

DWARF-LAND

Hinterlands of High Dudgeon
Installment "D"

Additional Dungeons & Dragons Rules
and Supplemental Campaign Information
for the Experienced Referee

A Game Aid by Scott Driver

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On a crag in the shadow of the Eldritch Alps lies enchanted Castle Blitzendrang, the glimmering fortress of Dwarf King Flim IV. The castle's cottages and surrounding fields, furrows, and groves are the haunts of sturdy Dwarves and cozening Gnomes. The furtive Dwarfkin see to their business and industry in shadowed fairy-taverns and misty wisp-lit streets untrod by Men, remaining vigilant against terrors from the forsaken dungeons of Foulrevel. Heroes brave these perilous purlieux and the old enemies - Goblins, Giants, Dragons, evil Men, and worse - to reclaim rivers of gold, fabulous jewels, and the lost Donnerhammer of the ancient Kings.

The realm known herein as Dwarf-Land is a heathenese land on an imaginary continent in a time that never was, a doomed phantasm of a kingdom which implicates certain wondrous dark shadows of our own familiar Earth, and which thus may be suited for a night's consideration by those among us who find the shadows to hand regrettably prosaic.

It is the homeland, as one might surmise, of the namesake Dwarves and their close cousins the Gnomes, collectively those unearthly folk closest to Men in earthly sensibility. There are enclaves of wilder, more distant kin - strange Elves lurk in a few fairy-fortresses, and any abandoned mine or fastness quickly becomes the province of the malign Goblins. However, the most troubling encroachment is by its own grasping race of Men - a pagan race not unlike our own - whose towns, fortresses, and temples now dot the landscape.

For their part, the Dwarves are content to bar their gates to the fecund interlopers and bide their time, for how much trouble can a few short-lived Men cause?

Much of Dwarf-Land's magic and even its Gods are suspected by learned scholars to be cast off from the shadows of other worlds, e.g., the Krampus; the snake-tressed, dripping-eyed Furies who hunt kinslayers; Vroonops, Gnophke-Ptorast, and Termagant, the Gods of Men; the various weird Demons and Princes of Hell; and perhaps the Dwarves themselves, many of whom count Wotan, Jove, and others among their Dwarf Gods. It is even rumored that the windmill of Granny Grimtits blew to Dwarf-Land from elsewhere or elsewhen, and that she is not a Dwarf or Gnome at all but an ancient and shrunken version of Something Else Entirely.

RECOMMENDED EQUIPMENT

Dwarf-Land uses the original Dungeons & Dragons rules published in 1974, with modifications as noted below. Familiarity with and ownership of some form of the Dungeons & Dragons rules is assumed, and the Referee is encouraged to alter or ignore the material herein as he sees fit to accommodate his existing systems and milieu.

Additional material from Supplements I and III is integrated only as specifically noted below or as dictated by the Referee during play. Dwarf-Land does not use the Chainmail, Supplement II: Blackmoor, Supplement IV: Gods, Demigods & Heroes, or Swords & Spells rules.

To make full use of the rules and variants herein, the following products (available at hobby shops, booksellers, toy stores, or direct from the publisher) will prove necessary or helpful:

- * Original Dungeons & Dragons rules, Volumes I-III, TSR.
- * Supplement I: Greyhawk and Supplement III: Eldritch Wizardry, TSR.
- * Optional: Rules for fantasy mass combat and campaigning, such as Hordes of the Things, Wargames Research Group.
- * Polyhedral dice.

Pitched battle between rival races, realms, and religions is the order of the day, and the Referee may at some point wish to run wargames scenarios set in Dwarf-Land as an adjunct to the main campaign. For example, the Referee may pit the dauntless Dwarves of Blitzendrang against the "Tenebrous Tabernacle of Vroonops" or the "Chinese Brigands of Pak's Perfidious Pagoda", with one or more players controlling each side, either to adjudicate circumstances arising in the campaign or simply as an end in itself. A set of rules such as Hordes of the Things will then be useful. Specific rules and statistics for Dwarf-Land wargaming are beyond the purview of this supplement.

The Referee is welcomed to alter or disregard the rules variants herein as he sees fit.

Further game aids may detail other regions of the milieu, e.g., Elf-Land or the Empire of the Men of Zoob, but one is advised not to hold one's breath.

ADDITIONAL RULES AND VARIANTS

Characters

The character rules, spell lists, and other variants herein apply only to Dwarf and Gnome characters. Elves and Men function as detailed in Men & Magic unless otherwise noted.

All player characters in Dwarf-Land are Dwarves or Gnomes, two distinct subtypes of the same fairy racial stock. Dwarves may be Fighting Men or Clerics. Gnomes may be Warlocks (Witches) or Thieves.

Character classes have no minimum ability score requirements.

Under normal circumstances, player characters in Dwarf-Land may not exceed the 6th character level.

Dwarves

Dwarves are doughty fairy creatures, stolid by the standards of their kin but sly and fey by human lights. As with all fairies, there is a high degree of physical variance between individual Dwarves. The "average" Dwarf is from 3' to 4' tall, with twinkling eyes, pale complexion, and a predilection for curly-toed shoes and distinctive hats and hoods. They are known for their love of gold and jewels, and for having lots of both to hand. Those Dwarves who grow facial hair do so formidably.

Dwarves are long-lived, but reach physical maturity by age three and are thoroughly whiskered and wizened by age seven.

Dwarves may be Fighting Men or Clerics (including Druids and Monks).

Dwarves are hardy, with a high level of magic resistance, and so roll all Saving Throws as if they were 4 levels higher. They note slanting passages, traps, shifting walls and new construction in underground settings. When listening at doors, they hear noise on a 1-2 on 1d6, rather than 1 on 1d6 as for Men.

Ogres and Giants have a difficult time hitting Dwarves, and score only half the usual damage against them.

Dwarves of all alignments are common, but they tend towards Lawfulness and Neutrality.

In addition to Gnomish and the appropriate languages for alignment and Intelligence, Dwarves are fluent in the language of the Goblins and their kin (Kobolds, Hobgoblins, Bugbears).

Dwarves have no special ability to see in the dark.

Dwarf names are strange to outsiders, often consisting of seeming nonsense words (Xerxy, Glangin, Wargarbl, Plimk, Zmexut) or odd compounds (Moonmouse, Flirtgill, Beambones, Gobshite, Cramcoffin).

Prior to the start of play, each Dwarf character rolls once on the Dwarf Trait Table.

Gnomes

Gnomes resemble Dwarves in most particulars, but are slightly smaller and more cunning. They mature as quickly as Dwarves and live as long.

Gnomes may be Warlocks (Witches) or Thieves.

Gnomes are not as resistant to magic as their Dwarvish kin, receiving no bonus to saving

throws, but are equally adept at noting unusual underground features and are similarly keen of hearing.

Ogres and Giants have a difficult time hitting Gnomes, and score only half the usual damage against them.

Gnomes of all alignments are common, but they tend towards Neutrality and Chaos.

Gnomes speak the same languages as Dwarves, and are named similarly.

Gnomes have no special ability to see in the dark.

Prior to the start of play, each Gnome character rolls once on the Gnome Trait Table.

A Note Regarding Character Classes

The rules for character classes presented herein apply only to Dwarf and Gnome characters. Men and Elves as non-player characters generally function as detailed in Men & Magic. Hobbits are unknown in Dwarf-Land.

Fighting Men

Except as otherwise noted, Fighting Men function as detailed in Men & Magic.

Fighting Men are the only characters who may employ magic swords, as those blades will only suffer themselves to be wielded by heroes, not priests and burglars.

When engaged in melee combat with opponents of 1 Hit Die or lower, a Fighting Man may make one melee attack per round for every level of experience he has attained. Thus, a Hero fighting Goblins would make 4 melee attacks per round. If a Fighting Man is engaged in melee combat with even one creature above 1 Hit Die, he does not gain the benefit of these extra attacks.

Prior to the start of play, each Fighting Man character rolls once on the Fighting Man Trait Table.

Warlocks (Witches)

Except as otherwise noted, Warlocks function as detailed in Men & Magic. All references to Warlocks apply equally to Witches, who are female Warlocks.

In addition to daggers, Warlocks may arm themselves with magical or mundane tridents and pitchforks, and with staves of the magical type only.

Warlocks do not require spell books, and are assumed to learn the common spells of each level from the Mabs, the highest ranking members of their Coven, as soon as they acquire the ability to cast spells of that level. The common spell list is as follows:

WARLOCK COMMON SPELL LIST

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>
1. Charm Person	Darkness	Clairaudience
2. Detect Magic	Detect Invisible	Clairvoyance
3. Hold Portal	ESP	Dispel Magic
4. Light	Invisibility	Fire Ball
5. Magic Missile	Knock	Fly
6. Protection from Evil	Levitate	Lightning Bolt
7. Read Languages	Locate Object	Prot./Norm. Missiles

8. Read Magic	Mirror Image	Slow Spell
9. Shield	Pyrotechnics	Suggestion
10. Ventriloquism	Wizard Lock	Water Breathing

A Warlock may cast a number of spells per day as listed in Men & Magic. The Warlock need not prepare specific spells ahead of time, but may choose the spells that he casts on the spur of the moment. He may cast any spells he knows, including the common spells of each level, any spells he has researched and developed on his own, and any spells he has learned from grimoires and other sources. However, he may cast a particular spell only once per day. There is no known limit to the number of spells a Warlock may know.

The Read Magic spell is necessary for a Warlock to read any magical writing other than that he has scribed himself. This includes Spell Scrolls.

Warlocks may attempt to expand on the common spell list through magical research.

The level of the magic required to operate a spell is determined by the Referee and dictates the initial investment. The Warlock must be able to use spells of the appropriate level. Initial investment for a 1st level spell is 2,000 gp, 2nd level is 4,000 gp, 3rd level is 8,000 gp, 4th level is 16,000 gp, 5th level is 32,000 gp, and 6th level is 64,000 gp.

The time required for research is one week per spell level.

For every amount equal to the initial investment that is spent, there is a 20% chance of success, cumulative. An investment of 10,000 gp to develop a new 1st level spell, for example, has a 100% chance of success after one week.

Once a new spell is created, the Warlock may share it with others, thus enabling them to learn and use it, or he may keep it to himself.

Even Lawful Warlocks must engage in some level of ritual perfidy and secret trafficking with leering otherworldly sorts. Such unseemly behavior is helpful in accruing arcane power, but causes progressive degeneracy. Accordingly, whenever a Warlock attains the Conjurer level, and again when he attains the Magician level, he must roll on the Progressive Perdition Table to determine the deleterious effects of his dealings.

PROGRESSIVE PERDITION TABLE

1. You cackle uncontrollably at the tragedy of others. You may shed only three honest tears in your life.
2. You carry a faint reek of formalin. Clerics can turn you as an Undead of equivalent level.
3. You must turn widdershins thrice before sitting.
4. You have a superfluous nipple in a conspicuous location. The nipple occasionally hisses.
5. You live in mortal terror of eggs, convinced that their contents are fatal to you. You may be correct.
6. You acquire a new wart every solstice and equinox. The warts are prone to shifting positions.
7. Silver is sovereign against you. Even silver crossing your palm may paralyze you, and a wound from a silver weapon causes you to save vs. poison or die.
8. Your skin is waxy and clammy, and you emit small puffs of spores when wounded. Left alone in proper soil, the spores will eventually sprout fat stinking mushrooms with crude likenesses of your face.
9. Your night soil writhes and burbles.
10. You owe your soul to a Devil and have squandered whatever you sold it for.

Clerics of the Dwarf Gods

Except as otherwise noted, Clerics of the Dwarf Gods function as standard Clerics, as detailed in Men & Magic.

Clerics of the Dwarf-Gods may be of any alignment. Dwarvish Anti-Clerics are unknown.

Clerics of the Dwarf Gods are not restricted in their use of weapons, and may use all magic arms except magic swords.

Clerics of the Dwarf Gods do not require spell books, and are assumed to learn the common spells of each level from the appropriate temple as soon as they acquire the ability to cast spells of that level. The common spell list is as follows:

<u>CLERIC OF THE DWARF GODS COMMON SPELL LIST</u>			
<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>	<u>4th Level</u>
1. Cure Light Wds	Bless	Continual Light	Create Water
2. Detect Evil	Find Traps	Cure Disease	Cure Serious Wds
3. Detect Magic	Hold Person	Locate Object	Neutralize Poison
4. Light	Speak w/Animals	Remove Curse	Prot./Evil 10' r.
5. Prot./Evil			Speak w/Plants
6. Purify F/W			Sticks to Snakes

A Cleric of the Dwarf Gods may cast a number of spells per day as listed in Men & Magic. The Cleric need not prepare specific spells ahead of time, but may choose the spells that he casts on the spur of the moment. He may cast any spells he knows. This includes the common spells of each level, any spells he has researched and developed on his own, and any spells he has learned from holy texts, divine revelation, and other sources. However, he may cast a particular spell only once per day. There is no known limit to the number of spells a Cleric may know.

Clerics of the Dwarf Gods may attempt to expand on the common spell list through magical research in the same manner as Warlocks.

Clerics of the Dwarf Gods know a spoken charm and gestured rune to turn or destroy the Undead as detailed in Men & Magic. If the first attempt to turn is successful but there are unturned Undead remaining, the Cleric may continue to dice for turning attempts in subsequent rounds until an attempt fails. Once a Cleric has failed to turn a particular Undead, he may never successfully turn that individual Undead thereafter.

Turned Undead flee the caster by the most expeditious means and route possible, and will shun and avoid him forever after. Intelligent Undead remain resentfully attentive to their own safety, e.g., a Vampire will not flee into sunlight. Only if cornered and left no other choice will Turned Undead attack the Cleric.

"Controlled" Undead including animated Skeletons and Zombies will, if turned but not destroyed, be loosed from their creator's control; they will remain in the general area if possible, and if they ever encounter their creator again, they will try to kill him.

Although even the most favored Bishops of the Dwarf-Gods are not powerful enough to cast the Commune spell, they are not without powers of communion with the spirit world. In the endless dripping catacombs beneath the Temple of the Dwarf-Gods in Castle Blitzendräng are interred ancestors and heroes known collectively as the Revered Elders. These worthies exist in various states of sullen, grasping Undeath and are approached only with a high

degree of caution and circumspection, for they resent intrusions by the living (and the cultic covenant with the Elders renders all attempts at Turning ineffectual).

Any Cleric of the Dwarf-Gods who has reached Curate or Bishop level may descend into the deep catacombs of Blitzendrang to beard the Revered Elders in their domain. This journey has a similar effect as the spell Contact Other Plane, but rather than choosing a plane of remove, the Cleric chooses an analogous depth to which he will descend from the 3rd to 12th levels of the increasingly shade-stalked labyrinth. Considerations of sanity and survival conspire to make trips into the catacombs quite rare, but in no event may a Cleric attempt to consult the Elders more than once in a week; more frequent presumption yields the direst possible result.

The Revered Elders' knowledge and veracity is determined per the usual table, as is the Cleric's chance of returning with his sanity blasted. There is also a 10% chance per journey, checked independently of other rolls, that the jealous Undead will claim the Cleric for their own. In such a case, the character is retired from play and joins the ghastly ranks of the Elders, although he may (at the Referee's discretion) reach the threshold and gasp out some or all of his hard-bought knowledge before being dragged shrieking and gibbering back into the depths by unseen hands.

Prior to the start of play, each Cleric of the Dwarf Gods character rolls once on the Cleric of the Dwarf Gods Trait Table.

Clerics of Krampus

Except as otherwise noted, Clerics of Krampus function as Druids, as detailed in Eldritch Wizardry.

Clerics of Krampus tend toward Neutrality but may be of any alignment. They concern themselves with the observation and administration of seasonal rites, along with appropriate distribution of rewards and punishments to the nice and the naughty, respectively.

Clerics of Krampus may employ daggers, sickles or crescent-shaped swords, spears, and slings. They may wear leather armor only, shunning metallic armor, and may use wooden shields.

Clerics of Krampus receive a +2 bonus to any saving throws against fire effects.

Clerics of Krampus do not require spell books, and are assumed to learn the common spells of each level from the Church of Krampus as soon as they acquire the ability to cast spells of that level. The common spell list is as follows:

CLERIC OF KRAMPUS COMMON SPELL LIST

1st Level

1. Detect Magic
2. Det. Snares/Pits
3. Faerie Fire
4. Locate Animals
5. Predict Weather
6. Purify Water
- 7.
- 8.

2nd Level

- Create Water
- Cure Light Wounds
- Heat Metal
- Locate Plants
- Obscurement
- Produce Flame
- Speak with Animals
- Warp Wood

3rd Level

- Call Lightning
- Cure Disease
- Hold Animal
- Neutralize Poison
- Plant Growth
- Protection from Fire
- Pyrotechnics
- Water Breathing

A Cleric of Krampus may cast a number of spells per day as listed in Eldritch Wizardry. The Cleric need not prepare specific spells ahead of time, but may choose the spells that he casts on the spur of the moment. He may cast any spells he knows. This includes the common spells of each level, any spells he has researched and developed on his own, and any spells he has learned from holy texts, divine revelation, and other sources. However, he may cast a particular spell only once per day. There is no known limit to the number of spells a Cleric of Krampus may know.

Clerics of Krampus may attempt to expand on the common spell list through magical research in the same manner as Warlocks.

Clerics of Krampus cannot turn the Undead.

A Cleric of Krampus who has attained the Adept level gains the following abilities:

- * Identify pure water
- * Identify mundane plants and animals
- * Pass unimpeded through overgrowth such as briars and tangled woods
- * Speak a special "cult tongue" known only to the clergy of Krampus.

Mistletoe is of great importance to Clerics of Krampus, who use it as a holy symbol, in the evocation of certain spells, and as a potential inducement to osculation. Each Cleric must locate and gather his own mistletoe, which thankfully grows and creeps in abundance in the vicinity of Dwarf-Town and Castle Blitzendrang. Such mistletoe must be used whenever spells involving cures, lightning, or weather are to be cast. To be most effective, the mistletoe must be cut with a golden sickle and caught in a bowl (preferably also of gold) before it strikes the ground. Mistletoe so gathered on Midsummer's Eve is most prized. Any modifiers to spell efficacy due to the gathering conditions are determined at the Referee's discretion.

Prior to the start of play, each Cleric of Krampus character rolls once on the Cleric of Krampus Trait Table.

Thieves

Except as otherwise noted, Thieves function as detailed in Greyhawk.

Note that Thieves may generally employ their special abilities even under circumstances which would be prohibitively unfavorable for other classes, and the necessity of a roll for success is determined by the Referee on a case-by-case basis. Circumstances may modify the Thief's chance of success.

Thieves of the Robber level or higher are able to decipher treasure maps written in a language not known to them with an 80% chance of success.

A Gnomish Thief opens locks and removes traps as if 4 levels higher than his actual character level, and moves silently and hides in shadows as if 2 levels higher than his actual character level.

Prior to the start of play, each Thief character rolls once on the Thief Trait Table.

TRAIT TABLES

NOTE: The Referee is encouraged to replace entries as needed to maintain variety after a player character or two has been generated with a particular trait.

Dwarf Trait Table

1. You have DUCK FEET, which you may use to swim very well or to swiftly put out

flaming bags.

2. You have GOAT HOOVES AND HORNS. You have only half the usual chance of failure at any climbing attempt. You may butt unarmed opponents for a die of damage. You chew tobacco like it's your job.
3. You have BROWNIE BLOOD. You're a dab hand at shoe repair and can do trade as a cobbler in your off time, thus disregarding the usual monthly upkeep costs. Your own shoes have posh silver buckles and are unimpeachable.
4. You have EARS LIKE A JACKASS. Double your chances of successfully listening at doors, but automatically fail your saving throws vs. Harpy songs and the like. Your laugh is fearsome.
5. You have a CAST IRON STOMACH. You can digest anything you can eat, and are immune to ingested poisons. You are always hungry, and the emanations from your fundament are sufficient to shake one's faith.
6. You are DISTANTLY RELATED TO THE KING. You are invited to weddings and galas, though you don't get choice seats and must suffer the prim hectoring of forbiddingly wealthy dowagers. Once in your life, you may beg audience with the King on short notice and be assured of getting it, along with a not entirely unsympathetic ear. You have access to the better sort of tailors.

Gnome Trait Table

1. You have a VERY LONG NOSE, reminiscent of a cucumber. You have a keen sense of smell and are prone to sneezing and snotting when within 10' of at least 1,000 gp worth of gold.
2. You have LEPRECHAUN BLOOD. You may cast Dimension Door on yourself once per day, to any destination within range and sight, but you must quickly drink at least a pint of strong ale to do so.
3. You have PIXIE BLOOD. You may cast Invisibility on yourself once per day, but you must giggle and titter audibly at least once per round for the duration of the spell.
4. You have EYEBROWS LIKE CURLING ANTENNAE. +1 Intelligence. Your dreams are portentous but inscrutable.
5. You have TEETH LIKE A RAT. You may chew through ropes and the like with great vim, and may bite unarmed opponents for a die of damage. Your zeal for cheese is infamous.
6. You GET ON FAMOUSLY WITH VERMIN. Thrice in your lifespan, you may prevail upon one of the local creeping or flying things to carry a message to a single person anywhere on the Dwarf-Land map, and may trust that it will somehow make itself understood. After the third such boon, further attempts result in your being savaged on your nether parts by an earwig.

Fighting Man Trait Table

1. You have the DESTINY OF A HERO, QUITE POSSIBLY. You roll an extra damage die on all successful attacks against Devils, Dragons, and Giants. You are frequently plagued by adoring urchins, grasping slatterns, and yearning horse-faced spinsters.
2. You CLEAVE TO THE OLD WAYS. +1 to Reaction Rolls when interacting with Old Money, the aged, and other traditionalists. You always speak in rhyme and refuse salted food.
3. You have an outsized and flamboyant HANDLEBAR MUSTACHE (or, if female, LOCKS LIKE SPUN GOLD). +1 Charisma. You are perpetually stood to drinks in exchange for ribald stories.
4. You have a FLUGELHORN. You may blast a stirring reveille which bolsters the morale of your retainers for the duration of the current combat against all but magic-induced rout.
5. You are TOO TOUGH TO DIE. You remain temporarily ambulatory, if a bit addled, up to and including a negative hit point total equal to your character level. You can't trundle along for long in such a condition, and it would be best to see a Cleric to look at that with all due haste. Thereafter, you occasionally see the Reaper in the periphery of your vision.

6. You TAKE THE PERIL OUT OF PARALYZATION. You automatically make your Constitution-based survival rolls against paralysis, petrification, and so on. You grow increasingly and dangerously nonchalant about these experiences. You have a reputation as a bit off.

Warlock (Witch) Trait Table

1. You have a HAND OF GLORY. You may use it to cast the Sleep spell a total of five times without using one of your daily spell slots. Each use burns up a finger or the thumb, with the middle finger going last.
2. You affect a TOP HAT AND FROCK COAT (or, if a Witch, a POINTY HAT AND SMOCK DRESS WITH CRINOLINE) WHICH YOU WEAR WITH INIMITABLE ELAN. +1 Charisma, and targets of your Charm and Suggestion spells suffer a -1 penalty to their saves.
3. You have a BEDBUG FAMILIAR. In return for the odd drop of blood (yours or whatever), it gives counsel. You double all chances of learning interesting rumors, and are privy to the intimate details of your compatriots' physiques and assignments.
4. You have KISSED A DEVIL'S ASS. Targets of your spells roll their saving throws with a -1 penalty, but another spellcaster's Protection from Evil spell will keep you out.
5. You have a PITCHFORK OF GREAT ANTIQUITY. You may use it once to cast any spell you know without using one of your allotted spells for the day, even if you're utterly knackered, spellwise. Upon the completion of this conjuring, the pitchfork crumbles to dust with an exhausted sigh.
6. You can PUTREFY VICTUALS AND POTABLES with a glance. You eat at taverns for free but are occasionally haled into court by angry bumpkins.

Cleric of the Dwarf Gods Trait Table

1. You have a HOTLINE TO GOD. Once per character level, you may pray for Divine Intervention with a percentage chance of success equal to twice your character level. If you roll doubles on your percentile roll, the Dwarf Gods take you into their bosoms or analogous nooks, never to return. (If your roll was successful, the god grants your prayer before snatching you up or down.)
2. You have a single vial of HOLY MICTURATION from a saint, deceased pontiff, or one of the Dwarf Gods themselves. When fully consumed, it will do one of the following: heal all hit point damage; cure any one malady such as disease or paralysis; or act as a Restoration spell. The drinker must, if he is not already a devotee, pledge allegiance to the Dwarf Gods at the nearest temple at the first opportunity or retroactively and immediately lose this benefit.
3. You are a SNAKE HANDLER. The Snake Charm spell is on your common spell list. You have a bucolic accent and possibly a well-gnawed corncob pipe.
4. The Dwarf Gods have plans for you and thus, in time of great need, you can CHEESE IT. You may speak the Word of Recall once, whisking yourself away to your temple sanctum. The shades of any compatriots slain after you bugger off will haunt you, proving astonishingly resistant to turnings and exorcism.
5. YOUR WORK IS NOT YET DONE. The first time you die, you are Reincarnated in your temple sanctum as a random monster of the same dungeon level as your character level, re-rolling any results indicating Undead and other anathema or otherplanar creatures. If your new form is humanoid and can speak, you retain your character level and most or all of your old abilities and may gain some new ones, depending on the form. If not, you will be taken care of as a temple mascot, possibly aiding your sect in grifting the faithful.
6. You are SANCTIMONIOUSLY OBDURATE, receiving a +1 bonus on your saves against all mind-affecting spells and effects. You must get the last word in any conversation or argument or you will literally explode.

Cleric of Krampus Trait Table

1. You ALWAYS HAVE CANDY. Regardless of your personal circumstances, you can instantly produce a small supply of low-to-middling confections such as candy canes.

butterscotches, and hard ribbony bits. More involved lollies such as Turkish delight and peanut brittle are beyond your dweomercraft.

2. You can SUMMON A NORTH WIND of brief duration, complete with a light dusting of snowflakes. The gust is not quite sufficient to douse torches but may cause the unprepared to squint and tear up. It is especially efficacious in adding a foreboding atmosphere and for causing one's hair to whip about in an impressive fashion.

3. You can MAKE TOYS. The quality of the toy depends on the circumstances. Given enough time and proper facilities, you can produce splendid jacks-in-boxes and intricate little clockwork gendarmerie; hard pressed on the spur of the moment, you are limited to naff gewgaws and gimcracks such as pinecones with googly eyes.

4. You have a PUNCH DOLL ON A STICK. The doll talks to you, albeit through your mouth, with your lips moving, and with a high-pitched version of your own voice. You can unerringly detect the relative level of niceness or naughtiness of a tot's moral constitution, and can additionally use the doll to Detect Evil once per day on adults, vicinities, items, and the other usual targets of such divination. The doll communicates its findings in a shrill stage whisper. Children find you fantastically creepy.

5. You can PULL A SILVER COIN FROM A CHILD'S EAR a number of times per day equal to your character level. It is inviolable custom that the coin be turned over to the child from whom it was yanked, on penalty of ear-piercing shrieks from the offended urchin and the shocked, censorious clucking (and possibly worse) of all right-minded onlookers. Shoving the moppet down a coal chute and pocketing the lucre for one's own upkeep is simply not done, at least if anyone else is about.

6. You can ASCEND AND DESCEND CHIMNEYS at your usual movement rate, regardless of the narrowness of the chimney or whether the flue is open. Your locomotive powers are even proof against associated cozy fires, although you emerge with some picturesque smears of soot even if no fire is lit. You always wear tinkly bells.

Thief Trait Table

1. You have GYPSY BLOOD. Add 10% to your chance to pick pockets and to the value of your monetary treasure share for each adventure. Your compatriots must replace silverware, doorknobs, and drawer handles after your visits.

2. You can OUTRUN THE BEAR. In any situation in which you and one or more compatriots are being pursued, your movement rate is at worst 1" faster than your slowest compatriot.

3. You have a FIDDLE. You can wrangle an invitation to any secular social gathering. Devils are wise to you and will refuse any fiddling challenges, insisting instead on backgammon.

4. You are the object of the OCCASIONAL ATTENTION OF AN ITINERANT TWEEN. When you and at least one compatriot attempt saving throws against the same effect, you may elect to add a +1 bonus on your saving throw. All of your compatriots then suffer a -1 penalty on their own saving throws.

5. You have a keen inborn understanding and acceptance of MORAL RELATIVISM. You can literally change alignment at will, requiring only a trip to the temple for a new Rite of Alignment to seal the deal. Any magical effect contingent on your character's alignment affords you the opportunity to change alignment as appropriate to avoid negative consequences. A tenured position in the liberal arts academy awaits you upon your retirement from adventure.

6. You are an INFAMOUS RAKEHELL, with conquests out of all proportion to your mere Charisma score. +1 to Reaction rolls from members of the opposite sex (or whatever). Your peccadillos are innumerable, and you can generally gain admittance to the seamier type of gatherings such as cockfights and caucuses. You automatically learn one new rumor between each of your adventures. One has difficulty imagining any possible complications.

Hit Points

A character's hit dice are the dice rolled to determine how many hit points of damage the

character can take. "Plusses" are the number of points added to the total of all dice rolled, not to each die. Thus, a 5th level Fighting Man gets 5 hit dice + 1. They are rolled and score 1, 2, 2, 3, 4, totaling $12 + 1 = 13$ hit points.

Upon attainment of a new experience level, the advancing character re-rolls all hit dice as indicated for his new level. If this new total is higher than his current maximum hit points, then the new total becomes his new maximum hit points. Otherwise, the character retains his old maximum hit point value.

Alignment and Alignment Language

Dwarves and Gnomes have respective racial tendencies towards certain alignments, but each alignment is openly represented in the society of Dwarf-Land, and there is no particular stigma attached to any alignment. Most Dwarves and Gnomes are open about their alignment among friends and family, and many display their allegiance publicly with emblems such as the Sun or a "+" sign for Lawfuls, the Ouroboros or an "=" sign for Neutrals, and the Moon or a "?" sign for Chaotics.

Lawful does not necessarily mean "good" or "nice" and Chaotic is not equivalent to "evil" or "unpleasant". There are Lawful, Neutral, and Chaotic members of each clan and cult, and there are good and evil adherents of each alignment.

A Lawful character may find a Chaotic character's broad ethical stance to be frustrating or even intolerable, and vice versa. However, insofar as doctrinal and ethical disputes occur at any widespread level, these generally evolve along political and religious lines rather than according to strict alignment divisions.

All player characters and most non-player characters and speaking monsters in Dwarf-Land are fluent in the appropriate alignment language. The ability to speak an alignment language is supernaturally acquired by player characters through the Rite of Alignment, a magical ritual undertaken in the character's temple around puberty, and alignment language itself has a strong supernatural component. It is somewhat rude and intrusive to address a stranger in alignment language, but it is not unheard of.

If a character's alignment changes, he loses the ability to speak alignment language until he undertakes a new Rite of Alignment. Under normal circumstances, a character cannot speak two alignment languages.

Alignment languages do not have written forms.

Other Languages

Listed below are the languages of the major cultures of Dwarf-Land. Unless otherwise noted, fluency includes literacy.

Gnomic: Spoken by Dwarves and Gnomes. The "Common Tongue" of Dwarf-Land.

Elvish: Spoken by Elves, Pixies, Nixies, and Dryads.

Goblinish: Spoken by Kobolds, Goblins, Hobgoblins, and Bugbears.

Auld Wurmish: Spoken by Dragons and other speaking reptiles. No known written form.

Zoobish: Spoken by the Men of the Empire of Zoob.

Chinese: Spoken by the Men of the Celestial Empire of China.

Many creatures of Dwarf-Land have the power of speech but lack their own languages, instead speaking either Gnomic or the appropriate alignment language.

Residences

Player characters in the Dwarf-Land campaign are generally assumed to be natives and citizens of Castle Blitzendrang and its surrounding estates. It is therefore also assumed that each player character has a place to live. To determine what sort of residence an

individual player character maintains at the start of play, consult the following table:

RIBALD RESIDENCE TABLE (1d8)

You live in:

1. A Hollow Tree
2. A Very Large Mushroom
3. A Titanic Boot
4. An Ancient Barrow
5. A Cozy Cottage
6. A Hillside Smial
7. A Teetering Tower
8. A Subterranean Grotto

The lavishness of the residence's appointments will naturally increase over the character's career through the routine expenditure of upkeep costs and whatever improvements the character independently undertakes. As always, the Referee is encouraged to expand the table and replace entries as necessary to maintain variety in the milieu.

Coins

1 gold piece = 10 silver pieces = 50 copper pieces.

1 silver piece = 5 copper pieces.

Ten coins have an encumbrance value of one pound.

There are two major lines of currently minted coins found in Dwarf-Land - Dwarvish coinage, minted in Dwarf-Town, and Zoobish coinage, minted in the Empire of the Men of Zoob. Dwarvish coins include copper snails, silver bells, and gold eyes. Zoobish coins include copper flurks, silver nerps, and gold snids.

Other coin types may be found, including the ancient coins of unknown mint frequently recovered in dungeons. For purposes of easing gameplay, coinage in Dwarf-Land may be considered standardized and fungible under normal circumstances.

New characters begin play with 20-120 gp.

Equipment

Note that for ease of play, the equipment listed assumes that the user is Man-sized. Unless otherwise noted, all equipment and treasure is Man-sized. Depending on the size of a Dwarf or Gnome character, he may require two hands to use a particular weapon, or may not be able to use it at all.

Character Maintenance and Upkeep

Each month, a player character must pay a monthly upkeep and maintenance cost equal, in gold pieces, to 1% of his current xp total. This monthly upkeep cost ceases if the character builds a stronghold in a wilderness area, or in a village or town controlled by the character.

The upkeep payment covers routine expenses, item maintenance and repair, food, lodging, taxes, and so on. Whether an expense is covered is determined at the Referee's discretion.

Usability of Enchanted Items by Character Class

A character may not use an enchanted item not specifically permitted to his class by the rules below. These rules are strictly enforced, as the ability or inability to use certain types of magical items is a significant feature of one's character class.

Fighting Men can use the following enchanted items unless otherwise noted:

All arms and armor.

Potions.

Those items usable by any class.

Warlocks (Witches) can use the following enchanted items unless otherwise noted:

Magical tridents and pitchforks.

Potions.

Scrolls.

Rings.

Wands.

Staves: Commanding, Striking, Power, Wizardry.

Miscellaneous Magic.

Those items usable by any class.

Clerics may use the following enchanted items unless otherwise noted:

All arms and armor other than magic swords.

Potions.

Staves: Healing, Commanding, Snake, Striking, and Withering.

Those items usable by any class.

Clerics of Krampus may use the following enchanted items unless otherwise noted:

Daggers, curved swords, spears, and slings.

Leather armor.

Wooden shields.

Potions.

Staves: Healing, Commanding, Snake, Striking, and Withering.

Those items usable by any class.

Thieves may use the following enchanted items unless otherwise noted:

Daggers.

Leather armor.

Potions.

Those items usable by any class.

Optional Combat Matrix

The Referee may choose to use the matrix below in conjunction with the alternative combat system detailed in Men & Magic to determine successful hits in combat. The creation of this matrix was directly inspired by a similar matrix in the estimable Rythlondar campaign newsletter.

Note that the matrix should not be considered the ultimate arbiter of the relative desirability of each weapon in all circumstances. No table should trump common sense, which the Referee must apply in adjudicating combat situations.

For instance, certain weapons requiring a great deal of room to bring to bear, e.g., flails, two-handed swords, and the like, may be difficult or impossible to employ in the often narrow confines of the dungeon game.

Other weapons may provide an initial bonus to initiative determination, but prove useless in close combat, e.g., pikes and other pole arms.

These situations lie within the Referee's discretion and must be adjudicated on a case-by-case basis.

Monsters, even Man-types, do not use this matrix under normal circumstances, instead using Attack Matrix II: Monsters Attacking regardless of weapon class.

For ease of play, when characters using this matrix attack monsters, the Referee may assume that the monster's numerical Armor Class reflects its "armor type" for purposes of the matrix. As always, if another option makes more sense, the Referee is encouraged to

alter or disregard the result suggested by the matrix.

Note that enchanted armor and shields do not modify Armor Class, instead subtracting the appropriate modifier from the opponent's rolls to hit. Therefore, the "armor type = Armor Class" model retains integrity where Man-types are concerned.

Each missile weapon class has a number listed in parentheses. This number is the maximum effective range of the weapon. Modifiers to hit are based on this range. The first number is for short range, the first 1/3 of the maximum range; the second number is for medium range, the next 1/3; and the final number is for long range, the last 1/3.

Only one matrix is provided, with guidelines for use with characters of higher level. It is left to the conscience of each Referee to decide if use of a unified table with character-specific modifiers is a step too far down the road to perdition and apostasy.

OPTIONAL COMBAT MATRIX, BY WEAPON TYPE

Weapon Type	Armor Class							
	2	3	4	5	6	7	8	9
BASE TARGET	17	16	15	14	13	12	11	10
Axe, Battle	18	16	14	13	13	12	11	10
Axe, Hand	20	18	16	15	13	12	10	9
Dagger	20	19	16	14	13	12	10	8
Flail	15	14	14	12	12	11	10	9
Halberd	17	15	14	12	12	12	11	10
Hammer	17	15	15	13	13	12	11	10
Lance, Mounted	17	16	14	12	10	9	8	7
Mace	17	15	15	14	13	12	11	10
Military Pick	15	13	13	11	13	12	11	10
Morning Star	17	16	14	12	12	11	9	8
Pole Arm	18	16	15	13	12	10	9	8
Pole Arm, Pike	18	16	15	14	13	12	11	10
Spear (incl. Trident)	19	17	16	15	13	12	11	10
Sword	19	17	15	14	13	12	11	9
Sword, Two-handed	16	14	12	11	11	10	9	8
MISSILE WEAPONS								
Arquebus (18)	17/18/20	15/16/17	13/15/15	12/13/14	10/11/13	9/10/12	8/9/11	7/8/10
Bow, Composite (24)	20/21/22	16/19/20	15/16/17	12/14/15	10/12/13	9/10/11	8/9/10	7/8/9
Bow, Horse (18)	20/21/24	18/19/21	15/16/17	14/14/15	12/13/13	10/11/12	9/10/11	7/8/9
Bow, Long (21)	19/20/22	16/18/20	15/15/16	12/13/14	10/11/12	9/10/11	8/9/10	7/8/9
Bow, Short (15)	20/22/24	18/19/21	15/16/17	14/14/15	12/13/13	10/11/12	9/10/11	8/9/10
Crossbow, Heavy (24)	18/19/20	16/17/19	14/15/16	12/14/14	10/12/13	8/10/11	7/9/10	6/7/8
Crossbow, Light (18)	20/22/24	18/19/21	15/16/19	14/14/15	11/12/13	9/11/12	8/10/11	7/8/9

Instead of consulting a separate matrix for each character class and level progression, the Referee may apply the following bonuses to hit as appropriate for the attacking character's class and level:

Fighting Man, Levels 4-6: +2 to hit
 Fighting Man, Levels 7-9: +5 to hit
 Fighting Man, Levels 10-12: +7 to hit
 Fighting Man, Levels 13-15: +9 to hit
 Fighting Man, Levels 16+: +12 to hit

Cleric or Thief, Levels 5-8: +2 to hit
 Cleric or Thief, Levels 9-12: +5 to hit
 Cleric or Thief, Levels 13+: +7 to hit

Magic-User, Levels 6-10: +2 to hit
 Magic-User, Levels 11-15: +5 to hit
 Magic-User, Levels 16+: +7 to hit

Two-Handed or Paired Weapons

A character wielding a two-handed weapon, or two one-handed weapons, adds a +1 bonus to his damage die on a successful hit.

Initiative

If there is a question as to order of action in a melee round, the Referee may determine initiative by having each side roll 1d6, with the highest result going first. In the event of a tie, or if the Referee desires guidance as to initiative determination under a given set of circumstances, the following list (adapted from the Ready Ref Sheets game aid by the Judges Guild) may prove helpful, with earlier entries tending to occur prior to later entries:

Weapon Priority List

Gaze weapons

Breath weapons

Magic spells of the 1st-3rd levels

Wands, staves, rings, etc.

Missile fire

Melee weapons with great reach, e.g., pikes, Giants

Magic spells of the 4th-6th levels

Melee weapons with very long reach, e.g., mounted heavy lances

Melee weapons with long reach, e.g., spears, halberds, two handed swords

Melee weapons of medium size, e.g., swords, battle axes

Melee weapons of small size, e.g., dagger, hand axe, and most natural weapons

Magic spells of the 7th-9th levels

Scrolls, potions, etc.

Note that as always, the list is intended to guide the Referee, not to restrict him.

Flaming Oil

Note that the employment of flaming oil as a "Molotov cocktail" in a man-to-man combat situation is an awkward and, in most cases, less than efficacious means of doing damage. Although under some circumstances a character may be able to splash a foe with oil and set him alight, thereby causing damage, this should be adjudged on a case-by-case basis, and the Referee is cautioned against the tendency to equate the common lamp oil of Dwarf-Land with Greek Fire or napalm.

MONSTERS & TREASURE

Bugbears

The murmuring Bugbears are a race of sinister relations akin to creepy uncles, found disquieting by all other Goblins. Bugbears are what one gets when a Hobgoblin becomes sufficiently steeped in his skullduggery to attract the attention of Certain Otherworldly Personages. At some point thereafter, this advanced malefactor awakens from his fitful midday slumber to find his sleeping-bier surrounded by a coterie of Bugbears, who bear him off in a pinching, whispering throng to a realm farther below. Where, giggling diabolically, they turn him into a Bugbear.

A Bugbear resembles a "stretched" version of a bog-standard Goblin - spindly arms, pot-bellies, bandy legs, impossibly long fingers, splayed feet, filthy nails. Despite its nauseatingly ungainly form, a Bugbear moves with supernal stealth, so much so that (thankfully untrue) legend has it that they can travel in the spaces between the undersides of the beds beneath which they often lurk. (The truth of the matter is that they just like to hide beneath beds.)

All Bugbears wear masks of some sort - a jack-o-lantern, a burlap sack, a suggestively-benosed commedia character. A Bugbear will literally die if its mask is removed, promptly disappearing with a shriek into a cloud of stinking brimstone, presumably hauled off to Hell for its reward.

One or more Bugbears occasionally sneak into the Dwarf-Town around Castle Blitzendrang - not often, but often enough to keep up their horrid reputation. They target one household, seemingly chosen at random, and secret themselves in closets, cupboards, and beneath beds. They make nearly imperceptible but disquieting noises and throttle the household pets. Finally - at some point before the cock's crow - they snatch up in sacks all the children and any weak adults on whom they can set their long grimy fingers, then carry them down to their caverns for fate unknown, but probably worse than death.

In the unfortunate event of a stand-up battle against armed and alert adversaries, Bugbears favor cleavers, hatchets, mallets, and hurled pumpkins.

Bugbears associate peacefully only with each other. All other beings are to be snickered at and molested. Their rank and file fear and respect only one thing, and that is the Bag Man, an ancient Bugbear of fantastic malignity and great witching prowess. The Bag Man does not leave his pumpkin-patched caverns, and no one other than a Bugbear has ever set eyes on him and returned to tell the tale.

Centaurs

The Centaurs of Dwarf-Land have the bodies of Men and the heads of horses with fangs to tear flesh. They are a bad lot.

Dragons

The wishbone of a Dragon of age category 5 or 6 will, in fact, grant a Wish to the winner of the wishbone-pull. These Wishes have been known to tend to ill in the end, although whether this is because of some lingering Dragon malignity or the constitutional avarice common to Dragon Slayers is up for debate.

Evil Dwarves, Gnomes, Elves, Men, etc.

Delvers will quickly ascertain that the dungeons of Dwarf-Land are the haunts of various evil Man-types in the service of secret societies and weird gods, as well as bands of miscreants up to mere skullduggery. For unknown reasons, the troglodytic lifestyle and an enthusiastic commitment to diabolical mischief confer certain advantages upon these malefactors, mainly such shopworn but useful gimmicks as the ability to see in utter dark and to pass through doors that prove stubborn to delvers not similarly immersed in iniquity. Such avowedly bad apples are marked with the Evil descriptor and operate

unimpeded in the dungeon in the same manner as other "natives".

Dungeon life is not, as best as is known, particularly associated with first-generation albinism or melanism. Evil Man-types look just like other Man-types, albeit with a tendency to opt for blackened armor, distinctive facial hair, and other commonly accepted signifiers of malevolence.

Giants

Although they are by no means common, by far the most frequently encountered Giants in Dwarf-Land are the Hill Giants, who dwell alone or in small bands in forsaken parts of the highlands. They are enemies of fairy-kind and of all but the most evil and powerful Men.

There are several Cloud Giant castles floating high above the landscape, virtually invisible and inaccessible to the smaller races. Legend has it that an entire city of Cloud Giants is contained in a colossal, eternal cumulonimbus cloud which drifts in a circuit across the entire continent. This city, called Cyclopeana, is said to be ruled by a small clan of Storm Giant nobles under a Titan Lord, and is predictably dripping with gargantuan gems and other extravagances.

Giants of the Fire, Frost, and Stone types are thus far unknown in the Dwarf-Land environs.

Goblins

"Goblin" is a catch-all term for a variety of Dwarf-like fairy races tainted by some ancestral evil or curse. They usually resemble gnarled and extremely old Dwarves and Gnomes, but exhibit a much higher degree of morphological diversity; an individual Goblin-type may have any sort of bizarre feature from a carrot-like nose to jackass ears, a grotesquely pointed chin, a wide frog mouth filled with needle-like teeth, a single boggling eye, etc.

Common Goblin-types include:

KOBOLDS

GOBLINS (standard)

HOBGOBLINS (as Goblins, but dice for Magic-User level: 1-2 = no ability, 3-4 = Medium, 5 = Seer, 6 = Conjurer)

BUGBEARS

Hell Hounds

A Hell Hound's breath weapon does one die of damage for each of the Hell Hound's Hit Dice.

Lamentable Lemures

In addition to their mortal garrison, Castle Blitzendrang and Dwarf-Town are irregularly patrolled by the fitful spirits of certain former guards and watchmen infamous for some treachery or dereliction. Because of their misdeeds, these spectral Lemures are denied repose in the afterlife or sanctuary in the Catacombs until some condition is fulfilled, most often by defense of the realm.

Like all Undead, the Lamentable Lemures are highly Chaotic, and they do not necessarily respond even to a general hue and cry, although when they do appear they will ostensibly act in the interests of Dwarf-Land in the hopes of receiving the restful boon of true death. They are never seen during the day, and rarely at night; if anyone knows where the Lemures lurk when not stalking the streets and corridors, they have not made it common knowledge.

One or more Lemures will sometimes appear and silently observe mortals to whom they intend no apparent harm. This is regarded as a spectacularly ill omen of some impending doom.

The Lamentable Lemures appear as translucent phantasms of their mortal forms, somber with

the weight of their sins and the awful insights of Undeath. They are silent and without pity.

In life, all known Lemures were Dwarves.

(As Wraiths, but characters slain do not rise as new Wraiths. There are 1d6+1 Lemures in existence at any given time.)

Lycanthropes

There is but one infectious lycanthropy disease, which presents itself differently depending on the Man-type contracting the disease.

MEN become WEREWOLVES.

DWARVES become WEREPIGS (as WEREBOARS).

GNOMES become WERERATS.

ELVES become WERECATS (as WERETIGERS).

The disease is fatal in Giant-types and other humanoids not listed above.

WEREBEARS are wild Men of an ancient lineage who inherit the ability to change shape. Werebearism is not contagious.

Lycanthropes, including Werebears, tend universally towards Chaos and savagery regardless of original racial stock.

Mermaids

The Mermaids of Dwarf-Land's seas resemble beautiful women with gills, slick blue-green skin, webbed hands, and the lower portions of fish. They dwell in a fabulous reef city called Undine, and are opposed to the works of Man and aloof even where other fairy-folk are concerned. Their rulers are powerful Triton sorceresses who have made pacts with Water Elementals and the leviathan creatures of the deep.

Undeath and Man-types

The plague of Undeath is a phenomenon associated with the weird outland gods of Men, and thus most Undead are Men. Undeath is far less likely to afflict Man-types such as Dwarves, Elves, Goblins, and so on. As a rule of thumb, non-human victims of Vampires, Wights, and other "spawning" Undead are only 10% likely to rise as similar Undead, this chance potentially modified by factors like a victim's peculiar bent for evil during life.

Many non-human Undead are for all practical purposes singular, e.g., Count Weedgallow (Elvish Vampire) and the Queen of the Hags (Gnomic Vampire/Wererat).

Will o' Wisps

At night, a multitude of silent Will o' Wisps float through the streets and alleys and above the rooftops of Dwarf-Town, filling the mists with eerie, varicolored illumination. Travelers on the cobblestone streets often find themselves accompanied by one or more Wisps to light their way, and clusters of the creatures are commonly found hovering near taverns, landmarks, and the villas and salons of the well-heeled. They understand Gnomic, and in fact will often lead a traveler to his destination if properly cajoled. They do not enter the Inner Castle.

It is believed that the Wisps honor some secret contract with the Mabs or the Crown, although it is difficult to surmise what inducement leads them to do so. However, like all wilder fairy-things, they are fickle and unpredictable, and they have been known to lead travelers astray, or to swarm around unlucky burglars and others engaged in secret business. Conversely, there are also tales of Wisps leading poor folk to wondrous caches of hidden treasure (often someone else's current property).

(AC 2, MV 15" flying, HD 1, attack is an electric shock for 1 die, may only be damaged by enchanted weapons or spells. Illumination radius is up to 20', but usually maintained at 5'-10'. Chaotic.)

Willows

The Willows of Dwarf-Land have a distressing tendency to uproot themselves and stalk behind travelers on desolate paths, muttering all the while. They will do no harm if not looked at. Usually. (As Chaotic Ents but cannot Animate other trees.)

Monetary Treasure Value as an Abstraction

In most cases, a recorded treasure value in coinage, e.g., 1,000 sp or 2,000 gp, represents some amount of the indicated coinage and some amount of small curios, portable art objects, rare substances, and other items of primarily extrinsic value which, combined with the coins, add up to the monetary and encumbrance value indicated. Thus, a group of Brigands with 1,000 gp do not generally have exactly 1,000 gp and nothing else.

Enchanted Jewels

The tables for gems and jewelry in Monsters & Treasure yield a small chance for the random generation of very valuable items, e.g., there's a 10% chance of generating a 1,000 gp gem, then a 1 in 6 chance of "upgrading" that gem to a 5,000 gp value, then a 1 in 6 chance of upgrading a 5,000 gp gem, and so on. A string of 1s yields a gem of staggering value.

In Dwarf-Land, such items have power. If a gem of 5,000 gp or greater value or a jewelry item of the highest value is randomly generated, that item is automatically an "enchanted jewel" and the Referee consults a table of possible powers and curses.

Spectacular jewels are beautiful, obviously, but that beauty fuels avarice, and their early histories are often steeped in blood, misery, and treachery. It is thus rare for the magical effects of such baubles to be uniformly beneficial, and almost all enchanted jewels carry at least some minor baneful effect, if not an outright curse.

The Referee first rolls on the appropriate table to determine the name of the gem or ornament, then rolls on the Banes and Boons of Baubles table to determine the specific magical effects of the item. In addition to such effects, ownership of an enchanted jewel may draw the attention of certain powerful personages claiming a proprietary interest.

As always, the Referee is encouraged to expand and revise the tables to ensure variety in the milieu.

Gems

1. The Eye of Termagant
2. The Cyst of Gnophke-Ptorast
3. The Hippogriff's Egg
4. The Blood Beryl of Blaxima
5. The Abominable Opal
6. The Baleful Barnacle of Undine

Jewels

1. The Tentacular Tongue of Vroonops
2. The Nacreous Skull of Bleemish
3. Darkdurdle's Doleful Decanter
4. The Ruinous Ring
5. The Chalice of Chmorp
6. The Cuckoo Clock of Kroog

Banes and Boons of Baubles

1. At some point, the item was the catalyst for a horrific act of violence

predicated on misogyny or male infidelity. If the bearer is female, the item acts as a Luckstone. If the bearer is male, the item acts as a Jewel of Attacks Upon the Owner. In the latter case, if Undead monsters appear on the appropriate wandering monster table, the attack will be by such creatures.

2. The item holds the CURSE OF THE ECSTATIC HEIR. The total monetary value of any other treasure in a hoard in which this item is placed increases by 20%. The item's owner is infected with a hideous form of Mummy Rot which may only be cured by a Wish, a special Quest, or other extraordinary means. The boon applies only if the item is stored with other treasure, but the curse takes effect regardless.

3. When the item changes ownership, a distant Doppelganger takes the form of the new owner and begins making its way towards him with the intention of stealthily murdering him and taking his place. It will take a year for the Doppelganger to reach the owner's location, for it is in no hurry and will perpetrate all manner of petty atrocities in its target's shape during its journey. If the item changes hands in the meantime, the Doppelganger will "recalibrate" to the new owner. If the Doppelganger is slain, the curse remits until the item changes hands again.

4. The item's bearer gains powers of extraordinary perception, unerringly piercing all Illusions and Invisibility so long as he retains the item. However, he loses any ability to perceive or appreciate beauty other than that of the item, and over time grows ever more cynical and suspicious, casting aside love, faith, and other fripperies.

5. The item contains a captive Wraith which may be called forth thrice to do the bidding of the item's owner. The Wraith despises its duration but is bound to serve and to take no hostile action against the item's owner. It will, however, seek to slay as many people as possible during the course of its mission. Any Wraiths created by the slaying of Man-types by the original Wraith are not bound by the item's constraints and will unerringly seek out the item's owner and try to do him in.

6. The item is covered with labyrinthine etchings or filigrees that allow the casting of the Maze spell by the item's bearer. There is a 5% cumulative chance per use that the bearer himself will be drawn into the deepest precincts of the Maze, there to wander eternally or until the item is destroyed. Note that the destruction of the item will release not only the most recent owner but possibly those bearers trapped previously, some of whom may be quite powerful and all of whom will likely be mad as hatters.

Determination of Magic and Maps

The following tables may be used for initial determination of type of enchanted item or treasure map.

Magic or Map? (d100)

01-90 Magic

91-00 Map

Enchanted Item Type (d100)

01-10 Swords

11-25 Armor

26-40 Miscellaneous Weapons

41-60 Potions

61-75 Scrolls

76-80 Rings

81-85 Wands and Staffs

85-00 Miscellaneous Magic

Enchanted Items and Wearer Size

Wearable items such as magic armor, rings, helms, boots, and so on are sized for their last wearer when they are found, but will grow or shrink as necessary to fit their new owner unless otherwise noted.

Enchanted Weapons and Damage

All enchanted weapons, including magic swords, apply their full "plusses" to the damage die as well as to rolls to hit.

Spell Scrolls

Each Spell Scroll has one or more spells of the 2nd to 7th level of power inscribed thereon (roll 1d6+1 for each spell to determine level). These may initially be deciphered and their contents determined only by use of the Read Magic spell. Thereafter, once per day, the Warlock or other Magic-User may cast any one spell from the scroll by casting Read Magic; the spell takes effect upon successful completion of the Read Magic spell. The user may thereby cast spells of a greater power level than he may normally cast.

The Spell Scroll is not exhausted by such use.

It is not uncommon for Spell Scrolls to be inscribed with uncommon or unique spells that do not appear on the common spell list.

Spells may not be "transcribed" from a Spell Scroll.

Adder Stone

This hardened accretion of the saliva of a nest of adders protects its bearer from blindness. This effect does not confer any sensory powers not already possessed, e.g., the ability to see in the dark.

Bat's Blood

This tincture, when dribbled in the eyes, grants the user the ability to see in utter darkness for 6 turns.

Bezoar

This stone magically drawn from the craw of a toad is sovereign against poison. If its bearer would fail a save vs. Poison, he succeeds instead, after which the Bezoar blackens, cracks, and becomes useless.

Black Penny

This charm renders its bearer immune to madness and infirmities of the mind, including the Feeblemind spell.

The Carbuncle Crown

King Flim IV, ruler of Castle Blitzendrang and first among the loosely confederated peers of Dwarf-Land, wears the ancient Carbuncle Crown as part of his regalia. The Crown is of great antiquity and not so opulent as jewelry crafted today, being forged of dull red copper and encrusted with cunningly faceted crimson garnets.

It is known that the Carbuncle Crown is enchanted, for it magically fits the brow of the sovereign who sits the throne. What is not known by any currently living is that the Crown, crafted when the Dwarves were more fey and fickle, is in fact a Helm of Chaos (Law). Thus is explained the frequent historical instances of capricious Princes becoming reliable administrators and generals in the years following their coronation, and the increasingly erratic behavior and growing power-madness evinced by the formerly phlegmatic Flim IV.

(Ironically, it may be that if the treacherous Black Prince Xerxy were to achieve his goal, he would eventually become the finest King that Dwarf-Land has known.)

Elder Staff

A walking stick of elder wood cut on All Soul's Day, hollowed out to contain seven leaves of vervain, a powdered wolf's eye, the tongue and heart of a dog, three green lizards, and

three swallow's hearts, will never break no matter how much weight is put on it.

Four-Leaf Clover

A properly enchanted four-leaf clover may be invoked as a Dispel Magic of the 5th level affecting only spells and effects of fairy creatures (including Dwarves, Gnomes, and Elves). This invocation consumes the clover.

Frog Bone

A flawless bullfrog is buried alive in a fire ant hill. One month later, the remains of this batrachian paragon are disinterred, and the leftover corpus is immersed in a stream beneath the full moon. As the last vestiges of the fleshly carcass are washed away, a single bone will detach itself and begin to float upstream, shrieking and babbling. This bone must be taken to a working stable for the next three nights in a row; authorities disagree, but the enchanter may have to do solitary battle or otherwise contend with a Demon or Ghost on the last night. These steps completed, the Frog Bone thereafter conveys the unflagging power to command horses and swine, and is sovereign against warts. Because some hold frogs to be the reincarnated souls of those who died young, the crafting of a Frog Bone is undertaken with solemnity and in secret by all but the most open malefactors.

Mandrake Mannikin

A mandrake root is harvested, using the usual precautions, from where it sprouts from the fallen semen of an innocent hanged at the gallows by unjust process of law. The mandrake must be lovingly cultivated and nurtured with the innocent's blood. Upon maturity, the mandrake is adorned with poisonous yew berries for eyes, at which point it is imbued with intelligence and the faculty of speech. The Mandrake Mannikin can foretell the future, sniff out gold, and open any lock, though it will perform each service only once. What happens after that is a matter of conjecture.

Mirror of Blatzendring

This enchanted mirror shows no reflection of living beings, instead serving as a portal to Castle Blatzendring and Fward-town, the Shadow counterparts of Blitzendrang and Dwarf-Town. These Shadow places are in most respects evil mirror images of the true castle and town, inhabited by dark shades of their residents. None in living memory have ventured there and returned, and the mirror itself is thought lost.

Potion of Cowslip

As Locate Object, but will locate gold only.

Potion of Primrose

As Detect Invisible.

Wand of Ameliatory Ash

This item is prized by Clerics of Krampus and is usable only by them. Once per day, it may be invoked to cast a Cure Light Wounds or Neutralize Poison, each of which effects expends 1 charge.

Wand of Baleful Birch

This evil item must touch its intended victim to deliver its magic. The wielder must make a successful melee attack, then roll 1d100 to determine where the wand touched its target (01-50 = head, 51-00 = heart). If the wand touches the head, the victim must save vs. Wands, with failure indicating madness. If the wand touches the heart, the victim must save vs. Wands, with failure indicating death.

If the wand's wielder dies while in possession of the wand, or if he expends its last charge, a Demon will appear to snatch him away to Hell.

Wand of Warding

This slender, hollow glass wand is filled with small seeds. If shattered in the presence

of Demons or the Undead, each such creature must save vs. Spells or spend the next 2d6 turns engrossed in counting the scattered seeds. Attacks or magic directed at such creatures dispels the effect.

THE UNDERWORLD & WILDERNESS ADVENTURES

Dungeons

The many dungeons of Dwarf-Land are ancient, delved in a time beyond the memory of any extant line of Dwarf or Man. The builders were of unknown stock, though roughly human type, and were skilled in engineering and dweomercraft. The tunnels and vaults now seethe with malevolent Men, giggling Goblins, and misshapen monsters of every horrid stripe.

In developing the Underworld and Wilderness portions of the milieu, the Referee should keep in mind that Dwarf and Gnome player characters will not normally attain character levels beyond the 6th.

Fairy Rings

Throughout Dwarf-Land are magical Fairy Rings, mushroom circles of variable size, effect, and permanence. Dwarves and Gnomes consider them unpredictable and dangerous, as they often alter the flow of time or send those who step within them to distant lands, or seemingly have no effect only for a dreadful Curse to later become evident.

The Referee may use a nearby Fairy Ring as a mechanism for "importing" characters from other campaigns to his own. At the Referee's discretion, foreign characters may gain the ability to speak Gnomic while in Dwarf-Land in order to facilitate communication; at the very least, knowledge of the appropriate alignment language will be magically imparted.

Similar phenomena include certain Hollow Hills, Shimmering Waterfalls, and the like.

HINTERLANDS OF HIGH DUDGEON

Note: Castle, lair, and dungeon entries list only enchanted items as treasure. Mundane coinage, gems, and jewelry may be generated and assigned by using the appropriate Treasure Types table in Monsters & Treasure or at the Referee's discretion.

Settlements

Except in special instances such as haunted castles, the arable land around each population center such as a castle or town is likely to be surrounded by smaller settlements and farms and to be patrolled by appropriate troops from the population center. Assume, unless circumstances suggest otherwise, that hexes contiguous with the population center are "civilized" and that one may encounter any number of villages, hamlets, thorps, farms, inns, and the like therein.

Castles

The population figures listed below indicate the castle garrison of combat-ready adult soldier-types. Under normal circumstances, each castle will also have attendant civilians, staff, courtiers, and other non-combatants. Unless otherwise noted, leader-types are of the same racial stock as the castle's main inhabitants.

CASTLE BLITZENDRANG. 1,500 Dwarves, leaders are King Flim IV (Myrmidon), 4 Myrmidons, 9 Swashbucklers, 10 Heroes, 13 Swordsmen. 500 Gnomes, leaders are 2 Magicians, 3 Thaumaturgists, 3 Theurgists, 4 Conjurers.

CASTLE DARKDURDLE. 262 Dwarves, leaders are Crown Prince Fodkin (Swashbuckler), 2 Heroes, 4 Swordsmen. Ring of Protection 5' Radius, 10 Magic Arrows, Scarab of Protection from EHPs, Shield +1.

CASTLE KROOG. "Dungeons of the Black Prince". 232 Evil Dwarves, leaders are Black Prince Xerxy (Myrmidon), 4 Swordsmen. Scroll of Protection from Elementals, Potion of Diminution, Platemail +1, Cursed Scroll of the Pustulent Flux (disease, fatal in 3 turns unless healed).

CASTLE PHUME. "The Fortress of Feculent Fear". Vladovarius the Ghoul King (Evil Lich Wizard, 16th level), Ross and Al the Greater Ghouls, 29 Ghouls. Scroll of Othivin (Pyrotechnics, Lightning Bolt, Hold Person, Confusion, Wall of Ice, Fear, Wall of Stone), Bowl Commanding Water Elementals, Staff of Power.

CASTLE BLIX. 134 Neutral Bandits, leaders are 1 Lord, 2 Myrmidons, 4 Heroes, 1 Neutral Wizard (11th level) with 3 Basilisks.

MALIFER CASTLE. 234 Dwarves, leaders are 1 Myrmidon, 2 Swashbucklers, 2 Heroes.

CHMORP CASTLE. 195 Gnomes, leaders are 2 Magicians, 1 Theurgist, 1 Conjuror.

CASTLE DRASMETH. 171 Elves, leaders are 1 Hero-Warlock, 2 Warrior-Thaumaturgists, 1 Warrior-Conjuror. 10 Magic Arrows, Drums of Panic 24" Range, Ring of Invisibility.

THE FEARFUL FANE OF VROONOPS. 163 Brigands, leaders are 1 Evil Lord, 2 Myrmidons, 1 Swashbuckler, 5 Heroes, 1 EHP (11th level) with 11 Martian White Apes. The sinister Cult of the Weird God is the major cult of the Empire of the Men of Zoob. The God is portrayed as a giant anteater with the ears of a jackass and the legs of a cassowary. The Cult is known to traffic in poison and slaves. The wavy-bladed daggers of its Assassins are much feared, as are the Gated Martian White Apes serving the rival EHPs of the Tenebrous Tabernacle and the Fearful Fane, which is currently ascendant.

THE TITAN'S TUMULUS, TEMPLE OF TERMAGANT THE TERRIBLE. 157 Whirling Dervishes, leaders are Patriarch (11th level), 6 Heroes.

CASTLE UNDRAC. 181 Brigands, leaders are 1 Myrmidon, 2 Swashbucklers, 6 Heroes, Helleboros the Harrower (Necromancer) with 7 Werewolves. Vithalmord (Lawful Sword +1, +3 vs. Dragons, Intelligence 7, Egoism 4, Empathy, detects magic), Boots of Traveling and Leaping, Ring of Weakness.

CASTLE RURSLIV. 207 Dwarves, leaders are 1 Myrmidon, 4 Heroes.

GLUDIF CASTLE. 150 Elves, leaders are 1 Hero-Warlock, 1 Warrior-Thaumaturgist, 1 Swordsman-Conjuror, 1 Hero-Seer.

CASTLE ORLOCK, 196 Dwarves, leaders are 4 Swordsmen.

CORMORANT CASTLE. 248 Dwarves, leaders are 2 Myrmidons, 1 Hero, 3 Swordsmen. Wand of Cold, Spear +1, Treasure Map.

THE TENEBROUS TABERNACLE OF VROONOPS. 136 Brigands. EHP (10th level), 6 Martian White Apes. Rivals of the "Fearful Fane".

CASTLE SAWBLEED, 213 Dwarves, leaders are 1 Myrmidon, 2 Swashbucklers, 2 Heroes.

HEXID CASTLE. 153 Elves, leaders are 1 Hero-Warlock, 1 Swordsman-Thaumaturgist, 1 Warrior-Thaumaturgist, 1 Veteran-Seer. Leather Armor and Shield +2, Scroll of Yonslur (Wizard Lock, ESP, Fly), Potion of Plant Control.

CASTLE PLUGH. 197 Dwarves, leaders are 1 Myrmidon, 3 Heroes.

CASTLE XYZZY. 205 Dwarves, leaders are 4 Heroes, 1 Swordsman.

PAK'S PERFIDIOUS PAGODA. 158 Chinese Brigands, leaders are Warlord Pak (Evil Lord, 9th level), 2 Champions, 2 Myrmidons, 5 Heroes, 1 Hopping Vampire.

CASTLE DEATHCAP. 195 Evil Gnomes, leaders are 1 Magician, 2 Theurgists, 1 Seer, Cacogenia the Gorgon Sorceress with 1 Basilisk. Wand of Fear, Potion of Giant Control, Potion of Treasure Finding, Potion of Invisibility, Scroll of Yucinth (Protection from Normal Missiles).

NUCKELAVEE CASTLE. 208 Gnomes, leaders are 1 Magician, 2 Theurgists, 2 Conjurers.

THE PEERLESS PAGODA. "Lawful Dungeon" - Chinese Gold Dragon, 2 Chinese Guardian Lion Statues. Neutral Flaming Sword, Censer Controlling Air Elementals, Mirror of Life Trapping, Potion of Invulnerability, Potion of Healing, Scroll of Protection from Elementals.

Modular Dungeons

To ensure variety in the campaign experience, the author has included, on his own wilderness map, several modular dungeons published by TSR. Each of these dungeons requires some amount of alteration to fit the Dwarf-Land milieu. The following modular dungeon game aids are particularly suitable to adapt for use in Dwarf-Land:

B1 In Search of the Unknown
C2 Ghost Tower of Inverness
S1 Tomb of Horrors
S2 White Plume Mountain

Bathing in Blood

A thorough, leisurely soak in innocent blood adds a one-time permanent +1 bonus to the bather's Charisma. It goes without saying that this carries grave consequences for one's soul, and is likely to somehow mark the beneficiary in the earthly realm as well.

The Calendar

The Dwarves use a calendar much like our own, complete with such artifacts as All Soul's Day, Halloween, and Walpurgis Night, despite the fact that Christom is thoroughly unknown in pagan Dwarf-Land. The origins of the holidays are adjudged mysteries by Dwarvish Bishops and other literati.

Granny Grimtits

This legendary crone has lived in a decrepit, doorless windmill outside Dwarf-Town for as long as anyone can remember, and her name is invoked in bogeyman fashion to frighten children and the sensitive. She is by far the most powerful Witch in the realm's history; some believe she came from some distant place where she took a different form. She has been known to convey secret lore and grant boons to supplicants, but rarely without a price.

Granny is a tiny, wizened, hunchbacked old hag of indeterminate racial stock and exaggeratedly Witchish visage - long warty nose, lank gray hair, great pointed ears, and wide-brimmed conical hat. Her teeth are filed to points and her nails are claws of filthy iron; her pendulous dugs hang nearly to the ground. She possesses many enchanted items, including a great iron skillet in which she flies, cackling, on portentous nights.

Granny is personally very powerful, and in addition can call on the services of various otherworldly monsters and restless dead, though she is loath to do so - such entities, like Granny, always claim their due. Granny herself will not lie or break her word, but she is cryptic, manipulative, and obfuscatory, often omitting crucial information unless directly questioned. This, along with her shifting moods, makes any bargain with her a perilous proposition. However, neither Granny nor her servants can directly harm the truly pure of heart in any way. (NOTE: Lawful characters do not typically count as "truly pure of heart". A Paladin, were such an individual to ever come to Dwarf-Land, might.)

Granny is evil but is not necessarily hostile; in fact, she has provided counsel and boons to several Kings of Dwarf-Land. For this reason, as well as no small amount of trepidation at the idea of trying to drive her away or slay her, the monarchs have always tolerated her presence and treated her with due respect.

The potential span of Granny's life is unknown but surely great beyond mortal reckoning. However, she ages one year each time she grants a boon and is not immune to the discomforts and indignities of old age. She therefore drives a hard bargain. Gold and other mundane treasures are valueless to her; she seeks other sorts of recompense for her own inscrutable ends.

Granny may be approached and asked for a boon as detailed below. If her reaction indicates that she is inclined to grant the boon, she will do so if it is within her power. If she is so inclined but the boon is beyond her power, she will say so.

Granny's windmill is surrounded by a high wrought-iron fence, each spike of which is surmounted by a skull. The fence has no gate; the bars will stretch apart, creaking, to admit one character at a time only. On the lawn beyond the fence are 6 Hell Hounds which balefully watch but will not disturb lone supplicants unless Granny so orders. Climbing or flying over the fence, provoking the Hell Hounds, attempting to enter while Invisible, or otherwise violating the sanctity of the perimeter will ensure attack by the Hell Hounds and possibly their mistress.

When a character passes through the fence, he must call to Granny or invite attack. Roll 2d6 on Granny's Reaction Table to determine her attitude. She is susceptible to flattery and the charms of a pretty face, so Charisma modifies the roll. Her mood on any given visit is completely unaffected by her moods on any previous visit.

Granny's Reaction Table

- 2 Today, one spike on the fence is missing a skull. Granny will remedy this dearth as quickly as possible.
- 3-5 Your approach disturbs Granny while she is watching her stories. She is not happy. She will demand her price but grant no boon; unless it is immediately obvious, she will not even deign to tell you the price she exacts.
- 6-8 Granny is torpid. Continued attempts to wake her will provoke the Hell Hounds. The windmill remains closed.
- 9-11 Granny is feeling generous. Your boon is granted if it is within her power, if you are willing to pay her price, the general consequences of which she will disclose.
- 12 Granny is taken with you. Your boon is granted freely and without price, but she will be paying attention to you for a short time thereafter. (This may be the worst result of all.)

Note that Granny will grant no more than one boon to a person in his life. If a supplicant has previously been granted a boon, only the negative results of the above table will be applicable on subsequent visits.

The price Granny demands may be determined by the Referee based on the circumstances of the request, or may be diced on the following table.

Granny's Price

1. You are bereft of your shadow, which is bound to Granny's household as a menial servant. Thereafter, Granny can see through your eyes and cast spells at you through your shadow. Your sleep is plagued by awful dreams; animals and children shun you. She may eventually tire of the shadow's presence and give it to one of your enemies.
2. The person you love the most is brought to horrible ruin by illness, violence, destitution, or dishonor and knows that you chose to make it so.

3. The person you love the most now finds you contemptible, mocking you to your face and behind your back. All affection once felt for you is transferred to one of your enemies, rivals, or comrades.
4. You must find two people in true love and contrive to poison their love for one another.
5. You can never die. Trauma that would otherwise prove fatal instead leaves you trapped in your mortal remains, unable to function or communicate but otherwise conscious, even as the years grind your flesh and bones to dust. Great age leaves you similarly trapped in an increasingly decrepit and eventually useless frame.
6. You must lie with Granny, who even now is applying a thick rind of ghastly pink-red lipstick and spraying herself with cloying perfume from a gallon-sized atomizer. (This may be the worst result of all.)

The interior of the windmill is cobwebbed and dusty, and the cramped living room is lined with shelves creaking with the weight of grimoires and curios. A dozen or so (completely mundane) housecats yowl, screech, and show their buttocks to visitors. The couch and loveseat are musty, encrusted with fur, and scarred with cigarette burns; the tea service is chipped and lipstick-stained. On the low coffee table, a dish of clumped hard candy squats malevolently on a lace doily. Myriad archways hint at a multitude of chambers and corridors far outstripping the apparent dimensions of the windmill's exterior. Unless the Referee anticipates characters somehow roaming freely throughout the windmill, there is no need to detail the entirety of the complex.

Granny is extremely powerful, cunning, and well-informed, with genius-level Intelligence and Wisdom and an array of enchanted items and monstrous servants. Battling her is all but suicidal for characters within the level limits of a normal Dwarf-Land campaign, even allowing for the occasional Wish or other means of attaining additional levels. However, she is not invincible, omnipotent, or omniscient, nor is she a divine being. Despite her fearsome reputation and the body of rumors and legends surrounding her, she is in the main simply a very powerful Witch with certain additional powers and requirements. She should not be considered an all-powerful force, although your campaign's players may think of her so.

(AC 2, MV 3"/18" in Flying Skillet, HD 9+2 [56 hp], attacks with 2 claws for 2d6 each. Spells and abilities as 16th level Witch. May only be damaged by enchanted, silver, or Blessed weapons, by holy water, or by magic; regenerates all but silver, holy water, or Blessed damage at 3 hp per round. Staff of Wizardry, multiple other magic items and servants as determined by Referee.)

The Graveyard

The sprawling Graveyard of Dwarf-Town is ringed with dark, scraggly-needled yew trees which seem to grasp and shift in the corner of one's vision. The largest of these, a gnarled and toxic-looking specimen, houses Awnetiv, a gorgeous but morbid Hamadryad who will do her best to see the life throttled out of grave robbers and desecrators. Centuries of rooting in the corpse-ridden soil has made the Hamadryad more fey and malevolent than usual, and the sextons whisper that she has been seen messily eating squirrels and birds. (As Dryad, but touch causes Save vs. Poison, and can Animate yew trees as Ent.)

The Snow Queen

In the early years of his reign, King Flim IV scandalized court and commons by taking to wed an Elf-bride, the Princess Aurtne. Advisors solemnly predicted dire consequences, including but not limited to an infestation of the castle by gaggles of sniggering, befrilled, knife-wielding Elvish dandies. This did not come to pass, however, as Aurtne quietly took up residence and collegially accepted the services of Dwarvish retainers in lieu of attendance by her countrymen. In short order, her ethereal beauty and demure manner won over all but the staunchest partisans against Elfdom until there was scarcely a blade in Blitzendräng that would not have drawn blood on her behalf.

By all accounts the King and his new Queen enjoyed a happy and unusually fruitful union, producing robust young Princes and Princesses, each with but a hint of the Elvish line. The castle was filled with the gusty squalls and melodious laughter of children, and the mercurial Flim settled into some measure of serenity.

So it was that one winter midnight, when Queen Aurtne died in childbirth putting forth the youngest Prince, Xerxy (now styled "the Black"), Flim set off into the snow in a towering storm of rage and grief. Finding no succor in the Dwarf Gods or the Mabs, he sought out the eternal crone Granny Grimtits in her decrepit windmill.

The ancient Witch rebuffed the King's request and laughed at his offers of endless riches or, in the alternative, dire royal vengeance, for even she held no true power against the Reaper. Her cackles took a lower, more ominous timbre, however, as she set forth an alternative. The King, mindless of consequences, bade her cease her incessant prattle and make it be so.

The old Witch hobbled to her ramshackle shelves and drew down a tattered scroll. Dust and bats blew forth as she unfurled it. Glancing at it briefly, she nodded and said it could be made so. Flim, through his tears, missed the malicious twinkle in her furtive sideways glance.

The King himself gathered piles of pristine snow, heedless of the incipient frostbite that later cost him his left ring finger. Horrid guttural syllables were spoken, and the King, now shaken even in his misery, returned to the castle dragging a sledge. Granny watched him go with a whispered aside to an unseen watcher.

It was soon announced that although the childbirth had been difficult, the Queen had merely fallen into a fugue and - against all odds and the diagnoses of the Doctors Royal - pulled through, although she could as yet do little more than take the wide-eyed new Prince to her breast. Certain trusted retainers were assigned a grim task and sworn to the utmost secrecy with the direst of oaths. The Bishops and the more sensitive Mabs, of course, knew that something was afoot but were quietly told in no uncertain terms to leave the matter alone on pain of death.

The Queen emerged from her bedchamber in short order, having effected a miraculously quick recovery, albeit with a (perhaps understandable) new distance and awkwardness to her demeanor. This thankfully passed, although she thenceforth took little company, even from her handmaids, shunning her former confidants to spend hours roaming the castle grounds and battlements with little Xerxy.

In the years since, the esteem of the populace for their lovely, alien Queen has only grown, although the Black Prince's self-imposed exile to Castle Kroog has made her melancholy, and she spends more time on the battlements than in court. Only a handful of folk have noted the passing odd smile at the mention of tragedy; none are privy to her velvet-lined music box lined with skewered slugs and houseflies, and even if they were, none would dare the wrath of her devoted King.

She has, after all, been through a lot.

[Notes: Granny Grimtits used a Spell Scroll to cast the spells necessary to create a Simulacrum from snow, which replaced the dead Queen. As the "original" was dead, the Simulacrum quickly reached its 90% duplication potential. The leftover 10% is very bad. As, it turns out, is Prince Xerxy.

The true Queen's body was consigned to an unmarked grave which Flim visits with increasing regularity.]

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