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The greater thoul came about because I was finishing up the first campaign arc I had and was going to finish with B12 but by that point, the PC's were levels 5-6. So to help increase the difficulty, I modified the thoul a bit.

The Greater Thoul!

AC 4

HD 5***

MV 120'(40')

#AT 2 claws or 1 weapon

DMG: 1d4/1d4 + paralysis or weapon +1

SA: Paralysis like a ghoul with a claw strike

SD: Regenerates 2 hp per round

THAC0 13

SA F5

ML 11

AL C

XP 175

The Queen (from B12), creator and distributor of the thoul, felt that for her person protection, she needed something stronger and able to last longer in a fight (so she would have more time to escape). So with the greater thoul, more of a troll essence was used and less hobgoblin. Like the thoul, the creation worked though it takes much longer to create so there are only limited numbers of them, most serving as guards for the Queen herself.

The second creation is something right up DM Mike's alley - a new version of the gnome for Mentzer Basic/Rules Cyclopedia! I had an interested player who wanted a gnome and I didn't like the more mechanical aspects of their class in Top Ballista (I'm a "keep the technology out of my fantasy" type of guy). So I took cues from the Elf class and based my new gnome off of a thief/magic-user (illusionist) class.

So...using the resources I had (RC, Top Ballista) I came up with the following:

Standard Abilities

* -1 AC vs. large creatures

* Infravision 90'

* Hide in Shadows 10% + 2% per level

- * Find/Remove Traps (to represent their mechanical curiosity) 10% + 2% per level
- * Open Locks (as above) 10% + 2% per level
- * Illusionists spells

Leveling abilities:

- 8th Level - + 1 vs. Earth-based attacks
- 10th Level - Speak with Burrowing animals
- 13th Level - Cast *Wall of Stone* once per week

- Level 2 - 3500
- Level 3 - 7000
- Level 4 - 10,500
- Level 5 - 15,000

Spell Progression:

- 1st - 1 Level 1
- 2nd - 2 Level 1
- 3rd - 2 Level 1, 1 level 2
- 4th - 3 level 1, 1 level 2
- 5th - 3 Level 1, 1 level 2, 1 level 3

To Hit/THAC0 - Use the Magic-user progression table on this one

Armor:

- *Leather Armor
- * Any other armor needs to be custom made (unless in a gnomish community). However, anything besides leather will impinge their ability to cast spells & their thieving abilities.
- *Can use small shields but will impinge their ability to cast spells and most thieving abilities (hide in shadows suffers a -5%)

Weapons

- *Can use daggers, short swords, hand axes, war hammers, blackjacks, clubs, whips
- *Missile weapons - slings, bolas, short bows, lt. crossbows, and blowguns. Any requiring two hands to hold need to be stowed or dropped before spells can be cast.
- *Can use a normal sword or battle axe two handed and at -1 to hit.

Prime Requisites: Intelligence & Dexterity - if one is 13 or higher they get a 5% bonus. If both are above 15, they get a 10% bonus

Maximum Level: 13