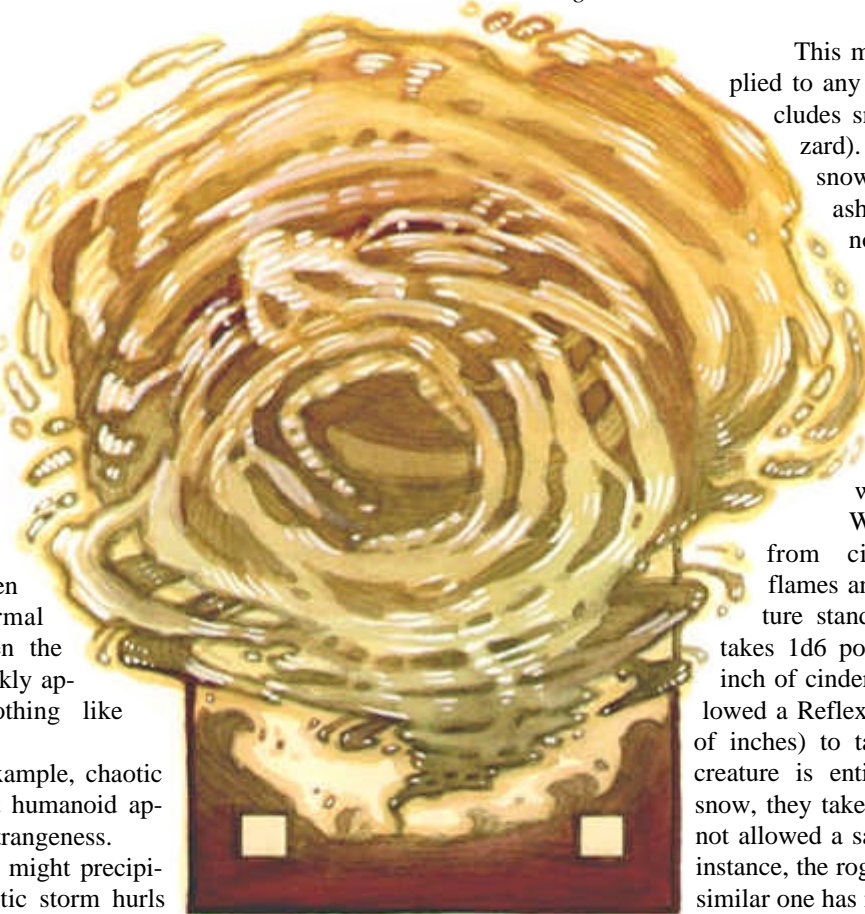
This magical storm can be applied to any normal weather that includes snowfall (such as a blizzard). Instead of snowing snow, it snows ashes. These ashes accumulate just like normal snow, and the only real magic occurs when they melt. When the temperature rises above freezing, there is a 10% chance per two degrees above freezing that the ashes will "melt."

When they melt, the ashes from cindersnow burst into flames and disappear. Any creature standing on or in the snow takes 1d6 points of fire damage per inch of cindersnow. A creature is allowed a Reflex save (DC 10 + number of inches) to take half damage. If a creature is entirely submerged in the snow, they take double damage and are not allowed a save for half. In such an instance, the rogue's evasion ability or a similar one has no effect. If the creature has no vertical limit on the height they can Jump, the save DC is halved.

Meteorites

You notice a shooting star move across the night sky. Then more and more until it seems like whole constellations are drifting from their positions in the heavens. Then one "shooting star" grows larger and larger until it actually crashes into the landscape nearby, causing surrounding trees to burst into flame and a large shockwave of dirt and debris emanates from the location. The sky itself, it would seem, is falling.

While meteors are not truly a "storm" in the sense that thunderstorms are, and although they are not necessarily influenced



by magic, they are still important to consider.

Perhaps an evil mage has conjured the “fire rain,” or maybe a disturbance in the Weave has caused the sky to fall.

Just like chaotic storms, magical meteorites are often strange in that they do not always cause things to burn. Sometimes they freeze the surroundings or spew forth a tide of acid.

Profane

Thunder rolls in the distance. You begin to feel small drops of rain fall as the sky darkens. It begins to rain in earnest and you start to notice that the “rain” appears to be colored red. As you inspect further you realize that the precipitation is actually blood falling from the sky.

During a profane storm, blood rains from the sky, drenching everything in sight with an eerie red sheen. Besides being disconcerting for the characters, a profane storm imbues the surrounding terrain with the effects of an *unhallow* spell. Usually these effects only emanate from the center of the storm, but more powerful profane storms could cover the entire landscape.

Reversed

Thunderclaps fall around you. After a few moments, you begin to feel rain. But, this rain seems to be flying upward from puddles on the ground toward the sky. Near the horizon you see sheets of rain soaring skyward from the ocean.

This magical storm occurs only when there are large

amounts of precipitation on the ground (such as puddles of standing water, or drifts of snow). Instead of falling from the sky, the precipitation returns there from the ground. This storm has no major game effects other than the strangeness of the situation.

As an optional rule, you might have upside-down tornadoes or hurricanes or the like.

Rules about Magic Weather

If you’re using the *FORGOTTEN REALMS Campaign Setting*, the following rules about wild and dead magic zones will prove useful.

Wild Magic: If a magical storm occurs in a wild magic zone, it has a 70% chance to be a random magical storm. The other 30% of the time it is nonmagical.

Dead Magic: Magical weather usually still exists even in dead magic zones. There is a 10% chance that any magical weather pattern moving into a dead magic zone dissipates all together.

Weather Statistics Block

A storm of any sort can be described with a short block of game statistics, similar to that of a monster or NPC, that summarizes its abilities and effects. The template given below provides an easy way to reference weather effects.

Storm Name/Type: Temperature; wind type (normal ranged attack penalty/siege missile penalty), Fort DC, Size [of creature affected]: effect [on those creatures]; precipitation (effects); special weather traits [included only if needed].

Below are the statistics for a few mundane storms.

Blizzard: 10° F; windstorm winds (impossible/-4 penalty, Fort DC 18, S or smaller: blown away, M: knocked down, L or H: checked); snow (-4 penalty on ranged attack rolls and Search and Spot checks, one-half movement).

Greater Dust Storm: 90° F; windstorm winds (impossible/-4 penalty, Fort DC 18, S or smaller: blown away, M: knocked down, L or H: checked); none; wind-driven dust deals 1d3 points of subdual damage per round to anyone caught in the open and is a choking hazard to a traveler whose mouth and nose are uncovered.

Thunderstorm: 80° F; strong winds (-2 penalty/—, Fort DC 10, T or smalker: knocked down); rain (-4 penalty on ranged attack rolls and Listen, Search, and Spot checks).

Magic Item

Staff of Weather

This magical staff grants the user the power to control weather, both magical and non-magical. It appears as a wooden staff that occasionally flashes like lightning (this has no special effect).

- *Control weather* (8 charges)

The wielder of the staff may also change a normal, non-magical storm present in his vicinity into a random magical storm of the same type (such as changing a normal thunderstorm into a chaotic one). Alternatively, he may change a magical storm nearby into a normal storm of the same type (such as changing a chaotic blizzard into a normal one).

More Magical Storms

Be sure to check out *Dragon* issue 308, which has more examples of different magical weather (page 68).



The Terramancer

By Matt Halm

Magic permeates the land of Uerios. Canyons are sometimes eroded by the slow action of river water, but are far more frequently gouged out by some errant spell or ritual. Streambeds flow with magical energy and the winds are sped along by arcane force. Lightning strikes chaotic magic into the terrain and magical storms abound.

Since magic so envelopes the world of Uerios, natural disasters such as earthquakes are frequent and often involved with magic. Almost no area is exempt from the threat they impose, although the mage settlements in the South are somewhat protected. To help alleviate the damage inflicted by these disasters, a special type of mage has evolved in Uerios – the Terramancer. Most terramancers are members of the Order of Lava, a group that patrols the regions of the South and subdue any storms and other disasters that arise there.

Class Features

All of the following are class features of the terramancer.

Weapon and Armor Proficiency: The terramancer gains no new proficiencies.

Spells: A terramancer gains new spells at each level as if he had advanced in his previous spellcasting class. Also note that for the purposes of *control natural disaster* and *control weather*, a terramancer counts as a druid.

Summon Magma Paraelemental (Sp): A terramancer can summon a Large magma paraelemental. The number of times per week the terramancer can summon it depends on his level

Prerequisites

To become a terramancer, a character must fulfill the following requirements

Spellcraft: 12 ranks.

Spells: Ability to cast arcane spells, including *control weather*.

Special: Must befriend an elder magma paraelemental.

Special: Must be accepted by the Order of Lava.

Class Skills

The terramancer's class skills (sorted by key ability) are:

Str Climb, Jump

Dex Balance

Con Concentration

Int Craft, Decipher Script, Knowledge (all skills, taken individually), Spellcraft

Wis Profession, Survival

Cha

Skill Points At Each Additional Level: 2 + Int modifier.

TABLE 6-10: THE TERRAMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+2	Summon Large magma paraelemental (1/week)	+1 level of existing spellcaster class
2	+0	+0	+3	+3	<i>Control weather</i> 1 time/day	+1 level of existing spellcaster class
3	+1	+1	+3	+3	<i>Control natural disaster</i> 1 time/day	+1 level of existing spellcaster class
4	+1	+1	+4	+4	Summon Large magma paraelemental (2/week), <i>control weather</i> 2 times/day	+1 level of existing spellcaster class
5	+1	+1	+4	+4		+1 level of existing spellcaster class
6	+2	+2	+5	+5	<i>Control weather</i> 3 times/day, <i>control natural disaster</i> 2 times/day	+1 level of existing spellcaster class
7	+2	+2	+5	+5	Summon Large magma paraelemental (3/week)	+1 level of existing spellcaster class
8	+2	+2	+6	+6	<i>Control weather</i> 4 times/day	+1 level of existing spellcaster class
9	+3	+3	+6	+6	<i>Control natural disaster</i> 3 times/day	+1 level of existing spellcaster class
10	+3	+3	+7	+7	Summon Large magma paraelemental (4/week), <i>control weather</i> 5 times/day	+1 level of existing spellcaster class

hit die
d4

(1st – 1 time, 4th – 2 times, 7th – 3 times, 10th – 4 times). Summoning the paraelemental is a free action. The paraelemental disappears after 10 rounds.

Control Weather: A terramancer can cast *control weather* a number of times per day equal to half his terramancer levels, rounded down. Casting the spell is a free action.

Control Natural Disaster: A terramancer can cast *control natural disaster* a number of times per day equal to one third his terramancer levels, rounded down. Casting the spell is a free action.

New Spells

Below are two new spells commonly used by terramancers.

Control Natural Disaster

Transmutation

Level: Clr 7, Drd 7, Earth 7, Sor/Wiz 7

Components: V, S

Casting Time: 10 minutes; see text

Range: 2 miles

Area: 2-mile-radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

Spell Resistance: No

You change the effects of a natural disaster in progress. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The current natural disaster is determined by the DM. You can subdue the disaster or enhance it.

Some possible natural disasters include tornadoes, hurricanes, tsunamis, earthquakes, volcano eruptions, and the like.

You control the general tendencies of the disaster, such as direction and intensity of a tornado, or speed of winds in a hurricane. When you select a change, it takes place in approximately 10 minutes, changing gradually. This condition continues for the duration of the spell, or until you change it.

Control natural disaster can create natural disasters and end

them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Molten Boulder

Evocation [Fire]

Level: Drd 6, Fire 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See text

Saving Throw: See text

Spell Resistance: No

You conjure forth a flaming hot ball of rock and lava that burns everything in its path and then explodes.

The boulder rolls towards the target you specify and rolls over anything in its path. It moves at a speed of 60 feet per round. Anything in the path takes 2d6 points of fire damage (Reflex save for half). When the ball reaches its target it explodes and deals 1d6 points of fire damage per caster level (maximum 10d6) to the target (Reflex save for half). Any creature within 10 feet of the target creature also takes 2d6 points of damage (Reflex save for half) and the area burns for a number of rounds equal to your caster level.

Arcane Material Component: A rock and a drop of oil.

Magma Paraelemental,

Large

CR 5; Large Elemental (Earth, Fire); HD 8d8+32; hp 68; Init –1; Spd 30 ft.; AC 17, touch 8, flat-footed 17; BAB +5/+0; Grap +16; Atk +12/+7 melee (2d8+10, slam); SA burn (DC 13); SQ elemental, DR 10/—; AL N; SV Fort +10, Ref +1, Will +2; Str 25,

Round tracker for summoned Large magma paraelemental

1 2 3 4 5 6 7 8 9 10

Burn (Ex): Those grappled by a magma paraelemental or hit by its slam attack must succeed at a Reflex save or catch fire. The fire burns for 1d4 rounds (see *Catching on Fire*, page 303 of the *DUNGEON MASTER's Guide*). The save DC is 13 for a Large magma paraelemental. A burning creature can take a move action to put out the flame.

Creatures hitting a magma paraelemental with natural weapons or unarmed attacks must likewise make a Reflex save to avoid catching fire.

Ranger Terrain Specialists

By John Bellando



The ranger is a master of the outdoors, able to survive in harsh environments better than most. His skills are invaluable for this purpose, as he is able to use hide and spot to hunt for food, survival to forage and track through the wilderness, and climb, jump and swim to navigate through treacherous terrain. While most rangers study particular creatures in an effort to learn their habits, methods and weaknesses, there are some rangers who prefer to learn all they can about their chosen environments. The former become more efficient at fighting their favored enemies, while the latter become better able to adapt to their favored terrain.

Those rangers who wish to become specialists in a particular terrain may select a Favored Terrain instead of a Favored Enemy whenever they would otherwise be given the choice (at 1st, 5th, 10th, 15th and 20th). In addition, at each such interval, the bonus against any one favored enemy or within any one favored terrain (including the one just selected, if so desired) increases by 2.

Favored Terrain (Ex): At 1st level, a ranger may select a type of terrain from among those given on Table 1: Ranger Favored Terrain instead of a favored enemy. The ranger must choose an associated subtype of the terrain, as indicated on the table. The ranger gains a +2 bonus on Hide, Knowledge (geography), Listen, Move Silently, Spot, and Survival checks when using these skills within the terrain subtype. Likewise, he gets a +2 bonus on specific checks related to the hazards of the base terrain type as detailed below. This bonus only applies while the character is in a terrain type, even if the condition originates in another area. If a specific location falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Forest: Heavy smoke from forest fires are a terrain hazard

within all types of forests. Rangers who select any Forest terrain as their favored terrain gain a +2 on Fortitude saving throws to avoid choking from smoke inhalation.

Marsh: Quicksand is the major terrain hazard when traveling within marsh terrain. Rangers who select any Marsh terrain as their favored terrain gain a +2 on Swim checks to escape quicksand.

Hills: The change in slopes is the major terrain hazard when traveling within terrain comprised of hills. Rangers who select any Hills terrain as their favored terrain gain a +2 on Balance or Tumble checks (Chosen when the terrain subtype is chosen) to navigate steep slopes.

Mountain: The high altitudes of mountain travel cause characters to fatigue easier. Rangers who select any Mountain terrain as their favored terrain gain a +2 on Fortitude saving throws to avoid the effects of high altitudes.

Desert: Deserts may be extremely cold tundra regions or hot, dry sand or rocky regions. Rangers who select any Desert terrain as their favored terrain gain a +2 on Fortitude saving throws to avoid taking non-lethal damage from the Heat Damage in sandy or rocky deserts or Cold Damage in tundra deserts, depending upon which terrain was chosen.

Plains: Brush fires are particularly dangerous on the open plains. Rangers who select any Plains terrain as their favored terrain gain a +2 on Reflex saving throws to avoid catching on fire.

Aquatic: When traveling within aquatic regions, the risk of drowning is always present. Rangers who select any Aquatic terrain as their favored terrain gain a +2 on Constitution checks to hold his breath underwater.

Underground: The overwhelming darkness beneath the surface is the major danger to travel underground. Rangers who select any Underground terrain as their favored terrain may reduce the miss chance for attacking opponents in darkness by 5%. This reduction increases by 5% every time in place of the +2 normally received to the special skill.

Urban: Dealing with large crowds within a city is a major hurdle to getting around. Rangers who select any Urban terrain as their favored terrain gain a +2 on Diplomacy or Intimidate checks (Chosen when the terrain subtype is chosen) to direct a crowd.

TABLE 6-11: Favored Terrains

Type (Subtype)	Type (Subtype)
Forest (Sparse)	Desert (Rocky)
Forest (Medium)	Desert (Sandy)
Forest (Dense)	Plains (Farms)
Marsh (Moor)	Plains (Grasslands)
Marsh (Swamp)	Plains (Battlefields)
Hills (Gentle)	Aquatic (Non-Flowing)
Hills (Rugged)	Aquatic (Flowing)
Mountain (Alpine Meadows)	Underground (Natural)
Mountain (Rugged)	Underground (Constructed)
Mountain (Forbidding)	Urban (Town)
Desert (Tundra)	Urban (City)

Information about where to find the statistics for the monsters is provided in this area, and you may add any other useful information in this space.

Ale Golem
Issue 4, page 4

Arboreal Gnome
Issue 4, page 19

Vote!

Should Initiative cards be a regular feature?

Email votes to cow080@yahoo.com or
vote online at the Aethergroup website
(groups.yahoo.com/group/aethergroup)

Blink Hawk
Issue 6, page 26

About the Ale Golem

The Ale Golem originally appeared in *Æther* issue 3, and was revised in issue 4.

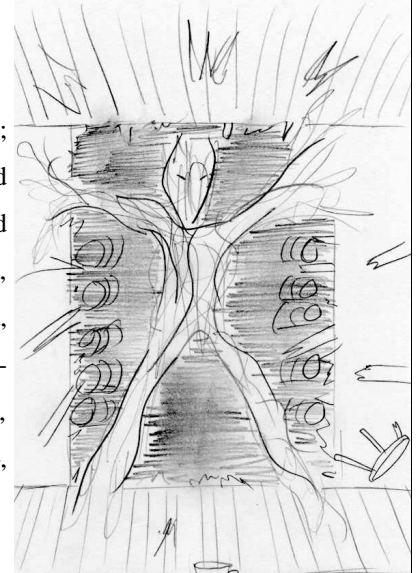
More revisions were made for this initiative card. The revisions include BAB and Grapple statistics and new DR.

Below is a summary of the Ale Golem's Special Abilities

Drunk characters act normally, but with the following restrictions, penalties, and bonuses: Use grenadelike weapon chart for movements; half speed; attacks random creature; can't concentrate on delicate skills; -2 to Dex, Int, Wis, and Cha (with some exceptions); +2 Str for 10 minutes and +2 Con. All effects last 12 hours and *heal* negates the effects.

Ale Golem

CR 8; Large Construct; HD 8d10; hp 45; Init -1; Spd 20 ft. (can't run); AC 18, touch 8, flat-footed 18; BAB +5; Grap +14; Atk +10 melee (2d8 and drunk, slam); Full Atk +10 melee (2d8 and drunk, 2 slams); SA drunk; SQ control liquid, construct, damage reduction 10/magic, immune to bludgeoning weapons; AL N; SV Fort +3, Ref +1, Will +4; Str 22, Dex 8, Con —, Int —, Wis 14, Cha 10.



About the Arboreal Gnome

The Arboreal Gnome originally appeared in *Æther* issue 4, and is designed for use in the Uerios Campaign Setting.

For more information about the Arboreal Gnome, check out issue 4, page 19.

Arboreal Gnome Druid

Arboreal Gnome Drd1: CR 1; HD 1d8; hp 4; Init +5; Spd 20 ft., climb 10 ft.; AC 13, touch 10, flat-footed 13; BAB +0; Grap -5; Atk -1 Melee (1d4-1/18-20, scimitar); SA spells; SQ animal companion, nature sense, wild empathy; AL CN; SV Fort +2, Ref +3, Will +2; Str 9, Dex 13, Con 11, Int 15, Wis 10, Cha 11.

Skills and Feats: Balance +3, Climb +1, Handle Animal +4, Spellcraft +6, Survival +4; Improved Initiative.

About the blink hawk

Blink hawks are detailed on page 26 of this issue.

Blink Hawk

CR 3; HD 6d8+10; hp 36; Init +6; Spd 10 ft., fly 80 ft. (average); AC 19, touch 16, flat-footed 13; BAB +4; Grap +5; Atk +9 melee (1d4+1, 2 claws) and +4 melee (1d6, bite); SA incorporeal bite; SQ blink, darkvision 120 ft., dimension door; AL N; SV Fort +6, Ref +10, Will +6; Str 12, Dex 22, Con 15, Int 6, Wis 15, Cha 11.

Skills and Feats: Listen +7, Move Silently +8, Spot +7; Alertness, Weapon Finesse.

Gnoll

CR 1; Medium-size Humanoid (Gnoll); HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; BAB +1; Grap +3; Atk +3 melee (1d8+2/×3, battleaxe) or +1 ranged (1d6/×3, shortbow); SQ darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +3; Power Attack.



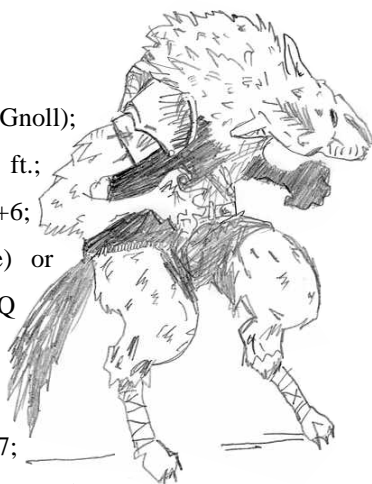
About the Gnolls

The gnoll sergeant and lieutenant are sample officers in a gnoll tribe presented on page 24 of this issue. They could also be used as NPCs or the beginnings of characters if you or a player in your campaign choose to play a gnoll character.

Gnoll Sergeant

Male Gnoll Ftr3: CR 4; Medium-size Humanoid (Gnoll); HD 2d8+2 plus 3d10+3; hp 30; Init +4; Spd 30 ft.; AC 17, touch 10, flat-footed 17; BAB +4; Grap +6; Atk +7 melee (1d8+2/×3, masterwork battleaxe) or +5 ranged (1d6/×3, masterwork shortbow); SQ darkvision 60 ft.; AL CE; SV Fort +7, Ref +1, Will +1; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +6, Spot +7, Survival +7; Combat Reflexes, Dodge, Improved Initiative, Power Attack.



Gnoll Lieutenant

Male Gnoll Rgr5: CR 6; Medium-size Humanoid (Gnoll); HD 2d8+2 plus 5d8+5; hp 38; Init +4; Spd 30 ft.; AC 19, touch 10, flat-footed 19; BAB +6; Grap +8; Atk +9 melee (1d8+4; +1 *flail*); Full Atk +7 melee (1d8+4, +1 *flail*) and +7 melee (1d6+3, light mace); SA favored enemy (humanoid (human) +4), favored enemy (humanoid (elf) +2), combat style (two weapon fighting); SQ darkvision 60 ft., wild empathy, animal companion (wolf); AL CE; SV Fort +8, Ref +4, Will +1; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +10, Spot +13, Survival +10; Combat Reflexes, Endurance, Improved Initiative, Power Attack, Track.

Gnoll Lieutenants are usually accompanied by their animal companions.

Below are the statistics for a wolf.

Wolf: CR 1; Medium-size Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; BAB +1; Grap +2; Atk +3 melee (1d6+1, bite); SA trip; SQ low-light vision, scent; AL N; SV Fort +5; Ref +5; Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track ^B, Weapon Focus (bite).

Information about where to find the statistics for the monsters is provided in this area, and you may add any other useful information in this space.

Gnoll

3.5 Monster Manual, page 130

Unapproachable East, page 10

Gnoll Sergeant

Issue 6, page 24

3.5 Monster Manual, page 130

Note!

Should Initiative cards be a regular feature?

Email votes to cow080@yahoo.com or vote online at the Aethergroup website (groups.yahoo.com/group/aethergroup)

Since the Gnoll Lieutenant is always found with his wolf nearby, it may be useful to cut the card larger and include the wolf's statistics. The extra piece could be folded over if necessary.

Wolf

3.5 Monster Manual, page 283

Gnoll Lieutenant

Issue 6, page 24

3.5 Monster Manual, page 130

Druid Terrain Specialists

By John Bellando



Druids command the primal forces of nature, the elements, and animals. They serve to protect the environment from those who would encroach upon it. They are Nature's guardians and their job is not an easy one. While many druids tend to make their homes within the forests of the land, tending to the trees and wildlife, there are others who prefer more remote locales. Not only do the forests need protecting, but so do the mountains, deserts and oceans of the world. For this reason, some druids choose to adapt their learning to an environment more suited to their lifestyle and personality. This is reflected by some of the special abilities that druids gain as they become closer to nature.

Druids who wish to attune themselves to alternate environments must choose to do so by 2nd level. A druid may choose from the terrains listed in Table 1 below, and once this choice is made it cannot be changed. The choice of terrain affinity affects the special abilities that a druid obtains at 2nd, 4th, and 9th level. Where a druid of the forest would learn *Woodland Stride*, *Resist Nature's Lure*, and *Venom Immunity*, other druids will receive other benefits instead.

Druid of the Forest

The forests are where the majority of druids make their homes. Druid groves are quite common among circles of the oldest trees within a large forest. The skills and abilities of a druid of the forest make them particularly resistant to the dangers commonly associated with the wild woods of the land.

Woodland Stride (Ex): Starting at 2nd level, a druid of the forest may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Resist Nature's Lure (Ex): Starting at 4th level, a druid of the forest gains a +4 bonus on saving throws against the spell-like abilities of fey (such as dryads, pixies, and sprites).

Venom Immunity (Ex): At 9th level, a druid of the forest gains immunity to all poisons.

Druid of the Marsh

Druids who prefer remote and often harsh landscapes will often become druids of the marsh, protecting and overseeing the rich ecosystems of the moors and swamps of the wilderness. Groves tend to be in difficult to reach areas of thick vegetation or deep bogs. Unique dangers are present in these difficult environments, giving rise to several special abilities for these druids.

Wetlands Stride (Ex): Starting at 2nd level, a druid of the marsh may move through any sort of standing bog or standing water up to 4' (such as shallow bogs, deep bogs, mud and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, mud, standing water, and

bogs that have been magically manipulated to impede motion still affect her.

Embrace Nature's Skin (Ex): Starting at 4th level, a druid of the marsh gains a +4 bonus on saving throws against the acid attacks of oozes (such as gray ooze, gelatinous cubes, and ochre jelly).

Malady Immunity (Ex): At 9th level, a druid of the marsh gains immunity to all diseases.

Druid of the Hills

Some druids prefer the hard earth beneath their feet and often take up residence in the rolling hills of the lands. Rock cairns often serve as groves for these druids, and their abilities make them well suited to this unforgiving terrain.

Earthen Stride (Ex): Starting at 2nd level, a druid of the hills may move through any sort of obstructed or uneven ground (such as slopes, debris, rubble or rocky ground) at her normal speed and without taking damage or suffering any other impairment. However, rubble, debris, or slopes that have been magically manipulated to impede motion still affect her.

Accept Nature's Refuge (Ex): Starting at 4th level, a druid of the hills gains a +4 bonus on saving throws against the breath weapons of magical beasts (such as behir, chimera, frost worms, and hydras).

Caustic Resistance (Ex): At 9th level, a druid of the hills gains immunity to the caustic properties of acid.

Druid of the Mountain

The high mountain peaks are where some druids find their calling, using their skills to protect the lands that few see or call home. Groves in the mountains are usually large sacred caves or outcroppings that serve as protection from the elements as well. Druids of the mountain are well equipped with special abilities to help them survive this harsh environment.

Mountainous Stride (Ex): Starting at 2nd level, a druid of the mountain gains a Climb speed equal to one-half her base ground speed (without magical enhancements) when climbing natural terrain (such as cliffs, mountains, and other slopes). Any walls and slopes that have been magically manipulated to impede motion cause her climbing speed to return to normal.

Embody Nature's Alacrity (Ex): Starting at 4th level, a druid of the mountain gains a +4 dodge bonus to AC against boulder attacks of giants (such as ettin, fire giants, stone giants, and ogres).

Weariness Immunity (Ex): At 9th level, a druid of the mountain gains immunity to fatigue.

Druid of the Desert

The dry, often barren lands of the desert find an assortment

Continued on page 30

New Terrain Types

By John Bellando



Horizon Walker

Travelers across the world are greeted with the challenge of overcoming many terrain types. While many travelers only see a small portion of these environs, a brave few blaze their paths through the most remote areas of the world. These walkers tend to adapt to the environments they traverse, picking up new skills and abilities which aid them in further travels.

Each time a new Terrain Mastery is gained for the Horizon Walker prestige class, a character may choose from among the following additional terrain subtypes. They are subtypes of the major terrain types, and the abilities listed below supercede those of the base terrain type unless otherwise noted below.

Badlands (Desert): You have learned to become more adept at avoiding footfalls and other ground hazards from your time in the rocky badlands, granting you a +4 competence bonus on Balance checks. You gain a +1 insight bonus on attack and damage rolls against desert creatures.

Jungle (Forest): The harsh, dangerous environment of the jungle has strengthened your physical prowess, granting you a +4 competence bonus on Jump checks. You gain a +1 insight bonus on attack and damage rolls against forest creatures.

Moors (Marsh): You have become skilled at avoiding hazards of underbrush and pitfalls from your time in the moors, granting you a +4 competence bonus on Escape Artist checks. You gain a +1 insight bonus on attack and damage rolls against marsh creatures.

Peaks (Mountains): Climbing the highest peaks the world has to offer has given you an uncanny ability recover quickly from falls, granting you a +4 competence bonus to Tumble checks. You gain a +1 insight bonus on attack and damage rolls against mountain creatures.

Tundra (Desert): The time spent among the frozen deserts of the north has hardened your body against the cold, giving you the benefits of the *Endure Elements* spell against temperatures below normal. You gain a +1 insight bonus on attack and damage rolls against desert creatures.

King/Queen of the Wild

The wilderness is a large expanse, with varying terrain from one end to the other. Those few brave enough to survive and even thrive within these hostile environs use every available advantage they have. Some have even begun to share their survival techniques for some of the more specialized terrain types. These Kings and Queens of the Wild are sought out by adventurers for aid or knowledge in their homes.

When choosing the King/Queen of the Wild prestige class, a character may choose from among the following additional terrain types. They are sub-types of the major terrain types, and the

abilities listed below supercede those of the base terrain type unless otherwise noted below.

Terrain Skill Bonuses: Treat the subtypes as their base Terrain Type for purposes of this ability.

Terrain Movement: A king or queen of the lake swims along the surface of water at one-half his or her land speed.

Attack Native Creatures: Treat the subtypes below as their base Terrain Type for purposes of this ability.

Terrain Camouflage: Treat the subtypes below as their base Terrain Type for purposes of this ability.

Detect Animals and Plants: Treat the subtypes below as their base Terrain Type for purposes of this ability.

King/Queen of the Jungle

Terrain Type: Forest

Prerequisite Skill: Jump

Terrain Element: Acid

Bonus Feats: Athletic, Brachiation, Great Fortitude, Resist Poison, Skill Focus (Jump)

King/Queen of the Moors

Terrain Type: Marsh

Prerequisite Skill: Escape Artist

Terrain Element: Cold

Bonus Feats: Alertness, Lightning Reflexes, Run, Skill Focus (Escape Artist), Stealthy

King/Queen of the Tundra

Terrain Type: Desert

Prerequisite Skill: Balance

Terrain Element: Cold

Bonus Feats: Agile, Die Hard, Run, Skill Focus (Balance), Toughness

King/Queen of the Badlands

Terrain Type: Desert

Prerequisite Skill: Balance

Terrain Element: Fire

Bonus Feats: Great Fortitude, Skill Focus (Balance), Run, Stealthy, Toughness

King/Queen of the Lake

Terrain Type: Aquatic

Prerequisite Skill: Swim

Terrain Element: Cold

Bonus Feats: Athletic, Blind-Fight, Faster Healing, Great Fortitude, Skill Focus (Swim)

King/Queen of the Peaks

Terrain Type: Mountain

Prerequisite Skill: Tumble

Terrain Element: Sonic

Bonus Feats: Acrobatic, Diehard, Lightning Reflexes, Skill Focus (Tumble), Toughness

Convention Update

Archcon 27

By Zukpok a.k.a. Greg McMillin

Over the River and Through the Woods to Little Miss Tara's House We Go

After much deliberation and procrastination a small cadre of individuals finalized their plans to make the daunting trip westward to the Home of the Great Arch. That Arch, which any gamer could tell you, is a gateway/portal to the Hell Dimensions. Thus the adventure began, four stalwart adventurers braved the wilds of Indiana and Illinois to make the trek by land. While one opted for making pacts with the denizens of the Plane of Air to allow him to safely traverse their domain. Our destination was St. Louis, Missouri...Well, actually a point on the map labeled Ofallen that lies about 30 minutes or so West of St. Louis proper.

Ofallen is the new home of Ashikaga and his better half Tara. Who against their better judgment, agreed to provide room and board in their lavish home for us during our visit. Little did they know what they were getting into by doing so. Five house guests later, I'm certain that they were eagerly anticipating our departure. Archcon 27 provided the extra incentive to make the trek across the Mid-West their hospitality will get us to come back.

Archcon 27 exceeded my expectations by no small degree. Here I was expecting a couple hundred people and some rickety little convention. Instead, I got ARCHON 27 with 3000+ attendees, an amazing dealer room, a nice location, and boatloads of free SWAG. Little did I realize that there was a reason this was Archcon 27. They know how to run a good show. I hope to someday make a return trip.

When I say that Archcon was good fun, I mean it...Next time we go I will remember to bring a big mug for the beer.

Free Beer!

Yep...you heard it here. Kegs of free fill and refill beer is part of the admission price. How cool is that? This ain't your mommas' Gaming Convention by any stretch of the imagination.

In addition to the beer there were a decent number of gaming events to choose from including 7th Sea and Spycraft. Which we learned was due partly in fact to this being one of the cons that AEG attends in force.

Patty and I played a very cool Spycraft game called "A Black Tie Affair" which was run with Liam Watts as Game Control. We were fortunate enough to have been joined by Harliquinn, Chachi, and Ashikaga. The mission involved infiltrating a manor house and destroying a chemical weapon payload de-

ployment system. We of course broke the module and hijinks ensued. Kudos! to Chachi for excellent work and roleplaying in his first RPG ever!

We had the fortune to meet up with Lady Yu and Big Daddy Thwak and were able to participate in The 7th Sea event titled "The Pirate Olympics". Thwak rolled with the punches and calmly, for him, proceeded to run the twelve folks that showed up for the game through hearty bit of competition. The two not quite balanced "pirate" crews who were cajoled into performing a series of tasks to prove who was the best pirates eventually broke the competition down from a simple contest to all out war. From that experience a few things were learned...Never under any circumstances allow yourself to be on the receiving end of a Rasmussen school duelist and never ever let a Finnegan school pugilist get anywhere near you. However it turned out lots of trash was talked and tons of fun was had.

A fantastic BBQ dinner at Bandana's followed the Pirate Olympics with a large crew of us eating our fill. Harli, Ashikaga, Chachi, Lady Yu, Thwak, myself (Zuk), and Patty plus a number of AEG gamemasters/players/fans were there as well.

Following dinner we watched a bit of the Costume Ball at the convention where a large number of folks competed for prizes. This con seems to be all about costumes. Perhaps sometime in the future we will blend in more.

Other than seeing Andreas Katsulas and Julie Caitlin-Brown at the guest signing area that about wraps up Archcon 27 from my experience. Perhaps some readers can write in with their comments.

See you next year!

Magical Items of the Wild

By Matt Halm, Illustrated by Jason Engle

Armor

Shifting: This magical armor enhancement can only be applied to armor that is not made of metal. Any suit of armor with the shifting enhancement also counts as having the wild enhancement (*Dungeon Master's Guide* page 219). In addition to this enhancement, shifting armor gives an additional +4 enhancement bonus to armor class when the wearer is in *wild shape*.

Strong Transmutation; CL 12th; Craft Magic Armor and Armor, *baleful polymorph*; Price +4 bonus.

Weapons

Hunting, Lesser: This magical weapon enhancement is usually placed on bows, crossbows, or swords. The effect of this weapon varies depending on who wields it. In the hands of a ranger, or any other class with favored enemies, the weapon gives an additional +1 bonus to attack and damage rolls against that character's first favored enemy. Additionally, the weapon has the *wounding* special ability against the character's first favored enemy. In the hands of a character who does not have a favored enemy, or against a creature that is not a favored enemy of the wielder, the weapon is a normal weapon of its type.

This type of weapon can only truly be identified by a character who would be able to wield it to its fullest extent. If any other character attempts to identify it, it appears to be enchanted with *Nystul's Magical Aura*. Therefore it always appears magical to a *detect magic* spell.

Strong evocation; CL 15th, must have at least one level of ranger or any other class that has a favored enemy; Craft Magical Arms and Armor, *Mordenkainen's sword*; Price +2 bonus.

Hunting, Greater: This magical weapon enhancement is identical to the lesser version, but instead of only granting bonuses to the first favored enemy, it grants the bonus to all favored enemies of the wielder.

Strong evocation; CL 17th, must have at least one level of ranger or any other class that has a favored enemy; Craft Magical Arms and Armor, *Mordenkainen's sword*; Price +3 bonus.

Wondrous Items

Blue Gauntlets: These gauntlets are made from bluewood (see sidebar) and give the wearer a +4 enhancement bonus to Armor Class. They also give the wearer a +4 enhancement bonus to Survival checks.

Moderate conjuration; CL 7th; Craft Wondrous Item, *mage*

armor, creator must be Voldoni (*Unapproachable East*); Price 18,000 gp; Weight —.

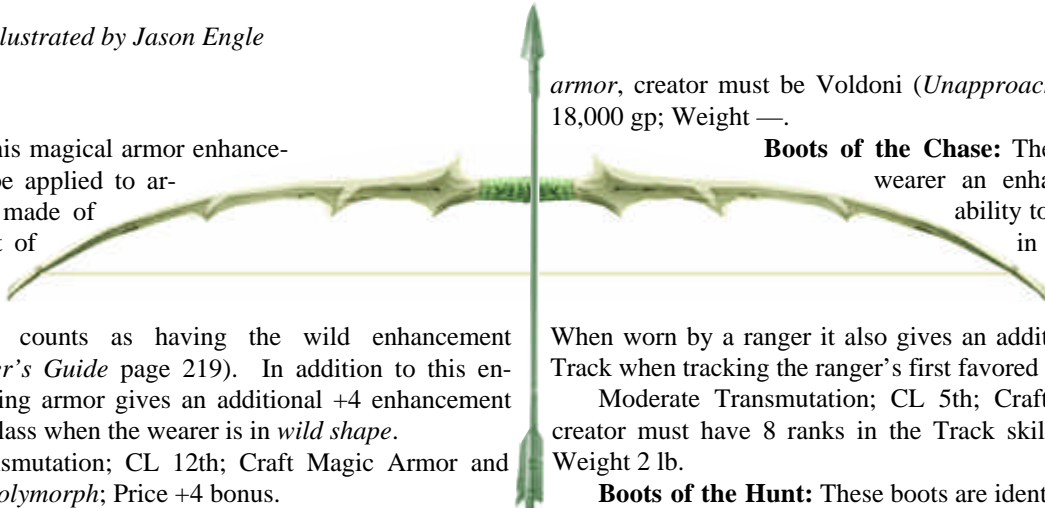
Boots of the Chase: These boots give the wearer an enhancement to their ability to pursue their foes, in the form of a +4 enhancement bonus to Track.

When worn by a ranger it also gives an additional +4 bonus to Track when tracking the ranger's first favored enemy.

Moderate Transmutation; CL 5th; Craft Wondrous Item, creator must have 8 ranks in the Track skill; Price 3,000 gp; Weight 2 lb.

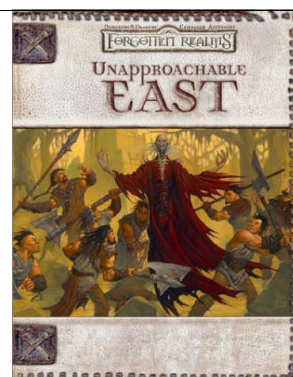
Boots of the Hunt: These boots are identical to *boots of the chase*, but they provide a bonus to all favored enemies.

Moderate Transmutation; CL 7th; Craft Wondrous Item, creator must have 12 ranks in the Track skill; Price 4,500 gp; Weight 2 lb.



About Bluewood

Bluewood is described on page 58 of *Unapproachable East*. A bluewood weapon has the same hardness and characteristics as a normal metal armor or weapon of that sort but weighs half as much. Bluewood armor and weapons are considered masterwork weapons and gain the appropriate bonuses.



Nape the Barbarian

By Steve Locker

Nape want to know. Hear of "cold as hell"? Nape from there.

Not good place to be. Good place to be from.

Anardil ask nape to draw pictures on scroll that come from Nape's head.

Little man will put marks on scroll for nape. Little man not want to.

After little man stops crying he will. Stop crying little man. Now make marks!

Nape first memory is pain. Bad cold. Nape see two colors. White and not white.

White hurt fingers. Not white stick to wet fingers.

White is snow. Not white is ice.

Fire is gift from gods. Fire conquers cold.

Fire hot. Ice cold.

Fire hot. Ice cold.

Fire hot. Ice cold.

Shut up little man! Make marks!

Nape rest in cave make from dead trees and beast skins.

Nape not sleep on floor. Nape sleep on soft sticks.

Nape cave in land of snow. One side of cave goes to valley.

Other side of cave goes to mountain.

Nape in middle.

Nape in middle.

Nape in middle.

Stop crying little man! Good. Make marks.

Next side of cave goes to place where animals live. Waiting for Nape to kill them. Nape like to eat. Animals like to die. Nape use this big log to kill. Little man stop crying! This not for you.

Next side of cave goes to lake of ice. Fish look at Nape through frozen water. Not good idea to chase fish on their side. Best to pull fish to Nape's side and hit with club.

Every day is cold.

Nape hunt animal on side of cave where tree and bush grow. Nape hunt when belly growl.

Sometime Nape not able to sneak up on animal because belly too loud. Nape have to rely on pictures from head when that happen. Then Nape usually go hungry again. Nape put branches on head to fool animal. Nape too good. Nape fool father. Father hit Nape on head.

Nape tell you about father. Name is Brap father of Nape. Name was Brap before Nape born. Now is Brap father of Nape. Brap good to Nape. Brap let Nape know Nape doing good when he not hit Nape.

Only time Brap hit Nape when Nape do good was when Brap fooled by branches on Nape's head.

Nape tell you about mother. Name is Mamaw. Mamaw is fast. She run from Nape and Brap father of Nape when she see us.

She run but Nape is fast. Mamaw love Nape. Mamaw always scream when she see Nape and Brap father of Nape. She not scream and run for others. Just Nape and Brap father of Nape.

Nape learn many things. Nape learn to track animal. Nape learn to pull meat from animal bones.

Nape learn to use fire. Fire is gift from gods. Fire change frozen meat to good food. Fire change frozen ice and snow to good water. Fire change hand to meat puppet. Nape not do that again. Big picture in head now.

Nape learn to mark trail with many stick. Nape learn to wipe snow on ice to see fish. Nape learn to wipe blood on bush to lure animal. Nape learn to wipe runny nose on tree. Piece of nose stick to tree. Nape not do that again. Big picture in head now.

Uh oh. Brap father of Nape! I see Mamaw running to valley again. Hurry. Get her.

Nape got to run. Maybe see you later.

Little man stop writing.

successful saving throw. Evasion can only be used if the Bene Gesserit is wearing light armor or no armor.

Stunning Attack (Su): At 3rd level the Bene Gesserit has the ability to stun a creature damaged by her unarmed attacks. The Bene Gesserit can use this ability once per round, but no more than once per level per day. The Bene Gesserit must declare she is using a stun attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the Bene Gesserit is forced to make a Fortitude saving throw (DC 10 + one-half the Bene Gesserit's level + WIS modifier), in addition to receiving the normal damage. If the saving throw fails, the opponent is stunned for 1 round. A stunned character can't act and loses any Dexterity bonus to Defense, while attackers get a +2 bonus on attack rolls against a stunned opponent.

Spice Agony: In order to achieve 10th level, the Bene Gesserit must undergo the Spice Agony. After achieving 10th level, the Bene Gesserit is addressed as Reverend Mother.

Uncanny Dodge (Ex): Starting at 13th level, the Bene Geserit gains the extraordinary ability to react to danger before her senses would normally allow her to do so. At 13th level and above, she retains her Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity bonus to Defense if immobilized.)

At 16th level, the Bene Gesserit can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack her. The exception to this defense is that another Bene Gesserit at least four levels higher than her can flank her.

Timeless Body: After achieving 19th level, the Bene Gesserit no longer suffers ability penalties for aging and cannot be magically aged. (Any penalties she may have already suffered remain in place.) Bonuses still accrue, and the Bene Gesserit still dies of old

age when her time is up.

Bene Gesserit Restricted Skills

Only characters with a level in the Bene Gesserit class may use these skills.

Prajna Skills: The Body's Coil (Enhance Ability), Calming Presence (Friendship), Heightened Awareness (Enhance Senses), Minutia (Empathy).

Bindu Skills: Anatomical Manipulation (Heal Self), Combat Prowess (Battlemind), Shinobi (Force Stealth).

Weirding Way Skills: Nerve Strike (Force Grip), The Voice (Affect Mind).

Bene Gesserit Restricted Feats

Only characters with a level in the Bene Gesserit class may use these feats.

Bindu, Prajna, Weirding Way.

Ex-Bene Gesserit

Any character who takes a level in Bene Gesserit can thereafter only take levels in the Bene Gesserit class. If a character does not, they lose the ability to gain additional skill ranks in restricted skills and cannot take restricted feats, but keep all other class features.

EXPLORER

TABLE 6-13: EXPLORER ADVANCEMENT

Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
1st	+0	+2	+2	+1	Starting Feats	+2	0
2nd	+1	+3	+3	+2	Trailblazing	+2	0
3rd	+2	+3	+3	+2		+3	1
4th	+3	+4	+4	+2	Uncanny Dodge (DEX Bonus)	+3	1
5th	+3	+4	+4	+3	Skill Mastery	+3	1
6th	+4	+5	+5	+3		+4	2
7th	+5	+5	+5	+4	Uncanny Dodge (No Flanking)	+4	2
8th	+6/+1	+6	+6	+4		+4	2
9th	+6/+1	+6	+6	+4		+5	3
10th	+7/+2	+7	+7	+5	Skill Mastery	+5	3
11th	+8/+3	+7	+7	+5		+5	3
12th	+9/+4	+8	+8	+6		+6	4
13th	+9/+4	+8	+8	+6		+6	4
14th	+10/+5	+9	+9	+6		+6	4
15th	+11/+6/+1	+9	+9	+7	Skill Mastery	+7	5
16th	+12/+7/+2	+10	+10	+7		+7	5
17th	+12/+7/+2	+10	+10	+8		+7	5
18th	+13/+8/+3	+11	+11	+8		+8	6
19th	+14/+9/+4	+11	+11	+8		+8	6
20th	+15/+10/+5	+12	+12	+9	Skill Mastery	+8	6

Restrictions

None.

Class Skills

The explorer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Demolitions (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Languages (Int), Repair (Int), Ride (Dex), Search (Int), Speak Languages (Int), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at 1st Level: (6 + INT Modifier) × 4.

Skill Points at Each Additional Level: 6 + INT Modifier.

Class Features

Vitality Die: d8 + CON Modifier.

Starting Feats: One of Skill Emphasis (Survival), Starship Operations, and Tracking.

Weapon Proficiencies: An explorer is proficient with pistols, rifles, and simple weapons.

Trailblazing: Beginning at 2nd level, the explorer becomes particularly skilled at finding the best route through unfamiliar or obstructed areas. When traveling in poor conditions or difficult terrain, the explorer may make a Survival check to reduce travel time.

Uncanny Dodge: Starting at 4th level, the explorer gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 4th level and above, he retains her Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to Defense if immobilized.)

At 7th level, the explorer can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack him. The exception to this defense is that another explorer at least four levels higher than him can flank him.

Skill Mastery: At 5th level, the explorer designates a skill. When making a skill check with this skill, the explorer may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so certain in the use of this skill that he can use it reliably even under adverse conditions. He designates an additional skill at 10th, 15th, and 20th level.

HOUSE AGENT

(Assassins, Intelligence Agents, Spies, etc.)

Restrictions

None.

Class Skills

The house agent's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Languages (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at 1st Level: (8 + INT Modifier) × 4.

Skill Points at Each Additional Level: 8 + INT Modifier.

TABLE 6-14: HOUSE AGENT ADVANCEMENT

Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
1st	+0	+0	+2	+1	Sneak Attack +1d6	+4	0
2nd	+1	+0	+3	+2	Evasion	+5	0
3rd	+2	+1	+3	+2	Sneak Attack +2d6	+5	1
4th	+3	+1	+4	+2	Uncanny Dodge (DEX Bonus)	+6	1
5th	+3	+1	+4	+3	Exotic Weapon Proficiency / Sneak Attack +3d6	+6	1
6th	+4	+2	+5	+3		+7	2
7th	+5	+2	+5	+4	Sneak Attack +4d6	+7	2
8th	+6/+1	+2	+6	+4	Uncanny Dodge (No Flanking)	+8	2
9th	+6/+1	+3	+6	+4	Sneak Attack +5d6	+8	3
10th	+7/+2	+3	+7	+5	Exotic Weapon Proficiency	+9	3
11th	+8/+3	+3	+7	+5	Sneak Attack +6d6	+9	3
12th	+9/+4	+4	+8	+6		+10	4
13th	+9/+4	+4	+8	+6	Sneak Attack +7d6	+10	4
14th	+10/+5	+4	+9	+6		+11	4
15th	+11/+6/+1	+5	+9	+7	Exotic Weapon Proficiency / Sneak Attack +8d6	+11	5
16th	+12/+7/+2	+5	+10	+7		+12	5
17th	+12/+7/+2	+5	+10	+8	Sneak Attack +9d6	+12	5
18th	+13/+8/+3	+6	+11	+8		+13	6
19th	+14/+9/+4	+6	+11	+8	Sneak Attack +10d6	+13	6
20th	+15/+10/+5	+6	+12	+9	Exotic Weapon Proficiency	+14	6

Class Features

Vitality Die: d6 + CON Modifier.

Starting Feats: Improved Initiative.

Weapon Proficiencies: The house agent is proficient with simple weapons and with pistols. At 5th, 10th, 15th, and 20th, the house agent may choose an exotic weapon that he becomes proficient with.

Sneak Attack: If a house agent can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. Basically, the house agent's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the house agent flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every other house agent level thereafter. Should the house agent score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet. A house agent can't strike with deadly accuracy from beyond that range.

With a sap or an unarmed strike, a house agent can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute a sneak attack.

A house agent can sneak attack only living creatures with discernible anatomies—undead, constructs, robots, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The house agent must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A house agent cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Evasion (Ex): At 2nd level, the house agent gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw. Evasion can only be used if house agent is wearing light armor or no armor.

Uncanny Dodge: Starting at 4th level, the house agent gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 4th level and above, he retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to Defense if immobilized.)

At 8th level, the house agent can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack him. The exception to this defense is that another house agent at least four levels higher than him can flank him.

Wilderness Feats

Open Game Content from Into the Wilds published by New Realms Publishing, Illustrated by Jason Engle



Ambush

Prerequisites: Camouflage, Stealthy, Hide 7 ranks, Survival 6 ranks.

Benefit: Whenever you successfully attack a surprised opponent you deal an extra 1d6 points of damage. The attack can be with a melee weapon or a ranged weapon at any range.

Camouflage

Prerequisites: Stealthy, Hide 6 ranks, Survival 5 ranks.

Benefit: Through the use of clothing colored to match your surroundings, and possibly the application of cosmetics, you are able to blend in with your surroundings and Hide as if you have ¼ concealment, even if no concealment is available. If concealment is available, you are treated as having concealment 1 step higher. For example, a character with the Camouflage feat, dressed primarily in blacks and greys and in a shadowy area would be treated as having ½ concealment. In addition, if you are immobile and camouflaged, you gain a +5 Hide bonus regardless of the range of your possible viewers. Camouflage does not allow you to hide in areas of bright light without having concealment or while being observed.

Normal: Normally you must have ¼ or better concealment in order to Hide and you only gain the bonus for being immobile when viewed at a distance greater than 30 feet.

Danger Sense

Prerequisites: Wisdom 12, Alertness, Survival 5 ranks, Knowledge (nature) 5 ranks.

Benefit: Your knowledge of the wilderness and sensitivity to subtle changes in the natural world alert you to danger with a successful Survival check. The DC of the Survival check is 20, plus the opposing group's lowest Survival skill rank, plus any additional modifiers as indicated on table 6-1.

The DM makes the first check at a range equal to the maximum Encounter Range for the terrain plus 10 feet for each rank you have in Survival. An additional check may be made each minute until you succeed, one or both groups becomes aware of the other, or the danger passes out of range. A successful check alerts you to oncoming danger, but provides no further information.

Note that the opponent Type modifiers are included based

TABLE 6-15: DANGER SENSE MODIFIERS

Condition	DC Mod
Every 3 creatures in group	-1
Poor weather (rain, fog, snow)	+1 to +5
Severe weather (a major storm)	+5 to +10
Character distracted	+5
Character in combat	+10
Knowledge (nature) 7 ranks	-2
Knowledge (geography) 7 ranks	-2
Creatures live in area	+2
Creature native to environment	+3
Creatures native to very different environment	-3
Creatures destructive to area	-3
Creatures are aberrations	-3
Creatures are animals, fey, or plants	+5
Creatures are constructs, undead, dragons, or outsiders	-5
Creatures are giants, magical beasts, monstrous humanoids, or oozes	-2

on the concept that the more alien a creature is to the environment, the more the environment will react to the presence of the intruder (forest will get quiet, animals flee, etc.)

Deadly Aim

Prerequisites: Dexterity 12, Point Blank Shot, Precise Shot, Base Attack Bonus +2.

Benefit: When using the aim action, you may add your Dexterity modifier to the damage dealt.

Native (Terrain)

Prerequisites: Track, Knowledge (nature) 4 ranks, Survival 4 ranks.

Benefit: You gain a +2 bonus to all Hide, Knowledge (nature), Move Silently, and Survival checks while in your native terrain. When you choose this feat you must specify the climate and terrain, such as temperate forest, which you are native to.

Special: This feat must be taken at 1st level.

Pathfinding



Prerequisites: Track, Survival 6 ranks, Knowledge (geography) 6 ranks.

Benefit: With a successful Survival check, you are able to locate a path which allows you to move overland in a trackless environment as if on a road or trail. Locating a suitable path requires 1 hour of searching, during which time you make no appreciable amount of overland movement. At the end of the hour you make a Survival check with a base DC of 20 plus applicable modifiers as indicated on Table 6-9. If successful, you locate a path which heads in the desired direction for 5-10 (1d6+4) miles, plus 1 mile per point of success on the Survival check up to a maximum of 24 miles, at which point the path either ends or changes direction. After traveling the possible distance on the path, or at any time you decide to change directions, or otherwise leave the patch, you may again search for another path.

Note: Paths are not suitable for traveling by a large group (20+) or vehicles.

Stalking

Prerequisites: Stealthy, Survival 7 ranks.

TABLE 6-16: PATHFINDING MODIFIERS

	Condition	DC Mod
Terrain:	Desert, sandy	+5
	Forest	-5
	Hills	+3
	Jungle	+10
	Moor	+5
	Mountains	+5
	Plains	0
	Swamp	+5
	Tundra, frozen	+3
Visibility:	Moonless, overcast	+6
	Fog, precipitation	+3
Other:	Snow covers ground	+3
	Recent heavy rain	+5
	Recent flood	+8

Benefits: You can Hide and Move Silently in natural terrain while moving at your normal speed without penalty.

Normal: When moving at greater than ½ speed, but less than full speed, you incur a -5 penalty to Hide and Move Silently checks.

Sniping

Prerequisites: Ambush, Camouflage, Stealth, Hide 8 ranks, Survival 6 ranks.

Benefits: You reduce the penalty to Hide after making a ranged attack to -15. In addition, you add 1d6 points of damage to the first ranged attack made while being hidden. The bonus damage is available after each time you have successfully hidden and is cumulative with Ambush, provided that the target is also surprised.

Normal: After having successfully hidden at least 10 feet away from your target, you can make one ranged attack and then immediately try and hide again with a -20 penalty to your Hide check. Hiding immediately after a ranged attack is a Move action.

Swift Tracking

Prerequisites: Track, Survival 10 ranks.

Benefit: You can move at normal speed while following tracks without incurring the standard -5 penalty. You can move at up to twice normal speed with a -10 penalty rather than a -20 penalty.



Gnoll Tribe

By Matt Halm

200 Gnolls (50% noncombatant)

Male and Female Gnolls (200): CR 1; Medium-size Humanoid (Gnoll); HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; BAB +1; Grap +3; Atk +3 melee (1d8+2/×3, battleaxe) or +1 ranged (1d6/×3, shortbow); SQ darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +3; Power Attack.

10 Sergeants

Male Gnoll Ftr3 (10): CR 4; Medium-size Humanoid (Gnoll); HD 2d8+2 plus 3d10+3; hp 30; Init +4; Spd 30 ft.; AC 17, touch 10, flat-footed 17; BAB +4; Grap +6; Atk +7 melee (1d8+2/×3, masterwork battleaxe) or +5 ranged (1d6/×3, masterwork shortbow); SQ darkvision 60 ft.; AL CE; SV Fort +7, Ref +1, Will +1; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +6, Spot +7, Survival +7; Combat Reflexes, Dodge, Improved Initiative, Power Attack.

2 Lieutenants

Male Gnoll Rgr5 (2): CR 6; Medium-size Humanoid (Gnoll); HD 2d8+2 plus 5d8+5; hp 38; Init +4; Spd 30 ft.; AC 19, touch 10, flat-footed 19; BAB +6; Grap +8; Atk +9 melee (1d8+4; +1 *flail*); Full Atk +7 melee (1d8+4, +1 *flail*) and +7 melee (1d6+3, light mace); SA favored enemy (humanoid (human) +4), favored enemy (humanoid (elf) +2), combat style (two weapon fighting); SQ darkvision 60 ft., wild empathy, animal companion (wolf); AL CE; SV Fort +8, Ref +4, Will +1; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +10, Spot +13, Survival +10; Combat Reflexes, Endurance, Improved Initiative, Power Attack, Track.

Wolf (1 per lieutenant): CR 1; Medium-size Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; BAB +1; Grap +2; Atk +3 melee (1d6+1, bite); SA trip; SQ low-light vision, scent; AL N; SV Fort +5; Ref +5; Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track^B, Weapon Focus (bite).

1 Leader

Male Gnoll Drd8 (1): CR 9; Medium-size Humanoid (Gnoll); HD 2d8+2 plus 8d8+8; hp 55; Init +4; Spd 30 ft.; AC 20, touch 11, flat-footed 19; BAB +7/+2; Grap +9; Atk +10 melee (1d10+4 plus 2d6 fire, +1 *flaming heavy flail*; Full Atk +10/+5 melee (1d10+4 plus 2d6 fire, +1 *flaming heavy flail*); SA spells; SQ animal companion (wolverine), wild empathy, woodland stride, trackless step, resist nature's lure, wild

shape (3/day, Large), darkvision 60 ft.; AL NE; SV Fort +10, Ref +3, Will +7; Str 17, Dex 12, Con 13, Int 11, Wis 12, Cha 11.

Skills and Feats: Listen +13, Spot +17, Knowledge (nature) +2, Survival +16; Improved Initiative, Leadership, Power Attack, Dodge.

Spells

Wolverine (1): CR 2; Medium-size Animal; HD 3d8+15; hp 28; Init +2; Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 14, touch 12, flat-footed 12; BAB +2; Grap +4; Atk +4 melee (1d4+2, claw); Full Atk +4 melee (1d4+2, 2 claws) and -1 melee (1d6+1, bite); SA rage; SQ low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +10, Listen +6, Spot +6; Alertness, Toughness, Track^B.

12 Hyenas

CR 1; Medium-size Animal; HD 2d8+4; hp 3; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); SA trip, SQ low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6.

Skills and Feats: Hide +3*, Listen +6, Spot +4; Alertness.

3 Trolls

CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; BAB +4; Grap +14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws) and +4 melee (1d6+3, bite); SA rend 2d6+9; SQ darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Des 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.





Living Jungle Spells

By Matt Halm

The following spells appeared in issue 125 of *Polyhedron*.

Grassdart

Alteration

Level: Clr 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Duration: 10 minutes/caster level

Saving Throw: None

Spell Resistance: No

This spell causes 1d6+1 blades of grass to become stiff and sharp. Taller varieties of grasses, such as those found on a Savannah, may be hurled as javelins. Smaller grasses, such as those found in a forest, may be thrown as darts. Any creature falling on grassdarts still in the ground takes damage appropriate for the grassdart's size.

Material Component: Grass.

Hippo Walk

Alteration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Duration: See below

Saving Throw: None

Spell Resistance: Yes

This spell allows the target to travel underwater by walking along the bottom in the manner of hippos. The target's underwater speed is the same as his base land speed and the target gains enough weight to counter his buoyancy and remain on the bottom. The limit of depth is 20 ft per caster level. If the maximum depth is exceeded the spell ends. The duration is equal to one round per point of Constitution of the target. The spell does not grant the ability to breathe underwater.

Material Component: A hippo's tooth.

Quicksand

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 5 rounds

Range: Close (25 ft. +5 ft./2 levels)

Target: 5-ft. cube of earth/caster level

Duration: Instantaneous

Saving Throw: Reflex or Will negates (see below)

Spell Resistance: Yes (see below)

This spell turns a section of normal or rocky ground into deadly quicksand. It does not affect swampy or bog areas. The spell affects one 5-ft. cube per caster level, all of which must be connected but can be arranged in any manner the caster desires. The ground remains quicksand until it is dispelled or a *transmute mud to rock* spell is cast on the area.

If the spell is cast under a creature, that creature receives a Reflex saving throw to avoid the quicksand.

Will saving throws and spell resistance are only applicable if the caster attempts to cast the spell on a living piece of earth, such as an earth elemental.

Material Component: A small pouch of dried sand from a quicksand pit.

Water Window

Divination

Level: Clr 3

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: One body of water

Duration: 1 hour

Saving Throw: Will negates (see below)

Spell Resistance: Yes (see below)

This spell allows the caster to gain information from a quantity of water. Once the spell is cast the water begins to show the images of objects and creatures which have been reflected in its surface over the past 24 hours. The caster may also make specific requests such as "show me the last man who passed by here," and the water will show the appropriate image. If the request is impossible to fulfill, the water becomes opaque gray until another request is made.

If the caster attempts to use the spell on running water, the caster must find the appropriate part of water, since it will continue to move (the water would reflect images from upstream where the actual water was when the objects were reflected in it). If there was no light source to produce a reflection the water shows only darkness.

Saving throws and spell resistance are only applicable if the caster attempts to cast the spell on a living body of water, such as a water elemental.

of druids tending to them. From the arctic tundra to the equatorial sandy deserts, the deserts of the world are home to druids that rarely make permanent groves, but sanctify areas of land as they travel. The extreme temperatures of the desert regions present particularly difficult challenges to these druids.

Desert Stride (Ex): Starting at 2nd level, a druid of the desert may move across slippery surfaces (such as ice, shifting sand or loose debris) at her normal speed and without taking damage or suffering any other impairment. However, ice, sand, and debris that has been magically manipulated to impede motion still affects her.

Resist Nature's Sting (Ex): Starting at 4th level, a druid of the desert gains a +4 bonus on saving throws against poison's of vermin (such as insects, scorpions, and spiders).

Exposure Immunity (Ex): At 9th level, a druid of the desert gains immunity to the effects of extreme temperatures as if under the effects of Endure Elements.

Druid of the Plains

Many druids make their homes on the open plains, protecting the farms and grasslands from those who would desecrate them. Their groves are typically built around trees or standing stones. These druids are trained to deal with the hardships of life on the plains and to help others who live there.

Savannah Stride (Ex): Starting at 2nd level, a druid of the plains is treated as two size categories larger when moving through strong winds (such as severe winds, hurricanes, or windstorms) without taking damage or suffering the normal impairments besides movement. However, severe winds, hurricanes, and windstorms that have been magically manipulated to impede motion still affect her.

Avoid Nature's Grasp (Ex): Starting at 4th level, a druid of the plains gains a +4 dodge bonus to AC against the special natural attacks of animals (such as rat swarms, dire lions, and wolves).

Paralysis Immunity (Ex): At 9th level, a druid of the plains gains immunity to paralysis.

Druid of the Seas

Rivers, lakes and oceans are home to some of the reclusive druids. These druids of the sea as they are called make their homes along shores, banks or on small islands. The aquatic environment presents many unique challenges and hazards that these

druids are capable of dealing with.

Ocean Stride (Ex): Starting at 2nd level, a druid of the seas a druid of the seas gains a Swim speed equal to one-half her base ground speed (without magical enhancements) when swimming through normal water (such as lakes, rivers, and oceans). Any rivers, lakes, and oceans that have been magically manipulated to impede motion cause her swimming speed to return to normal.

Embrace Nature's Resilience (Ex): Starting at 4th level, a druid of the seas gains a +4 bonus on saving throws against the spell-like abilities of aquatic creatures (such as sea naga, sea hags, and kuo-toa).

Exposure Immunity (Ex): At 9th level, a druid of the seas gains the ability to breathe water as if under the effects of a permanent Water Breathing spell.

Druid of the Underground

Druids who prefer the solitude and darkness of the underground are few and far between, but for those who do, the underground offers many new challenges which they train for. These druids typically have underground cairns or caves that serve as their homes and groves.

Cavernous Stride (Ex): Starting at 2nd level, a druid of the underground may move through darkness at her normal speed and without her Dexterity bonus to AC. However, darkness that has been magically created or manipulated to impede motion still affects her.

Defy Nature's Children (Ex): Starting at 4th level, a druid of the underground gains a +4 bonus to AC against natural attacks of plants (such as treants, violet fungus, and tendriculos).

Terror Immunity (Ex): At 9th level, a druid of the underground gains immunity to fear.

What do we want?

Many people, when encouraged to submit articles to *Æther*, ask "well, what do you want?" The simple answer to this common question is "anything," but quite often people are discouraged by that answer and then do not know what to write. To aid in this respect, a new section of our website (<http://www.geocities.com/cow080>) will post the upcoming issue topics (which are always subject to change) for potential submitters to look at in search of inspiration. Also posted will be sub-topics of various ideas for future issues.

Also be sure to check out the back cover of each issue, which provides the topic of the next issue. Reviews of d20 products are always welcome!

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Next Issue:

Races

Racial levels for the Drow,
Svirfneblin, and more