

**Digital
Drep**



The Fighter Major

FIGHTER SCHOOL

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015))
(additional Fighting Style options: *Unearthed Arcana: Waterborne Adventures* (online download, 2015),
Unearthed Arcana: Light, Dark, Underdark! (online download, 2015))

"Hey, we may've lost the final game, guys, but we're all still Champions in my book. Well, not all of us. Me. 'Cause that's the program I signed up for."

--Regdar, senior Human Fighter

Not since the school was founded has the Fighter program been so rich and versatile. The Robilar School for Fighter Combativeness doesn't merely focus on attack bonuses and hit points anymore. The core program is structured and guided, not simply a mishmash of Feat electives, providing you with a higher quality Fighter training than you'd get anywhere else.

Some schools like to focus on the basics: swords and axes and maybe clubs, but at Sigil Prep, you have a full array of weapon options. Even if our instructors have never seen that thing you're lugging around, we'll figure it out and teach you to master it.

By your second semester, you'll be required to select a Martial Archetype, upon which you'll receive even more specialized training to set you on the path to your chosen career. Mind you, whatever path you choose, your chosen career is still pretty much fighting. That much hasn't changed.

FRESHMAN YEAR

In addition to intensive weapons and armor training and a handful of academic electives, you must complete the following during your freshman year:

One combat lab chosen from the following: Archery (FTR 103), Defense (FTR 111), Dueling (FTR 121), Great Weapon Fighting (FTR 129), Protection (FTR 130), Two-Weapon Fighting (FTR 135), or various other options (see your academic advisor for details)

Rest and Recovery via Second Wind (FTR 120)

Understanding and Developing Action Surges (FTR 150)

SOPHOMORE YEAR

In your second year, you are required to take the following:

Extra Attacking (FTR 330)

Indomitability (FTR 530)

JUNIOR YEAR

More Extra Attacking (FTR 620)

Advanced Indomitability (FTR 720)

SENIOR YEAR

Continued Development of Action Surges (FTR 910)

Indomitability Master Class (FTR 913)

So Much Extra Attacking (FTR 990)

When all credits are completed, the student earns his Bachelor of Battle degree and is suitable for busting heads in any army in the world. Any world.

Morgan Ironwolf

(Human Fighter, sophomore)

Morgan is the de facto leader of a small study group including her best friend, Sister Rebecca. She is a decisive and quick thinker, but unfortunately she and whomever she happens to be with tend to run into terrible luck in anything that even resembles a quest-like situation. Usually only Morgan and Rebecca (and possibly Rebecca's boyfriend, Silverleaf) come out of their outings alive, which kind of sucks when all they intended to do with run to the store for soda and chips.

Her hobbies include throwing things down in disgust and cursing her luck.

(Morgan Ironwolf is a sample character presented in Dungeons & Dragons Basic Set (1981); property of WotC)

FIGHTER CAREER PATHS

The Fighter's archetype defines him as a combatant, so careful consideration should be made before jumping blindly into Eldritch Knight. I know the spellcasting is tempting, but you were the one who decided to be a fighter. So maybe think about fighting?

ARCANE ARCHER

(*Unearthed Arcana: Fighter* (online download, 2016); *Unearthed Arcana: Revised Subclasses* (online download, 2017))

Don't get us wrong, archery is awesome. But wouldn't it be so much better if your arrows just rounded corners to get your foes, or made your target love you, or just flippin' blew up when you hit them? Yeah, you know you want it.

For this program, you must take the following courses:

- Infusion of Arcane Arrows** (AAR 210)- multiple units
- Arcane Shooting** (AAR 214)- multiple units through all four years
- Archer's Lore** (AAR 215)- a history of Archery, because Fighters don't get enough book-learnin'.
- Curving Shot** (AAR 406)
- Ever-Ready Shooting** (AAR 810)

An earlier version of this program required these classes:

- Conjuring Arrows** (AAR 420)
- Deadly Arrows** (AAR 920)- as most arrows are just annoying

BATTLE MASTER

(*Player's Handbook* (2014))

This program puts as much emphasis on the theory of battle as on the practicum. With a heavy focus on leadership and coordination, you can see the battle before you like a chess game. You know every move that needs to be made, and all your party-mates think you're a pretentious prick. I know I need to shoot the orc with the crossbow, shut up already.

This program adds the following courses and a whole bunch of textbooks to your existing Fighter curriculum:

- Combat Superiority** (BMS 210)
- One unit of any artisan course of your choice**
- Knowing and Analysis of Your Enemy** (BMS 445)
- Improved Combat Superiority** (BMS 510)
- Relentlessness in Modern Melee** (BMS 801)
- Even More Improved Combat Superiority** (BMS 902)
- A total of 9 elective Maneuver courses selected from an approved Battle Masters Maneuvers list over the course of your study**

CAVALIER

(*Unearthed Arcana: Kits of Old* (online download, 2016), *Unearthed Arcana: Revised Class Options* (online download, 2017))

This program is all about horsemanship. A cavalier has his horse with him at all times. Which is really awkward when you've got 30 cavaliers in a medium sized classroom.

In addition to buying a horse (we don't sell those at the school bookstore), this program has the following requirements:

- Two additional academic courses chosen from a list** (see your Academic advisor for details)
- Saddle-Riding** (CAV 210)
- Combat Superiority** (CAV 223)
- Charging with Ferocity** (CAV 410)
- Improved Combat Superiority** (CAV 512)
- Relentlessness in Modern Melee** (CAV 811)
- Super Improved Combat Superiority** (CAV 910)

CHAMPION

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015))

A program with an intense focus on toughness and athleticism. If you're a Fighter attending Sigil Prep on an athletic scholarship, this choice has been made for you. I mean, *technically*, you could go another way; I'm sure you'll find the money for that tuition somewhere.

The following courses are required in addition to your standard Fighter requirements:

- Critical Combat Striking** (CHP 201)
- Remarkable Athleticism** (CHP 415)
- One combat lab of your choice from the same options available to Freshmen Fighters**
- Superior Critical Combat Striking** (CHP 810)
- Survival Theory and Practicum** (CHP 901)

ELDRITCH KNIGHT

(*Player's Handbook* (2014))

It's come at last. An actual spellcasting Fighter-type. No cheats or workarounds. Sword. Spells. Armor. Bazinga. Mind you, you only get up to 4th level spells, but I ain't gonna argue with somebody holding a greatsword who can cast *stoneskin* on himself.

In addition to your regular courses, the following are required for this program:

- Cantrip Lab- Wizard** (WZD 100)
- Arcane Spellcasting Lab I-IV** (WZD 101, 201, 301, 401)
- Weapon Care and Bonding** (EKN 201)

War Magic (EKN 401)- This is basically Cantrip Lab again, except now you have a Fighter professor yelling at you instead of a Wizard professor

Eldritch Strike Practicum (EKN 510)

Arcane Charge (EKN 820)

Improved War Magic (EKN 901)

KNIGHT

(*Unearthed Arcana: Fighter* (online download, 2016))

Knights fight from the saddle. Yes, that's it. That's what a knight is. Nobody has to grant you knighthood. You just have to fight from a saddle. Also, there should be a horse under the saddle. You can't just plop a saddle down in the middle of a battle. Weirdo.

This program has the following requirements:

Born to the Saddle (KNT 201)- granted, we can't change the circumstances of your birth. We just make it seem that way

Implacable Mark (KNT 216)

Nobility for Cavalry (KNT 416)

Holding the Line (KNT 506)

Rapid Striking (KNT 840)

Response via Defender's Blade (KNT 909)

MONSTER HUNTER

(*Unearthed Arcana: Gothic Heroes* (online download, 2016))

Yes, it's true. It's kind of the calling of all adventurers to hunt monsters. But the Monster Hunter teaches you to be major-league good at it. So why don't we fold all this over into the regular Fighter program, so everyone can be good at Monster hunting? Look, do you want the extra Superiority Dice to your damage, or don't you?

When you enroll in this program, the following courses are required:

Additional academic courses chosen from a list supplied by your academic advisor

Combat Superiority (MHT 225)

Hunter's Mysticism (MHT 233)

Monster Slaying Advanced Tactics (MHT 412)

Improved Combat Superiority (MHT 530)

Relentlessness in Modern Combat (MHT 816)

Ridonkulous Combat Superiority (MHT 912)

PURPLE DRAGON KNIGHT

(*Sword Coast Adventurer's Guide* (2015))

Learn the military strategies and tactics of one of the Forgotten Realms' most noteworthy military factions. That's right, it's a military group, not an actual purple dragon. Though that would be cool, wouldn't it? What do they breathe, grape Fanta?

You must have a letter of recommendation from an existing Purple Dragon Knight of rank, or a lord of Cormyr who cares to sponsor you.

This program adds the following to your regular Fighter courseload:

The Rallying Cry- Understanding its Uses and Functions (PDK 220)

Developing and Training of the Royal Envoy (PDK 423)

Inspiring Surge (PDK 510)

Bulwark (PDK 820)

Advanced Inspiring Surge (PDK 930)

SAMURAI

(Unearthed Arcana: Fighter (online download, 2016))

Combining swift attacks, undaunted stamina, and graceful social interaction with fancy armor and a kick-butt sword. Seriously, you know what a Samurai is, do I have to go into detail?

This program has the following requirements:

Fighting Spirit (SAM 202)

Elegant Courtier (SAM 416)

Unbreakable Will (SAM 505)- I don't know who Will is, but I bet I could break him.

Rapid Striking (SAM 808)

Strength before Death (SAM 990)

SCOUT

(Unearthed Arcana: Kits of Old (online download, 2016))

We assume, if you're cut out to be a scout, you've already gone out ahead of this course catalog and come back with the information you needed.

This program requires the following additional courses:

Three additional academic courses chosen from a list of approved subjects. (see your academic advisor for details)

Combat Superiority (SCT 210)

Natural Explorer (SCT 214)- three units total

Improved Combat Superiority (SCT 511)

Relentlessness in Modern Combat (SCT 814)

All-Kinda Improved Combat Superiority (SCT 915)

SHARPSHOOTER

(Unearthed Arcana: Fighter (online download, 2016))

ti prpooovwh what ag ood pr0fram sjrps... shit! Okay. I was going to prove how awesome Sharpshooter is by typing this entire thing with precise arrow strikes, but the keys are so tiny... Plus I keep punching holes in my keyboard. Anyway, in regular battle, it's great!

The Sharpshooter program adds the following requirements to your major:

Steady Aim (SHP 201)

Careful Eyes (SHP 410)

Close-Quarters Shooting (SHP 511)

Rapid Striking (SHP 803)

Snap Shot (SHP 901)

SPORTS HOOLIGAN

Every year in Greece, the city-states put away their grievances and put on hold their wars to come together for the Olympics, proving Sport is a great uniter and competition can lead to community and cooperation.

Leave it to you to screw all that up. As a Sports Hooligan, you realize that Sport is a catalyst for anger and division. What do you mean Sigil Prep's starting line lacks cohesion? What are you, some kind of Morgrave fan? You know those guys cheated in the playoffs last year, don't you? Damn, at least pick a team who can run and hold a ball at the same time.

HOOLIGAN KNOWLEDGE

When you take this archetype at 3rd level, choose a sport. You have proficiency and advantage with any History or other INT checks involving that sport (including remembering stats, starting lines, etc) and can recognize athletes who play at Conference level or above (including Professional teams, if your DM says such things exist) on sight.

Because that's of extremely minimal usefulness, taking one minute to observe any humanoid within 10 feet of you lets you know which of STR, DEX, or CON is their highest stat, and the exact score of that stat if it's over 15. You know a potential running back when you see one.

HOOLIGAN HORSEPLAY

Also beginning at 3rd level, you are proficient with both unarmed strikes and drinking vessels (mugs, steins, tankards, pint glasses, pilsner glasses, etc). Drinking vessels are improvised weapons, doing 1d4 damage.

HOOLIGAN RAGE

At 7th level, you can enter a Hooligan rage up to three times between long rests. This ability is identical to the Barbarian's Rage ability, except to enter it, you must be triggered by one of the following: one of your allies goes down in combat; a sports team you support loses a game; someone insults a sports team you support or the school that team plays for; or someone spills your beer.

Once your rage ends, you have advantage with any CHA checks for one minute, if that check is preceded by the phrase "Hey, mate, let me buy you a beer."

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

HOOLIGAN BRAWLING

Beginning with 15th level, while raging, you do damage with unarmed strikes equal to a Monk of your level. If you have a drinking vessel, you may use it for the same damage as your unarmed strikes, and the vessel counts as magical in terms of overcoming resistance.

RAGING BRAWL

At 17th level, you can enter a drunken rage so fierce, you don't even know when to die. This ability is identical to the barbarian's Relentless Rage.

FIGHTER FACULTY

(Note that fighter professor Stefan Karamaikos is on the Circle of Deans and is therefore above Department level)

Tanis Half-Elven [department head]

(Half-Elf Fighter, Professor of Epic Adventure, Dragon Fighting)

Professor Half-Elven is one of the greatest heroes of Krynn, and a man torn between want and duty. He detests violence, yet it is his destiny to fight. He is a brilliant leader, but he leads reluctantly. And he gives a thorough final exam, though he hates to grade papers.

For a time, Tanis served as Dean of Fighters on the Circle of Deans, but he is not at all upset at having lost the position. He is also a popular guest lecturer at schools throughout his homeplane of Krynn.

(Tanis Half-Elven is a major character from the Dragonlance campaign setting; property of WotC)

Bruenor Battlehammer [tenured]

(Dwarf Fighter, Professor of Warhammer Use, Heavy Armor, Dwarven Grumpiness)

Professor Battlehammer is a curmudgeonly, yet fatherly, dwarf who usually takes a student or two under his wing each semester. He is often seen in faculty areas with members of his adventuring party who are also employed by Sigil Prep (notably Wulfgar and Cattie-Brie). Bruenor is by far the drunkest in the gathering.

(Bruenor Battlehammer is a major figure in the Forgotten Realms campaign setting; property of WotC)

Cattie-Brie [tenured]

(Human Fighter, Professor of Defense, Sidekicking)

Professor Brie is a longtime companion of legendary wanderer Drizzt do'Urden. She's short-tempered, something that has often resulted in detention for her more unruly pupils. Despite this, she tends to like people until they give her a reason not to.

She's prone to homesickness, and is one of the few full-time teachers who doesn't keep residence in Sigil during the Academic season. In fact, her office door is actually a portal to an office in Ten-Towns, her home.

(Cattie-Brie is a character from the Forgotten Realms campaign setting; property of WotC)

Jas [tenured]

(Human Fighter, Professor of Aerial Combat, Personal Flight, Spelljamming)

Professor Jas (short for "Jasmine") is a gifted fighter with a fun-loving, if snarky and sometimes short-tempered, sense of adventure. She has adventured throughout the Realms, eventually joining a spelljamming crew. She is notable for the magic wings gifted to her by the goddess Tymora, which change form to match any given Crystal Sphere she's in (here in Sigil, they're leathery, like a bat's.) She doesn't like gods, but she's a friend of the goddess Tymora, and often spends weekends at Tymora's beach house in Brightwater.

(Jas is a character from DC Comics' Forgotten Realms and Spelljammer comics, as well as the novels, Finder's Bane and Tymora's Luck; property of WotC)

Kitiara [tenured]

(Human Fighter, Professor of Mass Combat, Dragonriding, senior faculty)

Calm but secretly seething, Professor Kitiara is an intense personality. She's on good terms with most of the evil dragons on and around campus, and on pretty bad terms with the members of the legendary Heroes of the Lance. She openly resents Lord Soth, for many reasons relating to the past, but largely because he got the good office on the fourth floor.

(Kitiara is a major character from the Dragonlance campaign setting; property of WotC)

Ludwig von Hendricks [tenured]

(Human Fighter, Professor of Abuse of Power, Political Aggressiveness, Bitter Rivalry)

Better known as "The Black Eagle", Professor von Hendricks is an oily and vicious man, fond of torture and utterly contemptuous of anyone who isn't himself. His villainy is almost too over-the-top to be real, and he's a miserable teacher to have to study under. However, as a role model, he's great at showing evil kids just how far there is to go in the despot business.

(Ludwig von Hendricks is a major character in the Mystara campaign setting; property of WotC)

Red Sonja [tenured]

(Human Fighter, Professor of Swordplay, Brashness)

Um, her eyes are up here, gentlemen. Professor Sonja, maybe you should try wearing something besides a chainmail bra and chainmail loincloth? I mean, that's got to pinch.

(Red Sonja is a character owned by Robert E. Howard, introduced to D&D via the AD&D adventure Red Sonja Unconquered (1986))

Robilar [tenured]

(Human Fighter, Professor of Warfare, Heavy Armor, Two-Handed Weaponry, Horseback Combat)

There are those who say Professor Robilar is the true founder of Sigil Prep, and Mordenkainen is just a pretender taking credit. One of those people is Professor Robilar. Indeed, he founded Chainmail Academy, which would later become Sigil Prep, but... well, when Mordenkainen explains it, it's clear *he* founded the school. Anyway...

Robilar is gruff and bitter (having not only lost control of his school and also his Deanship), but he's very devoted to his students and is one of the more fervent members of the faculty.

(Robilar is a major figure in the World of Greyhawk campaign setting; property of WotC)

Sheriff of Nottingham [tenured]

(Human Fighter, Professor of Single-mindedness, Dirty Fighting, Sub-Bossing)

One of the most fiendish minds on the world of Sherwood, Professor the Sheriff of Nottingham is the most noteworthy ally of the villainous Prince John. He has spent years hunting the heroic outlaw, Robin Hood, but although he's never successfully thwarted the thief, he remains doggedly in pursuit. It is those aspects—perseverance and loyalty—that Professor the Sheriff of Nottingham brings to Sigil Prep.

So, turns out his name is Robert de Rinault. But nobody calls him that. Just keep saying Professor the Sheriff of Nottingham.

(The Sheriff of Nottingham is a figure from the legends of Robin Hood, seen in D&D in Dragon #55 (1981))

Soth, Lord [tenured]

(Human Death Knight Fighter, Professor of Battlefield Tactics, Sililoquizing)

Professor Soth is a somber and honorable villain, one of the greatest threats ever to walk the world of Krynn. He is filled with immense anger, but also immense sorrow. This doesn't always show in the classroom, where he is a strict and methodical instructor, demanding and unforgiving. But in his office, late at night, you can hear him sigh deeply.

He has a thing for Professor Kitiara, but she tries to ignore him.

(Lord Soth is a major character from the Dragonlance campaign setting; property of WotC)

Tika Wayland Majere [tenured]

(Human Fighter, Professor of Swordplay and Melee Theory)

Most students consider Professor Wayland to be one of the more fun teachers on campus. She's free-willed and uses open learning techniques that invite the students to participate. This very likeability is what makes some of the senior faculty uncomfortable, because why would you ever take Swordsmanship from grumpy and insulting Bruenor Battlehammer, when you can take it from fun and lively Tika? Which is why she teaches more lecture classes than practical combat these days. However, she even makes lecture halls fun and engaging. Which makes the wizard faculty very uncomfortable...

(Tika Waylan Majere is a major character from the Dragonlance campaign setting; property of WotC)

Warduke [tenured]

(Human Fighter, Professor of Evil Combat)

In the annals of evil Fighters, none is so evil, nor fightery, as Warduke. He is devoted to the cause of "Might makes right," and he will humiliate his students if they fail to live up to his impossible expectations. He is not a nice man. But he does sign papers as a general rule, so if you need a faculty signature to take an advanced class, he's the guy to go to.

(Warduke is a character created for LJM's Advanced Dungeons & Dragons action figure line; property of WotC)

Brenda of the Crimson Blade

(Human Fighter, Professor of Sword Use, Magic Weapon Care and Identification, Troll Fighting)

Professor Brenda is a connoisseur of fine weaponry, particular bladed weapons, and herself enjoys one that was crafted specially to battle trolls. She can be sort of snobbish when students come into her class with lesser weapons, and tends to talk down to generally Paladin students (she doesn't see the irony when she calls them snobbish), but a truly impressive piece of hardware will send shivers down her spine.

(Brenda of the Crimson Blade is a character from the AD&D adventure, Ravenloft II: The House on Gryphon Hill (1986); property of WotC)

Ezmerelda d'Avenir

(Vistani Fighter/Wizard, Professor of Vampire Hunting, Gypsy Cursing)

Professor d'Avenir is a protégé of the famed vampire hunter, Rudolph von Richten. She is a fierce, determined woman with a sense of duty to destroy undead creatures, thanks to mercy shown her by von Richten. She has a prosthetic leg since losing the appendage to a werewolf attack. So she's probably a bit peeved at werewolves as well. Never get on her bad side, or she might take it out on your entire species.

(Ezmerelda d'Avenir is a character from the 5e adventure, Curse of Strahd (2016); property of WotC)

Issun Boshi

(Human Fighter, Professor of Perseverance, Overcoming Adversity)

Professor Issun is one inch tall, but is one of the most fearsome monster slayers in Japan. His tales are amazing, and his lectures are interesting. If you can hear him. Grab a seat up close, and bring a magnifying glass if possible.

(Issun Boshi is a figure from Japanese mythology, presented for D&D in "The Japanese Mythos" (The Dragon #13, 1978))

Jirel of Joiry

(Human Fighter, professor of Feudal Political Science)

The baron of a barony in a world almost identical to Medieval France (except for the part where a woman is the strongest baron in the land, stupid misogynist history), Professor Jirel is an expert in political maneuverings and defending her realm from invading armies, evil wizards, and monsters. She actually did an exceptional job of maintaining the sanctity of her barony. Y'know, before she started teaching in Sigil.

(Jirel of Joiry is a character from a series of stories by C.L. Moore, introduced to D&D via Dragon #41 (1980, Giants in the Earth article; property of the estate of C.L. Moore))

Oe-Ura

(River Spirit Folk Fighter (Kensei), Professor of Spear Use, Gymnastics Coach)

Allegedly having burst forth from a peach found in the river, rather than being born or delivered by cabbage stork like most people, Professor Oe-Ura is sometimes called "The Peachling Girl" behind her back. And in front of her face, since that's a legitimate nickname she goes by. She is one of the foremost experts on the spear in existence, and is an excellent instructor. She is incapable of speech, but that's okay since she doesn't like talking to people anyway. She teaches by example, demonstrating wrist movement and thrusting motions and stop giggling, Regdar.

(Oe-Ura is a character from the Forgotten Realms boxed set, Kara-Tur: the Eastern Realms; property of WotC)

Pandora

(Human Fighter, Professor of Basic Fighting Skills)

Professor Pandora's motto is "When in doubt, attack." She teaches freshmen level fighting, not so much concerned with tactics or strategy or finesse or survival, as much as swatting things continually with her sword. Her freshmen classes are the ones who spend the most time in the infirmary. After all, she takes her motto seriously. If in doubt... she once couldn't decide if she should get an extra dessert, and the cafeteria had to be rebuilt.

(Pandora is a character from the Basic D&D adventure, The Lost City (1982); property of WotC)

Rahne Kistra

(Human Fighter, Professor of Intimidation, Diplomacy, Illithid Studies)

Professor Kistra is extremely diplomatic, and exceedingly polite in all her dealings. She'll look you in the eye and every demand sounds like a kindly request. She's especially good at making you pee your pants while being charmed by her civility. She is also an expert on Illithid dealings and society, and hopes to one day be instrumental in taking down the entire race by getting more powerful entities to destroy them. Politely, of course.

(Rahne Kistra is a character from the Spelljammer box set, Astromundi Cluster (1993); property of WotC)

Redsword Truetalker

(Elf Fighter, Professor of Combat Theory and Analysis)

Although one of the best fighting Elves in all Mystara, Professor Truetalker is more interested in fighting from an intellectual arena, and as a result has probably the highest INT score in the Fighter faculty. He is highly knowledgeable in the theory and analysis of battle, and can discuss not just the hows, but the whys of greatsword damage and proficiency bonuses. You can learn a lot from this guy. But you're a Fighter, so you're probably sitting there, bored, wondering when lunch is.

(Redsword Truetalker is a character from the BECMI D&D supplement, Elves of Alfheim (1988); property of WotC)

Yeagar

(Human Fighter, Professor of Henchman Care and Keeping)

Professor Yeagar made his career exploring some of the most famous dungeons of all time (or parodies thereof, it's hard to say). During that time, he developed many practical uses for henchmen, including using them as battering rams, rolling them down potentially trapped hallways, and (if they are sufficiently short) using them as step stools to see over high barriers. Luckily, his teaching assistant Nodwick is used to these things.

(Yeagar is a character from Aaron Williams's comic strip, Nodwick, started up for D&D in Dragon #270 (2000))

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