



LEOMOND'S TINY AD&D

by Lenard Lakofka

For NPCs only: the death master

A magic-using "monster" to play *against*, not *as*

INTRODUCTION/SERMON

On the theme of the AD&D™ game

As corny as it may sound, I believe the theme of the ADVANCED DUNGEONS & DRAGONS® game system is the struggle between good and evil. It is a commitment to team action over individual play. Too often, an AD&D adventure or campaign is played as a "me first" game. This is quickly seen when the party tries to divide treasure, or the thief says that he is "role playing" when he keeps the biggest gem for himself.

A well-played AD&D campaign, in which the party becomes stronger as time goes on, in which material is divided by

judging who in the party can use it best, in which action and decision is shared by the group and not performed by the "caller," is unfortunately not seen too often. Alas, this is an opportunity missed.

The AD&D game should not have assassin player characters. In fact, no player character should be evil at all unless adverse magic affects him. Yet, many players will have their characters turn "evil" at the first opportunity, with greed being the biggest single cause of this change. In a situation I experienced, the paladin in a group tried to talk the ranger into knifing the magic-user in the back because the magic-user wanted the

recently found (and yet to be identified) wand. Players will change their characters' alignments at the drop of a hat, and often without enough of a penalty inflicted by the Dungeon Master.

However, I do not want to belabor the point. As a way of putting evil in its proper place, here is presented an evil character that makes an assassin look like the boy next door. The death master is meant as a non-player character — one the player characters and their party have to defeat. *Please* use the character that way only. If I ever run into a player-character death master at a convention, I may turn evil myself. . . .

The death master is a sub-class of magic-user. He will be ultimately chaotic evil, although his early alignment might even be lawful good. The death master will change alignment, moving one step closer to chaotic evil (if he isn't there already) upon the gaining of every two levels of experience. Goodness is lost first, and then lawfulness. Thus, a death master who starts out as lawful good will turn lawful neutral upon attaining 3rd level, true neutral at 5th level, neutral evil at 7th level, and chaotic evil at 9th level. In any event, a death master will be chaotic evil by the time he reaches 9th level, and in most cases the switch will not take that long. In this downward spiral, no magic — even a *wish* or a *helm of opposite alignment* — can move the death master's alignment in the direction away from chaotic evil.

The ability score requirements for this non-player character are as follows: strength of at least 9, intelligence at least 15, wisdom always less than 13, dexterity at least 12, constitution of 14 or better, and charisma always below 8.

A death master can be a human, dwarf, or half-orc, and members of any of those races can advance to 13th level. No death master can ever be multi-classed or double-classed. The death master has some of the abilities of an alchemist, since many of his magics involve the preparation of potions, salves, fluids, creams, and other sorts of mixtures.

Death masters can learn and use only

THE DEATH MASTER

(This chart is for reference only; the death master can never be anything but a non-player character.)

Experience points	Level	4-sided dice for accumulated hit		Level title
		points	hit	
0—1,333	1	1+1		Grave Robber
1,334—2,666	2	2+2		Tomb Hunter
2,667—5,333	3	3+3		Necropolite
5,334—13,333	4	4+4		Skeleton Master
13,334—26,667	5	5+5		Zombie Master
26,667—53,333	6	6+6		Ghoul Master
53,334—113,333	7	7+7		Ghast Master
113,334—233,333	8	8+8		Shadow Master
233,334—466,667	9	9+9		Necromancer
466,668—933,333	10	10+10		Mummy Master
933,334—1,877,777	11	11+11		Ghost Master
1,877,778—3,333,333	12	12+12		Lich Master
3,333,334+	13	13+13		Death Master

the knife, dagger, sickle, scythe, and/or scimitar — even to save their lives they will not pick up another weapon. Death masters can use magical weapons of the eligible types, with the exception of a *flame tongue* scimitar, which is prohibited. If a death master picks up an aligned weapon that he cannot use, he will take double ego damage unless the weapon's alignment is more evil and/or chaotic than the death master's current alignment. In the latter case, the death master will instantly convert to the new alignment. For example, if a neutral 3rd level death master picked up an evil neutral scimitar, he would take no damage but

would become evil neutral at once. If, on the other hand, the scimitar were lawful good, he or she would take double ego damage.

Notes on new weapon types: The sickle weighs approximately 15 gp, length 15-18 inches, space required 2 feet, speed factor 3, damage vs. S or M opponents 3-6, vs. L opponents 1-3, vs. armor as a short sword would be rated. The scythe weighs approximately 140 gp, length about 5 feet, space required 5 feet, speed factor 8, damage vs. S or M opponents 2-9, vs. L opponents 1-6, vs. armor as a bardiche.

Death masters shun armor of all types but may use rings, cloaks and jewelry of

protection, including *bracers of defense*.

Death masters may employ all potions, except for those that control living things, those that can only be used by fighters, those that are made for scrying, and those that heal. They cannot use scrolls, except for those penned in the *Language of Death* or those that control or protect from the undead. Such scrolls bypass the need, if any, for salves, creams, fluids, etc., that would otherwise produce the same effect.

Rings usable by death masters are: *feather fall*, *fire resistance*, *free action*, *invisibility*, *protection*, *regeneration* (see below), *spell turning*, *warmth* and *X-ray vision*. All other rings will not function on them unless they somehow affect the undead. A *ring of regeneration*, when placed on a death master of 9th level or higher, will instantly become invisible. Further, it will become non-corporeal when functioning one round after the death master dies. Cutting off the death master's head, or the hand bearing the ring, will stop the regeneration process.

Death masters may use a *staff of withering* and *wands of fear*, *magic detection*, *negation* and *paralyzation*. A few miscellaneous magic items can be used, including: *alchemy jug*, *amulet of life protection*, *amulet of the planes* (usable by them only to go to the lower planes of Pandemonium, the Abyss and Tarterus plus the Negative Material plane), *beaker*

of plentiful potions, brooch of shielding, cloak of protection, cube of force, cubic gate, dust of all types, helm of comprehending languages, Keoghtom's ointment, Nolzur's marvelous pigments, all phylacteries, all scarabs, and a sphere of annihilation. Additionally, they may use some items specific to their profession. These items are detailed later in this article.

The death master begins to learn specific alchemist-like skills at 3rd level and certain specific spells at 4th level. His teacher is always another death master. The death master must start up his own laboratory for a cost of 400 gp, and new equipment for the lab must be purchased at each level for an additional 400 gp. Costs for a specific raw material are separate from these laboratory costs. Most spell-like effects use special preparations that must be made in advance.

Special abilities

The death master has the following special powers and abilities, some of which are constant and some of which are gained/lost as he advances in levels:

1. First-level death masters obtain one experience point of experience for each grave they dig, and two experience points for every stolen body. This award does not apply beyond 1st level.

2. Second-level death masters obtain two experience points for every body laid

to rest. At other levels there is no experience award for this action.

3. Third-level death masters obtain three experience points for every properly embalmed body. This award is unique to this level only.

4. All death masters can identify a *potion of undead control* by tasting just a drop. Such a potion has double effect and double duration when imbibed by a death master.

5. An undead creature must fail a saving throw of 8 to successfully attack a death master. If the death master attacks the undead, of course, this "partial immunity" is overturned. Thus, undead may attack a group of characters and a death master will be allowed to walk away unharmed even if a lich or a vampire is the attacker or among them.

6. At fourth level and above, the death master can *speak with undead* at will. This does not create a compulsion to obey and cannot operate on mindless undead.

7. At seventh level the death master can *speak with dead* as a cleric of the same level without use of a spell. This power is usable once per day and only once on the same corpse.

8. The death master gains a cumulative 5% resistance to *sleep* and *charm* spells for each of his or her levels. If a saving throw is allowed, the death master is entitled to it if his magic resistance

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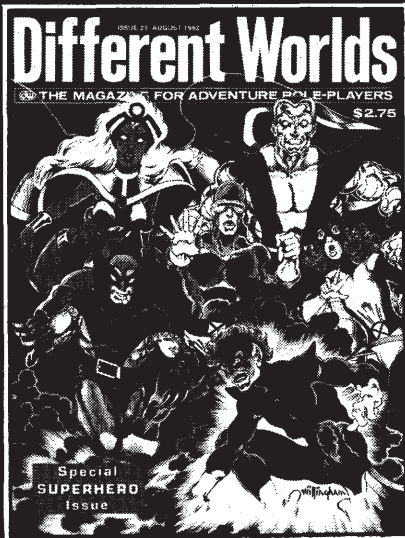
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does not overcome the sleep or charm power/spell.

9. At 9th level and above the death master is immune to *paralysis* and *hold* spells, including the touch of the undead.

10. At 11th level and above the death master is immune to level draining and strength draining by the undead, though normal damage from such an attack would still occur.

Death master spells

All spells of the death master must be learned just as a magic-user learns spells, but some spells given in the list that follows are the heart of his profession. These spells will be marked with +1, +2 or +3 to signify the effective bonus in intelligence points the death master gains when trying to learn that particular spell. Those

spells that require some manufactured material (a salve, potion, cream, fluid, paste, etc.) are marked with a “#” sign. Those that are new or have a different description from that found in the official rules are marked with an asterisk (“*”).

Spells usable by level

Exp. Level	1	2	3	4	5	6
4	1					
5	2					
6	2	1				
7	2	1	1			
8	2	2	1	1		
9	2	2	2	2		
10	3	3	3	2		
11	3	3	3	3	1	
12	4	4	3	3	2	
13	4	4	4	4	3	1

First level

1. Animate skeletons *(+3)#
2. Animate zombies *(+3)#
3. Cause light wounds * #
4. Comprehend languages
5. Detect magic
6. Feather fall
7. Identify (+1)
8. Plant death *(+2)#
9. Preserve
10. Protection from good
11. Read magic
12. Scare
13. Shield
14. Unseen servant
15. Wizard mark
16. Write #

Second level

1. Attract ghouls *
2. Darkness 15' r.
3. Detect good/evil
4. Death armor *(+2)
5. Find familiar * #
6. Invisibility
7. Knock
8. Magic mouth
9. Pyrotechnics
10. Ray of enfeeblement
11. Stinking cloud
12. Wizard lock

Third level

1. Dispel magic
2. Feign death (+2)
3. Monster summoning I *
4. Protection good/evil 10'r.
5. Ghost production *(+2)#
6. Ray of paralysis *(+1)
7. Tongues
8. Wall of ice

Fourth level

1. Charm undead *(+3)
2. Dig
3. Fear
4. Ice storm
5. Mummy production *(+1)#
6. Shadow summoning *(+1)
7. Wight production *(+2)
8. Wraith production *(+1)

Fifth level

1. Animate dead
2. Cloudkill
3. Cause serious wounds * #
4. Cone of cold
5. Finger of death
6. Ghost production *
7. Hold undead *(+2)
8. Teleport

Sixth level

1. Death spell
2. Energy drain
3. Harm/heal
4. Lichdom *(+1)#
5. Undead production *(+2)#
6. Vampire production *(+1)#

Notes:

All spells of a death master are defined, for the purpose of range, duration, and area of effect, as if the character were three levels lower than his actual level. Thus, a fourth-level death master casts spells as a first-level magic-user or cleric.

Unless otherwise noted, a death master spell takes 1 segment per spell level to cast, even if the normal spell text for a cleric or magic-user may be faster or slower.

Spell notes/descriptions:

First level

Animate skeletons is simply an *animate dead* spell that produces one skeleton for every level of the death master. The death master must prepare a special salve to rub on the bones to make the skeleton receptive. This takes one round per skeleton. The magic to animate them then takes only a segment to cast. The rubbed skeletons can be so animated anytime within 24 hours after their rubdown. The salve costs 10 gp per skeleton. Spell range is 30 feet plus 10 feet per effective level of the death master.

Animate zombies is simply an *animate*

dead spell that produces one zombie for every effective level of the death master. The corpse must be immersed in a bath of special salts for 1 full turn prior to spell casting. Such a bath can soak ten corpses for a cost of 200 gp. The corpses then so soaked can be animated in two segments at a range of 50 feet plus 10 feet per effective level of the death master.

Cause light wounds will inflict 2-8 hit points of damage if a successful touch is made on a victim's bare skin. The death master must use a paste rubbed on his hands to activate the magic. A word of command then makes his hands into weapons for three rounds or until a touch

has occurred. The cost of the paste is 75 gp for enough to make three applications. Smearing the paste, assuming it is available, takes only a segment.

Plant death requires a fine mist spray be applied to the plant(s) to be killed. A potion-sized bottle would cost 200 gp and could cover 2,000 square feet. Then, upon the utterance of a word of command, the plants within 100 feet of the death master will die. Trees are allowed a saving throw of 11. Living mobile plants (such as treants) are allowed that saving throw plus another as a monster of the appropriate number of hit dice. Once killed, the plants wither and rot rapidly, and no new plants will grow in the area for a year.

Second level

Attract ghoul is similar to a *find familiar* spell, using the same ingredients, but the ghoul that comes is not willing to serve unless it is fed regularly. "Loyalty" and obedience is gained at 1%/day of feeding and attention. A safe lair must always be provided.

Death armor is produced by pouring a cream on the body and rubbing it in. This rubbing takes two full rounds. Then, anytime within the next hour per effective level of the death master, the speaking of a command sentence will activate the armor coating. Anyone touching the death master with exposed flesh (perhaps to cast a spell or as a monk

with an open hand attack) must save vs. spell or take 2-12 hit points of damage. The armor is effective for 1 round per actual level of the death master. Multiple touches will still harm the attacker. Note: The spell is defensive only, and the death master gains nothing by trying to touch someone though he or she can position him or herself so that he or she must be touched to get by. Naturally, if a weapon hit occurs the death master takes normal damage with no damage to the attacker. *Death armor* will harm undead. Any damage from the monk's open hand attack or a claw/bite attack will still be scored, of course.

Find familiar uses the same ingredients as for a magic-user, but the cost is doubled. The death master uses the following table (roll d20) for *find familiar*: 1-4, black cat; 5-8, weasel; 9, imp; 10, ghastr; 11, mephrit; 12, ghoul; 13-20, no reply but try again in one month. If an imp, ghastr, ghoul, or mephrit appears it does not add any hit points to the death master. If it is eliminated, however, the death master will lose 2-7 hit points permanently.

Third level

Monster summoning I will attract nearby skeletons and zombies not already animated or controlled by the death master. From 2-7 will arrive even if they must abandon a place they were ordered to

guard. They will arrive via teleportation in 1-4 rounds and will fight till destroyed. If not destroyed they will teleport back when the spell duration of 5-20 rounds runs out.

Ghastr production requires a ghoul to be at hand. The death master may animate only one ghastr per spell. The body must be infused with a special liquid that costs 400 gp to produce. The process takes 1 hour to prepare the body and 1 turn to cast the spell. Such ghastrs cannot "procreate" themselves but are like ghastrs in every other way. Someone killed by one of these ghastrs has a minus 1% to the chance to be raised from the dead for each hour the figure is dead. Thus, after 70 hours a victim with a constitution of 13 would have only a 20% chance to be successfully raised. If raised, however, subsequent raises would be allowed at the figure's full constitution score. Note: Magics like *remove curse*, *limited wish*, etc. can remove the onus on such a corpse so that raising is normal.

Ray of paralysis takes only one segment to activate and is a chief attack/defense spell for a death master. The ray is pencil-thin and has a length of 60 feet plus 10 feet per level of the death master. When it is fired at a living figure, that figure is allowed a double saving throw. The first is vs. spell to see if the ray hits at all. If the saving throw is made, the ray misses but those in direct line behind or

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near the victim (especially those in nearby melee) might then be struck. If the ray does hit, the victim saves vs. paralysis at -2. If this throw fails, the victim is paralyzed for 3d12 rounds.

Fourth level

Charm undead will work only on those undead having intelligence of 9 or higher. The undead (only one target) must make a saving throw at -3 or obey the death master and perform some mission for him. The undead will not openly expose itself to destruction (a vampire would not go into open sunlight), and such an obvious order will instantly cancel the charm. Once a specific order is fulfilled the charm breaks, though some orders might take years to fulfill. An order is a simple sentence of 12 words or less that is adjudicated as being "reasonable" by the Dungeon Master.

Mummy production requires an embalming fluid that costs 1,400 gp. The body must be wrapped and prepared, which will require six full hours. The spell then takes but 4 segments to complete by a simple command word issued within 24 hours of the embalming. One mummy is thus produced. It will obey the death master and do his bidding, but is allowed a saving throw of 17 (attempted daily) to become independent of the death master's control.

Shadow summoning will produce 2-7 shadows which will arrive in 1-8 rounds. The summoning takes 4 segments of casting time. They will stay and obey the death master for 1-20 rounds.

Wight production requires a corpse and a bone from a wight. If a *cubic gate* or *amulet of the planes* (or a similar device) is available, the wight bone is not required, since the death master can then actually touch the Negative Material Plane to gain the necessary power. For every wight so produced, the death master will lose one hit point permanently unless he saves vs. death magic. The wight so produced will always have maximum hit points, and it can "procreate" itself and command those wights to its service. Note that only the common wight produced by the spell is "friendly" to the death master. Lesser wights will attack the death master if they fail the aforementioned saving throw (recall that an undead will not attack a death master unless it fails a saving throw of 8).

One in five wights produced by this spell is atypical. It cannot drain energy levels. Instead, it drains hit points permanently with its touch. This type of wight will cause the living victim to fight at -1 per touch for 1 full hour after each touch. For example, consider a victim of 4th level with 30 hit points. On the first touch, the victim takes 5 points of damage. His new hit-point total is 25, and he will fight as 3rd level for 1 hour. If a second touch occurs (for, say, 2 points of damage), his permanent hit-point total

will be 23 and he will fight as 2nd level for 1 hour, then 3rd level the next hour, and then is back to being 4th level. The lost hit points can be gained back by *restoration* at the rate of 3-12 points per application of the spell, but if the victim gains a level (or levels) of experience prior to such *restoration*, then the hit points are forever lost, even if the power of a *wish* is used. A *limited wish* will restore 2-12 hit points and a full *wish* 3-18 hit points if the casting is done before the victim gains a level. No other magic will restore lost hit points. This sort of atypical wight can "procreate" to produce lesser undead with the same power.

Wraith production is identical to *wight production* in all respects. An atypical wraith is produced one time in seven as above.

Fifth level

Cause serious wounds requires that a liquid be produced from boiling the remains of a ghoulish or ghastr for 24 hours. The remaining liquid is enough to fill 1 small vial (like those used to carry holy/unholy water) per effective level of the death master. The infusion's added components cost 2,000 gp. The vial is then thrown (see section of DMG on grenade-like missiles) like a vial of holy water. A direct hit will inflict 5-19 (2d8 +3) hit points of damage, with a splash hit doing 2-5 (d4 +1) points of damage. The vials of liquid will remain viable for 1 full day per level of the death master, plus a variable of 1-20 days. Exposing the liquid to testing (putting it in contact with the air) destroys it at once. The vial will not radiate evil.

Ghost production is unlike other death master spells in that the death master will have no control over the ghost once it fully forms 48 hours after the spell is cast. The ghost so produced will not know how it was created and will be fully free-willed. It would attack the death master if it met him again (if it failed the saving throw of 8 allowed to the death master). The victim must have had an intelligence of 14 or more and have been at least 9th level (in any class) prior to death. Hit points for such a ghost are maximum.

Hold undead literally stops a target undead in its tracks. It is allowed a saving throw vs. spell. The undead cannot be harmed while in this state, nor can it be bypassed; attempting to do either of these things will release it instantly. However, the death master and others in the party are safe to flee via another route. The *hold undead* spell takes 2 segments, to cast. The duration of the spell when used against a particular type of undead is expressed in minutes and determined by dividing 120 by the undead's hit dice. (Eliminate any bonus hit points; 3+2 HD would be read as 3. All fractions are dropped.) Thus, a ghoulish of 2 HD is held in place for 60 minutes, while a vampire of 8 HD can be held for 15 minutes. This

formula applies to the undead from the FIEND FOLIO™ Tome as well.

Sixth level

Harm or *heal* is identical to the 6th level cleric spell, except that casting time is only 6 segments.

Lichdom can be cast on a willing high priest or magic-user of at least 18th level, or a death master of 13th level. The death master must make a potion for the spell caster to consume. Its cost will be 6,000 gp. The spell caster is allowed his normal unadjusted saving throw vs. death magic. If the victim makes the saving throw, he becomes a lich in 24 hours. If he fails the saving throw, then he is merely dead. The spell caster can be raised in the usual manner and the process tried again. However, the spell caster will have lost a level of experience and may have to requalify to become a lich. The death master can cast this spell on himself.

Undead production is designed to produce the vast number of evil (but not neutral) undead listed in the FIEND FOLIO Tome. This spectrum is very diversified. Only one undead, regardless of hit dice, can be so manufactured. That undead cannot procreate itself but will conform to the statistics and abilities given in the FIEND FOLIO book in all other ways. Its hit points will always be maximum. The undead, to rise up from being a corpse, must make its "in-life" saving throw vs. poison or the spell will fail.

Vampire production will also produce a spectre if the death master so chooses. The corpse must have been killed by a vampire or spectre, but in a way that would not allow the corpse to rise as one of those undead (i.e., killed from damage, not from levels being drained). The corpse is allowed a saving throw vs. spell, and if it fails it becomes a vampire or spectre. The undead so produced is answerable to the death master for one year, but thereafter is free-willed, bearing no animosity toward the death master. The potions required cost 6,000 gp for a vampire and 4,500 gp for a spectre. This undead will have maximum hit points but cannot procreate until it is free-willed.

Special magic items

Below are listed and described magic weapons and items that are usable to their full potency only by a death master.

Withering Scythe: This weapon is +2 to hit and does normal damage with no bonus. However, the victim must save vs. poison or also suffer the loss of 1 hit point per round thereafter from a slow but powerful poison effect. The only antidotes for this poison are *cure disease* cast by a cleric or druid of at least 9th level, *heal*, *regenerate*, *restoration*, *limited wish*, or *wish*. A good-aligned figure who simply picks up the scythe is subject to the same poison effect.

Eyes of the Undead: These cups that fit

over the eyes look like any of the other magical types. However, they allow a figure to see living things at a range of 90 feet even in total darkness and even if the figure is invisible or is somehow cloaked or protected from normal sight. The eyes will see an aura of life without being able to see details of the figure's face, etc. Wearing the eyes cancels normal or magical *infravision*. The *eyes of the undead* prevent a vampire from *charming* their wearer. If worn for 1 full day, the eyes will mold themselves to the wearer's eyes and cannot be removed until that figure is dead. To others, the victim's eyes look totally white. In all cases, the wearer's natural charisma will drop by two points while the eyes are worn so that they can be seen by others.

Cloak of Night: This magical cloak will operate only on a non-good figure. If a good figure wears it, he will automatically be attacked first by any undead encountered even if those undead must push past other party members to get at the wearer. The cloak, when worn by a non-good figure, confers the following powers at night only: *polymorph* with all possessions into a bat, stirge, crow, or owl at will in 1 segment (the figure must return to normal shape before changing into a different form); gain 90-foot *infravision* (whether underground or not); and act as a *cloak of elvenkind*.

Spectre Wand: This wand only operates in the hands of a death master. It fires a jet-black ray to a range of 180 feet. A hit by the ray is determined as if the intended victim had been attacked by a 6 HD monster vs. the target's frontal armor class (assuming the target is facing the wielder of the wand). If this roll "to hit" is not made, there is no effect. If the ray does hit, the target takes 1-8 hit points of damage (no saving throw), and that many points are drained *permanently* from the figure's hit-point total. The wand takes 1 segment to fire, can have from 1 to 50 charges when found, and cannot be recharged. The victim can only regain lost hit points in one of three ways: *limited wish* (2-8 points), *restoration* (2-12 points), or a *wish* (3-18 points). Once the victim gains a new level of experience, lost hit points that have not yet been regained are forever lost.

Gauntlets of the Ghoul: If a good figure puts these on, he must save vs. paralysis each round until they are removed or until he is paralyzed. They can only be removed by *dispel magic* or *remove curse*, and even then removal must be done within 2 rounds of the spell being cast or they will again lock on the victim's hands. The figure will remain paralyzed until the gauntlets are then removed. If a neutral figure puts them on, nothing will happen. If an evil figure puts them on, his touch will be as that of a ghoul, inflicting 1-4 hit points of damage per touch (hand), and a victim must save vs. paralysis or be paralyzed for 5-20 rounds.

Potions, salves, and pastes

Correct concoction of necessary potions, salves and pastes is a function of the death master's level as well as chance. If he fails in an attempt to concoct a mixture, this will not be apparent until the spell casting attempt is carried out. Given in the chart is the percent chance that the

Particular substance required by spell	Chance of correct concoction per level of death master											cost to produce	Time to produce
	4	5	6	7	8	9	10	11	12	13			
Animate skeleton rub	80	85	90	94	97	99	00	00	00	00	10 gp/skel.	2-7 hours	
Animate zombie bath	76	80	84	88	92	96	99	00	00	00	200 gp/10	2-7 hours	
Cause lt. w. potion	90	93	95	97	99	00	00	00	00	00	75 gp/3	1-4 hours	
Plant death spray	75	79	83	87	91	94	97	00	00	00	200 gp	1-6 hours	
Death armor cream	--	--	93	95	97	98	99	00	00	00	100 gp	1-4 hours	
Find familiar soup	--	--	88	91	94	97	98	99	00	00	250 gp	4-16 hours	
Ghast infusion	--	--	--	77	82	87	92	96	99	00	400 gp	6-36 hours	
Mummy embalm fluid	--	--	--	--	87	91	95	97	98	99	1,400 gp	3-12 hours	
Cause s. w. potion	--	--	--	--	--	--	--	95	98	00	2,000 gp	5-20 hours	
Lichdom potion	--	--	--	--	--	--	--	--	--	93	6,000 gp	5-20 hours	
Undead goop	--	--	--	--	--	--	--	--	--	90	400 gp/hd	7-56 hours	
Vampire eye drops	--	--	--	--	--	--	--	--	--	94	6,000 gp	8-80 hours	
Spectre gas	--	--	--	--	--	--	--	--	--	97	4,500 gp	6-72 hours	

Henchmen, hirelings, and Orcus

The death master may only have hirelings and henchmen who are evil. Such henchmen are the outcasts of their own races (humans, half-orcs and dwarves only, as well as any neutral evil or chaotic evil humanoids), often fleeing for their lives because of some atrocity they have performed. Rangers, paladins, clerics, druids, monks, bards, and illusionists will never be hirelings or henchmen for a death master.

Some chaotic evil tribes of humanoids revere the death master, since he can produce armies of undead types to aid them on their missions. The death master can thus give the tribal witch doctor (and in some few cases the shaman) control of some animated undead. Such undead must be basically mindless, all of the same type, and have fewer than 4 hit dice. The undead controlled by the witch doctor or shaman may be up to ten times his level in hit dice; for instance, a gnoll witch doctor of 5th level can command 50 hit dice of undead. Any undead commanded in this manner can be taken over

substance will, in fact, be correctly made (00 is a 100% chance; -- is no chance). It is up to the Dungeon Master to determine the major ingredient(s) in each substance and allowable substitutes, if any. The DM may, of course, rule that some substitutes will increase or decrease the chance of successful concoction.

again by the death master any time he desires to do so.

Eventually a death master becomes a demon-worshiper who ultimately worships Orcus. Such a demon-worshipping death master is also allowed a saving throw of 8 before a lesser demon will attack him physically if a *protection from evil* spell is not in force.

A death master of 13th level who is killed on the feast day of Orcus (sometimes called Halloween) will become an undead under Orcus' direction. Some death masters will even commit suicide on that date when they are 13th level, so as to better serve the demon prince. Orcus is 45% likely to notice this action and to animate the death master with all of the character's powers intact.

Death masters, once they become chaotic evil, seek seclusion virtually always near an old graveyard or abandoned dungeon. There they will seek to produce undead armies to wreak destruction upon living beings around them. Only chaotic evils and some neutral evils will try to hire and/or ally with a death master. ♀

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