Ice Mages

If and only if one knows the right oath, a Magic User or Elf may swear themselves to the Faerie Queen of Air and Darkness, and at that point, and from that point onward, they are an Ice Mage, until freed from their oath by the dark Queen, an equally powerful faerie, or a god.

Ice Mages have a +1 to Saving Throws that involve cold and ice and -1 to Saving Throws that involve fire and heat. Any spell they cast that normally involves cold or ice do an additional point of damage per die and/or any opposing saves take a -1 penalty.

In addition, any spell they cast that would normally produce fire (Fireball, Wall of Fire, etc.) produces instead a pale blue flame, which burns with cold instead of heat. Aside from counting as cold rather than heat, the spell acts as it normally would, but roll 1d10 after casting and consult the following table...

1: A number of zombies (1d6) appear where the spell was cast a few rounds (1d6) after it was cast. They are covered with methane ice. If someone attempts to set them aflame, they explode, doing at least 1d6 damage up to 10 feet away. They hate the living, and have no particular love of the caster.

2: A tsunami of ice pushes outward in all directions from the caster (except up and down), doing a number of d6 in damage equal to 1/2 the caster's level (round up), until hitting something solid or hot. Allies and enemies alike are affected.

3: Ragged ice spikes, up to five feet tall, form within 3d6 feet of the caster, slippery and sharp.

4 – 5: Freezing fog covers everything affected by the spell and within 1d6 feet of the caster, excepting the caster and their personal effects. Everything is frosted over; anything not immune to cold takes a point of damage. If there are any perennials nearby, their stems burst, forming delicate frost flowers. Sea water also forms strangely-salty flower-like shapes, and spinning ice disks appear in fresh water.

6 – 7: There is a loud crack and the oldest, nearest stone formation (Referee's choice) breaks open due to the cold.

8 – 9: The caster hears whispering, but cannot make out what is being said.

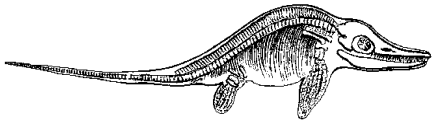
10: The caster clearly hears a whispered command from the Queen of Air and Darkness. No *compulsion* to obey...

Referee *may* require a roll on table when preparing spells; "spell cast" is the memorization, affecting the mage.

The Ichthyosaurus Empire

Long before Man, Dwarf, or Elf, before even Dragon or Reptoid, there were powerful rulers of the seas. No, not the Sahuagin or the Ixitxachitl, but the Ichthyosauri.

They were not good, evil, Chaotic, or Lawful, they just were. In some places, remnants of their ancient empire, the so-called First Empire, still clings to life.



Ichthyosaurus Noble

Armor Class: 5 [14]	Special: Cast spells as 3rd level Magic User
Hit Dice: 2+1	Move: 12 (swimming)
Attacks: Bite	HDE/XP: 2/40

Wherever the First Empire still exists in some form, at its top is a family of Ichthyosaurus Nobles. Over time, the flesh of the remaining First Nobles has become translucent, showing their bones, making them appear as the living fossils they really are, long as a man is tall.

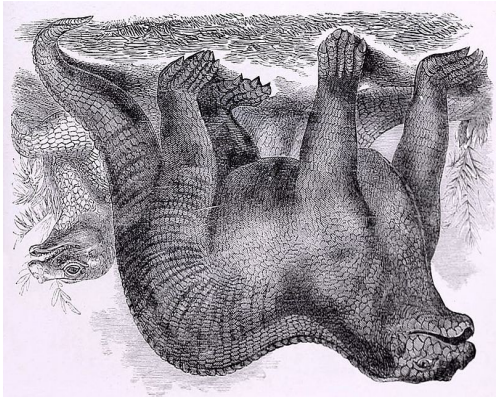
These remaining First Nobles are a sad lot. Literally. They know their time is done, but suicide is dishonorable, so they weep and do their duty. When they are young, they are mad and decadent, and when they are old, they are nostalgic and tend toward grand gestures of quixotic munificence. In other words, they are much like other nobles, only with visible, eerie skeletons, and underwater.

Plesiosaurus Guard

Armor Class: 2 [17]	Special: +1 to save vs. Charm spells and similar
Hit Dice: 6	Move: 18 (swimming)
Attacks: Bite or Slap	HDE/XP: 6/400

Viewed as the "Elder Brother" to the Nobility, the Plesiosuari have been their "brother's keepers" forever. Forever. FOREVER. They brook no argument on this point.

The average specimen is about 12 feet long. They are notably less corrupt but also less intelligent than human guardsmen are typically thought to be, which is to say, more like human guardsmen than one might think. When one goes rogue and ends up becoming a bandit of the sea, humans often mistake their actions for that of sea serpents, given the resulting number of sunken skips.



False Iguanodon (Fauxsaurus)

Armor Class: 3 [16]	Special: -1 to save vs. Charm or similar
Hit Dice: 6	Move: 12 / 6 (swimming)
Attacks: Bite or Stomp	HDE/XP: 6/400

The False Iguanodons were specially-bred from a sorcerous combination of throwback Ichthyosaurus and Plesiosaurus stock, to match wild reports of land-dwelling creatures. They do not look much like actual Iguanodons at all, being neckless, too stocky, too short (20 feet long), and carnivorous, with voices like parrots, though they will insist that the (now-extinct) Iguanodon sub-species they were poorly modeled on never really existed.

The Fauxsauri were to serve as spies, and they did a terrible job... but no one but the Fauxsauri knew that. Land-dwellers thought they were double-crossing the First Empire, and the First Empire thought the False Iguanodons were providing accurate reports, when in reality they were enriching themselves at the expense of both ends. Most died of gout before the First Empire fell.

Nowadays, they are still up to their old tricks. If they are to be found at all, they hold an effectively ceremonial post as spymaster to an Ichthyosaurus Noble, reporting wild tales of cannibal, illiterate apes called "humans."

Of course, they have no idea that the Guanlong were the real architects of the downfall of the First Empire.

Guanlong

Armor Class: 5 [14]	Special: Cast spells as 6th level Magic User
Hit Dice: 3+1	Move: 9
Attacks: Bite or Weapon	HDE/XP: 4/130

A Guanlong is a Halfling-sized tyrannosauroid, a bipedal theropod with a large crest on its head, a coat of primitive feathers and three long fingers on their hands. Most importantly, however, all Guanlong are powerful magic users, and Guanlong males need to impress females with their crests in elaborate mating rituals. Most worship the Faerie Queen of Air and Darkness.

It was their mating rituals that were the ironic downfall of the First Empire. The Ichthyosaurus Nobles were known for their magickal prowess, so mounting one of their skulls on one's crest became an important first step (of many) in the creation of an elaborate crest decoration. With *Water Breathing* and *Invisibility*, regimes were toppled overnight from seemingly nowhere, and for seemingly no reason.

Nowadays, the Guanlong are nearly as rare as the Ichthyosaurus Nobles they once hunted, and the skulls handed down as heirlooms from father to son.

Black Box Books

Tome Nine: Ichthyosaurus and Ice

(And Nothing Nice)

Compatible with Swords and Wizardry WhiteBox

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