

# COMMUNITY: 3E Adventurer e-zine

Issue # 2

March 26th, 2001

## The Letter from the Editor

Dear Reader,

*This is an online Dungeons and Dragons E-zine made by gamers for gamers. We aim to make a quality product at least once a month. We also accept submissions for all those that are interested at my E-mail (Jigsaw36@aol.com) they do have to be PG rated for the younger readers. We will do our best to get them in if we have time. Comments would be welcomed as well. All this completely free of charge. We plan to do at least 2 issues a month and right now we are way above schedule. Without Community: 3E none of this would be possible.*

*Yours Truly,  
Ted Garland*

## DM Help By Ted Garland

*Suggestions to help any DM.*

This weeks topic *Riddles and Things*. How many of you DM's out there have ever been forced to make up a riddle in the middle of a campaign session. It is a truly difficult task at the best you have to make it sound believable and have an answer for it in about the course of a few seconds. Yet if you pull it off successfully you have a memorable experience that your players will remember as a great campaign session. I recommend having a few at the ready at all times with answers that you could easily remember. They don't have to rhyme but they do have to sound plausible. A good example of riddles is from the Dungeons and Dragons television show from the eighties, which was recently aired again on Fox. If you can catch a glimpse at it. It may seem not very interesting but it does have good quality riddles.

## The Emporium of the Mundane and Magical

*This is the section where you will find new mundane and magical items. Enjoy.*

*Potion of Phasing:* This potion allows the imbiber to pass through 10 ft of solid matter. And only up to 10 ft otherwise you shall dire consequences 2d10 damage per foot over 10. Caster level: 5<sup>th</sup>; Prerequisites: Brew potion, *pass wall*, Market Price: 900 gp

*Oil of Camouflage:* This oil when smeared on you grants a +5 bonus to hide checks for 1 hour. Caster level: 3<sup>rd</sup>; Prerequisites: 6 ranks in the Hide skill, *Invisibility*.

*Ring of Leadership:* This ring is made of engraved gold with the names of great leaders of the kingdoms of old. It allows the wearer to attract followers as the Leadership feat does but only while the ring is worn. It also allows the wielder to inspire his followers as a Bard with 12 ranks in perform. Caster Level: 8<sup>th</sup>; Prerequisites: Creator must be a Bard, must have the leadership feat, forge ring charm person.

## The Spell I book

*This is where you can find newly uncovered ancient spells of both arcane and divine origin.*

### Mind Fog

Level: Sor / Wiz 5, Clr 5, Brd 5, Drd 5  
Components: V, S, M / DF  
Casting Time: 1 action  
Area: 30 ft radius (+5 ft / level)  
Duration: 1 round / level  
Saving Throw: None  
Spell Resistance: No

This spell totally cancels psionic effects within its area. It is used often by all who fight psionics.

*Material Component:* The hair of a Brain Mole.

### True Deflection

Level: Sor / Wiz 1, Clr 1  
Components: V, S, F  
Casting Time: 1 action  
Range: personal  
Duration: 1 round

This spell grants you a +10 deflection bonus to AC for one round.

*Focus:* a small wooden replica of a shield costs 25 gp.

### Astral Burst

Level: Sor / Wiz 9  
Components: V, S, M, Exp.  
Casting Time: 10 rounds

Range: 1 target  
Duration: 1 round  
Saving Throw: Fortitude half  
Spell Resistance: Yes

This spell draws energy from the astral plane creating an incredible force of destruction. It deals 10d20 points of damage but it requires you to sacrifice 15,000 Exp. every time you use it. Material Component: a pint of blood from an astral planer creature.

Mental Shockwave  
Level: Clr 5, Sor / Wiz 5  
Components: V, S, M  
Casting Time: 1 action  
Range: 10ft / level  
Duration: 1 round / level  
Saving Throw: Will half  
Spell Resistance: Yes

This spell cause spellcasters to loss one of the highest spell they have prepared. Against a psionic foe it causes them to lose 2d10 power points for the rest of the day. Material component: a drop of a psionic creatures blood.

**Ask Tal aryn the El ven Ranger** *By Gerald Weis*  
*Ask all of your questions about third edition lore and I will do my best to answer. E-mail me at (Basilisk310@aol.com) with all of your questions.*

*"If you were to get a critical hit and then for the conformation roll got a critical miss, will you hurt yourself? If so how bad?"*  
*Andrew W.*

*Tal aryns' Response: I'd say no because a critical hit conformation roll is not a true attack roll. But, it really depends on your DM, they could rule otherwise...*

**The Combat Strategist** *By: Ted Garland*  
*Need a good strategy you came to the right place.*  
*Fighting in groups.* This week we will teach you the proper way of fighting in groups. The best way to use your party properly is to attack in well synchronized groups, meaning gang up on your foes when you can. Use flanking whenever possible it helps dramatically. But do be careful about shooting into a melee when your allies are fighting against some monster (unless of course you have the *precise shot* feat) otherwise there is a chance you could hit your ally. Ganging up is the traditional strategy for fighting lone deadly monsters but it also has great effects against large groups of monsters. Fighting together against the same foe insures fewer losses and a better chance to deal more damage. It is often more effective to attack and eliminate singular foes than to damage a larger group. Also when attacking in concentrated groups be sure to hit the more dangerous opponents spellcasters and psionics, most fighting classes tend to be more powerful in combat but spells can turn the tide of any battle. Woe to the party that leaves the enemy cleric unscathed!

## The Contender

*This is where we design a NPC foe based on the most interesting submission you send about your PCs, tailored to fit their worst fears or what ever you like, just send in a submission including their level and any important magic items or spells they posses. However we need your submissions for this to work.*

## The Monsters Den

*Looking for something to scare the life out of your players you came to the right place my friend.*

Maro (Medium-sized Plant shapeshifter)  
Hit Dice: 2d12+8 (20)  
Initiative: +5  
Speed: 40 ft  
AC: 19 (+4 natural, +5 Dex)  
Attacks: Claws +6, Slam +6  
Damage: Claws 1d6+2, Slam 1d8+2  
Face / Reach: 5ft by 5 ft / 5ft  
Special Attacks: Entangle  
Special Qualities: Spell resistance 22, Meld with wood, Alter shape, Poison Immunity, Plant  
Saves: Fort +4, Ref +7, Will +4  
Abilities: 15 Str, 20 Dex, 11 Con, 11 Int, 11 Wis, 20 Cha  
Climate / Terrain: Forests  
Organization: Solitary, pair, group (2-6)  
Challenge Rating: 5  
Treasure: None  
Alignment: usually neutral  
Advancement: By Character Class

The Maro is a creature converted from the game Magic: The Gathering. They are most often woodland sorcerers and have a great knack for sorcery and yet they are also often druids.

Entangle as the spell 4 times an hour.

Meld with wood: The maro possesses the extraordinary ability to merge its body with any wooden object living or dead an unlimited number of times a day. It can enter or exit a wooden object as a free action. While inside a living tree the maro, regenerates hit points per day as if taking complete bedrest.

Alter shape: as a free action the maro can alter it's shape. The shape however does leave the telltale sign that it is really a maro; it's still made of wood.

Poison Immunity: Being a plant, a maro is immune to all poisons, mundane and magical.

**The Scroll of Feats and Skills** By: Gerald Weis  
**Intense Study:** This feat allows you to make a cross-class a class skill of yours. Meaning you can achieve ranks in it as though it were a class skill. This doesn't work on exclusive skills or prohibited skills. This skill can be taken more than once but it applies to different skills.  
Prerequisites: Int 13+

**The Travelers Tales** By: Ted Garland  
*A little taste of a truly epic campaign world.*

*The City of Corsairs is a truly ruthless place. Just about everything is legal short of blowing up the city. This is as the name implies a haven for pirates and smugglers who are trying to escape the laws of another country for what they have done. The good thing about this wretched place is that you can find almost anything your looking for without too much difficulty, with a little gold...*  
-The Traveler

**Next Issue: Reviews** By: Chrono the Psychotic Sorcerer  
*A review is of the Psionics Handbook and Forge of Fury.*

## NPC Corner

Shan Deofore (Psion Nomad) Male Human  
Alignment: Neutral Evil  
Level 5<sup>th</sup>, hp 19, AC 17, Init +3, Speed 30ft  
Short spear (1d8) Attack +4 (damage +2)  
Crossbow, Light (1d8) Attack +7  
F/R/W +5/+5/+6 Skills: Psicraft +9, Concentration +19,  
Escape artist +11, Climb +10  
Power Points: 19 Powers: 4 / 3 / 2  
Ability Scores: Str 14, Dex 16, Con 12, Int 10, Wis 13,  
Cha 8  
Feats: Dodge, Psionic Dodge  
Class features: Psicrystal (sneak), ego whip, empty mind,  
id insinuation, mind thrust, thought shield, mental barrier  
Bolts: 10 masterwork  
Psionic Tattoos: Lesser body adjustment, invisibility  
Power stones: 2 biocerent, 2 astral construct I, 3  
dissipating touch  
Other psionic and Magic Gear: Dorje of fireball, crystal  
capacitator [1], cloak of resistance +1  
Other gear: Dagger, 50 ft silk rope

*After years of adventuring and traveling across the (insert name of desert in your campaign here) Shan has come to the realization that he should do something with his life. Being a fairly accomplished Psion he decided to unit local bandits in raids against lay line merchants. He accompanies all important raids with a force of 15 first level warriors equipped with composite longbows and longswords wearing scale mail armor. He plans to get enough funds together to build a more suitable fortress.*

Isel Highwind (Cleric) Female Elf  
Alignment: Chaotic Good  
Level 2, hp 14, AC 18, Init 0, Speed 20 ft  
Longsword (1d8) Attack +3 (damage +1)  
Crossbow, Light (1d8) Attack +1  
F/R/W +5/+0/+5 Skills: Spellcraft +5, Concentration +7  
Spells per day 4 / 4  
Ability Scores: Str 13, Dex 10, Con 12, Int 10, Wis 15, Cha 12  
Feats: Scribe scroll  
Scrolls: Endure elements, 3 cure light wounds  
Potions: Blur  
Armor: Half-plate  
Class features: Turn undead  
Bolts: 10 masterwork

*Isels' life had been going pretty bad. Her father dying in against her village her mother being captured by Drow slavers taken to the Underdark never to be seen again on the surface. She had nothing to look forward to until she found her faith in Corellon Larethian. She has since been on several quests to better the life of Elves. She wishes to avenge her father and find her mother at any cost even her life.*

Elmarin Hyric the III (Paladin), Human Male  
Alignment: Lawful Good  
Level 8, hp 59, AC 21, Init -1, Speed 20 ft  
Longsword (1d8) Attack +12 / 7 (damage +3)  
Composite Longbow (1d8) Attack +9 / 4 (Damage +3)  
F/R/W +10/+6/+7 Skills: Heal +11, Ride +8, Concentration +5  
Spells per day 2 / 1  
Ability Scores: Str 14, Dex 8, Con 12, Int 12, Wis 14, Cha 16  
Feats: Weapon Focus (longsword), Mounted Combat,  
Lightning reflexes, Mounted Archery  
Potions: 6 cure light wounds, 1 cure serious wounds  
Armor: +1 full plate, +1 large steel shield  
Class features: detect evil, divine grace, lay on hands, divine health, aura of courage, smite evil, remove disease 2 / week,  
turn undead, special mount  
Arrows: 5 +1, 20 masterwork  
Longsword: +1 frost  
Mighty Composite Longbow [Str 14] masterwork  
Scrolls: 2 magic weapon  
Other magic gear: 2 javelins of lightning

*Elmarins' road to Paladin hood was not easy. He has seen many things in his adventuring career and has still not over come to greed or evil. He is respected by many good and evil alike. His reputation as a hero is well known and he has never once brought tarnish to his name*

*Unless otherwise noted this is the original work of Ted Garland (Jigsaw36@aol.com), Gerald Weis (Basilisk310@aol.com). Title logo by Rafael Arrais (Raph) webmaster of Community: 3E*