

DEATH STALKER

Type: Semi-intelligent vegetoid with limited mobility. HD: 3+1 to 8+1 Size: 3' tall per HD AC: 6 Speed: 25' per turn with a 3 melee turn charge capability of 35' per turn. Dext: 16 to 19 Number: 1 to 100 Attacks: 4 to 8 sticky wrapping tentacles (each will hold victims double its own HD size) and 1 sting for 1D4 to 1D10 plus a venom that totally paralyzes all hit (save at -8). A victim that fails its paralysis saving roll is dragged under the plant and an acid like sap (1D8 per melee round) breaks the flesh down into assimilable components (food!). The whip-like sting has a 5' reach per HD of the creature. Looks: See illustration. Notes: They have the chameleon like ability to change color to match their surroundings. Fire does only 1/2 damage but cold does triple damage.

FR/SL/CH/CF/F/A/V/PO

KHARKONEN

Type: An armored Kraken (Giant Squid) mutated by magik and hard radiation. It's extremely intelligent. HD: 9+1 to 18+1. AC: 2+2 Size: 7' long per HD. Speed: 30' per turn per HD. Dext: 14 to 17. % Liar: 98% Attacks: 8 tentacles for 1D8 to 6D8 each and 2 claws for 1D10 to 4D10 each melee round! Failure to "escape" a tentacle means double damage from constriction and a 20% chance that the victim will be bitten for 2D8 to 8D8 Looks: Glowing like red hot metal (they're not) they have blazing green eyes that cast a search light like glow of sickly green (1/2 daylight in strength) for 10' per HD in size, before them. Notes: They regenerate at 1 point per melee round all except electrical damage which heals only at 1 point per day for them.

FR/C/P

WARDROID

Type: Battle droid with the living brain of a warrior. HD: 88 hit points. AC: The droid has a base AC of 2+2 but has a magnetic reflector shield that stops or deflects all normal missiles up to .50 calibre in size and detonates 5' away all larger ones. Speed: 35 mph on road and 15 mph cross country (that's about 700' per melee round maximum). Size: 7'6" tall and 910 lbs. Dext: 30 % Liar: Varies with controlling brain. Sensors: Infra red, ultra violet, and light amplification visual types out to 500 yards; radar out to 1 mile and listening devices that are 90% effective within 150 yards. Armament: One .50 calibre machine rifle that fires 100 rounds per melee turn maximum (although 10 to 20 round bursts are usual) with 1,000 rounds. A 40 mm Grenade Launcher with a 700 yard range (100 rounds, 1 round per melee turn) and a chemical flame thrower that fires a 4D8 flame cone 60' long by 30' wide shots). It can fire any or all of its weapons at up to 3 separate targets each melee round. Notes: This droid, though with a living brain, is programmed for combat and will engage all humanoids on a 95% chance. They never show quarter unless pre-programmed to do so (10% chance). Cold, Fire and Acid only do 1/4 damage. Sonics only do 1/2 but lightning does double damage.

V/PO/SL/CH/P

WARKWHEEL

Type: Huge wheel-like semi-intelligent magikal construct. HD: 5+1 to 12+1 Size: 2' tall per HD. AC: 2(rim) 4(sides and tentacles), 7(eye). Speed: 40' per turn per HD Dext: 15 to 18 Attacks: 1 roll-over-crush for 1D6 per HD size and 2 tentacles for 1D4 to 3D6 each. Looks: Usually steel grey rim, pale ochre sides and blue eyes! Notes: Their rolling charge is usually impossible to stop (+12) but it can be dodged as these creatures tend to move in straight lines. They always attack humanoid types on sight and never run away.

FR/P

DRAGON WURM

Type: A wingless, legless, very serpentine type of Dragon. They are radiation mutations of "real" dragons. HD: 8+1 to 15+1 AC: 2+4 Speed: 80' to 150' per turn (1/2 that through the ground! Dext: 13 to 16. % Liar: 50% Attacks: 1 Bite for 3D6 to 10D6 or one "breath." This breath is a flaming acid that does 1D6 (half fire, half acid) damage per HD in size. The breath is 10' long and 1' wide per HD. It may be used up to seven times a day but only every third melee round. Notes: These dragon kind can vibrate their bodys to such a degree that they can rapidly tunnel through the earth encased in a rock disrupting "sonic cocoon." During combat, if they commence this vibration (they cannot then attack), no physical attack may reach them! Venoms and Poisons only do 50% damage to them. They can use up to third level magik, three spells from each level. Usually a dull bronze color with emerald eyes.

S/F/A

PHEONIX

Type: Mythological Bird-like dragon kind. HD: 5+1 to 9+1. AC: 2+5 Speed: 30' per turn (ground and 500' per turn (air). Dext: 17 to 22 % Liar: 10% Attacks: Two wing buffets for 1D4 to 2D6 each, 2 claws for 1D6 to 2D8 each and 1 bite for 1D8 to 3D6 each turn. Looks: A bird-like creature of flame and fire. Notes: The beast is always aflame, and all flammables it touches instantly (no save!) burst into flame! Its own body fire does an additional 1D12 damage per hit. If, after its death, its remains are subject to naked flame there is a 15% chance per HD of said Flame that the creature will spring fully resurrected from the flames! There is also a 5% chance the phoenix will not attack the person resurrecting it but instead grant them a wish! Ordinarily though these creatures are capricious, treacherous and very, very violent.

DEATH HYDRA

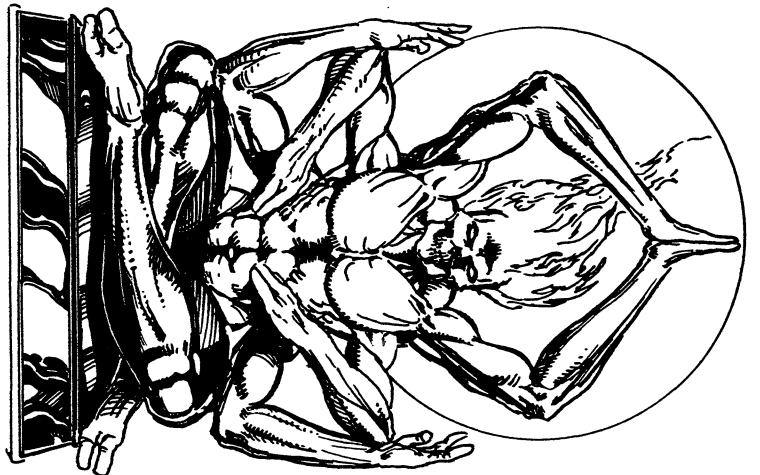
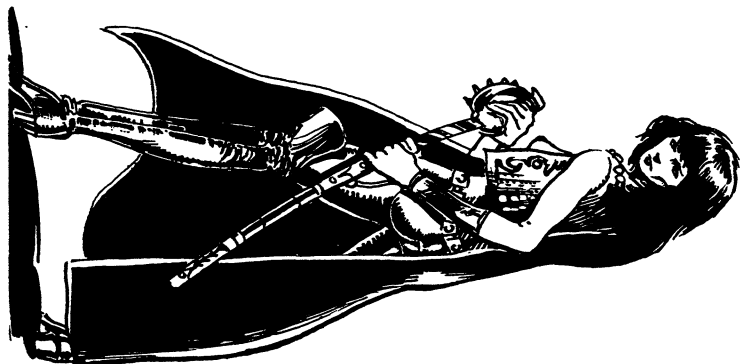
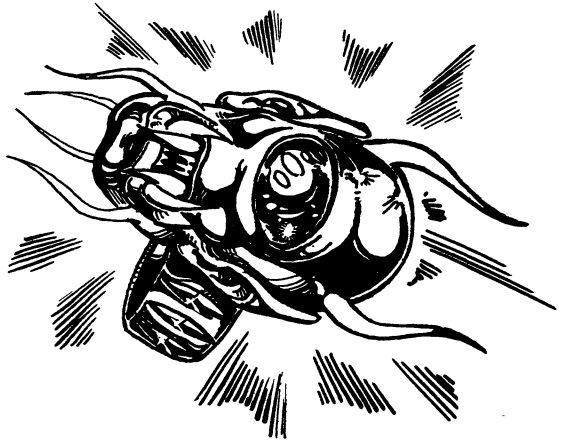
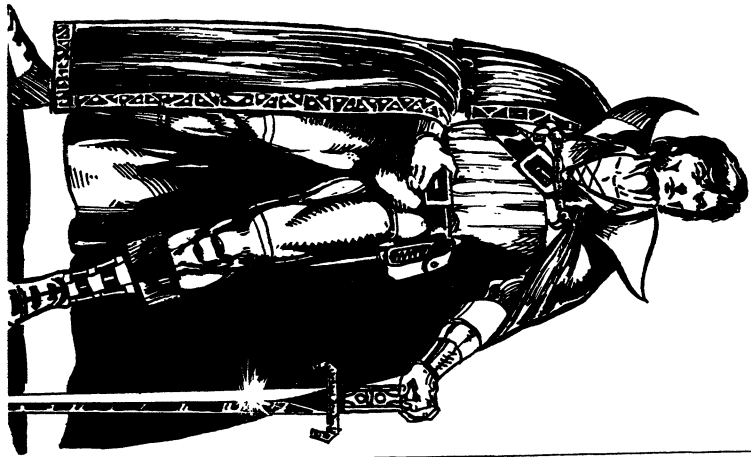
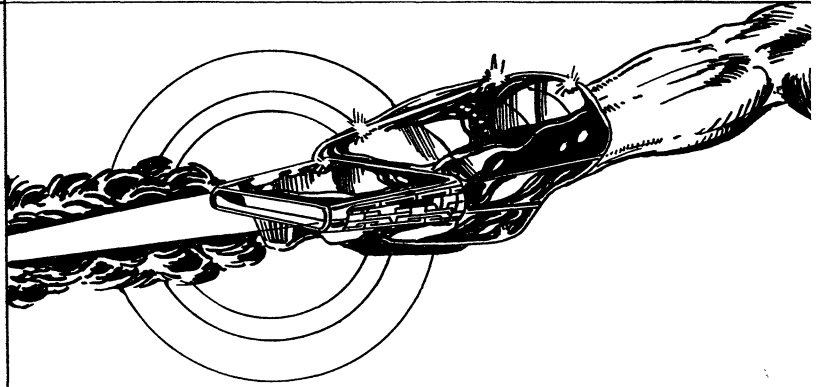
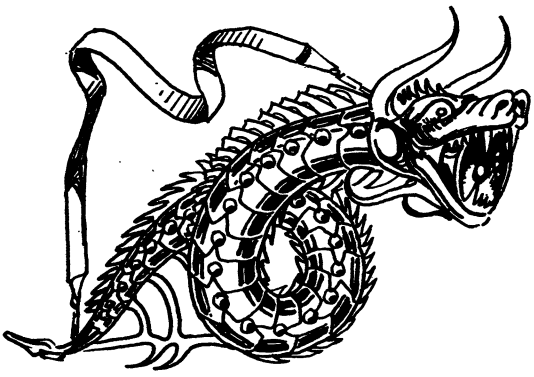
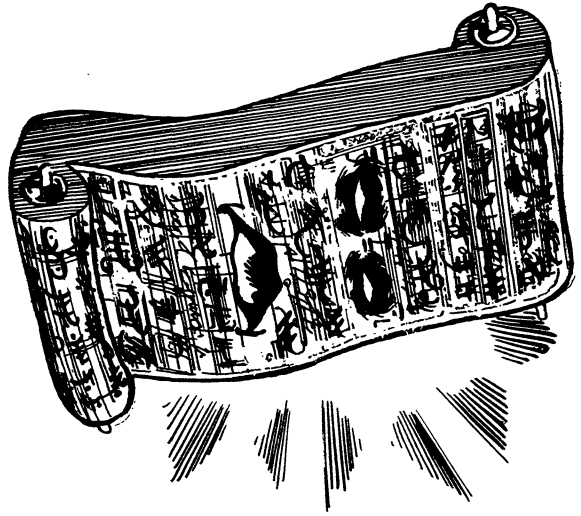
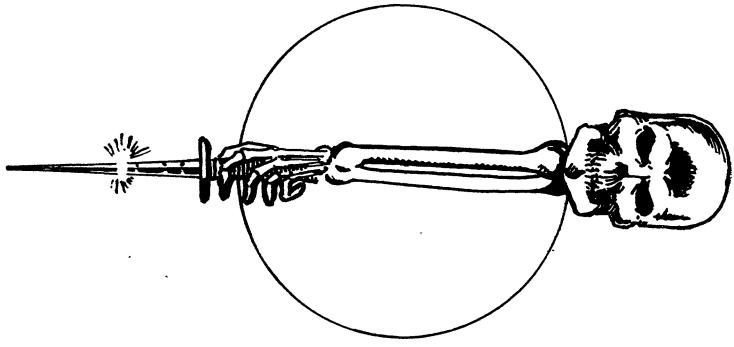
Type: Undead Hydra. HD: 7+1 or 13+1 AC: 2+3 Speed: 20' per turn per turn per HD in size. Dext: 17 to 22. % Liar: 90% Attacks: one bite per head for 1D8 or 2D8 each plus either 1D3 or 1D6 life drains per bite. Once per day each head may, instead of biting, "breath" a bolt of black lightning that does either 3D8 or 6D8 electrical and blasts either 1 or 2 life levels. These bolts are 10' long by 1' wide per HD of the Hydra. Looks: The are translucent black with silver sparkles throughout and have ghostly green glowing eyes. Notes: These Hydras have been magikally rendered the undead equivalent of spectres. However they do have corporeal bodys (which only silver or magik harms). They move totally silently and wail, banshee like, in combat.

FR/L/LD/LB/V/PO

QUETZOCOTLE (DRAGON BIRD)

Type: A dragon-roc hybrid. HD: 8+1 to 13+1 AC: 2+1 Speed: 60' per turn (ground), 440' per turn (air). Dext: 15 to 18. % Liar: 25% Attacks: 2 wing claws for 1D8 to 1D20 each and 1 bite for 1D10 to 2D10 each turn. Once per day it may "breath" the equivalent of whatever dragon type it is. Looks: They have brilliant plumage usually denoting their dragon heritage's own color. Notes: less violent than regular dragons, these creatures tend to like people and seldom bother them unless sorely provoked. However once angered they will pursue their enemies to the ends of the universe to exact their vengeance! They have all the immunities of the dragon type they are descended from but are only 25% magik resistant.

FR/SL/CH



MAGIK ARTIFACT : BLACK BELANA'S OWN

Value: 50,000 G.S. Composition: leather, mithril, gold, ivory, silk and silver brocade. Age: 390 years. Looks: (see illustration) All is black with ivory, mithril and gold accouterments. The cutlase blade is mithril tined steel of a fine blue sheen. Weight: 15 lbs. Total Size: Fits all slender humanoid 5' 7" to 5' 9" tall and 125 to 135 lbs. Magik Powers: The boots give the ability to leap 45' horizontally or 15' vertically; the cloak gives +7 resistance to fire and acid; the bracers give an "aura of AC 3" the cutlase is +4/+4 and can, once per day, let its owner leap up to one mile safely. It has no sentence or alignment but is named "zahar." The outfit as a whole gives +2 resistance to all forms of normal missilefire. Notes: this set, keyed for amazons, female brigands, pirates, outlaws or the like, will cause any other type putting them on to wither and die (-8 save). If they don't die, they will age 1D20 years immediately!

MAGIK ARTIFACT : THE SILVER CAT'S LEGACY

Value: 50,000 G.S. Composition: spidersilk, silver, steel, leather and satin. Age: 500 years. Looks: (see illustration) All is black with silver accouterments. The sword blade is solid, gleaming silver (sil-ver-steel). Weight: 18 lbs. Total Size: Fits all humanoid 5' 10" to 6' tall and 170 to 195 lbs. Magik Powers: The boots give silent, double speed; the cape is a "bat cloak"; the sword is +5/+5 and can teleport its owner once per day (it has no sentence or alignment but is named "Cat's Claw"); and the clothing as a whole are AC 5 and give a +5 save as all fire, cold, paralysis or acid. Note: this is a set, keyed for thieves, assassins or bards only. All others donning them are fatally poisoned (no save!).

MAGIK ARTIFACT : DRAGONS THROAT (HORN)

Value: 125,000 G.S. Composition: Orichalcum, emeralds, rubies and ivory. Weight: 15 lbs. Size: 39" long. Magik Powers: The horn will give forth, when blown, with "breath" of a dragon (rain-down as to color/type) thrice daily. It will also, when blown in other than combat, "summon" all dragons within a 5 mile radius, and can be actually heard up to 100 miles away!

MAGIK ARTIFACT : SKELETON KEY

Value: 10,000 G.S. Composition: Varies, usually mithril and ivory. Looks: as illustration. Weight: Varies, usually 3 to 5 ounces. Size: 3 to 5 inches but can vary. Magik Powers: This key will fit all locks regardless of size, type or composition. It also has a 50% chance of de-activating any magical trap or 90% for any mechanical one. It is usable either once per day or 13 times per lunar cycle depending on type. It can also be used like a poison needle as it will extend, upon command, a 1D8 poison, Notes: The key attracts (30% chance) all undead within a 90' radius!

MAGIK ARTIFACT : HELM AT CHER

Value: 1,595,000 G.S. Composition: Living black jade. Age: 100,000 years. Looks: The eyes glow a hellish red and the skull is wreathed in pale green fire. Weight: One ton Size: 8' tall. Alignment: Chaotic Evil. Ego: 18 Intelligence: 18 Languages Spoken: High and Low Demonish, Dragonish and Elvish. Chaotic and Eldrin (the Elder "Black Tongue"). Magik Powers: If a living, sentient being is sacrificed to the Idol it "eats" the soul and comes to "life." It will then either teach its worshipper one spell or open any one of the gates to hell. If two such sacrifices are made it will summon a lesser demon for 1 hour's servitude and if three are sacrificed to it, it will summon any single Greater Demon and will guarantee you 3 minutes to talk to it (hereafter if you've made no deal, its your life and soul to pay!). AC: 2+7 HD: 12D10 (120 hit points) Notes: This idol or being is itself a lesser demon with all of the powers of a night demon) but more physical attacks due to its greater number of arms! It must be "fed" a life of at least 1 HD in size each and every day and once per lunar cycle a sentient life (rescued of the above information) must be fed to it. Fail to do so and it comes to life to devour its "failed" worshipper! For you must worship it! There is only one idol of doom!

MAGIK ARTIFACT : DEMONDRIK (The Ring of Demonic Power)

Value: 375,000 G.S. Composition: Demon bone and rainbow diamond (the eye). Weight: usually about 2 ounces. Size: fits all normal sized humanoids. Magik Powers: The wearer may take on the aspect and full powers of the lesser demon type it is keyed to! Notes: These rings are so evil that any one even touching one has a 10% chance of becoming evil themselves! A wearer has a 100% chance (no save versus of becoming chaotic evil) and the ring takes a "full wish" to remove! There is also a 2% weekly chance that the ring will "summon" a demon (as it's keyed to) to slay the wearer (this chance increases to 10% each time the shape changing power is used)!

MAGIK ARTIFACT : PULSOMIC DISRUPTOR (HELL HAND)

Value: 250,000 G.S. Composition: Titanium, cadolinium, boron filaments and some silver. Looks: (see illustration) usually a metallic blue oval. Weight: 6 lbs. Power Source: Nuclear Pellet. Maximum Charges: 177 Maximum Range: 150 yards AC Penetration: 2+5 Damage per shot: 25 points. Size: fits all normal sized humanoid arms. Notes: This weapon, once put on is irremovable (until its power source runs down) by anything less than a "full wish." All hit by it are dizzy, nauseated and stunned for 1D10 melee rounds (20% chance) or are at -4 attack/defense for 1D6 turns. The devices own AC is 2+2 and it is immune totally to any form of sonic. Cold or heat only does 1/4 damage to it. For every shot fired from it there is a 2% cumulative chance the wearer will be driven insane from the "back lash." At any rate the radiation from this technological device will do the same in a year! It's a "no win" situation.

MAGIK ARTIFACT : LIVING SCROLL

Value: 10,000 G.S. base plus for magik thereon. Composition: Living flesh. Looks: Tan with golden glowing runes, blue tongues, lips etc. Alignment: varies. Magik Powers: These scrolls will memorize one spell for each intelligence point over 8 they have. They can memorize any level spell read or shown to them completely. However once used the spell must be re-memorized. AC: 6 HD: 8 points plus 1 per each intelligence point over 9. Notes: These items may be constructed by anyone who can construct a Homunculus. And like a Homunculus, if the scroll is destroyed, then the owner/maker suffers equivalent damage! Remember, these scrolls are sentient, and thus have feelings, beliefs, and all such attendant problems and benefits.