

TREANT

Table 6: Treant Level Advancement & Hit Dice

Level	Experience Points	Hit Dice
—	-48,000	2d8
—	-36,500	4d8
—	-24,000	6d8
Normal Monster	0	8d8
1	48,000	—
2	145,000	9d8
3	340,000	—
4	640,000	10d8
5	940,000	—
6	1,240,000	11d8
7	1,540,000	—
8	1,840,000	12d8
9	2,140,000	—
10	2,440,000	12d8 + 3

+300,000 XP per level thereafter
+3 hp per level thereafter

WOODRAKE

Table 17: Woodrake Level Advancement & Hit Dice

Level	Experience Points	Hit Dice	Item Use (d%)			
			S	F	B	U
—	-16,000	1d8	—	01-00	—	—
—	-12,000	2d8	—	01-00	—	—
—	-8,000	3d8	—	01-00	—	—
Normal Monster	0	4d8	—	01-00	—	—
1	16,000	5d8	01-05	06-89	90-99	00
2	48,000	—	01-05	06-89	90-98	99-00
3	112,000	6d8	01-10	11-89	90-97	98-00
4	240,000	7d8	01-15	16-89	90-96	97-00
5	500,000	—	01-15	16-89	90-95	96-00
6	800,000	8d8	01-20	21-89	90-94	95-00
7	1,100,000	9d8	01-20	21-89	90-93	94-00
8	1,400,000	—	01-25	26-89	90-92	93-00
9	1,700,000	10d8	01-25	26-89	90-91	92-00
10	2,000,000	10d8 + 1	01-30	31-89	90	91-00

+250,000 XP per level thereafter
+1 hp per level thereafter

CENTAURS

Table 2: Centaur Level Advancement & Hit Dice

Level	Experience Points	Hit Dice
—	-4,000	2d8
Normal Monster	0	4d8
1	4,000	—
2	12,000	5d8
3	28,000	6d8
4	60,000	—
5	124,000	7d8
6	250,000	8d8
7	500,000	—
8	800,000	9d8
9	1,100,000	10d8
10	1,400,000	10d8 + 2

+300,000 XP per level thereafter
+2 hp per level thereafter

POOKA

Table 14: Pooka Level Advancement & Hit Dice

Level	Experience Points	Hit Dice	Item Use (d%)			
			S	F	B	U
—	4,000	1d8	—	01-00	—	—
Normal Monster	0	2d8	—	01-00	—	—
1	4,000	3d8	01-05	06-79	80-98	99-00
2	12,000	—	01-10	11-79	80-96	97-00
3	28,000	4d8	01-15	16-79	80-94	95-00
4	60,500	5d8	01-20	21-79	80-92	93-00
5	125,500	—	01-25	26-79	80-90	91-00
6	250,500	6d8	01-30	31-79	80-88	89-00
7	500,000	7d8	01-35	36-79	80-86	87-00
8	800,000	8d8	01-40	41-79	80-84	85-00
9	1,100,000	8d8 + 1	01-45	46-79	80-82	83-00
10	1,400,000	8d8 + 2	01-50	51-79	80	81-00

+300,000 XP per level thereafter
+1 hp per level thereafter

NATURAL ARMOR

Creature	Armor Class
Centaur	AC 7*
Dryad	AC 7
Fauns	AC 8
Hsiao	AC 5*
Pooka	AC 7
Sprite	AC 8
Treant	AC 2*
Woodrake	AC 2* (only in drake form)

* These statistics are for mature normal monsters. Creature heroes below that level will have less formidable Armor Classes: young centaurs, AC 8; hsiao progress through AC 8, AC 7, and AC 6 for the three stages before reaching normal monster level; treants and woodrakes pass through AC 8, AC 6, and AC 4. These reflect the maturation processes of the creatures; a mature treant, for example, has tougher bark than a sapling.

ABILITY SCORES

Table 1: Creature Hero Ability Scores

Race	Minimum/Maximum Ability Scores					
	STR	INT	WIS	DEX	CON	CHR
Brownie (Redcap)	5/17	3/18	3/18	8/18	3/18	3/16 (3/10)
Centaur	9/18	3/18	3/18	3/18	5/18	3/18
Dryad	3/16	3/18	8/18	3/18	3/18	12/18
Faun	3/16	3/15	3/18	8/18	5/18	3/15
Hsiao	3/16	6/18	8/18	3/18	3/18	3/18
Leprechaun	3/13	9/18	3/18	9/18	5/16	3/18
Pixie	3/13	8/18	3/18	9/18	3/16	3/18
Pooka	3/18	3/18	8/18	3/18	5/18	8/18
Sidhe	8/18	8/18	3/18	3/18	3/18	3/18
Sprite	3/9	9/18	3/18	13/18	3/16	3/18
Treant	10/18	3/18	6/18	3/13	8/18	3/18
Wood Imp	6/16	3/18	3/18	6/18	3/18	3/16
Warrior	3/18	3/18	3/18	13/18	3/18	3/18

PIXIES

Table 11: Pixie Level Advancement & Hit Dice

Level	Experience Points	Hit Dice	Item Use (d%)			
			S	F	B	U
Normal Monster	0	1d8	—	01-00	—	—
1	2,000	2d8	01-05	06-84	85-99	00
2	4,000	3d8	01-10	11-84	85-98	99-00
3	8,000	4d8	01-10	11-84	85-97	98-00
4	16,000	5d8	01-15	16-84	85-96	97-00
5	32,000	6d8	01-20	21-84	85-95	96-00
6	64,000	7d8	01-20	21-84	85-94	95-00
7	128,000	8d8	01-25	26-84	85-93	94-00
8	250,000	9d8	01-30	31-84	85-92	93-00
9	500,000	10d8	01-30	31-84	85-91	92-00
10	800,000	10d8 + 1	01-35	36-84	85-90	91-00

+300,000 XP per level thereafter
+1 hp per level thereafter

FAUNS

Table 4: Faun Level Advancement & Hit Dice

Level	Experience Points	Hit Dice
Normal Monster	0	1d4
1	1,000	2d4
2	2,000	3d4
3	4,000	4d4
4	8,000	5d4
5	16,000	6d4
6	32,000	7d4
7	64,000	8d4
8	130,000	9d4
9	260,000	10d4
10	460,000	10d4 + 2

+200,000 XP per level thereafter
+2 hp per level thereafter

Abbreviations: The following standard abbreviations are recommended for woodland classes:

BW	Brownie	PK	Pooka
CT	Centaur	RS	Rogue sidhe
DY	Dryad	SP	Sprite
FN	Faun	TT	Treant
HS	Hsiao	WI	Wood imp
LP	Leprechaun	WD	Woodrake
PX	Pixie	WS	Warrior sidhe

Woodland Spellcasters

Level Advancement

Table 8:—Woodland Spellcaster Extra Experience

Spellcasting Level	Extra Experience Required
1	1,000 XP
2	2,000 XP
3	4,000 XP
4	8,000 XP
5	16,000 XP
6	32,000 XP
7	64,000 XP
8	130,000 XP
9	260,000 XP

+ 200,000 XP for each subsequent level

Dryads

Table 3: Dryad Level Advancement, Hit Dice, & Spell Ability

Level	Experience Points	Hit Dice
—	-3,000	1d8
Normal Monster	0	2d8
1	3,000	—
2	9,000	3d8
3	21,000	—
4	45,000	4d8
5	95,000	—
6	190,000	5d8
7	380,000	—
8	680,000	6d8
9	980,000	—
10	1,280,000	7d8
11	1,580,000	7d8 + 1

+ 300,000 XP per level thereafter

+ 1 hp per level thereafter

Brownie

Table 9: Brownie Level Advancement, Hit Dice, & Item Use

Level	Experience Points	Hit Dice	Item Use (d%)		
			S	F	B
—	-2,000	1d8	—	01-00	—
Normal Monster	0	2d8	—	01-00	—
1	2,000	3d8	01-05	06-89	90-00
2	6,000	4d8	01-05	06-89	90-00
3	14,000	5d8	01-10	11-99	98-00
4	30,500	—	01-15	16-89	90-96
5	62,000	6d8	01-15	16-89	90-95
6	125,000	7d8	01-20	21-89	90-94
7	250,000	8d8	01-20	21-89	90-93
8	500,000	9d8	01-25	26-89	90-92
9	800,000	10d8	01-25	26-89	90-91
10	1,100,000	10d8 + 2	01-30	31-89	90

+ 300,000 XP per level thereafter

+ 2 hp per level thereafter

Wood Imp

Table 7:—Wood Imp Level Advancement & Hit Dice

Level	Experience Points	Hit Dice
Normal Monster	0	1d4*
1	800	2d4
2	1,600	3d4
3	3,200	3d4
4	6,400	4d4
5	12,800	5d4
6	25,000	6d4
7	50,000	7d4
8	100,000	8d4
9	200,000	9d4
10	360,000	10d4
11	520,000	10d4 + 2

+ 160,000 XP per level thereafter

+ 2 hp per level thereafter

* Note: According to the *Creature Catalogue*, normal monster woodimps have $\frac{1}{4}$ HD (1d6 hit points). For simplicity, we are using the standard of 1d4 ($\frac{1}{2}$ HD) for creature heroes. This means that creature hero woodimps at "normal monster" level are slightly less than true normal monsters, but this is balanced by better attacks (since they are treated as full rather than half Hit Dice).

Sprite

Table 12: Sprite Level Advancement & Hit Dice

Level	Experience Points	Hit Dice
Normal Monster	0	1d4
1	2,000	2d4
2	4,000	3d4
3	8,000	4d4
4	16,000	5d4
5	32,000	6d4
6	64,000	7d4
7	128,000	8d4
8	250,000	9d4
9	500,000	10d4
10	800,000	10d4 + 1

+ 300,000 XP per level thereafter

+ 1 hp per level thereafter

Table 13: Sprite Spell Ability

Sprite's Level	Fairy Spells by Level					
	1	2	3	4	5	6
Normal Monster	—	—	—	—	—	—
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	2	1	—	—	—	—
4	2	2	—	—	—	—
5	2	2	1	—	—	—
6	2	2	2	—	—	—
7	2	2	2	1	—	—
8	3	2	2	2	—	—
9	3	2	2	2	1	—
10	3	3	2	2	2	—
11	3	3	3	2	2	1
12	4	3	3	2	2	—
13	4	4	3	2	2	1
14	4	4	3	3	2	1
15	4	4	4	3	3	2
16	4	4	4	4	4	3
17	4	4	4	4	4	3
18	4	4	4	4	4	4
19	5	5	5	4	4	4
20	5	5	5	5	5	4
21	5	5	5	5	5	5
22	6	6	5	5	5	5
23	6	6	6	6	5	5
24	6	6	6	6	6	5
25	6	6	6	6	6	6
26	7	7	7	6	6	6
27	7	7	7	7	7	6
28	7	7	7	7	7	7
29	8	8	7	7	7	7
30	8	8	8	8	7	7
31	8	8	8	8	8	7
32	8	8	8	8	8	8
33	9	9	8	8	8	8
34	9	9	9	9	8	8
35	9	9	9	9	9	8
36	9	9	9	9	9	9

Leprechaun

Table 10: Leprechaun Level Advancement, Hit Dice, & Spell Ability

Level	Experience Points	Hit Dice	Spells by Level				
			1	2	3	4	5
Normal Monster	0	1-2 hp	—	—	—	—	—
1	2,000	1d4*	1	—	—	—	—
2	4,000	2d4	2	—	—	—	—
3	8,000	3d4	2	1	—	—	—
4	16,000	4d4	2	2	—	—	—
5	32,000	5d4	2	2	1	—	—
6	64,000	6d4	3	2	2	—	—
7	130,000	7d4	3	2	2	1	—
8	260,000	8d4	3	3	2	2	—
9	520,000	9d4	3	3	2	2	1
10	780,000	9d4	4	3	3	2	2
11	1,040,000	9d4 + 1	4	4	4	3	3
12	1,300,000	9d4 + 2	4	4	4	4	4

+ 260,000 XP per level thereafter

+ 1 hp per level thereafter

Maximum spell ability is that attained at 12th level.

* Note: When leprechauns advance from normal monster to 1st level, they gain an additional 1-2 hp—in effect a 1d4 Hit Die total. Any Constitution bonus or penalty ought to be applied to both 1-2 hp rolls.

Skills

Table 18: Movement & Encumbrance

Speed	Maximum Encumbrance (in cn)												
	Brownie	Centaur	Dryad	Faun	Hsiao	Leprechaun	Pixie	Pooka	Sidhe	Sprite	Treant	Wood Imp	Woodrake*
0	1,201+	8,001+	2,401+	1,801+	501+	101+	201+	2,401+	2,401+	151+	10,001+	201+	3,001+
15' (5')	1,200	8,000	2,400	1,800	500	100	200	2,400	2,400	150	10,000	200	3,000
30' (10')	800	7,500	1,600	1,500	350	50	150	1,600	1,600	75	5,000	150	2,750
60' (20')	600	6,000	1,200	1,200	200	20	75	1,200	1,200	25	2,000	75	1,500
90' (30')	400	4,000	800	900	100	—	25	800	800	—	—	25	750
120' (40')	200	3,000	400	600	—	—	—	400	400	—	—	—	500
150' (50')	—	2,000	—	300	—	—	—	—	—	—	—	—	—
180' (60')	—	1,000	—	—	—	—	—	—	—	—	—	—	—

* In drake form; for elf and halfling form, use standard character encumbrance tables (*Basic Players Manual*, p. 61)

Table 18a: Movement & Encumbrance—Flying

Speed	Maximum Encumbrance (in cn)			
	Hsiao	Pixie	Sprite	Woodrake*
0	301+	41+	31+	601+
15' (5')	300	40	30	600
30' (10')	250	35	25	200
60' (20')	200	25	20	—
90' (30')	150	20	15	—
120' (40')	100	15	10	—
150' (50')	75	10	5	—
180' (60')	50	5	3	—
210' (70')	20	—	—	—

* In drake form; for elf and halfling form, use standard character encumbrance tables (*Basic Players Manual*, p. 61)

Note: Encumbered flyers (that is, those whose speed is less than maximum) must rest their wings for one turn after every three turns of flying.

Hsiao

Table 5: Hsiao Level Advancement, Hit Dice, & Spell Ability

Level	Experience Points	Hit Dice	Spells by Level					
			1	2	3	4	5	6
—	-8,000	1d8	—	—	—	—	—	—
—	-6,000	2d8	1	—	—	—	—	—
—	-4,000	3d8	2	—	—	—	—	—
Normal Monster	0	4d8	2	1	—	—	—	—
1	8,000	5d8	2	2	—	—	—	—
2	24,000	6d8	2	2	1	—	—	—
3	56,000	7d8	3	2	2	—	—	—
4	115,000	8d8	3	3	2	1	—	—
5	250,000	9d8	3	3	3	2	—	—
6	500,000	10d8	4	4	3	2	1	—
7	800,000	11d8	4	4	3	3	2	—
8	1,100,000	12d8	4	4	4	3	2	1
9	1,400,000	13d8	5	5	4	3	2	2
10	1,700,000	14d8	5	5	5	3	3	2
11	2,000,000	15d8	6	5	5	3	3	2
12	2,300,000	15d8+1	6	5	5	3	3	2

+ 300,000 XP per level thereafter

+ 1 hp per level thereafter

Maximum spell ability is that gained at 11th level.

Experience Points	Damage (Claw/Claw/Bite)
-8,000	1-2/1-2/1-2
-6,000	1-3/1-3/1-2
-4,000	1-4/1-4/1-3
0 or more	1-6/1-6/1-4

Prime Requisites

Brownie: Dexterity
Centaur: Strength
Dryad: Wisdom and Charisma
Faun: Dexterity
Hsiao: Wisdom
Leprechaun: Intelligence and Dexterity
Pixie: Dexterity
Pooka: Wisdom
Sidhe: fighter/spellcaster, Strength and Intelligence; thief/spellcaster, Intelligence and Dexterity
Sprite: Intelligence and Dexterity
Treant: Constitution
Wood Imp: Dexterity
Woodrake: Intelligence and Dexterity

Sidhe

Table 15: Sidhe Level Advancement & Hit Dice

Level	Experience Points	Warrior Hit Dice	Rogue Hit Dice
Normal Monster	0	1d4	1d4
1	2,500	1d8*	1d4*
2	5,000	2d8	2d4
3	10,000	3d8	3d4
4	20,000	4d8	4d4
5	40,000	5d8	5d4
6	80,000	6d8	6d4
7	160,000	7d8	7d4
8	320,000	8d8	8d4
9	620,000	9d8	9d4
10	920,000	9d8+1	9d4+1
11	1,220,000	9d8+1	9d4+2

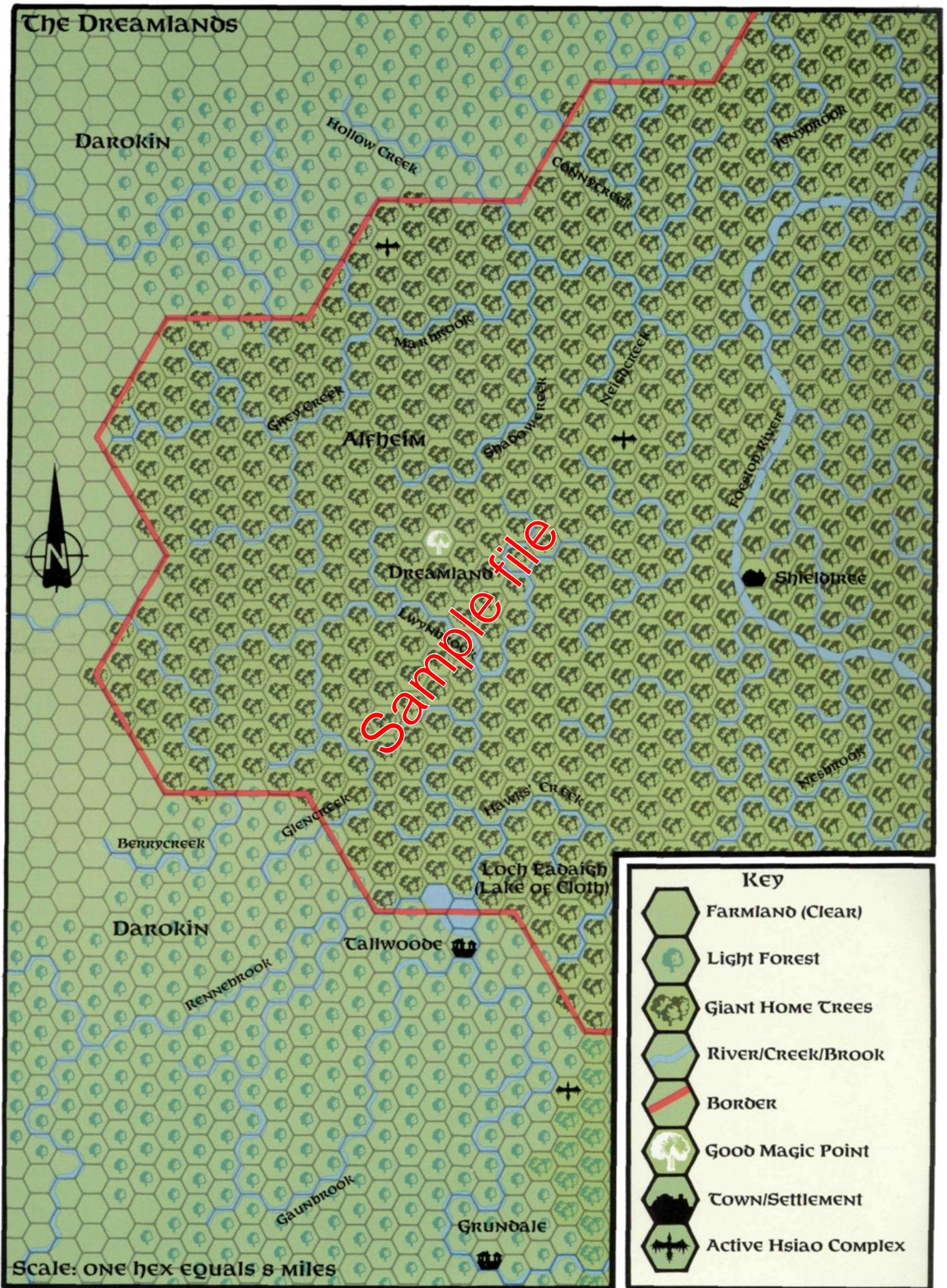
+ 250,000 XP per level thereafter
+ 1 hp per level thereafter

Note: When warrior sidhe reach first level, they gain an additional 1-4 hp—in effect a 1d8 Hit Die total. Any Constitution bonus or penalty is applied to both 1-4 hp rolls. Rogues gain no hit points for reaching 1st level.

Table 16: Sidhe Spell Ability

Sidhe's Level	Fairy Spells by Level						
	1	2	3	4	5	6	7
Normal Monster	—	—	—	—	—	—	—
1	1	—	—	—	—	—	—
2	2	—	—	—	—	—	—
3	2	1	—	—	—	—	—
4	2	2	—	—	—	—	—
5	3	2	—	—	—	—	—
6	3	2	1	—	—	—	—
7	3	2	2	—	—	—	—
8	3	3	2	—	—	—	—
9	3	3	2	1	—	—	—
10	3	3	2	2	—	—	—
11	3	3	3	2	—	—	—
12	3	3	3	2	1	—	—
13	3	3	3	2	2	—	—
14	3	3	3	3	2	—	—
15	3	3	3	3	2	1	—
16	3	3	3	3	2	2	—
17	3	3	3	3	3	2	—
18	3	3	3	3	3	2	1
19	3	3	3	3	3	2	2
20	3	3	3	3	3	3	3
21	4	4	3	3	3	3	3
22	4	4	4	4	3	3	3
23	4	4	4	4	4	4	3
24	4	4	4	4	4	4	4
25	5	5	4	4	4	4	4
26	5	5	5	5	4	4	4
27	5	5	5	5	5	5	4
28	5	5	5	5	5	5	5
29	6	6	5	5	5	5	5
30	6	6	6	6	5	5	5
31	6	6	6	6	6	6	5
32	6	6	6	6	6	6	6
33	7	7	6	6	6	6	6
34	7	7	7	7	6	6	6
35	7	7	7	7	7	7	6
36	7	7	7	7	7	7	7

The Dreamlands



Scale: one hex equals 8 miles

Key	
	FARMLAND (Clear)
	Light Forest
	Giant HOME Trees
	River/Creek/BROOK
	BORDER
	Good Magic Point
	TOWN/Settlement
	Active Hsiao Complex



Official DUNGEONS & DRAGONS® Game Supplement

Tall Tales of the Wee Folk

by John Nephew

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INTRODUCTION

O mortals, would you know eternity? The secrets of life? The forest is a place of enchantment, of secrets, and I know not if it contains that which you seek . . . but come, follow me, that we might explore the mysteries of its folk . . .

—Olyrrhoe, the centaur prophetess

This Crucible

For most of time, the ways of the woodland beings have been obscured to humans, halflings, and dwarves; even the elves have not known all the secrets of the Good People and other sylvan spirits.

But here at last they are made clear—and more! Not only can you learn the nature of these creatures, you can play them yourselves, since this sourcebook provides details on how to create and play the various woodland races discussed.

Tall Tales of the Wee Folk contains the following:

- * A 64-page DM's Booklet, containing: information on the woodland creatures of the DUNGEONS & DRAGONS® game; rules for woodland beings as player creatures (information, including new spells, skills, and equipment, that you may wish to share with your players); a campaign setting, the Dreamlands, set in the D&D® Game Known World, plus some of its more illustrious inhabitants; and advice on how to play NPC woodland beings.

- * A 32-page Adventures Booklet containing several fully-developed adventures, along with advice on how to design new woodland adventures of your own and how to adapt other adventures for use by player creatures of the forest.

How to Use this Supplement

The DM's Booklet should be read first by the Dungeon Master. If you are not the DM of your gaming group, read no further than this "Introduction" without your DM's permission! It may spoil the fun of surprise if you learn information in advance of play.

If you are the DM, read this, the DM's Booklet, in its entirety. The first part of the booklet, "Creature Heroes," is devoted to individual woodland races. A number of the creatures dealt with are new to the D&D® game, such as brownies, fauns, and leprechauns. Each section has a descriptive entry telling how these creatures live, followed by detailed game information for use in play. Sections pertinent to more than one race (like spells and equipment) follow the individual entries. The second part of the DM's Booklet contains campaign information, including a suggested forest setting, NPC character descriptions, and advice on how to use NPC woodland beings.

As the DM, you may also wish to read the first sections of the Adventures Booklet and peruse a number of the adventures there presented.

After seeing what it's all about, you will have to decide how you want to use this sourcebook in your campaign. Will woodland player creatures be appropriate for your gaming group? If you decide "Yes," then you should permit players to read those sections of the DM's Booklet that pertain to the character races they are going to play.

If you decide not to permit woodland PCs, this supplement is still useful. It will enable you to create more interesting and diverse NPC foes and allies, and conventional characters may be used in many of the adventures.

Your Woodland Guides

Narrating this sourcebook are four woodland beings who are addressing a group of four humans seeking the secrets of Immortality. Each of these narrators is based on a figure from mythology or literature:

- * Olyrrhoe, the centaur prophetess. It is she whom the four humans first sought, for her wisdom is legendary. She shares with you the secrets of her own race, among others; she also provides connections to the dryad, Lotis, and the Fairy Court.

- * Lotis, the dryad, speaks of herself and her sister dryads and hamadryads, and their wood-spirit kin, the fauns and treants.

- * King Oberon and the mischievous sprite, Robin Goodfellow, provide information about the various fairy races.

Descriptions and game statistics of these four characters appear in "Personalities of the Forest." As they introduce you, the DM, to the forest, you too may find them useful for initiating your players into the setting.

ACKNOWLEDGEMENTS AND DEDICATION

Neither a work nor an author appears out of nothing, so I must thank all those who have influenced both, though I cannot here list all their names and roles.

Bruce Heard's balance of patience and critical rigor has been vital to this project; the gamers who volunteered to test and criticize the material as it developed were also a great help to me.

This work is dedicated to the many fine teachers I've had, both in and out of the classroom. Foremost among them are my parents, Anne and Albert Nephew, who have been the most important and positive influence upon me as both a writer and a person.