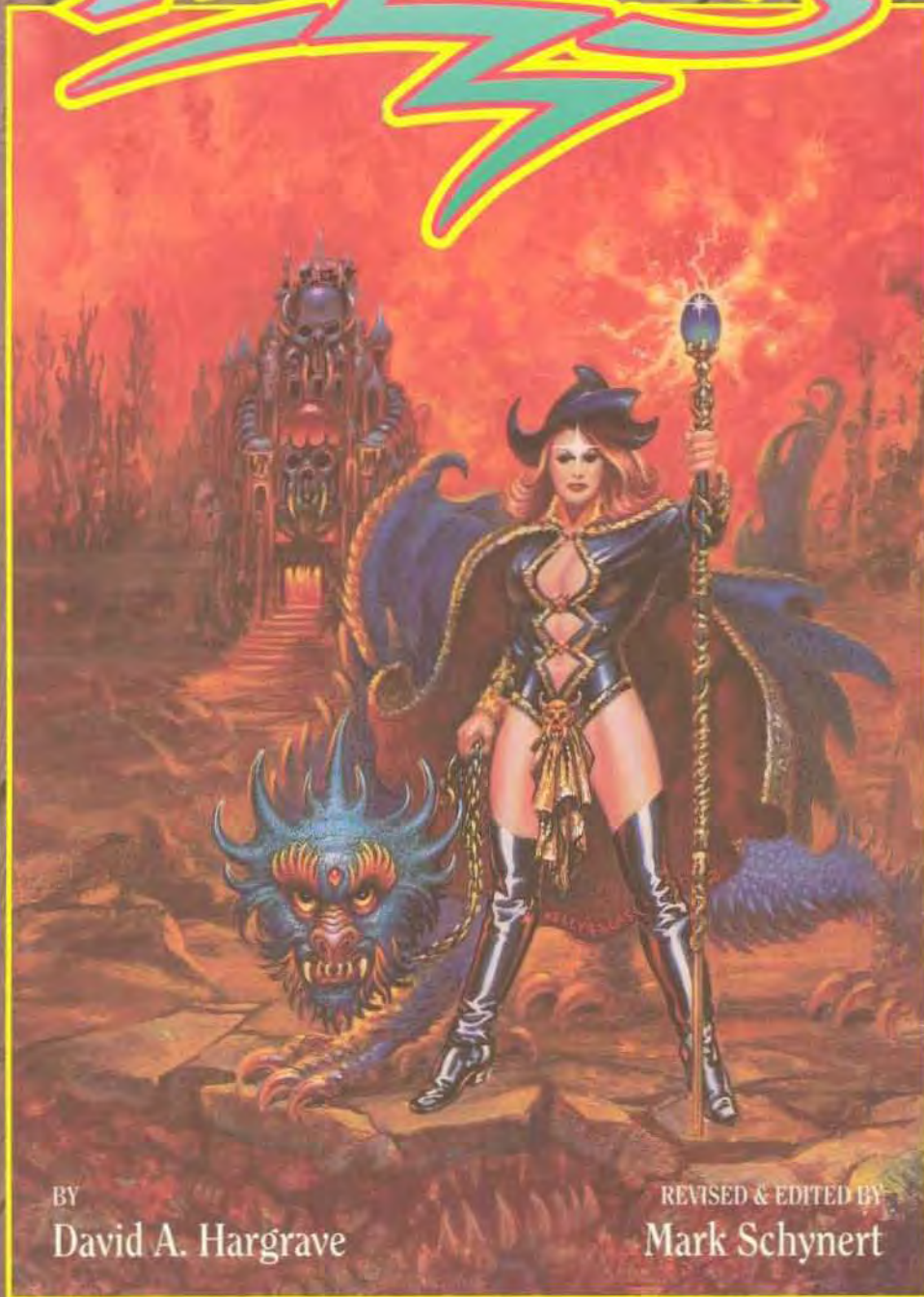


THE COMPLEAT

ARDDIA



BY
David A. Hargrave

REVISED & EDITED BY
Mark Schynert

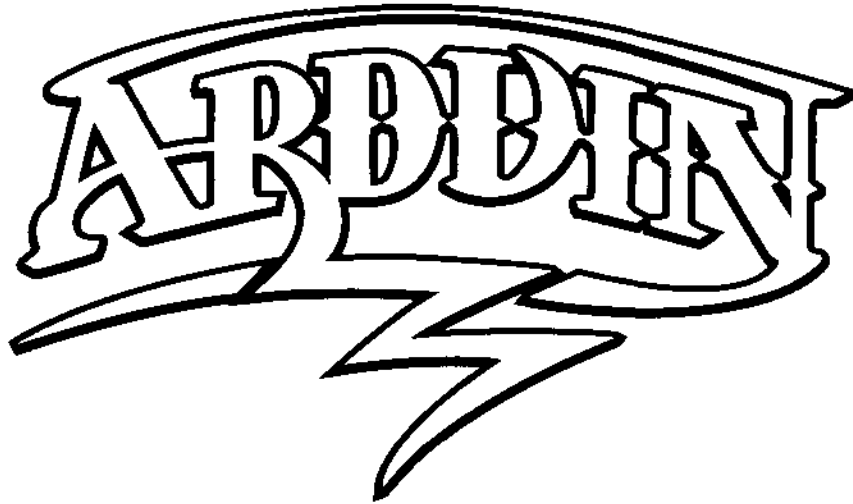
BOOK TWO

Resources

Glossary of Abbreviated Terms

- ABF** Attack Battle Factor: A measure of a character's ability to physically attack an enemy in close quarters (melee). See p. 108 and following.
- AC** Armor Class: An obsolete measure of a character's armor; see Table 41 on p. 116 for conversion to Armor Value (AV), the new measure of armor.
- AGIL** Agility: A measure of sense of balance and sure-footedness; see p. 22. AGIL is one of the two components of the Coordination Factor (CF).
- AR** Advancement Rate: The rate at which Experience Levels (EL) increase a character's Battle Factors (BF). See p. 108.
- AV** Armor Value: A measure of a character's armor or hide thickness. It is one factor in determining the Defensive Battle Factor (DBF), and is also the primary factor in computing the Missile Defense (MD). See pp. 113-116.
- BF** Battle Factor, Base Battle Factor: As Battle Factor, refers to Attack Battle Factors (ABF), Defensive Battle Factors (DBF), Missile Attack (MA) and Missile Defense (MD), or some combination thereof, collectively. As Base Battle Factor, refers to a value used as the basis for both the ABFs and DBFs of a character. In the latter case, see p. 108.
- BP** Brawl Points: A measure of the amount of temporary injury a character can sustain in a brawl before being knocked unconscious; see p. 143.
- CF** Coordination Factor: A measure of quickness and motor control. CF is the basis for determining when and how often a character moves, and also has an impact on speed. It is also a component in the Base Battle Factor. It is the average of Dexterity (DEX) and Agility (AGIL). See p. 92.
- CHAR** Charisma: A measure of both physical beauty and the magnetism of one's personality. See p. 25.
- CON** Constitution: A measure of a character's overall state of health. CON is the basis for the calculation of Hitpoints (HP). It also is the basis for determining resistance to poison and venom, resuscitation chance, resurrection chance and in some cases is a factor in computing mana. See p. 22.
- CP** Copper Penny: See pp. 172-174 for coinage values.
- DBF** Defensive Battle Factor: A measure of a character's ability to physically defend against an enemy in close quarters (melee). See p. 113 and following.
- DEX** Dexterity: A measure of hand-eye coordination and sure-handedness; see p. 22. DEX is one of the two components of the Coordination Factor (CF).
- D** Die or Dice: The number and type of dice to be rolled in a particular situation. This will generally be given in one of two formats: first, xDy, meaning x Die or Dice of y sides (E.g., 2D4 = 2 4-sided dice); second, xDy+z, meaning x Die or Dice of y sides plus a fixed value z (E.g., 5D4+3 = 5 4-sided dice plus 3).
- EGO** Ego: A measure of a character's sense of self. See p. 25.
- EL** Experience Level: A measure of the degree to which a character has gained proficiency as a consequence of life experience. Increases in EL tend to improve characters in a variety of ways. See pp. 103-104.
- EV** Encumbrance Value: A measure of the degree to which an item encumbers a character. This may result in a reduction in the entity's speed.
- FRP** Fantasy Role Play: A game set in a universe with different physical laws than that of the real universe, where the players derive and adopt the personae of fictitious characters known as Player Characters (PC).
- GM** Gamemaster: The person who acts as both the umpire of the game and the teller of the story.
- GS** Gold Sovereign: See pp. 172-174 for coinage values.
- HP** Hitpoints: A measure of the amount of injury a character can sustain before dying. It also is a measure of body size for the purposes of susceptibility to poisons or magik, or for determining optional bonuses or penalties for Missile Defense (MD). See p. 91.
- INT** Intelligence: A measure of a character's raw reasoning ability; see p. 22. INT is one of the two components of the Reasoning Factor (RF).
- MA** Missile Attack: A measure of a character's ability to attack an enemy at a distance with a physical projectile. See pp. 116 and following.
- MB** Martial Bonus: A value added to the ABF or MA to reflect extensive military training. See p. 108 for ABF application. See p. 116 for MA application.
- MD** Missile Defense: A measure of a character's ability to physically defend against an enemy's projectile attack. See pp. 117 and following.
- MDP** Missile Defense Penetration: A measure of the degree to which a firearm or other high-tech weapon can negate the component of Missile Defense (MD) derived from armor (AV and/or SH) by penetrating the armor. See pp. 135-140.
- MECH** Mechanical Ability: A measure of a character's ability to understand and operate mechanical contrivances. See pp. 25-26.
- MRS** Magik Resistance Score: A measure of a character's resistance to injurious or invasive magikal effects. See pp. 161-164.
- MV** Missile Weapon Value: A value added to the MA to reflect the attacking power of a particular missile weapon. See Table 38, beginning on p. 109.
- NPC** Non-Player Character: Any character controlled by the Gamemaster (GM), but subject to role play. Non-role-played entities are called "Monsters."
- OP** Order of Power: A measure of the difficulty of a spell or other magik as it relates to the Experience Level (EL) of its user. See Chapter 1 of Book II for magiks listed by discipline in ascending OP order. See p. 151 for the effect of an OP higher than the EL of the user of the magik.
- PC** Player Character: Any character controlled, and whose role is played by, a player.
- RCH** Random Critical Hit: An attack that inflicts an incapacitating injury to a victim and probably knocks him out of the fight. See pp. 118-121.
- RF** Reasoning Factor: A measure of problem-solving ability. RF is the basis for determining whether a character can deduce anything from an incomplete set of facts. It is also a component in the Base Battle Factor. It is the average of Intelligence (INT) and Wisdom (WIS). See pp. 91-92.
- SAF** Spell Attack Factor: A measure of a character's ability to attack an enemy at a distance with a spell or similar projection. See pp. 152-153.
- SH** Shield Value: A type of Armor Value (AV) attributable only to shields. Shields can increase a character's Defensive Battle Factor (DBF) when used with a compatible weapon. Shields will also dramatically increase a character's Missile Defense (MD). See Table 39 on pp. 114-115 for specific values listed as AV. See p. 113 for the effect on the DBF. See p. 117 for the effect on the MD.
- SP** Silver Penny: See pp. 172-174 for coinage values.
- STR** Strength: A measure of a character's muscle or mechanical power. This is a component of the Base Battle Factor (BF). See p. 22, and Table 3 on p. 24.
- STRB** Strength BF Bonus or Penalty: A positive or negative component of the Base Battle Factor (BF); see Table 3 on p. 24.
- SWIM** Swimming Ability: A measure of a character's ability to move through water or other liquids without drowning. See p. 26.
- WC** Weapons Class Training: This value reflects a character's training with a particular weapon or class of weapons. It is added to the ABF and DBF if a melee weapon, or to the MA if a missile weapon. See pp. 112-113.
- WIS** Wisdom: A measure of a character's ability to synthesize life experiences and learn from them; see p. 22. WIS is one of the two components of the Reasoning Factor (RF).
- WV** Weapon Value: A value added to the ABF to reflect the attacking power of a particular melee weapon. See Table 38 beginning on p. 109.

THE COMPLEAT



Book Two: Resources

by **David A. Hargrave**

Revised and edited by **Mark Schynert**

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If you wish a reply, please include a stamped self-addressed envelope.

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Preface to Book Two

This volume is the second of two in the Complete Arduin set. Book I introduced the Arduin system and took the reader through the process of creating a character. This volume, Book II, contains a large variety of resources for GM and player alike. Here is what you will find:

Chapter 1 lists hundreds of spells and other magiks with which to outfit player characters and NPCs. At the end of this chapter is the Spellfinder, an index just for all the various spells and such presented here.

Chapter 2 defines magik items, and includes a listing of many of the unique treasures of Arduin.

Chapter 3 provides an unusually complete listing of the many entities a player character might encounter, ranging from the mundane to the magikal, and even the angelic or demonic.

Chapter 4 gives the GM a variety of tables and other material to spice up the campaign environment as well as resolve issues relating to healing of characters, falls, breakage and the like.

Finally, Book II ends with a comprehensive index that covers both volumes—a first for any work by Dave Hargrave.

The rules presented here in Book II are usually optional, though all are compatible with each other and with the system rules in Book I. The GM will have to decide whether to use these resources as is, or whether to modify them to suit her preferences. The final decision, as always, rests with the GM.

These two volumes together, Book I and Book II, comprise The Complete Arduin, the essence of the Arduin system. What you, the GM, don't see here you should be able to fabricate on your own—and don't be afraid to! After all, making it up as you go along is at least half the fun.

Integration with Other Role-Playing Systems

Arduin as a set of rules is now, and always has been, designed to be modular. This means any single piece of the rules can be lifted out of these rules and inserted right into another system without much fuss or bother. Conversely, any segment of any other rules system can be grafted into the overall rules for Arduin and still allow the game to be played. The critical question in all cases is what the changes will do to the GM's conception of game balance.

All you have to remember about inserting any of these rules into your own system is this: *the numbers are not important—only the idea is.*

What this means is that you can substitute your own values in place of those quoted in these rules so as to make them compatible with the numbers normally used in your own game.

As an example, in **Table 41** in Book I, Arduinian Armor Values (AV) are easily converted to the old AC system, and all monsters also have both AV and AC values listed. The old AC values happen to closely correspond to armor numbers in some other popular games. AC 9 through 2 are the same, and the other values bear an obvious relationship to anyone familiar with these systems.

Other factors may seem to be a little harder to convert, but if you think about the underlying logic for their derivation, you will have basis from which to work. For example, some games separate charisma (CHAR) into a leadership factor and a beauty factor. If you realize that charisma is related to these factors, conversions back and forth are easy. As another example, consider systems that do not use ELs, instead relying on individual tracking of various skills, either by point allocation or by increases in percentages of mastery. In this case, simply figure out what number of adventures are generally necessary to gain a particular number of points or increases, then compare that to the number of adventures necessary to gain an EL as discussed in Chapter 4 of Book I. In effect, you will have figured out *roughly* how many points are equivalent to an EL for that particular type of character.

It's not my purpose here to tell you how to convert characters back and forth between Arduin and every other game system out there. You as the GM have to think it through and adjudicate with care. For example, if converting from a system which has DEX but not AGIL, and where characters have already been in play for some time under the other system, you cannot very well require these old characters to roll up a new AGIL factor, as it may drastically change their effectiveness in battle or with skills, and not necessarily for the better! As a rule of thumb, I will have a roll for AGIL made, but I correct the value to within 2, plus or minus, of the existing DEX value. Thus, there will be some significance to the change for the character, but not something that will be likely to skew his future.

For those of you who are committed to some other game system, but have come to these rules seeking something to enhance your games, I recommend several modules in particular: The CF Action Count system, the Random Critical Hit and Fumble tables for both regular combat and magik, the hitpoint system and the mana system for powering spells. All these modules add flavor and ease of use without requiring any major change in the structure of most other systems, though in the case of mana, you will have to establish costs for each spell from the other system, and you will have to make a decision about how, if at all, spells can be increased in power.

Finally, if you come to Arduin looking for a way to spice up your existing rules, but you just can't see a way to make the two sets compatible, perhaps you should junk the rules you've been using, and switch to Arduin. After all, the very

fact that you're looking for improvements means there's probably something wrong with what you've got, and in my humble opinion, Arduin is simply the best set of complete role-playing rules around, bar none.



Chapter One

Spells

and Other Magikal Formulae

Upon the following pages you will find hundreds of spells, conjurations and rituals. The mana cost and time to learn vary not by the order of power of each spell, though that does have some bearing, but by the methodology of the mage originating the specific spell. Some mages, being more learned, created magik that used mana more efficiently than did those other lesser experimenters. Their proficiency in their endeavors is what predicated the way the listed spells work. This has the added advantage of allowing players, with GM approval, to research their own spells or variations of known spells in order to come up with something better. Actually, many of the spells you will be reading were originated by player characters over the many years of my Arduin Campaigns. If they can do it, so can you!

In the Arduin system, spells, conjurations and rituals are distinguished from each other as follows.

Spoken Spells: A magikal cause and effect that is memorized by the mage and triggered by a single spoken word or phrase. Such magik generally takes immediate effect, though it can occasionally take as long as one full melee round to become fully effective. "Mystik Darts" and the "Rosy Mist of Reason" are two examples of this type of magik.

Conjurations: A magikal cause and effect that usually takes at least one full melee round of continual incantation to trigger, and can take several melee rounds, but less than one minute thereafter to come to full effect. Sometimes continual concentration by the mage is required to continue the effect. Any time a wall, mirror or other physical

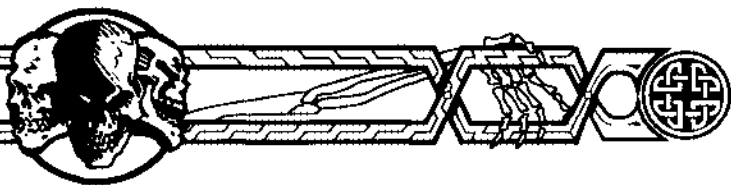
manifestation is called for, this is the kind of magik involved. "Skorzandon's Mirror" and "The Dancing Axe of Dondura" are examples of this sort of magik.

Rituals: Long and involved incantations, gestures, etc. that lead up to specific magikal effects. They frequently require the use of paraphernalia such as candles, chalk-drawn symbols, etc. These rituals take at least one full minute of work to trigger and frequently require several minutes, even hours, to perform. However, of all such magik possible, this is the only type capable of being done without preparing the entire spell first by memorization. Most priestly and druidical magik is of this sort. It is slower but generally less prone to fumbles than the quick-draw style of spell casting. "Death Breaker" and "Holy Cure" are examples of rituals.

All conjurations, rituals or other delayed action magik will go off on Action Count 1 of the last melee round of any listed required time for completion. As an example, a conjuration requiring four melee rounds to complete would actually happen on the last count of the fourth melee round after it was begun, regardless of what CF count it was begun upon in the starting round.

How to Create Spells

Perhaps the most difficult task facing the GM is that of introducing new or modifying existing spells. These introductions and modifications can either be at the instigation of the GM or by the initiative of other players; either way, some really great ideas have been turned into workable magik in my campaign and in many others. In fact, many



of the spells put forth herein were developed by players over the years.

Nevertheless, the GM must employ great care in expanding the spell lists, not because they are absolutely complete (they are not), but because one carelessly introduced spell can ruin an entire campaign. For example, I know of one campaign where the GM foolishly allowed a spell that doubled the CF of the character it was cast upon and, even worse, for the menial cost of 1 mana point. From that point on, all the player characters moved at CFs of between 24 and 30, laying waste to anything and everything they encountered, because they were so fast and so accurate. Before long the campaign fell apart, since character CF became more important than the story lines. Of course, the point is play balance. I don't recommend

a CF-doubling spell, and you won't find one here, but were you to include such magik, at the least it should be a high OP ritual, precluding use in an ambush or similar emergency, and it ought to cost a prohibitive amount of mana for a fairly short duration of effect.

Think about the proposed spell carefully, taking into account the OPs and mana cost of spells of similar characteristics, and always try to imagine ways in which it might be abused to the detriment of the greater game. If you do all those things and decide the spell can pass muster, either as is, or with a few modifications, then you shouldn't have much trouble. Who knows, maybe you'll be the first one in ten thousand years of experimentation to perfect "Oglethorpe's Astral Tar Baby" conjuration...



• Wizardly Magik •

FIRST ORDER OF POWER

Aethanahr's Molasses Spell: For each 1 mana point expended, the wizard can cause up to 10 cubic feet of water or similar liquid to instantly transform into the consistency of thick molasses for ten minutes. Each additional one-half mana point thus expended will affect an additional 10 cubic feet of water. The range of this spell is 60' plus 3' per EL of the caster more than the EL at which it was learned. Some 9 days of study and an expenditure of 65 G.S. worth of materials are needed to learn this spell.

Arturonino's Identifying Ritual: This one-minute ritual has a cost of 3 mana points and will upon completion put the wizard into a light trance for 1D10 minutes. When the wizard comes out of his trance he will know exactly what the function of any object he is holding or touching is, though not *how* it functions. This is very useful where technological devices are concerned. This ritual requires 16 days of moderate study and 25 G.S. expenditure to learn.

Boojum's Detect Enemies Spell: For a 1 mana point cost the wizard can detect any entity that is specifically thinking of harming him. The range for this is a 30' radius, but it can be increased by 15' per additional 1 mana point used for that purpose. All beings the spell is directed at, whether hidden or not (as it works through as much as 1' of stone), get a save try. If said save is successful, the wizard does not detect them. At any rate, on successful detects, the wizard becomes aware of the location and number of those enemies but not what or who they are. The base chance for success is 66%, increasing by 3% per EL thereafter. But remember, they do get saves. Two weeks and 45 G.S. in materials are needed to learn this spell.

Borken's Spell of Detecting Psychic Emanations: For a 2 mana point cost the wizard will become aware of any and all psychic forces/emanations within a 30' radius of himself for 3 melee rounds. He won't know what kind they are, just that they are here and where they emanate from. The success chance for this is 45% +3% per EL earned thereafter. This spell requires 5 weeks and 205 G.S. in materials to learn.



Chambroe's Ritual of Treasure Finding: For each mana point expended during this 3-minute ritual, the wizard will detect all valuable items (gold, silver, gems, etc.) within a 20' radius. This works through all obstructions, regardless of type, except for silver which blocks it but triggers the detect, and has a base success chance of 65% +3% per EL. The ritual requires 4 weeks and 45 G.S. in materials to learn.

Chassuract's Missile Magiking Ritual: For each mana point expended during this one-minute ritual, a wizard can cause any single arrow, slingstone or other such missile (only!) to become +5 to strike for 30 minutes. As a consequence, it can strike those of the undead kind even though not otherwise magik. Or the wizard can add 1 mana point per +5 he wishes to add or to add another 30 minutes of duration to any one missile. However, in no case can a missile ever be magiked to more than +20% to hit nor be made to hold the extra attack value of whatever total plus for more than two hours. This ritual requires 4 days of light study and the expenditure of 70 G.S. to learn.

Chaumendo's Spell of Detecting Invisible Objects: For each mana point utilized, the wizard can home in on any one object that is magikally invisible, up to 30' in front of him. He doesn't see the object, he just knows where it's at. The base success chance for this is 66% +3% per EL hereafter. It requires 2 weeks and 60 G.S. in materials to learn.

Cleadora's Sunstone Ritual: For 1 mana point expended during the 3-minute ritual the magician can cause any gem, jewel or other similar object (crystal balls, etc.) to take on the properties of a sun stone for one day (i.e., 25 hours). For more information, see the sun stone entry in the Compendium of Treasures (in Book II Chapter 2). This ritual requires 2 days of study and costs 45 G.S. to learn.

Dardringan's Spell of Poison Detection: For a 1 mana point cost the wizard can detect any poison or venom in any one specific area (not to exceed one cubic foot in volume) up to 5' distant. If the detect is successful, the wizard sees the poison as a green-yellow glow. The base chance for success is 25% +3% per EL earned thereafter. This spell requires one week and 35 G.S. in materials to learn.

Darleman's Slow Drop Spell: For 1 mana point expended a wizard can cause up to 100 pounds of any substance to fall at one-tenth its normal rate of fall for one melee round or 300', whichever comes first. The range is, of course, up to 300' (and it is not extendable). If such a spell is pre-loaded with enough mana

to slow 1,000 pounds (i.e., 10 mana points' worth) and used instead to slow an object only half that weight (for example), it would still fall at the base one-tenth of normal speed. The extra weight/mana used will not slow it further. This spell requires 10 days of relatively easy study and an expenditure of 45 G.S. to learn.

Davalon's Ritual of the Sixth Sense: This ritual requires 2 minutes and 6 mana points to complete, but once done the wizard will have the ability to sense any and all danger (not enemies) that directly threatens him, within a 30' radius. This danger can be anything from some deadfall or trap, to an arrow silently in flight towards his back. The success chance of this working is 80%, which is not increasable by any means whatsoever. This sixth sense will last for one hour plus one additional hour per 3 mana points added to the ritual. This requires 10 weeks and 375 G.S. in materials to learn.

Delight's Aphrodisiac Aura: For a 1 mana point expenditure and one minute of time, a wizard can add 3 to his CHAR score in general and 8 to CHAR specifically where members of the opposite gender are concerned. This effect will only reach those people within a 20' radius of the wizard, the effect lasting one hour. However, if 3 mana points are poured into this ritual, the wizard can try for a concentrated effect aimed at one individual; if the individual does not save vs. psychic attack, he or she will feel love and desire towards the wizard. This emotion is extremely strong and real to the person thus affected, and will cause him to do all manner of love-sick idiocies in the name of desire. This spell requires 1 week and 15 G.S. in materials to learn. The use of this spell is generally considered highly illegal in most civilized areas.

Flymlyng's Wizard Glow: For each mana point used, the wizard can cause any one specific object up to 10' distant to glow with a pale blue glow, equivalent to about half daylight in strength, in a 30' diameter area for one hour. This can be anything from a sword blade to a fingertip. The spell requires 1 week and 75 G.S. in materials.

Hardav's Spell of Astral or Ethereal Detection: This spell may be used to detect one or the other of the above kinds of things within a 30' radius of the wizard. He casts the spell, then slowly turns for one melee round, during which time all such ethereal or astral (one at a time only) beings will show up to his eyes as a glowing red splotch. The mana cost is 2, the duration is 1 melee round and the base success



chance is 55% +3% per EL earned hereafter. It requires 2 weeks and 155 G.S. in materials to learn (for just one; to get both detects another week and 65 G.S. more in materials are needed).

Hardav's Spell of Illusion Detection: This spell requires 2 mana points to do and has a range of 30', to cover an area up to 10' square. If successful (on a 70% base chance +3% per EL earned thereafter), the wizard will see all illusory things outlined in a glowing Kelly green for one melee round. This spell requires 2 and 65 G.S. in materials to learn.

Harwyn's Bone Shaker: This spell costs 2 mana points, has a 75' range and causes man-sized victims to have intense muscle spasms and to shake uncontrollably for 1D10 melee rounds. It causes 1 HP of damage per 2 melee rounds of effect, or triple that versus arthropods of all types. All hand-held objects are immediately dropped by the victim. The spell will affect larger creatures for more mana loaded into the spell (see "Sardonyx's Lockjaw" spell below for ratio examples). Targets who save are completely unaffected. This spell takes 2 weeks and 50 G.S. in materials to learn.

Harwyn's Hypnos: By utilizing 4 mana points, a wizard can mesmerize any single intelligent being with a combined total INT and EGO lower than his. This will last for one minute, multiplied by the wizard's INT, and has a 30' range. The save is vs. psychic attack rather than with MRS. The mesmerized person will follow the wizard's command literally, in a robot-like manner. However, any sudden shock has a 30% chance of breaking this spell. Its one bad drawback is that the victim must be facing the magician in order for it to work! This spell requires 7 weeks and 110 G.S. in materials to learn.

Harwyn's Spell of Magik Detection: This spell allows a wizard to determine if an item is magik. It will also tell him a percentage (roll D100) about the actual magikal workings of the item. Its mana cost is 1 and the range is 10'. The basic chance for success is 70% +3% per EL thereafter. This spell, which when used takes the place of the wizard's inherent ability to detect magik, requires one week and 25 G.S. worth of materials to learn.

Jerbal's Spell of the Instant Grab: This spell allows whomever it is cast upon (up to 10' distant) to have an absolutely unbreakable grip, as far as is physically possible for each individual body, with one hand, for 10 minutes per mana point expended. The range of effect is also extendable in 10' increments per mana point expended. This is perhaps the cheapest of all

magiks to use yet also one of the most useful, if you think about it a little bit. It costs 15 G.S. and takes one day of casual study to learn.

Junora's Ritual of the Aura of Magikal Alarm: This 2-minute ritual costs 3 mana points to complete and, once done, puts an invisible aura that lasts 10 minutes in a 30' radius around the wizard. If anyone tries to magikally observe the wizard (with a crystal ball or some such) the wizard knows it immediately on a 90% base chance. This chance cannot be improved in any manner whatsoever. The ritual requires 3 weeks and 88 G.S. in materials to learn.

Jundrunne's Quick Flame: With this spell, a wizard can ignite any dry, burnable object up to 10' away (such as dry wood, cloth, etc.) or cause 3 HP of damage to a person. The mana cost is 1, and remember: small fires only. This spell requires 1 week and 15 G.S. of materials to learn.

Lundgren's Wizard Dark: For each 2 mana points used, a wizard can cause a 13' diameter area up to 30' distant to become inky black and totally light absorbent for one minute. It can be increased in area by adding 1 mana point per additional 5' to be created. Torches, Wizard Glows, etc. cannot be seen inside the area, nor can the casting wizard see out of it. This spell requires 1 week and 50 G.S. in materials to learn.

Marah's Spell of Detecting Undead: For a 2 mana point cost the wizard can detect all of the undead kind within a 45' radius, regardless of obstruction, to a 10' thickness of stone. The base success chance for this is 66% +3% per EL earned thereafter. The wizard will know the number and kind of undead in the area of effect, if successful. This spell requires 2 weeks and 95 G.S. in materials to learn.

Matroch's Disease Detection Ritual: This one-minute ritual requires 3 mana points to complete, but once done the wizard will absolutely know what sickness ails any single living entity it was done upon. The entity can be up to 5' distant but may not mass more than one ton. Larger beings can be checked at an extra mana cost of 1 per additional 1000 lbs. in size. The base success chance is 20% plus 3% per EL the wizard acquires above the level this ritual was acquired. The ritual requires 3 weeks and 100 G.S. in materials to learn.

Matroch's Injury Detection Ritual: This 1-minute ritual works exactly as the disease detection spell does in all respects. It requires 2 weeks and 65 G.S. in materials to learn.



Moshaera's Mystik Dart: This spell converts 1 mana point into a burst of blue-white energy that flashes from the wizard's pointing finger. It hits like a heavy crossbow bolt (+5% to hit, 1D8+9 damage, but only a 7% RCH bonus) with a 120' range. If you are using the shock rules, this damage is 100% shock, though it can still cause a critical hit. This spell requires 3 weeks and 150 G.S. to learn.

Penion's Gardy Loo: For a 3 mana point cost the wizard summons all the vile, stinking refuse within a quarter mile and deposits it upon the target. Up to 100 pounds of such delicacies as rotten fish, apple cores, used diapers, offal and the like will appear within a 10-foot diameter. To learn this spell the wizard requires 3 weeks, 5 G.S. in very smelly materials, a complete change of clothes and a hot bath.

Penryn's Swift Slap: For a 1 mana point cost the wizard can kinetically slap any target up to 15' distant. This slap does no damage but does have a GM-adjudicated chance of doing such things as surprising a wizard enough to cause a Magik Fumble, knocking a wand, dagger or other similar object from someone's hand (16 STR or less), knocking over, spilling, or otherwise abruptly moving such things as weigh 1 lb. or less up to 1D12 inches, and definitely getting someone's attention, like a stinging slap in the face. This minor magik cannot be expanded upon in any manner and only requires one hour of easy study to learn. Cost to do so is a meager 3.5 G.S.!

Phundrang's Spell for Obtaining Specific Directions: For a 6 mana point cost the wizard can determine the exact direction of and approximate distance to any location desired (even if unknown). For example, the wizard wants to find his way out of the maze. So, for one minute he will know the way. This duration is extendable by one minute per additional 3 mana points expended in this spell. The success chance of this working correctly is 80% + 3% per EL gained thereafter. The spell requires 8 weeks and 225 G.S. in materials to learn.

Reddmique's Ritual for Reading Magikal Runes: This 2-minute ritual requires an expenditure of 1 mana point for each 5 minutes duration required. Once done upon himself and any single item (i.e. book, scroll, etc.), the magician can read and understand all the mystik runes therein. This procedure requires 2 weeks of hard study and an expenditure of 100 G.S. in materials to master.

Reddmique's Spell of Detecting Gates and Other Magikal Portals: For a 3 mana point cost the wizard can become aware of the exact distance and direction (to 100' away, regardless of obstruction) of all gates and other magikal portals. The chance of success for this is 45% + 3% per EL earned thereafter. This spell requires 5 weeks and 175 G.S. in materials to learn.

Rodrigo's Spell of Life Detection: For each mana point expended the wizard will physically see any and all living things within a 30' range, outlined in pure white light, for one melee round. The success chance is 90% + 1% per EL earned by the wizard above the EL at which this spell was learned. It requires 1 week and 45 G.S. in materials to learn.

Saballa's Swift Sleep Spell: This spell allows the wizard to put to sleep any single creature of 24 HP or smaller in size per 2 mana points put into it. It has a 60' range and is instantaneous. Those thus slept are unawakable except by an Awake spell during the first minute of its 10-minute duration. After the first minute the sleeper can be awakened as any normal sleeper could. There is no limit to the amount of mana that can be used in this spell or the size of the target it can affect. However, it is known to be singularly ineffective versus insects of all kinds. The spell requires 4 weeks and 180 G.S. in materials to learn.

Samledar's Ritual of Detecting Demonic Possession: For a 3 mana point cost, this 2-minute ritual will determine exactly what demon (by name and kind) is in possession of any single particular object or being up to 10' distant. The base success chance is 51% + 3% per EL earned thereafter. This ritual requires 7 weeks and 205 G.S. worth of materials to learn.

Sardonix's Lockjaw Spell: For a 1 mana point cost the wizard can cause any single man-sized being (up to 45 HP in size) to a 60' range to have his mouth spasm rigidly shut for one melee round. For each additional mana point put into this spell's initial casting, an opponent of one size greater may be affected, or an extra one-melee round of duration may be added. For 2 mana points an Ogre-sized target, for 3 mana points a lesser giant, for 4 mana points, a greater giant, and so on. At least 10 mana points would be required to affect a dragon-sized opponent. A reversal or cure for this spell is easily done for the same mana point cost. This spell requires 1 week and 25 G.S. in materials to learn.



Serbehl's Spell of Alignment Detection: For a 1 mana point cost, the wizard can detect the alignment of any single item or entity up to 30' distant. The base success chance for this is 45%, increasing by 3% per EL earned thereafter. The spell requires 2 weeks and 55 G.S. in materials to learn.

Sharthyd's Spell of Evil Detection: For a 1 mana point cost the wizard can detect any evil that imbues any single object or area (not to exceed 10' square) up to 10' distant. Such areas will glow a bright orange-red to the eyes of the wizard. The base chance for success is 33% + 3% per EL acquired thereafter. This spell requires one week and 40 G.S. in materials to learn.

Skuti's Mystik Cootie: For a 1 mana point cost the magician can cause any single warm-blooded target up to 60' distant to feel himself infested with 1D20 cooties, bugs or other such vermin. Said target will react accordingly, each to his/her own predilections towards such happenstance (GM adjudicated). The duration of this minor but fun effect is 1D10+20 melee rounds plus 5 melee rounds per EL of the caster above the EL at which it was learned. It takes only 4 hours of simple study and the spending of 15 G.S. to learn this one!

Sordred's Spell of the Masked Magik: For a 2 mana point cost the wizard can detect any magik that is hidden by an overlay of magikal masking. This may be done to a range of 30' but requires one full melee round to do. The base chance of success is 50% plus 3% per EL acquired hereafter. This spell requires 2 weeks and 75 G.S. in materials to learn.

Tanya's Spell of Detecting Specific Locations: For each mana point and one melee round of time expended, the wizard can determine the precise direction and approximate distance of one single location already known to him, to a 60' distance and regardless of obstruction. For example, the lost wizard expends 5 mana points and 5 melee rounds in complete concentration to determine in just what direction the stairs he came in by are located. He will know approximately how far away they are, provided they were within the 300' radius the 5 mana points gave him, and he can then home in on them over the next hour. If he can't find them within that hour because of obstructions, etc., he must try the spell again, as the effect will fade after that time. The success chance of this magik working is 90% + 1% per EL earned thereafter. The spell requires 1 week and 85 G.S. in materials to learn.

Tarchalla's Mystik Mist Conjunction: Also known as the Rosy Mist of Reason, this conjunction, while very effective, is also very dangerous, as the wizard, at a 1 mana point cost, conjures a 60' diameter cloud of rose-colored mist around himself. This mist takes one full melee round to coalesce, but when it does all sentient beings within its confines, including the conjurer (!), must save versus psychic attack at -20%; those who do not save are affected on a D20 roll thus: 1-10 makes them very reasonable, willing to talk instead of fight, easy-going, etc.; 11-15 makes them very sleepy and lethargic (90% chance they'll go to sleep!); 16-19 means they'll become very confused and befuddled and unable to fight unless they themselves are attacked, and even then only at -20 ABF, -20 DBF. A roll of 20 means they become berserk and enraged (+20 ABF, -20 DBF) and will attempt to slay all they see. Non-sentient beings within the cloud are affected in this manner: 1-14 means no effect whatsoever; 15-18 means indecisiveness and vacillation; 19-20 indicates the creature will retreat out of the cloud in a confused manner. At any rate, this cloud will last for one full minute plus an additional two minutes per extra mana point put into its initial conjunction. A wizard requires 2 weeks and 23 G.S. in materials to learn this spell.

Tegus' Ritual of Self Healing: This 3 minute ritual requires 2 mana points per 5 HP (or fraction thereof) to be healed. It may only be performed upon oneself, and not used to heal others. This ritual requires 4 weeks of tough study and the expenditure of 285 G.S. in order to master.

Tegus' Weather Predictor Ritual: This gives the wizard one hour of advance notice of what the weather will be like then, in a half-mile radius around himself. The cost is 2 mana points, and for each additional 2 mana points used, it may be increased by one hour and half a mile radius. The base success chance is 55% + 3% per EL earned thereafter. It requires 3 weeks and 150 G.S. in materials to learn.

Tiana's Spell of the Detection of Curses: For a 2 mana point cost and 1 melee round of time, a wizard can detect any curse put upon any single item or area (up to 10' square) with a base 40% chance of success. This increases by 3% per each EL earned above the EL at which this was learned. This spell requires 2 weeks and 75 G.S. worth of materials to learn.



Trenkole's Basic Web: For a 3 mana point cost the wizard can fill a 10' diameter area with sticky, web-like strands resembling spun fiberglass that will tangle, entrap and hold any creatures up to 60 HP in total size. It takes one melee round to form and lasts 2 minutes. It can be created up to 60' distant, and is highly flammable, doing 20 points fire damage total over a two-melee-round time period, if burned. There is no save from this entrapment. This spell requires 2 weeks and 85 G.S. in materials to learn.

Volkhun's Ritual of Magikal Trap Detection: This 2-minute ritual requires 2 mana points to complete and, once done, will detect all traps of a magikal kind within a 30' radius. This is increasable by 5' more per additional 1 mana point used in the ritual. The wizard will then roll another percentile roll to see how much he actually knows about each trap. The base success chance is 60% +3% per EL earned. The ritual requires 3 weeks and 100 G.S. in materials to learn.

Voorhing's Spell of Finding Secret Closures: For each mana point utilized, the wizard can determine the exact location, size, etc. of all secret doors or other closures in a 10' square area up to 30' distant. The base success chance is 66% +3% per EL earned thereafter. It requires one week and 50 G.S. in materials to learn.

Voorhing's Wizard Wings: Allows the wizard to glide for 30' for every 10' in height he has. However, the spell lasts only 1 minute per 3 mana points put into it, so the wizard had better land before his time runs out! This spell requires 1 week and 150 G.S. in materials to learn.

Xadru's Spell of Time Warp Detection: For an expenditure of 2 mana points, the wizard can detect the presence of any magikal time-related field, aura, etc. (specifically, those things that shorten or lengthen the time flow in an area). The base chance of success for this is 65% +3% per EL earned thereafter. This spell requires 3 weeks and 125 G.S. in materials to learn.

SECOND ORDER OF POWER

Bastabahr's Ritual of Ruthlessness: For each mana point expended during this 3-minute long ritual, any single living being will be rendered utterly and relentlessly ruthless for one full hour. Those thus affected will do absolutely anything necessary to get their own way, do not know fear or trepidation and will fight at +20 to their ABF. However, they also have a distressing habit of slaying anyone and everyone who even slightly disagrees with them about anything. This ritual is ineffective if the target saves vs. psychic attack. This nasty ritual needs but 16 days of moderate study and an expenditure of 240 G.S. to learn.

Davron's Patch Ritual: For each 2 mana points expended, 1' square of non-magikal cloth or other soft material may be 100% rewoven, rebuilt or repaired by the wizard. This includes belts, boots, even soft leather armor and such-like. The range is 3', takes 3 melee rounds to complete, and the repair is permanent. For each additional mana point and 3 melee rounds of time added to the initial ritual, another single foot square may be repaired; i.e., for 3 mana points, up to 2' square of area is repaired. This spell requires 2 weeks and 50 G.S. in materials to learn.

Dunklemeyer's Spell of the Tarantella: This is a variation of "Bone Shaker" that will affect sentient beings only. For a 4 mana point cost the wizard causes all within a 15' radius of himself to dance, whirl and uncontrollably gyrate with wild abandon for one minute plus one additional minute per each 2 extra mana points added to the initial spell casting. Those affected cannot stop until the time is done and will then collapse in an exhausted heap for 1D10 actions per each minute danced. While affected, victims will move in random directions to be ascertained each CF action segment. This spell takes 3 weeks and 200 G.S. in materials to learn.

Erik's Conjunction of Anti-Web Aura: For a 2 mana point cost a wizard can render his own body and all he is wearing completely immune to webs either magikal or natural. This means that the webs cannot stick to him and will thus slide off around him with no ability to entangle. It also works just as well versus ropes, vines and other such stuff. This aura will last 10 minutes, plus an additional 1 minute per half mana point extra put into the initial casting of the spell, and takes 2 melee rounds to complete, plus 1 round per each extra minute factored in. This spell takes 3 weeks and 185 G.S. in materials to learn.



Fafinghar's Fiery Flash: For a 2 mana point cost the wizard can cause a blinding white, flashbulb effect in a 30' radius around himself. All within its area of effect who are looking towards the source have a 50% chance of being flash blinded for 1D10 melee rounds with an additional 1D4 melee rounds afterward of having watering and burning eyes which renders them -10 BF for said number of melee rounds. Those who make their 50% roll have a 5% chance of having blinked at precisely the right instant and are thus totally unaffected, or are flash blind for only one melee round with no aftereffects. Those not looking directly at the flash source are not affected. However, reflective surfaces, headgear worn, etc. must be considered in this adjudication. This spell takes 2 weeks and 150 G.S. in materials to learn.

Harwyn's Hot Flame: A more powerful Quick Flame spell with a 2 mana point cost. Range is 30' and it will ignite even wet wood or other hard-to-light items; it also causes 6 points damage to a person. The fire is campfire-sized, but very hot. It takes 2 weeks and 125 G.S. in materials to learn this spell.

Karmer's Spell of Wine to Poison: For a 3 mana point cost a wizard can turn one quart of wine only to 1D8 potency poison for one minute; it then reverts to its original form. This spell has a base range of 10', but that can be increased one foot per additional mana point put into the initial spell casting. By the same token, each 3 additional mana points will make the poison's potency increase by 1D8. Thus, for a 12 mana point cost the wizard can either create 4D8 potency poison or only 1D8 but up to 19' distant. The wizard can also trade off volume affected for potency at 1 additional quart per 1D8 potency so that the same 12 mana point spell could affect up to two quarts at 3D8 potency or three quarts at 2D8 and so on. This spell takes 3 weeks and 35 G.S. in materials to learn.

Khurtol's Spell of Banished Fatigue: For a 1 mana point cost per 50 HP in size of the living being to be affected, the wizard can utterly banish all fatigue. This may be done but once per day per individual creature. The spell is instantaneous, and is by touch only. To do this on one being for a consecutive number of days equal to or exceeding the number of CON points he has is to invite physical disaster, even death, at GM's discretion. Eight days of study and 20 G.S. in materials are needed to learn this magik.

Landular's Multiple Image Spell: For the cost of 3 mana points, a wizard can create three illusory images of himself. Each image will last one full minute or until touched by a living thing; it then pops like a soap bubble. These images move with the wizard, to either side of him, aping his every movement and gesture, but are totally silent. This fairly limited spell, about the closest a wizard can come to doing illusory magik, has not proven amenable to improvement in any way. The spell requires 5 weeks and 150 G.S. in materials to learn.

Moshaera's Mystik Shield: For a 2 mana point cost a wizard can create a 7' tall by 3' wide invisible shield 3' in front of himself that will move with him for one full minute. This shield will completely stop all normal missiles and arrows, but absolutely nothing else. And it always stays to the conjurer's front. It requires 3 weeks and 105 G.S. in materials to learn.

Niko's Slowing Spell: For each 3 mana points utilized, the wizard can cause any mobile object/creature of 35 HP in size or less, up to 60' distant, to temporarily lose 4 from its CF, with equivalent impact on the victim's ground/air or other speed. Thus, the typical victim would lose 40 feet per melee round of ground movement, and so on. The spell effect is immediate. The duration of this effect is one minute plus one additional minute per EL the wizard becomes beyond the EL at which this spell was acquired. This magikal power requires 185 G.S. worth of materials and 2 weeks to learn.

Ninotchka's Fog Call: For a 2 mana point cost a wizard can conjure a 60' diameter area of icy cold fog, with visibility varying from 1' to 10' therein, up to 120' away. This fog requires 1 to 3 melee rounds to form and will last for 10 minutes or until blown away. This ritual cannot be used in very dry areas like deserts unless a water source is available. It takes 4 weeks and 120 G.S. in materials to learn.

Oroman's ESP Conjunction: For a 5 mana point cost the wizard can attempt to read the mind of another within 100'. The target need not be visible or even located, but if the target saves vs. psychic attack, the attempt to read his mind will fail, and the reader will get a splitting headache that takes 2 hours to subside. However, if this spell is used right after the successful use of "Harwyn's Hypnos," the target gets no save of any sort. On a successful use of the conjunction, the user will know what the target is thinking, but has no



ability to direct the target's mind to think about anything in particular that the user might be interested in knowing. This conjuration takes one full minute to bring to power, and requires complete concentration by the user for the up to 5 minutes it can be maintained. For every additional point of mana initially used over the minimum 5, the ESP link can be maintained for an additional minute. This conjuration requires 7 weeks of intensive study and the expenditure of 325 G.S. in materials to learn.

Phanch's Farspeaker Spell: For a 2 mana point cost the wizard can utter a message of up to 10 seconds duration which can be heard, exactly as whispered, spoken, hollered, etc., up to one mile distant. There must be a direct and unbroken line of sight between the wizard and the recipient, or the range is but one-tenth this. If the intended hearer is not visible, his exact location must be known and no obstruction greater than leaves and brush may obscure the way. Only the intended hearer will actually hear the wizard's utterance; the intended hearer can be a magikal artifact responsive to voice commands. Each additional mana point used in this spell adds one mile to its range, as does each EL of the caster above the EL at which this spell was learned. This spell requires but 3 weeks of average study and the spending of 37.5 G.S. to learn.

Phanch's Out-Fire Spell: For 1 mana point a wizard may instantly extinguish any fire of campfire size or less, up to 30' away, including those ignited by "Quick Flame" or "Hot Flame" spells. This spell requires 2 weeks and 180 G.S. in materials to learn.

Quarzalla's Wondrous Web Conjuration: For a 5 mana point cost the wizard can cause an area from 3' to 15' in diameter; size is chosen by the wizard before casting. The web can be cast up to 45', in the same way as the Tangle Trap Spell. This web takes one melee round to form and will hold all up to 100 HP total in size. It is flammable and will consume itself in 1D4 melee rounds, doing 2D10+4 in total damage. If not burned, it will last 5 minutes, then will dissolve completely away in 10 seconds. There is no save from this spell's entanglement. This spell takes 3 weeks and 75 G.S. in material to learn.

Santander's Mana Mirror Ritual: For a 3 mana point cost and 3 minutes a wizard can turn any reflective surface, such as still water, mirrors, etc. into a scrying device, for one minute. He can use the mirror to see

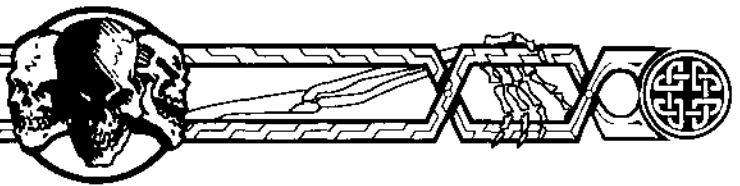
into locked boxes, behind closed doors, etc. or to see events, when he knows the exact location, up to 100 miles away. However, use of this ritual requires a one hour rest afterwards, and if used more than three times per day it has a 5% cumulative chance of causing the wizard to go totally and permanently insane! Base chance of success for this ritual is 75% plus 2% per EL gained hereafter. The ritual requires 6 weeks and 105 G.S. in materials to learn.

Schymark's Spell of Simple Levitation: For every mana point put into this spell, a wizard can raise or lower himself 33' per melee round for one full minute. It requires 2 weeks and 85 G.S. in materials to learn.

Skorzandon's Mirror: For a 2 mana point cost and one melee round of time, the wizard can conjure an insubstantial, but 100% effective, mirror between himself and any single opponent. This 10' by 15' mirror can be created up to 60' distant but will thereafter maintain its place equidistant between the two, regardless of how either moves, for the entire one minute of its existence. For each additional mana point added to the initial spell casting the wizard can cause the mirror to be either 5' larger in each direction or last an additional minute. It's strange trying to attack someone when all you can see is yourself! This spell requires 2 weeks and 25 G.S. in materials to learn.

Thurldon's Reversal: For a base 3 mana point cost the wizard can cause any single target that fails its saving throw, up to 50 HP in size, to immediately spin 180°. The range is up to 60', but at less than half range all thus hit have to save at -10% MRS. For each additional mana point added to the initial spell casting, the wizard can affect a 10-HP larger target up to 10' farther away; e.g., for a 9 mana point cost he could affect a target up to 110 HP in size, at a range of 120'. All it does is to turn the target immediately around 180°. Sure surprises charging beasts, though! This spell requires 2 weeks and 50 G.S. in materials to learn.

Timaham's Blind Spot Spell: For a 5 mana point cost the wizard can cause any single creature that relies upon optical sight to be totally unable to see him. This effect is regardless of any true-seeing ability or device the victim might have. The range is 120' and the duration is 5 full minutes. This spell takes 8 weeks and 100 G.S. in materials to learn.



Toggram's Ritual of Trap Sensing: For every single mana point put into this ritual the wizard can find all mechanical traps in a 7' radius area; use of 3 mana points would cover a 21' radius area, etc. The traps glow greenish-blue to the wizard's eyes alone. The ritual requires one minute to perform and 2 weeks and 100 G.S. to learn.

Torozon's Slippery Spell: For a 2 mana point cost the wizard can cause a 10' x 10' area to become totally frictionless for one full minute. Nothing and no one can move across or stand upon this area without falling. The base range is 60', which can be increased by 10' per additional mana point put into the initial spell casting. Additional mana points also increase the dimensions of the area affected by 5' each; e.g., for a 5 mana point cost the wizard would have a range of 90' and could affect a square area 25' x 25'. Duration cannot be increased. There is no save versus this effect. This spell takes 5 weeks of time and 85 G.S. in materials to learn.

Yee's Spell of Fast Forgetfulness: This 3 mana point spell has a 13' range and will affect any single warm blooded creature up to 45 HP in size. The spell immediately causes the target to forget what it was about to do or what it was in the process of doing. This forgetfulness lasts one melee round. Each additional mana point expended adds 1D10 melee rounds duration, as do each 3 ELs of the caster over the EL at which it was learned. The ramifications of this spell require careful GM consideration. For instance, if one of a band of brigands who has attacked the wizard's party is thus made forgetful just as he was about to put the sword to the spellcaster, he will, of course, immediately stop, stand befuddled, trying to remember what's going on and why he's there. But the melee rages around him and his instincts will take over (he is, after all, a brigand) and he will fight. The wizard has simply bought himself some time. How much is up to the GM. This spell requires 3 weeks of study and the spending of 95 G.S. to learn.

THIRD ORDER SPELLS

Angborn's Spell of the Abysmal Itch: For a 3 mana point cost the wizard can cause a 30' diameter area up to 90' away to fill with a sparkling, buzzing, red glow. All up to 65 total HP in size within this area become afflicted with a horrible itching red rash that causes them to practically go mad scratching, biting, twitching and becoming absolutely incapacitated for one full minute. Additionally, all sentient beings are residually affected for another 9 full minutes, so much so that they operate at -20 ABF/DBF. Non-sentient types are thus residually affected for only an additional minute. If a save is successful, all effects are halved as to duration, etc. This spell requires 4 weeks and 75 G.S. in materials to learn.

Anti-Fear Aura: This 2-minute ritual requires 5 mana points, works by touch, and renders any single sentient being 100% immune to all fear, regardless of source, potency, origin, demonic intervention, etc. It has a duration of 6 hours, increasable by 1 hour per additional 2 mana points used in the initial ritual. It takes 333 G.S. and 13 days to learn.

Archom's Conjunction of the Blinding Blizzard: For a 5 mana point cost a wizard can conjure over a 3 melee round period an area 20' in diameter, up to 60' distant, of intense snowstorm. It is -120°F and has a visibility of 1D10' within its confines, enduring for 1 full minute. This endurance may be extended at the rate of 1 minute per 2 additional mana points applied to its initial conjuration. All within its area of effect suffer 1D10 HP in damage each melee round, and all up to 20 HP in size will be knocked down and stunned for 1D3 melee rounds. Because the magik does not directly attack people, no save is allowed against its effects. This conjuration requires 9 weeks and 375 G.S. in materials to learn.

Awake!: This spell will automatically wake up, rouse, bring around or otherwise nullify the effects of all sleep-oriented magik upon a living being. The mana cost is 10 and its effects are immediate if the wizard actually touches the sleeping being during the spell casting. Otherwise the range is up to 30' and the victim will take 1D20 melee rounds to wake up fully. In both cases there is no saving roll required by the victim, as it is the magik that's being broken, not the being. This spell requires 7 weeks of study and 800 G.S. worth of materials to learn.



Caowyn's Lightning Strike Spell: For a 5 mana point cost the wizard can cause a lightning arc to leap from his fingertip to any single target up to 60' away. Any victim thus hit suffers 30 points of electrical shock damage, and all up to 40 HP in size are immediately knocked down and stunned for D10 melee rounds. The arc is 6 in diameter and instantaneous in effect. The spell requires 10 weeks and 800 G.S. in materials to learn.

Dancing Axe of Dondura: For a base mana cost of 5 the wizard can conjure up to 20' distant a real, and very solid, battle-axe that is +5 BF for attack. This conjuration requires one full melee round to complete. Said axe will attack as a warrior of an EL equal to the conjurer's own and with an equivalent CF and movement rate. It can be thus wielded by the wizard for three melee rounds so long as he concentrates upon it. Lose that concentration and the axe will fade away. There is absolutely no save allowed versus the axe's attack, but it can be parried and fought against as any real weapon. The distance/range it may be wielded at and the duration may both be extended by 5' and one melee round, respectively, per additional mana point added to its initial conjuration. This conjuration takes 6 weeks and 250 G.S. in materials to learn.

Dreomund's Shatter Hand Spell: This 2 mana point cost spell has a 45' range which is increasable by an additional 30' per extra half mana point expended. Its effect is to cause any non-living or non-magikally animated substance (i.e., wood, stone, glass, pottery, etc.) to shatter. The spell affects up to one cubic inch of stone, one cubic foot of wood or up to three cubic feet of pottery, glass or other such frangible substances. This increases by 100% per 3 full ELs the wizard gains above the EL at which it was first learned. It doesn't work against golems and other magikal animations unless they are deactivated first. This spell requires 27 days of study and an expenditure of 55 G.S. to learn.

Guerndon's Water Skimming Spell: For a 5 mana point cost the wizard will skim across water as if he were a water skier! The speed is 35 mph and the duration is 10 minutes base, plus an additional 10 minutes per extra 3 mana points used any time during the spell's duration. This spell is fairly hard on bare feet and quite destructive to sandals, felt slippers and so on, boots being highly recommended! Also, a lot of practice is recommended, since, just like a novice skier, the novice user of this spell is liable to fall down a lot, even though he'll keep moving right along at the same speed, and in that case might want to seriously consider holding his breath until he can get the spell

stopped. Of course, if the GM requires an utterance to stop continuing spells, the wizard might want to seriously consider growing gills. This spell requires but 2 weeks to learn and has a materials cost of 445 G.S.

Hargalon's Heightened Awareness Spell: This 3 mana point spell has the immediate effect of heightening all of the spell caster's physical senses. It does this by doubling said individual's ability to hear, see, smell, taste and feel. It will also increase such other senses as she may have naturally by +50% (i.e., sixth sense and so on). Duration of this effect is one full hour. If done upon someone other than the spell caster by touch the duration is but 45 minutes and the mana cost is 4. This spell requires 5 weeks of light study and an expenditure of 105 G.S. to learn.

Hargalon's Spell of the Unmasked Mind: A counter to the "Mind Mask Spell," it must be used in conjunction with either "Oroman's ESP Conjuration" or some other form of telepathy to be of use. This spell is cast first, followed the very next melee round by the telepathy spell. However, two wizards could team up, one using this spell and the other following with one of the two other spells. The spell costs 8 mana points, has a range of 30' and will affect only one predetermined person's mind if he is physically visible at the time of casting. Remember, this spell only destroys the "Mind Mask Spell"; it does not read minds. The success probability is 50% if the target and the caster are of equal ELs. This percentage will change plus or minus 10% per EL difference; an EL 10 caster versus an EL 5 target would have a 90% success chance. This spell requires 9 weeks and 250 G.S. in materials to learn.

Heidakar's Mind Focus Ritual: For a 5 mana point cost and 1 minute of time, a wizard can cover any other memorized spell with this ritual so that nothing, not even death, will affect its being cast once begun. Thus a wizard, as an example, could memorize a "Lightning Strike Spell" then cover it with this ritual. He is later in mortal combat with a demon who grabs him and tears him limb from limb just as he begins that specific ritual-covered spell. The wizard is dead, but his voice speaks on, completing the casting of the "Lightning Strike" at the demon! This would work equally as well in less drastic circumstances where a wounded wizard could negate any magikal fumble chance he may have with any of the memorized spells thus covered. This is the only case in which there is zero chance of magikal fumble. This ritual requires 10 weeks and 200 G.S. in materials to learn.



Hildegarde's Heavy Helper: For an 8 mana point cost and one melee round of time the wizard can conjure 10 cubic feet of wet or dry (your choice) sand. The conjuration point is either 15' distant and 5' in height or 5' distant and 15' in height. The sand, once conjured, does not dissipate on its own. There is no save versus this spell's attack. All 35 HP and smaller beings in the area hit will be knocked down and temporarily buried (1-3 melee rounds) by the 15' drop of such sand. Those struck, however, only suffer 1D4 HP of damage. This conjuration takes 4 weeks and 60 G.S. in materials to learn.

Jak's Spell of the Singing Star: This conjuration has a 6 mana point cost and requires 3 melee rounds to complete. It causes a 2' diameter, golden glowing six-pointed star to appear up to 60' distant. This star casts a bright golden glow around itself in a 15' radius while it gives forth the sound of heavenly choirs. All sentient beings, up to EL 8, within this glow who fail their save will become totally mesmerized for the entire one-minute duration of the star's existence. They will simply stand there staring in wonder, totally incapable of doing anything else. Those of ELs 9-14 will not be mesmerized but will operate at -20 ABF/DBF as long as they stay in its area of effect. And all higher ELs will only be at -5 ABF/DBF should they fail their saves. It has absolutely no effect upon non-sentient creatures. The duration may be increased one full minute and the radius increased by 5' per additional mana point put into its initial conjuration. This conjuration requires 3 weeks and 60 G.S. in materials to learn.

Jheep's Cheap Ritual: For a 3 mana point cost a wizard can cast this ritual upon himself over a 2-minute period and then function as a Trader equal in EL to half his own EL for 10 full minutes. For each additional mana point added to the initial casting of this ritual, the time can be extended 5 more minutes. Needless to say, the Merchants' Guild frowns upon this ritual. It requires 4 weeks and 65 G.S. in materials to learn.

Jon's Speed-up Spell: Essentially a positive variation of the "Slowing" spell, this magikal power allows the wizard to add 4 to his CF score, speed, etc. for one minute per 2 mana points used. If he is using this spell on something or someone outside of himself, the mana cost is doubled (i.e., it costs 4 mana points per minute of duration). For himself the effect is immediate, but for others it requires one full melee round to take effect, and he must touch the target for the spell to work. This spell requires 5 weeks of study and 335 G.S. worth of materials to learn.

Korun's Wizard Eyes Spell: For 3 mana points a wizard can see clearly anything invisible or hidden magikally from sight, including by magikal darkness. Its only range limitations are those imposed by the mage's own normal sight. This spell lasts one full hour and requires 5 weeks and 145 G.S. in materials to learn.

Mad Lupe's Fire Lash Conjuration: For a 6 mana point expenditure over a 20 CF count time the magician can create a lash of flame in his right hand. Only 9' long, it will extend out to 33' when cracked towards a target. The wizard must hit with it as if it were a real whip, using his ABF; the spell is +5 ABF for this purpose. All hit by it suffer 1D8 of fire and 1D4 HP of kinetic damage. Its duration is three melee rounds plus one melee round per two extra mana pumped into it at any time. Each strike has a GM-adjudicated chance of igniting any object struck. This conjuration requires 13 weeks of relatively easy study and an expenditure of 2,800 G.S. to learn.

Melinda's Scream of the Banshee: For a 6 mana point cost the wizard can open her mouth and, literally, scream out a sonic cone of destruction. This cone is 33' long and 11' in diameter at its far end. It has a minimum destructive power of 20 HP of damage, applied in full to all those it strikes. The destructive power can be increased by adding an extra 3 mana points for each 10 additional damage points desired. Any living creature struck by it that suffers at least 20% of its base HP in damage will be stunned for 30 melee rounds, less one melee round per CON point it has (1 melee round minimum). This attack is not magikal and thus has all the problems and benefits accruing because of this (i.e., victims get no MRS saves, but non-corporeal and certain magikal creatures cannot be harmed by it and so on). This spell causes the mage's vocal cords to perform far beyond their normal limits. Thus each time it is used there is a 2% chance that the mage's voice will be permanently lost. This is increased by 5% each additional time it is used in any single day (10 hours) and by 3% for each extra 10 HP of destructive power put into it. Regardless, after it has been used, a wizard cannot speak beyond a rasping croak for 1D20 melee rounds! After her voice returns, there will still be a 1% magik fumble chance while using any spoken magik for the next two hours. This spell requires the spending of 495 G.S. and 16 weeks of study to learn.

Michalforth's Mystik Grindstone: For 1 mana point, a wizard can cause any edged melee weapon, from knives to axes, to become extra sharp for one full day. This degree of sharpness adds 3 to the weapon's



ABF. Each additional 1 to the ABF requires 1 mana point. There is no limit to how sharp a weapon can be made. However, there is 5% chance for every ABF plus after the base 3 that the weapon will break each time it lands a blow; a +20 weapon would break on an 85% chance. This spell requires two days of study and the expenditure of 70 G.S. worth of materials to learn.

Mindan's Mind Mask Ritual: For a 3 mana point cost and 1 minute of time, the wizard can overlay his actual thoughts with false ones. Thus if probed mentally only the false thoughts will be read, his real ones being totally hidden. Duration is 10 minutes; however, for each additional mana point expended in the initial spell casting, one more minute of time may be added. This spell requires 6 weeks and 100 G.S. in materials to learn.

Morden's Backward Blast Spell: For a 3 mana point cost the wizard can magically reach out to any single entity up to 60' away and cause its logic synapses to become reversed for 10 full minutes! Those failing their save and thus reversed will do everything in reverse order (that is if they try to sit down, they'll stand up, or if they try to speak, all their words will be spoken in reverse order, etc.). This spell will affect all creatures up to 45 HP in size, with an additional 15 HP in size affected for each additional 2 mana points expended in the initial spell casting. This size addition may be traded off instead for 10' more range and one minute of extra duration per extra 2 mana points used. This spell requires 4 weeks and 65 G.S. in materials to learn.

Morden's Hawk Flight Spell: For each 3 mana points expended a wizard may fly like a hawk at 330' per combat round for 15 minutes; this translates to about 37.5 miles per hour. As a hawk the wizard can hover, dive, turn, etc. This spell requires 8 weeks and 475 G.S. to learn.

Roa-Aad's Pressure Wave Spell: For a 5 mana point cost the wizard can cause an expanding wave of air pressure to emerge from the palm of his outstretched hand. Said invisible wave will be 3' wide by 1' high at a 3' range from the wizard, and increase in its width and length by 18" and 6" respectively every additional 3' it travels, to its maximum size of 39' wide by 13' high at its full 75' range. It will expand its height downwards at first until the floor/ground level is reached, thereafter building upwards. Thus after it has travelled approximately 12' from an average-height spell caster's hand (held outstretched at shoulder height) there will be no gap between the ground and the rapidly moving wall. Before this point, of course, there will be an ever-increasing gap the closer

you get to the spell caster. At any rate, this wall of solid air moves at 10' per CF count (300' per melee round) so it will have reached its maximum range in but 9 CF counts (or slightly less than 2 seconds). This wall of air has an impact force sufficiently strong to cause 1-5 HP of damage to everything it strikes during its expansion to full size. At full size it does 1D8 HP worth. It will also knock down anything up to 400 pounds in weight individually it strikes to a total weight of 4,000 pounds plus 400 pounds per EL of the spellcaster above the EL at which this magik was learned. The pressure wave will batter, then flow around larger/heavier/more solid objects, instantly reforming once it's past, and never slowing down. Objects of 100 pounds or less will be rolled and bowled right along with the pressure wave, and will take 1-2 HP of extra damage per each 10' thus rolled and buffeted along. The pressure wave will conform to any solid area of a size less than it is itself (i.e., dungeon hallways and so on), with no detriment to its overall effect. However, if it strikes a solid wall and can go no further before its full expansion/range has been reached, it will reverse direction straight back along its original axis of approach. This spell requires 20 weeks of arduous study and the spending of 775 G.S. to learn.

Rydlynd's Spell of Ultra Rapid Transit: For each 4 mana points expended a wizard can cause himself or any other motile being or object up to 90' distant to move at 10 times its normal speed for 3 full minutes. For each minute thus moved, all living beings must rest completely (i.e., no movement at all) for 3 full minutes. This spell is dangerous; for living beings each minute this spell is used there is a cumulative 3% chance of bursting one's heart, resulting in instantaneous, non-resurrectable death. Machines, golems and other non-living motile objects have a 5% cumulative chance per minute of effect of undergoing harmonic vibrations that will utterly destroy them. Though of a similar name to other magiks, this spell is quite different in its usage (or pardon the pun: in the long run). Five weeks and 1,500 G.S. are needed to learn this magik.

Sardonyx's Advanced Lockjaw Spell: This spell costs 3 mana points and has a range of 30'. Any single target up to 50 HP in size that fails to save will have its jaws spasmed rigidly shut for 10 melee rounds. All up to 100 points are lockjawed for one melee turn. All larger are not affected by the basic spell. For each additional mana point a wizard puts into the spell, another 10' of range is added or 10 HP in size of victim affected. This spell requires 3 weeks and 75 G.S. in materials to learn.



Scarlyng's Ritual of the Mystik Gekko: This 4 minute ritual has a base cost of 3 mana points. Base duration is 10 minutes +5 minutes per additional mana point used in the ritual. The results allow any single creature, not to exceed a weight/mass equal to double the mage's own, to climb any real solid surface thus: its bare hands and feet will stick to said surfaces just as will the feet of the Gekko lizard. A character thus enabled can move at one-third its normal speed without practice, or at up to three-quarters normal speed with practice. There is rumored to be an advanced version of this ritual in a spell format with longer duration. However, this variant has unfortunately been lost to the mages of Arduin for over 1,000 years. This ritual requires but 12 days of easy study and the expenditure of 108 G.S. in order to learn.

Sholnon's Secret Spy Spell: This spell, once cast upon a being up to 60' distant, allows said wizard to always hear any sound that person makes. The cost is 3 mana points and it is effective up to a mile distant, regardless of obstruction. The duration of the spell is one full hour; however, this may be increased by 5 minutes per additional mana point used in the initial spell casting. Or the wizard can, instead, add one-quarter-mile range in lieu of the added duration for that cost. This spell requires 3 weeks and 55 G.S. in materials to learn.

Skorn's Flash Point Spell: For a 5 mana point cost the wizard can cause a 20' diameter area to super heat instantaneously to 1,000° F, burning all in the area with 24 points damage (to a maximum of 200 points total damage inside the area). The range is 120', and everything in the area that is burnable, of course, reaches flash point and also burns. This spell requires 9 weeks and 200 G.S. in materials to learn.

Sporling's Wall of Whimsey: For a 5 mana point cost the wizard can conjure, with a one full melee round forming time, a wall of pulsing, rainbow light some 10' by 10' in size up to 60' distant. All who attempt to pass through said wall must save versus spoken spell or have one random whimsical thing happen to them. This means they could change color, grow hair all over their body, have an aura of total silence around them, or some other equally weird thing happen to them at the GM's adjudication. The effects and their duration will be as variable as random chance itself. The wall, however, will remain fixed for only one minute; thereafter, the GM rolls percentile dice each melee round to see what happens to it; a roll of 01-30% means no change, 31-45% means it grows 1-10 times in size, 46-60% means it shrinks

from 10-90% in size, 61-75% means it instantaneously moves its location (and axis) randomly from 1-100', 76-90% means it begins to move at 5' per CF count (150' maximum per melee round) in a random direction, 91-95% means 1-10 additional walls appear at random locations within a 100 square foot area, all of a size, etc. of the current wall and, finally, a roll of 96-100% means the wall disappears for that melee round. It reappears the next melee round at a random location within 1D20' of its original conjure point. Thus the cycle for ten full melee rounds. The conjuration requires 9 weeks and 995 G.S. in materials to learn.

Stephan LeStrange's Conjunction of the Aura of Instant Idleness: For a 5 mana point cost and one melee round of time the wizard can cause a 30' diameter area up to 60' distant to become lit as if at twilight. All sentient beings in said area who fail to save will immediately become totally unable to do anything except sit (or lie down) and contemplate the beauty of life, and to watch the wondrous world go by. They will remain thus for so long as they are not attacked or otherwise hassled for one full minute. The range may be increased by 10', the area affected by 5' additional diameter and the duration by one minute per additional 3 mana points used in the initial conjuration. This conjuration requires 5 weeks and 95 G.S. in materials to learn.

Syndryn's Basic Pentagram of Protection: This 13-minute ritual requires 8 mana points to complete and, once done, its potency will last for 13 minutes. This may be extended 1 minute per additional 3 mana points added to the initial ritual. While inside this glowing blue pentagram and circle, no lesser undead (which includes skeletons, battlebones, ghouls, zombies and tomb wights) can reach the wizard. They simply cannot cross its mystik barrier. Lesser demons will not cross said barrier physically 25% of the time, but if they do, they suffer 1D10+2 HP damage and thence may operate only at -20 BF attack/defense for one hour thereafter. However, said crossing will destroy the barrier's potency/effectiveness. Greater demons and all elementals are not affected in any way by this pentagram of power, nor is the magik of any of the demon kind. This ritual requires 15 weeks and 2,950 G.S. in materials to learn.

Talahur's Fogbolt: This is just as "Skorn's Flash Point" above, which see, except it is the equivalent cold spell. It leaves a tendrill of misty grey fog in its wake, hence the name.



Xundomyre's Conjunction of the Ever Vigilant

Eye: For a 5 mana point cost the wizard can spend one full melee round to conjure an eerie, glowing blue eye some 4" across that floats upon the air at a height equal to that of the mage's own eyes. This eye will guard any single area within its 180° field of view for 10 minutes. If anything enters that field of vision, the eye immediately flies back to the caster (up to 480' distant) at 240' per melee round. Upon reaching him, the eye becomes a mouth and speaks, telling precisely what it has seen, then fades into nothingness. The duration of the sentry duty may be extended at the rate of 5 minutes per additional mana point put into its initial conjuration. The conjuration requires 3 weeks and 80 G.S. in materials to learn.

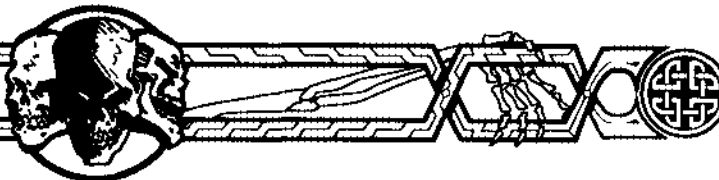
Zammrau's Ritual of Drawing Death: This combined ritual and spell works in this wise: the wizard expends 16 mana points in an hour-long ritual to render any single metal object (knife, iron rod, etc.) receptive and primed. The object may then be handled safely only by touching it with silver. Should anything else touch it, there is a 10% chance it will inadvertently trigger the drain effect. Normally this drain effect is triggered by the wizard speaking the trigger spell at an additional mana cost of 3 and then touching the victim (yes, the object can be thrown to touch). This touch will work even through clothes, armor, etc., through anything except silver, which is impervious to it. The victim must make an MRS roll or have 1D100+20% of his life force (i.e., CON) sucked into the object! Even a successful MRS roll will still see 1-2 of the victim's CON sucked into the object! However, if an intended victim has a magikal defense that blocks it or if the drain does not get at least one CON point, then it is the wizard who created the device who must save or have his CON sucked away! This magikal technique is so dangerous to both victim and creator that most civilized lands have outlawed it under pain of death. It requires 18 weeks and costs 1,100 G.S. to learn.

FOURTH ORDER SPELLS

An-Dee's Spell of the Black Sleep: The most powerful of all the sleep magiks, this spell costs a basic 6 mana points to perform. The effects are immediate and cause the victim to become so deeply asleep as to be unwakable by anything other than an "Awake" spell. They will literally remain asleep through fire, flood or being eaten alive. If left alone, the sleeper will eventually dehydrate or starve to death. The basic 6 mana points allow living creatures of up to 30 HP in size to be thus affected. For each 5 HP greater in size to be affected, 2 additional mana points are needed. For example, it would take 34 mana points to "Black Sleep" a 100 HP creature. The range, regardless of the mana used, is always 60'. The magik is so potent that all saves against it must roll at -10 MRS chance of success; thus, if the creature normally has a 12 MRS, he would only have a 2 MRS in this case. This has no effect upon Dragons, Demonkind, Undead, Deodanths, Faerie, Elves or Phraints, and requires 13 weeks and 900 G.S. in materials to learn if no other "Swift Sleep" magik is already known by the wizard. If such magik is already known, then the time and money required are one third this amount.

Bradlyng's Mystik Mole Conjunction: This 2 melee round conjunction has a base mana cost of 5. At the end of the conjunction and up to 30' distant from the conjurer, a tunnel will commence to be mystikally dug. Dirt, debris and loose earth, sand, or whatever will fountain upwards out of the ever-deepening 3' diameter hole. This will not work through rock or other hard substances. At any rate, the base tunnel length will be up to 30' plus an additional 5' per EL the wizard attains above the EL at which he learned this conjunction. The angle of the tunnel is entirely up to the conjurer, but once set in motion, the arcane forces proceed in a straight line. The length of the tunnel can also be increased by 20' per additional mana point expended anytime during its run. This tunnel is nothing more than a 3' diameter, totally unsupported bore through the earth. Its stability is entirely up to the GM. This arcane technique costs 96 G.S. and needs 6 weeks of easy study to learn.

Cerdigal's Conjunction of the Aura of Aversion: This conjunction requires 7 melee rounds and 6 mana points to successfully complete. Once done, the wizard has a 6' radius aura of invisible aversion that will affect any one class of creature, such as mammals, insects, fish, reptiles, avians, or arachnidae, that he has chosen. This aura lasts for one hour but may be extended at the rate of one additional hour per 3



extra mana points expended in its initial conjuration. All creatures of the type the aura is keyed to affect must save versus spoken spell when they impinge upon this aura. Should their save be unsuccessful, they cannot approach the wizard any closer than the outer perimeter of the aura. Even if the save is successful, the creature will be -20 to all BFs while inside the aura's area of effect. Only one such aura may ever be used by a wizard at any one time, meaning the effects cannot be combined simultaneously. And yes, you can be race-specific (i.e., Orcs or Elves). This conjuration needs 8 weeks and 245 G.S. in materials to learn properly.

Charonard's Conjuration of the Ghost Wind: For a 6 mana point cost, the wizard can conjure a "Ghost Wind" so powerful it will bowl over and knock down all in its path up to 35 HP in size. The wind is controlled by the wizard and can cover at full force an area 120' long by 30' wide and 20' high starting from his outstretched hands. Beyond that range it still is a powerful wind, but its force decreases rapidly. It lasts one melee round plus one round per each additional mana point expended during the initial two-melee-round conjuration. It blows gas clouds, fog and such like away immediately. No save is allowed against this magikally-conjured but real wind. The conjuration needs 5 weeks and 300 G.S. to learn.

D'Allon's Spell of the Mist of Black Misery: For a 5 mana point cost the wizard can attack any single target of 50 HP in size or less up to 60' distant. Those thus attacked have one full melee round to attempt to dispell the cloud of inky dark black mist as it forms around them. Failing to do so, this mist will cling to its target regardless of attempts to scrape it off, run away, teleport or otherwise evade it. Those so covered suffer absolute and total sensory deprivation even to include true seeing, ESP and other mental powers, as well as all sight and sound. They cannot feel or touch their surroundings or know what is going on outside their misty shell for so long as it lasts. Larger targets may never be attacked by this spell. As it does not directly affect the victim, no saving roll is allowed against this spell! However, it cannot penetrate any form of magikal defense. The duration is 3 minutes base and may be extended for one minute per 2 mana points put into its initial spell casting. This spell needs 10 weeks and 220 G.S. in materials to learn.

Danroath's Conjuration of the Mystik Passage: For a 7 mana point cost and 3 melee rounds of conjuration, a wizard can create a passage through any substance except silver. This passage can be started

up to 10' distant from the wizard and will be 7' tall, 4' wide and up to 10' in depth or length. This passage will persist for 3 melee rounds unless the duration is extended by adding 1 mana point for each additional melee round desired. Extra mana may also be added to the initial conjuration specifically to make the passage longer. Thus for each extra mana point, the passage will be 5' longer. This conjuration requires 8 weeks and 455 G.S. in materials to learn.

Davalon's Doomfire Spell: For a 5 mana point cost the wizard will cause a hissing and roaring tongue of Kelly green flame to sprout from his outstretched index fingertip. This 60' long by 2' diameter tongue of flame causes 36 HP of damage and causes "Mage Fear" in all struck, requiring two MRS rolls, not one. The spell's power can be increased by adding 3 mana points per extra 10 HP of damage required. This spell requires 6 weeks and an expenditure of 1,750 G.S. to learn.

Davron's Advanced Mending Ritual: Essentially a more powerful version of the "Patch" ritual, this magik affects all non-magik wood, soft stone like sandstone and soft metals, such as gold, copper, etc., at the rate of 1' square per 3 mana points expended. The range is up to 30', and all such repairs are permanent. The ritual requires 4 weeks and 80 G.S. in materials to learn.

Elric's Thunderball Spell: For 8 mana points cost a wizard can shoot a 5' diameter sphere of blazing red flame and crackling yellow-white electricity up to 90' distant. The ball travels 30' per second, and explodes in a shower of sparks and fire upon contact with anything solid. Those hit will suffer 1D20+4 HP of flame and 1D20+4 HP of electrical damage and must save once for each damage effect. The damage is divided equally among multiple victims within the 5' detonation radius. This spell requires 4 weeks and 1,000 G.S. in materials to learn.

Gorbach's Wizardly Window Conjuration: For each mana point expended the wizard can cause one square foot of iron, 3 square feet of stone or 7 square feet of wood to become totally transparent and as clear as glass. This effect lasts one full minute and then fades away with no harm to the affected substance. The thickness of such substances can be 1", 3" and 12", respectively. Even though transparent, the substance thus affected still has all its normal properties. This one-melee-round conjuration has a 10 week study time and 60 G.S. cost in order to learn.



Haraag's Hellfire Spell: For a 6 mana point cost the wizard can attack any single target up to 50 HP in size out to a range of 120'. The target must make its save or burst into soul-searing black flames, burning to death from the inside out! These flames feed upon the life force of the victim himself and burn at a rate of 1D8 HP damage, draining one CON point per melee round. As long as there is life force left it will continue to burn. While on fire all of its victims writhe and scream horribly, totally unable to do anything else because of the awesome pain involved! Anyone having a successful save versus this magik will feel slightly nauseous for one action and that's all. One of only two ways to extinguish it, once it starts, is by totally immersing the victim in Holy Water, blessed Sacramental Wine, or other such holy liquid for one full minute. Even then there is only 20% non-cumulative chance it can be put out, rolled for each melee round of immersion. "Dispell Magik" and "Cure Disease" done simultaneously will also put it out. The size of the target affected may be increased by 10 HP in size for each 2 additional mana points expended in its initial casting. This spell, also known "The Flames of Doom," has been erroneously called "Harbag's Hellfire" in the past due to some clumsy sage's transcriptional error. While a widely respected wizard, old Harbag was not the originator of this horrid spell. This spell requires 12 weeks and 500 G.S. in materials to learn.

Harwyn's Emergency Displacement Spell: This 3 mana point cost spell will dimension-port the wizard in a random east or west direction of 1D20 feet. If an east-west direction is physically impossible, the D-port will be in a vertical line, straight up. Should that direction be impossible, the wizard will D-port randomly up to 1D100 miles in an unknown direction at the GM's discretion. Where no dimension exists, the wizard disintegrates immediately and messily. This spell is also called "Dee Blipping," "Dee Blinking" and "I'm Gone!" It is obviously dangerous to use but costs little mana and is well known amongst Arduinian wizards. Its functional parameters cannot be altered in any manner. The spell requires but 1 week of light study and a cost of 45 G.S. to properly learn. This spell will not D-port the wizard into any solid object except in the unfortunate case of the random 1D100 mile "Dee Blip." Good luck—you'll need it!

Harwyn's Magikal Permanence Ritual: This ritual is the basic way in which wizards can cause their spells, conjurations, etc. to become more or less permanent. For each single mana point of the magik in question, the permanence ritual requires 3 mana points and 5 minutes to complete. Thus, for example, "Danroath's Conjurament of the Mystik Passage" would require 21 mana points and 35 minutes to make it permanent, in addition to its basic 7 mana point cost, for a total of 28 mana points. The permanence lasts for one year or until it has been dispelled. Each additional year of time requires one additional mana point per three used in the permanence ritual. Thus, in our example above, it would cost an additional 7 mana points, for a total of 28 just devoted to permanence, or 35 overall, to make it last two years. All fractions are rounded up to the nearest whole number. This ritual does not work for attack spells; it requires 20 weeks and 2,000 G.S. in materials to learn.

Khoreb's Spell of Mage Fear: For a 4 mana point cost the wizard can strike fear into the heart of any single intelligent or semi-intelligent creature. This is without regard as to size, type or EL. of the victim. But no demon or Dragonkind can be affected by this magik. Rather than using MRS, all potential victims save vs. fear. Those who successfully save versus this effect still operate at -5 BF for 1 melee round, except for Paladins, Barbarians, or anyone in the grip of religious fervor or battle fury. Unintelligent creatures simply hesitate for one action if they fail their save, and are otherwise totally unaffected. The range is 60' and the spell requires 5 weeks and 280 G.S. in materials to learn.

Korun's Conjurament of the Enigmatic Eye: A cousin to the "Vigilant Eye" conjuration, this one allows a wizard to keep an eye on any single individual or place regardless of any attempt at evasion. It will even follow a target that tries to teleport away. However, the wizard must either be able to physically see the target, either magikally or normally, or know precisely where the target is at the beginning of the conjuration for it to work. The conjuration costs a base of 5 mana points, has a 60-mile range and duration of 1 full day. The range may be increased by 1 mile and the duration by 1 hour per additional mana point put into the initial spell casting. Once conjured, a 12" wide eye of pulsing red light appears within 10' of its target's left rear shoulder, where it will always be during the duration of this magik. The casting wizard can see all the eye sees and will always know its exact location, even if it has shifted dimensions to follow its target. 50 HP of damage of a magikal nature will



suffice to destroy it; if this happens, the wizard will himself take 1D10 HP of damage. Complete concentration by the wizard is required to maintain this spell. This conjuration requires 3 full melee rounds to complete and 4 weeks of time and 150 G.S. in materials to learn.

Korun's Stupendous Spell of the Seven League

Boots: For a base 5 mana point cost a wizard may dimension step five times, traversing 3 full miles each and every step. The mystik walker also perceives the land he moves through as each step stretches out, so he knows the country as if he'd walked it normally. For each 5 additional mana points poured into the initial one-melee-round spell casting upon himself, another 15 miles may be thus traversed. This spell requires 9 weeks of time and 600 G.S. in materials to learn.

Martirion's Conjuration of the Misty Feet of Silent

Speed: For each 4 mana points expended during this 3-melee-round conjuration, there will appear only around the conjurer's feet mists of swirly blue-grey that faintly glow with arcane power, for a period of time equal to 13 minutes plus 1 additional minute per each EL of the conjurer, regardless of which EL she learned this magik. These misty feet will allow the conjurer to move across any real, solid surface at double normal speed, while exerting absolutely no ground pressure at all and generating no walking noise whatsoever. A more powerful variant of this conjuration (OP 6) requires double the mana expenditure listed above but allows the wearer of the misty feet to freely move on any more or less horizontal surface, even illusory ones! This conjuration needs 3 months and 1,750 G.S. in material to learn.

Morgault's Disappearance Spell:

For a 10 mana point cost, the wizard can become invisible to all normal sight for 5 minutes. He can extend this time by adding 2 mana points during the initial spell casting for each additional minute desired. This spell needs 6 weeks and 660 G.S. in material to learn.

Morshaera's Spell of the Violent Vertigo:

For a 4 mana point cost the wizard can create a 20' diameter area up to 90' distant within which all living beings will suffer violent sensations of dizziness, nausea and vertigo. If those within this area fail their save, they will operate at -20 ABF/DBF for 1D10 melee rounds or for as long as they are within the area affected. Those who do save will operate at -10 ABF/DBF for 1D10 melee rounds anyway! This spell lasts 4 melee rounds plus an additional melee round per extra mana point put into its initial spell casting. This spell requires 5 weeks and 135 G.S. in materials to learn.

Par-Kher's Pain Blast:

For a 4 mana point cost the

wizard can create a 30' diameter area up to 90' distant within which all living beings suffer intense, body-racking pain. This pain will last for one melee round for each EL the victim is less than EL 20; an EL 10 victim would be in pain for 10 melee rounds. The pain is so intense that nothing may be done except to roll around on the ground screaming in profound agony. No attack, defense, speech, movement, etc. is allowed in this state. None. If for any reason this spell is turned back upon its caster, there is a 50% chance of immediate heart stoppage and death. This spell needs 5 weeks and 150 G.S. in materials to learn.

Pyroman's Pinwheel:

For a 4 mana point cost the wizard may conjure, with one melee round delay, a 1' to 5' diameter wheel of blazing red flames. These flames, which shoot sparks up to 10' in all directions, will do 1D20+4 damage to all they touch. Additionally, all sentient beings of EL 3 or less within a 20' radius of the wheel must save versus "Mage Fear" as well. This conjuration may be created up to 33' from the wizard and will last but a single melee round unless additional mana is put into its conjuration. For each mana point added it will burn for two more melee rounds. It requires 9 weeks and 200 G.S. in materials to learn.

Rhoar-eee's Rapid Transit Spell:

For a base mana cost of 5, a wizard can cause any single self-propelled object up to 2,000 pounds in size to move at 10 times normal speed for 10 minutes. The range he may do this is only 10'; however, he can add additional range at the rate of 20' per extra mana point put into the initial spell casting specifically for that purpose. He may also increase the duration for 10 minutes per additional 3 mana points put into the initial casting specifically for that purpose. For each additional 5 mana points put into the spell casting for the purpose of increasing the size of the object affected, another 1,000 lbs. may be so moved. There is no control over this speed, it simply moves 10 times faster than full speed! This spell requires 4 weeks and 75 G.S. in materials to learn.

Rorghull's Rot Spell:

For a 4 mana point cost the wizard can attack any single living being up to 45 HP in size with a chartreuse ray of energy some 2" in diameter out to a 120' range. Those thus hit must save or rot at 1 HP damage per melee round until either a "Cure Disease" ritual is done upon them or they rot into a puddle of horrid slush! Even if a save is successfully rolled, they will still rot but at the reduced rate of 1 HP per minute to a maximum of 25 HP of damage. Larger beings always rot at 1 HP per minute to a maximum of 65 HP damage, or to 25 HP



at 1 HP damage per 3 minutes if they have a cure done upon them. A successful save means no damage will be suffered at all. A variant on this spell causes an initial 1D8 HP of rot damage to the victim, then, 10 melee rounds later, the 1 HP of rot begins. Finally, if for any reason this spell is fumbled or cast back upon the caster, he immediately suffers 1D10+2 HP rot damage and then rots twice as fast thereafter. This spell requires 4 weeks and 75 G.S. in materials to learn.

Santander's Wasp Conjunction: This 8 mana point conjuration requires one full melee round to bring to completion and an additional three melee rounds to form the wasp, for 4 melee rounds total. The wizard actually conjures a brilliantly-hued rainbow-colored wasp of mana-energy which will attack all designated targets on the wizard's CF counts for 5 melee rounds and within a 240' radius of its master. Said wasp flies at 700' per melee round, has a DBF of 100 and an ABF of 150, an AV of 8, 25 HP, and can sting for damage in HP equal to the conjurer's own EL; thus one brought forth by an EL 9 wizard could sting for 9 points. The wasp can be killed normally and, if done, the wizard, who must concentrate intensely upon his creation at all times lest it dissipate, will himself suffer 5 HP of damage. The duration of this spell may be extended for one melee round per extra mana point put into the spell during the initial conjuration. While a save is possible versus this wasp's attacks, it must be rolled for each time, regardless of past success or failure against them. This spell requires 5 weeks and 500 G.S. in materials to learn.

Sarchismus' Fire Wall Spell: For a 10 mana point cost a wizard can instantaneously create a wall of roaring red flame up to 60' distant from himself. This wall is 30' long, 15' high and will burn all passing through it for 1D20 damage points; no save is allowed. It lasts one minute normally but will burn an additional one minute for each additional mana point put into the spell during the initial spell casting. This spell requires 10 weeks and 700 G.S. in materials to learn.

Shaermon's Spell of the Ring of Night: For an expenditure of 3 mana points the spell caster can become completely, 100% invisible in all darkness or shadow. This is without regard to true seeing, infra-vision or other heat detections, the darkness being of magikal origin. The duration is extendable in 20-minute segments per 3 additional mana points expended during the initial spell casting. The spell requires 1,000 G.S. and 5 weeks to learn.

Starbuck's Sunlight Serenade Spell: For a 5 mana point cost the wizard creates an area 30' in diameter, up to 60' distant, filled with a golden sunlight, the sweet smell of wildflowers and the sound of faint but distinct Elven singing. All undead in this area up to 40 HP in size must save or disincorporate completely! All larger undead are burned like acid in this glow at the rate of 1D10 per melee round. Finally, most light-sensitive types, like Orcs and such, will simply refuse to enter the brightly lit area 75% of the time. Living creatures without optical sensory organs are not affected by this magik. This spell takes one melee round to conjure up and will last but one minute, which may be extended by one minute per 2 additional mana points put into the initial conjuration. The spell requires 5 weeks and 90 G.S. in materials to learn.

Tandoora's Teleportation Spell: For a 10 mana point cost the wizard can teleport or jump to any location previously well-known to him up to one mile distant. Only the wizard and the clothes and accouterments he has on or to hand will go when he does. The range may be increased by one mile per additional 5 mana points added to its initial casting. This means of travel cannot penetrate magik defense, barriers, etc. and has a miss factor of 3% per point of RF the wizard has, less than 20. However, a minimum 1% miss chance is always present, regardless of the RF score of the wizard. A miss will be high 1' to 20' on a 40% chance; low 1' to 20' on a 40% chance; and left or right 1' to 20' on a 10% chance each. If a wizard teleports into a solid object like a wall or floor on a miss, she suffers instant and irrevocable death with a very loud and messy bang; anyone within 10 feet will suffer 1D20 to 2D100 points of fragmentation damage. This spell is always accompanied by a loud bang or pistol-like report as the air rushes in to fill the space left by the teleporting wizard. This spell requires 9 weeks and 600 G.S. in materials to learn.

Tarnhelm's Spell of the Instant Paralysis: For a 5 mana point cost the wizard may fire a fan-shaped ray of brilliant purple light 30' long by 15' wide by 2' thick. All beings up to 50 HP in size in its area of effect are paralyzed rigidly for 1D100 melee rounds. If a save is successful they will still operate at -4 CF for 1-2 melee rounds. If more than 50 HP total of targets are hit, then only the closest to the source, to that total, are affected. All others are not bothered in the least. While paralyzed, the victim can see, hear and breathe normally; he just can't move. While it is theoretically possible to improve this spell, no one has yet done so. The spell requires 9 weeks and 150 G.S. worth of materials to learn.



Tirinyo's Chain Break Spell: For a 4 mana point cost, the wizard can either break any non-magikal bonds that bind him alone or unlock and open any single door or other closure, including those magikally sealed, to a 30' range. This spell needs 9 weeks and 375 G.S. in materials to learn.

Tirinyo's Conjunction of the Wall of Ice and Fire: For a 9 mana point cost the wizard may take 3 full melee rounds to conjure a wall of mystik ice wrapped in keening blue flames. This 15' long by 10' high and 2' thick wall may be created up to 30' distant from the wizard and must be anchored to either a solid wall, floor or ceiling; it can't hang in mid-air. The flame will cause 1D10 HP of damage to all touching it, and the mystik ice will do an additional 1D10 HP of damage to any attempting to break through it physically. The wizard has the option of creating the flames within the wall of ice, causing it to flicker and glow weirdly, if so desired. In this mode the keening is almost inaudible. This wall will fade into nothingness after 6 full melee rounds unless the wizard has added extra mana to his initial conjunction at the rate of 6 more melee rounds per additional 3 mana points. No save is allowed to people actually trying to break through this wall. The conjunction requires 12 weeks and 400 G.S. in materials to learn.

Tritarra's Dee-Hopper Spell: For a 2 mana point expenditure the wizard can instantly dimension port himself up to 10' per EL that he is; thus EL 5 = 50'. A series of such hops can be linked together thus: 2 hops cost 5 mana points (2 each hop plus 1 to link them). Three hops cost 8 mana points (3 each hop plus 2 for links: hop-link-hop-link-hop) and so on. The hopper reappears for 1 CF count at each intermediate location. While there is no miss factor with these hops, each one does cause the loud bang associated with all teleports, pow! pow! pow! Catch me if you can! This magik takes 300 G.S. and 8 days of easy study to learn.

Waragen's Night Walker: The classic conjunction of magikal vengeance of an angry wizard, which allows him to cause a specific area to seem to be haunted, such as the wing of a castle, a house, a village square, etc. This haunting will take the form of stealthy footsteps, heavy breathing, soft and evil laughter, faint sounds of clanking chains and other spooky sounds. For a base mana cost of 6 the wizard can cause this haunting to last one full minute. However, he can extend this by a full minute per additional mana point added to the initial conjunction. The base range is an awesome 60 miles, but the wizard must

be very familiar with the area in question in order to be right on target. The less he knows the area, the larger the GM-adjudicated miss chance there will be. The conjunction requires 4 melee rounds to bring to completion. The range can be extended on a one-mile-per-mana-point basis. This conjunction requires 7 weeks and 225 G.S. in materials to learn.

Yathagon's Ice Wall: For 7 mana points a wizard can create a wall of ice 20' long, 10' high and 2' thick, up to 60' from himself. The wall lasts for one hour before beginning to melt, which will take 1-25 hours, depending on the temperature of the area. Any non-magikal creature attempting to break through it will suffer 1D10 points physical damage. No 45 HP or smaller creatures or 15 STR or less people can break through without pickaxes or the like. No save is allowed by those attempting breakthroughs. The wall takes 3 melee rounds to completely form and requires 8 weeks and 400 G.S. in materials to learn.

Zym's Spell of the One-Way Darkness: For a 4 mana point cost a wizard can cause an area 13' in diameter to become inky black and totally light absorbent to everyone except himself. He alone can see out of or into this area, which foils even true seeing and other magikal vision enhancers. He may create this area around himself or up to 30' distant. In any case it will last but 5 melee rounds unless it is extended by infusing the initial spell casting with one mana point per 5 additional melee rounds desired. This spell needs 4 weeks of time and 200 G.S. in materials to learn.



FIFTH ORDER OF POWER

Aura of Command: This ritual requires 5 minutes and 15 mana points to complete. Once done, the wizard has an invisible aura about himself that allows him to cause any sentient beings he so commands to do whatever he wishes. This aura lasts 5 minutes plus 1 extra minute per additional 5 mana points used during the initial ritual. The target must save vs. psychic attack, else do the bidding of the caster. The range for this power is 60', so long as the wizard has a direct line of sight to those he is commanding. Anyone or anything who is commanded to do something will absolutely do it, unless it is so fundamentally contrary to the essence of her being that her will is reasserted (GM-adjudicated; she will refuse to follow the instruction), even if she leaves the wizard's presence or vice versa. This geas will last for 5 minutes plus 1 additional minute per RF point less than 20 the commanded person has. This is the basic way practitioners of magik get supra-normal beings or lesser mortals to do their bidding. Each command may only be given once, and if the creature refuses to follow it, she cannot be commanded again unless the spell is cast a second time, and in this case she gets to try to save again! It's also likely the commanded creature will be extremely pissed at the wizard, so be warned. This ritual requires 9 months of arduous study and 3,000 G.S. in materials to learn.

Azom's Conjunction of the Fearful Fiery Fist: This spell allows the wizard to conjure one or more basketball-sized fists of fire and to fling them at one or more targets up to 240' distant. The first fist requires 15 mana points to create but each additional fist only costs 8 mana points. Regardless of the number created, it takes one full melee round for their conjunction. The fists attack as a +5 BF mace wielded by a warrior one-half the EL of the conjuring wizard, so that an EL 10 mage's fiery fists would attack like an EL 5 warrior with a +5 BF to hit mace. The impact of the fist does 1D10+2 HP of fire and 1D6 impact points of damage. One attack per fist only, hit or miss. Finally, anyone the fist strikes must save versus a "Mage Fear" spell. This requires 10 weeks and 360 G.S. worth of materials to learn.

Basic Summoning Ritual: This is the basic magikal process by which a magician summons forth Elementals, Demons, Efreet, Salamanders, Djinn and other such creatures. Each of these requires a separate learning cost of 2,000 G.S. worth of materials and 13 weeks of study. All this 13-minute, 13 mana point cost ritual does is to get the creature there.

What happens afterwards is debatable. Once completed and activated, it takes 1D100 melee rounds for the summoned being to appear. Let's all hope you can handle what you've called.

Chaumendo's Conjunction of the Javelin of Devastation: This 13 mana point cost conjunction requires 2 full melee rounds to complete. Once done the conjurer will have in his left hand a 5' long javelin of ebon flame that writhes, crackles, and hisses most alarmingly. This javelin may be safely handled only by the conjurer and will remain in existence for 3 melee rounds or until cast. Once thrown, it becomes a 3' wide by 12' long bolt of black lightning that will travel up to 90' instantaneously. Upon impact, it does 48 HP of electrical damage and blasts 3 CON points from any living victim. This conjunction needs 28 weeks and 8,500 G.S. in materials to learn.

Chandrell's Homing Ritual: Used in conjunction with a "Mystik Dart," the wizard spends 5 mana points and 1 minute during initial memorization, to have said dart home in on a target; it can't miss, unless the 1% magik fumble chance is rolled. It can also be used with normally non-magik missiles such as arrows, sling shot, etc., but the cost is then 8 mana points. Each real item thus charged will keep its homing charge until used; once only. This spell requires 3 weeks and 300 G.S. in materials to learn.

The Crimson Bands of Thessaloniki: For a 6 mana point cost the wizard can conjure a brilliant scarlet sphere, 30' in diameter, of totally fire proof web-like strands up to 120' distant. These strands will firmly entrap and hold fast all creatures caught inside them to a 120 HP total. Larger creatures can physically break free in 20 melee rounds less one melee round per 10 HP increase in size that they are; a 180 HP Dragon, for example, could break free in 14 melee rounds. This web will last 10 minutes plus 1 minute more per extra 2 mana points put into its initial 1 melee round long conjunction. Acid is only one-quarter effective in damage against these Bands, but intense cold, 50 HP or stronger, will cause those sections thus hit to become brittle and only half as strong as normal. This conjunction needs 9 weeks of time and 375 G.S. in materials to learn.

D'Allon's Spell of Magnificent Mystification: For a 4 mana point cost the wizard can create around any single victim a maze of mirrors inside which no outside sight, sound or touch can be perceived. This maze will stay around the victim, visible only to him, for 10 minutes. Thus he cannot be led out. The range it may be cast to is 90', which cannot be increased.



However, its duration may be at the rate of one minute per extra 2 mana points added to its initial conjuration, which takes one full melee round. Victims must save vs. psychic attack at -10%, not on MRS. They will wander in random patterns, trying to find a way out, all the while completely visible to everyone else. "Dispell" only strengthens this magik, but "Disintegration" will destroy it. This spell needs 8 weeks and 860 G.S. in materials to learn, but is so nearly forgotten a piece of magikal lore as to be seldom encountered. Too bad, too, as it is highly effective in neutralizing someone without the use of violence.

Elric's Acid Rain: For a 7 mana point cost the wizard can conjure up, over a 1 melee round period, a 20' by 10' by 5' tall area filled with boiling, roiling sulfur smelling greenish-purple clouds. The conjurer can place them up to 33' away, combining altitude and distance. Literally raining from these clouds is a mixture of sulfuric and nitric acids which horribly acid burns all it hits at 1D10+3 HP damage per melee round. All beings hit have a 25% cumulative chance each melee round of having their eyes permanently burned out unless they are shielded in some manner; roll for each eye separately. Also, the pain is so excruciating that all of its victims are -20 ABF/DBF, not only while inside its area of effect, but for 1D20 melee rounds after they leave it. There is no save versus the real acid this magik conjures. Lesser wind spells will not budge this cloud, but electricity or lightning of at least 15 HP in power will cause the cloud to detonate in a 30' diameter fireball of 60 HP damage. The cloud that has thus blown out will actually reform again in 1D4 melee rounds and commence raining one melee round after that once more! Once conjured this cloud will persist for 10 minutes, but at ever-decreasing potency. It loses 10% of its original damage potential each minute past the first. The conjuration requires 13 weeks of time and 680 G.S. in materials to learn.

Khoreb's Curse of the Screaming Skull: For a 6 mana point cost the wizard can cause a haunting lasting 10 minutes and up to 100 miles distant. This conjuration takes the form of a human skull wreathed in emerald green fire which will wail, moan, scream, sob, mouth obscenities in the conjurer's choice of language and generally make a pest of itself as it sails about, ricocheting off walls, knocking over candles and dishes and nipping at cats, dogs and other small creatures in the area. The wizard must know absolutely the location to which it is to be sent or be able to physically see it by means either magikal or normal in order for the sending to be successful. Anyone

attempting to "Dispell" this creation by priestly or other magikal means has only a 5% chance; aught else will succeed. The conjuration takes 3 melee rounds to complete and may have its duration extended by adding 3 mana points per additional minute of time required during the initial conjuration. This conjuration needs 12 weeks and 480 G.S. in material to learn.

Martirion's Fireblade: For a mana cost of 5 points, the wizard wields a fire-sword from her hand, beginning her very next action. This intensely hot blade, 5" wide and 13' long, does not even warm the mage's hand, but cuts into the target like an oxyacetylene torch, for 1D10+10 HP of damage. For attack purposes, consider that this ABF +10 blade negates up to AV 32 armor, being in all other respects a normal sword, as long as the target doesn't catch fire, of course! However, the spell can only be sustained for one action. Additional power may be put into the spell at the start: for every additional point of mana, the blade grows 3' longer and does an additional 5 points of damage. Thus, by increasing the mana cost to 10 points, you would have a 28' long blade, doing 1D10+35 HP of damage. However, it still fizzles out after that one action, so you'd better make your attack roll the first time. This spell requires 12 weeks and 650 G.S. in materials to learn.

Masayuki's Mist of Malevolent Misery: For a 6 mana point cost the wizard, taking 1 full melee round to do so, may conjure a cloud of roiling, writhing, greasy purple fog that moans, gibbers, wails and laughs hysterically. This 15' diameter fog may be created up to 100' distant and controllably moved at 80' per melee round if the wizard maintains intense concentration all the while. All creatures 29 HP or smaller in size will automatically choke to death within one melee round inside this purple horror, and all others up to 45 HP in size must save versus poison/venom or die in the same manner over 1D3 melee rounds. Beings greater than 45 HP in size and those successfully making their save suffer from severe choking, confusion, dizziness, nausea etc. and will operate at -20 ABF/DBF while in the cloud and for 1-5 full minutes after exiting it. The save versus this fog's attack must be rolled for every melee round, regardless of past successes or failures in that department. The fog may be controlled and moved so long as the conjuring wizard has physical sight of it. It has a duration of up to one minute, but this may be extended by one minute per additional 3 mana points put into the initial conjuration. If the wizard ceases to direct it, it will randomly wander until it dissipates. This conjuration requires 10 weeks and 475 G.S. in materials to learn.



Morgault's Mystik Dart of Slaying: For a 7 mana point cost the wizard can key a normal "Mystik Dart" already memorized to slay any one kind of being up to 45 HP in size. For example, it can be set to kill any human it strikes. If said human fails his save when it hits, he immediately dies. If his save is successfully made, then half normal mystik dart damage is done. Any dart so keyed that strikes a target larger than 45 HP in size will do 2D8+18 HP of damage. The spell requires 8 weeks and 880 G.S. in materials to learn.

Pando's Picklock Ritual: This 6 mana point, 3-melee-round ritual will, on a 65% base chance, +3% per EL gained after learning, physically unlock, though not disarm, any single mechanical lock up to 10' distant, plus 3' per EL gained after learning. It requires 17 days of moderately difficult study and 1,200 G.S. in materials to learn.

Poekraft's Ghost Bolts: These are a kind of "Mystik Dart" but keyed to affect those undead kinds and other such ethereal, astral or non-corporeal creatures. Against these creatures the ghost bolts will do 1D10 HP of damage. Against fleshly targets they will do only 1 HP of damage, and only if the victim's MRS roll is failed. The undead do not get an MRS roll. Each such bolt has a mana cost of 1, and the wizard may fire bursts or streams of these bolts, whichever he desires. The number is limited to a base of 3, +1 additional per EL the wizard gains above the EL at which this spell was learned. A bolt burst is aimed in the manner of a hose, while the bolt stream will flow like the water out of a hose (i.e., be spaced but 1" apart). But no wizard has to fire multiple shots. Single bolts are OK too. To learn how to cast these eerily glowing violet ethereal energy bolts, a wizard must spend 875 G.S. and study hard for 9 months.

Querdloe's Clumsy Field: For a 5 mana point cost and one melee round of effort, the wizard can create a 45' radius sphere of faintly green light around himself. This area affects everyone inside it except for the spell caster, who is immune. The effect is simply a klutz aura that halves all attack/defense capabilities of those inside it and for 1D4 melee rounds after it is left. All people so affected must make their CF roll each time they try to move or once per melee round minimum. Failure on this roll indicates they've slipped and fallen. Each time they try to wield a weapon, wand, device, or whatever, the same roll must be made to see if it was dropped, and at least once per melee round this roll must be made, anyway. This aura or field will move with its creator and last for 5 minutes. Five weeks and 105 G.S. in materials are needed to learn this spell.

Santander's Sunburst Spell: For a 10 mana point cost the wizard may cast a combined "Thunderball" and "Fiery Flash" spell which will require two separate saves by its victims, the flash originating from the center of the thunderball's impact point. This spell takes 16 weeks and 1,000 G.S. worth of materials to learn, but once learned is a real tail kicker!

Scharpe's Sex Swap Spell: For an 8 mana point base cost a wizard can cause any single entity to 45 HP in size that fails its save to metamorphose into its opposite gender for one hour. This shape changing takes one melee round for each CON point of the victim to complete. But once done, it's exact in every physical way. The duration may be lengthened by adding 5 mana points per extra 20 minutes required done during the initial spell casting. However, if used upon the caster himself, the initial duration is 6 hours, all else being the same. The change is painless and leaves no lasting physical effect upon its victim. Oh, by the way, all bets are off if you try this on an entity that has no gender, no single opposite gender, or a being that shifts back and forth on its own. Only the GM knows what's going to happen then! The spell requires 9 weeks and 500 G.S. worth of materials to learn.

Slygon's Silver Spiral of Sleep: For a 9 mana point cost the wizard can create, up to 60' distant, over a 2 melee round time period, a 9' high, 3' to 5' wide, conical spiral of glittering silver motes. This constantly moving, spinning, twinkling, dancing spiral hums faintly and will stay suspended in the air until dispelled or destroyed; 50 points of any form of magical attack would suffice. All who behold this creation optically, ethereally or astrally must save at -20 vs. psychic attack or become totally mesmerized, falling into a sleep that lasts as long as the spiral itself does! The duration is 1 hour plus an additional 20 minutes per extra 5 mana points put into it initially. Those who successfully save versus its effects will feel mildly dizzy for a second or two and no more. This spell requires 17 weeks and 1,800 G.S. worth of materials to learn.

Yathagon's Perfect Dome of Dynamic Defense: For a 7 mana point cost the wizard can, over a one melee round period, conjure a 10' wide by 7' tall dome of glittering silvery translucence. This dome will last 1 minute, plus an additional minute for each 3 extra mana points utilized in its initial conjuration. The dome will stop all physical attacks only and reflect them back to their source. However, movement of 1' per melee round or less will penetrate this immobile



defense. Gasses, magikal spells and all other non-physical things are not affected by the dome. This conjuration needs 5 weeks and 380 G.S. in materials to learn.

SIXTH ORDER OF POWER

Charonard's Wraith Hold Ritual: For 8 mana points per hour a wizard can become in all respects as a wraith of dread and dire aspect. See the monster list for all appropriate facts. The ritual requires 10 minutes to complete, then an additional 10 minutes to take full effect. However, for each hour or fraction thereof a wizard is thus transformed, there is a 5% chance the change will be of a permanent effect. This spell requires 6 weeks and 500 G.S. in materials to learn.

Dar-Thom's Doomlight Spell: This spell costs 8 mana points for its initial 3 minutes duration and an additional 3 mana points per extra minute loaded into its memorization. It causes a 30' spherical area up to 90' distant to become infused with a weirdly pulsing glow of the most intense blue imaginable. This glow is shot through and through with little sparkles of lightning and the sound of ghostly chimes may be heard within 30' of it. All creatures inside the glow to 30 HP in size must save at -20 MRS or die immediately. If they do successfully save, they are still stunned for 1D8 melee rounds. Creatures of 30 to 60 HP in size must save at -10 MRS or die; a successful save stuns them for only 1D4 melee rounds. All larger creatures save normally, a failure to do so stunning them for but one melee round. Undead, Dragonkind, Demons, Star Giants, Golems and other non-living creatures are not affected at all by this spell. In fact, it tickles Dragons! This spell requires shadow, shade or an area away from direct sunlight in which to work; sunlight cancels it out entirely. "Glory Glow" and other such light-producing magiks will dispell this creation immediately. This spell needs 8 weeks and 800 G.S. in materials to learn.

Davalon's Conjuration of the Rains of Rhaizohr: Originally Druidical, this conjuration is now a widely known arcane technique. It has a base mana cost of 9 and will affect a spherical area of 3' to 33' in diameter, up to 60' distant from the conjurer. The diameter may be increased 3', the distance by 10' or the initial 3 minute duration by 1 minute, by the application of 2 extra mana points during the original conjuration. The base area of effect is variable at the caster's whim. Once completed, the conjuration causes the area to be filled with a real gully-washer of a rainstorm. Any creature caught in the rain has its eyesight and hearing cut by 85% while inside the area

of effect. All sense of smell is totally negated in the area, and creatures with radar sense, or other similar detection, have their efficacy cut by 50%. Infra-vision or heat-seeking is totally useless in the cold rain, which gushes down at about 100 gallons per minute. All creatures of 10 HP in size or less are bowled over and flyers of 15 HP in size or less are downed. There must be at least some ambient moisture in the surrounding air prior to the attempt to make this conjuration work. For example, it could work in most deserts but wouldn't work on board a space craft where the air is totally dry and electronically cleaned. This conjuration needs 5 months of study and a 5,500 G.S. expenditure to learn.

Jastrakahn's Conjuration of the Resplendent Repulsion Area: This conjuration needs a full melee round to complete. Once done, a glorious rainbow-colored glow emanates from the wizard in a 6' to 10' radius, the radius varying every 5 CF counts. The glow lasts 3 minutes per mana point expended in the initial conjuration; the minimum is 3 mana points for 9 minutes. To add to the duration any time after finishing the conjuration requires double that amount. The glow will absolutely repulse, turn back, cause to recoil, any single type of creature it has been keyed for, regardless of size. This keying could be for such creatures as, say, minotaurs or even humans. However, all pertinent MRS saves apply and each separate key must be individually learned at a cost of 10 months of hard study and 2,400 G.S. expended. Learning one or more does not make learning another one cheaper or easier.

Klynt's Conjured Cube of Baffling Beauty: For a 6 mana point cost a wizard can conjure around himself, for one minute, a 10' cube of scintillating colors and indescribable beauty. This non-mobile conjuration so mesmerizes all intelligent creatures who can physically see it and who are within 60' of it, (save at -20 MRS) that all they can do is stand and stare at its awesome display and listen to its melodies that sing to the very soul. Those inside its perimeter are not affected. Its duration may be added to at any time after its initial 3 melee round conjuration, at the rate of one melee round per additional mana point pumped into it. Those who successfully save will function at -10 ABF for 1D100 melee rounds thereafter and will occasionally see afterimages of the cube for 1D10 additional hours. This spell requires 6 weeks and 700 G.S. in materials to learn.

Korvac's Reincarnation Spell: This spell requires 22 mana points to work and will function only on sentient beings who have died in the last 60 minutes,



plus 30 minutes per EL. of the wizard above the EL. at which this magik was learned. This spell will work 90% of the time. This percentage is unchangeable by any means. It functions by touch only, and any given wizard may only do one of these magiks each day. More than one simply does not work. When the spell works, the deceased being has a percentage chance equal to 4 times his EL. of coming back just as he was. Otherwise, the reincarnation is to a random form! This potent magik needs an expenditure of 5,000 G.S. and 14 months of very difficult study to master.

Martirion's Shears of Fire: This spell works exactly like the OP 5 spell "Martirion's Fireblade," except that the wizard projects two blades (Look, Ma, both hands!). Of course, the mana cost is exactly double that of the lesser spell, being a minimum of 10 mana points. The ABF add is also double: 20. The preferred tactic with this spell is to cut like a scissors, one blade high and the other low. To learn this spell, the wizard must already know how to use "Fireblade" and will have to expend an additional 8 weeks and 975 G.S. worth of materials.

Merlin's Ritual of True Seeing: The ritual requires 8 mana points per hour to function and allows the being it is cast upon to see everything as it, in truth, actually is, for a 1-minute period. This means he will see through illusions as if they weren't there. But if something is invisible magikally, not normally, this spell would allow the user to see the thing as if it weren't invisible. The exception to this is the Ninth Order Spell "Alagom's Improved Invisibility Spell," which has a 90% chance of being effective against this spell. Those things naturally invisible, like a ghost perhaps, could not be seen. This ritual requires 6 weeks and 560 G.S. worth of materials to learn.

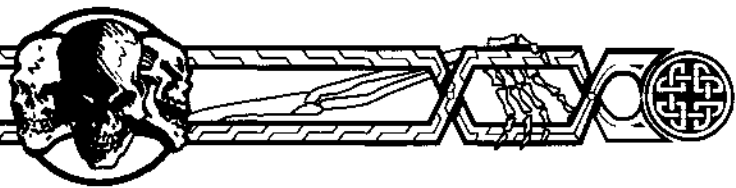
Mickledi's Cyclonos Conjunction: For an 8 mana point cost over a 2 melee round conjunction, the wizard can create an area of cyclonic winds some 31' to 50' in diameter and 21' to 40' in height. Once done with the conjunction, the effect is immediate and has a 1D100 melee round duration. This duration may be increased by 1D20 melee rounds per additional mana point used in the initial conjunction. The force of this wind will bowl over all creatures up to 75 HP in size, cause light structures such as a commoner's cottage to literally explode if conjured within it, and wreak enough havoc in general to cause 1D6 HP of physical damage per melee round to all creatures of less than AV 5 within its area of effect. This conjunction requires 9 weeks and 770 G.S. worth of materials to learn.

Mondrol's Pegasus Effect: This spell requires one melee round to complete and has a base cost of 8 mana points. Once done, any animal or other creature it has been cast upon with more than two legs will be able to gallop through the sky for 10 minutes as if it were on the ground. Each additional minute of duration requires the expenditure of another 2 mana points during the initial spell casting. The range at which this spell can be used is 30', and the speed of travel through the air is as normal for the affected creature while on the ground. During the effect of this magik the feet, hooves or whatever of the creature involved glow with a light like a thousand rubies shining in the sun. This spell needs 5 months of moderate study (at a cost of 1,550 G.S.) to learn.

Mondrol's Second Effect: This spell is identical in all cost, duration and other such parameters as his Pegasus effect; however, the results are different. The animal, once affected, can leap up to 20' vertically or 60' horizontally or triple its normal distances for such leaps, whichever is the greater distance. The user must already know "Pegasus Effect." This spell requires 2 months and 770 G.S. to learn.

Morgom's Spell of the Red Death: This spell costs 8 mana points and has a single target range of 90' + 5' per additional mana point put into its initial casting. The effect is as simple as it is horrendous: If the victim fails his save, he ruptures and turns inside out, dying in a flopping, bloody, entrail-tangled mess. Those who successfully save versus this spell feel a gut-wrenching nausea for one action and no more. The spell will only affect victims up to 45 HP in size but this may be increased by 10 HP in size per additional mana point loaded into the spell for that specific purpose during memorization. This spell requires 10 weeks and 985 G.S. worth of materials to learn.

Noad's Bane: For a 9 mana point cost a wizard can cause a certain town, castle, etc. up to one mile square to be haunted by a humanoid ghost-like apparition of glowing blue. This haunt will fly about the area in question for 10 minutes; additional 10-minute segments may be bought for 2 mana points each, but this must be done during the initial conjunction, which takes 5 melee rounds. It will wail, scream, accuse, cry, beg, curse, moan, knock over wine cups, slam doors and windows, blow out candles, etc., in its quest to frighten all and sundry in the area. The choice of languages is up to the conjurer. Only a magikal attack of 60 HP in power or greater will destroy this sending. The wizard must know the area in question where it is being sent very well or be able to physically



see it by whatever means for it to properly work. This conjuration needs 10 weeks and 950 G.S. in materials to learn.

Rusalla's Spell of the Demonic Dance of Death:

For a 6 mana point cost a wizard can cause a 30' diameter area up to 120' distant to fill with an unearthly orange glow, taking one melee round to do so. All creatures within this area to 150 HP maximum will suffer a sustained "Bone Shaker" spell for 1D10 melee rounds, rolled for each individual. The force of this spell is so great that all thus affected will have 1D8 HP damage done to them each melee round of its effect upon them. All insects will suffer triple this damage. Those managing to successfully save versus the spell's effects will have nearly uncontrollable shakes for 1D4 melee rounds. During these shakes all ABF/DBF is -40 and movement is halved. This spell requires 9 weeks and 350 G.S. in materials to learn.

Sarta Nor's Spell of Deadly Disintegration:

For a 10 mana point cost a wizard can fire a 60' long, pencil-thin beam of intense white energy. This magikal energy will totally disintegrate anything it strikes to a maximum of 45 HP in size. For each additional 5 mana points pumped into its initial casting, another 15 HP of matter may be similarly destroyed. Theoretically, for a 100 mana point cost anything up to 300 HP in size can be totally eradicated. However, if the intended target successfully saves, it will only suffer 1D20 HP of said damage, plus 1D6 more per additional 5 mana points put into the spell. To facilitate the use of this spell against inanimate objects, here's a quick rule of thumb: 100 cubic feet of dirt equals 1 cubic foot of stone, which equals 8 cubic inches of iron, which equals 1 cubic inch of lead; all of which can be disintegrated by the basic 45 HP power spell. This powerful magik requires 18 weeks and 1,800 G.S. worth of materials to learn.

Savoy's Ritual of the Silent Slayer:

This is a standard "Morgault's Mystik Dart of Destruction." It is identical except that, for an additional 8 mana point cost over the base spell cost, the mystik dart can be set in place in any one location to await a person or being specifically named whom the wizard knows at least by sight. This dart will hang in the air, forever if necessary, awaiting the only victim it will ever shoot at. This ritual requires 3 minutes to complete and requires 6 weeks and 900 G.S. worth of materials to learn.

Sharvorn's Intermediate Pentagram of Power:

A much more powerful version of the basic pentagram that requires 30 minutes and 20 mana points to complete its silvery glowing lines. No undead may

cross its perimeter except for those things originating in limbo and then only 5% of the time. Those that do manage to cross its mystik barrier suffer 1D20+10 HP damage and must operate at -30 ABF/DBF for one hour thereafter. Lesser demons may attempt to cross it 5% of the time but will suffer the same damage as those undead mentioned previously. No dragon's flame or other breath, nor demonic magik of any kind will pass the potent barrier of this pentagram. Greater demons and all elementals have a 25% chance of being unable to cross its perimeter. However, if they do manage to do so, the pentagram's power is forever shattered, at a cost of 1D10+2 HP in damage to them. This is the minimum protection required when attempting to communicate with any god. The basic ritual is a prerequisite for the learning of this magik. The ritual requires 25 weeks and 4,500 G.S. in materials to learn.

Skarkhonen's Ritual of the Lesser Gates:

This is the basic ritual that allows a wizard to travel to the 21 Planes of Heil. It requires 2 hours and 20 mana points to complete, but once done there is a hole or gate in the space-time continuum leading directly to the hell of the mage's choice. The gate is 13' tall by 7' wide and will persist for one minute. This duration is extendable at the rate of one additional minute per extra 5 mana points expended during the initial ritual. However, due to the stress put on the wizard in creating this gate, he is extremely tired at the finish and needs at least an hour of rest to function normally. So he'll normally create it, step through, then rest. The ritual requires 6 months and 1,000 G.S. in materials to learn.

Skorn's Ritual of the Immaculate Sky Symbol:

For a base 6 mana point cost the wizard can create a 10' by 10' symbol, name, sigil or whatever of blazing red flames which can appear anywhere the wizard designates within a 100-mile radius! However, the geography of the area or location must be known to the wizard in order to arrive precisely where directed. It will glow and burn, accompanied by any music deemed appropriate by the wizard, for up to one full minute. The duration and range may be increased by one minute and 5 miles, respectively, for each additional 2 mana points put into the initial ritual. It's a great way to announce one's arrival! This ritual requires 8 weeks and 800 G.S. worth of materials to learn.



SEVENTH ORDER OF POWER

Charonard's Ritual of the Spectral Self: An advanced form of the "Wraith Hold" ritual that allows the wizard to become in all aspects a fearful spectre. The duration is one hour but may be increased by ten minutes per additional 2 mana points infused into it above its base 10 mana point cost. The ritual takes 13 minutes to complete and then an additional 13 minutes to take full effect. There is a cumulative 5% chance per hour or fraction thereof that the wizard will irreversibly and permanently remain a spectre. The ritual requires 24 weeks of study time and the expenditure of 2000 G.S. in materials. Further, there is a 5% chance that the wizard will bungle something and become a spectre permanently! This is not for the faint of heart, nor for those unsure of their magikal technique!

Constance's Demagnetizing Spell: The caster can, by expenditure of 7 mana points, completely demagnetize one living being of up to 2 tons mass. The creature will exhibit no magnetic field for up to 2 hours, but is unlikely to suffer any ill effects from the demagnetization. While so affected, its magnetic field is simply undetectable. This spell can also be used to demagnetize everything from compasses to berserk golems, but inasmuch as you have to touch the target for the spell to work, the golem is probably pretty safe. A few monsters, particularly energy beings, are actually bound together by their magnetic fields; for them this spell amounts to a non-resurrectable death if they blow their MRS roll. The spell requires 20 weeks of study time and the expenditure of 49,350 G.S. in materials.

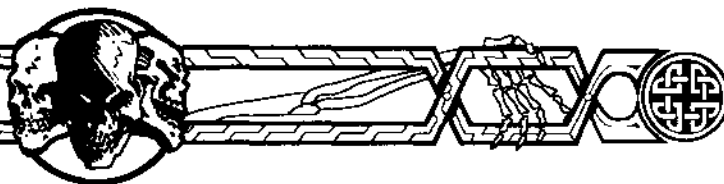
Darvohl's Ritual of the Hand of Doom: This very dangerous ritual requires 10 mana points and takes 7 minutes to complete. The wizard conjures a shadowy hand of inky black smoke grasping a bloody red stiletto with a needle sharp blade a foot long. This may be sent to attack any single being, provided the wizard knows that being's exact location or if the wizard can see the target. The hand will teleport to the location of its target and attack with an ABF of 150, doing 1D4+8 damage on any successful attack. It will strike at its target a number of times equal to the conjurer's EL, with a CF of 18. It is immune to counterattack, and the target has only a 5% save chance, irrespective of his MRS. However, a save by the target means he is 100% immune to the attacks. If the hand is thwarted for any reason from carrying out its attacks against the designated target, it immediately teleports

back to the conjurer and attacks him 13 times (no save). It can only be destroyed by a successful "Dispell Magik." The ritual takes 8 weeks and 7,211 G.S. of materials to learn.

Davalon's Death Star Spell: For a 10 mana point cost, the wizard can fire a glowing sphere of blue-white energy 3' in diameter from the palm of his right hand, at a speed of 10' per melee count. This sphere has a 120' range which may be increased by 20' per extra mana point put into the initial spell casting. The sphere will home in on its targets, doing 1D20 HP cold damage, 1D20 HP lightning strike damage, and causing "Mage Fear" to whatever it strikes; thus, three separate saves are required. If it has not reached a target at the end of its range, it explodes with a 30' diameter blast of brilliant blue-white light. All within the sphere suffer all three attacks at full power each. This spell requires 13 weeks of time and 1150 G.S. in materials to learn.

Fazalla's Conjunction of the Friend from Beyond: This conjunction requires 10 mana points base and 2 melee rounds to complete. It brings forth a *close true* friend of the wizard who has died in the past, to do her bidding for one melee round. The duration may be extended one melee round for each additional point of mana expended at the time of initial conjunction. Once the conjunction is completed, it takes 1D6 melee rounds for the friend to appear. The friend from beyond may do anything the real person was capable of immediately prior to death. This conjunction takes 8 weeks to learn and requires the expenditure of 875 G.S. in materials.

Hardav's Spell of Dimension-Porting: For a 13 mana point cost the wizard can move himself and all he is wearing and carrying to any location with which he is absolutely familiar. He does this by slipping out of this plane into another dimension, then slipping back into reality at his destination. There is no range limitation on this spell so long as it is confined to transit between points in the same plane of existence. This will totally bypass most forms of magikal barriers with no difficulty. In fact, the spell has no miss factor of any kind, apart from the usual fumble chance. As the spell is cast, a 7" diameter disk of shimmering blue energy instantly forms right in front of the wizard and as he steps through it, it disappears, almost instantly, with a clear bell-like tone. The disk then appears at his destination and vanishes with the same sound as he steps through. The spell, while instantly spoken, requires two additional actions to finish forming. This spell requires 10 weeks of time and 1000 G.S. in materials to learn.



Maryindi's Spell of Super Telekinesis: This spell uses 8 mana points for one melee round of duration, and can be increased in duration at the rate of one additional melee round for every 5 mana points expended at the time of casting. The wizard directs a pencil-thin beam of intense yellow light from his left index fingertip to a range of up to 120'. This beam can either push or pull, generating 450 foot pounds per melee round; it can move a one-pound object 450 feet each melee round, a 45-pound object 10 feet, or a 4,500-pound object a little over an inch per melee round. Just divide the weight into 450 to get the number of feet per melee round. There is no save vs. this effect, but the wizard must have a direct line of sight to the target. The foot pounds may be increased by 45 at the cost of an additional mana point spent at the time of casting. This spell requires 9 weeks and 1,000 G.S. of materials to learn.

Oh'Wen's Conjunction of the Red Awfulness: For a cost of 8 mana points the wizard can conjure a 5' diameter cloud of red mist up to 120' distant around any single target. This cloud emits a faint buzzing sound. It takes one melee round to form, and then will cling to its victim for three melee rounds. It dissolves its victim or any organic matter at 1D20 HP damage per melee round. After 15 points of damage has been sustained by a victim of 45 HP or less, consider one eye of the victim totally gone. When the damage reaches 25 HP, the other eye is also gone, as well as all the flesh on the victim's face, hands and other exposed areas. At 35 points, bone begins to show everywhere, and the victim goes into a shock-induced coma. At this point, death will ensue in 1D4 minutes. For creatures of up to 90 HP, these increments of injury are 25, 45 and 60 HP respectively. Over 90 HP, the target will take damage, and will lose an eye at 35 HP of damage, but will take no other critical effect. At all times during the attack of this red cloud, the victims are -8 to all BFs and may move at only half speed due to pain and obscured vision. However, if the cloud is frustrated from completing the attack on the designated target, it will immediately return to its conjurer at 60' per turn and dissolve him! The characteristics of this cloud may not be enhanced by any means whatsoever. The conjunction needs 12 weeks and 12,000 G.S. to learn.

Rusalla's Reflector Shield Spell: For an 8 point mana cost the wizard can create a curved shield of bluish light 3' in front of him. This 10' by 10' shield will totally reflect in a random direction all magik hitting it that is up to two orders of power higher than the mage's E.L. This shield does not move with the wizard and will last for one minute plus one minute for each addi-

tional point of mana expended at the time the spell is cast. This spell requires 12 weeks of time and 1,500 G.S. in materials to learn.

Savoy's Conjunction of the Silver Serpent: This conjunction requires 9 mana points and 2 melee rounds to complete. Once done, a glowing, translucent silvery snake will appear wherever the casting wizard designates, up to 120' away. The serpent will do all the wizard mentally commands--anything from scouting to retrieving objects to fighting. It persists for three melee rounds plus two rounds per additional 3 mana points spent at initial conjunction. It has an ABF of 123, a DBF of 68, a CF of 15, an MD of 45, an AV of 12 and 27 HP. It attacks with a bite for 1D3 plus, once per melee round, 5D8 venom. Since the snake is entirely magikal, the venom will even affect undead, but all saves are based on MRS. The serpent may fly up to 30' per action and is susceptible only to magikal attacks. The conjurer may control the snake only as long as he can see it. Should he lose control, he will never regain it, and the snake will attack everyone in sight until it reaches the end of its allotted time and fades away. This conjunction requires 9 weeks and 1,300 G.S. in materials to learn.

Waragen's Wave: Another classic conjunction of vengeance popular with high-order wizards, it is an insidious attack, hard to defend against. For a 15 mana point cost the wizard can cause 100 gallons of water to rise up out of any existing sizable body of water; even a well might be big enough. It will move up to one mile along the ground at 60' per melee round. The range can be extended by adding 5 mana points for each extra mile during the nine melee rounds of the initial conjunction. The amount of water sent may also be increased by the same means, at the rate of 100 gallons per additional 5 mana points expended. Thus, to send 500 gallons five miles would cost 55 mana points. The wave thus sent will seek out and attack the single target designated by the wizard's clear mental image. The attack is a silent, smothering attack that persists until the victim is drowned. The water then reverts to its natural state and simply seeps away, leaving a soggy victim. The attack takes ten melee rounds to kill a victim of 45 HP; pro-rate less time for smaller targets at 10 HP per melee round. For every additional 45 HP or fraction the target is, another 100 gallons of water are required, or else the target suffers no direct damage at all. Once the wave is conjured and sent, the wizard does not have to concentrate on the spell any further; it is a fire-and-forget situation. As this is real water, no save is allowed versus the attack. This conjunction requires 18 weeks to learn, and costs 1850 G.S.



Yorgan's Falling for Forever Spell: For 15 mana points, the wizard can cause any single target up to 65 HP in size to immediately become weightless and to fall upward from the planetary surface at 100' per melee round for 1D100+10 rounds. All those who successfully save are still tossed violently upward for 1D100+10 feet! The only exception is if the victim rolls an MRS roll of 01. When this happens, the spell reverses polarity, and the casting wizard suffers the full effect of the magik! The size of the target affected may be increased by 10 HP for every additional 15 mana points expended at casting. This spell needs 10 weeks of study and 1085 G.S. of materials to learn.

EIGHTH ORDER OF POWER

Charonard's Ritual of the Vampyr Heart: The most dangerous of the ancient wizard Charonard's three rituals of anti-life, one that requires 13 mana points and requires 30 minutes to complete. Once the ritual is complete, the metamorphosis into a vampyr is practically instantaneous and tremendously exhilarating. The duration is one hour, which may be increased at the rate of 10 minutes per additional 5 mana points put into the initial ritual. The cumulative chance of permanence for this metamorphosis is 10% per hour or fraction thereof. The real danger, however, is in the euphoric sense of power and omnipotence the changed wizard will feel. For each RF point he has less than 20, there is a 10% cumulative chance he'll voluntarily decide to stay a vampyr. Power is habit-forming! This ritual requires 39 weeks and 3,000 G.S. in materials to learn. The legends say the wizard Charonard still walks the world all these centuries later because of this mystik ritual. Even he was too weak to resist its siren call!

Elrik's Spell of Magik Metal Disintegration: For a 20 mana point cost the wizard can fire a cone of rippling red energy 30' long and 20' in diameter at its end from the palm of his right hand. All magikal items of metal or otherwise, such as robes, armor, etc., must save or turn into a fine grey dust! All such saves are at -20 MRS success chance, but all plusses on the devices add to its saving ability on a one-for-one basis. Thus magik armor of +20 BF would get a +20 MRS save. There is no limit to how much magik within the area of effect can be destroyed by this spell. This spell requires 20 weeks and 2,000 G.S. in materials to learn.

Haraag's Hand of Horror: This conjuration requires 6 melee rounds to complete and costs 20 mana points. Once done, a huge 3' long greyish and stony-looking hand will appear directly in front of the conjurer, with

a 7' oak maul clenched tightly in its grip. As this is a real thing, no save versus its attacks are allowed. This hand may be sent up to 10 miles, at 100 mph, to attack any single specific area, building, group of people, etc. However, the target area must be well known to the conjurer or under his observation by some means. This AV 12, CF 15, 60 HP creation has an ABF of 180, a DBF of 130 and does 4D8 HP of damage on any strike. Magikal attacks must be of at least OP 3 to harm it. Non-magikal weaponry has no effect upon this creation. The range it can be sent can be increased at the rate of 1 mile per additional 5 mana points put into its initial conjuration. However, its duration of 5 melee rounds of attack may not, under any circumstances, be modified; travel time does not count. If thwarted by any means from its intended victims, it will return to the conjurer and attack him! This conjuration requires 28 weeks and 2,800 G.S. in materials to learn.

Kronwyn's Vanisher: This 13 mana point spell has only a range of 7', but will cause any object, whether live, dead or in-between, to vanish. Actually, the object thus gotten rid of has been shoved into the ethereal plane. A successful MRS roll by the intended victim still means he flickers once in and out of the ethereal plane over a 1-3 CF count period. Thus the intended victim could, at the GM's adjudication, be confused or otherwise momentarily disconcerted. At any rate, the maximum mass the wizard can cause to vanish is equal to no more than his very own mass +10 pounds per CON point of the caster. Of course, people and objects sent into the ethereal plane are stuck there unless they have their own arcane means to leave. This spell requires 17 weeks of gruelling study and the spending of 11,000 G.S. to learn.

Martirion's Firescythe: Perhaps the most spectacular of the known fire magiks, if not the most powerful, this spell's prerequisites are the OP 3 "Hawkflight" and the OP 6 "Shears of Fire," both of which should be referenced. For a cost of 20 mana points, the wizard can combine the two spells into one spell, triggering the fireblades at the start of any action after becoming airborne. Unlike the "Shears of Fire," however, the wizard can sustain the fireblades for one full melee round. This spell, which requires 34 weeks of study and practice as well as 1,550 G.S. in materials, is not recommended for wizards who do not own fire proofclothing or some other protection against fire, as there is otherwise a 25% chance of setting oneself on fire in flight while in the process of learning this very demanding magik!



Sarchismus' Ritual of the Red Sending of Sorrow:

This extremely dangerous 15-minute long ritual costs 20 mana points and will conjure forth a Red Wraith from the Legions of Limbo to do the mage's bidding for one full minute and up to 10 miles distant, not including travel time to any victim or task. This time/distance cannot be increased. Complete concentration is required of the conjurer lest he lose control, which can never be regained. Once control is lost, the Red Wraith will immediately attack and destroy the conjurer, then move on to slay all within its reach until its one minute is up. It is a potent and terrible sending that can wreak incredible havoc. One cannot save vs. this spell, as the damage is being inflicted by the Red Wraith rather than the spell. Finally, each time this ritual is performed there is a 5% chance 1D12 lesser undead under the control of the Red Wraith will also appear, but they are not bound by the orders of the conjurer! Read the description in the Undead section of Monsters for all the stats on the Red Wraith. The ritual takes 24 weeks and 3,000 G.S. in materials to learn.

Sarchismus' Sending of Shadow: Much akin to the "Red Sending of Sorrow," this very dangerous ritual also requires 20 mana points and 15 minutes to complete. The conjured being can only remain upon our plane of existence one minute and may also be sent up to 10 miles distant (travel time not counting). However, in this case what appears is, for lack of any other name, called a Shadow Elemental or Shadow Demon. It averages 63 HP, AV 20, CF 25, flies at 450' per melee round, and is immune to any attack not at least +3 and magikal in nature. Non-magikal weaponry has no effect on this conjuration. It has all the capabilities of a Shadow Golem as well as that of a fog/mist elemental and wraith. See their appropriate listings for full capabilities. It is the essence of all that is evil, caught twixt limbo and forever, and desires form and substance. If control of the creature is lost, it will be totally free to roam this plane at will. Of course, its first act will be to utterly destroy its conjurer, for all victims of this thing, once killed, are turned into shadow and added to its substance, thus increasing its power. Finally, any time such a creature is conjured forth, there is a base 5% chance it cannot be controlled and it will attack all it sees in a rampage of evil destruction! Like its red cousin, no save is possible versus this thing's attacks. This ritual requires 24 weeks and 3,000 G.S. in materials to learn. But who's stupid enough to want to do so?

Sulthoe's Blaze of Glory: This spell requires one minute to set per order of power the wizard has memorized. Once memorized, it requires but the single firing word

to use. Its 10 mana point cost is not much, considering what it does. The spell may be used in one of two ways and will cause the caster to collapse into a deep coma for 1D12 hours immediately afterward, regardless of which is used. First, it can be used to cause all spells, conjurations, etc. that are already memorized by the wizard to go off simultaneously in one devastating eruption of magik. Secondly, it can be used to drain all of the mage's remaining mana into one single memorized spell of the mage's choice which will fire with the boosted power thus obtained. In either case it is a last resort action with extreme risk to the wizard due to the 10% chance each time it is used of burning away 1D4 INT points permanently from his mind. This spell requires 18 weeks and 1,200 G.S. in materials to learn.

NINTH ORDER OF POWER

Badalank's Ritual of the Astral Body: This ritual allows the wizard to become astral himself (leaving all material possessions behind) for as long as he desires. The base cost is 30 mana points and the ritual requires 7 minutes to complete. However, while on the astral plane the wizard uses up 5 mana points per each hour of time there. To return costs 1-10 mana; each mana point gives an additional 10% chance of successful return; only the full 10 points gives a 100% return chance. While astral, the wizard can look anywhere upon our plane that he desires and to which he can physically travel, seeing and hearing everything done. However, he can neither be seen, except by some forms of undead, nor affect anything in any way upon that normal plane. A useful but very dangerous ritual to use, it requires 20 weeks and 5,000 G.S. in materials to learn. Do remember the time differential between astral and our own, normal, plane.

Elric's Astral Eye Conjuration: For a 10 mana point cost the wizard may create a pale golden, glowing eye 3" in diameter, upon the astral plane. This eye can fly at 360' per melee round and all it can see, the conjurer sees. It is also capable of sensing all magik at a rate equivalent to a basic Magik Detection spell on a continuous basis. Its duration is 5 minutes, but this may be increased by putting 3 mana points into its usage per extra minute needed. This may be done at any time after the initial conjuration as the wizard requires, to concentrate intently on using the magikal eye effectively. The eye can be dropped into the conjurer's plane of existence to operate there as well, but may only move half as fast. The eye is 36 HP, AV 15, CF 30 and cannot be struck by the magik weapons of less than +15 BF potency nor affected by



any magik of less than OP 5. Non-magik things have no effect upon the eye. If it is destroyed, the conjurer will suffer 1D20+4 HP of damage and have a 15% chance of being rendered unconscious for 1D20 melee rounds. This conjuration requires 30 weeks and 3,333 G.S. in materials to learn.

Gandraph's Ritual of the Ethereal Self: Essentially identical in cost and effect as the Astral Body but concerning the ethereal plane. The ritual requires but 13 weeks and 1,750 G.S. in materials to learn.

Khurluu's Call of the Hell Spawn: This ritual requires 7 minutes to complete and must end in the death of some living creature (magician's choice) of at least 15 HP in size. For each 20 mana points used in the ritual, one Demon Locust may be summoned to do the mage's bidding for 7 minutes (travel time, if any, included). However, each time this ritual is performed there is a 15% chance that 1-3 more Demon Locusts will also appear which are not under the wizard's control. The controlled Demon Locust can be sent to do specific tasks or to simply "eat everything within a 1,000 yard radius of such and such location." If prevented from carrying out its assigned task for any reason, the Demon Locust will return to its conjurer and eat him! This ritual requires 48 weeks and 6,000 G.S. in materials to learn. Another one I sure wouldn't be fool enough to use!

Savoy's Star Thunder Spell: For a 25 mana point cost the wizard can fire a 6" diameter sphere of multicolored energy from the palm of either hand to a range of up to 360'. It will detonate upon impact with any solid object or automatically at a distance stated during the initial casting. If none was stated, it explodes at its maximum range. It will detonate into a 5D10' diameter sphere. All within its area of effect suffer 3D10+2 HP of sonic damage, 3D10+2 cold damage, 3D10+2 electrical damage and are paralyzed. This is to a maximum of 333 HP each of cold, sonic and electrical damage before taking saves into account. Finally, all within its detonation radius are affected as if hit by a "Fiery Flash" spell as well. As is plainly evident, there are five separate saves required by all victims: cold, sonic, electrical, paralysis and flash. This spell requires 27 weeks and 5,500 G.S. in materials to learn.

Spandor's Conjuration of the Cloak of Never: This 20 mana point cost conjuration requires but half a melee round (15 CF counts) to complete. Once done a semi-opaque pearlescent mist of silvery-grey immediately enwraps the conjurer and he never was (i.e. ceases to exist). The conjurer will remain in his non-existent state for 1D100 minutes; he has no control over this. At the end of this time the mist will reappear

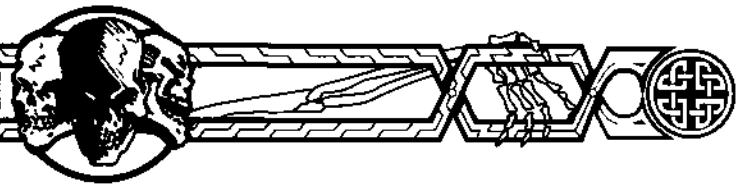
in the exact same spot, unwrapping the conjurer into being once again. Each daily usage of this conjuration has an attendant 5% cumulative chance that the length of never was will be 1D100 days instead. This conjuration is not alterable in any known way, requires 480 days of hard study and an expenditure of 9,950 G.S. to learn.

Stafford's Star Bridge Ritual: For an 18 base mana point cost the wizard can create a 20' long by 5' wide bridge of rainbow-hued coruscating light up to 120' distant. This bridge will last 10 minutes plus 1 minute per additional 5 mana points put into the initial ritual. The bridge cannot be affected by non-magikal things, will support any weight and can be keyed to allow only specific types (such as Humans, Elves, etc.) to walk across it, letting all other types fall through! This ritual requires 25 weeks and 2,500 G.S. worth of materials to learn.

TENTH ORDER OF POWER

Caowyn's Spell Catcher Ritual: This 5-minute ritual costs 15 mana points and forms an invisible aura around the wizard that will trap all magik of an order of power equal to his own EL that enters its 10' radius. As magik is trapped in the field it will briefly flare red, limning the wizard with its bloody glow. The wizard then has one melee round to re-direct the magik anywhere he chooses, even back to its origins, at full efficacy as if he himself were casting it. Thus, as an example, an EL 7 wizard could trap all magik up to the 7th Order of Power and reuse or dump it as he desires. Passive magik, such as armor, plus to hit weapons, etc. is not trapped by this field. The only drawback to this is that the wizard cannot use his own spells or magik within its area of effect either, save with a one melee round delay for catching it! The aura will last one full hour but may be extended at the rate of 20 minutes per additional 5-mana points in the initial ritual. The ritual requires 12 weeks and 1,800 G.S. in materials to learn.

Elric's Aganthian Bands Conjuration: For a 20 mana point cost a 20' diameter inky black sphere of web-like strands can be conjured up to 60' distant. The sphere requires 8 CF counts to fully form after the initial two melee round conjuration. It is 100% fire- and acid-resistant and can easily resist STR of up to 50 in power. For each STR point above 50 there is a cumulative 5% chance of the victim tearing free. One melee round after it has fully formed the sphere will begin contracting at the rate of 2' per melee round until it has become only a 2" diameter solid black marble. Of course all inside is totally crushed. One



minute after its maximum constriction it dimension ports into the ethereal plane, never to be seen again. It is also occasionally referred to as "The Black Bands of Thessaloniki." This awesome conjuration requires 45 weeks and 13,000 G.S. to learn. This cost is halved if the "Crimson Bands of Thessaloniki" conjuration is already known by the learner.

Gwallorn's Conjuration of the Hands of Ice and

Fire: This 3 melee round conjuration requires 13 mana points to complete. Once done, one of the conjurer's hands is composed of translucent ice-like crystal of a sapphire blue-white color. Instead of bones, there are flickering fires of arcane scarlet in their place. This effect lasts for one hour. During this time the mere touch of this hand will cause either 3D8 HP of cold or 3D6 HP of fire damage, at the magician's choice, but not both simultaneously. Any weapon, shield or other object, when held by the mystically empowered hand, will have this same heat/cold damaging power embued within it so long as held. The wizard may increase the duration of effect in one-hour segments (no less) at the same 13 mana point cost per additional hour. Or the wizard may elect to embue both his hands with this arcane might, which he can do by, again, expending the base 13 mana points for his other hand. Non-magikal artifacts and even some magikal ones can become soft if heated too long or brittle if kept cold too long, so be warned! The conjuration requires 8 months of time and 8,885 G.S. in materials to learn.

Jawynter's Firecloud Conjuration:

This is a 2 melee round conjuration, with a base mana cost of 15. Once completed, a roiling, glowing cloud of white-hot iron particles is formed. This 30' diameter cloud has a one minute duration and can be created up to 120' distant. All inside this incendiary cloud suffer 1-3 HP fire/heat damage per CF count, or up to 30-90 per full melee round, for the first two melee rounds after it forms. The next 4 melee rounds do but 1-2 HP of damage per CF count, and the last four melee rounds do only 1 HP of heat damage per CF count as the glowing cloud cools from its white-hot state down to a dull cherry-red at the end. This conjuration leaves a messy, blackened residue of carbon all over its area of effect. Of course, anything even remotely flammable will burst into flame inside this hellishly hot cloud of near-molten iron particles. Only greater wind magiks move the cloud, lesser winds being too weak to do so. This conjuration cannot be enhanced by any known manner. This conjuration requires 16 months of hard study and 9,895 G.S. expenditure to learn.

Jhem's Spell of the Far Terminus: For a 20 mana point cost a wizard may cause any single target up to 65 HP in size to be dimensionally teleported through the astral plane to a random place and (past) time. A save merely means he fades into the astral plane for 1D6 melee rounds then returns to the exact spot (with whatever consequences that might have upon the victim). The range of this spell is up to 240' with a direct line of sight needed. The size of the target to be transported may be increased by 5 HP per additional 10 mana points put into the initial spell casting. A successful save means that the intended victim is not affected in any manner whatsoever. The spell requires 16 weeks of time and 2,000 G.S. in materials to learn.

Santander's Ritual of Utter Whimsey:

This 7 minute long ritual can be held ready for use as an instantaneous spell for up to 1D10 hours (roll!), then it dissipates. 12 mana points are used to empower it and once used by someone it cannot be used again for 1D12+1 days without it detonating upon the caster! What it does is simple. The GM rolls a D20 to see what OP of magik is done; finding that, he randomly rolls as appropriate to see which magik of said level is done! Anything can happen! All restrictions as to forming time, power, duration, etc. apply as each of the magiks require normally. This weird magik requires 130 days of unbroken, sleepless study and an expenditure of 13,000 G.S. to master! Being a bit loony helps too.

Tarnhelm's Ritual of Mana Regeneration:

For a 25 mana point cost and 5 minutes the wizard may cause 1D100 of his used mana points to be regained instantly. For each mana point thus regained the wizard is incapacitated totally (catatonic) for one melee round as his mind and body adjust to the power inflow. The ritual is a risk as its costs are so high, and the chance of regaining more mana than that used for the ritual is not all that good. This ritual may not be used to gain a wizard more mana than he can normally have. The ritual requires 15 weeks and 1,500 G.S. to learn.

Theogrym's Ritual of the Call of the Gods:

This one-hour-long ritual requires 18 mana points to complete and is used to contact a specific demon, demi-god or god for the purpose of entreating it to grant favors or information. However, as most such beings intensely dislike being so summoned, the results of this ritual are seldom favorable to the wizard (at the GM's adjudication). As a general guideline, figure a 20% chance of success in obtaining an answer to a question and a 5% chance for all else. This assumes



the petitioner survives his petition, which may or may not be true. This ritual requires 15 weeks and 1,650 G.S. in materials to learn.

ELEVENTH ORDER OF POWER

Antigan's Spell of the Silvery Shell of Safety: For a mana cost of 20 the wizard can cause, after a one melee round delay, a metallic silver-capped cylinder of energy to appear around the caster. It is silver capped, top and bottom, and is 5' in diameter by up to 7' tall. No magik of less than OP 12 can penetrate or affect in any way this shell from the outside or the inside. All technological energy and solid missiles will reflect off its shimmering surface in a random direction. This shell has a 3-minute duration which may be extended at the rate of one melee round per additional 3 mana points pumped into it any time during its life, from either the inside or outside. However, intense, continuous concentration is required to maintain this spell and, once erected, there is only air for 1-3 minutes inside it. Any lesser demon touching it is thrown back 1D10 feet and stunned for 1D10 melee rounds, with no save allowed. All greater demons are merely frustrated in attempts to penetrate it. They can't. If they try to pick it up to carry away, it won't budge, regardless of any STR. This spell requires 20 weeks and 2,775 G.S. in materials to learn.

Talso's Ritual of the Black Binding: This horrific ritual requires one hour and 19 mana points to complete. At the height of this ritual a living, sentient being is deliberately killed and his soul is trapped and bound unto the life force of the wizard. Thus bound, it will be that soul which will suffer all CON and life drainings and blasting and not the wizard. Of course, when all of the trapped dead soul's CON points have been drained or destroyed, the wizard is once again susceptible to such attacks. That is, until he can do another of these dread rituals. The victim's soul is emplaced in an object (ring, amulet, etc.) and not directly into the magician. This object must be touching bare flesh in order to function as outlined above. This ritual, banned on pain of death in most places, costs 12,875 G.S. in materials and takes 9 years of intensive study to learn.

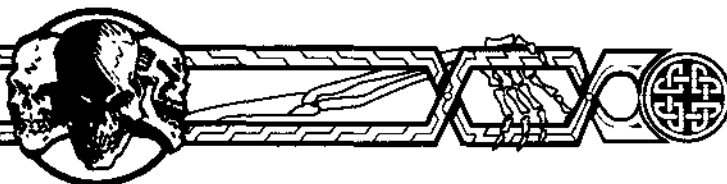
TWELFTH ORDER OF POWER

Gandolyn's Gates: For a 35 mana point cost the wizard can conjure around any single victim an apparently solid golden octagonal-sided column, 30' tall and 10' across; it is actually hollow. It may be thus conjured to a maximum distance of 75' from the wizard. The column takes one full melee round to form, but once

done is impossible to break out of by any force less than 200 HP of potency. Due to its being filled with a glowing gold mist that totally dampens and negates all magik of OP 20 or less, most magik cannot function inside its confines. Thus, for most victims, the only exit is one of the eight gates that shimmer and beckon on the walls. Seven of these gates lead to random planes of hell; the eighth opens directly into the vacuum of deep space between the farthest stars, but it never evident which is which. The column will begin to shrink in size by one foot in height each melee round until it disappears. Anyone inside not using one of the gates before it does disappear is crushed to subatomic size and squeezed into the ethereal plane, dead, or to be more precise...goo! Immediately after a gate is passed through the column instantly disappears. No save is allowed versus this fiendish trap. The conjuration is one hell of a difficult proposition to learn, requiring 70 weeks of time and 20,000 G.S. in materials to do so.

Maryindi's Ritual of the Elemental Self: This 30-minute ritual requires base of 25 mana points to complete and will allow the wizard to become any single kind of elemental desired in all functions and in all respects. This transformation is immediate, but once the ritual is completed, lasts only 5 minutes unless additional mana is poured into the initial ritual at the rate of 5 mana points per additional minute wanted. However, for the first 5 minutes in this state and for each minute thereafter there is a cumulative 10% chance of this state becoming irrevocably permanent. For example, in 7 minutes of transformation there is a 30% chance of its becoming permanent. If this happens, the now-transformed being instantly returns to the plane of existence of whatever type of elemental he resides upon. The ritual requires 60 weeks and 6,500 G.S. in materials to learn.

Skarkhonen's Ritual of the Greater Gates: A much improved version of the basic ritual, it requires 3 hours and 35 mana points to complete. However, instead of the gate then forming, the wizard can store away in his mind the triggering spell which may be used once at any time (up to 7 years) thereafter. Thus the gate can be created, instantaneously, up to 10' distant from the wizard. This gate, though still 13' by 7' in size, will last for one full hour or until dispelled by the wizard. However, due to its complexity, a magician can only have a number of these memorized simultaneously equal to one per 5 full RF points he has more than 10. The ritual requires 60 weeks and 7,500 G.S. in materials to learn.



THIRTEENTH ORDER OF POWER

Carmichael's Spell of the Astral Winds: For a 16 mana point cost the wizard can cause a "Ghost Wind" spell that has effect against all things on the astral plane just as it would normally do on this plane if of the lesser wind spell type. It is also magik that will work while a wizard is himself astral and upon the astral plane where other magik might not, due to the chaos and random factors involved. All undead this wind strikes suffer 1D8 HP of non-regenerating damage each melee round. The spell requires 10 weeks of time and 1,000 G.S. in materials to learn. Legend has it that there is a variation of this spell called "Phandoora's Spell of the Ethereal Winds.. It is said that any undead it strikes are blown instantly into the ethereal plane. Its mana cost, etc. should be about the same as the astral version, but who can really say? After all, it is just a legend now!

Chandu's Calling of the Grey Tendrils: This ritual and spell combination works in this wise: the wizard expends 28 mana points during the 2-hour-long ritual, then may use the calling spell (at another 5 mana point cost) any time during the next 13 days. Once called, a grey, nearly opaque fog begins to flow from the mage's open mouth. This fog is quite cold (about 40°) and will pour forth so fast that it will cover an expanding ring around the wizard of 55' every melee round (10 seconds). Thus after a full minute there will be a 330' diameter area of this fog around the wizard. The call lasts a total of 13 minutes and cannot be terminated once started. Thus at 2 minutes it will be 660', at 5 minutes it will be 1,650', at 10 minutes it's out to a 3,300' diameter and by the end of its 13-minute run it will have become a blanket of cold, nearly impenetrable fog a full 13' thick from ground level upwards and 4290' across. This fog, once thus called cannot be dispelled or dissipated by any known means. Sunlight won't burn it off and it resists winds up to cyclonic force, simply swirling round and round in place. It will persist for a full 13 hours. At the end of that time it becomes regular fog and will be subject to the vagaries of temperature, wind and weather. The ritual is very debilitating for wizards but one much loved by Druids and Medicine Men anyway, who suffer no ill effects. This awesome magik requires one year of generalized study and a 9,450 G.S. expenditure to learn.

Davalon's Advanced Pentagram of Power: For a 35 mana point cost and 3 hours of intensive ritual, the wizard can create a golden-hued circled pentagram of power and protection. This pentagram has all of the defensive capabilities of those lesser kinds previously

explained, as well as the following: greater demons and elementals may attempt to cross its perimeter, succeeding only 50% of the time. And if they do manage to do so, they will suffer 1D20 HP of damage. The pentagram's power is, of course, negated in those successful situations. In all other respects, see the intermediate pentagram for details. The intermediate ritual is a prerequisite to the learning of this potent magik. This ritual requires one year and 10,000 G.S. in materials to learn.

Kronenberg's Rituals of Immunity: Each individual ritual will protect a wizard from one specific form of magikal or arcane attack/effect (for example, from disintegration or from "Lightning Strike"). All of the rituals take one hour to complete, cost 30 mana points and have a duration of one full day (25 hours). Each such protective ritual must be individually learned at the full cost of 13,000 G.S. and 13 months of study. Only one such Immunity can be on the wizard at any given time. Once set upon the wizard or anyone else, it will remain in place through every kind of magikal attack, attempt to strip it off and so on regardless of source or potency. Only the original caster can dispell it before it runs its course.

Pangklune's Starbolt Spell: For each 20 mana points expended, the magician can fire a coruscating polychromatic energy bolt. This 3" diameter bolt has a 180' range and does two kinds of damage. The first is 1D20+10 HP of kinetic damage. The second is a radiation-like burning effect of 1D10+10 HP of potency. This bolt is one of only two known forms of arcane energy attack that can penetrate prismatic defenses, arcane force fields and other mystik protections. While not quite as effective in its penetration or power as the OP 25 spell below, it still gets the job done 90% of the time. It requires 13,000 G.S. and a full 11 months of difficult study to master.

Skarkhonen's Time Warp Ritual: For each 40 mana points expended during the one hour ritual, a wizard can cause a 30' spherical area up to 30' distant to be time warped for one full year. That is to say, all inside the area (or all who blunder into it later) become suspended in time. When the warp finally fades, those who had been thus trapped do not know that any extra time has passed. This ritual requires a full year and 15,000 G.S. in materials to learn. There is a variant of this ritual which is actually a spoken spell. Its mana cost is 50 and the duration of effect is only one hour. It can be cast up to 120' distant from the wizard but once cast it requires one full melee round to go into effect. Its area of effect, however, is only 10' across but is still spherical in shape. Also, unlike the



ritual, which has no tell tale signs, the area of effect for the spell shimmers greyly, like seeing underwater. Time to learn is only 30 weeks for this spell, but the cost is still 15,000 G.S.

Starkoon's Stupendous Stasis Bolt Spell: For a 15 mana point cost the wizard casts a bolt of stasis energy up to 340'. Any creature up to 100 HP in size that it strikes is immediately put into temporal stasis (i.e. suspended animation) for a duration equal to 13 days plus 1 day per each 3 ELs of the wizard above the EL at which this spell was learned. Each additional 5 mana points used will increase the size of victim it will affect by 20 HP. This magik has absolutely no effect upon any undead kind or Deodanths, who are immune to its effects. Those in stasis are hard, cold, rigid and non-breathing, but are not harmed in any way by the experience. This spell requires 18 months of difficult study and the spending of 17,500 G.S. to adequately learn. Only 2 mages in all of Arduinian history have ever understood how to work this magik, and both are now eons dead and dust. Play accordingly.

FOURTEENTH ORDER OF POWER

Coelon's Ritual of the Mask of Medusa: This 3 minute ritual requires 27 mana points and the deliberate death of some living creature of at least 5 HP in size in order to complete. The mage's head then immediately transmogrifies into the head of a Medusa for 7 minutes with all the powers of that foul and dread monster. See the appropriate monster listing. This time may be extended by putting extra mana into the initial ritual at the rate of 5 mana points per additional minute required. However, there is a base 25% chance (+5% per additional minute of time) that each time this magik is worked the change will become irrevocably permanent. This ritual requires 15 weeks and 4,500 G.S. in materials to learn.

FIFTEENTH ORDER OF POWER

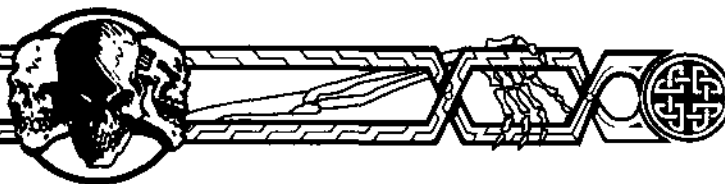
Carmichael's Conjunction of the Astral Storm: For a 20 mana point cost over a one melee round time period the wizard can conjure a storm of mystik winds, magikal ice and weirdly glowing snow upon the astral or ethereal plane, at the conjurer's choice. This swirling, raging storm has a 30' diameter, can be cast up to 60' distant and will last for 3 melee rounds unless the duration is added to by pumping into the initial casting 5 more mana points per extra melee round desired. All within the confines of this magik storm suffer 2D20 in cold and buffeting damage each melee round. Even those normally cold-proof will suffer! All creatures of 45 HP or smaller are automati-

cally swept off their feet and blown about mercilessly. The ethereal variation of this conjuration will strike those non-corporeal creatures of the undead variety for double listed damage! It can also be dropped into the conjurer's normal plane of existence where, being magik, it will hit all creatures but at only half listed effect. Only those beings either astral or ethereal may attempt to save versus the appropriate versions of the conjuration. It is normally used only on the astral or ethereal plane and not upon our mundane one. This conjuration requires 18 weeks and 1,000 G.S. in materials to learn.

Time Lining: This potent spell requires massive amounts of mana to use and is extremely dangerous to boot. For the base cost of 45 mana points the wizard can instantaneously slip 1-6 (roll) seconds into the future or only one second into the past. For each additional 1D10 (rolled) melee rounds forward into time the wizard wishes to travel, the cost is 15 more mana points. For each additional 1D10 melee rounds into the past he wishes to go, there is a 45-mana point cost! In either direction, the wizard literally time travels in place. If the wizard in a past time segment tries to change past events not concerning himself there will be a 95% chance of him being squeezed out into the ethereal plane by Time itself fighting to maintain its equilibrium. If that 5% chance does come up, the wizard will find himself on an alternate timeline based upon those changes he did succeed in making. Finally, while timelining, there is a 15% chance of being blown by the winds of limbo into some random future or past at the GM's discretion. Theoretically, it should be possible to greatly improve this spell; however, to date, no one has succeeded. This spell requires 75 weeks and 10,000 G.S. in materials to learn.

SIXTEENTH ORDER OF POWER

Maryindi's Ritual of the Perfect Prismatic Eyes: For a 25 mana point cost and a 5-minute long ritual, a wizard can have his eyes metamorphose into prisms of perfection for 15 minutes. These prismatically-colored eyes allow the wizard to see all things invisible normally or magikally upon the astral and ethereal planes at will, and to see through all illusion, improved or otherwise, to the normal limits of her usual vision. Furthermore, she can see through Prismatic Walls (regardless of their type) safely. Finally, they protect the wizard 100% from all forms of optical impingement or attack, such as the "Fiery Flash Spell" or the stoning effect of Medusas, etc. The duration may be increased during the initial ritual at the rate of one minute per additional 5 mana points used. This spell requires 30 weeks and 1,850 G.S. in materials to learn.



SEVENTEENTH ORDER OF POWER

Javore's Ritual of the Infinite Spiral: This 50 mana point cost ritual requires 7 hours to perform and will create a glittering "spiral" of radiant energy some 13' across when complete. This spiral is in truth a 13-minute duration Hell Spiral with all of the properties of the more permanent kind. However, it must be conjured upon some solid surface to work. Its destination is chosen by the wizard as it is created, but there is always a 5% chance of it leading to a random hell instead! It requires 80 weeks and 12,000 G.S. in materials to learn.

EIGHTEENTH ORDER OF POWER

Dathan's Ritual of the Pentagram of Prismatic Power: An extension and more powerful version of standard pentagrams of power, this ritual requires 6 hours and 60 mana points to complete. It has all the lesser pentagrams' properties but will hold all demonic and elemental forces outside its perimeter, regardless of their size and power. Further, it will reflect back on them their own attacks regardless of type, and even their magik. Once set it will remain until opened and banished by the wizard. It is the ultimate magikal demonic defense and is used whenever major demons are to be conjured. This ritual requires 2 years and 25,000 G.S. in materials to learn.

NINETEENTH ORDER OF POWER

Be-Athaen's Earth Wrecker Spell: Though it is a spell triggered by one command or firing word, the effect takes 1D100 melee rounds to commence and will last 1D20 melee rounds once started. Its mana cost is 75 and the spell cannot be enhanced in any manner yet known. The results are simple: a massive earthquake takes place in a one-square-mile area doing GM-adjudicated damage that ranges from practically nil to the flattening of whole towns. It has frequently set off normal earthquakes in response to its use. The GM adjudicates this chance. There is, of course, no save against the effects of an earthquake. This magikal work requires one year and 18,000 G.S. in materials to learn.

TWENTIETH ORDER OF POWER

The Curse of Tyndalos: This spell requires 100 mana points in power and has unlimited range so long as the caster can see the single victim by means magikal or normal. Said victim is given to the Hounds of Tyndalos, which are primeval elemental creatures existing on the astral plane. The use of this spell/curse

requires a 13-hour long ritual be done said usage. Each hour of the ritual requires the death of a sentient being to proceed, so that 13 in all are thus sacrificed. The wizard then has 13 days in which to cast the spell. Failure to do so within that time sets the hounds on the wizard himself! These creatures are capable of travelling anywhere in the multiverse in pursuit of their prey. They can even time-line as necessary and are not stopped by any known magikal defense. No one knows what they look like, for all who have seen them have had their souls devoured and their bodies turned into a bluish-white goo. How they can be stopped or killed is totally unknown. The hounds will pursue their victim over a 13-day period, said victim hearing only faint howling and feeling watched on the first day. As the days proceed, the victim will hear the howling more frequently, and in ever-louder chorus. He will eventually begin to hear the panting, growling breath of the hounds and, near the end, their footsteps. He will grow increasingly paranoid and fearful, as no one except the victim can hear their coming. Finally, as the last 13 hours wind down, he will also begin to get brief glimpses of oddly distorted shapes of cruelest nightmare in the dark corners and shadows around him. There is no known way to evade or avoid these ancient hounds, and none have ever survived an encounter with them. However, each time this curse is used, the wizard has a 25% chance the hounds will scent him as well as the intended victim and come for him, too! There is no save versus this curse, as all it does is allow the hounds to scent a new victim. Anyone using this horror is irrevocably tainted by evil everafter. It takes 2 years and 50,000 G.S. to learn this spell.

Krubach's Spell of the Spiralling Death: This is actually both a 6-hour ritual requiring 50 mana points to prepare and an instantaneous spell requiring 50 mana points to fire (100 mana points total). The ritual creates a "Hell Spiral" and then puts it into a small pocket universe with only one opening. Once thus set it will await the mage's spell (no time limit as to when it must be used) which will, when fired, dimension-port anything up to 75 HP in size into the pocket universe and seal it shut forever. The being thus trapped has only a one-hour air supply so must walk the Hell Spiral to a random universe somewhere in the infinite multiverse. Unlike "Gandolyn's Gates," nothing can break out of this enclosure short of the power of a god. The only way out of this trap is by becoming either astral or ethereal, with all the dangers inherent in such a course of action. This ritual/spell requires 20 weeks and 9,500 G.S. in materials to learn.



Medahlia's Mist of Mystik Stone: This conjuration requires 3 full melee rounds to perform, and 13 mana points to complete. Once done, a spherical area to 90' distant from the wizard, no more than 30' in diameter, of metallic grey fog/mist will instantly coalesce. Its duration will be 1 minute plus 1 minute for each 3 extra mana points expended in its initial conjuration. All living things within this mist will immediately begin to turn to stone, taking 1 melee round to do so for each CON point that they have. Even if they leave the mist immediately, the process will not stop! This stoning effect will last for 1D100 hours, and as the victims begin to return to their pre-stoned physical state, they must make a successful resurrection roll, or they die from systemic shock. This awesome conjuration requires a full year of study and the expenditure of 8,975 G.S. to learn.

Phanch's Spell of the Fell Gates of Hell: For a 25 mana point cost the wizard can cause any single target of no more than 65 HP in size (nor farther than 360' distant) to dimension-port into one of the 21 planes of Hell. However, the hell in question must have been pre-selected and a gateway into it primed with 35 mana points during a 3-hour long ritual which cannot have taken place more than 13 days prior to the spell's usage in order for it to work. The victim also receives the standard save chance. The HP size of the victim to be dimension-ported may be increased by pumping 10 additional mana points per 5 extra HP in size desired, into the initial spell casting. When fired, the victim is instantly surrounded by a deep blue glow that, should his save fail, will then turn utterly black (in 1/100th second) and transport him to Hell. Even though the victim is gone that fast, the black aura remains, slowly fading away over 10 seconds. This combined ritual/spell requires 36 weeks and 13,000 G.S. in materials to learn.

TWENTY-FIRST ORDER OF POWER

Shansuu's Spell of the Perfect Prismatic Spray: For a 35 mana point cost the wizard can cause a 45' spherical area up to 120' distant to become filled with a shower or spray of prismatically brilliant flashes of energy that does 1D100 HP of damage to each being or item inside its area of effect, to a 1,000 HP maximum. The spray will continue to function for 1D10 melee rounds doing 1-10 HP less damage to each victim, each melee round. This attack cannot be turned, reflected, bounced or otherwise turned aside

from the victim by any means known, magikal or mundane, apart from a few of the prismatic barriers. The spell requires 27 weeks and 6,600 G.S. in materials to learn.

TWENTY-SECOND ORDER OF POWER

Phandelume's Ritual of the Binding Night: This ritual requires 3 hours and 45 mana points to complete. Once done, a one-square-mile area up to 20 miles distant, so long as the wizard can actually see it by any means, will be covered by mystik shadows causing total darkness which is impenetrable by any non-magikal light or flame. All arcane light is reduced to but one-quarter its normal effectiveness. All within the area of night must save versus "Mage Fear" and will find that they cannot leave the area covered by the magik darkness. No strength is strong enough to batter a way out and no magik of less than OP 15 can affect its dark hold upon its target area for the 9-hour duration of its existence. No save versus this inability to leave or the darkening of these shadows is possible. This duration may be extended by 20 minutes per 10 mana points put into the initial ritual. It does nought else, no harm nor injury, yet is one of the most feared of all the ancient magiks. This ritual requires 33 weeks and 9,900 G.S. in materials to learn.

TWENTY-THIRD ORDER OF POWER

Phang's Spell of the Ultimate Devastation: For a 25 mana point cost and 10 minutes of intense conjuration the wizard can cause 100% of all plant life in a designated area to die; it turns to a crumbly grey-black ash over a 1D100 melee round period. The area of this effect is a circle 100 to 1,000 feet in diameter to a range of up to one mile distant. The area thus killed may be increased by 100' in diameter per 5 extra mana points added to the initial conjuration casting. The range may also be increased at the rate of 1 mile per additional mana point added to the spell's initial casting for that specific purpose. The casting wizard must either be able to see the target area or be absolutely sure of its geographical location for it to work properly. Once started, the only thing capable of stopping its spread is the Druidical "Ritual of the Cleansing Light" or a priestly equivalent. At least that's how the legends are told. This magik has absolutely no effect upon anything other than plant life. This spell requires 18 weeks and 1,800 G.S. to learn.



TWENTY-FOURTH ORDER OF POWER

Phandelume's Spell of the Sphere of Doom: For a 40 mana point cost the wizard can cause a 30' diameter sphere of smoky translucent energy to form (taking one melee round) up to 180' distant. Once formed, the sphere is totally unbreakable by any means other than magikal. Even then a force of 300 HP potency would be required to crack it. No magik can pass through its substance in either direction and all dimension ports, teleportation spells, and other such means of escape have a 90% failure rate. The second melee round after its formation it begins to pump the air inside itself out, at a rate of 10% per melee round. Thus, 12 rounds after the initial spell casting the sphere has a complete vacuum inside itself. At this point the sphere will commence contracting at the rate of 3' per melee round until it's only pea-sized. It will then vanish in a small flare of energy. Any being still inside would have been pulverized and then incinerated to dust, its soul vanishing to that unnamed hell from which this power was drawn. This deadly spell requires 40 weeks and 6,000 G.S. in materials to learn.

TWENTY-FIFTH ORDER OF POWER

Cathaol's Conjunction of the Ultimate Retreat: This variation of "Krubach's Spell of the Spiralling Death" requires a preliminary ritual of 6 hours duration which costs 50 mana points to complete. This creates a unique pocket universe to which the creating wizard has the only key, which may be used at any time thereafter, but once only. The key is the trigger word or spell which requires 15 mana points to fire but its effects are instantaneous. The wizard dimension ports instantly to that pocket hideaway, locking the door behind him. There is a 12 hour air supply there, plus whatever else the wizard has stuffed into the 30' diameter space during the initial ritual (The air is fresh for only about 5 hours, then starts to become progressively stale. Twelve hours is the absolute livable/breathable limit—beyond that the air is too foul to use). Once in there, the wizard is absolutely safe and hidden from anything less than the intervention of a god. Even then there is only a 5% chance the pocket universe can ever be found. This combined ritual/spell requires 4 years and 25,000 G.S. in materials to learn.

Ozymandia's Ritual of the Supreme Sigil of Binding: This ritual requires 13 hours and 100 mana points to complete. Once done, the sigil, a 13' diameter circle surrounding a pentagram, is fully

capable of absolutely containing any demon, demigod or full-blown god for 13 minutes, once conjured by the "Call of the Gods" ritual at its own mana cost. Those beings called into the Supreme Sigil will be compelled to answer all questions put to them by the wizard. However, being so compelled makes most deities and the like, shall we say, a bit annoyed. The possibilities of this type of spell are limited only by the GM's imagination, but one example is that this is how a wizard acquires a wish or godly grant, assuming that the end of the 13 minutes is not also the end of the wizard. This ritual requires 7 years and 100,000 G.S. in materials to learn.

Phandelume's Bolts of Demonic Destruction: These ebon energy bolts leap from the spell caster's hands at a speed so great they will cover a full mile in one second! Their maximum range is 1 mile plus an additional mile per additional 6 mana points added to this potent spell's 40 mana point cost. The wizard can fire one such bolt from each hand he has, paying the mana cost for each usage, of course. These bolts cannot be stopped by any known arcane shield or defense, regardless of kind or potency. They will utterly destroy such things as "Pentagrams of Penultimate Power" and "Gandolyn's Gates." Even technological shields or screens of less than 301 HP potency do not impede this bolt in any manner. Stronger technological defenses reduce the bolt's power on a point-for-point basis. Finally, the bolt causes a base 10 HP of physical damage to whatever it strikes, as well as doing another 1D100 HP worth of damage on both the ethereal and astral plane parts of whatever it strikes. No undead kind, regardless of type or power, can ever survive a strike from one of these bolts. They are always destroyed, with no save. All demonic kind fear this spell, and rightly so, for it always does double damage to their kind. The potency of this bolt cannot be increased, only its range. Thirteen years of intensive study and the expenditure of 78,000 G.S. worth of materials are needed to learn this spell.

THIRTIETH ORDER OF POWER

Heretofore Magik of This Order Has Been Only Legend

Tokkrang's Star Bore: This newly discovered spell requires 250 mana points to fire, but once so done, a 3' diameter by 10,000' long star bore of energy erupts from the magician's bare chest! This rainbow-hued energy stream will fire continuously for 1D12 seconds, each second pumping out 200 HP worth of damage each to all in its path! The wizard who uses this awesome attack will, once done, instantly fall into



a 1D100-month-long hibernation; he won't starve or die of thirst, he just can't be awakened, even by mystik means. For each single second it is in use there is a 5% cumulative chance that the effect will consume the magician's body, leaving only carbonized bones, which means instant death, of course. The firing will still

continue to its ordained conclusion, even if it is only emanating from a soulless and blasted skeleton. No known mystik defense will stop this attack, though some might reduce its effect a tiny bit. This most awesome of all attack magiks requires 13 full years of arduous study and an expenditure of 1,000,000 G.S. to learn.



• **Priestly and Druidical Magik** •

All spells marked with an * are spells and rituals of Druidical origin; these are generally available only to Druids and Medicine Men, but the final decision is up to the GM.

FIRST ORDER OF POWER

Angwyn's Aura of Godly Warmth: For each mana point expended during a one-minute ritual, any single living being may be made warm, even in polar lands. It works to keep a steady 70° F temperature at up to 0° and for each 10° below zero the air temperature is, subtract 3° from the 70°. Thus at -60° the being is still at 40° F and so on. Duration is a base 1 hour +1 minute per EL of the caster. More mana extends the base time but not the EL add. Thus, 3 mana equals 3 hours +1 minute per user's EL. However, if used on anyone other than the caster, the mana cost is doubled. Unfortunately, there is no way to modify this ritual to provide higher temperatures. This fine and handy magik requires 2 weeks of study and a cost of 188 G.S. to learn. Arcane cold is not reduced by this magik in any way.

Arnore's Conjunction of the Aura of Protection from All Things Evil: For a base cost of one-mana point the priest will glow with a pure, white light equivalent to full daylight, in a 15' radius for one melee round plus one additional melee round per WIS point he has. This time may be extended at any point by adding one extra mana point per additional 10 melee rounds desired. The conjuration requires 2 melee rounds to finish, at which time it takes effect immediately. All evil things of an EL equal to or less than that of the priest simply cannot enter the aura for any reason. For each EL greater than that of the priest the evil creature is, it will have a 10% chance, rolled each melee round, of entering the aura. As an example, an EL 10 evil vampire would have a 50% chance each melee round of physically entering an EL 5 priest's

aura. For creatures with no obvious EL, assume 1 EL for every 10 HP or fraction. This conjuration requires 2 weeks of hard study to learn.

Balthurn's Ritual of the Cure for Seasickness: For a one mana point cost and one minute the priest can make any being to 45 HP in size 100% immune to seasickness, motion sickness, air sickness, etc. for 4 hours. The duration may be increased by applying one additional mana point per additional 8 hours needed. This ritual is also the basis for making potions that have the same efficacy and which have a one-year shelf life. The basic 4-hour dose will cost 1 G.S. to make and 5 S.P. per additional 8 hours of relief potential per dose. The ritual requires 2 weeks to learn, the potion-making another 3 weeks.

Benco's Basic Purification Ritual: For each mana point and minute expended, the priest may totally purify up to 10 lbs. of dry material or 1 gallon of liquid. The ritual will not, however, neutralize poisons or venoms. What it does do is make swamp water drinkable, even if not tastier, and stale or old food safe. This ritual requires 1 week to learn.

Chasorm's Spell of Good and Evil Detection: For a one mana point cost per item, location, or being desired, the priest can determine either how evil it is, or how good, at his choice. Range is 15' but only one or the other may ever be used upon each single thing. The base success chance is 85% +3% per EL the priest is above EL 1. This spell requires 2 weeks to learn.

Crimbley's Ritual of Mending Cloth: For each mana point expended the priest can totally mend 2' square of most soft substances, up to and including soft leather armor and such-like. Each 2' square requires 10 full minutes to mend. The mending is permanent and total, so that it appears as if it had never been damaged. If the material to be mended is magik, the



time required is tripled, and the mana cost is doubled. This requires 1 week to learn.

Detection of Unpriestly Magik: This spell is identical to the wizard's spell of the same type and works for non-priestly, non-Druidical magik only. It requires 1 week to learn properly.

Druch's Glory Glow Spell: For a 2 mana points, a priest can light up a 60' diameter area to full daylight equivalency for 10 minutes. This time may be extended by 5 minutes for each additional mana point used. This is an area effect and is not movable. This spell requires 1 week to learn.

Hansa's Ritual of the Aura of Anti-Evilness: For 1 mana point expended during the 2 minute ritual, the priest will radiate in a 10' radius a powerful, invisible anti-evilness aura for 10 minutes. All evil things within the aura will function at -10 BF. It will also reduce their RF and CF scores by 4 each. The evil priests have their own variant that affects good types. Each additional point of mana expended during the initiating ritual extends the duration of the aura 5 minutes, but does not increase any other effect of the spell. This ritual requires 2 weeks of concentrated study to learn.

Hardling's Conjunction of the Aura of Evil Detection: For a 2 mana point cost a priest can cause any single specific area or location up to 10' distant to act as an alarm against evil. The invisible aura takes 3 melee rounds to form. If anything evil approaches within 10' of the aura, a voice will whisper in the priest's left ear, "Something wicked this way comes." This whisper is audible up to 120' distant and the aura has a duration of 10 minutes plus 1 additional minute per extra mana point put into the initial conjuration. The base detect percentage is 70% plus an extra 5% per EL of the conjuring priest. This ritual requires 1 week to learn.

Maramor's Ritual of Righteous Resistance: This 2-minute, 3 mana point cost ritual will render any living being of up to 35 HP in size totally resistant to the effects of either: fire, cold, lightning, paralysis, fear or mesmerization for 1 hour. The effect is immediate once the ritual is finished and the person to be protected is touched; this must be done within 3 minutes of ritual completion or the whole thing was wasted. Each additional 2 mana points expended during the ritual can either increase the duration of effect by an hour or increase the size of the person it will affect by 15 HP. Each separate protection must be learned independently of the others, and each requires 21 days of arduous study to learn, or 126 days total for all six protections.

***Milnahr's Minor Spell of Detecting All Living**

Things: For a 1 mana point cost the priest will have a base 85% chance, +3% per EL he is, of determining everything that lives within a 30' globe around himself. The priest alone sees them outlined in a ghostly green glow. It may also be directed at a single, specific thing, whereupon if the base percentage is successfully rolled the priest rolls a second time, that percentage determining how much he will learn or know about said item. The basic area detection part of this spell is effective even through a maximum of one foot of solid stone. This spell requires 3 weeks to learn.

Namphrook's Basic Healing Ritual:

For each mana point expended and one minute of time, a priest may heal any living creature of 10 damage points. Those thus healed may be healed more than once so that all normal damage may be removed. However, this will not heal burns, acid damage or most wounds of a critical nature, though it will stop the bleeding, and thus does cure vascular critical hits. This ritual requires 1 week to learn.

Namphrook's Ritual of Aphrodisiac Protection:

This ritual requires 3 minutes to complete and costs 1 mana point for each hour of protection desired. Once done, the person it was cast on is 100% immune to all forms of aphrodisiacs of OP 10 or less. Above that and to OP 15, this protection is 90% effective. It decreases 5% per OP over 15. This ritual requires 2 weeks to learn.

Pheldoe's Water Finder Ritual:

For 1 mana point, a priest can find any and all water within a 120' radius, up to 20' underground. He simply knows where it is. This one-minute ritual requires one week of study to learn.

Prayer Rituals:

For a base mana cost of one any priest may perform a 2 minute ritual that will allow him to pray for guidance from his diety. The base chance of success of receiving guidance from this ritual is 5% plus 2% per each EL of the priest. Also, for each additional mana point and minute expended in the ritual, another 3% may be added to the chance for success. For example, an EL 5 priest puts 10 mana points and 10 minutes into his prayer ritual. His chance of being answered would be: 5% base, 10% for his 5 ELs and 27% for his 9 extra mana points and minutes expended; or $5\% + 10\% + 27\% = 42\%$. So that particular priest has a 42% chance that his diety will give him guidance as requested. This guidance can be almost anything the GM will allow, but a good rule of thumb is this: The diety will respond to one question with a one-word answer, per 3 ELs of the priest. Also, for each time more than the first that a diety is pestered by such questioning each day, there



is a -10% chance to the success chance. Each god should be played by the GM accordingly. If the god is prone to verse, ambiguous answers, or to trickery, then its guidance should reflect that. If the god is terse, succinct and to the point, then that is how he should answer. And perhaps in some cases the correct answer is no answer at all. The GM is the final arbiter here. This ritual is free of cost in both time and money to learn, as all EL 1 priests have learned it as their very first teachings.

Saint Elizabeth's Ritual of the Time That's Told:

This one minute ritual costs one mana point and will cover a 30' diameter area at a 75% effectiveness or concentrate upon one object at 100% effectiveness. It sends the priest into a trance where he will learn and know the true age of the object in question and get a feel for its history. The feel will be based upon a percentile die roll and the priest will get generalized information about the items in amounts based upon this roll, such as, it is a bloody thing, all flame and dark magik...sacrifices...death and so on. The trance will last 1D100 minutes based on the object's age; the older, the longer. This ritual requires 1 week to learn.

***Salatyra's Ritual of Passing through Briars and Other Lesser Plants:**

For one mana point and one minute the priest will glow a pale green and be able to move through briars, tall grass, bushes, hedges, thorns, etc. safely and at two-thirds his normal speed. The plants will literally writhe and bend out of his way, snapping back instantly behind him as he passes. The effect lasts 3 minutes plus 1 minute per additional mana point put into the initial ritual. The ritual takes 1 week to learn.

Sarnthorn's Ritual of the Detection of Priestly

Magik: A one minute ritual with a one mana point cost that will do one of two things as desired: outline, to the priests' eyes alone, in ghostly yellow aura for 1 minute, every item in a 30' spherical area that has or is of priestly magik; or focus upon one object or area so the priest can determine just what type of priestly magik it is. In both cases, the effect is absolutely effective with the area detection only showing which is which and the specific ritual telling 51-100% of all information about the specific item in question. Thus it is generally more effective than its arcane analog. This ritual requires 3 weeks to learn properly.

Sarshal's Spell of Slowly, Slowly:

For a one mana point cost per 30 HP in size of warm-blooded creature the priest desires to effect, said creature will have all of its bodily functions slowed by a factor of 4. Thus it would move at one-quarter speed and be affected by poisons or venoms at one-quarter the

normal rate of toxic effect. Its CF is also reduced to 4. This spell works by touch, has a life span of 5 minutes, +3 minutes per mana point added to the spell and *will not affect any who does not consciously wish it to do so*. The exception to this is when someone is unconscious and thus totally unresisting. In that case only there is a 75% success chance; however, its effects will last ten times their normal duration if it is so done. Effects are always instantaneous after the spell is spoken and the target then touched by the priest; he has 10 melee rounds to do so before it fades away, wasted. This spell requires 3 weeks of fairly easy study to learn right.

Sorgael's Speak in Tongues:

For each mana point expended, a priest may speak, read and write any single language desired, known or unknown, for up to 1 hour. This may be extended one hour per 2 additional mana points expended during the one-minute ritual. If used frequently, there is a GM-adjudicated chance the priest will begin to learn the language under study normally. This ritual requires 2 weeks to learn.

The Touch of the Gods:

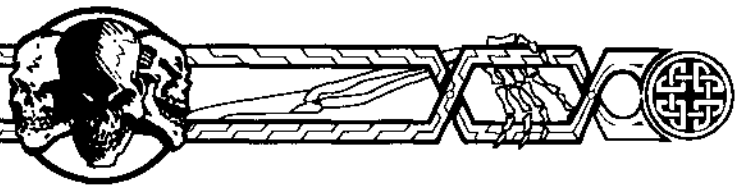
This simple one point mana cost spell renders the touched being unafraid and full of resolve. If the person has been previously infected by fear, even from arcane sources, this spell removes the fear immediately. It costs 5 mana points to do this for non-believers of the priest's religion. Eleven days of easy study are needed to learn this wondrous gift from the gods. The effect, which takes immediately, lasts for 1 hour.

Warding, Basic Ritual:

This 5 minute and 5 mana point cost ritual will bar or seal any area up to 10' square or on a line up to 20' long but not more than 1' wide. Any area thus warded will do the following: No non-sentient creature of 15 HP or less will enter or cross the warded area for the 10-hour duration of its effect. All undead kind must immediately make their initial turnaway roll as if they'd encountered the priest who set the wards. Finally, those same undead kind will function at -15% BF within the confines of the warded area or for 13 minutes after crossing a ward line. The size of the area thus warded may be increased by 100% per additional mana point expended during the initial ritual. This ritual requires 2 months of intensive study to learn properly.

Other Priestly Rituals of Detection:

These are analogs to all of the wizardly detection magiks in the priest's repertoire, but are too numerous to list. Simply choose the one you wish to learn, using Sarnthorn's ritual and those listed in the Wizards' Magik section as a basis to figure out how it will work, how much time it will take, etc.



SECOND ORDER OF POWER

***Balkwyr's Calling of the Lesser Winds:** This conjuration requires 3 melee rounds and 2 mana points to complete. What is conjured is a light wind or breeze with sufficient force to blow out candles, move fog and mist at 10' per melee round, blow leaves and other light materials around and in general work to that effect for one full minute and to a maximum range of 120' away from the priest. The duration of this effect may be increased by 2 minutes per additional mana point used. This conjuration requires 2 weeks to master.

Chancer's Dead Watch Spell: Practically identical to "Tuatha's Early Warning Ritual," this one seeks out all those of the undead kind. They do not get a save and are always detected, unless cloaked or hidden magikally. This is a spell whose results take one melee round to complete. It takes 4 weeks to learn.

The Holy Bless Ritual: For an expenditure of 6 mana points and 1 minute the priest may bless any single individual of his faith. This makes her +10 to BF for all purposes and +10 MRS for saves, and lets her operate in all respects at 2 levels above her normal EL. This lasts for one hour only. The priest can also use this ritual to create Holy Water, one pint each time, which has several properties: if drunk by a believer, it will heal 5 points of damage, each pint will burn all undead types for 1D10 points, and if used to draw holy symbols, these symbols will keep all non-free-willed undead, like zombies and such, from crossing said symbols for 5D10+50 minutes. Free-willed undead, such as wraiths, etc., have a 10% chance of being affected the same way. Holy water stays viable for 60 days if kept in a silver container; otherwise it loses its potency in one week. This ritual requires 3 weeks of intensive study to master.

Korgen's Conjuration of the Cloud of Kindness: For a 3 mana point cost the priest can conjure, over a 2 melee round period of time, a 45' diameter cloud of golden mist. It may be conjured up to 60' distant +20' per extra mana point put into the initial conjuration. These additional mana points also add one full minute to its base one-minute duration. In all other respects it is identical to the wizardly "Rosy Mist of Reason" including the time required to learn.

Megalon's Bless: This ritual requires one minute and 2 mana points per individual to be blessed. Anyone thus blessed will function as a berserker for the next hour. In that state of rage they will attack at +20 ABF, but be -20 DBF due to their total disregard for danger. They will discard any shield normally carried and will

wield two weapons. Those to be blessed must be within arm's reach for it to work. It also makes those thus blessed 100% immune to all forms of fear. Those who are already berserk, or attacking with holy fervor are unaffected by this magik. While this ritual is normally done only by the priests of the war god Megalon, other priests have been known to use it as well. This ritual requires 2 weeks to learn properly.

Michalforth's Curative Spell for Temporary Blindness: This spell, for a mana cost of 2, will instantly cure all forms of temporary blindness, such as flash effects. This can be done to a range of 120'. This spell requires 3 weeks of easy study to learn.

Ovore's Conversation Spell: For each single mana point expended, a priest can speak to and understand any single kind of mammal, bird or reptile for one minute. It can be extended at a one mana point cost per additional two minutes used. This spell requires 2 weeks to learn.

***Talara's Fearful Fireworks Spell:** For a 2 mana point cost the priest can cause a 60' sphere up to 240' distant to erupt into hundreds of multi-colored firework-like effects. These explosions, flame spouts, sparklers and other such wonders are a truly awesome and noisy sight to behold, but are completely harmless. This spell has a 3 melee round duration which may be extended by 1 melee round per additional mana point put in at casting. The spell requires 2 weeks to learn properly.

Tuatha's Ritual of Early Warning: By expending 3 mana points a priest may be made aware of any living being or creature thinking about harming the priest or his companions. He can check a 45' radius or scan ahead on his proposed path to a distance of 180'. However, all thus probed get a normal save using MRS. The ritual requires one minute to perform and requires 5 weeks to learn.

Tuatha's Sound Wipe Spell: Any 20' diameter area with its center up to 20' away may have all sound suppressed for 5 minutes for each 2 mana points expended during the initial spell casting. No sound enters or exits from the silenced area, but creatures may recover their ability to make and hear sounds by leaving the affected area. No saving roll applies. This spell requires 3 weeks to learn.

Veladorn's Ritual of Finding Doors Most Hidden: For a 2 mana point cost the priest can cause all hidden or secret doors within a 15' radius of himself, to become outlined to his eyes only with faint, ghostly green light for 30 seconds. This ritual requires 2 minutes to complete and always has a 99% success chance. It requires 2 weeks of study to learn properly.



THIRD ORDER OF POWER

Aome's Spell of Illusion Dispelling: For a 4 mana point cost the priest can wipe away all basic illusions, etc. in a 10' diameter area up to 60' distant. The area of effect may be increased at the rate of 5' additional per extra mana point used in the initial spell casting. This spell will affect all such illusions of an equivalent OP equal to double the priest's own EL, so an EL 5 priest can dispell up to the OP 10 basic illusions. This spell requires 4 weeks to learn.

Bradley's Pathfinder Ritual: For a 6 mana point cost and 2 minutes, a priest may locate any single door, stair, or passageway up to 240' away, if it is at least generally known to him. Or he can do the ritual and for 5 minutes know the right path to take through a maze, cavern, etc., even if previously unknown to him. It costs 3 additional mana points per minute of extension, and requires 3 weeks of study to learn.

Calabar's Spell of the Aura That Sheds Webs: For a 3 mana point cost the priest and all on his person become too slippery for any web, rope, etc. to entangle him, for one minute. This duration may be increased at the rate of 3 minutes per 2 additional mana points put into its initial casting. The aura may also be cast upon any other being or object up to 10' distant, even after the fact, causing it to shed entanglements as well. This spell requires but 2 weeks of very easy study to learn properly.

Chadra's Water Walking Ritual: For 3 mana points expended during the 5-minute ritual, a priest may thereafter walk upon water and all other liquid safely; a pool of acid still burns him, of course, he just won't sink! This ritual's effect lasts for 5 minutes. It costs one mana point per minute to extend the time period. The ritual requires 8 weeks to learn.

Chazmaht's Transfer Curse Ritual: For a 5 mana point cost and 2 minutes, a priest can empower any single being so that, when that being touches an item or reads a scroll, any curse upon it will be redirected to some other predetermined object within 10', with a 75% success chance. The percentile chance of success increases by 2% per EL above 3 that the priest is. Unless the priest's gods are evil, this ritual should never be used to threaten or harm another living creature lest the wrath of those gods descend upon his head! The ritual requires 10 weeks to learn.

Crimbley's Ritual of Mending Wood: Per the other mending rituals, in this case each 3 mana points used will completely mend all forms of wood or wood-like

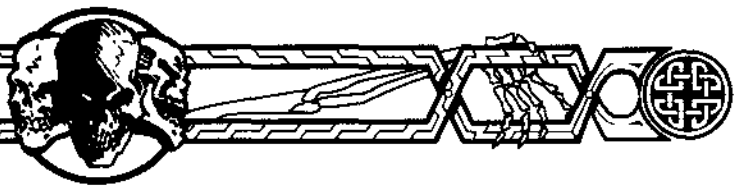
materials. All else is as for the cloth-mending ritual save that the ritual requires 3 weeks to learn properly.

***Danforth's Rituals of the Lesser Call of Command:** This 3 minute ritual requires 4 mana points to complete and may be used for any one of the following types: plants, mammals, insects, reptiles or birds. Once complete, all of the said single type of plant or animal, etc. within a 100' radius of the priest, of 5 HP in size or smaller, will converge upon him. Once they have thus gathered, they will act out the priest's spoken will for 20 minutes regardless of the distance said action may involve. Those things under the priest's control can be made to fetch, carry, guard, watch, spy, scout or some other such simple task. They can never be made to willfully harm themselves, but they can be called upon to attack or to fight. Plants, of course, will not physically uproot themselves and move, but they will trip up, entangle or otherwise do such things as are within their power to do. For each additional 3 mana points and one minute expended during the initial ritual, the duration of this control may be extended by 5 additional minutes. These separate rituals each require 2 weeks of moderately easy study to learn, or 9 weeks for all five.

Doroman's Conjunction of the Fiery Fingers of Light: For a mana cost of one per finger used, the priest may cause same to glow with an inner core of light and to cast 60' long beams of pure white light of double normal daylight intensity 1" in diameter. The duration of this effect is only one melee round, but may be increased at the rate of one minute per finger per extra mana point used in the initial conjunction. This conjunction requires 3 weeks of study to learn.

Dwoandara's Lesser Spell of Mystik Persuasion: For a 6 mana point cost a priest may single out any sentient entity of 35 HP or less in size, up to 30' distant, and persuade him to stop. If the intended being fails his save versus psychic attack, he will simply stop right where he is and do absolutely nothing for 3 melee rounds plus one melee round per EL the priest is above the EL this spell was learned. If a successful save is made, he will still do absolutely nothing for 1 CF action. Finally, if the save is a naturally rolled 01, the intended target goes berserk immediately, and attempts to kill the priest! This spell requires 9 weeks to learn.

Evenoe's Ritual of the Empathic Cure: For a 3 mana point cost the priest can lay on hands and totally heal all non-critical damage from any living thing. This includes even such damage as caused by fire and acid,



but all such damage thus healed is taken upon the priest himself with all attendant pain, bleeding, etc. Those healed in this manner have no scars whatsoever. The priest must then heal naturally without the aid of magikal help, and he will have all the appropriate scars. Needless to say, this one-minute ritual is only used under the most dire circumstances! It takes 5 weeks to learn.

Ghando's Intermediate Ritual of Warding: This 7-minute ritual is a more powerful version of the OP 1 warding ritual. Its mana cost is 7, all other parameters are identical as to area of effect, duration and so on. However, these wards will keep out non-sentient creatures of up to 45 HP in size, or sentient beings up to 20 HP in size. All MRS saves still apply, of course. Undead kind have all the problems as listed for the OP 1 wards but with the added difficulty of a -30 BF and facing the equivalent of a priest 2 ELs greater than the EL of the one who actually set the wards. This ritual requires 3 months of intensive study to learn but may only be learned after learning the basic wards.

Khermal's Neutralization Spell: For a cost of one mana point a priest may 100% neutralize up to 20 points of poison or venom in a person, monster, wine cup, etc. up to 10' distant. Evil priests can conversely cause poison this way, though if it is to an opponent, the opponent gets a save. Caused poison requires 3 melee rounds to come to full potency and lasts but one minute, then fades to impotency. Each additional 5 points of poison to be neutralized, etc. costs another mana point. This spell has instantaneous results, and requires 8 weeks of study to master.

Larissa's Ritual of the Sylvan-Seeming: This 3-minute long ritual requires 4 mana points to complete and will have a duration of one full day. The priest simply chooses any stationary object such as a tree, rock, etc. and performs the ritual upon it. This causes it to take on the illusion of whomever or whatever the priest desires. Even true seeing only has a 20% chance of detecting the illusion. Thus a priest could cause a tree to appear to be, say, a road sign or perhaps a statue of some sort. This ritual requires 7 weeks of hard study to master, and yes, the duration can be lengthened, but how to do so has long since been forgotten.

Michalforth's Meltdown: For a cost of 4 mana points, the priest can melt up to one cubic yard of water ice, dryice or ammonia-methane ice, raising the temperature of the material in question to 33° F. This can also be

used to thaw out frozen-solid victims of up to 50 HP without doing them any further damage than already caused by the freezing. GM adjudication is required for larger victims. The melting process takes one full melee round. There is no known way to extend any of the effects of this spell, which takes just 4 weeks of moderately difficult study to learn.

***Pharamund's Rituals of the Infinite Conversations:** A variation of the Danforth rituals, these allow the priest to be able to freely converse with, and to understand, any one class of creature: chordate, arthropod, annelid, mollusk or even echinoderm! The rituals require 2 mana points and 2 minutes per 20 minutes worth of ability. However, the language learned is a pidgin tongue and is not specific to any exact species. Thus, understanding is only about 60% accurate. To be specific to a species or a group of closely related species (e.g., lions) requires double the mana cost, but not double the time. The resulting language is thus 100% accurate for all purposes of game play. Each of these rituals requires 3 weeks to learn, or 12 weeks for all five.

Rhune's Ritual of Augury and Minor Divination: This one-minute ritual has a 2 mana point cost and takes effect immediately once done. It tells a priest if one action he is contemplating in the next 10 minutes will be beneficial, detrimental or of no consequence. It will not tell him why it will be any of these, only that it will be so. For example, a group of adventurers want to enter an old tomb they've found, but the door has an old clay seal upon it that must be broken to do so. The priest will then do the ritual to see if the breaking of said seal will have an immediate effect, either beneficial or detrimental or no apparent effect at all. The GM must tell the player the truth; for instance, if the seal is cursed to harm whosoever breaks it, he'd say the breaking will be detrimental. This handy ritual requires 8 weeks of moderately hard study to learn.

***Salatyra's Ritual of Passing Through Woods and Lesser Forests:** For a 3 mana point cost and 2 minutes, the priest will glow a pale green and then be able to safely pass through shrubs, small trees and other larger plants in a manner identical to the lesser spell of this type. All is precisely according to that spell, save for the 6 weeks of study required to learn to use this ritual.

Stanson's Conjunction of the Greater Heavenly Umbrella: For a cost of 5 mana points expended during the 4 melee round conjunction, the priest can create over himself a 30' diameter conuscatng hemi-



sphere lasting 5 minutes. All liquids and light material, to include most slimes and oozes, will run off like rain off an umbrella. The umbrella moves with the priest and may be extended by one minute per 3 mana points used. It only covers him down to knee height, but due to its large size is quite efficient in its protection; the GM should adjudicate no more than 1% of the liquids will actually touch his legs and feet. This conjuration requires 6 weeks to learn unless the lesser such conjuration is already known, in which case it only takes 2 weeks.

Talathyr's Conjuration of the Lesser Heavenly Umbrella: For a 3 mana point cost the priest can create, over a 3 melee round period, a 5' diameter hemisphere immediately above himself. This shimmering umbrella of pale green energy will shield against all liquids from rain to acid, including most slimes and oozes. It lasts 5 minutes, moves with the priest, but only covers his head and shoulders completely, so some of the deflected liquids could splash onto his lower body, per GM adjudication, though never more than 10%. This conjuration can be extended at the rate of one minute per additional mana point pumped into it at any time. The ritual requires 3 weeks to learn.

Taoraen's Night Eyes Ritual: For each 3 mana points expended during the 3-minute ritual, a priest can give himself or another person the ability to see in the dark as an Elf for up to one hour. Each additional hour costs only 2 more mana points, which can be added at any time before the effect expires. This ritual requires 6 weeks to learn.

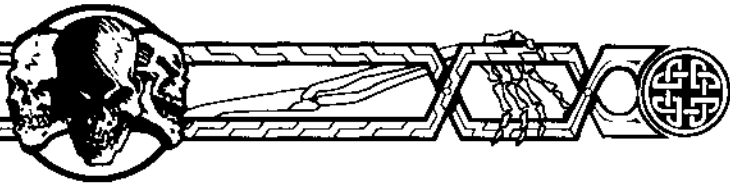
***Thanalar's Conjuration of the Mighty Eyes of Light:** This 3 melee round long conjuration requires 3 mana points put into it per hour of duration required. At the completion of the ritual, the priest's eyes will burn with a reddish-orange fire and cast 60' long, 30' wide cones of light some 50% brighter than sunlight. The priest's vision is in no way impaired by this light. The duration may be increased by one hour per 2 additional mana points put into the initial conjuration, which also increases the cones of light by 5' in length and 1' in width at their apex. The conjuration requires 3 weeks to learn.

Tuatha's Ritual of the Binding Chains of Light: This ritual is effective against undead only and as it requires 3 full minutes to complete is primarily used to tie up sleeping vampires and such. For a 5 mana

point cost the priest creates glowing chains of golden light that render all undead absolutely immobile and unable to fly, become gaseous or to otherwise flee, for 10 minutes. There is a 3% chance per 20 HP or fraction thereof in size the undead is that he can break the chains. For example, a 40 HP vampire has a 6% chance of breaking the chains set by the priest. As the range is only 5', the priest usually has to stand next to the undead he is trying to bind! This ritual requires 8 weeks of intensive study to master.

***Yalnwyn's Conjuration of the Lesser Mystik Moons:** This 3 melee round conjuration requires 4 mana points to complete. Its initial duration is one full minute, but that may be increased by one melee round per additional mana point used in the initial conjuration. The effects are that 1D4 semi-solid balls of mystik light, each one 18" in diameter, will form around any single victim up to 60' distant. They feel as dense as hardwood; if struck, they will bounce away 1D20' then almost instantaneously zip right back. These totally fireproof moons will circle the target, moving along with it, bumping into it deliberately, blocking its vision and generally harassing it. Each ball requires a minimum magikal force of 30 HP in damage to destroy. All such beings thus victimized operate at one-third speed and at -40 ABF and -20 DBF for the conjuration's duration. This spell requires the priest's total concentration or the moons will simply fade away. This conjuration requires 4 weeks to learn properly.

***Yalnwyn's Conjuration of the Singing Winds:** For a 3 mana point cost the priest can conjure over a 2 melee round time period an area 60' in diameter, up to 120' distant, that will fill with wondrous warm and gentle winds of song and melody. This lasts one hour but may be extended at the rate of one additional hour per extra 3 mana points used during the initial conjuration. This extension also adds 10' to the diameter of the area covered. All living things that fail their save, up to 25 HP in size within this area, including all vertebrates except snakes, will become enraptured and sit about the area doing absolutely nothing unless severely provoked. Invertebrates are only affected on GM adjudication, and only if they have a sense of hearing. This conjuration requires 5 weeks of study to learn.



FOURTH ORDER OF POWER

***Arabuhl's Conjunction of the Spear of Fire:** This conjuration requires 2 melee rounds and 5 mana points to complete. When done a 7' long oak-hafted spear with a 13" silvery blade wreathed in emerald green fire appears in the right hand of the conjurer, which must be held aloft the entire time. When thrown by the priest, this spear attacks at +15 MA and +3 to damage; the flames also do 1D10+2 HP damage to all it strikes. All of the undead kind it strikes suffer a priestly turnaway of appropriate EL. Finally, on a 50% chance roll, all hit may catch fire and burn for 1D3 melee rounds, wreathed in green flames, suffering 1D6 HP damage each round. After one throw, the spear fades away; it will also vanish if not used within one melee round. This conjuration requires 6 weeks of difficult study to learn.

Balossa's Ritual of Godly Growth: For a 10 mana point expenditure during a 3-minute long ritual, a priest may cause 10' square of plant growth to grow 1 to 10 times its normal size. 20 mana points will affect 20 square feet and so on. It takes one melee round for each multiple it grows, but will stay thus for 10 minutes, reverting back to its normal size at the same rate at which it grew. The ritual requires 14 weeks of study to learn.

Charzomon's Breakwall Conjuration: For a 7 mana point expenditure, a priest may cause an opening to appear in any solid wall or object for one minute. This opening is 5' high and 3' wide and when it is gone, the solid area is just as it was, with no harm done. The penetration is up to 3' plus 2' more per EL of the priest above the EL at which it was learned. This conjuration requires 3 melee rounds to complete and 10 weeks of study to learn.

Cuelchain's Death Breaker Ritual: For an expenditure of 20 mana points a priest may attempt to call back anyone of his faith who has died less than 5 minutes past. The chance of success is based on the dead character's own CON points. For each CON point he has there is a 3% chance of success. This is increased by 1% for each point of WIS the priest has. This ritual may be tried only once per victim and the priest must rest for 12 hours afterwards. The GM may prefer to use the formula outlined under "Resurrection" instead of that listed here. However, if this ritual is successful, the character does not lose any CON points. Nevertheless, this counts against the three tries maximum for resurrection. This difficult ritual requires 3 minutes to perform and 20 long weeks to learn.

Drallahar's Ritual of the Inter-Planal Shift: This 20-minute ritual has a 12 mana point cost and is very tiring for the priest. Once done its effect is immediate upon himself or upon any other single person who has willingly consented to sit still for the entire ritual. The effect is to send the person desired into either the ethereal or astral plane. If the person has not had the corresponding homing ritual performed upon him, well, then, he's stuck! This ritual must be individually learned with 10 weeks of hard study for each of the separate planes.

Drallahar's Ritual of Inter-Planal Homing: This 10-minute ritual has a 7 mana point cost and will affect any single willing individual, whether the priest or one other. What it does is allow an individual who has been sent to the ethereal or astral planes by "Drallahar's Interplanal Shift" to automatically return to the exact spot he originated from, exactly one hour later. Sort of an interplanal life line as it were. This ritual is usually done first, its effects being dormant until after the other ritual has been completed and the hour's time then expended. Seven weeks of moderately difficult study is necessary to learn this ritual, which is of itself useless without the other ritual; i.e. it won't work.

Fanalorn's Ritual of the Gathering of the Sheaves: Although requiring 8 mana points and 7 minutes to complete, this ritual will gather together all the remains down to the size of atoms of any unfortunate being who has been torn to shreds, blown apart, etc. It cannot bring back parts destroyed by distintegration and other such matter-destroying attacks. However, all that it can gather it will reassemble as closely as possible into the former original form. It will not raise the dead, but it will put them back together again, even if only in a generalized and usually pretty messy manner! This ritual requires 30 weeks of very intensive study to learn.

Hamilton's Rehydration Ritual: At a cost of 7 mana points, the priest can rehydrate any victim of partial or total dehydration, replacing up to 7 gallons of lost water. The water must be present within 100' of the victim and it must be pure. Holy water may be used, in which case it will substitute for twice as much lesser water. The ritual takes 10 minutes, and, if the victim is still alive, he will take another 10 minutes to return to his maximum level of function, taking into account any other injuries. Rehydration will not cure more than 10 HP of damage, and only that much if it was caused by the dehydration. This will not resurrect one who has died of dehydration, but it will negate any resurrection penalty due to dehydration. This ritual takes just weeks of easy study to master.



The Holy Cure Ritual: For a 10 mana point cost a priest may cure any disease, rot or other such like affliction affecting any single being or creature. Base success chance for this is 89% plus 1% per EL gained beyond the EL at which it was learned. Incidentally, this ritual quite effectively destroys most organic slime and ooze-type creatures up to 50 HP in size, if they fail their save and hold still long enough! This one-minute long ritual requires 8 weeks of study to learn properly.

***Karch's Conjunction of the Binding Earth:** For a 5 mana point cost the priest can cause the earth to become a sucking quagmire under any single being or object up to 120' distant, instantly trapping that being and holding on for 10 full minutes. The victim will sink about 40 inches, which could be quite fatal for a Kobbit or other small'un! If the target is standing on stone, the spell doesn't work. The conjunction takes 2 melee rounds to complete and, once done, will hold all up to a STR score of 21, +1 per EL the priest is above EL 3; an EL 6 priest's conjunction would bind all up to a STR score of 24, and so on. Its area of effect will automatically vary depending upon the victim's size. The duration of the binding is not extendable. This conjunction requires 11 weeks of hard study to master.

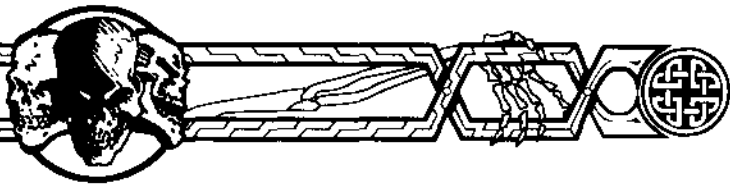
Korgen's Ritual of Skywalking: For each 5 mana points expended, a priest may walk, run or move through the air as if he were on the ground for 15 minutes. It can be extended by one minute per 3 additional mana points expended during the 3 minute long ritual. The ritual requires 5 weeks of study to learn.

***Larissa's Conjunction of the Singing Sands of Time:** This conjunction requires 2 mana points to successfully complete. The priest creates a whirlwind some 30' tall and 5' in diameter. This whirlwind may be conjured up to 120' distant and will spin by itself for 2 melee rounds. For each additional mana point used in its initial conjunction, the whirlwind will last an extra melee round and can be created 30' farther away. The conjuring priest will have complete control over his creation's movements at 240' per melee round, for so long as absolute concentration is maintained. If it is lost, the whirlwind will rampage about randomly. All it strikes suffer 1D6 points damage and actually age 1D10 years. The whirlwind will always have what appear to be thousands of minute grains of glittering golden sand inside itself; it continually sighs, sings and melodiously rings with eerie music. This conjunction requires 5 solid weeks of very arduous study to learn properly.

Pheldoe's Conjunction of the Radiant Ring of Flame: For a 4 mana point cost the priest can conjure over a 3 melee round period a ring of red flame some 10' in diameter around himself. These 13' tall flames will last for 12 melee rounds, burning all undead they touch for 1D20+4 HP damage. Skeletons, mummies and other such undead catch fire on a 75% chance, burning at a rate of 1D6 HP per melee round for 1D10+10 such rounds. More normal types suffer only 1D8 points damage on initial contact, and will only continue to burn on a 5% chance, again for 1D6. The duration is extendable at the rate of 2 melee rounds per additional mana point expended during the initial conjunction. This conjunction requires 6 weeks of study to learn.

Phoordang's Conjunction of the Aura of Megalon's Glory: For a 4 mana point cost the priest will glow a bright, electric blue in a 30' radius for one minute. Whoever enters this glow must save versus magik or immediately become a berserker intent only on battling all around himself. This effect lasts for as long as he's in its area of effect and for 1-3 melee rounds after he's passed out of the glow. The priest, however, is not so affected, but, as usually only the followers of the war god Megalon use this conjunction, and they already have a natural battle lust, it doesn't really matter. The duration of the glow may be extended by one melee round per additional one mana point expended during the initial 3 melee round long conjunction. This conjunction requires 5 weeks of study to learn.

Raffalasia's Ritual of the Arcane Truth: Frequently used in civilized lands to learn the truth about who stole what or who killed whom. The ritual requires that the persons to be questioned also drink a foul alchemical concoction called "God's Blood" and to then submit to the 8-minute ritual, whose effects are immediate, once done, and which will last for 30 minutes + 1 minute per EL of the priest, -1 minute per CON point of the victim. As an example: an EL 9 priest's ritual would have a base duration of 39 minutes, less one minute per CON point of the person to be questioned. At any rate, this ritual, once in effect, will have a 90% chance of causing the person so affected to answer truthfully all questions put to him whether he wishes to or not. For each minute he is under the ritual's effect, he will, afterwards, suffer 20 minutes of severe headaches. Needless to say, this magik is not popular with some segments of society. Three months of study are needed to learn this ritual and to concoct the potion. This ritual can be



successfully resisted, by saving against psychic attack, but doing so makes it highly probable that said resistance will lead to permanent RF or ego loss at GM adjudication.

Rhyton's Conjunction of the Pillar of Fire: For a 10 mana point expenditure, a priest can conjure a 30' tall, 5' diameter column of roaring, swirling flame up to 60' away. This red and gold flame will burn for one full minute, which may not be extended, and causes 20 HP of damage to all who touch or enter it, once every 10 CF counts. When it goes out, the area is not even warm. This conjunction requires 3 melee rounds to bring to fruition and 25 weeks to learn.

Saint Patrick's Spell of the Banished Serpents: For each 5 mana points expended in this spell, the priest may cause to flee in a straight line away from him all serpents, snakes, etc. within his sight up to 30 HP total in size. Thus for an expenditure of 15 mana points the priest can banish 90 HP total worth of snakes, etc. Once thus banished the serpents will not return to that one spot ever again. This spell requires 10 hard weeks of study to master.

Sarsen's Rituals for the Cleansing of Major Poisons and Venoms: Though not an instantaneous spell like the third order Neutralization magik, this one minute long ritual will effectively negate any poison or venom up to 100 HP potency. However, its cost will be 2 mana points per 10 HP of poison so neutralized, so 100 HP worth of poison costs 20 mana points to cleanse. The ritual's range is only 3', so the priest is usually kneeling over the poisoned area while performing it. This ritual requires 6 weeks of intensive study to master.

Sarur's Conjunction of the Eyes of Glory: For each 5 mana points expended during a 5 melee round conjunction, a priest's eyes will glow and radiate golden light for one minute. The glow is a 30' by 15' cone and all in its light must save versus a "Mage Fear" spell. All undead in this light also suffer 1D4 HP of damage per each 9 counts. This conjunction requires 9 weeks of study to learn properly.

***Shamorden's Conjunction of the Calling of the Greater Winds:** A more powerful version of the "Balkwyr Conjunction," the winds here are sufficient to push back and/or bowl over all creatures to 10 HP in size. For its base mana cost of 6, this 4 melee round ritual will give the winds a duration of 10 minutes and a range of up to 240' away from the conjuring priest. Each additional minute will cost 3 extra mana points which may be added to the winds at any time. This conjunction requires 7 weeks to learn.

Stanson's Conjunction of Spiders from Stones:

While chanting this 3 melee round conjunction costing 5 mana points, the priest tosses 5 small pebbles up to 30' distant. At the end of the conjunction each pebble will be transmogrified into 3" diameter, 1 HP, AV 2, CF 20 spiders capable of moving 4' each action. This change lasts 3 minutes only. Each spider will attack the nearest living thing to it and can bite for 1 HP damage plus, once only, 1D10 HP of venom that has a 10% chance of paralyzing all mammalian life forms up to 35 HP in size for 1D20 melee rounds. However, the paralysis only takes effect 3 melee rounds after the initial bite. If killed, the spiders revert to pebble form immediately. This conjunction requires 10 weeks of hard study to learn.

Stanson's Snake Staff Conjunction: This combined 3 hour ritual, requiring 15 mana points and a one melee round conjunction, requiring 3 mana points, is an old favorite of priests. Any staff or other suitable piece of wood 5' to 7' long is used in the ritual and is thereafter toted about by the priest who can, at any time he chooses, cast it to the ground while chanting the triggering conjunction, though only once per each ritual. Once done the wood transmogrifies, in 10 CF counts, into a bright green serpent of 18 HP, AV 3, CF 18 capable of moving 45' per melee round. The serpent will stay such for 3 minutes and do whatsoever the priest commands. The snake can bite for 2 HP and will have 1D8 of venom per each additional 5 mana points used in the initial ritual for just this purpose. The duration is not extendable, and the ritual plus conjunction requires some 11 weeks of hard study to master.

Tuatha's Death Voice Ritual: For a 5 mana point cost the priest can cause any being slain within the past hour to speak with complete candor, telling whatever it may know, for one minute. For each 3 mana points used for this specific purpose, the person may have been slain an additional hour longer in the past. It will answer direct questions only. Careless questions may result in ambiguous answers. This may be extended by 1 minute per additional 10 mana points used during the 5 minute long ritual. Fifteen weeks of hard study are needed to master this difficult ritual.

FIFTH ORDER OF POWER

***Cuelchain's Conjunction of the Wonderful Wind Horse:** For a 5 mana point cost, plus one mana point per additional minute of use above the first minute, the priest can conjure a horse-shaped minor wind elemental to do his bidding. Absolute concentration



must be maintained during not only the 9 melee round conjuration but the entire time of its existence lest control be lost. Once lost, the horse will go on a randomly destructive rampage, wrecking all it can. This horse has the AV of a standard wind elemental but only half its size, power and capabilities, to include its attack modes. See the section on elementals in Chapter 3 of this volume for more information. It can be ridden, sent on errands requiring little instruction or used in any manner as seen fit by the priest. This ritual requires 19 weeks of intensive study to learn successfully.

***Cynwyren's Ritual of the Walking Wood:** For every 3 ELs the priest is he may spend 6 mana points and have one tree up to 60' distant actually uproot itself and move about at his complete command for 10 melee rounds. This may be extended by one melee round per additional mana point used during the 5 minute long ritual. Consider the tree a wood golem for game purposes and remember that total concentration is required to maintain control of the tree. Lose it and it will rampage around mindlessly, wreaking havoc as it goes. Finally, there is always a 5% non-cumulative chance that each melee round the tree will become wild and go off on its own anyway. Such treatment isn't very good, in the long run, for most trees. The ritual requires 11 weeks to learn properly.

Druch's Conjuration of the Infinite Insect: This 6 melee round conjuration requires 6 mana points to complete and when so done will cause one normal-sized insect within a 60' radius to immediately grow to giant size. The insect will be equivalent to 8 HP in size per EL of the conjurer; an EL 6 priest would conjure a 48 HP insect. This insect, if intensely concentrated upon during the 10 melee round duration of the magik, will do all the priest commands. It will fetch for him, let him ride, fight for him, etc. However, should the priest lose said concentration, and on a 5% chance each melee round anyway, the bug will become wild, attacking all around it. The duration of this magik is extendable at the rate of one melee round per additional mana point used in the initial conjuration. This conjuration requires 9 weeks of study to perfect.

Ovore's Conjuration of the Greater Mystik Moons: A more powerful version of the "Yalnwyn Conjuration," requiring 5 melee rounds and 6 mana points to complete. The moons thus conjured have the density of stone and their bumping and banging about cause 1D4 HP damage to the surrounded victim every

melee round of their 10 melee round duration. All creatures of 20 HP or less are automatically bowled over and all other aspects of this magik are as for the lesser version save that 45 HP or more of magikal force are required to destroy each moon. The conjuration takes 7 weeks of study to learn.

***Ovquade's Conjuration of the Shambling Moons:** This dual ritual and conjuration requires 1 hour and 8 mana points for the ritual and an additional 2 mana points and 2 melee rounds to perform the conjuration. The priest does the ritual locking in of a creature or creatures known as shamblers, so that at any later time it or they will dimension-port as conjured. The priest requires only a picture of this kind of creature for the ritual to work and, for each moon in the night sky, one creature will appear to do his bidding. See the appropriate listing in Chapter 3 of this volume for the complete stats of said creatures. Complete concentration is required or control of the creatures will be lost, and once lost it may never be regained. The conjuration will last one minute plus 5 additional minutes for each additional 2 mana points used in the ritual. Finally, for each creature under the priest's control there is a 5% chance every melee round they will all go wild and attack everyone around them; thus, if 3 shamblers appear there is a 15% chance each melee round all of them will break the priest's control. When the time is up, they simply return immediately from whence they came. This combined magikal process requires 7 weeks of intensive study to learn.

Quarzan's Conjuration of the Heavenly Fog of Hiding and Help: This 8 melee round conjuration requires 6 mana points to complete but when so done will create a 100' diameter area of nearly opaque fog around the priest. This blue-grey fog lasts 10 minutes and cuts visibility to 1D6' inside itself. The duration of this fog or its size may be added to at the rate of 1 minute or 100' in diameter, respectively, per additional mana point used during its initial conjuration. This conjuration requires 6 weeks to learn, and no water source is required to use it effectively. If a large body of water such as a lake or river is within 300' of the conjurer, the ritual requires only 4 melee rounds to complete. In waterless areas, it would need 1D10+10 melee rounds.

Savord's Healing Ritual for the Madness of the Mind: This 7 minute long ritual requires one mana point per RF point of the crazy mind to be healed, plus 5 base mana points. Thus someone crazy with an RF of 14 would need 19 mana points to be healed. It is 100% effective versus temporary madness, but against



those of a permanent nature it has a 25% success chance base plus 5% per EL of the priest above the EL at which the ritual was learned. This mystic healing requires 30 weeks of time to learn properly.

Savord's Healing Ritual for Wounds of a Critical Nature:

This ritual requires 3 minutes and 13 mana points to perform. Once done upon a living being it will totally heal and regenerate any and all critical hit wounds regardless of type, location or severity, to a total maximum of 100 HP worth damage. The healing is at the rate of 3 HP per melee round except in the case of fire or acid type wounds, where it is only one HP per melee round. This ritual automatically resets all broken bones, joins severed limbs as long as they are physically held wound to wound during the initial ritual and will cause such things as puiped eyes etc. to reshape, regrow and to heal themselves over a 1D100 hour period. This ritual is effective upon all forms of creatures from ameobas to Demon kind. If 26 mana points are expended, the ritual can be held like a wizard's memorized spell for up to one day per 3 ELs of the Priest. Thus held the priest needs only utter the trigger phrase and it will work as an instantaneous spell! This awesome magik requires 8 months of hard study to learn properly.

***Taoraen's Ritual of the Black Fields of Famine:**

For a 7 mana point cost the priest can perform a 7-minute ritual that will cause all plant life in a 30' radius of himself to wither and die, turning into a black, sooty dust. This die-out takes but a single second for each 1' in radius of effect. This radius increases at 1' per melee round for 1D10 melee rounds per EL the priest is (i.e., for 3D10 melee rounds from an EL 3 priest). Nothing whatsoever will ever grow again in the area until the land has been properly cleansed by priestly ritual. All who ingest this sooty dust through eating or breathing it become gravely ill immediately, with vomiting, convulsions, nausea, hallucinations, fever, dizziness, etc. The illness lasts one full day with a 10% chance during the first 20 minutes those thus stricken will die, unless a disease-curing ritual is performed upon them immediately. This horrible ritual requires 12 weeks of intensive study to learn.

Tuatha's Advanced Ritual of the Binding Chains of Light:

The 5-minute long loading ritual may be performed up to 1 hour prior to the casting of the spell, which works instantaneously. The ritual takes 9 mana points to complete and load, and the spell costs 1 mana point to fire. This combined ritual and spell has a 30' range and will bind the undead exactly as outlined in the lesser ritual of this type, but for a full

30 minutes. No undead may break free of these glowing chains of golden light, regardless of how hard they try. However, as in the lesser ritual, the chains need time to form; in this case only 1 melee round. If by some magikal means the chained undead does manage to break free, the chains will shatter in a 1D20+4 point implosion upon the undead in question. This magikal ritual-cum-spell requires 15 weeks of hard study to learn successfully.

Urzorn's Ritual of Mystik Divination:

This 7 minute ritual will, when completed, put the priest into a receptive trance lasting 1D20 minutes. In this state the priest will be able to divine just what happened in any room or other area up to 30' square up to 2 weeks previously. This is not a "Time That's Told" kind of magik, but one that will allow a certain general reconstruction of one specific event or series of interconnected events. As an example, a mysterious death occurs within a rich merchant's locked library. His family suspects murder, but there is no proof of same. So the priest is called in to find out. His ritual completed, the priest will be able to know or see how the person died, if magik was used, including what kind and so on. But he will not see or know specifically who did the deed. This ritual has no mana cost to the priest per se, but requires 100 G.S. per EL of the priest as an offering to his gods, and will leave him debilitated and tired for one hour per minute the trance lasted. It is considered one of the premier forensic rituals, and requires 6 weeks of very arduous study to learn.

Wilamon's Wall:

For a 7 mana point cost the priest may conjure, over a 4 melee round period, a shining silver wall up to 60' distant. This 10' long by 3' high wall will appear 5' in front of any single target and will remain in exactly that position for 3 melee rounds regardless of how hard the target physically tries to get past, over, around or by it! The wall will move just fast enough to stay out of physical reach of the target, but may be destroyed by a magikal attack of 40 HP potency or greater. The duration is extendable at the rate of one melee round per extra one mana point used during its conjuration. This conjuration takes 6 weeks of time to learn.

Xundoman's Conjunction of the Heavenly Halo of Binding:

For a 6 mana point cost the priest may conjure, over a 2 melee round period, a variable-sized Golden Halo of Heavenly Energy up to 20' in diameter and to a 90' range. Once formed over an intended target, it will instantly drop down around it and then shrink to an imprisoning band capable of



pinioning all up to a STR of 30. It will last for 1 minute plus one additional minute per extra mana point used in the initial conjuration. Beings with STR greater than 30 cannot be confined by this spell if they try to break free. Remember, it only pinions the arms and upper torso, not the legs, of a victim. The conjuration takes 7 weeks of difficult study to learn.

Yaramblue's Rituals of Intercession and/or Atonement: This 20-minute ritual has a mana cost of 8 and only a base 55% chance of success once done. The priest asks forgiveness for either himself or someone else who has done or is about to do something contrary to the laws and beliefs of the god of the priest. The GM will be the one die-rolling to see if the god accepts the priest's attempt at penance. The success chance increases by 3% per EL the priest is above third, but decreases at the GM's discretion for people who are not of, shall we say, truly pious intent and belief. Of course it doesn't work for anyone's god but one's own, and for the followers of same. If it is successful the priest will immediately know and will be ecstatic and jubilant in the extreme. Failure, too, is immediately known, with sorrow and trepidation being the result of not being forgiven. The GM can expand on this as desired. This ritual requires 3 weeks to learn.

SIXTH ORDER OF POWER

Crimbley's Ritual of Lesser Metal Mending: Identical to the other mending rituals, this one will fix all stone and soft metals like gold or copper, at the rate of 4 mana points per 2' square mended. This ritual requires 5 weeks of study to learn.

***Cuelchain's Conjuration of the Fog of Fearful Effect:** Using 7 mana points the priest conjures over a 5 melee round period a blue-grey wall of roiling, squirming fog that smells heavily of orange blossoms. The wall is 12' long by 9' high by 2' thick and may be created up to 60' distant. All who even touch the wall suffer 1D10+6 HP of poison damage and must save as if affected by the wizard's spell of "Masayuki's Mist of Malevolent Misery." Additionally, all undead touching it will suffer 1D20+2 HP of disruption damage. This wall may be added to by 1' in all directions per mana point put into its initial conjuration. The duration may also be extended by one minute per additional mana point put into it for that specific purpose during the conjuration. Finally, no wind of less than cyclonic power can blow away this wall. The conjuration requires 12 weeks to learn properly.

Fanalorn's Ritual of Animation: This 1-minute ritual requires 6 mana points to complete and, once done, allows the priest to cause any single non-living object of up to 220 lbs. in weight to move at his command for 6 melee rounds. His control range is a 60' radius from him and the object will move at 30' per melee round so long as the priest maintains strict concentration upon it. For each EL the priest gains beyond the one on which he acquired this ritual, he can move 20 pounds more to a 6' greater radius of control. The duration of control may be extended at a mana cost of 3 per additional melee round of time desired. This extension may be done during the initial ritual only. Thus the priest could cause a sword, staff, chair, gold idol, or whatever to bang into an opponent, trip him up, or otherwise harass or hinder him. As the priest practices the control of this magik, he could even get good enough to actually attack someone with an object. However, it is used mostly for opening stuck doors, moving large items or ungainly objects, especially in areas suspected of being booby-trapped. Remember, it cannot be used upon a living organism. This ritual requires 9 weeks of intensive study to learn properly.

***Marlyn's Conjuration of the Mighty, Mystikal Mouse:** For a 7 mana point cost and one melee round the priest can summon a tiny, snow-white mouse with large golden eyes and blue bird-like wings. This mystik mouse has a CF of 20, an AV of 13 and 9 HP. It can run along the ground at 60' per melee round or fly through the air at 240' per round. It can move on walls or ceilings at 30' per melee round. It will do its summoner's bidding for 2 minutes as long as it is not required to travel more than 120' away from him. For each 2 additional mana points used in the conjuration, the priest can either extend the duration by 10 minutes or the radius of action by 2 miles; he may not do both in the same conjuration. If the priest sits absolutely still, with his eyes closed, he can see, hear and smell all that the mouse does. The mouse can pass through any substance, wall or other non-magikal barrier at will and at full normal speed. The mouse has an ABF of 100; all who are bitten must save versus poison or fall into a deep sleep that only a disease-curing ritual can break. This sleep is so deep as to be almost a form of suspended animation, in which a victim could survive for 5D10+10 years or more. A successful save by the victim still leaves him confused and dazed (-20 BF and half normal movement) for 1D20 melee rounds. Finally, if the mystik mouse is killed while the priest is seeing, etc. through it, he has a 5% chance of dying himself and will, in any



case, suffer the permanent loss of 1D3 CON points. This conjuration requires 12 weeks of intensive study to learn.

Mezmiraldo's Curse of the Hot Cross Buns: This spell costs 10 mana points. It has just one simple effect: the living vertebrate target, up to 100' distant, suffers two Maltese-Cross-shaped areas of an extreme itchiness and intense burning sensation upon its buttocks or lower back. All who fail their MRS roll are incapacitated for 20 full melee rounds, less 1 melee round for every CON point over 10, to a minimum of one melee round, as they try to rip off their armor, clothes or whatever so they can get at the horrific itching and stinging. Those who save are merely -10 ABF/DBF for the next full melee round. The only relief is to immerse one's rear end in cold water for a full melee round, which ends the effect. This is an especially effective spell because it does not require the caster to hit his target; if he can see the target and it is within range, it is automatically hit. A fumble automatically inflicts the curse upon the caster instead of the target. This spell takes 37 weeks of difficult study to learn.

Moralla's Conjuration of the Supreme Aura of Megalon's Glory: This conjuration requires 7 melee rounds and 6 mana points to bring to fruition. Once done, a 30' radius aura of bright electric blue surrounds the priest for one minute. Its effect is exactly the same as that for the lesser conjuration of Phoordang, with one major exception; there is a 5% chance each melee round less than 20 that each person inside the aura will also start glowing blue with the aura. Thus it is possible for one priest to infect others who will, in turn, infect others, who will infect others, and so on and so forth! Each infected person will himself glow just as the priest does for one full minute with no mana cost to him. However, in any case, it will only do this for up to 12 hours, thereafter all the remaining survivors' glows will blink out. Of course all priests of Megalon using this magik are not affected; they have a natural battle lust anyway. The priest may increase the duration of his glow on a one-for-one basis; melee round to mana point. This conjuration requires 7 weeks to learn.

***Obloe's Conjuration of the Monsters of the Id:** This is a Druidical conjuration similar to the "Visions of Hell" listed below. However, this magikal conjuration requires a save versus psychic attack. This conjuration requires 18 mana points and 5 melee rounds to complete but, once done, the target's single most terrible subconscious fear from the id is sum-

moned forth to do battle with him. This conjured creature, while experienced only by the victim or visible to those who have true sight, is nonetheless real and alive. It will have all of the attributes of the victim's greatest terror and can even be slain by him. It will live for only so long as does the victim from whence it came, fading away in one melee round after his death. This Id Monster will stalk and attack only the victim it has sprung from with a +20 ABF. All wounds it causes are real and it will leave footprints, etc. behind it as it goes that anyone can see. The victim is -10 BF against the Id Monster due to his intense fear, and there is a 5% chance each melee round, per EL less than 20 that he is, that he will simply freak out, turn tail and flee in abject terror for 1D20 melee rounds. The monster will, of course, be in close pursuit. Few Druids use this magikal conjuration except against those who blaspheme the gods. This conjuration requires 8 solid weeks of intensive study to learn correctly.

The Red Bishop's Ritual of the Disappearing Door: For each 5 mana points and one minute expended the priest can cause 10' square of door, window, or other opening up to 30' distant to simply disappear. In its place will be whatever the surrounding walls are—solid! Those portals thus disappeared will return only at the command of he who has done the magikal act, with a one mana point cost, or if the magik is successfully dispelled, or in any event 13 hours later, when the effect wears off. Remember, the opening is no longer there, only solid wall in its place, so detection of secret doors will yield no result! This ritual requires 8 weeks of hard study to learn.

Rhyton's Conjuration of Visions of Hell: This conjuration requires 3 melee rounds to complete and is effective against any target, regardless of size, so long as the priest can actually see him, by whatever means. It requires 8 mana points for its first full minute of effect and each additional 2 mana points used in the initial conjuration can increase this time by one more minute. Those it is aimed at who fail their save versus magik will be assailed in their mind's eye by every hidden terror of their own subconscious id! All their fears—all their nightmares—are coming to get them! They can see, hear, and smell these horrors just as if they were real. Those who are so affected will, according to their individual characters, either flee in mad terror or flail about wildly in battle with themselves. Each melee round they are affected by these visions there is a 5% chance they will die, believing themselves devoured, crushed, or otherwise killed by their own hellish visions. Their hearts simply burst from



fright. Those who survive this mental onslaught have a 60% chance less 2% per RF point they have of going totally insane. If they do go insane, it will last for 1D20 hours, with a 5% chance of permanence! Very few priests wield this particular form of magikal attack. This conjuration requires special dispensation to learn, unless the priest is a follower of an evil deity, and 10 weeks of intensive study.

Shaolkkal's Ritual of Exorcism and Banishment of Lesser Demons: This one minute ritual requires 10 mana points to complete and, once done, any lesser demon within a 30' diameter area of its effect is immediately banished back into his hell with no save of any kind allowed. This area may be projected up to 60' away from the priest or he may use it to literally force an occupying demon out of the body of someone it has possessed; again, with no save allowed. This ritual, which requires 13 long weeks to learn, cannot be interrupted in any manner lest the priest lose any hope of ever banishing the demon in question.

Solomon's Sigil of Absolute Impasse: This 5 melee round conjuration requires absolute concentration and 8 mana points to complete successfully. When finished, there is created up to 60' distant a glowing 6-pointed Star of David 10' in diameter, composed of fiery golden light. This sigil lasts one full minute and casts a 45' radius aura equivalent to full daylight in its brightness. Any living creature attempting to pass through it must save versus the effects of stoning or turn into a pillar of salt! Those who successfully save still suffer 1D10+10 HP of burn damage, even if they are totally fireproof. All those things of the undead kind, regardless of size or type, attempting to pass through the sigil, must save versus magik or be totally disrupted and irrevocably destroyed. Even if they do save, they suffer 1D100 HP of disruption damage anyway! The duration of this sigil may be increased on a one-for-one basis, mana points for melee rounds. This conjuration is as powerful as it is due to direct involvement of the Jewish deity. All non-Jewish priests attempting to perform this magik run a 15% chance that said deity will strongly object, causing the ritual to fail and the priest to be stunned into unconsciousness for 1D20 minutes, or, on a 1% chance, of turning them into a pillar of salt! The conjuration requires 24 weeks of intense study to learn correctly; 49 weeks for non-Jewish priests.

Wilamon's Ritual and Spell of Holy Succor: This one-hour ritual requires a base of 20 mana points and is performed only at a carefully chosen location. Once done, the priest then allocates 5 mana points to a holy

word of recall and is thenceforth able to dimension-port himself, at will, safely back to the location of the original ritual. This is without regard to distance, as long as it is upon the same world. The original site does not have to ever be redone by ritual, although the recalling spell's 5 mana points must be expended each time. The priest may memorize as many separate sites of holy succor as he has RF points, but each separate location must have its own 5 mana points allocated to it or it cannot be reached. This ritual and spell requires 22 weeks of hard, prolonged study to learn.

Yurik's Ritual of Advanced Wards: This 9-minute ritual is another step upward in the power of wards and may be learned only after all the others have been. This one takes 5 months of really difficult study to master. This warding has all of the same parameters in area of effect and so on as do the lesser wards, but has a base mana cost of 9 and will stop all non-sentient creatures up to 65 HP in size and sentient beings up to 30 HP in size, etc. No lesser undead, such as skeletons, zombies, etc. can ever breach it, and all other undead kind are at -40 BF if they do. All else is the same.

Yurik's Ritual of Undead Entrapment: This 8-minute ritual requires 20 mana points to successfully complete, and requires a full pint of holy water to perform. Essentially, in places that have suffered hauntings and other such similar happenings, the priest sets an ethereal snare that is 95% undetectable to undead kind. If the undead being, regardless of size, kind or power, enters the trapped area, it triggers, sending them back to the ethereal plane immediately. Even if greater undead creatures have the ability to return immediately, they cannot do so for 13 days. Lesser undead are, of course, firmly trapped in the ethereal plane evermore. The priest will know when his trap has been triggered regardless of how far away he is, so long as he is on the same world. If he can get to the trap area within the first 3 hours after it has been triggered he will, after expending 3 additional mana points and going into a light, one-minute trance, be able to know what manner of undead was trapped and whether the undead will be able to return in 13 days or not. This ritual requires 10 months of intensive study to master.



SEVENTH ORDER OF POWER

*Chancer's Conjunction of the Golden Fog of Light

and Reason: This 7 melee round conjuration requires 8 mana points to create a glowing fog of golden mist in a 30' radius around the priest. This fog, which smells strongly of honey and cinnamon, pours out of the conjuring priest's nose, ears and mouth in a weirdly spectacular display of arcane force. This fog has a 5-minute duration, which may be increased by one minute per 2 extra mana points. Visibility inside this fog is 1-3' for everyone except the priest, who can see normally. The fog will move with the conjurer so long as his speed does not exceed 15' per melee round. All inside the area (but not the priest) must save versus magik at -5 or become totally immobilized in wonderment and ecstatic rapture. They will have only good will and peaceful thoughts and will be unable to do anything but contemplate how wonderful the universe is. Once outside the fog, the victims are still befuddled and under its influence for one melee round per EL they are less than EL 20 (1 round minimum). Those who successfully save versus its effect will still be -2 attack/defense while inside the fog, from its confusing properties. Finally, all undead kind in this fog must save at -3 or disincorporate entirely (totally destroyed). If they manage to save, they are still hurt for 1D10+10 HP of damage (said damage being regenerable by them no faster than 1 HP per day). This conjuration requires 19 weeks of arduous study to learn.

*Chastarade's Spell of the Stone That Weeps in

Silence: Although a form of flesh to stone magik, this arcane spell has a unique and terrifying twist to it. For each 8 mana points expended the priest can cause any single victim up to 35 HP in size and up to 60' away to transmogrify into a boulder of his own weight. However, the victim's mind is still lucid and conscious, imprisoned within its stony tomb for all eternity! If a successful save is made, the victim still withers and ages for 1D20 years off his normal lifespan! This terrible magik is banned by most religions and is thus not well known or even rumored, as far as the majority of priests are concerned. And, in truth, those thus victimized are "stones that weep in silence." It takes 24 weeks of arduous book work to learn this mighty spell.

Shaolkkhal's Ritual of Exorcism and Banishment of Demon Lords:

Exactly as the lesser ritual in all respects, save that it costs 20 mana points and will affect Greater Demons. Lesser ones caught in this form of banishment have a 33% chance of being

totally destroyed! The priest must know the lesser version of this ritual as a prerequisite to studying the 24 weeks needed to learn this ritual.

The Silver Lord's Counter Curse Mirror Conjuration:

This 3 melee round conjuration requires 10 mana points to complete, but once done will last for 3 melee rounds. This duration may be added to in one melee round increments per 5 extra mana points expended during the initial conjuration. The mirror is a pearlescent grey oblong oval that is always 2' taller and 3' wider than the conjurer. This mystical mirror automatically rebounds (back to its source) any and all forms of curses or evil and arcane sendings that strike it frontally. The only thing it cannot stop, in the curse category, is a wished curse or other such powerful attack, but it will effectively bounce all forms of magik of OP 4 or less. The mirror will precede the conjurer by 4' for the duration of its existence, regardless of how abrupt or fast his movements, and always faces the direction in which the priest is looking. This conjuration requires 14 weeks of study to learn.

Soringon's Conjunction of the Heavenly Fog of

Forgetfulness: For a 10 mana point cost and a 6 melee round conjuration a priest can create a 100' diameter area of silvery-gold streaked "pearlescent" fog up to 120' distant that lasts 10 minutes. The size of this fog may be freely increased by 20' in diameter per EL the priest has acquired beyond the EL at which he learned this conjuration. All within the fog must save versus magik or become totally 100% without memory while inside its confines. This amnesia will persist for 1D20 hours, even after they have exited the fog. Those who manage a successful save still have problems, as visibility inside it is only 1-3' (rolled each CF count). They are also confused while inside (and for 1D20 melee rounds after leaving it), causing them to be -1 attack/defense while in this state. The duration may be extended by adding 1 mana point per additional minute of time required, during the initial conjuration. This conjuration requires 11 weeks of study to learn accurately.

EIGHTH ORDER OF POWER

Advanced Death Breaker: This hour-long ritual requires 30 mana points to perform and will leave the priest totally exhausted (recovery in 1-10 hours). So potent is this ritual that, once performed upon any type of dead being (of any size up to 100 HP), said being will be brought back from death totally, 100% healed in all respects. See the "Ritual for Healing Critical Wounds" for the time requirements for some



of the healing that will go on during the ritual. While this potent ritual cannot replace limbs or flesh that are totally gone (eaten, disintegrated, etc.), it can do everything else. If a cleric attempts to do this ritual more than once in a 25-hour period, there will be a 5% (cumulative) chance each additional time it is done that she herself will die! Eighteen long, hard months of study are needed to learn this mighty ritual.

Badley's Ritual of the Mending of the Hardest

Substance: As for the other such rituals; however, this one can mend even such tough stuff as adamantium and diamond. It can even heal magik weaponry of the intelligent variety; however, this must be done within 25 hours of the break in order to keep the weapon's essence from leaving it. This, then, is the only known way to repair such weaponry and still retain all of its attributes and powers. The mana cost is 10 per 12" square (or fraction thereof) to be mended, plus 10 mana points for each RF point of the object in question. Otherwise it is as for the lesser such rituals. It can be jointly done by two or more priests, thus sharing the mana costs. It takes 9 weeks of study to learn if you already know one of the lesser such rituals. If you don't, then the learning time is an arduous 21 weeks.

Pheldoe's Saintry Ritual of the Golden Horn of

Gabriel: For a 10 mana point cost and 2 minutes, the priest can cause to appear a large horn (6' long) of gleaming gold which radiates an unearthly yellow light. This horn, one melee round after it has appeared, will then trumpet forth loud but melodious music of the martial sort for another three melee rounds. At the end of this time the horn will fade from sight. However, as it fades away, all those sentient beings who have died within one day's time, within a 360' radius, will rise up, an army at the command of the priest who has called them! They will do his bidding, regardless of whose side they had been on. Duration is for one melee round plus an additional melee round per EL of the summoning priest. This truly terrifying power is generally banned for use by most religions, as is the knowledge of how it is done. However, if one perseveres, it can be learned in but 15 weeks of intensive study.

Servicund's Holy Word of Command:

For a 19 mana point cost any priest may attempt to reverse the effects of, and stop, any magik of a priestly kind to a range of 60'. It may be used against non-priestly magik at a mana cost of 40. The base chance of success is 75% plus or minus 2% per level of difference between the priest's EL and the magik's

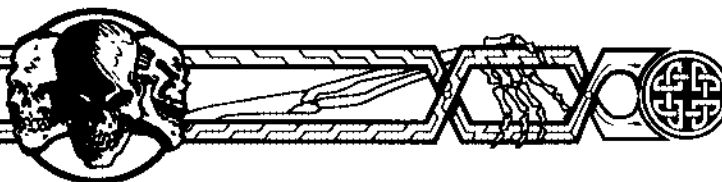
OP. As an example, an EL 15 priest tries this on priestly magik of OP 13 potency. His chance of success would be 75% (base) plus 4% (per the difference of 13 to 15), for a total of 79%. To do this awesome kind of magik, a priest must sit down (or stand absolutely still, concentrating) and marshal his inner strength for a melee round or two, then stand up and say in a commanding voice, "By the power of the god(s) _____, I command thee STOP!" He may attempt this but once upon any single magikal item or area of effect and no more than thrice daily, in total. The strain is simply too great. This spell requires 16 weeks of intensive study to master.

Syranghore's Conjunction of the Aura of Angelic

Fire: This conjunction is usable but once on any given day by the priest and requires 15 mana points and three melee rounds of time to complete. Once it is so completed, the priest is wreathed from head to foot in translucent flames of shimmering golden light. These last for 3 melee rounds plus an additional 1 melee round per extra 5 mana points put into the initial conjunction. Any living being coming into contact with these flames suffers 1D10+10 HP of burn damage—even if he is normally totally fireproof! A successful save still means 6-10 HP of said damage. All undead kind touching these flames are totally and instantaneously destroyed unless a successful save versus magik is made. In that case, the undead still suffer 1D20+28 HP of damage! For the duration of its effect, the priest is double blessed by his deity with all benefits of such. It also protects the priest from CON drains or blasting (done by undead kind) for the number of points equal to his own total CON points. This conjunction requires 21 weeks of study to master.

Xandoman's Conjunction of the Creeping Green

Death: This conjunction requires five melee rounds of time and 10 mana points to complete. Once done, an eerie green glow pulses inside a 30' spherical area up to 90' distant for one melee round. All organic material inside that glow must save versus magik or metamorphose into a slimy greenish mass of creeping horror. This transformation is at the rate of 11-20 HP of flesh or other organic material, upon each individual victim, each melee round. This green slimy stuff is, itself, alive and will attempt to eat all it touches and turn all that is not green slimy stuff into the same slop at a rate equal to its own size, each melee round. For example, an Orc in the glow fails his save, and the GM rolls 8 HP of damage. The Orc now has that part of his flesh, leather armor, or whatever, turned into this slime. Next melee round, although the Orc, in great



pain, has fled the fast-fading green glow, the 8 HP of his own flesh that was turned to slime eats 8 HP more of the Orc. Thus he is now covered in 16 HP worth of this goo, which is still eating him, but at an ever faster rate. Next melee round, those 16 HP turn another 16 HP of the Orc into slime, and now 32 HP of the hapless fellow is part of this green horror. So long as there is flesh to transmute, the slime will live, and for one minute beyond that. If at that time no organic matter has been touched by it, it will immediately die, turning grey and then crumbling away into a fine powder. Once started, only holy water will stop the eating and a full one pint-size flask must be used per 8 HP, or fraction thereof, to be neutralized. Thus neutralized, it can be safely scraped off; it burns nicely. This conjuration requires 20 weeks of intensive study to learn.

NINTH ORDER OF POWER

Alexazhem's Ritual of Sanctuary: This 40 mana point cost ritual takes one hour to complete. Thereafter, up to one year later, a priest can expend 5 mana points in a brief spell and be instantly dimension-ported to his previously designated sanctuary. So long as it is a temple or other such holy fane of his god and is on the same planet, no distance restrictions apply. Other less holy areas can be up to one mile away per EL of the priest. This ritual spell requires 12 long, hard months of study to master properly.

Avicenna's White Prismatic Barrier against Real Missiles: This is the simplest of all known prismatic barriers. The mana point cost for this ritual is 35 for a 10' wall, plus 1 point for every additional foot of span. A sparkling white barrier is created which will stop all missiles with real substance, from arrows to ICBMs, whether magik or not. The missiles shatter when they hit the barrier; no save. The only way to nullify this is with an ice storm or snow storm, whether magikal or real. Anyone who attempts to pass through the barrier may do so, at the cost of 12 HP of damage, saving to half damage of 6 HP. This ritual takes 6 months to learn.

Be-Adarmun's Mind Meddler Ritual: For a cost of 35 mana points, this powerful ritual allows the priest to read the target's mind. Unlike lesser such magiks, though, the priest is not restricted to learning only about what the subject happens to be thinking at any particular moment. Instead, the priest can direct the mind to think about those things in which the priest is most interested, yet the subject never knows he has

been meddled with. If the subject saves versus psychic attack, the ritual fails, but the victim will still be unaware of what happened unless he is telepathic. This ritual takes one full hour, and the effects of it will last for an additional hour, requiring the full concentration of the priest for the entire time. The target must be within one mile of the priest using the ritual. This ritual requires 13 hard months of study.

The Blessful Aura of Megalon's Glory: The effects of this conjuration are identical to the lesser magiks of Megalon; however, in this case it may be put onto any object, area or person of the priest's choice. This requires 10 mana points and 3 melee rounds of time to complete but, once done, the 30'-radius blue glow has all the parameters as mentioned above. The priests and paladins of the war god Megalon are all exempt from its effects. This conjuration requires 17 weeks of study to learn.

Goraling's Ritual of the Opening Gate: This 2-hour-long ritual requires 40 mana points to complete. However, once done, the priest has created a 13' tall by 7' wide gate between his plane and any other one that he desires. This shimmering, rainbow-colored half oval, like an archway, will last for only 10 minutes unless the priest decides otherwise. He may extend the duration by adding 5 mana points per extra minute of time. Or he may instantaneously close the gate by reciting the words of collapse over a one melee round period and by expending 5 mana points. This ritual is tiring for the priest, so consider his movement halved and all of his attacks and defense or other actions to be at -10 for 6 hours afterward. This mystik ritual requires 28 weeks of intensive study to learn properly.

Jheraem's Ritual of Super Warding: The next step up in power of the warding rituals, this one has an 11 mana point cost and 13 minutes to finish. All parameters as to area of effect etc. are the same as the lesser wards; however, this one will keep out non-sentient creatures of up to 80 HP in size and all sentient ones up to 40 HP in size. No undead of less than vampyr power may ever cross its lines and they function at -50 BF. For these wards, lesser demonic kind are adversely affected (for the first time) in that they have a 60% hesitation chance of 1D10 melee rounds before crossing. Once they have breached the wards they will function at -10 ABF/DBF for 7 minutes. All else is for the other minor wards, all of which must be learned before this one can be mastered. This ritual requires 7 months of intensive study to learn.



Penlym's Spell of the Hands of the Mighty Ter-

mite: This spell requires 5 seconds and 18 mana points (two hands) or 12 mana points (one hand) to complete. Once done the hands in question will glow with a faint silvery-blue luminescence for the 13 melee round duration of effect. The hand thus affected will, by touch, disintegrate wood or other similar organics (yes, flesh too!) at a rate of damage equal to 1 HP worth per 3 CON points that they themselves have. Thus a priest with an 18 CON could disintegrate as much as 6 HP every CF action. All materials thus destroyed are turned to a crumbly greyish ash-like substance. Harder substances like stone crumble only at one-third the rate of softer substances and metals are never affected. This odd spell requires 23 weeks of fairly hard study to master. If two hands are given the power, then each has half damage capability; 6 HP damage becomes 3 HP damage per hand.

Rhyton's Ritual of Basic Mana Regeneration:

For a 20 mana point cost and 5 minutes any priest may attempt to recharge or regenerate his mana. This may only be attempted once each day and only 00-99 (die rolled) worth of mana will be thus regained, so the ritual could cost more mana than it returns. For each mana point he does regain, the priest must rest in a sitting or reclining position for one full minute so that his metabolism can assimilate this surge of energy properly. On a 00 roll, the priest suffers convulsions for 1D10 minutes, and must rest for 1D6 hours thereafter. This ritual requires 33 weeks of study to learn.

Rhyton's Spell of Righteous Release:

For a cost of 13 mana points the priest can cause all magik in a 60' diameter area and up to 240' distant which is capable of firing or releasing a charge of spell, etc. to do so automatically and with absolutely no save! This means that all wands, rods, staves, or other magikal storing devices will fire one of their charges regardless of effect or any other consideration. The area thus affected will automatically increase by 10' in diameter per EL the priest gains beyond the EL he first learned this spell. As even the priest's own magikal items are not exempt from this release, this is a highly dangerous spell with which to work. However, it may be learned in a mere 12 weeks of study.

***Skehlmon's Rituals of Returning Flesh from**

Stone: This 20-minute ritual requires a base 15 mana points to perform plus 1 additional mana point per each 3 HP in size of the being to be de-stoned. Simply put, what it does is transmute all flesh that has been turned into stone, salt or other such mineral

substances back into its fleshy form. No more, no less. This ritual is so draining and tiring to the priest that he must sleep immediately for 9 hours after completing it and then rest at least 16 hours more. A person thus brought back would still be dead. The ritual may be learned only after a full year (15 months) of intensive study.

Yamma-Rha's Spell of the Burning Spear:

For a 25 mana point cost the priest can cast (from either hand) a 7' long spear of radiant, blue-white energy of fire. It has a 90' range and does 11-20 HP of kinetic as well as 7-12 HP of energy damage. There is no save versus the kinetic attack. This magik is usable only once every other melee round due to the time required to recharge its source inside the priest. Only those religious types of aggressive or war-like beliefs may safely wield this magik. Any pacifistic priest attempting such will have a 45% chance of striking himself. This magik requires 9 months of hard study to learn.

TENTH ORDER OF POWER

***Aurbach's Ritual of Life Force Regeneration:**

For each 5 minutes and 7 mana points expended a priest may cause one CON or STR point that a living being may have lost to be regained or regenerated. This loss could be from either undead or other drains, or magikal or other blasting; it matters not. He may restore these lost life forces to himself at will, but all who have this ritual performed upon them will immediately afterwards fall into a deep sleep lasting 1 full hour per point to be regained. They will awaken refreshed and feel no worse for their previous loss. However, this ritual must be performed as soon as possible: for each day of delay between loss and ritual, there is a cumulative 5% chance (rolled for each individual point) that it may not be regained ever again. This ritual is tiring for the priest, but fills him with a sense of well-being and satisfaction. The ritual requires 18 months of study to master.

Avicenna's Blue Prismatic Barrier against Fire:

This ritual creates a sky-blue prismatic barrier that stops the passage of all fire, magikal or otherwise, including incendiary projectiles that do not ignite until they hit something. The fire is completely consumed by the barrier, no matter how intense. This barrier may be nullified by cold blasts of 64 HP of strength or greater. Anyone who attempts to pass through this barrier takes 5D10 HP of damage. This ritual costs 40 points to create a 10' barrier, plus 1 mana point for every additional foot of span. It takes 11 months to learn.



Drummold's Red Prismatic Barrier Against Cold:

This is similar in format to "Avicenna's Blue Prismatic Barrier." This one stops cold instead of fire, and it inflicts 4D12 HP on those who attempt to pass through. It is red and it can be nullified only by winds of cyclonic intensity, whether real or spell-created.

Greylorne's Hellstorm Ritual: This one-minute long ritual is actually a prayer for divine intervention which, if granted, costs the priest 60 mana points! If the priest does not have sufficient mana, he will have 1 CON point drained off per each 5 mana points he is lacking. These lost CON points will only be regained after one full year each! Even then, each CON point thus lost still has a 5% chance of being permanently gone. The successful priest will have created, up to 120' distant, a 10' to 50' diameter storm that is 20' tall for every 10' of its diameter. This storm is composed of a maelstrom of flashing thunderbolts and roaring multi-hued flames. The glare and sound are indescribable, and all sentient creatures of EL 40 or less who behold this awesome sight must save vs. fear. All within this hellstorm's area of effect must save twice more, once versus fire and once versus lightning, or suffer 1D100 HP of damage from each (2D100 total)! Everyone inside its limits also has a 10% chance of being temporarily blinded for 1D6+4 melee rounds as well as deafened for the same period of time. A successful save still means half of all listed nastiness will happen anyway! This applies to everything from Dragons to Demons equally. Dragons, demons and other very magikal types must save normally, regardless of their normal protections, unless *immune to the particular effect*. The saves are, however, at -20 MRS for all others for fire and lightning, and -10 for the save versus fear. All creatures of the undead kind, including vampyrs, suffer double the aforementioned damage inside this raging inferno of godly anger. Finally, for each EL the priest is beyond the EL in which he learned this ritual, the storm is increased by a full 5 HP, each, of fire and lightning potency and plus 10' in its dimensions as well as range. This fell and devastating creation will rage for 1D4 melee rounds only and is usually called forth but once per day. Should this be attempted a second time that same day the deity in question will become angry at being so bothered and will ground zero the hellstorm upon the priest himself! This ritual so totally drains the priest that immediately after finishing it he will collapse into a 5D100-minute coma. Once awakened, he will be very tired and able to move at only half speed for 6 hours. Also, all attacks and defenses he might make will be at -10 BF for 4 hours after waking. This ritual

requires 40 weeks of very intensive study to master. Most religions refuse access to the necessary information needed to learn this powerful magik.

Hikkam's Conjunction of the Wings of an Angel:

This conjunction requires but 3 melee rounds to complete and has a mana cost of 7 mana points per minute of duration required. Simply put, the priest conjures a pair of white feathered wings (each 13' long) upon his upper back! These wings allow him to fly at 360' per melee round and have, themselves, an AV of 12. The duration of this conjunction automatically increases by one melee round per EL the priest gains beyond the EL he learned it. Eighteen weeks of time are required to learn this magik.

Pheldoe's Ritual of the Silver Horns of Joshua:

This 2-minute long ritual requires 20 mana points to empower it. Once it is completed, a dozen large (6' long) horns of gleaming silver (radiating a brilliant white light) will appear up to 240' distant from the priest. They will form into a circle 180' in diameter (facing inward) and for one full melee round the sound of the heavenly trumpets of war will blare forth. During this time all within that 180' circle will be shaken, toppled, and rent by the upheaval of the very earth in a devastating earthquake. Everyone in the area will suffer 29-48 HP of damage, 1-3 broken bones and 1 RCH from its terrifically strong effects. There is also a 25% chance that each victim will be swallowed up into the earth, never to be seen again (crushed to death, buried and gone). All walls and buildings have 65% chance of crashing down completely, but are, in any case, still cracked and severely broken. Lesser aftershocks will rumble through the area for another 1D20 melee rounds with a 15% chance of causing more (GM adjudicated) damage or hurt each round. Finally, for each EL of the priest involved above the EL at which he learned this ritual, the duration will be extended by one melee round, and the aftershocks by 1D10 melee rounds. If any priest tries to use this awesome power more than once per year there is a 20% cumulative chance each time that the gods will be angered and will destroy the priest! Two years are required to fully learn how to do this ritual. However, the religious hierarchies seldom grant people leave to learn its potent secrets.

Saint Kimber's Ritual of the Ultimate Death Breaker:

This 3-hour ritual requires 45 mana points to complete and may be attempted no more than once each week. This ritual actually sends the priest into the ethereal plane to retrieve the soul of one who has been slain, while simultaneously healing all dam-



age done to the body, even that done by RCHs. It will not replace or regrow flesh disintegrated by any means or that which has been lost to acid or other such cell-destroying means, but it will heal over those kinds of wounds, leaving pale scars. It has an additional +25% to any raise-dead percentage due to its sheer powers and effectiveness. This ritual is extremely dangerous for the priest and drains him utterly, so much so that he will fall into a coma immediately afterwards, lasting from 11-20 hours. If attempted more than once during a week, there will be a cumulative 20% chance the priest will die and be trapped forever within the ethereal plane. The ritual requires 30 months of intensive study and practice to learn correctly. Priests seldom attempt this ritual except to save royalty or other high-born people.

ELEVENTH ORDER OF POWER

***Chasorm's Summons:** This summons is more properly a conjuration requiring 9 melee rounds and 13 mana points to bring to a successful completion. At the end of this summoning an area 30' in radius around the priest fills with a pale violet glow. The faint sounds of faerie horns are heard and 1D10 common faeries will appear. They will listen to whatever the summoner has to say and then act upon it or not. GM adjudication is required here, but these helpful hints should make that easier: faeries will almost always help an Elf and would never help an Orc; anyone who is evil or who has evil intent cannot successfully summon faeries; they will never stay for very long due to their short attention span; faeries are mischievous and prone to pranks; they love gems, jewels, mirrors and other shiny things, and are utterly chaotic. This summoning requires 26 weeks to learn and is never willingly taught to non-Druids!

Gryssom's Lavender Prismatic Barrier against Sound: This ritual costs 40 mana points to create a 10' barrier, plus 1 point for each additional foot of span. No sound gets through this lavender barrier in either direction. There is no known way to nullify this barrier. Those who pass through it become deaf and dumb for 1D10 days, saving to 1 day of deafness and dumbness. This ritual takes one full year to learn.

Milton's Chartreuse Prismatic Barrier Against Liquids: This ritual costs 45 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It prevents the passage of liquids of any sort, whether mundane or magikal, hot or cold, including animated fluidic beings such as amoebas, oozes, etc. The liquid is completely absorbed. Those who at-

tempt to pass through are instantly dehydrated, no save. The only way to nullify this barrier is to employ at least 50 HP of fire or heat. This ritual takes 14 months to learn.

Skoon's Permanence Ritual: A priestly analog to Harwyn's Magikal Permanence Ritual. It is identical to the wizardly spell in every manner, including mana cost, duration, and such.

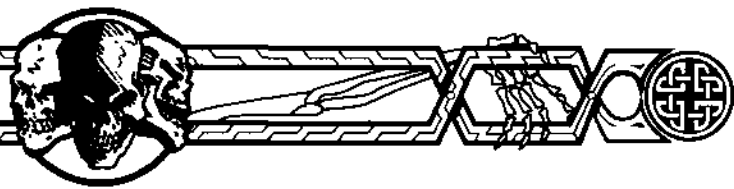
Thamb's Ritual/Spell of the Aura of Time Slipping: This one-hour ritual requires a base of 30 mana points to complete. Thereafter, at any time up to 2 full days later, the priest can speak the trigger spell, expending 5 more mana points at that time, and instantly timeslip. The slip is one full minute forward in time or 10 seconds back in time. However, if the priest attempts to change or alter any past event that does not directly involve himself alone, he will be squeezed out of this plane of existence into the ethereal plane. There he will wander, lost, forever. This combined ritual and spell requires 28 weeks to learn.

TWELFTH ORDER OF POWER

Celina's Pink Prismatic Barrier against All Detection: This ritual costs 40 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is pink; it prevents all detection attempts in either direction, except for what can be seen through it. It can be nullified by passwall or dimension door spells. Those who attempt to pass through take 4D12 HP of damage. This ritual takes 14 months to learn.

Milton's Copper Prismatic Barrier against Airs, Winds and Breaths: This ritual costs 50 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is copper; it prevents all airborne or windborne attacks, including dragonlike breath weapons; the force of these attacks is reflected back the way from which they came. It can be nullified by superimposing "Sporling's Wall of Whimsey" on it. Those who attempt to pass through are paralyzed from the neck down for 3D12 days, no save, though still able to breath on their own. This ritual takes 15 months to learn.

***Morumahr's Conjunction of the Ethereal Sun:** For an 18 mana point expenditure and 6 melee rounds, the priest can create a 13' diameter sun of ghostly, nearly transparent violet flame. It can be created up to 60' distant and will endure for 6 melee rounds plus one extra melee round per additional 5 mana points used in the initial conjuration. This sun will not affect any being or creature save those of the sentient undead kind; skeletons and zombies are not affected.



Demons of all sort, elementals and all others that impinge upon the ethereal plane are also affected. Those creatures who approach within a 60' radius of the sun will burn for 1D4+6 HP per melee round. If they actually touch it or attempt to pass through it they will suffer burns of 1D20+20 HP potency per melee round, plus have a 50% chance of being totally blinded for 1D20 melee rounds. Most will actively avoid this ethereal sun. The conjuration requires 20 weeks of intensive study to learn.

Phanthar's Prayer Ritual of Communing with Other Gods: This onehour ritual uses 25 mana points, and is required in order for a priest to then commence his normal prayer with all of its mana cost. However, in this case, the prayer will reach a god of his choosing other than his own. As a general rule, use all the parameters from the normal prayer ritual, but halve all percentages for being answered by the deity in question. Also, some GM adjudication will usually be required due to the differences between the priest's god and the different one now being contacted. This very dangerous ritual is only rarely performed. It is especially likely that any priest of a monotheistic faith might be struck dead by his own god for even attempting it. It requires 18 months of extremely intensive study to learn.

Skorptal's Ritual of Absolute Cleansing: This 2-minute ritual utilizes 16 mana points and will absolutely purify and cleanse an area up to 10' in diameter (or any one object up to 2,000 lbs. in weight) from all taint of any evil, poison, toxicity or other related impingement of a detrimental kind. If performed upon a coffin, crypt, tomb or other such resting place, no evil or undead of any kind may ever enter it again. If used upon a door, window, or other such portal, nothing of an evil and/or undead kind may pass through it. If performed upon a cursed item or person, said curse has a base 85% chance of being removed, plus or minus 5% per OP of the curse, above or below OP 20. This ritual is quite versatile if a little common sense is used. It takes only 9 weeks of reasonably difficult study to learn.

THIRTEENTH ORDER OF POWER

*Bassara's Conjuration of the Ethereal Thorn

Wall: For a 20 mana point cost and 7 melee rounds the priest can create a literal wall of "ethereal thorns" up to 60' distant. This wall can be of any shape so long as it is not more than 20' long or greater than 9' tall. It is always 3' thick. This translucent hedge of smoky black thorns is a totally impenetrable barrier to all of the undead kind which have solid, physical form. This is without regard to size, strength, or numbers. Those undead who are insubstantial (wraiths, ghosts, etc.) who attempt to pass through these thorns are cut and torn for 21-40 HP of damage as they penetrate the barrier. Normal (i.e., live) beings cannot be affected by this wall upon any mundane plane. But as it is also, simultaneously, on the ethereal plane, there live folk will suffer 1D10 HP of hurt trying to penetrate it. There is no save versus this conjuration. The ethereal wall will persist for one hour plus 10 minutes per additional 5 mana points added to the initial conjuration. The time required to learn is 13 weeks.

Bolkhaar's Ritual of Reincarnation: This one hour long ritual requires 27 mana points to complete successfully. It is used only when all other means of resurrection are not possible due to such things as total or substantial body loss, brain destruction and so on. The being to be reincarnated must not have been dead longer than 25 hours, and the remains must be the focal point of the ritual. For the results of this ritual see Table 73, Resurrection Chance, in this volume. The ritual requires 28 weeks of time to learn.

Matronya's Indigo Prismatic Barrier against Stoning

ing: This ritual costs 55 mana points to create a 10' barrier plus 1 point for each additional foot of span. It is indigo; it prevents all stoning, whether by glance, gaze or spell; the force of these attacks is reflected back the way from which they came. It can be nullified by the use of acid of at least 40 HP potency. Those who attempt to pass through are sonically blasted for 3D10 HP of damage. This ritual takes 13 months to learn.

Norkorbar's Ultimate Warding Ritual: This 30-minute ritual will cover an area up to 13' square or create a line no more than 50' long. Its duration is always 13 hours, no more, no less. The mana cost for this ritual is 21 less 1 per EL of the priest above EL 21. These wards will keep all undead kind from passing, regardless of size, number or power, for the duration of the protection. They cannot pass it. All lesser demon kind up to 55 HP in size cannot pass. Those that can will function at -30 BF while in its area of effect or for 13 minutes after leaving it. All demon lords function at -



10 BF, etc. but the effect lasts only 7 minutes after leaving for their kind. No non-sentient creature up to 100 HP in size or sentient creature up to 55 HP in size may pass nor penetrate its boundaries, etc. Any who do, regardless of sentience, will function at -40% BF while in its area of effect or for 1 hour after leaving it. This ritual is learnable only by those who have already mastered all the other wards and who are at least EL 6 themselves. Even so, it requires a full year of grindingly hard study to learn this very intricate magikal technique.

Stanford's Spell of Removal of Organs: For an expenditure of 28 mana points, the priest can summon any one internal organ of a target within sight and within 100 feet to the priest's hand. If the victim does not save...well, how would you do without your brain? Not surprisingly, many religions ban the use of this spell, so it is hard to come by. It will take the practitioner 18 months of arduous study to learn in any event. Oh, by the way: if the priest tries to summon an organ the target does not have, the priest's own equivalent organ takes its place on the priest's hand. Oops!

FOURTEENTH ORDER OF POWER

Auarbach's Spell/Ritual of Giant Size: The initial ritual requires 45 minutes to complete and the expenditure of 25 mana points. Thereafter the triggering spell, which costs 3 additional mana points to perform, may be done up to 3 days later. Once triggered the priest physically doubles in height, mass, strength, and CON. This takes 5 melee counts to complete and only affects his body, not his clothes, etc. The only drawback is that the priest's CF score is reduced by 4 points, although his ground speed is increased by 50%. The duration of this effect is one minute per each original CON point of the priest. This may be extended by adding 3 mana points of power and 2 extra minutes to the initial ritual, for each extra minute of duration wanted. Due to the stress upon the body that this enlargement causes, it may only be performed once per day per full 6 CON points of the priest. This combined spell/ritual requires 16 weeks to learn.

Choom's Turquoise Prismatic Barrier against Mystik Missiles: The mana point cost for this ritual is 45 for a 10' wall, plus 1 point for every additional foot of span. A sparkling turquoise barrier is created which will stop all missiles without real mass, whether fireballs, mystik darts, lightning, etc. The missiles are absorbed by the barrier; no save. The only way to nullify this is with an ice storm or snow storm, whether

magikal or real. Anyone who attempts to pass through the barrier may do so, at the cost of 24 HP of damage. This ritual takes 8 months to learn.

***Talam's Ritual of Lesser Transmutation:** For every 3 minutes of ritual and 5 mana points of power used, a priest may cause any single, inanimate and unliving object up to one cubic foot in size and 25 pounds in weight to take upon itself a shape other than its own. Thus a sword could be made into a pot, a pot turned into a helm, and so forth. Those items thus transmuted still retain their original composition (i.e., that iron sword would be an iron pot) and mass. They will maintain their new shape until such time as a dispell is done upon them or one year of time has passed. This duration may be extended for one additional month per extra 3 mana points used in the initial ritual. The time required to learn how to do this is 21 weeks.

FIFTEENTH ORDER OF POWER

Alitaxer's Burgundy Prismatic Barrier against Dragons: This ritual costs 65 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is red-violet colored; it prevents all dragon attacks by keeping dragons from passing through, including all wyverns and kin. It cannot be nullified by any known means. Those who attempt to pass through are unharmed, except for dragons, who are permanently paralyzed, no save. This ritual takes 18 months to learn.

Avicenna's Ultraviolet Prismatic Barrier against All Elementals: This ritual costs 60 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is ultraviolet, and thus invisible to some beings; it prevents all elemental passage and attacks, including those of efreetts and djinn; the force of attacks is reflected back the way from which they came. It can be nullified by strikes from Dwarven-forged magik weapons only. Those who attempt to pass through take 5D10 electrical damage. This ritual takes 19 months to learn.

Avicenna's Spell of Slime to Shards: For the expenditure of 22 mana points, the priest converts the slime upon which giant slugs and the like move to hundreds of shards of jagged glass. The shards inflict 2D20 HP of damage upon the target every time it moves. If the target saves, it takes no damage. This spell takes 38 weeks to learn.

Milton's Ritual of Slime Control: The initial ritual requires one hour, plus 5 minutes per 30 cubic feet of slime, ooze, etc. to be controlled. The ritual also



costs 30 mana points, plus 1 per 30 cubic feet of slime. The slime, or whatever, moves and attacks within its normal capabilities at the priest's command, for up to 7 hours; the priest must maintain absolute concentration the whole time. Milton had a reputation for using various predatory slimes in the defense of his town; consequently, the place hasn't been attacked in over a hundred years. This ritual takes a year and a day of intense study to master.

Stanford's Silver Prismatic Barrier against Undead:

This ritual costs 55 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is silver; it prevents the transit and attacks of all undead. Nothing can nullify it. Those who attempt to pass through take 2D12 damage, except for undead, which are utterly disincorporated. This ritual takes 2 full years of intense study to learn.

Tameel's Green Prismatic Barrier against Disintegration:

This ritual costs 65 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is forest green. It prevents all disintegration; the force of these attacks is absorbed. It can be nullified by any rune singer spell of OP 8 or higher. Those who attempt to pass through are blinded for 1D10 days, saving to 1 day of blindness. This ritual takes 27 months to learn.

SIXTEENTH ORDER OF POWER

Alitaxer's Magenta Prismatic Barrier against Psychic

Attack: This ritual costs 70 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is magenta; it prevents all psychic probes or attacks from whatever source. It cannot be nullified by any known means. Those who attempt to pass through are mindwiped for 1D12 days, or save to be mindwiped for 1D6 days. This means the victim cannot do anything more complicated than swallow liquids, breathe and eliminate waste. This ritual takes 33 months to learn.

Milton's Infra-Red Prismatic Barrier against Non-Corporeal Entities:

This ritual costs 65 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is infra-red, and thus not visible to some beings; it prevents the passage of all non-corporeal beings, whether undead or otherwise. It cannot be nullified by any known means. Non-corporeals who attempt to pass through take 10D10 HP of damage. All others are unaffected. This ritual takes 30 months to learn.

Pheldoe's Orange Prismatic Barrier of Timestop:

This ritual costs 80 mana points to create a 10' barrier, plus 1 point for each additional foot of span.

It is orange; it timestops anything that attempts to pass through, though it has no impact on most attacks that go through it. It cannot be nullified, but it can be dispelled by the use of the OP 19 ritual, "Pheldoe's Yellow and Orange Prismatic Barrier against Meddling with Time." This ritual takes 37 months to learn.

SEVENTEENTH ORDER OF POWER

Poothark's Gold Prismatic Barrier against Golems:

This ritual costs 75 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is gold; it prevents the passage of all golems, mansters and homunculi, but not technological robots or androids. Any golems, etc., who attempt to pass through are deactivated or, in the case of homunculi, destroyed outright. It cannot be nullified by any means. All others may pass through without hindrance. This ritual takes 23 months to learn.

Rhyton's Yellow Prismatic Barrier against Shapechangers:

This ritual costs 50 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is yellow; it prevents the passage of all shapechangers, vampyrs (who are shapechangers of a sort), metamorphs and werebeings; they suffer 4D20 HP of disintegration if they attempt to pass through. It cannot be nullified by any means. All others may pass through without hindrance. This ritual takes 34 months to learn.

EIGHTEENTH ORDER OF POWER

Rhyton's Violet Prismatic Barrier against Corporeal Entities:

This ritual costs 65 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is violet; it prevents the passage by anyone with a real body, though not golems and not undead of any sort. Corporeals who attempt to pass through are thrown back and have 1D6 points of CON and STR each blasted, even if they are immune to blasts. This barrier can be nullified by dousing it with 4 gallons of holy water. This ritual takes 25 months to learn.

NINETEENTH ORDER OF POWER

Pheldoe's Yellow and Orange Prismatic Barrier against Meddling with Time:

This ritual costs 55 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is yellow and orange in interlacing flickering patterns; it prevents all timelining, time traveling, timestop or other time manipulation magik, including anything that generates appreciable time dilation as a consequence of the



underlying magik. For example, magik that allows a character to travel at an appreciable fraction of the speed of light would dilate time for the character; if he flew through this barrier under those conditions, the magik would cease to function, with fairly spectacular GM-adjudicated consequences for the character. Other than that, this barrier has no affect on anyone or anything, and cannot be nullified. This ritual takes 33 months of intense study to learn.

TWENTIETH ORDER OF POWER

Jasternak's Indigo and Copper Prismatic Barrier against Lesser Demons: This ritual costs 75 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is indigo and copper; it prevents the passage of all lesser demons, valpyrs, vampusas, hell maidens and the like, though not their attacks. If they attempt to pass through, they are sent back to the hell from whence they came, and may not return for at least 25 hours. This barrier cannot be nullified by any means. All others may pass through without hindrance. This ritual takes 30 months of fairly intense study to learn.

TWENTY-FIRST ORDER OF POWER

Roclavian's Red and Blue Prismatic Barrier against Death: This ritual costs 55 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is red and blue; it prevents all death-inflicting magik; the GM will adjudicate how wide the definition is. It can be nullified by combined fire and ice magik totalling at least 40 HP in potency, with at least 10 HP of force from each. Those who attempt to pass through are randomly race- and class-changed use **Table 81A, Whimsey**; no save and the effect is permanent. This ritual takes 24 months to learn.

TWENTY-SECOND ORDER OF POWER

Jasternak's Silver and Blue Prismatic Barrier against Greater Demons: This ritual costs 90 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is silver and blue; it prevents the passage of all greater and lesser demons, valpyrs, vampusas, hell maidens and the like, though not their attacks. If they attempt to pass through, they are sent back to the hell from whence they came, and may not return for at least 25 hours. This barrier cannot be nullified by any means. All others may pass through without hindrance. This ritual takes 13 months of extremely arduous study to learn, but knowledge of the OP 20 ritual against lesser demons is a prerequisite to learning this ritual.

TWENTY-THIRD ORDER OF POWER

Oodroom's Green and Yellow Prismatic Barrier against Non-Clerical Magik: This ritual costs 55 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is green and yellow; it prevents passage of all non-clerical magik, whether by device, inherent power or spell; the force of these attacks is reflected back the way from which they came. All those other than demons who attempt to pass through it are stricken dead at once; resurrection is allowed. Demons may not pass through it unless they have nullified it. It can be nullified by demonic attacks of greater than 40 HP. This ritual takes 43 months to learn.

TWENTY-FOURTH ORDER OF POWER

Michalforth's Magenta and Turquoise Prismatic Barrier against Clerical Magik: This ritual costs 100 mana points to create a 10' barrier, plus 1 point for each additional foot of span. It is magenta and turquoise; it prevents all clerical magik that would pass through. All those other than angels, guardians, sentinels or archsentinels who attempt to pass through it are stricken dead at once; resurrection is allowed. It can be nullified by angelic attacks of greater than 40 HP. This ritual takes 45 months to learn.

TWENTY-FIFTH ORDER OF POWER

Vierkant's Ultimate Prismatic Barrier: The name says it all, and this one does it all. This rainbow prismatic barrier stops everything and anything less than the avatars of gods, except for a maximum of ten conditions worked into the barrier during the 7 hour ritual necessary for its formation. These ten conditions may be mixed among as many different three-word-maximum descriptions as the caster chooses, such as: Orcs, my blood relatives, rune singers, Corwinna ap Talathyr, fire spells, free-willed undead, acid, and so on. The barrier requires the expenditure of all the priest's mana, which must total at least 70 for the ritual to work. The priest invariably dies at the end of the ritual, and it is considered very bad form by most gods to try to resurrect him. Apart from those excepted, anyone who tries to pass through is so utterly obliterated that not so much as an atom or a memory remains, so not even "Gathering the Sheaves" will work. Those magiks not excepted will boomerang on their caster at triple strength and cannot be saved against, unless the caster is 100% immune to their effects. The barrier cannot be nullified by any means. This ritual takes 5 full years to master, and requires as a prerequisite the knowledge of at least two other prismatic barrier rituals.



• Illusory Magik •

FIRST ORDER OF POWER

Arturo's Rainbow Spray: For a base expenditure of one mana point, this spell causes a bright, rainbow-colored burst of lights to erupt from any single area or object up to 30' distant. This display will last 1D20 melee rounds, and cover an area 3' to 5' in diameter and 6' to 10' in height. The duration of effect may be increased by one minute for each half mana point expended during the initial one melee round spell casting. This spell requires 10 days and 18 G.S. in materials to learn.

Gilmaud's Basic Illusory Wall: For a base cost of one mana point, the Illusionist can cause any 10' square area to appear to be a solid wall of appropriate type and choice. The spell is instantaneous in effect. The area may be extended by 10' square for each additional mana point expended during the conjuration. In addition, the one minute duration of this illusion may be extended by one minute for each additional half mana point expended during the initial conjuration. This conjuration takes 5 days and 5 G.S. in materials to learn.

Khaerolyn's Conjuration of the Face of the Living Skull: For a base cost of 1 mana point and one melee round, this conjuration causes the Illusionist's entire head to become as a skull, fleshless and empty of eye socket. When the Illusionist speaks, the skull's jaws will move in like manner. The effect takes place immediately upon the completion of the last spoken word. The duration of this effect is 3 minutes, which may be extended by 1 full minute for each additional half mana point expended any time during the course of the effect. A variant of this spell has twice the mana cost but wreathes the skull in fire and flame. This conjuration takes 28 days and 25 G.S. in materials to learn.

Ponath's Glittering Penny: For a cost of one mana point for each hour of desired effect, this 10 CF count conjuration causes any non-silver coin to resemble gold. This conjuration is illegal in most nations. This conjuration takes 20 days and 20 G.S. in materials to learn.

Rodigon's Mystik Mist: For a base mana cost of one, this conjuration will cause a layer or wall of white mist up to 33' x 11' x 1' to form during a one melee round period. The size or duration of this wall may be doubled for each additional mana point expended during the initial conjuration. This conjuration takes 13 days and 13 G.S. in materials to learn.

Shaelton's Shadows: For a base expenditure of one mana point and one melee round, this conjuration causes an area 3' to 5' in diameter and 5' to 9' high to become enwrapped in swirling, dancing shadows of deepest night. The effect takes place immediately after conjuration at ranges up to 33' and endures 6-10 melee rounds. For each additional mana point expended during the initial conjuration, either the area affected, the casting range, or the duration may be doubled. This conjuration takes 2 weeks and 33 G.S. in materials to learn.

SECOND ORDER OF POWER

Arturo's Mystik Mouth Spell: For each mana point expended, an Illusionist can cause his own mouth not to move whenever he is speaking for up to 10 minutes. The effect is instantaneous. The spell also displaces the Illusionist's voice up to 10' from himself, plus one foot for every EL beyond the EL at which this spell was learned. This spell takes 3 weeks and 28 G.S. to learn.



Rodigon's Mystik Fog: Like the conjuration of the mist, but the area it covers is up to 50' x 25' x 5', is steel grey in color, and can be conjured up to 90' distant. Duration and adds are identical, but the base cost is 2 mana points. This conjuration takes 15 days and 18 G.S. in materials to learn.

Viranna's Beast: For a cost of 2 mana points, the Illusionist can cause himself to appear to change into a horrible humanoid monster about 25% larger (in all dimensions) than his actual self. This effect takes 3 seconds to complete after completion of the one melee round conjuration, producing an illusion of an extremely ugly, blue-scaled, fanged and clawed reptilian beast of mostly humanoid shape, but with a long spiked tail, 3 blazing red eyes and a double row of dorsal spines down its back. The duration of one minute may be extended by 5 rounds for each additional half mana point expended on the Illusion during its effect. This conjuration takes 23 days and 33 G.S. in materials to learn.

THIRD ORDER OF POWER

Konundruum's Conjuration of the Mystik Mound:

For a cost of 3 mana points, the Illusionist can create an area up to 10' in diameter and 10' in height of illusory terrain that will perfectly match real surrounding terrain. Thus, in snow fields, a snow mound is conjured; in woods, a wooded glade is conjured; etc. The duration of this conjuration is 10 minutes plus an additional 10 minutes per half mana point expended any time during the effect. This conjuration takes 3 weeks and 48 G.S. in materials to learn.

Sarmorch's Conjuration of the Writhing Dark:

For a cost of 3 mana points and one melee round, the Illusionist can create an area of arcane darkness 13' in diameter, up to 30' from himself. This darkness will constantly squirm, writhe and pulse as it either sits where conjured or travels, at 3' per CF count/90' per full melee round. The duration of this conjuration is 6 melee rounds, or one minute, but for each melee round it travels it loses an additional melee round off the duration; thus, the maximum duration of a continually moving conjuration would be 5 melee rounds. The speed of travel is constant, as is the direction of travel once set. This conjuration takes 25 days and 55 G.S. in materials to learn.

Xyborg's Ritual of the Mystik Simulacra: For a cost of 6 mana points, the Illusionist can create, over a 7 melee round period, a perfect illusory copy of any single creature he can see or of which he has a picture. Such illusions, if done from memory, are always

imperfect. At any rate, the illusory being or creature has a duration of existence not exceeding 30 minutes and in that time will go wherever sent at an appropriate pace, whether walking, flying or whatever. Nothing larger than a medium-sized horse may be created. The duration may be increased by 10 minutes per extra mana point used during the initial ritual. This ritual takes 5 weeks and 125 G.S. in materials to learn.

FOURTH ORDER OF POWER

Karchwynn's Conjuration of the Devouring Sun:

For a 4 mana point cost, over a 2 melee round period, the Illusionist can create an illusory blazing sun of brilliant flame, some 8' in diameter, and up to 30' distant. This star has eyes like black holes and a gaping maw of swirling black oblivion, corkscrewing down into hell! The illusion will move as directed at up to 3' per CF count, or 90' per melee round, and has a fiery glow about three times greater than full daylight around itself in a 33' radius. Duration is one minute plus one additional minute per each additional half mana point expended during the initial conjuration. This conjuration takes 5 weeks and 89 G.S. in materials to learn.

Skusante's Spell of Shadowy Wings:

For a 4 mana point cost over a one melee round period, the Illusionist creates great bat-like wings of shadow 30' from tip to tip upon his own back. The duration of these wings is 13 melee rounds, but during this time they will actually fly him at up to 444' per melee round! How this is done is not known, as the wings do not have any real substance to them. The duration is not extendable, and an Illusionist who attempts to use them more than 3 times in 25 hours will simply disappear forever into an inky black blot-like, totally silent implosion. This spell takes 6 weeks of study and 108 G.S. in materials to learn.

FIFTH ORDER OF POWER

Jermiad's Phantasmal Spell Sword:

For a 4 mana point cost, the Illusionist can instantly create in his right hand a flamberge-bladed bastard sword of ornate silver cast; the blade is wreathed in emerald green flame. During the one-minute extent of this spell, the weapon will cast three-quarters daylight in a 10' radius and sing High Elven battle songs in a high, clear voice. If the weapon is believed in, the flames will do 1D4 HP damage per strike. To extend the duration of the spell is expensive, requiring one additional mana point for each additional melee



round of use desired. This extension can be worked at any time while the sword is still extant. This spell takes 4 weeks of hard study and 175 G.S. in materials to learn.

Styxson's Phantasmal Maze: For an initial cost of 1 mana point and 10 CF counts, the Illusionist can conjure a maze 100' on each side with walls 13' high, completely roofed and dark inside. This maze will conform to any terrain, so as to sit properly on it, even though it is fully floored as well, which also conforms to the terrain. The duration of this maze is one melee round, and may be extended by 3 melee rounds for each additional 2 mana points invested in the initial conjuration. Thus, to conjure this maze for 31 full melee rounds, a little more than 3 minutes, the Illusionist must expend 21 mana points. This conjuration takes 8 weeks and 988 G.S. in materials to learn.

SIXTH ORDER OF POWER

Blumphaal's Battering Ram: For a cost of 5 mana points over a 3 melee round period, the Illusionist can conjure a 3' diameter, 7' long steel cylinder with a golden ram's head at one end. It always appears 5' off the ground and 6' to 20' from the Illusionist, as he chooses. The ram moves at 5' per CF count, or up to 150' per full melee round; steam roars and whistles from its nostrils. The impact, if believed, will always do 1D100 HP of damage to a victim. The Illusionist needs to maintain constant control over this conjuration or it will simply move in a straight line away from the point of firing. If used to batter down an illusory wall or such other similar construct, it will shatter and break them as if it were real! The base duration of 9 melee rounds may be extended by three rounds for each additional mana point put into the initial conjuration. This conjuration takes 9 weeks and 250 G.S. in materials to learn.

Byorm's Banquet: For a 5 mana point cost over a 5 melee round period, the Illusionist can conjure up a banquet fit for kings, enough to feed 20 people. This phantasmal feast will fool living organisms that rely on sight, sound and smell so well that, once consumed, the body in question will react exactly as if it had been real food. However after the third usage of this unreal sustenance with no real food eaten in between, most humanoid types will collapse in total cellular exhaustion, since the body has burned all excess fat, etc. in place of the food. This collapse has a 20% chance of resulting in immediate death and short of that will require that the individual have complete rest for at least 10 days to recover. Proper meals during this rest are essential, of course. This conjuration takes 10 days and 95 G.S. in materials to learn.

SEVENTH LEVEL OF POWER

Darian's Conjuration of the Black Guardsmen: For a 6 mana point cost over a one melee round period, the Illusionist may conjure seven fully armored and accoutered humanoid Guardsmen. These 6'6" tall illusory figures will attack, defend or do whatever else commanded (by Illusionist) for 13 melee rounds. This may be extended by 2 melee rounds for each additional mana point expended on the initial conjuration. The Guardsmen always appear around the Illusionist at a distance of 5', facing outward for defense. The number of Guardsmen cannot be changed, but neither is complete concentration necessary to control them, as they will simply follow their most recent order from the Illusionist or, failing that, follow their creator in defense formation. This conjuration takes 10 weeks and 985 G.S. in materials to learn.

EIGHTH LEVEL OF POWER

Maromach's Horror: This spell immediately creates a primary phantasm (sight, sound, smell, etc.) of any large monster that the Illusionist can think of, up to 30' x 20' x 20' in size! The phantasm will be more effective if it is a copy of something the Illusionist has personally seen before or, better yet, has a picture of. It will be created up to 60' distant, and has a one-melee-round duration. The base mana cost is 10 points. The duration is extended by melee rounds per additional mana point expended. If this spell is triggered with no clear picture in mind of some creature, what will be created is a 25' tall, 30' long, six-legged, tailed reptilian creature with a huge scaled mouth full of foot-long teeth, three huge eyes purple scaled and 13 writhing tentacles (10' each) around its toothy maw. However, the fumble chance is doubled if the caster has no clear picture! This spell takes 9 weeks and 450 G.S. in materials to learn.

NINTH LEVEL OF POWER

Skurlanark's Call of the Walking God: For a cost of 7 mana points and an 8 melee round time, the Illusionist can create a glowing representation of any single deity of choice, 33' high and accompanied by appropriate sounds (music or whatever). This conjuration requires 3 full melee rounds to come to fruition after the conjuration. The deity has all the necessary accouterments, even up to 5 attendants of correct size and type. It speaks in a hugely magnified voice, repeating what the Illusionist says. The only drawback to this magik is that it occasionally irritates the real



deity that is being mimicked. In this event (5% chance) anything can happen at the GM's adjudication. This conjuration takes 11 weeks and 1,050 G.S. in materials to learn.

TENTH LEVEL OF POWER

Guillarme's Guillotine Spell: For a cost of 8 mana points used in a 5 melee round conjuration, the Illusionist can create a 3' long, 6' wide, 2" thick shiny metal blade up to 60' distant. This blade is a solid illusoid and will appear over any designated target within its range (30' up) and then immediately drop down in a terrifically damaging chopping attack, like a guillotine. It will immediately fade away after this unless an additional 5 mana points are pumped into the spell. If this is done it will whistle upwards 30', then splash downwards again at the same or another target within its range. This sequence can be repeated every 5 CF counts (six times per full melee round) so long as mana is pumped into it. This blade or guillotine strikes with 11-20 HP physical impact and has a 20% critical hit chance. Figure its BF score at 100! This spell takes 16 weeks of laborious study and 2,210 G.S. in materials to learn.

ELEVENTH LEVEL OF POWER

Sultana's Familiar: For a cost of 9 mana points, the Illusionist may create any single small animal or real or imaginary kind. The illusoid creature cannot exceed 20 pounds in weight or 3 square feet in size. The creature has no life or mind of its own, so it only moves at the order of the Illusionist. Thus, it is necessary to see it continuously, either by normal or mystik means, in order for it to function. The GM is the final arbiter as the creation's physical capabilities, but they will closely adhere to their archetypes. If no specific creature is desired when this conjuration is performed, a coal-black beast with beady red eyes, a toad body, bat wings and scorpion tail, approximately 12" long by 6" wide by 5" high, will appear. The initial duration may be extended by one minute for each additional 3 mana points expended during the initial 8 melee round conjuration. This conjuration takes 12 weeks and 1,145 G.S. in materials to learn.

TWELFTH LEVEL OF POWER

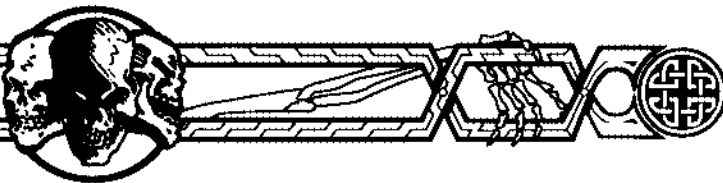
Caracole's Conjuration of the Shadow Tent: For a cost of 10 mana points, the Illusionist can create an illusoid tent of shadowy black that is 10' in diameter, 7' tall and capable of withstanding (without blowing away) winds up to 120 mph. It has no tent poles, stakes or guide ropes, and appears (up to 15' away) fully up and ready for occupancy. It will protect those inside from temperature ranging between -20°F to +120°F, is waterproof and fully floored. The initial duration of one hour may be extended by one hour for each additional mana point expended at any later time. It simply fades away (taking 13 seconds) when the time (and mana) runs out. If damaged (it is as tough as silk), it can be repaired by applying half a mana point per 3 square feet of damage. This conjuration takes 5 melee rounds to form after completion of the 5-melee-round conjuration. This conjuration takes 10 weeks and 895 G.S. in materials to learn.

THIRTEENTH LEVEL OF POWER

Ten Tigers of Tamura: For a cost of 10 mana points, the Illusionist can conjure up 10 demon tigers of a size twice that of a normal adult tiger. Each of the tigers will glow a different color, denoting its power. All are Advanced Phantasms. The ten tigers and their powers are:

1. White with black stripes: the power of cold
2. Red with blue stripes: the power of fire
3. Yellow with grey stripes: the power of pestilence
4. Black with silver stripes: the power of death
5. Grey with gold stripes: the power of mist/fog
6. Blue with red stripes: the power of water
7. Gold with purple stripes: the power of stone
8. Silver with green stripes: the power of magik
9. Green with white stripes: the power of fear
10. Purple with yellow stripes: the power of paralysis

The touch of the purple tiger paralyzes people, the gold tiger rules mists and fogs and can create them, the presence of the green tiger instills fear, and so on, at GM adjudication. However, we recommend that, for each EL of the conjurer, the powers affect a factor of ten, i.e., EL 10 means 100 HP of cold, 100' square feet of fog, 100 HP worth of paralysis and so on. Once sent forth, each tiger will select only one victim, and then do all in its power to destroy her. These are self-sustaining and need no direction once conjured, which takes 13 full melee rounds. They will appear 13' in front of the Illusionist, facing away from him and toward his selected target. Each tiger can also bite



and claw, and will have all immunities associated with its specific power. The duration of these may not exceed 13 melee rounds, regardless of mana expended. This conjuration takes 9 months and 5,500 G.S. in materials to learn.

FOURTEENTH LEVEL OF POWER

Sartha's Ritual of the Carmelian Cube: For a cost of 15 mana points used in an hour-long ritual, the illusionist can form a 3" square cube of a deep carmelian red color in the palm of his left hand. This cube will stay in existence until touched to the living flesh of another being, or for one full lunar cycle (13 days in Arduin), whichever is shorter. When it does touch another being up to 45 HP in size, it will transform him immediately into an illusion of himself! Thus he could conceivably be dispelled by the Illusionist. For each additional 10 HP in size the touched being is, the Illusionist must expend an additional 5 mana points in the initial ritual. Further, this bizarre arcane ritual may only be done once per year (455 days in Arduin), or the Illusionist himself will become an illusion, permanently! All victims of this form of magik who do become illusory will remain so for one full day, then revert to their normal state unless dispelled—if this is done, they are forever gone! This ritual, banned in many nations under penalty of death, takes a full year and 7,575 G.S. in materials to learn.

FIFTEENTH LEVEL OF POWER

Doroman's Defense: For a cost of 13 mana points, the Illusionist will conjure, in only one melee round, a large round shield that is so highly polished that it reflects as a true mirror, a suit of shining mirror-polished silver scale armor and a two-handed sword (also of that same silvery mirror brightness). The shield is +15 BF, the full armor is +25 BF and the sword (which is vorpal) is +35 BF to attack. The total BF add is 75! It can be conjured upon himself or any other person up to 13' away. There is no encumbrance, and the duration of these illusoids (with all appropriate restrictions) is one full minute (10 melee rounds). The duration may be extended by one minute for each additional 5 mana points expended. The armor has a 75% chance of harmlessly deflecting all slow missile weapons (arrows, sling stones, etc.) This conjuration takes 38 weeks and 5,150 G.S. in materials to learn.

SIXTEENTH LEVEL OF POWER

Hashunt's Doppelganger: For a cost of 15 mana points during a 13-minute ritual, the Illusionist can create an exact illusoid double of himself. This illusoid has no will or mind of its own, but can be set to simple tasks of up to 2 or 3 separate functions. The initial duration of 10 full minutes can be extended by 1 minute for each additional 4 mana points expended in the initial ritual. This ritual leaves the illusionist very tired; he must take at least an hour rest after it. However, the illusoids can be programmed to perform dangerous tasks without risk to the Illusionist. This ritual takes 15 months and 10,000 G.S. in materials to learn.

SEVENTEENTH LEVEL OF POWER

Xordagath's Conjuration of the Flying Carpet: For a cost of 20 mana points in a 10 melee round conjuration, the Illusionist creates a shadowy-black carpet some 13' x 6' x 2" thick up to 10' from her. This carpet can support up to 2,000 pounds and still fly at 300' per melee round. For each 200 pounds less than the maximum, the carpet can move 25' per melee round faster. However, it can never climb higher than 1200' above the ground; it skims over mountains. The duration of 13 minutes cannot be extended. This carpet has the durability of spider silk, is fireproof and insulated against cold down to -120°F. This conjuration takes 11 months and 6,850 G.S. to learn.

EIGHTEENTH LEVEL OF POWER

Johnson's Jump Ball Conjuration: For an 18 mana point cost, the Illusionist conjures, over a 15 CF count timespan, an inky black illusoid sphere around himself (5' radius). Once formed it immediately jumps up into the sky and ascends at a rate of 990' per melee round. It climbs to 5,000' in its lofting flight of 6 miles. There it softly lands and immediately disappears! The distance it jumps cannot be varied. It takes 5,000 G.S. and 20 weeks to learn this useful conjuration.

NINETEENTH LEVEL OF POWER

Irod's Retreat Spell: For a cost of 12 mana points in a 2-hour long ritual, completed up to 13 days prior to firing, the Illusionist can set up this spell. For an additional 3 mana points she may then fire the spell, surrounding her instantly with an illusoid object suitable to her surroundings. The object will completely encapsulate the Illusionist, and render her virtually undetectable by psychic or arcane methods. In a room an extension of wall or piece of furniture may



hide her; in a forest, perhaps a new tree, etc. Whatever the object is, this hiding place has a base duration of one hour, which may be extended by an hour for each additional mana point expended on it at any time. While inside this camouflage, the Illusionist needs no air, water or food and can stay there for years if necessary, aging normally. Even the illusoid object itself needs a magik lie detect to reveal it, and as previously stated, the person inside is 99% insulated from all psychic and arcane probe or detection. This spell takes 2 years and 18,500 G.S. in materials to learn.

TWENTIETH LEVEL OF POWER

Bargang's Ultimate Weapon Conjunction: For a cost of 19 mana points, the Illusionist can conjure, over a one-minute period, a golden colored heavy crossbow that automatically re-cocks and re-loads every 5 CF counts! The illusoid weapon has no encumbrance and a limitless supply of ammunition, so long as mana is pumped into it. This weapon is assumed to have an MA of 70 plus the caster's EL, and is exactly like a real heavy crossbow in all other particulars. The base duration of 13 melee rounds may be extended by 1 melee round for each additional 5 mana points expended. The range of this weapon is 450 yards, and it even works under-water, to 150 yards. This conjunction takes 16 months and 11,500 G.S. in materials to learn.

TWENTY-FIRST LEVEL OF POWER

Nuzoe's Wedge of Shadow: For a cost of 18 mana points, the Illusionist can cause a 9" x 4" tapered wedge of black shadow to shoot from his right hand at the extreme velocity of 2,500' per second! This is a super-solid mystik dart of illusoid nature. It is magik, so it hits practically anything from undead to were creatures, and yet allows no MRS save. Don't use it on a techno, though; it has absolutely no effect on them! The impact damage is 21-30 HP and may be increased in 10 HP segments for each additional 2 mana points expended. Thus, a wedge of 14 mana points cost would impact for 51-60 HP. Range is always 90' regardless of mana expended. This spell takes 13 months and 10,550 G.S. in materials to learn.

TWENTY-SECOND LEVEL OF POWER

Rethune's Ritual of Ultimate Oppression: For a cost of 85 mana points during a 50-hour ritual, the Illusionist may afflict any single area up to 1 square mile in area as far as 13 miles distant with the ultimate oppression for 13 consecutive nights, from dusk to

dawn. This oppression takes the form of illusory, phantasmal, even illusoid hauntings. These hauntings are limited in nature only by the imagination of the Illusionist: skeletons, zombies, flying skulls, etc. The sights are also accompanied by smell and sound as appropriate, and are of an intensity and number to drive entire towns mad from fear. They are a mixture of illusion, phantasm and solid illusoids. This is a nasty one! This terrible ritual takes 3 years and 25,000 G.S. in materials to learn.

TWENTY-THIRD LEVEL OF POWER

Mordwyn's Master Spell: For a cost of 9 mana points, the Illusionist can cause his image appear to be up to 30' from its actual location. Thus the true location of the Illusionist is never actually known to anyone relying on normal sight. True sight is also fooled by this spell 90% of the time, improved true sight 10% of the time. The base duration of this effect is one minute, and may be extended by 1 melee round for each half mana point expended. All sound, magikal effects, etc. also seem to come from the image's location. This spell takes 6 months and 6,650 G.S. in materials to learn.

TWENTY-FOURTH LEVEL OF POWER

Garmundi's Galloping Golem: For a cost of 20 mana points in a 7 melee round conjunction, the Illusionist creates a pseudo-golem which looks like a 6' diameter wash tub, 4' deep, with four stubby, 3' long legs. This coal-black thing is only controllable by the Illusionist who created it. It can rapidly move as follows: 45 mph on level ground; 25 mph on rough ground; 150' per minute climbing near vertical mountains or cliffs; 7.5 mph swimming; 3.5 mph through bog or swamp or even quicksand. It will move unhindered at these speeds whether empty or carrying up to 2,000 pounds of cargo. One pound more and it won't move at all. It is as hard as stone, as light as wood, fireproof (even in molten lava), and insulated from cold down to -250°F. Five mana points pumped into it will mend all damage to it. The base duration of 100 minutes can be extended by 100 minutes for each 2 additional mana points expended on it at any time. It always appears 13' away from the Illusionist, in a designated spot. If for any reason an Illusionist has one of these destroyed or otherwise lost, then he will not be able to create another one until he gains his next EL. For game purposes consider them as AV 20, HP 100 and ABF 150, with ramming attacks only for 1D8 HP potency. This conjunction takes 2 years and 33,000 G.S. in materials to learn.



TWENTY-FIFTH LEVEL OF POWER

Chamazoord's Garden of Delights: For a cost of 100 mana points in an hour-long ritual, the illusionist fills a 1600 square foot area around him of with all manner of flowers, shrubs, trees and other plants, all of the varieties most pleasing to him. There will be a small pool or pond, singing birds and beautiful members of both sexes in alluring costumes. The entire area will be surrounded by a high lattice-work wall of bamboo. A true paradise! All will, of course, be illusion, phantasm and (the majority) illusoids. The setting is designed to please even those with the most jaded of senses and can, of course, be changed around to suit all tastes and cultures. The base duration of 25 hours can be extended by 25 hours for each additional 10 mana points expended on it. Many would be happy to spend their entire lives in such a place, but with no real food or drink, that would be a short time indeed! This awesome ritual takes 7 years and 50,000 G.S. in materials to learn.

THIRTIETH ORDER OF POWER

Mad Matthew's Conjunction of the Black Ship of Ptah: This recently rediscovered illusoid conjunction requires 99 mana points to be expended over a 6-minute period. Once done, a black illusoid sailing ship is created with these dimensions: 77' in length, 15' in beam, with a draft of 4'. It has one main mast and square-rigged great sail as well as a small foremast with a small triangular jib sail. It is created up to 45' from the Illusionist and will have a duration of 10 hours plus one additional hour per each 5 extra mana points put into the creation at any time. It sails like a normal sea-going craft. There is some legendary discussion about variations of this vessel being able to sail land, sea, and air equally well. However, how this was done, if indeed it truly was, is not now known. To learn this potent magik takes a full 20 months of difficult study and an expenditure of some 66,000 G.S.



• Rune Weaver Magik •

Though able to do any magik other wizards can, the Rune Weavers have managed to keep to themselves alone a very few magikal works. They fanatically guard the secret of these spells. The chance of non-Rune Weavers learning these spells is very low; they must be directly taught by a Rune Weaver, or learned by finding and deciphering one of their coded tomes. Indeed, the knowledge is so closely held that only these few conjunctions have ever been learned by any non-Rune Weaver.

THIRD ORDER OF POWER

Spiraad's Web of Pain: This spell is one of the few types of magik that Rune Weavers can do instantaneously. For a 4 mana point cost they can create a bright yellow web, 10' in diameter, up to 60' distant. This web is totally immune to all normal chops, cuts, bashes, etc. and is not, of course, affected by acid

because it exudes its own! This acid does 1D6 HP damage to all trapped within it every melee round and lasts for 2 full minutes. It can hold up to a maximum of 80 HP worth of creatures within itself. It is highly susceptible to fire, so much so that even a "Quick Flame" or small torch touched to it will cause it to explode in a 33'-diameter fire ball. This blast will do a total of 60 HP of damage to all within its area of effect and leave behind a choking, greasy cloud of acrid, yellow-grey smoke, 31' to 50' in diameter, that will persist for 1D20 melee rounds. There is no save versus the effects of this web. This spell needs 3 weeks and 225 G.S. in materials to learn.

Werthal's Web of the Fire Spyder: This conjunction requires 5 mana points and 5 melee rounds to complete. Once done, there appears a pale red translucent web, with small flames dancing along the strands of its 10' diameter area. It can be conjured up



to 60' distant and will hold all trapped within it up to 80 HP in total size for its entire 2-minute duration. The flames will burn all organic or undead things at the rate of 1D6 HP in damage each melee round. The web itself is totally fire-proof and its flames cannot be extinguished by anything except a Dispell. Chops, slashes, cuts and the like done by normal weaponry have no effect upon this web; however, intense cold of 30 HP in strength or greater causes the flames to burn at only one-half efficacy. There is no save versus the effects of this web. This conjuration needs 6 weeks and 250 G.S. in materials to learn.

Sharaang's Web of the Ice Spyder: For a 5 mana point cost and 4 melee rounds of time, the Rune Weaver can create a frosty-white web, 10' in diameter, up to 60' distant. This web will hold all up to 80 HP in total size and is totally immune to all cold. Chops, bashes, and such from normal weaponry have absolutely no effect either. During its 2 minute duration, all trapped within it suffer 1D6 HP in cold damage per melee round. All thus killed are frozen totally solid and are as brittle as glass. There is no save versus the web's cold effects. This conjuration needs 9 weeks and 475 G.S. in materials to learn.

Waziran's Wondrous Web of Paralysis: This conjuration needs 3 melee rounds and 4 mana points to complete. Once done, the Rune Weaver will have created a 10'-diameter web of glowing purple strands of energy up to 60' distant. During its 5-minute duration, all who come in contact with it must save versus paralysis at -20 MRS. Failure to save means they will be totally immobile so long as they are touching the web or for 1D100+10 melee rounds after leaving it. At any rate, the web will hold all up to 80 HP in total size. This web is unbreakable and uncuttable by anything save magik weapons or a STR of 50+. This conjuration requires 5 weeks and 335 G.S. in materials to learn.

Rorgoe's Web of the Lightning Spyder: This 10' diameter web of flashing and sparkling metallic blue strands that hum may be conjured over a 4-melee-round time period at a cost of 5 mana points. It will persist for 2 minutes and is capable of holding all up to 80 total HP worth of victims. The web is not cuttable, bashable, etc. by normal weaponry and, of course, electricity and such have no effect upon it. Only a 50+ STR can hope to break its strong strands. All entangled within it suffer 1D6 HP of electrical shock damage every melee round. There is no save versus this effect. This conjuration requires 4 weeks and 250 G.S. in materials to learn.

FOURTH ORDER OF POWER

Palazaand's Witch Fire Web: This conjuration requires 6 mana points and 9 melee rounds to finish properly. Once done, a whistling, glowing, blue web of translucent strands covered in writhing azure flames is created up to 60' distant from the Rune Weaver. This 30' diameter web is totally immune to all forms of fire and suffers no ill effects from the attack of normal weaponry. The web will hold all up to 100 HP total, and resist STRs of up to 65. As the web roars, screams and whistles, all, regardless of kind or protection, trapped within it are burned within their souls, losing 1 CON point and 1D6 HP in damage each melee round. This web will trap even those beings who are astral or ethereal and will last 2 full minutes once conjured. No save is allowed versus the web's effects. The conjuration requires 10 weeks of intensive study and 800 G.S. in materials to learn.

Skylar's Web of Wondrous Entrapment: This conjuration needs 5 mana points and 5 melee rounds to complete successfully. Once done, a 30' diameter web of shimmering, sparkling strands like spun gold will appear up to 90' distant. Its duration is one minute and it is capable of holding all up to 100 HP in total size, and of resisting STRs of up to 60. Each melee round of entanglement, all living creatures have 10% of their STR drained into the web. For each STR points it absorbs it will hold an additional 20 HP worth of victims. Normal chops, cuts, etc. have no effect upon this web. Those with all their STR drained into the web will die in 1D6 minutes. Those who have not lost all their STR points will regain those that were lost at the rate of one per hour of absolute and complete rest. If any movement is done, all points not yet recovered are permanently lost. The maximum save vs. this web is 5%, even if the victim's MRS is higher. Legend has it that some evil Rune Weavers were able to siphon off those drained STR points into themselves. This conjuration needs 11 weeks and 940 G.S. in materials to learn.

Torzen's Web that Eats Men: For a mana cost of 5, the Rune Weaver can create over a 5 melee round period a web of slimy, glowing green strands up to 60' distant. This 10'-in diameter creation is capable of holding all trapped in it to a maximum combined HP of 80. Only a 50+ STR can free itself from this web's awful embrace. Its duration is one minute and each melee round an organic being is caught in it they will suffer from 1D10 HP of acid-like damage; the scars it leaves are horrible to see. The web is actually alive, a slime-web creature that will squeal in panic if



attacked by the only thing that can harm it—fire. All that it eats become part of it, regenerating it point for point. There is no save versus the web's effects; this OP 4 conjuration requires 6 weeks and 300 G.S. in materials to learn.

SIXTH ORDER OF POWER

Argoth's Spyder Golem: The 10' diameter web of mottled grey-green, hair-like strands requires a 10-minute ritual and 8 mana points to complete. Once done, the Rune Weaver can hold it mentally, firing it as a spell up to 10 hours later. But it must be fired within that time or it will erupt out upon the Rune Weaver himself! Once fired it needs 1 melee round to form, up to 75' distant, and it will then last 5 full minutes. It can hold all up to 120 HP in total size and every organic creature that touches it must save versus being stoned! Those who do make their save successfully will still be affected to the extent that they will operate at -4 to their CF for 1D10 hours or for so long as they are in contact with the web. The web is immune to acid and all attacks from normal weaponry. This ritual requires 6 months and 1,665 G.S. in materials to learn.

Solifuge's Ravenous Sun Spyder: For a cost of 12 mana points and time expenditure of 12 minutes, the Rune Weaver can summon what looks like a giant tailless scorpion, with the following stats: AV 12, CF 30, 60 HP, ABF 165, DBF 100, MD 44, RCH chance 20%, Fumble chance 2%. On each attack, it makes two biting attacks, each rolled separately, for 1D6+6. It continues to attack its target even if the target goes down—after all, it's *hungry!* In fact, once its victim ceases to resist, the sun spyder consumes 5 HP per CF action—when damage reaches 200% the victim is completely consumed. The sun spyder will then attack another victim, and another, until it is either killed or has consumed fresh kills totalling at least 100 HP; i.e., count only damage inflicted after a victim is dead. When its appetite is satisfied, the sun spyder goes back whence it came. The Rune Weaver's will guides the sun spyder away from friends and allies, so if the Rune Weaver loses control due to a bonk on the head, or whatever, the sun spyder will cease to be discriminating about who it attacks next. And if there aren't enough enemies to satisfy its hunger, then it attacks the Rune Weaver next, followed by the rest of his party, as necessary. When this baby is feeding, it's absolutely impossible to distract it, so the GM may give penalties to its DBF. It hunts equally well using sight, smell and magnetic fields to detect its prey, and is completely immune to confusion and all forms of poisons, venoms and caustics. It will not attack undead, since they don't smell like food. On the

other hand, its bites do double damage to shape-changers of all sorts, for they are its favorite food! This conjuration can be learned by 12 months' study and the expenditure of 2,223 G.S. in materials.

EIGHTH ORDER OF POWER

Vaanan's Web of the Hell Spyder: This 20'-diameter web of smoky translucent black mist requires 3 hours and 10 mana points to complete. It may then be held for up to 13 hours and instantly fired like a spell up to 90' away. However, once fired, it still needs 3 melee rounds to form completely. It can hold all up to 130 total HP in size, regardless of their being ethereal, astral, gaseous, etc. It is 100% immune to all fire, cold and electrical attack, as well as being totally untouchable by any non-magikal form of physical attack. During its 3-minute duration, all entangled within it have 1D3 CON points drained into the web per melee round. For each 1 CON point thus absorbed, it can hold an additional 10 HP of victims. Anyone who has all his CON thus drained will immediately die, to be reincarnated in 1D20 minutes as a random undead of either the: zombie (75%), wraith (15%), spectre (9%) or vampire (1%) variety. He will know only that all living things are his enemies which must be slain! He will not recognize his past friends or relatives, unless he comes back as a vampyr; even then, he will use the knowledge only to victimize them. Only a 20 on a D20 roll can successfully save versus these effects. This ritual needs 33 weeks and 9,725 G.S. in materials to learn.

TENTH ORDER OF POWER

Kaid's Web of the Wondrous Star Spyder: This ritual requires one hour and 14 mana points to bring to a successful completion. Once done, the Rune Weaver can hold the trigger phrase for up to 10 hours prior to having to use it. If not used in that period of time the Rune Weaver suffers 12-20 HP of damage. Once fired it needs one full melee round to form and will do so up to 30' distant. This web of shimmering, silvery lines of translucent force will entrap and hold all things up to 160 HP in total size. This is regardless of victims being astral, ethereal or gaseous. The web is totally immune to lightning, cold, fire, disintegration, acid or chops, cuts and such of the normal kind. Each melee round of its 5-round total duration, the diameter of the web shrinks by 4 feet. At the end of the fifth round it simply shrinks to a small, glowing point of light, then blinks out. All still entrapped within it, who shrink as well, are dimension-ported with it to a random multiverse, probably never to return. There is no save versus the effect of this web. It requires 36 weeks and 6,665 G.S. in materials to learn properly.



• Herbal Recipes •

This is by no means an exhaustive list. The players, always with GM approval, can and should develop other recipes, keeping in mind that there are really very few limits so long as you keep playability in mind.

FIRST ORDER OF POWER

All-Purpose Skin Lotion: Clears up minor skin inflammations of all sorts, from poison ivy to insect bites to hives. Takes about 15 minutes to work.

Basic Tincture for Wounds: This is an all-purpose disinfectant; used within an hour on any shallow wound or sore, it prevents infection and blood poisoning, though it does not protect against venom or poison per se. It stings when administered.

Jarscimsen's Potion of Strength: Adds 4 STR per dose for 6 hours. Base CF declines by same amount unless a Potion of Dexterity is taken at the same time. Potions may be doubled or tripled, at risk of injury or death to the user. Quadruple use will result in massive heart failure in 1D6 minutes.

Jarscimsen's Potion of Dexterity: The mirror image of the Potion of Strength.

Rhadacek's Poultice for Sniffles: This poultice, placed warm on the bare chest, is a cure for the common cold. It usually has a variety of aromatic ingredients, and takes full effect after one hour, plus one hour for every CON point under 12. This is one of the most popular herbalist wares, but must be prepared fresh to be effective.

SECOND ORDER OF POWER

Mitterling's Wartbane Salve: Eliminates warts within 24 hours, less one hour per CON point over 11.

Peyod's Cure for Colic: This potion is used to cure colic in horses. It has no other use.

Quaesleck's Potion of Lesser Truths: Breaks any temporary delusional condition. Probably will intoxicate users not accustomed to drink.

Rumbletummy's Potion of Soundsleep: Puts anyone into a state of normal sleep for 2D6 hours.

Roendar's Poultice for Hangovers: This cold poultice, applied to the forehead, eliminates the unpleasant effects of a hangover. However, the victim must lie still in a cool dark place for the same amount of time he would otherwise have been affected by the hangover. Failure to do so results in the return of the hangover within 2 minutes.

THIRD ORDER OF POWER

Kersaint's Ointment for Farmers: An aromatic compound used to soothe aching muscles. Effects include a warm sensation, and last about 4 hours.

Nytrim's Numbness Salve: A local anesthetic, lasting about 30 minutes per application. Must be applied with protection for the hands, else they'll go numb too! One dose covers one square foot of skin. Toxic (4D8) if used internally.

Peyod's Horse Liniment: Cures minor injuries, such as lameness or spavins, to horses, donkeys, mules, burros, cows, oxen and most other four-legged herbivores, but ineffective on dogs, cats, monkeys and large predators.

Quaesleck's Potion of Perception: Increases all perception roll parameters for the next full day by 2 on a D20 or 10% on a percentile roll as appropriate. Multiple doses are ineffective.

Rumbletummy's Potion for Tummy Rumbles: Eliminates heartburn, simple indigestion, and lower tract distress arising from stomach flu or colitis. Ineffective where the causative agent is more virulent, as, for example, cholera.



FOURTH ORDER OF POWER

Feverbalm: Reduces a fever towards normal at the rate of one degree Fahrenheit for every CON point of the character over 10, with a minimum reduction of 3 degrees. Effects take 15 minutes and last 4 hours. For victims over 45 HP, two doses will be needed, over 90 HP, three doses, etc. Does nothing for the underlying cause of the fever.

Quoh's Healing Salve for Burns of the First Degree: Eliminates 1D8 HP of flame or caustic burns of the first degree, in 1D6 hours. The victim must be kept in a dark cool place and be at complete rest during the entire curative regime.

FIFTH ORDER OF POWER

Peyod's Curative Salve: Just like Golden Centaur Salve, given in the Compendium of Treasures, Chapter 2 this volume.

Quaesleck's Potion of Greater Truths: Literally a truth serum. The person to whom this is administered will always tell the truth as he sees it, no matter what the consequences may be for him or his loved ones. A save versus psychic attack is allowed at -20%; if the save is made, the potion is absolutely ineffective. Phraints are always fatally poisoned by this potion in any of its forms (no save), and Deodanths are completely immune to its effects! Takes effect within 5 minutes and lasts for an hour.

Roendar's Toothnumb: Used to temporarily remedy toothache. One batch of this salve will treat up to six teeth, for about 2 hours. Will make teeth so numb they can be removed without pain. Can be used continuously for up to 2 days, after which there is a serious risk of liver damage.

SIXTH ORDER OF POWER

Intermediate Tincture for Wounds: Acts as the Basic Tincture for Wounds, but also prevents tetanus and other infections generally associated with puncture wounds.

Robillard's Curative Potion for Lesser Infectious Diseases: This potion gives the user a percentage chance of being cured of any bacterial disease, based on the user's CON x 5%, to a maximum of 99%. Depending on the stage and severity of the disease, and the size of the patient, the actual period of cure and number of doses of the medicine needed may vary, but the cure chance is rolled only once.

SEVENTH ORDER OF POWER

Kuryamurya's Potion of Protection against Poisons and Venoms: Adds a percentage equal to the user's CON to the existing save chance; if the user saves against poison, he takes no damage instead of half damage. Each dose lasts one hour. Multiple simultaneous doses are ineffective, and there is a 50% chance of a major stroke for every dose taken after the first two in any 10 hour period.

Peshtoe's Salve: Just like Dr. John's Salve, given in the Compendium of Treasures in Chapter 2, this volume.

Quoh's Healing Salve for Burns of the Second Degree: Reduces the severity of 1D8 HP of flame or caustic burns from second degree to first degree, in 1D6+6 hours, less one hour for every 8 CON points of the victim. The victim must be kept in a dark cool place and be at complete rest during the entire curative regime.

EIGHTH ORDER OF POWER

Advanced Feverbalm: Reduces a fever towards normal at the rate of 2 degrees Fahrenheit per minute, until normal temperature is reached. Effects last 4 hours. For victims over 45 HP, two doses will be needed, over 90 HP, three doses, etc. Does nothing for the underlying cause of the fever.

Robillard's Curative Potion for Greater Infectious Diseases: This potion gives the user a percentage chance of being cured of any short-acting viral disease, based on the user's CON x 3%, to a maximum of 90%. Depending on the stage and severity of the disease, and the size of the patient, the actual period of cure and number of doses of the medicine needed may vary, but the cure chance is rolled only once.

NINTH ORDER OF POWER

Acumna's Potion of Poison Reversal: Restores 1D6 HP of damage suffered from poison or venom, at rate of one HP per 10 minutes. Multiple doses may be administered safely, up to a maximum of six in any 48-hour period.

Advanced Tincture for Wounds: Acts like the Intermediate Tincture for Wounds, but also neutralizes up to 2D8 HP of venom or poison in the wound if not yet absorbed.



TENTH ORDER OF POWER

Jarscimscen's Nerveknit Potion: This potion regenerates damaged nerve fibers; a single dose will completely regenerate damaged nerve fibers in any being of 5 HP or less. For larger beings, multiple doses are effective in 5 HP increments, up to a maximum of 10 doses, or 50 HP. Regeneration takes a week per dose administered. Victims over 50 HP can be adjudicated to gain partial recovery of nerve function by the GM.

Quoh's Healing Salve for Burns of the Third Degree: Reduces the severity of 1D8 HP of flame or caustic burns from third degree to second degree, in 2D6+6 hours, less one hour for every 4 CON points of the victim. If the salve is administered within 25 hours of the infliction of the burn, and if enough salve is administered to completely negate the burn, there will be no scarring or loss of function, but for every hour of delay over 25 before the burn is completely neutralized there is an equal percentage chance that the burn will permanently scar or impair the victim. The victim must be kept in a dark cool place and be at complete rest during the entire curative regime.

ELEVENTH ORDER OF POWER

Sevchenko's Instant Healer: A single dose of this potion will instantly regenerate up to 8 points of any injury that does not kill the user, and also limits progressive damage infliction, such as from slimes, to initial damage plus one mele round of progression, though this kind of damage is not healed. The potion must be in the system before the injury occurs, and only affects beings up to 45 HP; larger beings require multiple doses. Once ingested, the effects last for one hour. Critical hit effects will be nullified only if the RCH inflicts 8 or less HP total damage, and will not correct sensory loss, such as sight.

Penelope's Unhappy Baby Ointment: One application cures colic and other mysterious discomforts in very young infants, inducing a deep sleep lasting up to 4 hours. May be used once every 12 hours without adverse effect.

TWELFTH ORDER OF POWER

Kuryamurya's Eye Balm: This externally-applied balm restores the function and appearance of any eye that has suffered traumatic injury, so long as the eye is still in place. This balm will do nothing for eyes that have been torn out. One dose is necessary for each eye injured, and one dose is necessary for every 10 HP of the victim. Full restoration time is adjudicated by the GM, but

can take as long as a couple of months, and generally requires complete rest in a dark environment.

Perkwod's Brighteyes Soap: This liquid soap, applied to the skin with very cold water and rubbed vigorously, wakes up anybody from sleep or light unconsciousness, whether due to fatigue, drugs, a conk on the head or even some of the lesser sleep magiks. The person comes to consciousness fully refreshed and alert, and will be able to function without further sleep for 8 hours. After that time, a normal night's sleep is all she will need. A second application of this soap within 20 hours will have the same effect, but there is a 5% chance of fatal heart attack and a further 50% chance one point of CON will be drained. Third doses within 20 hours are almost universally fatal.

THIRTEENTH ORDER OF POWER

Robillard's Basic Angeric Potion: This potion, taken once a day, slows the rate of physical aging in the user by half. Multiple doses accomplish nothing more. If use of the potion is ceased at any time, the user reverts to the normal speed of aging, but the potion will be ineffective on him thereafter.

FOURTEENTH ORDER OF POWER

Rhuth's Intermediate Angeric Potion: This works just like the Basic Angeric Potion, except that it slows the rate of aging by two-thirds.

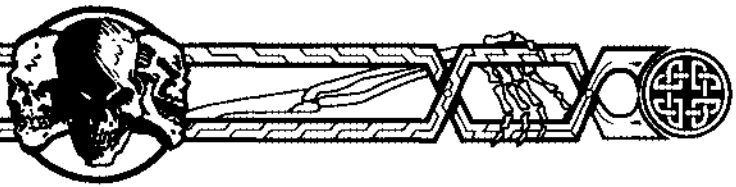
Robillard's Curative Potion for Intractable Disorders: This potion may be used to halt the progress of varied diseases, including many cancers, lupus, psoriasis and some auto-immune disorders, but repeated doses will likely be necessary to cure any of these conditions. A favorable response is based on the user's CON \times 3, to a maximum chance of 75%.

FIFTEENTH ORDER OF POWER

Peshoe's Universal Vaccine: This small lozenge, swallowed with one ounce of hard liquor of at least 100 proof, vaccinates the user against 95% of all viruses, irrespective of their virulence. The recipe is known to very few. One dose affects all up to 45 HP; two are needed up to 90 HP, etc.

TWENTIETH ORDER OF POWER

Acrumna's Advanced Angeric Potion: This works just like the Basic Angeric Potion, with two exceptions: first, it stops aging absolutely; second, if the potion is not taken every day thereafter, the user will age at triple rate until he is twice as old physically as he was when he began using the potion.



• Alchemical Skills •

* means that there is a prerequisite skill.

FIRST ORDER OF POWER

Acid Grenade: This 2 lb. ceramic sphere needs 4 hours and 10 G.S. in materials to build. When thrown forcefully it will shatter, covering an 11'-20' diameter area with an acid of a potency equivalent to whatever EL the alchemist is, multiplied by 3D6. To determine how to attack and allocate damage amongst targets, see Chapter 6, Magik in Book I. This technique requires 3 weeks to learn.

Glue Vials: This semi-liquid, blue-green glue is kept in small, 1 oz. glass vials, from which it will pour like cold molasses. Each 1 oz. vial holds enough glue to cover an area 1' x 1'. The glue sets in 6-10 minutes and will hold creatures up to a STR of 5 firmly in place. This adhesiveness increases by a STR factor of one per EL the alchemist attains beyond the EL at which the basic glue technique was learned. Thus an EL 20 Alchemist (who'd learned it at EL 1) could produce glue that would resist up to a 24 STR. Each vial requires 10 S.P., plus 1 S.P. per each STR point in effectiveness, and 30 minutes to concoct. The technique takes a week to learn.

Slippery Mist Sphere: This 6" diameter, 2 lb. glass sphere will cover, when shattered, an 11'-20' diameter area with a silvery liquid that is equivalent in effect to the "Torozon's Slippery Field" magik. The liquid will remain potent for 21-40 melee rounds. These devices require 48 G.S. worth of materials and 6 hours to construct. The technique takes 7 weeks to learn.

Stench Bomb: These 2 lb., 6" diameter ceramic spheres require 8 hours and 9 G.S. in materials, each, to put together. When broken open a brownish-grey cloud of essence of skunk billows out (in 6-10 CF counts) into a 20' diameter cloud. The cloud will last 6-10 melee rounds and all living beings inside it up to 30 HP in size are immediately convulsed in agonizing retching spasms,

and are totally unable to function in any manner for 1-5 minutes thereafter. All creatures of 31-50 HP in size are so affected as to be -20 ABF/DBF for 1D10+10 melee rounds. Creatures of 51 HP and greater are -1 to ABF and DBF for 1-5 melee rounds, to a total of 250 HP in creatures to be affected. This technique requires 5 days' study to learn.

Water-Proofing Liquid: Each gallon of this musty smelling but clear liquid requires 22 C.P. worth of materials and an hour to produce. One gallon will totally waterproof an overcoat, a shirt and pants, a blanket, or other such similar amount of material. This is done by soaking the garment etc. in the liquid, then letting it dry for 10-15 hours. Thereafter the material will shed water and other such non-caustic liquids for 11-15 months (of normal usage). This technique requires 2 days of study to master.

SECOND ORDER OF POWER

***Acid Cloud Sphere:** A 4" diameter, 12 oz. sphere of fragile glass that, when broken, releases in 1-10 CF counts a 15' diameter cloud of yellow mist. This mist will persist for 1D5 melee rounds causing an initial 5D8 of acid burn to all it touches (200 HP maximum). This decreases by 1D8 potency each melee round it lasts beyond the first. Any man-sized creature inhaling a lungful of this mist has an 80% chance of dying in 11-20 melee rounds. Those who don't die after inhalation still have only half CON for the rest of their lives! Seared lungs are nasty! The Basic Acid Grenade is a prerequisite to learning this technique, which normally needs 5 weeks to learn. Each sphere requires 35 G.S. worth of materials and one full day to put together.

***Itching Mist Sphere:** Like Acid Cloud Sphere; a non-lethal but highly irritating pink cloud of essence of urushiol billows forth from this device. All living, organic creatures it touches will then scratch and itch for 1D10 minutes. This itch is so severe that those affected will be -20 ABF/DBF; this further decreases



by 5 BF each 3 minutes of duration, regardless of trying to wash the stuff off or not. The stuff is like poison oak, but worse! The Basic Acid Grenade is a prerequisite to learning this technique. Each fragile glass sphere takes 3 G.S. worth of materials and 4 hours to make. The technique takes 2 weeks to master.

***Stun Mist Sphere:** This 10' cloud of bright metallic blue mist will stun for 6-10 melee rounds all living organic creatures of 45 HP in size or less; 220 HP maximum. Only a 20 will save versus this effect—but if a 20 is rolled, the being is forever after immune to its effect. It will last but one melee round and affect but one victim. Each 2" diameter ceramic sphere weighs 15 oz., requires 40 G.S. in materials and 2 days to put together. The technique for doing so takes 12 weeks to learn. Acid Cloud Spheres must be learned prior to being able to master this technique.

Bang Pellets: Buckshot-sized pellets of a hard grey substance that weigh one-tenth oz. each. If stepped upon or struck sharply, they explode with an ear-ringing "BANG!" Each pellet needs but 7 C.P. worth of materials to make, but due to their small size a minimum of 10 must be made each time. This batch requires 15 minutes to put together and then about an hour to harden into usability. The technique requires only a week of study to master. Thieves and Assassins love to use them as a sort of early warning device and buy them as fast as they can get them.

Flash Pellet, Basic: Hard, marble-sized 1 oz. purple pellets that explode into a 11'-15' sphere of intense white light lasting but 1 CF count. Anyone inside that area, facing its core, has a 65% chance of being flash-blinded for 6-10 melee rounds. Anyone inside that area but not looking directly at the flash core only has a 20% chance of being so affected. All others who are outside of its flash radius, but still within 30' of the core, have a 10% chance of being flash-blinded for 6-10 CF counts if, and only if, they were looking at said core. Nobody else is affected. Each pellet requires 8 S.P. worth of materials and 45 minutes of time to construct. The technique itself requires 6 weeks of study to properly learn. This pellet will detonate Fire Mist.

Fire Retardant Paste: Each 12 oz. of this mud-colored paste will cover an area 1' square and render that area 100% fireproof, up to a fire potency of 33 HP in value. Each 12 oz. needs 16 S.P. and 14 hours to produce, the residue of which is used in making Instant Rope. This paste is always stored in green glass containers. If stored in anything else, it will go bad in one day, becoming totally ineffective. Only the area the paste covers is fire retardant, and only for

one usage. The heat turns it hard and brittle, thereafter flaking and crumbling away. This technique needs 3 weeks of study to properly learn. And yes, you can layer it to get greater effectiveness, though you must allow each successive layer 15 minutes to set before you apply the next. Once applied, it lasts indefinitely, subject only to the aforementioned flaking after heat, or abrasion (as might be suffered by a shield in combat). Yep, the GM will have to adjudicate the latter!

Purifying Tablets: Each 1" diameter by 0.5" thick chalky white tablet, when dropped into a gallon of water, will froth and foam for one minute, totally purifying the water. This does not neutralize poisons, it just cleans up muddy or otherwise foul water. Each tablet requires 18 C.P. worth of materials and 10 minutes (plus a 4-hour drying-out period) to make. The technique itself requires three days of study to learn.

Incendiary Paste: This yellowish paste is made in 4 oz. batches, each of which will cover an area 1' square, burn for 1 melee round (giving off a dense whitish smoke) and cause 4-6 HP of fire damage. The smoke cloud is enough to reduce a 10' cubic area to 1' to 3' visibility for 6-10 melee rounds. They are carried in tin containers and must be lit by match, torch or other similar means. The heat generated increases by 1-2 HPs per EL the alchemist acquires beyond the EL at which this technique was learned. Each batch requires 19 S.P. worth of materials and one hour to concoct. This increases by 2 S.P. in materials cost per each 1-2 HP greater heat it does, to a maximum of 1D6+18 HP potency per sphere. The technique takes 2 weeks to learn. Bang Pellets sprinkled in this paste, then set off, will ignite it!

THIRD ORDER OF POWER

***Instant Rope:** This is a golden paste carried in a waxed canvas squeeze tube 8" long and 3" thick, weighing 7 ounces. When it is squeezed from this tube it forms a 1" diameter rope of paste up to 20' long per tube. This paste will turn black and harden in 3 minutes into a tough fibrous rope that will hold up to 500 lbs. of weight; more than a 20 STR is required to break it. The rope will last for one hour, then begin to break down into a greyish dust over a 20-minute period. The rope is not quite as flexible as real rope, but it is 100% fire resistant, though intense heat cuts its life and strength by half. The technique for producing this material requires 10 days to learn, and each tube requires 6 S.P. worth of materials and one hour to produce. The alchemist must know how to make Fire Retardant Paste before he can produce this material.



***Fire Mist Spheres:** These 3 lb., 8" diameter brass spheres require 600 G.S. in materials and 7 days to produce. The sphere has a screw plug which is taken out, letting the scarlet mist escape in 1D6+6 CF counts and fill a 20' diameter area. This mist will hang in suspension in the air for 1D10+10 melee rounds. If any open source of flame touches it (a torch, vented lantern, etc.) it will ignite in a fiery blast of 1D20+20 HP of damage much like a "Flash Point" spell. To learn this technique the alchemist must already know how to make Incendiary Paste and study hard for 20 weeks. By the way, the brass container is usually damaged beyond use a second time.

***Flash Pellets, Advanced:** Like Basic Flash Pellets, but with these differences: the sphere is 21'-30" in size, the blinding duration is 1D10+10 melee rounds, and all ancillary effects are adjusted proportionally. Each pellet requires 17 S.P. worth of materials and one hour to build. The technique may only be learned by those who have already mastered the Basic Flash Pellet construction, and it requires 5 weeks of study to do so.

Sleeping Mist Spheres: These 5" diameter, 1 lb. glass spheres require 187 G.S. worth of materials and 16 hours to produce. When broken open, they emit a 20' diameter cloud of violet mist (in 5-10 CF counts) that then dissipates in two melee rounds. All living beings up to 35 HP in size (to 185 HP total) that inhale these fumes must successfully save versus poison, or fall into a "sleep" for 1D100+20 minutes. If a save is successfully made, the victim is still woozy for 1D20 melee rounds (and is -10 ABF/DBF). Each EL the alchemist gains beyond the one he acquired this technique adds 5 HP in size, etc. to the effectiveness of the gas as well as 25 G.S. in cost. The technique itself requires 4 months of study to master.

***Super Glue Vials:** This dark purple epoxy glue is carried in two separate 1 oz. vials, the contents of which must be mixed with a silver stirrer in order to function. It is enough to cover an area 1' x 1' and will set in 3 minutes. The basic glue of this type will bond anything so powerfully that a STR of 11 is required to break it. This increases by 2 STR factors per EL the alchemist attains beyond the one at which this technique was learned. The basic dose needs 30 S.P. worth of materials and one hour to concoct. That EL 20 Alchemist previously mentioned could (if he'd learned it at EL 1) make a glue capable of resisting up to a 49 STR (11 base + (2 x 19))! Each additional 2 STR points of holding power add 1 G.S. in material cost and 5 minutes to its completion. The technique itself requires 5 weeks of study to master, and may be learned only if the Basic Glue technique is already known.

FOURTH ORDER OF POWER

Ever Candles: These golden sticks are 3" in diameter and one inch long for every hour of burning time they have. These candles burn without smoke or dripping and cast light equivalent to a torch. Their touch (the golden flame) does 1-2 HP of burn damage. Each such inch weighs 1 oz. and requires 5 S.P. worth of materials and 20 minutes to manufacture; a 10 hour/10" candle would need 50 S.P. and 3 hours and 20 minutes to make. The technique needs but 8 days of study to learn. While lit, it smells strongly of licorice.

***Meteors:** Identical in every way to the Assassins' Boomers; needs 25 S.P. in materials and one hour to construct. This technique requires prior knowledge of Advanced Flash and Smoke Pellets to learn. This learning takes seven weeks. This pellet will detonate the Fire Mist!

FIFTH ORDER OF POWER

Mystik Solvent: This oily amber liquid is produced in 1 oz. batches and is always kept in silver containers. The product spoils within one minute after removed from the silver, unless applied. Each ounce requires 8 G.S. in materials and two days to concoct. This liquid has a 90% chance of unsticking any stuck object that is gummed up by rust, dirt and grime, dried grease or oil, or even by the basic alchemical glues. This liquid is not flammable, but is fairly slippery, like most oils; each ounce will cover an area of some 4" square. This technique requires 17 weeks to learn.

SIXTH ORDER OF POWER

Blizzard Blast Bombs: These hard, translucent blue spheres weigh about a pound, and are 5" in diameter. Each one, when thrown or sharply struck, will detonate into the equivalent of a "Blizzard Conjunction." These bombs take 6 hours and 77 G.S. worth of materials to create. It takes some 18 weeks of study and 410 G.S. worth of materials to master this technique.

***Dragon Gut:** Essentially a more powerful version of Instant Rope, which you must know before you can learn this technique. All parameters apply, except that this stuff has the look, feel, and consistency (read: strength) of steel cable! It will hold up to 3,000 lbs.; a STR of more than 33 is needed to snap it. It hardens in 7 minutes, begins to decompose after 10 hours (which takes 1 hour), and is absolutely, 100% fire resistant up to 5,000°F, with a melting point of 6,850°F, weakening long before it melts. It takes 3 hours and 15 G.S. of materials per tube to create, as



well as 5 months of study and 340 G.S. worth of materials to master the technique.

Instant Wind, Basic: These pearlescent grey spheres weigh 6 ounces and are about 2" in diameter. When sharply struck or thrown, they detonate into a forceful whirling wind equivalent to a minimum strength "Ghost Wind" conjuration. The basic sphere requires 50 G.S. worth of materials and 30 hours to create. The basic technique requires 6 months of study to master.

Potion of Strength and Power: This vile-smelling, horrid-tasting, black liquid will give any human or humanoid with at least one-quarter human blood extra STR and CON for 25 hours per dose taken, providing he can keep it down. The increase is 1D10 STR and 1D6 CON points. For each dose taken during the course of the user's life, there is a cumulative 2% chance of instant death due to systemic shock. Each one-pint dose has a shelf life of only 2 days, and requires 2 hours of work and 28 S.P. in materials to create. It takes 11 weeks of study and 80 G.S. worth of materials to master the technique of creating this stuff.

Walking Liquid: This viscous amber liquid can be painted onto any non-living substance, and it will render that surface impervious to slippage of any means. This means that boots so treated could move over the Torozon Slippery Field without a fault. Each application lasts 25 hours under normal wear conditions, and an amount sufficient to cover one pair of human-sized boots takes 55 minutes to prepare, and 25 S.P. worth of materials to create. The technique itself, however, takes 7 months of study and 55 G.S. worth of materials to master. There is an opposite to this substance which, after a set delay period (Alchemist's choice), will cause the surface so treated to act as if it were coated by the slippery field. To learn this technique takes an extra 10 days of study and 20 G.S. in materials. Each application requires 21 S.P. in materials and takes 1 hour to create.

SEVENTH ORDER OF POWER

Sunbright Lotion: A clear, rose-smelling liquid that is applied directly onto the eyes. Once done the eyes in question cannot be flash-blinded or caused discomfort by any bright or intense light. In fact, you could look directly at the sun with no problems. One ounce will give two human-sized eyes 25 hours of such protection. Each such dose requires 8 hours and 55 G.S. in materials to make. Batches of any size can be made. If stored in airtight copper containers, it has a shelf-life of 200 days. Stored elsewhere, it spoils in 15 minutes. It takes 100 days and 300 G.S. to learn this technique.

EIGHTH ORDER OF POWER

Instant Wind, Advanced: See the write-up for the OP 6 "Instant Wind, Basic." This gives exactly the same effect as the wizardly "Mickledi's Cyclonos Conjuration." The alchemist can create an area of cyclonic winds some 31 to 50' in diameter and 21' to 40' in height. Once done with the conjuration, the effect is immediate and has a 1D100 melee round duration. The duration may not be increased, however. The force of this wind will bowl over all creatures up to 75 HP in size, cause light structures such as a commoner's cottage to literally fly apart if conjured within it, and wreak enough havoc in general to cause 1D6 HP of physical damage per melee round to all creatures of less than AV 5 within its area of effect. The advanced version requires 150 G.S. and 50 hours to create, and takes 2 more years to learn.

NINTH ORDER OF POWER

Crumbler: This glowing violet liquid, when poured or spread onto an area of stone, will make the stone as soft and brittle as chalk in about 3 minutes. It affects metals (except the magik metals: orichalcum, mithril, adamantium, and silver, which is not magikal per se, but is a natural barrier to magikal energies), but will take some 10 minutes to work on them. It can only be concocted during the 5 days of Tai Taowyn (End Year), and must be stored in pure silver spheres. Each 9" sphere (this size only will work) holds enough of the liquid to cover a 10' square area of stone to a depth of 3', a 3' square area of metal to a depth of 6" or less depending upon its hardness. This stuff takes the full 5 days of Tai Taowyn and 1,300 G.S. worth of materials to produce. This substance has an arcanelly low temperature of -20°. It takes 3 years of study and 9,000 G.S. worth of materials to master this technique.

TENTH ORDER OF POWER

Blood of the Metamorph: This silvery liquid will grant its drinker the ability to change shape into any one kind of creature and back again at will over a 5-hour period. The liquid is keyed for a particular species. Each alchemist will have to learn each separate key, one at a time, at the full cost of the technique. It takes 13 hours and 13 G.S. worth of materials to create one dose, which can only be stored in containers of pure gold, and has a shelf life of 13 days. If kept in any other material, it will spoil immediately! The drinker gets only the shape of the keyed creature, and only within his own weight/mass limitations, and none of its magikal

power, if any. However, enhanced flight, swimming or other natural abilities inherent to the species are acquired. On the other hand, you won't necessarily know how to fly or swim very well the first few times you change. It takes 13 weeks of study and 130 G.S. worth of materials to master this technique for any one shape.

ELEVENTH ORDER OF POWER

Reflector Salve: This golden yellow, mint-smelling stuff has the ability to bounce 1D100% of any sort of magik that strikes it, right back towards its source. Each ounce coats one square foot and lasts 13 hours if not rubbed off. Each ounce needs 10 hours and 55 G.S. in materials to prepare. Batches are always 10 oz. or less. Stored in iron, it has an indefinite shelf life.

Stored elsewhere it becomes non-magikal and inert in about an hour. Fourteen weeks and a cost of 980 G.S. are needed to master this technique.

THIRTEENTH ORDER OF POWER

Vampyr's Tears: A scarlet, oily and viscous liquid that allows its drinker to become gaseous for a period of exactly one hour per 5 oz. dose. While gaseous, all mental faculties are retained and movement up to 45' per melee round is possible. Sort of a do-it-yourself Vampyr Vapor potion. This technique needs 13 hours and 39 G.S. worth of materials to create. Once done it must be stored in a glass container. If so kept, it has a 13 day shelf life. If not, it spoils in 13 minutes. It takes 13 weeks of study and an expenditure of 600 G.S. to master this technique.



MICHIQ '92



Spellfinder

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Chapter Two

Magik Items



This chapter includes a variety of aids to the GM in the quest to create and define items of magikal power for use by or against the characters.

CREATING MAGIK WEAPONS

Creation of magik weaponry must be completely within the control of the GM, as he is the one who has to keep the game balanced. He may choose to specify the exact attributes of any and all weapons in his campaign, even going so far as to rule that weapons originating outside his campaign are completely unacceptable, or that they must be reduced or changed in power in one or more ways before they will be allowed.

In the event the GM wishes to delegate some of his authority in this area, or if he is going to supervise the creation of a weapon by a player, **Tables 64** and **65** give an easy way to create weapons randomly. All columns are optional, so roll separately for each column as the GM requires. For **Table 65**, roll on the "Normal Powers" column once for each two RF points over 12, and roll on the "Special Attributes" column for each three RF points over 12 when both RF and EGO are 12 or more. For detection chances, see **Table 66**. To determine an item's alignment, use **Table 8, Alignment**, in Chapter 2 of Book I.



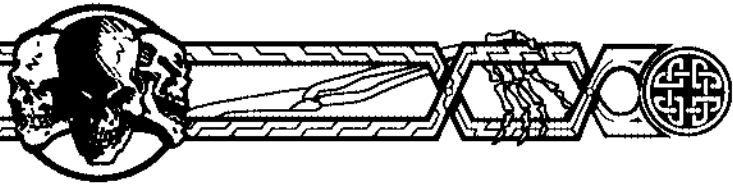
Table 64
Random Magik Weapons

D100 Die Roll	Type of Weapon	BF Attack Plus	HP Damage Plus	RF	EGO
01-03	Dagger	1	1	1	1
04-06	Shortsword	1	1	2	2
07-10	Broadsword	2	1	3	3
11-13	Rapier/Epee	2	1	4	4
14-18	Saber/Katana/Scimitar	3	1	5	5
19-20	Cutlass	3	1	6	6
21-23	Falchion	4	1	7	7
24-26	Bastard Sword	4	1	8	8
27-30	2-Hand Sword	5	2	9	9
31-33	Javelin (light or heavy, roll)	5	2	9	10
34-36	Spear (short or long, roll)	5	2	9	11
37-39	Lance	5	2	10	12
40-42	Mace	6	2	10	14
43-46	Maul	7	2	10	14
47-49	Morning Star	8	2	11	15
50	Bola	9	2	12	15
51-55	Halberd/Pole Arm	10	3	13	16
56-60	Battle-axe	10	3	14	16
61-65	2-Hand Axe	10	3	15	16
66-70	Francisca	1	3	16	17
71-75	Longbow	1	3	17	17
76-80	Short bow	1	3	18	17
81-85	Composite Bow	1	3	18	18
86-90	Heavy Crossbow	2	4	18	18
91-92	Light Crossbow	2	4	18	18
93-94	Sling	2	4	18	19
95-96	Staff Sling	5	4	19	20
97	War Pick	10	4	20	21
98	Warhammer	15	5	21	22
99	Bullwhip (12-24)	20	5	21	23
100	Special (nunchaku, etc.)	25	5	22	24



Table 65
Weapon Powers and Attributes

D100 Roll	Normal Powers	Special Attributes
01-03	Detect Magik	100% coldproof
04-06	Detect Life	100% fireproof
07-10	Detect Alignment	100% lightning-proof
11-13	Detect Poison	100% disintegration-proof
14-16	Detect Distance	100% acid-proof
17-20	Detect Mechanical Traps	Priestly anti-magik shell
21-23	Detect Magikal Traps	Drain 1 CON point each hit
24-26	Detect Undead	Function underwater as in air
27-30	+1 to DEX	100% stoning-proof
31-33	+2 to DEX	100% dragon-breath-proof
34-36	+3 to DEX	Flaming weapon (1D8 extra)
37-39	+10 MRS vs. Undead	Cold weapon (1D8 extra)
40-42	+10 MRS vs. Paralysis	Paralyze all hit
43-46	+10 MRS vs. Life Drain	Attack all armor as AV 0
47-49	+20 MRS vs. Physical Attacks	Invisible weapon (+25 ABF)
50	Detect All Traps	Metamorphic weapon (any type)
51-55	Doubling	Cursed weapon
56-60	Speed	Elemental conjuring
61-65	Flight	Spell turning
66-70	Levitation	Spell storing (1D6, any OP)
71-75	ESP	Common Ogre Strength (19)
76-80	Mindblank	Krag Giant Strength (26)
81-85	Detect Enemies	Storm Giant Strength (28)
86-90	Clairaudience	Forest Giant Strength (21)
91-92	Clairvoyance	Dune Giant Strength (24)
93-94	Disappearance	Star Giant Strength (30)
95-96	Chain Break	Sharpness Weapon (+20 RCH)
97	Dimension Port	Anti-magik shell
98	Lesser Gate	Etherealness
99	Dancing Weapon	All Djinn Powers
100	Sharpness Weapon (+20 RCH)	All Efreet Powers



DANCING WEAPONS

Occasionally a weapon will be described as “dancing” or can “dance” under a particular set of circumstances. What this means is that the weapon need not be wielded by a character or NPC to attack—in effect, it wields itself! These powerful weapons are subject to the following conventions and limitations:

1. Unless otherwise specified in its write-up, the weapon must be commanded by its owner to dance, which will take the owner one full action, and which may include drawing the weapon.
2. Unless otherwise specified in its write-up, the weapon will dance for no more than thirteen consecutive actions, nor more than once per hour.
3. The weapon will have the same CF and action counts as would its owner at the time the weapon is commanded to dance. Dancing weapons may not have a CF of their own, so if the owner is stoned, that dancing halberd is going nowhere fast! The weapon will also have the same base speed, but it is considered to be flying, which multiplies the base rate by 10.
4. Unless otherwise specified in its write-up, the weapon attacks with the same ABF or MA it would have were it in its owner's hand at the time the weapon is commanded to dance. It also has the same RCH and fumble chances.
5. The DBF of the dancing weapon is also based on the owner's DBF, but the AV of the weapon is substituted for the owner's. Most melee weapons are pretty sturdy, so the AV will be 12 or higher; the GM will have to adjudicate, and may take weapon construction and attack plusses into account. When attacked by missiles, most dancing weapons are practically invulnerable, as they are small, fast-moving targets with very high initial AVs; using the optional rules for evasion, speed and size will probably yield MD values of 90+.
6. The GM will have to adjudicate HP; one simple approach for melee weapons is to add the base WV for that type of weapon to the magikal plusses, then multiply by 10. For example, a +4-to-hit broadsword would have 80 HP (4 as the base WV for a broadsword + 4 for magikal plusses, for a total of 8, times 10). This high number of HP reflects the fact that melee weapons are designed to hit other objects, including other weapons, and are unlikely to break on a hit that would injure most people. On the other hand, missile weapons are not designed to give and take brute-force blows, so just add the MA plus to the magikal plus for the HP total; do not multiply by 10!
7. Any dancing weapon hit with an RCH is automatically destroyed, and will cease to function in any way.
8. Often, the write-up will specify what targets the weapon will attack. If no specification is made, the weapon will only attack those whom the owner believes are enemies at the time the weapon begins to dance. If no mechanism is specified for the owner to communicate new targets to the dancing weapon, then the weapon will cease to dance if all the predetermined targets are destroyed. And destroyed doesn't mean knocked down or killed—it means cut to pieces! Generally, this translates to inflicting 200% damage on the target or inflicting massive RCH damage.
9. Dancing weapons are immune to fear and all forms of psychic attack, including illusion. Though the owner may believe an illusion of a grizzly bear, his dancing sword of automatic bear slaying will just hover there for one action, then deactivate. Of course, the character may well stop believing in the illusion at that point, but that's another issue.
10. Dancing weapons never factor the owner's berserk or fervid state into their ABF/DBF.

While dancing weapons can be loads of fun for the players who have them, the GM needs to keep in mind that they give players a tremendous combat advantage without necessarily adding to the quality of the game. In many ways, a dancing weapon is an invulnerable yet deadly character added to the players' party only in combat, but adds no role-play of its own. Therefore, the GM would be wise to limit the availability of these things in the first place. One or two in an entire campaign is probably plenty.

MAGIKAL KEYING

Keying is the term used to denote the magikal process whereby specific items or artifacts become inoperable if pre-set conditions are not met. For example, a wand could be pre-set, or keyed, to operate only when held by a female human hand. Or perhaps a magik longbow will function as such only when used by any of the Elven kind. If the conditions are not met exactly, the artifact simply does not work, or, if so specified, it may do something unexpected and unpleasant.

Keying can be from very general to excruciatingly specific, but the more specific it is, the greater the time and cost involved in creating it.

Anyone capable of performing magikal spells, conjurations, etc., and who is of El 8 or greater, can key any magikal item that he can normally produce himself. As a rule, generalized keying adds 20% to the cost of an item and



doubles the time required to construct it. Specific keying is more costly as adjudicated by the GM for each individual case, costing up to five times the base cost of the item and raising the time to construct by up to ten times.

Many of the higher-EL users of magik key their wands, staffs, and other such devices so someone else will not get hold of these artifacts in a melee and use them on the former owner. Paranoid perhaps, but the paranoid ones tend to live longer.

Dwarven smith mages are especially adept at keying weapons and other artifacts, accomplishing same at half the time and cost. They often include such keying as part of their service, and you better believe they charge a lot extra for it, too!

MAGIKAL PERMANENCE RITUALS

For those GMs allowing permanent magik, here is how it is done in game play:

Scrolls: May be created by putting ten times the magik's normal one-usage mana cost into it during a ritual of a duration equal to triple the time required to normally use it, with a 3 minute minimum. Each scroll thus empowered may be freely used, with no mana cost, up to three times per day, but no more than once per hour. The mage using the scroll must know the OP 5 ritual.

Non-Sentient Artifacts: Rings, amulets, armor, etc. are imbued with permanent magik exactly as scrolls in all aspects, save that the mana cost is 20 times that listed for the magik in question. The ritual for this is OP 8.

Sentient Artifacts: Weaponry or other mystik items are sometimes imbued with sentience. This process is long and costly (GM adjudicated), and makes permanent magik much more difficult to do for such artifacts. Simply put, magikal permanence can be put into these items at ten

times normal cost, etc. but such permanence will last only one day per EL of the mage or priest in question. If 20 times the mana cost is expended, then its permanence will be one month's duration per EL of the magik user. In both cases there is a 1% cumulative chance per day with the lesser ritual, and per month with the greater, that the permanence will fade prematurely. The rituals for these processes are OP 9 and 10, respectively. Sentient weapons are able to work more efficiently and seem better suited to the safe handling of the more powerful magiks. This is why such costly work is done.

Finally, the magik user can take one week of time per OP of the magik in question, and 30 times its usual mana cost to make it last, theoretically, forever, with a 1% chance each year, non-cumulative, of its permanence fading. This ritual process is OP 11, and the OP 9 and 10 rituals are a prerequisite to the learning of this one. The OP 11 ritual can be used to prevent fading during any given year, at only 10 times the mana cost needed originally.

In all of these cases the monetary cost is usually 100 to 1,000 G.S. per OP of the magik being made permanent plus any cost the GM thinks is appropriate. These processes do not include the binding of sentience, only the magikal permanence.

DEVICE DETECTION ABILITIES

Table 66 is used to determine the percentage chance of the already-listed detection ability of a magikal item, where none is given in the item's write-up. Examples are items defined simply as "a wand of magik detection" or "a ring of poison detection." The table gives the percentage chance for successful detection. If the detect ability in question is not listed in the table, use whatever seems to be the closest, or simply use a default chance of 30%.



Table 66
Device Detects

Detect	Amulet	Ring	Wand	Rod	Staff	Weapon	Other
Alignment	35	35	35	35	35	65	35
Astral Objects	33	33	33	33	33	65	33
Curses	66	66	66	66	66	65	66
Danger	80	55	60	65	70	75	45
Demonic Possession	33	33	33	33	33	65	33
Direction	75	70	70	75	80	35	55
Disease	70	70	70	70	70	65	70
Enemies	85	66	66	66	66	85	66
Ethereal Objects	33	33	33	33	33	65	33
Evil	50	50	50	50	50	65	50
Gates	25	35	25	25	25	30	25
Hidden Injury	60	60	60	60	60	45	60
Illusion	25	25	25	25	25	65	25
Invisible Objects	45	45	45	45	45	65	45
Life	85	55	65	75	85	65	65
Location	75	70	70	75	80	35	55
Magik	45	45	45	45	45	65	45
Masked Magik	25	25	25	25	25	25	25
Magik Lie	10	10	10	14	20	20	5
Observation by Others	90	80	70	80	90	65	65
Poison or Venom	50	55	60	70	80	65	55
Psychic Emanations	95	45	60	75	90	35	65
Secret Doors	45	45	45	45	45	65	45
Time Warp	40	10	10	14	20	5	7
Traps, Magikal	75	55	55	55	55	65	55
Traps, Mechanical	45	45	45	45	45	65	45
Treasure, all types	60	60	60	60	60	65	60
Undead	75	75	60	60	60	65	33
Weather	66	66	66	66	66	65	66
Were Creatures	75	75	50	50	50	65	33
All Not Covered	30	30	30	30	30	25	30



• Compendium of Treasures •

Herein you will find dozens of unusual magikal items, all of them perilous in their own way, many to user as well as intended victim. Keep in mind, though, the following:

- Too many magikal items of very great power can ruin a campaign faster than almost anything else. As magikal items accumulate with the characters, the NPCs they confront must be more and more powerful, and, of course, every time the players win a battle they are thus more likely to collect even more very powerful artifacts. So, keep the escalation in the power of artifacts to a bare minimum.
- Just because these items are given particular values does not mean they are available at kiosks on every corner. Quite the opposite; even Multiversal will rarely have more than a half dozen of the listed items in stock, and those will be mostly relatively mundane stuff like spiga silk rope and saddlebags of holding.
- These things are not produced on assembly lines. Most magikal artifacts are one-of-kind constructs, built for or by a particular powerful individual. A campaign is always much richer if the GM develops unique treasures to distribute during the course of the campaign.

So, use these items as is, but also keep them in mind as examples of what might be, and let your imagination run wild!

Amulet of Anti-Web Aura: Value: 2,500 G.S. Looks: Varies. Effects: No ropes, webs or other bindings may stick to the wearer. This effect can be either constant or switchable on/off.

Amulet of Spell Eating: Value: 20,000 G.S. Looks: A sphere of gold covered with 13 black onyx mouths. Effects: The amulet literally eats any spoken magik used within 20' of itself. The amount of magik it can eat varies, but is usually 13 total OP per day (i.e., one OP 13 spell, thirteen OP 1 spells, or any other combination totalling 13). It will attempt to eat, full or not, and if it eats too much it will explode, firing all magik eaten that day in one simultaneous burst. This is a Druidical magik more often than not.

Assassin's Cloak: Value: 5,000 G.S. Looks: It changes color and pattern to match its surroundings, otherwise black. Effects: Acts as an Elven Cloak, a Shimmer Cloak, and gives the wearer 50% fire resistance. It also creates total silence within a 5' radius of itself.

Bang Stick: Value: 1,500 to 5,500 G.S. Looks: 15" long blue steel tube with a 5" solid handle. Effects: Once per day this device builds up a magikal charge of 1D10+10 to 1D30+20 HP damage. When touched

to any living item, it makes a gunshot sound and administers the point damage as an impact.

Bat Cloak: Value: 7,500 G.S. Looks: Black, bat-wing-shaped cloak with two ruby eye clasps. Effects: It allows the wearer to fly like a bat. If released it will fight at owner's ABF/DBF (without weapon) as a giant 27 HP, AV 4, CF 20 bat that bites for 1D3, with 10% chance for rabies. Useable only at night or in shadow, but boy is it maneuverable.

Belt of Inescapable Locating: Value: Unknown. Looks: Steel mesh with bronze buckle. Effects: It welds itself together and cannot be removed by less than a 40 STR, then it acts to attract all monsters within a 120' radius to the wearer.

Boots of Banana Peel: Value: Depends on who suckers whom. Looks: Exactly like Boots of Speed, or Flight, or other good magikal boots. Effects: They will perform just as do the boots that they resemble, until a monster appears or a battle starts; then they lock onto the wearer's legs (no STR less than 35 can remove them) and become zero coefficient! The wearer slips, slides, falls and falls and falls! He can't stand up, can't walk, run or otherwise use his now totally slippery feet. Too bad, sucker!!

Boots of Time: Value: Depends on wearer. Looks: Silver-scaled and hob-nailed knee-high boots. Effects: Act as Elven Boots unless hit by a time warp or similar field. At that time they activate and the wearer moves forward in time one minute for each step taken. Once activated, these boots cannot be removed by less than a 55 STR, nor turned off by less than an EL 30 Dispell! The hapless wearer will move off into future times and probabilities. The time travelled will be 1D100000 years; use 5 10-sided dice for the digits, with 00000 equal to 100,000.

Chaos Helm: Value: 7,500 G.S. Looks: A helm of ebon iron with a vision slit resembling the eight-fold arrows of chaos. Effect: The wearer has true vision, can never be affected by fear and has his RF increased by 5 while wearing the helmet. However, it always causes the wearer to act in a totally random and chaotic manner, regardless of his actual alignment. If a person who is already chaotic wears the helm, he also becomes +20 ABF.

Cloak of Cleverness: Value: 10,000 G.S. Looks: Bright red silk with high, bat-winged collar. Effects: It increases the RF score by 3 points, EGO by 2 and CHAR by one. It is keyed for use by thieves, assassins,



traders or bards only. For all others it is simply a cloak. It is also waterproof and 10% fire retardant.

Cloak of Never: Value: 100,000 G.S. Looks: Pearlescent silver-grey semi-opaque mist-like substance with no clasp or tie. Effects: In untenable situations, the wearer may wrap himself in never and simply cease to exist. When he unwraps himself, he no longer never was but now is! However, due to not being able to tell time in a non-being state of existence, the wearer unwraps 1 to 100 minutes later (roll percentile dice. 00 means roll a second time, with a 33% chance the time will be 1 to 100 days later!). Also, if a time-warp field is put into effect in the area where the person never was, then of course he never will be, ever again! You can't wish for something back that never was, you know! Gone!

Cloak of Pilfering: Value: 5,000 G.S. Looks: Nondescript, slightly frayed cloak. Effect: Has 10 pockets of holding inside hidden to all but the owner's touch. These pockets will hold up to 100 lbs. of objects of up to 3' by 3' yet only weigh one pound. It also acts as an Assassin's Cloak during combat (only), and is waterproof.

Cloak of Time: Value: 125,000 G.S. Looks: Inky black fog-like material without clasp or ties. Effects: The wearer can wrap himself in time and move freely in time-warp or other time-suspension fields. The cloak is woven of 100 minutes, losing that weave one for one with actual time spent in a time-warped area. If the cloak's weave runs out while the wearer is still in such an area, he is trapped.

Conjure Crystal: Value: 100,000 G.S. Looks: Spherical, rose or pale violet colored crystal ball about 12 diameter and about 5 pounds in weight. Effect: A crystal ball that can do all a normal one can, but can also create illusions (and once a month conjure an elemental through it) without need for a proper medium (i.e., fire, water, etc.). Its range is up to 10 miles per user's EL. It may be used three times per day. Only mages (of all types) may use it.

Crossbow of Kings: Value: 9,500 G.S. Effects: This +15% to +25% to hit crossbow has double the range and fire rate of a heavy crossbow but only half the weight. It also floats!

Crystal Ball: Value: 5,000 G.S. Looks: A crystal orb of varied size. Effects: Any user of magik can use it to see into locked boxes, behind doors, etc. up to 20' away, by pumping one mana point per 3 minutes of use. But remember, dark is still dark. It can also store any single magikal spell, conjuration, etc. loaded into it and may

be fired like a wand. Finally, the mana mirror magik may be freely worked from them but the wizard must rest 1D6 hours afterwards. They are fragile.

Dancing Wand: Value: As normal wands, plus 5,000 G.S. Charges: As normal wands Looks: As each type dictates. Effects: As each type, but the wand dances one melee turn each 2 ELs of the wielder. Dancing means the item hangs in the air, attacking by itself, while the owner does other things! It can be thrown to a spot with the dance command and it will do so at that spot. But, unless a specific target is named, it will choose its own, and it can't tell friend from foe!

Di Pockets: Value: 3,500-50,000 G.S. Looks: From ordinary pouches to bags, boxes and other such containers of all sizes. Effects: The inside dimensions are always greater than the outside dimensions. For example, a box that is a 3' cube outside may be a 9' cube inside. These dimensional pockets also have the ability to hold great weights inside, yet weigh very little to those who carry them. As an example, that 3' cube may be capable of holding up to a ton (2,000 pounds), yet weigh only 30 pounds once closed up. Finally, some of these pockets have timewarp or stasis fields in them that deactivate when opened and reactivate when closed. Such pockets cost, on the average, about twice that of those without the stasis field. Only the Titans are able to make these portable dimensional anomalies.

Dis-Jell: Value: 100,000-1,000,000 G.S. per ounce. Looks: Like a semi-solid mass of brightly colored fruit gelatin. Effects: This very rare technologically-created horror is essentially a catalytic organic solvent. Upon contact with any carbon-based living or once-living material in the presence of oxygen, it will proceed to dissolve the material at the initial rate of 1D20 HP in the first melee round, doubling the first-round damage each successive round until the object or victim is completely consumed. The reaction is self-sustaining, but 5 minutes after the organic material is completely consumed, the enzymes involved decompose, losing their potency, leaving nothing behind but a puddle of steaming dirty water and whatever non-organic material the victim might have had in or on her person. The stuff also loses its potency if exposed to the air for more than 5 minutes at a time. The rate of destruction specified is predicated upon the use of an ounce of the jell, but as little as a single drop will start the same reaction at the initial rate of 1 HP. As this is technological in origin, there is no save, and priestly magik is of no use in halting the horrible process of decomposition. The only sure cure is to lop off an affected limb before the reaction eats its way to the torso. Cauterizing or



freezing the wound has a 20% chance of permanently stopping the reaction, though those treatments will inflict damage as well. Thieves dread this stuff above all else, as just one drop on the needle of a trap could bring their career to a swift, painful and messy end.

Doctor John's Salve: Value: 1,000 G.S. per dose. Looks: Pale orange Vaseline-like salve. Effects: Applied to heavy wounds or less, one 1-oz. dose heals up to 50% of the character's base HP in damage at 1 HP per melee round. It also usually prevents the character's bleeding to death, even if the bleeding was caused by a critical hit, though the effects of the crit are otherwise unmodified. It works on Humans, Amazons, Hobbits, Dwarves, Half Elves, Half Orcs and other similar beings. Doctor John's Balm is simply a lesser-strength variety, at half the cost and effectiveness.

Doom Fire Wand: Value: 5,000 G.S. plus 100 G.S. per charge. Charges: 1 to 100. Looks: A smoky grey crystal wand 18" long. Range: 60' (5' wide cone). Effect: The green fire does 36 HP total of flame damage per charge and causes "Mage Fear" in all hit. Saving rolls versus both are required.

Dream Dust: Value: 1,000 G.S. per pinch. Looks: Rainbow colored metallic dust. Effects: When inhaled, the user goes into an immediate trance and sees and speaks visions of possible immediate futures, affecting himself or those about him during the time equal to the roll for trance duration. The trance lasts 1D100 minutes. The dreamer usually speaks in riddle, rhyme, or even song, and has no control over what he sees. GMs should make the visions accurate but cryptic. Here's a chance for some real fun.

Elf Pollen Porridge: Value: 1-3 G.S. per bowl. Looks: A cheery, golden-colored gruel that smells and tastes like cinnamon and honey. Effects: When eaten by non-Elves it will provide nourishment and sustenance for 1-3 days per 6 oz. eaten, depending on potency. It will also stave off hunger pangs during that time. For Elves it's just a nice breakfast cereal.

Elf Tea: Value: 2.5 G.S. per cup. Looks: A pale blue-green liquid that smells and tastes like flowers and fields in full blossom. Effects: One cup, when drunk by non-Elves while hot, will act like six cups of espresso. That is to say, the drinker will be awake and alert for 1D10 hours regardless of how tired he is. All fatigue is banished for that time but when it wears off sleep comes very swiftly. For Elves it's just a tasty hot drink.

Elven Boots: Value: 500 G.S. Looks: Knee-high boots of pale green or blue dyed doeskin. Effect: The wearer may move 95% silently regardless of the substance

being walked on. But the silence is only for the boots/feet. Only Elves know the secret of manufacturing these kinds of boots, but all Elves do not automatically have a pair.

Elven Cloak: Value: 250 G.S. Looks: Pale green, brown or tan hooded linen cloak. Effect: The wearer has a 95% chance of blending into the appropriate background and being unseen as long as she does not move. (Tan=desert, green=forest, brown=rocky areas). Most of the cloaks have one color inside and a different color outside. These cloaks are completely water-repellent and only the Elves know the secret of their manufacture.

Elven Wine: Value: 25 G.S. per cup. Looks: A pale, shimmering violet-silver liquid that smells and tastes like cloves, mint and almonds all rolled into one. Effects: This wine is capable of putting any not of Elven blood who drink it right to sleep for 1D20 hours per cup. Its soporific effect to non-Elves is so great that all pain etc. is totally negated for that time (sort of like liquid morphine). For Elves it is simply a great wine to drink.

Figurine of Fabulous Power: Value: 50,000 G.S. Looks: A carved emerald dragonfly 9" long, with rainbow crystal wings and star ruby eyes. Effects: When the command "Up and Out!" is given, the figure transmogrifies into a 15' long (45' wingspan), 65 HP, CF 20, AV 12 giant dragonfly capable of lifting 480 lbs. It attacks at ABF 150, DBF 92 with one bite of 1D6+6, flies at 500' per melee round and can dive at double that (but for each melee turn dived, there is a 15% chance it will fail to pull out and crash). It may be used but once per day for up to 5 hours, and if slain it is gone forever. To recompact it, the command "Pocket Size!" is given.

Flying Carpet: Value: 10,000 G.S. Looks: Most often of woven silk threads alternating blue and white, measuring 7' by 4'. Larger models cost disproportionately more. Effect: It has a maximum speed (forward or reverse) of 555' per melee round while carrying from 0 to 200 pounds. Each additional pound of weight reduces the speed by 1' per melee round. Thus, carrying 250 pounds total weight would reduce the speed by 50' per melee round to 505' per melee round. The maximum altitude attainable is 15,000', with a load of 0-200 pounds; each additional 50 pounds of load reduces that by 1,000'. The rate of climb is always half of its level speed as load permits, and its dive rate is 50% greater than the maximum. A carpet is keyed to its owner; should he die, it must be re-keyed to another before it can be used again. Living or dead, only its master's voice can cause this kind of carpet to work. Only Rune Weavers



who know the OP 15 technique can make these carpets, a process which costs 3750 G.S. and takes two years of study to learn.

Food of the Gods: Value: 100,000 to 1,000,000 G.S. depending on need. Looks: Mead, manna bread and ambrosia, usually in a golden bowl (which disappears when the contents have been consumed). Effects: The ambrosia increases or decreases (50/50 roll) all physical attributes; the mead, all psychic/mental ones; the manna ups/downs the user's EL. All modifications are 1D10 points on a die roll. A person may partake only once of this food in her life. To eat it a second time causes instant and irrevocable death. When eaten that first time it also restores all CON points lost to resurrection attempts, drains and blasts. Also known as the Heaven Feast.

Gauntlet of the Fencing Master: Value: 20,000 G.S. Looks: Fine leather glove with silver scaled back, emerald-encrusted wrist guard and red-threaded rose patterned palm. Effect: Keyed for use by thieves, assassins, traders, slavers, or bards only. It works with epees, rapiers, sabres or foils only. Within these restrictions, the user is +25 ABF and gets double his normal number of attacks each CF action. These gauntlets are seldom seen.

Gauntlets of Fear: Value: 5,000 G.S. Looks: Silver scale gauntlets. Effects: Those struck by them directly must save versus "Mage Fear" or flee for 1D20 melee rounds uncontrollably. Only mages of all ilks may wear them.

Gauntlets of Gripping: Value: 5000 G.S. Looks: Golden scale gauntlets. Effect: They grip (only) with a STR equivalent to 30. They are useable by warriors only.

Gauntlets of Ice and Fire: Value: 37,500 G.S. Looks: Gauntlets of pale blue-white translucent ice-like crystal with tiny flickering scarlet flames sparkling inside them. Effects: Any weapon or shield held by these gauntlets can become either flaming, for 1D4+4 points extra damage, or cold, for 1D4+2 points, but not simultaneously. Also, any flaming or cold object may be safely handled, as the gauntlets are 100% fire and coldproof. Remember, however, that non-magik weapons thus used may become soft with heat or brittle with cold in sustained use.

Gloves of Gambling: Value: 20,000 G.S. Looks: Red silk gloves that fit men and women equally well. Effects: Gloves can read cards by touch, make dice roll as needed on a 65% chance, and add 15% to the character's luck. They are illegal where known.

Gloves of Ogre Power: Value: 3,500 G.S. Looks: Fine, grey leather, silk-lined gloves that fit all. Effect: Gives the wearer's hands STR 19-21, depending on the type of ogre.

Golden Centaur Salve: Value: 1,500 G.S. per dose. Looks: Pale green gelatin-like salve. Effects: Applied to heavy or lesser wounds, one 1-ounce dose heals up to 50% of the character's own base HP in damage at 1 HP per melee round. It works on animals or monsters, to include full Elves, Deodanths, Orcs, Kobbits, etc. A less effective variant (i.e., by half) good only against light wounds is called Silver Centaur Salve and has half the cost.

Golden Drops of Heavenly Essence: Value: inestimable. Looks: A pale translucent golden liquid. Effects: One drop will completely restore any dead being, regardless of damage or how little of said being is left. It will cure any disease, insanity, or amnesia instantly. In all cases there is only a 1% chance of failure. It is so rare only 21 drops have been seen in the last 1,200 years! Remember, there must be at least a particle of the deceased left with which to work. There is a lesser variant called Silver Drops of Heavenly Essence that will raise any body that is 75% or more intact/complete, healing all damage, etc. in the process. It has a 3% failure rate and costs 65,000 G.S. per drop. Some 80 have been seen...

Hawk Helm: Value: 9,500 G.S. Looks: Silver helmet-shaped like a winged hawk's head. Effects: The wearer has his normal vision distance tripled, acquires infra-vision and is 100% immune to fear or confusion. It also adds 6 to his EGO score.

Helm of the Sea King: Value: 47,500 G.S. Looks: Appears to be made of mother of pearl. Crested and shaped like some odd fish with a fanged mouth agape. Effects: Gives the wearer the ability to see, move, breathe, etc. underwater as if it were air (no hampering at all). Of course, when water is like air, you can't swim in it, but perhaps you can fly!

Helm of Truth: Value: 30,000 G.S. Looks: Golden helmet with silver eagle's wings on its sides. Effects: The wearer sees, hears and speaks the truth at all times. He can't be fooled or lied to, nor can he himself lie to or deceive others.

Helm of War: Value: 10,000 G.S. Looks: Plain, unadorned steel helmet with full covered face. Effects: The wearer has a 35% chance, plus 2% per EL, of knowing in advance an opponent's attack move, and may either automatically parry it (100%) or attack first (+35 to ABF) regardless of who's fastest, etc. It also increases the STR, CON, AGIL and DEX of the



wearer by 3. Anyone except those who utilize magik may wear it.

Helm of Wizardry and Black Helm of Wizardry:

Value: 50,000 G.S. Looks: Grey skull-shaped helm that fits very closely. It fits all normal-sized humanoids. Effects: The user is able to use one additional spell or conjuration per EL, to a maximum of no more than 13 additional mana points worth. It also protects the wearer 100% against all forms of psychic probe or attack as well as against "Swift Sleep." The wearer slowly becomes totally amoral as he owns the helm! The Black Helm is the same except it protects versus all up to "Black Sleep" in potency and will hold up to 21 mana points worth of magik. It is worth 65,000 G.S.

Hobbitt Stone:

Value: 1,000 G.S. Looks: Round, smooth, 1" diameter pale blue stone. Range: As per a sling but with an extra 240'. Effects: It is a +15% MA, +3 HP of damage sling stone keyed for use by Hobbitts or Kobbitts only. It will return to the Hobbitt's left hand after firing so that it can be fired every other melee round. For all others it is just a stone.

Holy Robes:

Value: 20,000 to 50,000 G.S. Looks: White and gold, blue and bronze, or black and silver (for followers of law, neutrality, or chaos, respectively) cowled robes. Effects: Its AV can be from 10 to 13 and it can give a +5 MRS to +25 MRS save versus all magik, protect 100% versus fear, confusion, paralysis, and one other random thing (e.g. fire or cold). It usually has one great ability, such as the power of flight or invisibility. Of course, only priests (of any religion or type) or Druids may wear them, all others being fatally poisoned if they put them on (a successful save still does half the character's HP of poison damage and leaves him debilitated for weeks).

Hood of Thievery:

Value: 20,000 G.S. Looks: Plain, full hood (only the eyes show) of nearly any color. Effects: The wearer can hear, see, and sense secret doors as an Elf and traps, etc. as a Dwarf. It also protects +25 MRS vs. all forms of mesmerization and is +25% vs psychic attack. It only functions for thieves.

Horseshoes of Flying:

Value: 20,000 G.S. per set of four. Looks: Ruby crystal horse shoes. Effects: The horse wearing these horseshoes can, at rider's command, fly through the sky, at normal horse speed. He just gallops through the air!

Horseshoes of Traveling and Leaping:

Value: 8,800 G.S. Looks: Golden horseshoes. Effects: Fully loaded horses wearing these can leap 60' horizontally, and clear 20' obstacles. It also adds 5 miles to each day of travel distance.

Horseshoes of Poseidon:

Value: 10,000 G.S. Looks: Green jade horseshoes. Effects: With these, any fully loaded horse can move across water or other liquid just as if it were dry land!

Javelin of Devastation:

Value: 5,000 to 15,000 G.S. Looks: 5' long javelin of writhing, crackling black flame that will not burn those who wield it. Range: up to 360'. Effect: When thrown it becomes a 3' wide, 12' long bolt of black lightning. Depending on its power it attacks at +5% to +25% MA, doing 1D20+4 to 1D20+20 HP of electrical damage and blasting one to three CON points off its victims! One use only.

Live Rope:

Value: 350 G.S. per foot. Looks: Like ordinary hemp rope. Effect: The rope will move like a serpent at 60' per melee round, at the owner's command. It will coil around people, rise into the air (up to three-quarters its length in height), lash out at people, etc. It has 1 HP per foot in length, an AV of 5, and a CF equal to its owner's. It can be killed just like any other living creature and has all the limitations of ordinary rope. Some variants (at triple cost) are fireproof.

Lorelei Lyre:

Value: 10,000 to 100,000 G.S. Looks: 3' to 5' tall, beautifully sculpted lyre of precious woods, metals and gems. Range: 120' in diameter. Effects: All intelligent beings up to 50 HP and all unintelligent types up to 70 HP must save versus psychic attack or are mesmerized by its beautiful music and sit/stand, rapt and unmoving, for as long as it is played (no save). Only the player is immune to the music.

Mighty Mystikal Silver Sling Shot of Slaying:

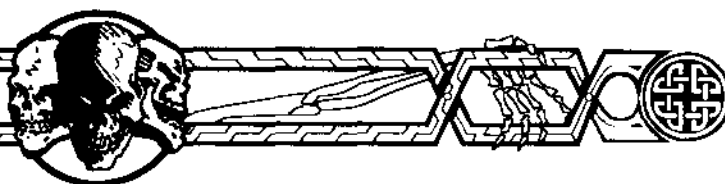
Value: 10,000 G.S. each. Looks: Oval shot of gold-flecked silver. Range: 600 yards! Effect: The shot is set to slay any single type of creature. Those types hit must successfully save or die. If they save, they still receive 1D20+4 HP of damage regardless of their size or type. Most have only one use before becoming inert.

Misty Boots of Silent Speed:

Value: 50,000 G.S. Looks: Boots of translucent grey-blue mist or fog that is ever-shifting and changing, yet always the same. Effects: The wearer can move on any surface from water to the moisture in a rainbow (even illusion!) at double speed. They exert absolutely no ground pressure, have no special fatigue penalties and are 100% silent. They are one of the rarest of all magikal items.

Mystik Rope:

Value: 250-500 G.S. per linear foot (0.5" diameter). Looks: Perfectly ordinary hemp rope. Effects: This rope has been rendered capable of supporting 1,500 pounds without breaking, and is proof against all heat and flame, regardless of the source, up to 65 HP in potency. Even stronger flame



(up to 100 HP) only chars it, and it requires 120 HP or greater flame to destroy it. It also floats, is totally waterproof, and will not get brittle in cold to -100° C. Finally, it has only two-thirds the weight of rope with the same physical composition. Any practitioner of magik can learn to use the OP 4 technique which produces this effect, at a cost of 1,375 G.S. and a mere 2 weeks of study.

Occam's Razor: Value: 20,000 G.S. Looks: A flat, 6" long finely inlaid and jeweled swordhilt without a blade. Effects: When used by any wizard with an RF score of 13 or more, a pale lavender blade of energy appears. It is 1' long per RF point of 15 or more the user has. The energy blade attacks like a +25 ABF broadsword with 20% RCH bonus. For every melee turn used, the wielder's RF drops one point, shortening the blade, until it is less than that needed for use. The RF drop lasts 3 minutes for each point dropped, and is then regained at one point per minute. A variant occasionally used by priestly types who don't like the sight of blood is sarcastically called "Occam's Blunt Instrument;" this operates like a +25 ABF mace with a 10% RCH bonus.

Oil of Instant Immobility: Value: 5,000 G.S. per vial. Looks: Like liquid gold. Effects: Spread it on anything and, 3 minutes after exposure to air, it hardens into a steel-hard metal shell immobilizing all movement; only the strongest giants (40+ STR) can break it. One vial covers 3 feet square. This is another rarely seen alchemical treasure.

Oil of Instant Immolation: Value: 5,000 G.S. per 4 oz. vial. Looks: Like quicksilver. Effects: Spread it on anything and, 3 minutes after exposure to air, it bursts into super-hot flames that do 3D20 total HP of fire damage per melee round. The liquid will cover 3 square feet per vial; it burns for 1D4+4 melee rounds. The heat is so fierce it will melt through 1"-thick steel per vial used. It is fairly rare, few alchemists knowing how to make it.

Oil of Instant Obedience: Value: 5,000 G.S. per vial. Looks: Like metallic green quicksilver. Effects: Spread it on any object and, 3 minutes after exposure to air, the object thus coated will dance to your tune. Chairs, rocks, people; all move as you command! This effect lasts for one hour. One vial covers 3 feet square. Perhaps even rarer than the other alchemical oils. It is also called The Puppet Master's Blood.

Omni Key: Value: 7,500 G.S. Looks: A silver-runed skeleton key inset with one large ruby or emerald. Effect: The key will, once per day or thrice per night, shape-change itself so as to perfectly fit any lock that

has a keyhole. It will not, however, defuse or deactivate any magikal traps set therein.

Pouch of Powders: Value: 12,500 G.S. Looks: Stained and frayed leather pouch. Effects: Once per day it fills with a random powder of magikal or alchemical nature; the GM will list 1D20 random powders. The powder may not be used more than 25 hours after it appears, as it deactivates into dust at that time. And, of course, the powder of the day does not come with a label, so the character won't necessarily know what he's got! This is a fun one!

Repeating Scroll: Value: 25,000 G.S. Looks: Fine golden bordered, black leather scroll, with silver cord and tassels, 18" long. Effects: The scroll can be set, free of mana cost, with any single spell or conjuration the user knows. It will automatically erase in 25 hours and can then be reset. It is 100% fire- and acid-resistant.

Ring of Before: Value: 10,000 G.S. Looks: Mithril with black runes. Effects: The ring may be used thrice only to alter any past event that affected the wearer himself either physically or psychically. No one and nothing may be affected except himself. GM adjudication will probably be needed for proper use of this item.

Ring of Djinn Power: Value: 10,000 G.S. Looks: Beautiful gold band with silver leaves and red ruby berries all around. Effects: The wearer can become a Djinn thrice daily for one hour each time. However, (masked magic!) there is a cumulative 5% chance the change is permanent and he becomes the Djinn in the ring! The Ring of Efrete Abilities works the same way, being plain brass, but costing the same.

Ring of Elemental Summoning: Value: 3,500 G.S. Looks: Varies. Effects: Wearer may summon only one type of elemental that the ring is keyed to, daily. The ring does not control the summoned elemental. Some can summon any type (35,000 G.S. value). Summoning time is 1D100 seconds.

Ring of Maybe: Value: 100,000 G.S. Looks: Black with inlaid mithril runes. Effects: The ring may be set to alter any three (and only three) future probabilities. If the wearer, for example, thinks he may be disintegrated at some future date, he sets the ring against that event, and if and when it does happen it doesn't! Once the three things have/haven't happened, the ring dissolves into inky black mist.

Ring of Night: Value: 3,500 G.S. Looks: Cool black onyx. Effect: The wearer is 100% invisible in all shadows, darkness or at night. True seeing cannot penetrate this effect.



Ring of Rapid Transit: Value: 4,750 G.S. Looks: Dented, rusty ring of iron with the strange sigil BART engraved upon it. Effect: On a 95% chance, the wearer can physically move 10 times normal speed, though it does not increase CF; this continues for one minute times his own EL. The character then must rest 3 minutes per minute moved. However, 5% of the time the wearer will only be able to move at half his normal speed!

Ring of Righteous Resistance: Value: 3,500 G.S. Looks: Varies. Effects: +10 MRS save versus all evil priestly magik and a +15 MRS or +15 DBF save versus any attack that would imperil the wearer's soul. Keyed for Paladins and Witch Hunters of True Lawful alignment; all others putting it on become ill (-20 ABF /DBF and nauseated) for 1D20 days.

Ring of Remembering: Value: 15,000 G.S. Looks: Silver and gold intertwined leaves forming a ring. Effects: The wearer, touching any object or person, goes into a trance and can then see and recite its history in general outline. It always works, the trance lasting 1D100 minutes or more. GM adjudication is needed here.

Ring of Ruthlessness: Value: Depends on construction material. Looks: Usually made of precious metals and valuable gems. Effect: The wearer becomes 100% amoral evil and utterly ruthless. If anyone so much as disagrees with him he will slay them, instantly or otherwise at his convenience. The wearer also gets +3 to his STR, INT, DEX, AGIL and CON scores with an additional +6 to his EGO. On top of that, he is +15 ABF, -15 DBF. His sole goal in life is for power, power and more power!

Ring of the Titans: Value: 10,000 G.S. Looks: Blue titanium band unmarked in anyway. Effects: The user may use it thrice daily to become a giant in size (random roll for type) and all other respects, for one hour each time. There is a 10%, 25%, and 50% chance for the three uses that the user will stay a giant forever, the ring then disappearing.

Rod of Righteous Retribution: Value: 17,500 G.S. Looks: 28" long dull iron rod with a life-sized fist of gold-painted iron on top. Effect: Hits for 1D8+8 points regardless of size or type of target. It also transfers any unhealed damage the wielder has taken within the last 12 hours to whomever he hits at a rate of 1D8 points per hit! It may be used by priestly kind only. For all other types it is not magikal.

Rose-Colored Spectacles of Delusion and Un-true Sight: Value: Unknown. Looks: Small granny glasses with rose-colored lenses. Effects: The wearer sees bad

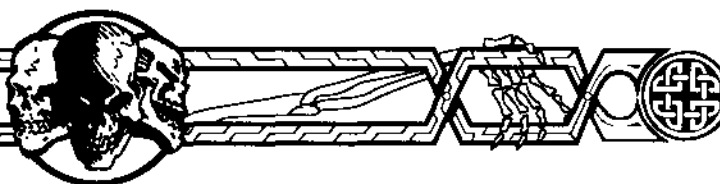
things as good, good things as bad. He also never knows when he's hurt. The wearer only is affected; if he fails his save versus psychic attack at -20%, he likes the glasses so much he won't remove them. No one with even a modicum of true sight would ever put these things on.

Ruby of Regeneration: Value: 250,000 G.S. Looks: Bright ruby with a tiny golden flame flickering inside. About 1" diameter. Effects: If touched to a part of a dead being, it will regrow all of him! He will be as he was before he died. It takes 1D12 months to fully regrow, accordingly. This thing negates even irrevocable death RCHs. Once used it becomes a live butterfly and flits away!

Ruby of Runaway Regeneration: Value: Depends on entity. Looks: It looks and detects, unless a masked magik is detected, like a Ruby of Total Regeneration. Effects: The user is regenerated randomly; a lost leg might regrow as a Kobold's head or a lost eye become a tentacle, ad infinitum! Again, after use, the ring becomes a butterfly and flies away. The GM must adjudicate when raising the dead with this gem; the body could turn into something entirely different. But it's a fun one!

Saddle Bags of Holding: Value: 3,500 G.S. Looks: Fine black leather. Effects: Each side holds up to 750 lbs. (4' by 2' by 3' inside dimension) and weighs only 20 lbs. fully loaded. Some are twice this capacity and cost. Otherwise similar to the Di Pockets given above.

Shark Bolts: Magik crossbow bolts that are +15% MA. They are slate grey and have black sapphire eyes and a painted-on shark's mouth. When they are fired, they use their eyes to avoid all except the target aimed for, and they will attack 1D3 times. If they draw blood they will go into a shark-like feeding frenzy and attack for 1D20 times, biting for 1D4+2 each attack. Remember, they actually bite their targets, taking bloody mouthfuls that go into their stomachs of holding. However, they never attack undead more than once each, as undead provide absolutely no nourishment, and they will be poisoned if they hit dragons or most demons. The real kicker to these items is that they come only in inseparable schools (cases) of 1D20 and may never be separated. So if just one of their number draws blood three turns in a row or attacks for 12 or more consecutive turns in any event, the whole school goes into a frenzy and attacks everything in sight! They are AV 13, CF 20, and 8 HP. If they are killed they are dead and gone, but if only wounded, they will regenerate at 1 HP per day, never leaving the case until fully healed. When on their own, consider them MA 40, MD 40, DBF 50 monsters for purposes of attacking.



Shimmer Cloak: Value: 1,500 G.S. Looks: A cloak of glittering crystalline weave that reflects any and all direct light so brilliantly that all in a 125' radius around it are -20 BF while looking at it. Those farther away, like an archer attempting a shot at its wearer, have only -5 MA while looking at it. Remember, though, that it needs direct sunlight or other bright light sources (even a lantern close by) to work effectively. Lasers and other light-based attacks reflect off the cloak 95% harmlessly. The other 5% does do damage.

Shimmer Shields: These silver metal shields are 3' across, and glow and shimmer in any direct light, so much that, during daylight or in brightly-lit areas, they act as a shimmer cloak versus any opponent directly confronting the shield. They are not really magikal, so in a dimly-lit dungeon a person finding one would only see a fairly shiny shield that a wizard would find non-magikal.

Silver Chalice of Life: Value: 1,000,000 G.S. Looks: Silver chalice (18" tall) encrusted with opals, pearls, and amethysts. Effects: All liquids put into this chalice have their poisons 100% neutralized, regardless of toxicity or potency. Each midnight a clear mead fills it which, if drunk, adds one day to your life. Immortality of a sort.

Skyhook: Value: 25,000 G.S. Looks: Mithril hand, claw, talon, etc. about 8" long, usually attached to a spider silk rope. Effects: It will hold and hang anywhere (on a cloud, in the air, on a sheer wall, etc.) when the word "Hold" is cried. It unhooks on the word "Enough!" Thus, if in a cloud, it will grab on; if you are holding on to a line attached to the ring on its base, you'll be towed away into the sky with the cloud. Bye! When you wish to release its grip, simply yell "Enough!" and it lets go and down you come. Its main drawback is that everyone knows about them and on at least one occasion, a baddie waited until the frightened and fleeing hero had risen to about 700' and then used "Phanch's Far Speaker Spell" and the hapless hero fell to his death in the ocean.

Spider Silk Rope: Value: 200 G.S. per foot, 1/16" diameter. Effect: It can be rolled up into the size of a pea per foot, yet will support 2,000 lbs. without breaking. It is only 5% the weight of conventional hemp ropes of the same dimension. It is also 95% acid resistant and will not become brittle down to -150° C.

Staff of Black Wizardry: Value: 100,000 G.S. minimum. Looks: It is usually a 7' tall artifact built of gnarled and twisted black oak. Twined about it are 13 writhing serpents of blood-red camelian. However, a very few have been encountered which are 8' tall (2"

diameter) rods of pure silver. Powers: The wielder of this staff has five powers, each useable but once daily. They are: Flight (360' per melee round for up to 13 minutes); "Wizard Dark;" "Blizzard;" "Ice Wall;" and "Elemental Summoning." The staff also has seven other powers, each of which is useable thrice daily: "Mystik Dart," "Tangle Trap," "Mage Fear," "Mystik Shield," "Hot Flame," "Levitation" and "Wizard Glow." Finally, as its 13th power it can always be used to physically strike a target as if it were a maul (doing the normal maul damage plus 1D4+4 HP extra damage). Only wizards, etc. may use this staff, and only those of strong chaotic alignment. All others who even pick up the staff become nauseous and dizzy; they are -40 ABF/DBF while touching it and half that for 1D20+10 minutes thereafter.

Staff of the Druids: Value: 25,000 G.S. Looks: A gnarled white oak staff, 6' to 8' tall, entwined with living vines and crowned by mistletoe blossoms and berries. Effects: It can strike for 1D10+8 HP of damage, conjure enough food and water for two people's daily rations per EL of the priest up to thrice daily, cure all diseases and heal light wounds (to 25% of their own base HP) for all creatures, once daily per user's EL, and can cause plants to grow extremely fast, up to ten times normal size (GM adjudication as to speed), thrice daily.

Staff of the Four Winds: Value: 50,000 G.S. plus 100 G.S. per charge. Charges: 20 of each (180 total). Looks: 7' tall clear crystal staff. Effect: Flight (360' per melee round); poison gas (60' cloud of yellow gas of 50 HP total potency); walk on water; breathe under water; summon (no control) an air elemental for one minute; disappearance (for self) for 10 minutes; triple-strength Ghost Wind; shape-change yourself to any aerial creature equal in HP to your own for one hour; Thunder Bolts (double size and power Lightning Strike). It can always be used to strike for 2D10 damage. The gas cloud(s) emanate from the tip over a 5-second (15 counts in a melee round) time period. The staff is not rechargeable.

Sun Stone: Value: 2,500 G.S. Looks: A softball-sized orange crystal sphere. Effects: It absorbs light, and re-emerges it in the dark, at a one-for-two ratio. Thus, absorbing six hours of full daylight would allow it to glow at half daylight for three hours (in a 30' radius circle). They are extensively used by Gnomes and Dwarves when available, especially in mines and such.

Tantivy Wand: This golden 18" wand holds 50 charges of Tantivy; it may not be reloaded. Any person struck by the wand must save versus magik or simply stand/



sit happily wherever he happens to be and contemplate how great life is at the moment. All undead are forced to save versus priestly turnaway as if they had run into an EL 12 priest, but are otherwise unaffected. Evil types hit by it must save at -10 MRS and are nauseated (-10 ABF/DBF) even if their save is successful. This lasts 1D10 melee rounds.

Tincture of Black Lotus: Value: 100 G.S. per ounce. Looks: A smoky black or topaz colored liquid with a very faint lotus blossom aroma. There is only one part of black lotus dust in each 10,000 parts of the liquid it is mixed with. Effects: A strong narcotic totally negating any and all pain for 1D100 hours per ounce; it enhances the user's INT score by 1D10 for the same time period. This substance is addictive and causes a minute buildup of the essence of black lotus in the user's body each time. Once it reaches a certain level (in 2D6 uses) it becomes fatal instantly.

Tome of Time: Value: Varies according to owner. Looks: Like any other ordinary magikal book. Contents: The reader gains insight, by one month of study, into time and time-related magik, making him time competent. As such, all time-related magik he performs is +10% in effectiveness, and he gets +10% MRS save versus time-related magik himself. The reader also recognizes immediately all time-related items on a 98% chance. Those other than mages opening the book are time warped for 1D20 days.

Troll Ring: Value: 10,000 G.S. Looks: Carved Troll bone, stained brownish-black by Dragon's blood. Effect: The wearer will regenerate damage exactly as would a real Troll, with all benefits and penalties thereof, to a maximum of HP of damage equal to twice his own HP, while it is worn. It won't work unless it is worn at the time of injury, and you better hope the finger on which it is worn was not hacked off as part of the injury!

Walking Stick: Value: 2,500 G.S. Looks: Varies, usually 3' to 3.5' long; some plain wood, others worked in precious metals and/or gems. Effects: The stick will, on command, fly through the air, whirling and striking as a cudgel. It will attack thus for 36 melee turns per day at a level of attack expertise and CF equal to its owner's. Only non-martial types may use it. It can only be called off by a secret recall word or it will attack itself out.

Wand of Time Warping: Value: 50,000 G.S. Charges: Up to 50 maximum. Looks: Absolutely black 16" long by 1.5" diameter wand with a 3" by 2" silver and crystal hourglass filled with gold dust at one end. Range: 33'. Effects: Anything inside a 6' diameter

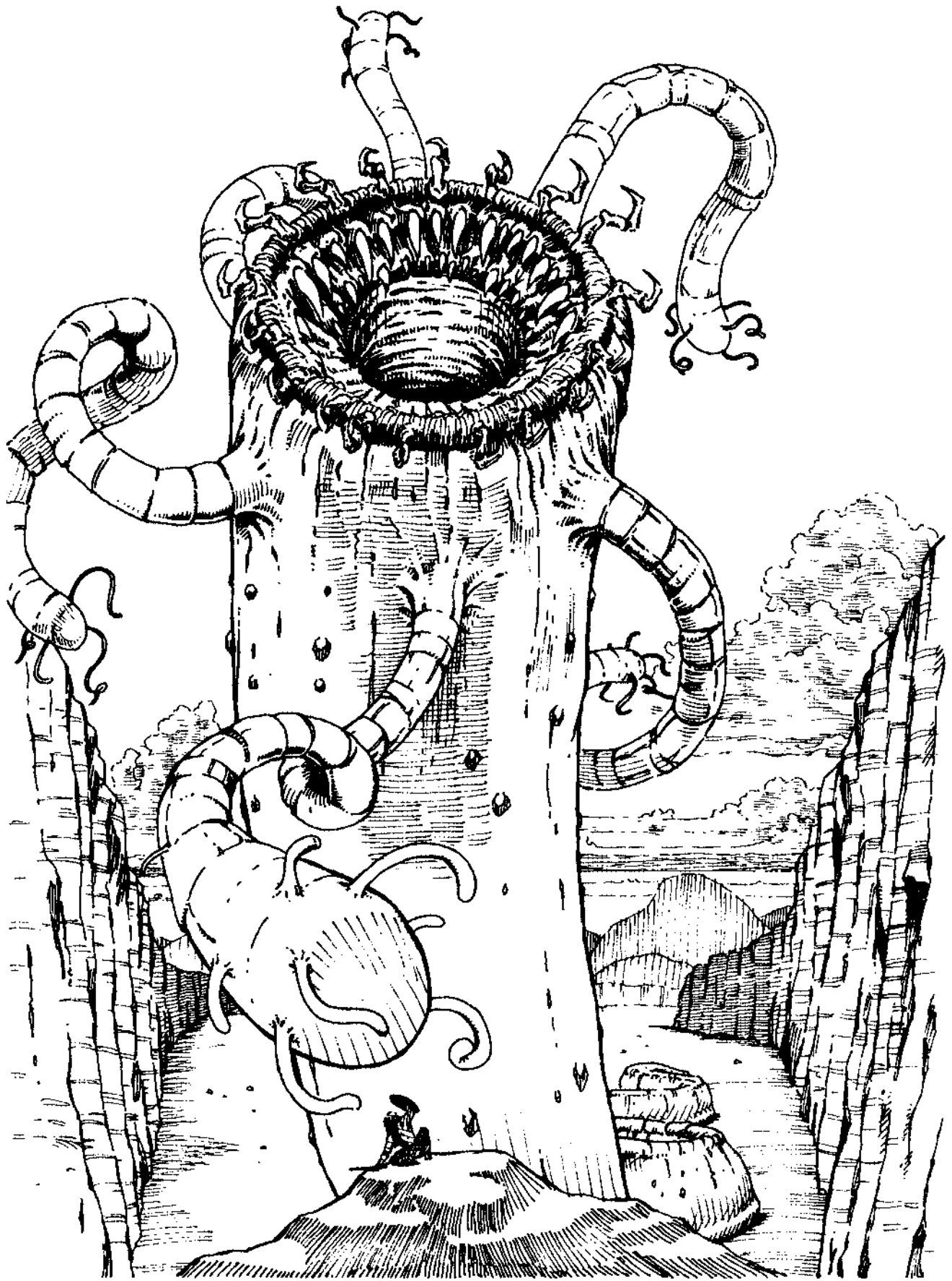
sphere which fails to save versus magik is time warped immediately for 1D20 hours. If a save is successful, then the victim's CF is still -8 for 1D10 hours, and speed is affected accordingly. The wand is always ice cold (-20°F) to touch and has absolutely no weight. If let go in the air it won't fall, but will simply hang there! 48 HP of either sonic or electrical damage (or more) has a 95% chance of causing the wand to explode into a time warp field 10' in diameter and of one day's duration per charge that was in it at the time of detonation. Ten charges would result in a 100' diameter sphere of time warp with a 10 day duration. The wand is not rechargeable.

Wand of Wizardry: Value: Ten times normal wand cost. Looks: Usually about 25% longer than regular wands. Charges: 60 (20 each). Effects: Any three different types of spells or conjurations. For example, cold, paralysis, fear. The charges may be fired in any order, but only one shot of any kind per melee round. Useable only by mages; rechargeable.

Whimsey Wine: Value: Varies widely. Looks: Like ordinary wine. Effects: When drunk, anything can happen. The user might become super strong, 10' tall or perhaps even blue! The GM should use the whimsy tables provided in these tomes, and roll randomly, or concoct his own brand of whimsy. Anything goes!

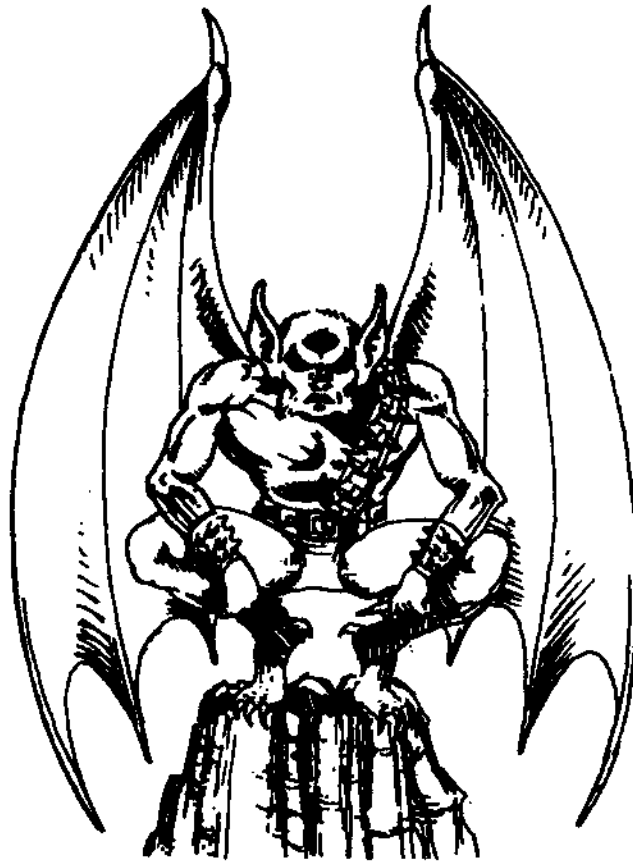
Witch Flight Broom: Value: 6,500 G.S. Looks: A perfectly ordinary, rough-hewn, twig broom, about 4' to 4.5' long. Effect: The broom, when straddled by any female and given the command to fly, will do so at 200' per melee round. It can be used for up to 30 minutes per day for each EGO point of the user. The maximum altitude attainable is 500' per EGO point. All duration and altitude parameters are double for any true witch. Only a real witch can make one of these, and the technique is OP 3, costing 350 G.S. in materials and a month of solid study.

Witch Fire Wand: Value: 3,500 G.S. plus 100 G.S. per charge. Charges: 1D100. Looks: Shiny black 18 long wand with a glowing, golf-ball-sized blue sapphire tip. Range: 60' to 90'. Effects: A brilliant 6" wide ribbon of shrilly-whistling blue flame that spirals out to form a cone 15' across its far end. All hit by this Witch Fire spiral suffer 1D20+4 HP of flame damage and are paralyzed, except Elves, who are stunned for D20 melee rounds. The paralysis affects all living creatures up to 65 HP in size with a duration of 1D20+10 melee rounds. The spiral can be started up to 30' from the tip of the wand, which is not rechargeable. There is no known written spell, anywhere, for the witch fire magik.



Chapter Three

All Monsters Great and Small



Monsters are one of the major perils to the characters accomplishing their goals in any particular adventure. For our purposes in this chapter, anything animate that isn't a character is defined as a monster. Generally, NPCs that the characters encounter during an adventure are not really monsters, in the sense that the characters can interact with most NPCs in ways that do not involve direct physical violence or threat of same. For encounters with NPCs, you will need to keep in mind the racial descriptions at the start of Book I, and you may also wish to consult **Table 99** in Chapter 4 of this book for help in setting up an encounter with NPCs.

Listings in this chapter are confined to those types that are rarely suited to be played as characters.

This chapter is broken into two parts. The first, titled "Monsters in Theory and Practice," is a general commentary about the classes of monsters. The second part, titled "Compendium of Monsters," contains descriptions of specific monsters arranged by class. These descriptions include all the details necessary to use the monster in a game. In some cases in this second part, there is a preface at the beginning of a class listing that gives a summary of certain factors pertaining to usage in a game that all in that particular family of monsters have in common.



• Monsters in Theory and Practice •

To get maximum value from the specialized monster lists that will follow, you need to know a few things about them ahead of time.

About Golems

Golems have been a part of legends since before people could write. From ancient Mesopotamia to the modern FRP games, these juggernauts have shambled through the minds of us all: Talos the bronze guardian of Crete, Frankenstein's creature, the clay creature of the Budapest ghetto and more.

- All golems are totally immune to attacks by the same powers they use themselves. For example, a golem that breathes fire will always be immune to fire.
- A golem is the closest thing to a doomsday weapon that there is in an FRP world. Once started, it is extremely difficult to stop and will, if so commanded, destroy entire cities, given enough time. Thus their construction is banned in most civilized kingdoms.
- Golems can be given only the simplest of commands, for example: guard and block. This means the golem would physically block the path of anything trying to get past. Guard and fight means just that, but if the word pursue is not added to that command series, it will not leave the area to be guarded, even in pursuit of successful thieves or whatever. The command series must be precise yet simple in order to do exactly what is desired. Unless otherwise specified in the write-up, no golem may have more than six words total in its command series. For example: "Guard chest, attack, pursue all but myself" would be a disaster for the keying mage, as the word "myself" is the seventh in the command series and would be ignored by the golem. Thus when activated he would also attack the mage, for golems have no loyalty! Careful wording is required for a golem to function properly.
- All golems move from 45' to 90' per melee round and may do so through/underwater at half speed, or over the worst terrain, in a juggernaut-like, inexorable shamble. If a wall blocks their path, they'll go through it, or keep trying, forever. Only the creating mage knows the activating and deactivating words for each individual golem. Without them there is no starting or stopping them short of their absolute destruction.
- Each individual GM will have to adjudicate how much time, ability, arcane cost, and money is required to build a golem. However, it must be high in all those respects. 100,000 G.S. is cheap.

About Giants

The list of Giants includes Ogres and Titans as well as True Giants. It does not include Shadow Titans or other undead forms, which are found in the undead list. Giants and their kin are among the largest and strongest beings in Arduin.

Ogres are the smallest of the Giant kin. Most live alone in faraway, desolate places and occasionally have considerable treasure hoards taken from their victims. All are totally untrustworthy and of foul and unsanitary habits.

True Giants are more varied in their demeanor, but tend towards an emotional range from disdain for man and his allies to total and intense hostility. Among True Giants are some magik users, generally rune weavers. Titans, on the other hand, are invariably wizards.

About Shapeshifters

Throughout humanity's long and varied history one creature is important in the mythos of every culture: the metamorph, were-creature or shape-changer. Whether it is the were-wolf of European legend, were-tiger of Indo-Malaysian nightmare, or the ancient Amerindian Man-Bear, one thing is always the common denominator: a human being, through some arcane means, becomes a terrifying animal that hunts other humans with a blood lust and ferocity unmatched by any other creature.

These creatures fall into three categories: were creatures, shape-changers and metamorphs. Vampyrs, though also shapeshifters, are dealt with in the section on undead. All of these shape shifters have a 75% (were creatures) to 35% (metamorphs) chance of becoming totally berserk with a killing blood lust in battle. This makes their more normal +15 ABF jump to +30 ABF, but -10 DBF. Once up, this blood lust will last for 1D20 minutes regardless of whether there are any foes left to battle or not. In this state the shape shifter will dismember and eat its victims.

Were Creatures: Those beings unfortunate enough to have been bitten by another were creature or a shape-changer and survived. This curse is not curable by any known means. However, those survivors only have a 65% base chance (GM-adjudicated) of catching the affliction.

Were creatures take on many of the beast's characteristics, though they usually do not become the analog beast itself. They will acquire the fur, fangs, claws, eyes, etc. and general temperament of the beast but will remain as erect, generally humanoid creatures.

The poor souls cursed in this manner cannot initially control their changes, which will be triggered by certain things around them. As an example, the were-wolf changes only as the full moon rises and stays changed until



the full moon has set. A little research or some imagination on the part of the GM will decide just what it is that triggers other types of were creatures into changing. The actual change is extremely painful and will take anywhere from one to three minutes, at the end of which time the now-changed characters will have only half their original RF but all of the listed were creature attributes. For every EL the were creature gains, the GM should give him a 3% cumulative chance of controlling said change, to a maximum chance of 99%. This control will enable the creature to change, at will, at times other than during a full moon and to stop such a change under otherwise normally uncontrollable conditions. However, this control percentage must be rolled each time, even if there's a 99% control chance, to see if the desired results are obtained.

Once in the were creature form the chance of him deliberately changing back to his more normal form at any given time is halved. However, there will be a maximum amount of time, GM-adjudicated per individual case, that the change will last, with the person afterwards collapsing for 1D10 hours and reverting to normal condition.

Were creatures often become near-mad beings, haunted by their immortality. They are cursed to wander the world forever, seeking to rid themselves of their fate, even if violent and painful death is the only way to do so. But this goal is extremely elusive, as only silver or magik weaponry can harm them. They regenerate all non-tissue-destroying damage at 1 HP per melee round; damage from fire or acid is regenerated at one HP per day.

For game play a were creature list is given which has all the information necessary to run these monsters as just that—monster encounters. However, for player characters, simply add 3 to all the character's physical statistics to obtain the stats for him in his changed state. If adding 3 does not bring his stats to the minimum parameter listed for that kind of shape-shifter, then you will automatically raise it to that point. Ditto for hit points as well. Thus you will usually find that player character shape-shifters are somewhat more powerful than those on the were creature list.

Shapechangers: Those people who either by curse, accident or arcane design, can change completely into the form and full capabilities of an animal. Unlike were creatures, normal non-magikal or non-silver weapons can harm them. On the other hand, these beings retain their full RF while in their animal forms.

Their ability to change is limited only by the parameters set up by whatever means they use to do so, but is generally at will without regard to time or place or even duration. For example, if a character has an arcane and magikal amulet of say, Shape Change to Lion, this amulet will usually have a set number of times, either in total or during some pre-set time period, which it can be used. The wearer is bound

to do so only within that framework.

The change is usually quite rapid, taking 1D10 melee rounds, and most often is painless. Needless to say, these kinds of beings are rarely, if ever, encountered and generally are a high EL medicine man, druid, priest or wizard. Seldom do others become shapechangers.

Metamorphs: These are beings born of union between the shapechanger in its animal form and a human or other sentient race. In no other way can these beings be created.

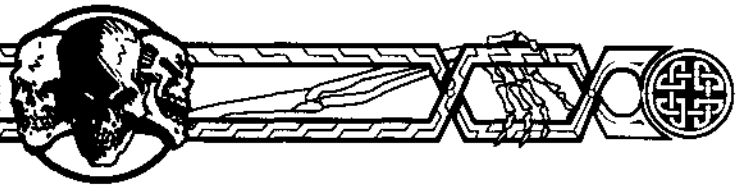
They have the ability, naturally and whenever it suits them, to change either fully or partially into one animal type. They have no restrictions upon these changes and, like their shapechanger parents, can be harmed by normal weaponry. However, like the were creature, and unlike their parent, they can regenerate all non-tissue-destroying, non-fire or acid caused wounds at 1 HP per melee round. The other kinds of damage heal at one point per day. They are not immortal and must live out their lives like more mundane beings.

About Undead

Special Capabilities of Undead: All those creatures considered undead, except for zombies, skeletons or battlebones, have several abilities in common. They can see things ethereal with no problem whatsoever, simply because they exist on this plane and the ethereal plane at the same time. They can also see those things invisible and astral on a 75% chance. The free-willed undead can travel into the ethereal plane at will.

On the Controlling of Other Undead: Any free-willed undead will have a 75% base chance of controlling lesser undead about it, if there are any. Thus vampyrs can have ghouls and tombwights, etc. do their bidding. As to what constitute lesser undead, undead are generally not free-willed if they have an MRS of 10% or less, though the GM always has the final word.

On the Transformation to Being Undead: When does the victim of an attack by an undead creature become one himself, after he is slain? First, there are some undead who simply kill the character, but do not transform him. This is generally the way I treat attacks by ghouls, skeletons, battlebones, skull warriors, skullmonculi and zombies. For other types, the time required for such a transformation is based upon the attack monster's HP. The base time is 25 hours. For each 20 HP or fraction that the monster is, subtract one hour from the base for the slain victim to become like his slayer or as otherwise stated. Thus, a man slain by an 80 HP vampyr would require 21 hours to transform into one himself. Simple. This is assuming, of course, that the undead in question has intended for this to happen.



Vampyrs and other powerful undead (GM-determined) can either kill you permanently or with the express intention of making you one of them. Those who are thus born again will be under the total control of their slayer for 1D100 days. Thereafter they may attempt to assert their mastery of themselves. To determine the outcome of this, compare the two RF scores. If the character in question has an RF factor greater than that of his master, then he has a 1D100 chance of success determined by multiplying that difference by 10% per point. If his RF is equal to or less than his master's, then he has no chance of ever breaking free. For example, the vampyr master has an RF of 13 and his new vampyr slave has an RF of 17. Thus $17 - 13 = 4$; $4 \times 10\% = 40\%$ chance. Some GMs will want to subtract from this by giving the master credit for his ELs, but in any case, the breakaway may be rolled for just once each lunar cycle. Once the victim is successful, the former master may never control him again.

About Dragons

These magikal creatures come in several types, usually denoted by a specific color. But remember, dragons are extremely rare creatures who usually live solitary existences far, far from most inhabited areas. As primordial beings they are definitely chaotic, though they may not seem so. Their temperaments range from cruel and merciless to inquisitive and sly. But always, I repeat, always they care little for and have little patience with those lesser creatures like men or Dwarves or Elves, except for those few deemed dragon friends. Even dragon friends will likely have minimal contact with dragons, for dragons rarely have contact with their own closest kin, much less outsiders.

The list for dragons includes wyverns and their kin, but not dragon wraiths or wraith wyverns; these latter types are found in the undead list.

About Elementals

Elementals, like demons, are capricious and will fight the conjurer's will constantly and forcibly. Like demons, they can be summoned by a character, or the GM may simply inflict them on the characters.

A wizard may conjure one so long as he has knowledge of the correct ritual as well as sufficient and proper medium (i.e., flames for a Fire Elemental, water for a Water Elemental, etc.) to do so. However, elementals are controlled only by the utmost concentration of the conjurer. For every RF point of the conjurer, there is a 3% chance of control; +1% for each EGO point, and +1% per each EL he has above EL 9. Also, if the conjurer happens to be competent, such as a fire-competent wizard trying to control a Fire Elemental, 5%, 10% or even 20% is added, depending on the degree of competency. As an example, an EL 10 water-competent wizard with RF 17 and EGO 13 will have a 75% chance of controlling a

Water Elemental ($51 + 13 + 1 + 10$). This control must be re-rolled every six melee rounds, or once per minute. If control is lost, it may not be regained by that person, as the enraged Elemental immediately attacks all in sight, starting with the former controller!

Once conjured, an Elemental will usually only remain for one minute, then fade back to its own plane unless otherwise constrained to remain longer. Only magik weaponry can hit Elementals; silver has no particular effect.

All Elementals can control things of their own type. For example, a Wood Elemental can control plants or cause growth in plants; Storm Elementals can control lightning, hail and snow storms. Their area of control will vary with the age, size and power of each individual Elemental. A one-mile radius of control would be expected from an Elemental of average power.

Elementals may concentrate their self or power into a single item or happening. For example a Fire Elemental could cover a magik weapon and concentrate himself, utilizing all of his heat into trying to melt the weapon. The weapon makes a saving roll as appropriate and if it fails, it melts. A save still means it's too hot to hold! Or an Air Elemental could flow into a person's lungs and either let him breathe normally under water or in a poison gas cloud, or simply expand and burst the hapless victim's lungs apart! You get the idea, but GM adjudication is strongly recommended here. Make 'em tough, but not invincible!

The Realm of Faerie

That this realm exists is indisputable. Where it may be, or even when, is open to speculation. Time in the Faerie Realm is different; apparently the Shimmerlings can even alter its flow. People have been known to spend only a few minutes in a faerie mound and return to their own world centuries later.

There are no precise boundaries or specific locations that mark this realm, but such places as faerie mounds and faerie rings seem to be gateways into the realm.

Faerie folk left the mortal world eons ago, and seldom return to it for any reason. They dislike all save a few races, and even those named as allies are often merely tolerated.

Faerie folk are only rarely seen by mortals and exist in areas of temporal instability where time runs differently than in the surrounding areas. These Faerie Peoples are:

- Common Faeries
- Mad Wings
- Dark Faeries
- Pixies
- Nixies
- Shimmerlings
- The Yamatu
- Dyrdyrlion



There are also many races of non-faerie folk who are nonetheless closely associated with them. They are called the Allies of Faerie. The best known of these are:

- All Elves
- Dryads, Naiads and so on
- Some Dragons

All faerie folk are adversely affected by cold iron, which burns them; they will take double damage from attacks with iron-content weapons, including 1-2 HP just from its touch!

The chance of encountering any of the faerie people is nearly non-existent. However, if they are encountered, the GM should remember that these creatures are highly magikal, and wield arcane forces that most other races cannot comprehend or in many cases even suspect. Once faeries are involved, it would be virtually impossible for any group of adventurers to win against them, for the characters could trust none of their senses, nor even time itself! In other words, be very careful in their play!

About Demons

There comes a time in the life of all those who practice magik where they, by themselves, can go no farther in their learning of the mystik forces that make up their universe.

Thus it is that some will attempt to wrest the knowledge necessary to go on from beings who have access to what they need to know. These beings are the demons of myth and legend. They are generally divided into the tribes of lesser demons, and the individually unique greater demons. But do not be deceived by the label "lesser," for the least of all the demons is still a hideous and malevolent opponent!

Demons have the arcane keys to the secrets the wizards wish to unravel. It is demonkind who can grant powers as well as knowledge in return for dark and ominous bargains by the wizard.

Most demons are evil and terrible creatures. They can almost never be trusted; figure a treachery factor of 90% or more. They love to weasel-word contracts to trap the unwary. Demons *always* renege on their word if they think they can get away with it.

Summoned demons would like nothing better than to destroy those who have summoned them and will do all in their power to do so. They hate those who force them into the world, as their powers outside their own realm are greatly reduced. Their memories are long and their vengeance is nearly always assured. It most certainly is, in the end, fatal. They are exceedingly difficult to control and always fight such control, frequently with success. GM adjudication is required. Few risks are greater than confronting even the least of demons, regardless of your protections.

Some demons cannot be bribed at all, and to conjure them forth is to risk certain doom for no good reward. These are

the most fell and dread of the Lords of Hell. Still, some fools will always try.

Demonkind do not think or feel in the same manner as other races do, so there is no way to understand why or when they'll do anything. The only thing a demon respects is power greater than his own.

The GM must maintain strict control over demon summonings, and is the only arbiter of such encounters. Demons must be played to engender the utmost paranoia in those who attempt to manipulate them. The GM should not only make such tasks exceedingly dangerous for the player character, but highly rewarding as well if properly done. Demons and their attributes are the sole province of the GM and may be augmented, reduced, or otherwise altered as he sees fit.

The whole point to this is simple: with the pentagrams of power and other magiks provided in these rules, demons may be summoned, as part of game play, by player characters. However, to do so is the most extreme risk that this game has to offer and GMs should adjudicate accordingly. This risk must be stressed to the players. Demons are *lethal!*

Disclaimer

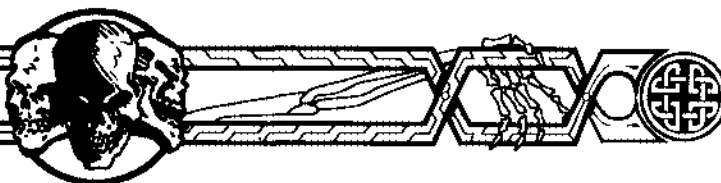
The inclusion of demons in this work may stir some to disapproval. The question of occultism is both religious and political, and has nothing to do with this game. We no more advocate the real-life summoning of demons than we advocate that people really become thieves, or that anybody cart around with them weapons, such as broadswords, that are illegal in today's society. This is nothing more than a game; it may evoke themes from real life in the past, present, future or times that never will be, but it cannot substitute for real life, just as addiction to drugs and the fanaticism of religious cults are empty shadows of real life.

If the inclusion of demons is unacceptable, omit them. They are in no way integral to the game, and frankly, they are far too powerful for beginning or even most intermediate characters. Remember, this is *your* game—what you include or exclude is your responsibility.

The Lore of Demons

There is much that is not known about demons, more that is only known in a vague and general way, and a little that is specifically known about them. This is that small bit. Learn it well, for it might save your character's life!

Alignment: Lesser demons are 90% of chaos, the other 10% are oriented neutrally. None are lawful. They are almost never anything other than evil. Greater demons have no such alignment parameters and are whatever they individually decide to be. And this can and does change from time to time. Nevertheless, the vast majority are completely chaotic and totally evil most all of the time.



Fear and Respect: Demons fear virtually nothing, save imminent, certain and total destruction. Nor does magikally-created fear affect them. But they do respect power they believe can destroy them.

Attitude: Demons will normally attack and kill everything (90% chance), even their own kind (75% chance), on sight. Lesser demons will tolerate other lesser demons not of their own kind only if conjured forth together; even then there is still a 20% chance that one or the other will attack. Greater demons go at it on a 45% chance under these conditions.

Summoning & Control: Demon conjuration requires the summoner be of at least an EL equal to the EL of the demon to be called forth. Generally speaking, the percentage chance of control (if all the protections hold) is: parity, 10%; 1 EL greater than the demon, 15%; 2 ELs, 20%; 3 ELs, 25%; 4 ELs, 30%; 5 ELs, 40%; and thereafter an additional 10% is added for each EL more that the summoner is above the demon. Control is maintained only by the complete and total concentration of the summoner. Lose it and the control may not be regained for 25 hours. The probability of said control is halved, rounding down, where greater demons are concerned. Remember, a decontrolled demon is, pardon the pun, mad as hell!

Death, Exorcism and Displacement: Unless upon their own home plane, no demons may really be permanently and irrevocably killed. If all their HP are lost, and they take more damage each melee round for 6 consecutive melee rounds than they can regenerate, then they will simply fade back to hell, there to be wholly reconstituted. If forced back onto their own plane of hell, they will be unable to leave that plane for 25 hours Arduin time. The only exception to this is when lesser demons are struck by massive amounts of technological energy and totally destroyed instantaneously. That will irrevocably kill them, though not greater demons. If a successful exorcism ritual can be carried out upon any demon before it fades to hell, that too will irrevocably destroy it. Finally, one must understand that a demon has no real fear of dying, so cannot be threatened in that manner. To do so would be the sheerest folly under all circumstances.

How Long a Demon Might Remain: No demon may remain upon this plane of existence for more than 13 hours and most considerably less. See specific write-ups.

Doing Harm to a Demon: Only magik powers and weapons, or technological energy weapons can harm the demonic kind. Silver can strike them, but does only 1 HP of damage. So much for silver bullets! Those creatures that are themselves deemed magikal may also hurt demons. This ranges from efreet, dragons and medusae to unicorns, griffons and the

like. The GM is the sole arbiter of which can and cannot hurt a demon. The physical attack of a golem only does quarter damage to a demon, but its other, magikal, attacks do full hurt to them. Thus ordinary weapons from bullets to swords cannot harm a demon!

The Effect of Priests upon Demons: Those beings of the priestly profession have, because of their direct link to their gods, a chance of causing demonic creatures to avoid their presence or to even retreat back to their respective hells. They are practically the only thing that can do this save for the direct intervention of some other, more powerful demon, demi-god, god, or powerful artifact of mystik might.

Immortality: Demons are truly immortal and pass on only by choice or outside means. They don't age per se but might lose some of their edge as the millennia pass. This is strictly GM adjudicated.

Demons at Home: In its home hell a greater demon has many times the power listed, as GM adjudicated. The listing gives that *small* part of him manifest upon our plane of existence. HP, BF, CF, etc. are all enhanced in hell. Any greater demon that has no listed residence upon one of the Twenty-One Planes of Hell can usually be found upon the Twenty-First Plane. Where they go during those times that they are not there has not been ascertained. You want to take a census?

Loot in Hell: Almost all demons hoard treasure and wealth in amounts nearly incomprehensible to us mortals. Lesser demons will have from 100,000 to 500,000 G.S. worth of various different metallated coinage, an equal G.S. worth of gems and jewels, and perhaps twice that value in jewelry and other finely-made items. They will also have 1D10+10 magikal items and artifacts. The greater demons will have from five to ten times these amounts running into figures as high as 20 million G.S. in total value. Removing such a hoard from Hell is practically impossible for every reason imaginable, from the sheer logistics involved to trying to stay alive in an alien and hostile environment, not to mention the occasional irate demon or three. After all, what makes you think that if you vanquish one, the others in the neighborhood are going to let you walk away with the loot?

Saves vs. Demonic Magik: Victims of greater demon magik save at -20%. Lesser demon magik is at -13% to the saving roll (i.e., a character with a 15% MRS would be reduced to 1% and 2%, respectively). 1% MRS is the base minimum always given a character.

Character Saves vs. Fear: Any character seeing or confronting any demonkind must, upon first seeing any demon, make a save attempt versus fear, unless the character is subject to a specific exception as dictated by these rules or by the GM.



• Compendium of Monsters •

THE DIVERSE CREATURES OF ARDUIN

Each feature of the monsters in this section is covered under a pertinent heading. All you have to do to find out what you want to know is to check the specific item you need:

The creature's name is the first thing you'll see, as it heads the paragraph in **boldface** type.

The Battlefactor (BF) listed for each monster is the Defensive BF (DBF); for the Attack BF (ABF) you usually must add 50, the attacker's bonus. For the Missile Defense (MD), double the AV, but keep in mind that critters smaller than human size should get a bonus, while really large shag uglies might have the value reduced; in all cases, the GM must adjudicate. Where the monster has a missile attack of some sort, and there is no specific hit chance given, use the BF, without the attacker's bonus, as the MA.

These BFs are what I believe they should be due to years of game play with them. I did not use the formula given below. My own prejudices won out, I'm afraid, so in many cases the listed BF bears little or no resemblance to the number derived by the BF formula. But these values have worked well for many years, a point you'd do well to consider before refiguring BFs exactly.

AV: Refers to the creature's ability to withstand physical attacks and is shown as an armor equivalent such as AV 8 or AV 23 and so on. The older AC system value (9 through 2+7) is also included in parentheses, if you are interested.

MRS: This is the number the creature must equal or roll less than in order to save versus a particular magikal attack. For saves other than vs. magik, the GM will have to adjudicate the monster's chance.

HP: the monster's hitpoints. Often there is a hitpoint range listed for these monsters because some are bigger than others. Don't always use the largest HP noted; the average would be best most of the time. Always consider the size and strength of the party and the value of the treasure being guarded.

CF: The monster's coordination factor.

Speed: Refers to how far a creature can move; whether on land, sea or air each melee round. Where not specifically listed otherwise, a creature can charge at +50% of his normal speed for at least 4 melee rounds.

Number: Refers to how many are usually encountered at once.

Looks: A physical description of the monster.

Attack: How the creature will harm or do damage to its prey. The numbers expressed indicate the amount of damage, in HP, the individual attacks cause.

Battlefactors for Monsters

If you don't feel comfortable simply assigning a BF to the critters you create, they may have their BF computed like everyone else (i.e., $CF + RF + STR + AV$) but also get +15 to their BF for each 10 HP they have. The ABF should be 50 higher than the DBF, to reflect the attacker's bonus. For example, the Great Greebly Alligator of Anaheim's BF would be 15 (CF) + 3 (RF, GM adjudicated) + 20 (STR; compare maximum attack damage to find the corresponding STR on **Table 3**) + 13 (AV) + 60 (he's 40 HP in size) for a total DBF of 108; add 50, the attacker's advantage, for the ABF of 158. Not bad for a reject from a Godzilla movie.

Over time, you will find it is less trouble and just as effective to assign BF numbers that feel right to you. At that point, stop using the formula.

Uses for Dead Monsters

Smart players will soon learn that practically every part of the critters they manage to kill will have some kind of value to someone. The most obvious usages are those of alchemists who require mummy dust, spider venom, dragon's hearts, demon's blood, unicorn horns, and other sundries. Herbalists may be interested in extracted venoms. There are many other uses for the parts, skins, etc. of mythic creatures, ranging from producing cloaks of gliding from the wing feathers of Pegasi, to creating non-skid boots from Air Shark skin. The list is as long as the GM's or players' imaginations.

However, for the majority of characters in the game the most practical use is to convert assorted skins and hides into armor. For instance, the hide of a Red Dragon would make armor with the EV of leather, with a much higher AV and it would be totally fireproof to boot!

Tanning and preserving processes reduce the hide's original AV and other properties somewhat, with the tougher such skins losing the most, as they are the hardest to work and require massive amounts of tanning and alchemical help.

Table 67 gives you a general idea of what an original AV will be in game use, remembering that the more layers used, the greater the cost to produce, both in time and money. Also, figure that the double-layer armor will be 50% more encumbering than the base EV listed for a single layer, and triple-layer will be 100% more encumbering.



Table 67
Hide-to-Armor Conversion

Original AV	Triple Layer AV	Double Layer AV	Single Layer AV	When used as a Shield	Base EV
25+	22	19	16	+7	27
20-24	20	18	14	+6	22
18-19	19	16	13	+5	17
16-17	18	14	12	+4	15
14-15	16	13	10	+3	13
12-13	14	12	9	+2	11
10-11	13	10	7	+1	9
8-9	12	9	4	0	7
6-7	10	7	2	0	5
4-5	9	4	1	0	3

GENERAL MONSTERS

Aii-Loraii

BF: always 113 HP: 100 MRS: 60% AV: 19 (AC 2+4) Speed: 480', air only CF: 20 Number: Always alone Looks: A cloud of silver-streaked golden motes of light that sounds like wind chimes and has a smell like honey and almonds. Attacks: One projection for 1D10+10 or one envelopment for 1D20+20. It is an intelligent alien creature and the damage it does is on the ethereal and astral planes as well as the normal plane. This is a type of energy attack, and the projection resembles a golden laser beam, with a range of 240'. It is 100% immune to all forms of psychic attack or probe, cold, fire or paralysis. Energy attacks regenerate it on a point-for-point basis. Stoning does 5D10 damage to it and sonic attacks do double damage to the creature. These creatures are extremely rare; usually only encountered in dead cities, lost tombs and wrecked temples of the devastated Fifth Continent.

Aireon

BF: 71-80 HP: 50-65 MRS: 15% AV: 0 (AC 9) Speed: 550', air only CF: 20-25 Number: Always solitary Looks: As they are simply masses of cohesive air, they are invisible, except in a fog or rain, which will outline them. Attacks: Battering buffets of air for 1D10+10 HP of damage. These arcane and only marginally sentient beings are created in mystik rituals much like a homunculus, but at triple the cost and twice the time required. They are the servants of powerful mages and are generally used to guard a room, castle or other specific area. Only magik and the magik plus to hurt of magik weapons can affect

them. If sent too far from the binding magik that created them, they will cease to exist. These creatures are occasionally called Air Stalkers.

Air Shark

BF: 95 HP: 27-216 MRS: 5% AV: 11 (AC 5+2) Speed: 180' to 480', air only CF: 14-18 Number: 1D20, more in special frenzy situations Looks: As for each type of shark. Attacks: 1 bite for 1D10 to 8D10, and the skin can do 1D12 points abrasion damage on brush-bys. They swim through the air like normal sharks do through water. Due to hydrogen gas bladders in their bodies, they are highly susceptible to fire, sometimes exploding in a fireball equal to their HP, and 5' in diameter for each such 10 HP they have. They are 100% fear-proof and their rushing attacks bowl over all they hit of their own size or less. Otherwise they are just like their watery brethren. Air Sharks are usually found in jungle climes or as set tomb guardians.

Argalanthi

BF: 85, 90% base to hit with techno weapons HP: 45-63 MRS: 5% AV: 12-13 (AC 2 or 3) Speed: 120' CF: 15-20 Number: 1D12 Looks: A 12' to 18' long, heavily-armored metallic-blue-colored insect with bright red mandibles and eyes. Yellow 3' to 4' long tentacles near the lower jaw hold its weapons. Attacks: 1 technological weapon or 2 claws for 1D3 to 1D3+3 each and one bite for 1D10 to 1D10+6. Dress: Chest packs and pouches only. An intelligent, formerly-starfaring race that was widely used as police by a now-defunct stellar federation, they are now stranded in the Arduinian multiverse. They use flamers, a wide-beam laser variant, and sonic disrupters, each capable of doing 48 HP of damage. Ranges: Flamer=100', sonic disrupter=120'. The Argalanthi detest the Thaelastra



but admire Phraints. Sonics of all types have absolutely no effect upon this lawful race of beings. These are rarely encountered, but if they are, it could be practically anywhere; they are a curious and far-travelling race. Few non-insect minds can understand their thought processes.

Basilisk

BF: 55 HP: 31-40 MRS: 75% AV: 19 (AC 2+4) Speed: 60' on ground, 20' burrowing CF: 11-14 Number: Alone 99% of the time or a mated pair, 1% Looks: It resembles a 6' to 8' long grey-green Gila monster. It has two egg-sized red pupilless eyes set very close together in the front of its head. Attacks: While it could conceivably bite someone, for 1D3 to 1D3+1 HP, it rarely does so. Its main defense is in its Medusa-like gaze that turns all to stone who look directly into its eyes, within a 33' range. It can also exude a toxic sticky yellowish slime from its back, 7D8 potency when absorbed through bare skin in 1D10+10 CF counts. It can burrow fairly rapidly through earth, more slowly through rock, 20% of the speed listed above and, because it is 100% fireproof, it swims in molten lava just for enjoyment. It is also not affected by stoning, paralysis or psychic probes or geases. Venom and poison only do quarter damage to it and acid does but half.

Biglie

BF: 55 HP: 50 MRS: 20% AV: 7 (AC 6) Looks: These creatures look like huge, woolly, giant, mutated St. Bernard dogs. Though about the size of a hippopotamus, they look even bigger due to their very long and shaggy coat, which is usually a dirty white in color. They are about as smart as a St. Bernard, but a hundred times more loving and slavish. They can be fierce foes due to their awesome bite of 1D20+10 HP. However, it is their fearless bounding charge that is most effective, for it will completely bowl over any opponent up to and including their own HP +50% in size. These beasties are strictly one-owner animals and when their owner dies, it is 98% certain that they will lie down and literally will themselves to death in 1D20 minutes. However, there is a 2% chance they will go completely and irrevocably berserk and attack all around them. There is a bond of true love between them and their masters so strong that it will override even the strongest mystik charms, geases and suggestions. They have a CF range of 12 to 15, and their strength is about equal to that of a Hill Giant. They are 100% immune to undead-type CON drains. They also get a +25% save versus undead CON blasting. And, because their hemoglobin has a silver base as opposed to the copper of most other mammalian types in the Arduinian multiverse, their bite does affect those of the undead kind. In fact, not only do they see up to 85' in the dark, but they have a 90% chance of smelling out all undead within 60', even through as much as 3' of earth. Of course undead hate them, and avoid them where possible. They are usually found in

pairs, one male and one female. These huge canines are seldom encountered in the wilds, though they are bred for sale by the traders of Ghorfar as pets. Figure that a mature breeding pair will cost upwards of 2,000 G.S.! Therefore it is royalty and nobility who normally own them and not commoners.

Black Fisherman

BF: 45, 75 if its victim is stuck in its web HP: 36-63 MRS: 9% AV: 4 (AC 7) Speed: 120', in trees, 180' in the web or 60' on the ground. However, it usually attacks its prey by dangling a thread of web from above onto its sleeping victim's lips, dripping venom down the strand until the victim is paralyzed or dead, then reeling him up. Venom: Equal to their own HP +10 HP. A 50 HP Black Fisherman would have a 60 HP potency venom. Looks: Just like a giant black widow spider. The venom is also a paralytic, affecting all up to 100 HP in size for 1D10+10 minutes plus one minute per 10 HP less than 100 the victim has. Attacks: 1 bite for 3-4 to 1D4+3; venom and poisons only do half damage to it. It just loves sleeping groups of characters, but will never leave its web home in the treetops unless forced to do so. These spiders may be found in any lonely forest where it never gets colder than 45°F.

Black Lion

BF: 75 HP: 40-80 MRS: 8% AV: 4 (AC 7) to 3 Speed: 120', 360' charge CF: 18-22 Number: 1D12 Looks: Large black lions with emerald green eyes. Attack: Their claws damage for 1D4+5 HP to 1D6+6 HP each and their bite is for 1D4+5 HP to 1D10+10 HP of damage. If both claws hit on one attack, then the next action their hind claws will also tear into a victim at +25 ABF. All their initial charge attacks are +10 to ABF and they are 100% immune to all forms of stoning. They are most often encountered on the edges of grassy plains or veldt areas. Normal lions are about two-thirds the Black Lion's capability, size, etc.

Black Lotus Dust

BF: none Looks: The pollen of the Black Lotus flower. A fine black powder. Upon mere contact with as little as one gram of it, save vs. venom at -20% must be made, -40% if inhaled. If such an attempt fails, *instant death* ensues. If successfully saved against, the poison does 5D10+50 HP of damage per gram. Surviving victims are groggy and confused, -20 to their BF for 1D20 minutes per gram as both the blood and nervous system are affected. The poison is both odorless and tasteless, because of which it is a favorite with assassins. It is extremely rare and expensive, 1,000 G.S. per gram and 99% undetectable and untraceable by even the most sophisticated means 2 minutes after being administered to a victim. Legend has it that there are seven varieties of this deadly plant, some less potent, some more.



Black Scorpion, Great

BF: 100-170 HP: 121-240 MRS: 33% AV: 16 (AC 2+2) Speed: 360' CF: 24 Number: Always alone Looks: A very large shiny black scorpion, usually with red eyes; the largest are bigger than a Sherman tank. Attacks: 2 claws, 2D12 to 3D20; 1 sting, 1D10 to 1D20, plus venom of 1D6 for every 10 HP it has. Anyone hit two successive actions with the claws is grappled, and will be devoured for 2D8 each and every action after that until gone, during which time the scorpion cannot use one claw for attack. This horror has breathing holes in its stinger tail, allowing it to submerge itself in shallow bodies of water. Out of water, it has the faint aroma of vinegar about it. Usually nocturnal, its prey is anything smaller that can't get away! Its eyesight is poor, but it senses body heat and electromagnetic fields well enough to track by them. It is one of the few things an I bathene will avoid, because I bathenes don't like the taste! On the other hand, Urukks consider this scorpion a delicacy, especially the tail meat. These scorpions are immune to acid, and take only half damage from poison or venom, saving to no damage. Electrical bolts of all types ricochet right off the chitin.

Black Wind

BF: 101 HP: 80 MRS: 45% AV: 16 (AC 2+2) Speed: 240' air only CF: 24 Number: Always alone Looks: A 20' diameter fog of shifting shadows, lit from within by constantly crackling, small blue lightning bolts. Kind of like a small thunderhead. Attacks: One envelopment per melee turn; however, it can envelop any number that will fit within itself. Those thus enveloped suffer two attacks: the first at CF 24 is psychic, and if the victim fails to save, the Black Wind invades the body and takes it over, forever making it an alien host, with a mind-link to its parent. The second attack comes at CF 19, and only if the psychic attack fails. This one is numbing cold of 1D10+22 HP in intensity, for all inside it, the cold damage is not divided up, but is that strong to each person. This alien being is 100% impervious to all forms of attack except technological energy weapons, sonic attacks or magical paralysis which does 1D10+14 HP of damage to it and slows it by one third, one time only and only for 1D20 melee rounds. This being is rarely encountered, but if it is, it could be anywhere. It is intelligent but with sentience so alien that none in recorded history have ever managed to communicate with it, or fathom its thought processes.

Blastaar

BF: always 100 HP: 63 MRS: 49% AV: 20 (AC 2+5) Speed: 180', air only CF: 30 Number: Always solitary Looks: A slightly pulsing sphere of radiant blue-white energy that is some 2-3' in diameter. All who look directly at it are -10 to their BF for 1D4 CF actions due to severe eye watering, sort of like looking at a welder's arc. Attacks:

A 5' long by 3' diameter pulse of blue-white energy erupts at CF counts 30 and 15, if it desires. These pulses have a 90' range at their full power of 31-50 HP. For each 10' beyond that, subtract 10 HP of power from it; at 91-100' range it does 1D20+20 HP, at 101-110' it does 1D20+10 HP and so on. This energy pulse is not stopped or affected by any known defense, either arcane or technological, and all damage it causes turns that much of its target into free ions: it simply disappears. Thus for each 20% damage a victim takes, he suffers one RCH. It never misses what it fires at and has no regard for AV. Finally, all hit by this energy pulse have a 75% chance of being blinded for 1D100 melee rounds if hit facing. A rear-axis hit reduces this chance to 25%. This sentient alien energy creature is a cold, emotionless being that eats diamonds, emeralds and all other hard gems. It kills only if provoked. It is 100% impervious to all forms of attack save intense cold of 30 HP potency or stronger, which does half its listed damage. Lesser strengths of cold do only 1 point of normal damage. All forms of stoning will disrupt its magnetic structure to the tune of 1D20+20 HP of damage per melee round! These creatures are only encountered in or near technological sites or installations, and are probably sentient, though none know for sure.

Blue Bellower

BF: 82 HP: 36-142 MRS: 1% AV: 12 (AC 3) to 2+1 Speed: 60' to 100' CF: 9-14 Number: 1D12 Looks: Bright metallic blue giant rhinoceros beetle that bellows so loudly, most unprotected ears are deafened for 1D6 melee turns, 35% chance. Attack: One stabbing ram for 1D6+6 to 4D12 or one mandible crush of 1D10+14 to 5D10+50. When sorely wounded it can exude a 30' diameter cloud of yellow-white nauseating gas that causes all 40 HP or less to pass out (in 1D4 seconds), and all others up to 65 HP or more to flee, retching and dizzy, -20 to BF for 1D10+10 melee rounds. 100% fear-proof, but so single-minded it is easily fooled or confused. Lightning and all missile weapons have a 50% chance of ricocheting harmlessly off its chitin. They are most often encountered in jungle areas or in dense rain forests. Their meat is considered a delicacy and will bring up to 45 G.S. per pound!

Boomers

BF: 45 HP: 9-45 MRS: 8% AV: 7 (AC 6) or 5 Speed: 60' to 120', with 15' to 30' horizontal leaps possible CF: 15-18 Number: 1D100 Looks: Large frogs of a mottled black and red color with bulbous purple eyes and bright yellow tongues. They are 30 lbs. in weight and 40" long by 20" wide, and 24" tall per 8 HP in size that they are. Attacks: Their sticky tongues are twice their own body length and ensnare a victim as tightly as a Tangle Trap. The next four CF counts it reels in any ensnared victim up to triple its own HP in size, then bites it for 3-4 to 1D4+5 HP of



damage. If the victim is not more than triple the Boomer's own HP it will try to swallow him, taking one melee round to do so, for those its size or less. Larger victims require up to three melee rounds to thus swallow, each round causing one more automatic bite as it takes more of the food into itself. They can also spit a sticky saliva of 3 HP potency per 8 HP in size that they are, to a range of 30' to 60'. This is done instead of a tongue attack, and may be done only once per day per each 8 HP in size of the Boomer. If struck and killed, this frog explodes into a fiery blast of 16 HP potency and 5' diameter per 8 HP it is. The damage done by this eruption is acidic as well as thermal in nature, and all inside its area of effect have a 25% chance of being blinded permanently, roll for each eye. These creatures are aggressive and always hungry, and are usually found in or near swampy or other wet places. They are not fireproof, exploding if more than 3 HP of flame hits them.

Bore Bug

BF: 25, 75 for first attack only HP: 2 MRS: none! AV: 13 (AC 2) Speed: 60', 10' jumps possible CF: 25 Number: 1D100 Looks: Like a bright orange cockroach with an eight-bitted rotary cutting mouth, four barbed digging appendages and two very strong pusher legs. Attacks: It digs into and bores inside its victim at a speed so fast as to be practically unbelievable. Those victims of AV 8 or less are bored into in four CF counts. Every 2 additional AV require only one additional CF count to fully penetrate, so it is inside AV 18 in nine CF counts! Regardless of how long it takes to enter, this procedure does 1D3+3 HP of damage. Thereafter it does 1 HP of damage per three CF counts, 10 per melee round as it eats its way through its victim. For each 10% of damage the victim takes, one RCH is caused. Once inside such a victim only extreme heat will drive it out, but as that usually kills the victim as well, it's not a method often used. These insects will attack any animal, living or dead, are fearless and 100% immune to all poison, venoms and toxins regardless of their source or potency. Heat, however, causes them 25% greater damage and sonic attacks do double normal damage. These horrid bugs are only encountered in tombs, crypts or other places where the dead have been left.

Brownie

BF: 55 HP: 16-48 AV: 4 (AC 7) Speed: 120' ground, 120' air, for three minutes per EL per day only. CF: 15-20 Number: 1D20 Looks: 18" to 26" tall, fuzzy, teddy bear-like beings with amber or golden eyes. They are usually light brown to velvety black in color with shiny black button noses. They tend to wear gaudily-colored pants and jackets all fancily brocaded and full of lace. They also love to wear curly toed slippers, usually of bright silver- or gold-dyed silk. Attacks: One magikal attack, or any number of pestering attacks per melee round. All who encounter

them must make a save versus psychic attack or become so charmed with the cute little critters that they would never think of harming them. And of course they must be given little presents and pretty pretties to play with! Anyone physically touching them must save against this once again, but at a -40% MRS try this time. These highly magikal beings are immortal, sentient, average a 20 RF and are capable of using OP 8 magik, preferring illusion to real magik. They are kleptomaniacs and have a 75% chance of stealing every pretty pretty in sight. However, there is also a 25% chance they'll want to help those they encounter. This help is in the form of trading in which the adventurers get something from the Brownies in return for some shiny baubles or other pretties. Their high-pitched voices, giggles, and laughter and their gleeful calls for Trade! Trade! are truly feared by all and sundry, as their pranks are legendary in their scope and execution. No one, repeat, no one wants to get a Brownie mad at him! They can Dimension Port at will, open and close portals between any multiverse, though legend says only once daily, and have true seeing as well. They can cause small objects up to one pound in weight to become invisible, as well as themselves, for up to 13 minutes. They can self-levitate at will for hours, even days on end. Brownies positively love children and really like Hobbits but detest Dwarves and Gnomes. Their favorite food and drink combination is strawberry tarts and lemonade. They cannot be slept and Hypnos has no effect upon them. All psychic probes or attacks are at -50% against them and they regenerate all damage at 1 HP per melee round, to 100 maximum daily. Consider them Illusion competent for game play. These little pests can appear literally anywhere! And usually do, much to the detriment of the players! Trade!

Cave Bear

BF: 88 HP: 40-80 MRS: 4% AV: 7 (AC 6) or 5 Speed: 150', 200' charge CF: 13-17 Number: 1D4 Looks: Black to dark brown bears 9' to 12' tall and 1,000 to 2,000 pounds in weight. Attack: Their claws damage for 1D4+5 to 1D10+6 HP and their bone-crunching bite does 1D10+6 HP each to 1D10+14 HP of damage. It also has an automatic 5% chance for an RCH each time. There is a 20% chance per melee round that the bear will hug a victim for 1D4+5 HP to 1D10+6 HP damage, per melee round. All of their claw attacks are +20 ABF. These touchy and irascible creatures are found practically anywhere from the Arctic to the equator including, you guessed it, caves.



Chaeronyx

BF: 92 HP: 24D12 MRS: 37% AV: 12 (AC 3, humanoid part), 9 (AC 5, equine part) Speed: 400', with galloping horizontal leaps of 20' or more possible CF: 16-20 RF: 9-14, their EGO is 20-26! Number: Usually a mated pair, one male, one female, occasionally with one foal. Looks: An arcane and horrific cross-breeding of Centaur and Medusa. Their humanoid section is usually a pale slate grey. Their equine body is most often coal black to dark, gun metal grey, and their hooves are always blood red. Their eyes are an overall luminous, glowing green with no discernible pupils and their serpentine hair is a mass of writhing, emerald green snakes. That's right, I said snakes! 1D20+20 very poisonous vipers grow from these creatures' heads. Attacks: There is, of course, the Medusa-like classic gaze that turns all living beings who meet it to stone, save their own kind. Their hooves can lash out for 3-4 to 1D4+3 HP damage each. All adults wield lance, composite bow and scimitar, with buckler, with all of which they are +20 to their ABF. The male, only, can also generate a biological energy for 20 melee rounds each day. This energy is sent through his lance or scimitar, causing it to become wreathed in translucent black flames. These flames burn all they touch for 1D6+4 HP of damage and cause the victim to have 1D3 STR points permanently blasted! This fire affects even those normally considered 100% fireproof. These horrid creatures are man-eaters, thoroughly evil and capable of any vileness imaginable. They are immune to stoning and nearly never know or show fear. They are a rare breed and are normally only encountered in the frozen wastes of the north, as cold can never affect them. They sometimes (25% chance) cut themselves with their own arrows, smearing their blood upon the arrowheads. This blood is a deadly poison of 5D10+50 HP potency! Merely touching it will cause 1D4+5 HP of damage! By the way, the vipers also have that blood as their venom. Consider them as EL 4 warriors and EL 1 wizards for game purposes.

Chimera

BF: 89-98 HP: 88-108 MRS: 57% AV: 14 (AC 2+1) Speed: 125' ground, 250' air CF: 15-19 Number: Always alone Looks: It has a golden lion's forebody, snow-white goat-like hind-quarters, black dragon-like wings and an emerald-colored serpent tail. It has three matching heads of lion, dragon and goat, but only one central intelligence which is roughly that of a 6-year-old child. Attacks: Horn gore for 1D4+4 to 1D6+6; dragon bite for 1D4+5 to 1D10+6, and/or lion bite 1D4+4 to 1D6+6; claw for 1D3+3 to 1D4+4; wing buffet for 1-2 to 3-4 and, once per three melee rounds, breathe flame from the dragon mouth. This flame is 21' to 30' long and 3' to 5' in diameter. It does from 1D12+9 HP of damage depending on the creature's size. Only silver or magik weapons can

harm it in any way. These creatures do not occur naturally, but none can say for certain how they are created.

Choke Weed

BF: none HP: each plant is 8-10 MRS: 20% AV: 7 (AC 6) Looks: blue-green leafy plants that resemble earthly holly, 3' to 6' high and with clusters of bright yellow berries covered in golden pollen. Attacks: If disturbed in any way, they eject pollen clouds, causing all who inhale any of it to choke for 1D10+2 melee rounds. Each melee round, a save versus poison must be made or the victim will choke to death that turn. Every turn survived, 1 HP of damage is taken. It has no effect on Urukks, Orcs or Half Orcs. Hobbits must make an initial save versus poison or die, then suffer 1D4 HP damage per melee round for 1D20 melee rounds, -20 to the base BF due to watering eyes, dizziness, choking, etc. Burning the weed doubles its effectiveness, and the resulting cloud from each plant is 11' to 20' in diameter and will persist for 1D10+10 melee rounds. Oddly enough these are exactly the parameters for its normal protective pollen cloud noted above.

Cockatrice

BF: 39-48 HP: 26-45 MRS 78% AV: 12 (AC 3) Speed: 90', ground, 250', air CF: 16-20 Number: usually alone Looks: this swan-sized bird looks like a huge multi-colored rooster with metallic scales instead of feathers, and a barbed, snake-like tail. The eyes are always a brilliant orange. Attacks: It uses claws, beak and buffeting wings for 1-2 to 3-4, 1D3 to 1D3+3, and 1 or 2 HP each, respectively. All living organic animal matter touched by this creature will turn to stone, taking one melee round per CON point of victim. This creature does not occur naturally, and in fact must be magikally created in a long, dangerous and expensive process. Only magik can harm it, not even bullets (except silver) or lasers. They are all uniformly insane and will frantically attack anything and everything that moves!

Djinn

BF: 124 HP: 88-107 MRS: 55% AV: 16 (AC 2+2) Speed: 180', ground, 880', air CF: 18-23 Numbers: Almost invariably alone Attacks: Djinn can punch for 1D6+8 to 1D6+11 HP of impact damage plus 1D4 to 1D6 of heat damage per hit. But they prefer to rely upon their great magikal prowess in combat; that and their elemental-like ability to control fire. Looks: Brass colored humanoids with bald heads, large pendulous ears and a very plump build. The females differ only in having a long black topknot of hair, and female attributes, of course. Most have red or orange colored eyes and black nails. These creatures originate someplace called the Great Plane of Fire or Castle Brass; wherever these may be, none know, even to this day. They are all a minimum EL 20 as Masters of Illusion and at least as powerful as straight



magicians. They are even able to grant wishes from various gods. But as to how, why, how often and to whom...well, the legends are just too conflicting to be of any help here. Sometimes called Genii, Genies and Jinn, they are, by whatever name, a singularly unfriendly lot. Most would cheerfully kill someone as soon as look at them. Indeed, so treacherous and dangerous are these demi-demons that they are seldom summoned. But when they are it is usually to perform some task of monumental construction or building, at which they do excel.

Doomguard

BF: always 110 HP: variable, 10-220; average 75 MRS: 17% AV: 19 (AC 2+4) Speed: 60' on any real surface; yes, they can stand on the ceiling! CF: Usually equal to their fastest opponent but a very few have been encountered with pre-set CFs of 20. Number: 1-100 with 1, 3, 7 or 13 showing up most often. Looks: Silver-trimmed ebon plate armor with a plumed helm that has a large glittering jewel set in its middle, an emerald being the most common. They are usually 6' to 8' tall, but occasionally those as short as 3' or as tall as 12' will be encountered. Attacks: They usually wield a two-handed sword in each hand with which they get a simultaneous scissor-like attack. Occasionally the weapons will be of different types, with one sword and one spiked mace. They also get STR bonuses ranging from +1 to +10 extra damage; 6 HP of extra damage is usual. Some Doomguards have power crystals set into their upper helm fronts which are capable of 1D3 shots of one magikal type or another, but this is rare (10% chance). These are a very expensive sort of golem which have the ability to safely teleport from 1' to 1,000' at will, once each melee round. Legend also has it that in the days before man that Doomguard could split itself once each melee round into lesser versions of itself. For instance, an 80 HP Doomguard could become two 40 HP ones, then four 20 HP ones, then eight 10 HP ones, 10 HP being the smallest size possible. However, it appears that the method of incorporating this capability has been lost to magikal lore. Doomguards cannot suffer any internal RCH, but can have their extremities mangled or lopped off. Their favorite battle tactic is to teleport directly behind their selected target, fighting him for one full melee round, then teleport to the rear of a different target to repeat the process. For purposes of game play, consider the Doomguard's teleport and first attack as an ambush at +20 ABF, no matter how often it is done. The only real defense against this sort of attack is to get your back to a wall or other solid object as fast as possible! At least that way he'll have to come at you straight on! The only known way to destroy a Doomguard in one fell swoop is to RCH the jewel set into its helm. An RCH there causes the Doomguard to explode like a bomb doing 1D100HP of damage in a 40' radius! Any successful sonic

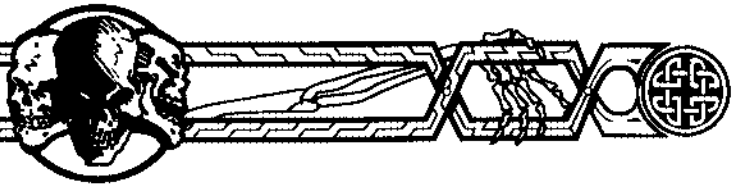
attack of more than 30 HP damage will do the same, though lesser sonics do no damage whatsoever. Finally, no attack magikal or otherwise geared to flesh or other living matter, such as paralysis, "Rorghul's Rot Spell", etc., affect the Doomguard. Similarly, being mindless, no attack geared that way will affect it either. Fear, confusion, and such simply do not faze them in the least. Because they are made, Doomguards are almost always only found as guardians of some mage's laboratory, a treasure house, or other important place or person. They do battle as EL 4 to EL 20 warriors depending upon the EL of the empowering magician.

Doppelganger

BF: variable HP: variable, add 15 HP to the replaced being's HP for Doppelganger's HP MRS: 33% AV: variable, add 1D4+1 to the replaced being's own AV (+2 to AC) Speed: variable, 20% farther than the original being CF: variable, add 4 to CF of replaced being Looks: These foul and dreadful creatures are arcane constructs that are designed solely to murder and replace the being or creature they have been fashioned to look like. Attacks: According to type. Using rituals akin to the Flesh Golem creation ritual, at triple the time and cost, and such things as nail parings and hair clippings from the intended victim, these quasi-living creatures are created. Their creator programs them to destroy those whom they would replace, and this one avid desire inflames their soulless existence. They are completely under the control of their creator and, while cunning and sly, have no original thought processes of their own. The one real drawback to these creatures is their short, seven-year life span. The closer the Doppelganger gets to its end, the more irrational and difficult to control it becomes, until finally in its last six months or so it becomes homicidally insane, near berserk. These things are extremely difficult to tell from the originals they have replaced, at least superficially, but someone (a spouse perhaps) who has loved the now replaced person could surely tell them apart. They are 99% immune to all forms of psychic probe, like telepathy, etc.

Droon

BF: 49 HP: 18-36 MRS: 4% AV: 4 (AC 7) Speed: 80', charge at 100' CF: 16-20 Number: 6-48 Attacks: a 1D3 HP bite, 1D4 HP claw or by weapon type. Their saliva is a poison of 1D20+4 HP potency Looks: Hairless yellow-skinned baboon-like beasts about 5' tall with enough intelligence to use their Stone Age flint- and bone-tipped weapons. Usually encountered in rocky areas near deserts, they are xenophobic and become berserk in battle on a 40% chance, rolled for each melee round. They run in clan packs and frequently attack caravans and travellers just to obtain fire! That's right, they don't know how to make it!



Dryad

BF: 27 HP: 20 plus their tree's HP MRS: 47% AV: 7 (AC 6) plus 4 for their tree. Speed: 120' CF: 14-17 Number: groves of 3 to 300 Looks: Beautiful females, CHAR from 16-20, with loam brown complexions, leaf green eyes and other woodsy coloration. They are generally slender and girlish in build, and usually stand from 4'6" to 5'2" high. Attacks: Each Dryad is equivalent to an EL 1D10+10 Druid and will have commensurate powers. These are magikal beings that have a symbiotic relationship with all living things in general and trees in particular. In fact, all Dryads have such an intertwined existence with their own, individual, tree that they suffer whatever hurt it suffers. Should their tree die, then so would they. A Dryad can dimension-port from one tree to any other, in her home forest only, by simply walking into it and stepping out of the other tree, regardless of the distance involved. Within their home forest Dryads have a 95% chance of remaining undetected by any and all means, regardless of potency, if that is what they want. Dryads hate fire and can, in fact, themselves burn just like wood! They hate lumberjacks and others who despoil their woods, and unite all the forces in their forests, from bears to bees, under their mental control to slay or drive away such unwanted intruders. They are otherwise gentle, shy and unconcerned with lesser-lived mortals, living as long as their trees do, but do occasionally take a mortal lover. Such lovers usually last from 1 to 7 years, then end up as fertilizer for the Mother Tree. They're not murdered, just drained by their day to day contact with their Dryad lover. They do, however, die without pain and after years of true ecstasy and fulfillment. There is only a 5% chance that anyone thus chosen, having failed his psychic save, could ever break free of the bonds of the Dryad's love, less 1% per year thereafter—rolled yearly. Dryads prefer such trees as oak, ash, holly and sequoia, but can be found with most other kinds as well. As long as their tree lives, they draw STR and HP from it.

Eagle, Great

BF: 60 HP: 55-74 MRS: 20% AV: 7 (AC 6) Speed: 60', ground, 895', air, double that in a dive CF: 18-22 Number: 1D10 Looks: 25' to 40' wingspan, 5' to 6' tall eagles with snow-white head and legs, and golden feathered wings and body. Attack: Its claws do 1D4 to 1D4+3 HP each, its beak does 1D6 to 1D4+3 HP and its wings buffet for 1-2 HP of damage. Encountered most often in cooler forested northern climes near lakes and rivers, these fierce and aggressive predators are sometimes, if taken as an egg, trained as mounts for the wild mountain Kobbitt tribes. They are about as intelligent as a 10-year-old human, have a language, clans, history, customs and a sense of nationhood. Normally fiercely independent, on a 20% chance they become friends with other beings such as Elves or men. But they never forget a foe and attack all Orc kind with a hatred that knows no limits.

Efreet

BF: 110 HP: 90-99 MRS: 55% AV: 14 (AC 2+1) Speed: 999', air only CF: 19-23 Number: Almost always solo. Looks: A humanoid being consisting of living flame, usually about 7' to 8' in height. Attacks: By fire only—cones, tongues, bolts, balls, walls, etc. of flame ranging in potency from 1D4 to 1D20+10 HP. Maximum range seems to be about 99', with the 6 x 3 diameter bolts. From the same Plane of Fire as the Djinn, who are their mortal foes, these creature exist only to cause fire and burning throughout the multiverse. Thus they are summoned only when such destruction is required. Even so, they have a nasty tendency to immolate whomever calls them forth. They embody almost pure chaos and are also, occasionally, called Afreets.

Fire Frogs

BF: 25 HP: 4 MRS: 2% AV: 9 (AC 5) Speed: 90', can hop 15' CF: 10-15 Number: 5-50 Looks: 3" long frogs that glow a bright red, smell like sulfur, and are continually wrapped in pale violet flames. They look like little fiery meteors at night as they hop about. Attacks: inadvertent only, simply by touch, that cause 1D4 HP fire damage, but then has a 50% chance of causing the touched person to burn at 1D6 HP per melee round for 1D4 melee rounds thereafter. If struck hard enough to kill them with one blow, they splatter a flaming liquid over a 4' area, causing a total of 24 HP of damage in that area with a 75% chance of causing those thus hit to burn. They are, of course, fire-proof, but cold does double damage to them, as do all sonic attacks. They are not aggressive and are usually only encountered in boiling hot springs or lava pools where they swim happily about try to munch on their favorite food: Flame Shrimp.

Firemare

BF: 67 HP: 76-94 MRS: 35% AV: 13 (AC 2) Speed: up to 100 miles per hour, land and 300 miles per hour, air CF: 17-22 Number: 1D100 Looks: Huge horses at least 23 to 25 hands high with fiery red manes and tails, but otherwise ranging in color like normal horses. When they run at speed across the ground, i.e., at 45+ mph, sparks begin to fly from their hooves and a sound not unlike thunder begins to build. At 60+ mph their hooves are wreathed in fire and 5' to 10' streamers of flame trail behind each hoof. Attacks: Their fiery hooves strike for 1D6+10 to 1D6+14 HP of impact damage and 1D3 to 1D4+1 HP of fire damage each. They can also bite, but seldom do, for 1D4+5 to 1D6+6 HP of damage. These horses are a crossbreed of some godly mounts and normal horses. They live up to 300 years, never abide saddles, although they can be broken to bareback riding, and regenerate all damage at 1 HP per three minutes. They are about as intelligent as an 8-year-old human, mildly



telepathic, mostly among themselves, and hate all giant kind passionately. They are capable of running full out for 10 hours or more, covering up to 1000 miles on the ground or for up to 3 hours or so in the air, covering up to 900 miles. They usually take to the air only when the ground is too rocky to gallop across, and will return to the ground as soon as possible. Firemares are shy, wary and tend to stay in deserts, mountains, or other remote areas in order to avoid men, who prize them highly; 50,000 G.S. is the starting bid for one of these creatures! They suffer only half damage from fire and cold and, though omnivorous, prefer a vegetarian diet.

Fire Snake

BF: 43 HP: 45-72 MRS: 18% AV: 14 (AC 2+1) Speed: 80' ground, 400' air CF: 19-23 Number: 1D10 Looks: A cherry-red serpent one foot in length per 2HP in size, with bat-like wings equal in span to its own length. Thus a 45-HP sized one is about 22' long with a 44' wing span, 22' each. It glows dull red with its own self-generating heat and has a pair of deep sapphire blue eyes with x-shaped pupils of metallic silver. Attack: This creature has a four-fold attack; the primary is its bite of 1D4+5 to 1D10+10 HP potency, half being heat damage. Its lashing tail can strike for 1D3+3 to 1D4+5 HP of damage or it can wrap itself about a victim, +20 ABF and constrict for 3-4 to 1D4+3 thereafter per 5 CF counts. In both cases half the damage is from its self-generated heat. Finally, it can, once per day per 9 HP of size, breathe out a blast of greenish-yellow flame. This flame tongue is 30' x 5' to 45' x 10' in size and of a 1D10+10 to 1D20+20 HP potency. They are all always only about 1' to 2' thick. It requires three melee rounds build-up time between such breath attacks. Anyone even touching these creatures will scorch himself for 1-2 HP each time. This creature originates on the Third Plane of Hell, but eons ago some were summoned forth to do some evil priest's bidding, and remained, apparently managing to prosper. They are now usually encountered in or near areas of volcanic activity or great heat. Of course, no flame or heat harms them and they are 95% resistant to all venoms and poisons. One of their favorite pastimes is frolicking in molten lava! They are about as intelligent as a chimpanzee and have long memories where their enemies are concerned.

Freeze Bees

BF: The swarm will have 1 BF point per Freeze Bee; a 55 Freeze Bee swarm has a joint BF score of 55. As the number in the swarm is reduced, so too is their BF HP: 1D4+3, each. Collectively a swarm of 50 would be considered a 200-400 HP monster MRS: 1% AV: 13 (AC 2) Speed: 360', 1080' in attack dives CF: 19-23 Number: 1D100 Looks: Grapefruit- to small cat-sized bees of a blue, ice-like composition with diamond-like

compound eyes and translucent wings that glitter like a million moon stones. Attacks: An icicle-like sting of 1-2 to 3-4 HP potency. This sting injects a venom that causes 1D10+6 to 1D10+10 HP of cold damage. Any victim killed in this manner is frozen solid. If the sting attack misses, there is a 50% ramming chance of 1D4+3 to 1D4+5 HP potency. However, that usually stuns the bees for 1D6 melee rounds. Cold, paralysis and fear have no affect upon them and they are 20% resistant to all poisons and venoms. Fire harms them at double potency and they hoard, like pack rats, anything that is shiny or glittery, from shards of glass to gems of all kinds. They are found only in the Arctic or in areas of perpetual snow and ice. Their igloo-like hives of ice and snow are sometimes 40' high and 60' to 80' across.

Fury

BF: 68 HP: 51-70 MRS: 13% AV: 14 (AC 2+1) Speed: 75' ground, 666' air CF: 16-20 Number: 1D20 Looks: A crossbreed between the reptilian Gargoyle and the avian Harpy, this red-eyed and incredibly ugly critter is blue-black in color, has scruffy feathered wings, a reptilian-skinned body, clawed bird-like feet and hands and is tailless. It stands 5' to 6' tall with a wing span twice its height. Attack: Rending claws of 1D4+5 HP to 1D10+6 HP damaging power, a fanged bite of 1D4+1 to 1D8 HP potency and buffeting wings that do 1-2 HP to 2-3 HP each. Vicious and only semi-intelligent, this creature hates everything and will attack for no real reason, including even those creatures it could never hope to defeat. It is utterly immune to poisons, venoms, paralysis, stoning, fear and regenerates at 2 HP per melee round all damage done to it except that done by magik. It is a rare creature and usually encountered only in the menagerie of some powerful priest or wizard, as it is too untrustworthy for even the simplest of tasks. Vile of habit, filthy and stinking, these creatures have no redeeming qualities whatsoever.

Glaft

BF: 35, but ABF 135 for first attack from concealment HP: 6 MRS: 9% AV: 9 (AC 5) Speed: 3' CF: 15 Number: 1-100 Looks: Essentially a translucent rubbery giant amoeba, up to a foot in diameter and 3" thick Attack: It falls on passers-by. On any RCH, it covers the victim's breathing orifices, suffocating him in 1D6 melee rounds. Otherwise, it just sticks like glue, while its aqua-regia-based digestive acid dissolves wood, metal and flesh at the rate of 1D8 per action. If it consumes 20 HP or more worth of victim and accoutrements, it will drop off and crawl away to assimilate its meal. If it is struck while attached to a victim, the victim takes half the damage and it takes the other half. The thing is covered with the same kind of acid it uses to digest its victims; anything touching it takes 1D3 damage. It is 100% acid-proof.



Goon

BF: 98 HP: 25-57 MRS: 10% AV: 9 or 10 (AC 5 or 4) Speed: 125' CF: 10-15 Number: 3-36, always in multiples of 3 Looks: 7' to 10' tall muddy brown vaguely man-shaped, very ugly, smelly and vacuous looking. It has 3 large tusks protruding from its lower jaw, and 3-taloned claws Attack: 1 claw for 1D10 to 2D12. On any successful claw attack, it then attempts to bite in the same action, for 1D6 to 2D6. It is 100% impervious to pain (no nerve endings!).

Grey Horror

BF: 110 HP: 28-70 MRS: 20% AV: 9-12 (AC 5 to 3) Speed: 120' to 240' CF: 12-16 Number: 1-24 Looks: A cross between a spiga and a giant scorpion, gun-metal grey and 9' to 24' long Attack: 2 claws for 1D8 to 3D6, 1 bite for 1D4 to 1D12 (all bitten off is immediately eaten) and 1 sting for 1D3 to 1D8 plus 3D8-6D8 venom. They are immune to venom and poison, and take only half damage from fire, cold and acid, saving to no damage.

Grey Skimmer

BF: 88 HP: 25-41 MRS: 5% AV: 12 (AC 3) Speed: 60' ground, 90' under water, 120' on water surface CF: 15-18 Number: 1-20 Looks: A big black flightless water beetle, up to 10' long Attack: 2 claws for 1D3 to 1D6 each and one bite for 1D6 to 1D8. On actions subsequent to any successful bite, the bite does automatic full damage and also drains 1 CON point, until the victim is sucked dry. These beetles are found anywhere there is still water with a temperature between 40° and 140°F and abundant water-borne prey.

Griffon

BF: 130 HP: 35-52 MRS: 8% AV: 10 (AC 4) Speed: 120' ground, 240' air, 480' in a dive CF: 13-18 Number: 1-4 Looks: The size and body of a large lion, with eagle wings, fore claws and head to the same scale as the body Attack: Claw for 1D6+6, bite for 1D8+8; after any hit, the next action is a rending attack against the same target for 1D20+20. A big predator, whose most common mode of attack is to stoop on large game from out of the sun. It will happily eat most any humanoid, except for Dwarves and Gnomes, which it avoids. Cubs captured at birth can be tamed, and make excellent pets as long as they're well-fed, which requires about 50 pounds of raw meat a day.

Gryfilisk

BF: 120 HP: 25-42 MRS: 42% AV: 10 (AC 4) Speed: 100' ground, 180' air CF: 13-18 Number: 1-20 Looks: like a cross between a griffon and a basilisk Attack: 1 stoning gaze as for basilisk, 2 claws for 1D6+6 each and one bite for 1D8+8. This creature is immune to all stoning, paralysis and "slow" spells. Unlike the griffon, it makes a lousy pet, for obvious reasons.

Gworm

BF: ABF 200, DBF 50 HP: 40-400 MRS: 20% AV: 1-7 (AC 9 to 6) Speed: 60' ground, 90' underground through soil CF: Number: 1-4 Looks: A giant black earthworm with red nose and tail, from 30' to 300' long (3' for every 4 HP) Attack: If it hits you and you're less than 50 HP, you take 1D10 HP of damage and are swallowed whole! Thereafter, it does 4D12 of acid damage to the ingested victim. For larger targets, if any subsequent bite damage reduces the target below 50 HP, he is immediately ingested. They're not aggressive, but eat anything in their path: houses, people, etc. They feel no pain, cannot be stoned, and are immune to fear, confusion and acid.

Haggorym

BF: 50-70 HP: 36-50 MRS: 1% AV: 10 (AC 4) Speed: 90', 120' in 1-3 minute charges CF: 9-14 Number: 1D100 Looks: Very blocky and muscular goblin-featured humanoid creatures with nearly no foreheads and stubby little ears. Attack: By weapons type, usually flint-tipped spears, stone axes, cudgels and the like with +1 to +6 damage due to their high strength. They range in size from 4' to 5' tall and some 135 to 160 lbs. They are an apparent crossbreed of Goblins and Neanderthal cave peoples. They are always berserk during combat and thus are +20 to their ABF in battle, but also -20 DBF. They are cannibalistic, foul-tempered and stupid creatures that will always attack anything their own size, and even larger if they feel that they have sufficient numbers. They stink and are 100% immune to all poisons and venoms. However, they are easily fooled by illusions, and greatly fear Dragons and other very large reptiles. They are usually encountered in mountain caves, rocky desert areas and other desolate places.

Harpy

BF: 49-56 HP: 50-65 MRS: 19% AV: 12 (AC 3) Speed: 70' ground, 335' air CF: 16-20 Number: In groups of 3, 7 or 13 only Looks: 4' to 6' tall bird-like creatures with hideous caricatures of human female faces, of generally bluish color. Their plumage is most often a dirty grey to charcoal black in color, and their always-blood-shot eyes tend to yellows and ambers. Attack: Their huge claws rend and crush for 1D6+6 to 1D6+10 and their buffeting wings do 1D3 to 1D3+1 HP of damage. If really pressed they will bite for 1D3 to 1D3+1 HP. This bite has a 75% chance of causing some GM-adjudicated infection. These vicious beings are, by any normal standards, insane, and like nothing better than to catch a fat juicy Hobbitt to feast upon. They are foul and unclean in thought and habits, truly nasty creatures in all respects. They suffer double damage from all fire and heat.



Hawkman

BF: 49-60 HP: 21-30 MRS: 10%. AV: 4 (AC 7) Speed: 70' ground, 475' air CF: 16-21 Number: 1D10 Looks: 5' to 6' tall avian humanoids with feathers everywhere a bird would have them except on the face, throat and stomach, which are bare skin. Coloration is usually rusty brown to tan for the feathers and olive for the skin. The eyes can be any color, but most often are bright orange or gold. Their wing span is always 3 times their height. Hawkmen have completely human faces, except for their over-large noses, and have a dorsal ridge of feathers they can erect like a cockatoo when angry or surprised. Attacks: They wield long needle-like lances, small throwing darts, and triple-bladed daggers. They have clawed feet, usually metal-shod, that can rake for 1D3 to 1D4+1 HP of damage. Due to their hollow bones and wiry build, these beings weigh only one-third that of a comparably sized human. They are intensely xenophobic and quite clan-ish. Most live in the warmer southern lands, but a rare few venture northward at times. They can carry about half their own weight without loss of flight ability.

Hell Hopper

BF: 1 for every 2 HP, plus 50 base HP: 18-90 MRS: 7% AV: 10 (AC 4) Speed: 90' ground, can hop 15'; 400' air CF: 10-17 Number: 1-8 Looks: Frogs the size of a large dog to a small horse, with bat wings. They range from green to tan and are often a mixture of shades; they have a limited ability to change their coloration to conform to their environment. Their fangs and blood are phosphorescent red. Attacks: On the ground, they bite for 1D6 (the smallest) to 2D12 (the largest), plus 1D8 to 10D8 venom. They may also use their tongue to snare a victim and draw him in to be bitten. In this case, if the victim fails to escape at the next opportunity, he is automatically hit for full bite and venom damage on the hell hopper's next action, and has a 20% chance of suffering an RCH. On the hell hopper's subsequent action, the victim will be swallowed, suffering full bite damage again as well as 3D8 acid for that action and each subsequent action, until he is completely dissolved (200% real damage). In the air, hell hoppers buffet opponents with their wings (1D3+1), and will also bite, though they rarely use their venom in the air. They never attack in the air with their tongue. These interstellar imports are the sky-mounts of the Gatwani, one of many space-travelling races in the far reaches of the multiverse. Hell hoppers imprint upon an owner at the time they emerge from their breeding ponds after changing into adults from tadpole form. After emergence, their wings take another three months to develop. They take off by jumping into the air, simultaneously flapping their wings. They are immune to acids, poisons and venoms, and save vs. fire (to zero damage!) 50% of the time. They have

infravision and regular vision to 300' and are possessed of one other unique characteristic: even characters who "taste bad" to monsters won't taste bad to a hell hopper—unless the victim is immune to acid!

Hellhound

HP: 61-80 MRS: 33%; pack leaders as high as 50% BF: 81-90 AV: 13 (AC 2) Speed: 320' CF: 16-21 Number: Always in groups of 3, 7 or 13 only Looks: Huge black canines 6' to 8' long, not counting the tail, and standing about 4' to 5' high at the fore-shoulder, 1' lower at the hindquarters. Their eyes are red lanterns glowing like the very gates of Hell and small red flames continually lick from their nostrils. A flaming tarry saliva drips from their steaming mouths and even their bodies have a hint of reddish glow here and there, much like a cast-iron stove does when fully ablaze. Attacks: Their bite causes 1D6+6 to 1D10+10 HP of normal damage and 1D4 to 1D4+2 HP of heat damage. Touching any other part of a Hellhound will burn for 1-2 to 2-3 HP of damage. These creatures normally reside on the Tenth Plane of Hell and are only encountered there or when they've been summoned forth for some arcane means. They are utterly without fear, relentless in attack, hard to control and about as intelligent as a 5-year-old child. They hate water and dampness, and enough of such, like a river or lake, would literally chill them to death by damping their internal heat down totally over a very short period of time. In fact, one pint of water will do 1 point of damage! Neither vacuum nor hard radiation will harm Hellhounds.

Hell Maiden

BF: 75 HP: 45-72 MRS: 13% AV: 10 (AC 4) Speed: 90' CF: 14-18 Number: 1 to 120. Looks: Voluptuous Valkyrie-like warrior women with fleshless skull heads. They wear chain mail, use shield, lance, and sword or axe. Attacks: 1 per turn by weapon type plus 1D6 extra damage for STR. Only silver, magik or technological weapons can hit them. Normal weapons cannot. They are 100% immune to paralysis, fear, confusion, somnos, hypnos or STR or CON drains or blastings. They ride Hell Horses, are cannibalistic, and screech and gibber in combat. They are not undead, although they do originate upon the ethereal plane. Some think they are the guardians of that plane. They are totally untrustworthy and the relentless foe of all living things.

Hell Moth

BF: 35, per swarm HP: 9 MRS: 2% AV: 2 (AC 8) Speed: 90' air, 30' ground. CF: 18-20 Number: 1D100 Attacks: Attracted to body heat, they bite for 1-2 points, and drain one STR point each time. When they are killed, they squirt a venom through their needle-like proboscis into those they have bitten which does 1D4+3 HP



damage and causes a narcoleptic sleep of 1D100 days duration to overcome the victim, no save. This effect takes 1D3+3 melee rounds to take effect. Only an "Awake!" spell will waken those thus asleep, nothing else. They are usually encountered in graveyards, crypts, etc. Looks: A 4" to 6" long black moth with red skull-like wing markings and a 12"-18" wing span. Ghouls consider them a delicacy and will go to great lengths to obtain them.

Hell Star

BF: 120 HP: 108 MRS: 10% AV: 20 (AC 2+5) Speed: 240', air CF: 30 Numbers: 1D4 Looks: A 10' diameter blue white star-like apparition of steady light nearly too bright to look at. All who look directly at it are -20 BF Attacks: It envelops its target, draining 3 CON points initially plus 1 per five CF counts thereafter that it stays. Those enveloped go blind, no save, for as long as envelopment lasts and for 1D4 melee rounds afterwards, with a 5% chance of permanency. It is an alien life form that considers all living things as nothing more than food. Technological energy adds to its HP on a point-for-point basis. Anything that affects solid flesh will not harm them as they are pure energy. Its one weak spot is its susceptibility to stoning. This does 1D10+10 HP of irreplaceable damage to it every 10 CF counts! It can be encountered anywhere but is extremely rare.

Helltide

BF: The average mass attack of these critters has a total BF score of 40. This increases by 10 each melee round the victim is inside their mass. HP: 1 each MRS: 2% AV: 2 (AC 8) Speed: 60', over any real surface except liquids CF: 15-18 Number: a veritable living wave, always in the thousands. Looks: Bright green 3" to 9" long army ants. Attack: They swarm over their victims, going for eyes, ears, mouth, etc. first. Each can bite and sting for 1 point each, each melee round. They can devour 10 lbs. of a non-moving being every melee round per 1,000 there. Thus a 15,000 ant swarm could strip a 160-lb man to bare bones in less than 1 melee round, just 10 seconds! The swarm is absolutely immune to fear and psychic attack. The sound of the tide is like a gentle whispering, but it leaves nothing living in its wake. They are most often encountered in jungles or other hot climate areas and are the most feared things in their environment. Everything flees the Helltide!

Hippocampus

BF: 68-75 HP: 76-95 MRS: 28% AV: 16 (AC 2+2) Speed: 440', water only CF: 16-20 Number: Usually as mated pairs Looks: These 15' to 25' long creatures are sort of a giant seahorse. Their feathery mane is actually feather gills and their forelimbs have webbed flippers where the hooves would be. The sinuous, eel-like body ends in a mer-tail, and is the only part covered in scales.

The scales are iridescent and metallic, usually blues and greens. The head, chest and forebody are more muted, pastel in color, salmon pink and yellow. The mane and eyes are always deep emerald green. Attacks: They can bite for 1D6 to 1D8 HP of damage and tail bash for 1D6+6 to 1D10+10 HP. Their forelimbs only claw at 1D3 to 1D6 HP of damage each. These are highly intelligent, equivalent to men, and have their own language, called Hyppoean. They are generally friendly, very curious, and sometimes aggressively inquisitive beings. Being dwellers of the ocean deeps far from land, they are a rare sight, in fact, legendary. Finally, they suffer half damage from all fire or heat, and only one quarter damage from cold or pressure. However, sonics cause double damage.

Hippogryf

BF: 75-90 HP: 91-110 MRS: 13% AV: 14 (AC 2+1) BF: 90 Speed: 330' ground, 660' air CF: 16-20 Number: usually alone or as a mated pair Looks: these mystik creatures have the body and hindquarters of a horse, usually white or palomino in coloration, the front legs of a golden feathered bird of prey, and the head and beak of an eagle. Attacks: Their front claws can rake and rend victims for 1D6+6 to 1D6+10 HP each, their sharp beak bites for 1D4+5 to 1D6+6 HP and their rear hooves can kick for 1D3+3 to 1D3+5 HP each. These creatures are much rarer than Griffons and are slightly less intelligent. They detest having riders and love the taste of human flesh. However, broken to a rider, they will remain a fierce and loyal, lifelong companion, and then actually will themselves die within 25 hours of the death of their friend.

Hurakkuu

BF: 120-170 HP: 45-60 MRS: 20% AV: 20 (AC 2+5) Speed: CF x 10' CF: 21-30 Number: 1D100, usually a squad of 8-10 Looks: Phraints, only larger, with techno devices, including laser rifles, shoulder photon mortars, energy lashes, etc. Their coloration runs from green to blue to black, but they usually appear to be silver because of the ablative suits they wear. Attacks: Besides whatever techno projectile weapons they carry (MA: 75-150), Hurakkuu are adept at a martial art known as "Klyx-tlyzylityx" which they developed for zero-gravity melees. Since they often wear null-grav belts, this means they couldn't care less if their opponents have to deal with gravity. Each of their cestae-like punches, kicks or slashes will do 1D10 HP of damage. They are entitled to make one martial attack for every point they have of CF over 25, with a minimum of one, though they may not do a martial attack if they are using any of their techno devices that same action. Technically, Hurakkuu are extinct, but they have spread themselves both forwards and backwards through time during the course of their conquests and eventual downfall, so these remnants occasionally pop



up. As they take orders only from other Hurakkuu, and as they usually have orders they are still trying to carry out, they are virtually impossible to reason with, and they simply do not surrender! Probably the best thing you can do upon encountering Hurakkuu is hope they will ignore you. Even star dragons have been known to give them a wide berth. Should they encounter Phraints, they will order the Phraints to do their bidding, which may result in quite an argument as to what is or isn't logical. And if the Hurakkuu don't like a Phraint's reasoning, logic will usually require that they summarily execute the Phraint...

Hyclops

BF: 97 HP: 81-108 MRS: 19% AV: 10 (AC 4) Speed: 320' CF: 12-16 Number: 1D4 Looks: A huge four-armed and furry humanoid with three wolf-like heads, 18" tall per 10 HP in size it is. They are silvery grey in color with yellow fangs and claws. Attacks: The first attack is always a stomp for 1D6+6 to 1D10+10 HP damage. The next two are always its smashing claws for 1D4+5 to 1D10+8 HP each. The last three are always bites for 1D4+3 to 1D6+6 each. Totally immune to all psychic attacks and probes. They have natural true sight and can smell out their quarry up to 180' away even if it's totally hidden. No cold, magical or otherwise fazes them. The stoning effect of Medusae, Basilisks, etc. will reduce their CF by 4 for an hour. They can engage up to three separate targets simultaneously. They are arch foes of the Titans, who hunt them mercilessly. They are usually found only in the northern wastelands, where their mournful howling can be heard for miles across the tundra.

Hydra, Common

BF: 9 per head, but never less than 30 total. HP: 12 HP for each of 1-13 heads, and a main body of 20 HP size per four heads it has; thus an 8-headed hydra would have 136 HP. MRS: 33% AV: 13 (AC 2) overall, 10 (AC 4) undersides Speed: 120' plus 10' per melee round per three heads that it has, more than one. CF: The body moves on a 16-20 CF but the heads, singly only, can strike on each CF count from 30 on down. That means one head can attack every single CF count in a melee round! Looks: A large serpentine creature with 1D12+1 heads, each of which has two small backswept horns over its eyes and a small nasal horn, all three an ebon color. It is usually light to dark green over all with a yellow to white belly and brilliant orange pupilless eyes. It ranges in size from 30', for a 2-headed Hydra, to 85', for a 13-headed one. That's about 5' per additional head more than 2. Their separate necks take up about the upper third of their thick serpentine bodies, which has a double tail that last one quarter of its length. They are very aggressive, regenerate damage at the rate of one point per melee round and are totally fearless, never retreating until either they or their

adversaries are dead. You can find them practically anywhere it doesn't snow, and where there's a plentiful water supply. However, more often than not they'll be seen as some powerful magician's watchdog. Attack: Each head bites for 1D4+5 HP and its prehensile tail can either lash out and smash an opponent for 1D4+5 HP to 1D10+6 HP or it can wrap around a victim and crush him for 3-4 HP every 5 CF counts. It doesn't have a high BF due to its real stupidity, but its rapid-fire biting attacks more than make up for this.

Hydra, Red and Black

BF: like average hydras +10. HP: 15 HP per head and a main body of 30 HP size per four heads. MRS: 43% AV: 14 (AC 2+1) overall, 12 (AC 3, undersides) Speed: 100' plus an additional 10' per melee round per each three heads it has more than one. CF: The body can move on a 15-18 CF, but one of the heads can strike every CF count, from CF 30 on down. Number: Usually solitary, but never more than four at any rate. Looks: Bulkier than the normal hydra that it's cousin to, it has a coal black body, red stripes and luminous amber eyes with vertical slit pupils of deep purple. Attack: Each head can bite for 1D6+4 HP; its serpentine tail can lash out for 1D4+5 to 1D10+10 HP damage, and is prehensile! Also, once per day, each of its heads can spew out a 30' by 3' diameter stream of sticky, flaming acid. This horrid stuff burns for 1D6 melee rounds after striking a victim, doing 1D10 flame damage and 1D10 acid damage each melee round. And, of course, you still have the initial damage of 1D6+6 acid and 1D6+6 flame damage! It is totally immune to all fire and acid and is 20% resistant to poisons and venoms. It is a rare creature found usually in steaming jungles or hot springs. It regenerates all damage at the rate of one point per melee round.

Hydra, White and Black

BF: Like Red and Black Hydra. HP: 13 HP per head and a main body of 25 HP size per four heads. MRS: 43% AV: 16 (AC 2+2) overall, 13 (AC 2) undersides Speed: 90' plus an additional 10' per melee round per each three heads it has more than one. CF: The body can move on a 14-17 CF, but the heads, one at a time only, can strike every CF count from 30 on down! Number: Usually solitary but never more than two in any case. Looks: Essentially identical to its Hydra cousins but with a snow-white body broken by irregular black stripes. Its eyes are pale blue, ice-like orbs the size of oranges. Attack: Each head can bite for 1D4+5 HP damage and its tail can bash an opponent for 1D6+6 to 1D12+12 HP; it is not prehensile. Also, once per day per individual head, it can spew out a 33' by 3' diameter stream of an acid that is as cold as liquid oxygen! Anyone struck by this stuff suffers an immediate 1D10+10 HP of freezing damage. For the next 1D10



melee rounds thereafter the victim suffers 1 HP of cold damage plus 1D3+3 HP of acid damage. Any killed in this manner are little more than a frozen cinder. No cold, acid, poison or venom will harm this Hydra. It is found only in the polar regions, usually in ice caverns. It regenerates all damage at the rate of one point per melee round, and just loves to munch on warm blooded creatures.

Ibathene

BF: 180 HP: 240-400 MRS: 12% AV: 14 (AC 2+1) overall, 13 (AC 2) undersides, 14 (AC 3) eyestalks Speed: 240', 320' at charge, half that in water. CF: 9-12 Numbers: 1D6. Looks: 60'-120' long reptile with one huge red eye on a 4' to 8' long yellow eye stalk. It is a bright green color overall and has a brick red belly. Its claws and fangs are coal black, as are its double row of dorsal spines. Attacks: The tongue can reach 1' in length for each 10 HP of size it has, i.e., a 400 HP Ibathene has a 40' tongue. It wraps around a victim doing 1D6+6 to 1D12+12 HP of crush damage, and then hauls those it has hit and captured into its maw the next CF move for a 6D10 to 8D10 bite. After biting it will swallow the victim. Then 1D3 melee rounds later a 3D8 to 5D8 potency stomach acid will finish off what's left. Its two claws do 2D12+12 to 2D10+30 each or it can instead tail smash for 1D20+28 to 1D20+52 HP of damage. The tongue can lift a fully armored man and warhorse simultaneously with no trouble. The very large and long-taloned claws can snatch up to six men at the same time. Ibathenes are so stupid they sometimes fight on even after killed, for 1D20 melee rounds, because they don't know they're dead! These things actually hunt down wyverns, hydras and small dragons for lunch. They never feel fear, but are easily fooled or confused. They are usually found in or near large forests where water is plentiful and game dumber than them is abundant.

Imp

BF: 25 HP: always 13 MRS: 42% AV: 12 (AC 3) Speed: 66' ground, 177' air CF: 14-18 Number: 1 to 13 Looks: A 3' tall green scaled humanoid with leathery, bat-like wings spanning 6', bright orange eyes, 2' long barbed tails, a canine-like jaw, jackass-like ears, and a particularly bad stench, enough to cause retching from most humans in a 5' radius around him. Attacks: Their claws do 1D3 HP of damage, their bite does 1D3+1 HP and they can use the arcane spells "Quickflame," "Hot Flame," and "Torazon's Slippery Field." Imps are very minor demi-demons from the 17th Plane of Hell. They spend practically their entire 3,000+ year lifetime avoiding the dread black winds and scheming how to get anywhere but here! They are cruel pranksters who dearly love jokes, japes, jests and tormenting cats, dogs and defenseless people. Basically cowardly,

they nonetheless seem to have a real penchant for getting themselves into trouble of all sorts. Mages don't generally conjure them forth as they are quarrelsome, none too smart, and generally too much trouble. They regenerate all damage at 1 HP per minute and have a sweet tooth for bungleberry scones. 10% of them can become invisible, and 1% can shape change into a rat, large spider or some other similar creature. However, all Imps operate as EL 6 to EL 10 illusionists. As illusionists, give them 1D10+10 mana points. They positively hate felines of all types.

Japanese Lion Dog

BF: 85 HP: 54-72 MRS: 55% AV: 13 (AC 2) Speed: 300' CF: 18-22 Looks: Bull-sized, lion-bodied beasts, with moderate sized manes and saber-toothed bulldog-like heads. Usually tan or golden brown color, reddish-gold manes with large black-pupilled eyes and shiny ebon fangs and claws. Attacks: Its claws do 3-4 to 1D4+4 HP damage and its bite is a massive 1D10+14 to 1D20+12 HP. These animals are moderately intelligent, 100% fear and confusion resistant and 50% magik resistant. They have natural true seeing and cannot be drained by undead kind. There is a 40% chance that when they bite, they will lock their jaws, thus automatically doing 1D10+26 HP of damage per turn as they shake their heads rapidly from side to side. They are totally fearless, never desert what they are set to guard, and never surrender. Once after a foe, they pursue him relentlessly until one or the other is dead. They hate Orcs and love Hobbitts and pickled herring. They are not aggressive unless what they have been set to guard is being threatened, or they, themselves are attacked. They are normally summoned from the astral plane, their home by a powerful priest to serve as guardians of temples, etc. In some legends these creatures can teleport, fly, become invisible and do other wondrous things.

Khorb

BF: 89 HP: 72-108 MRS: 3% AV: 10 (AC 4) Speed: 120' CF: 9-14 Number: 1D8 Looks: A 10' to 15' tall headless humanoid, usually with pale orange skin and a single large purple eye in the middle of its chest. It usually dresses in ragged fur or skin loincloths. Attacks: They have a devastating kick capable of 1D6+6 to 1D10+8 HP of damage. Also they wield 2-handed mauls single-handedly for that damage plus 1D10 HP of extra STR damage. Every third melee round the huge eye on their chest can fire a purple ray 60' long by 2' in diameter that will cause "Mage Fear" and confusion for 1D10 melee rounds in all living beings it strikes. It thrusts its victims into its mouth, dead or alive, to chew up for 1D10+8 HP each melee round. Confusion and fear never affect them, and they hate all Orcs. They are cruel and not particularly smart (RF = 1D6+2). You can find them most anywhere in the wilderness areas, though only in small numbers.



Kill Kittens

BF: 25, plus 15 for ambush the first melee round. HP: 3-6 ea. MRS: 2% AV: 2 (AC 8) Speed: 240' ground, 300' charge Number: 5D10 These lovable, cuddly, purring, little cats are sure to melt even the hardest heart. They pretend to have a broken leg or some other hurt, and limp whimpering toward a victim, with their big soulful eyes pleading for aid and succor. When the tender-hearted soul picks them up to comfort and help them, they dig their steel-hard and needle-sharp little claws into him, pumping in a fatal poison. A successful save versus poison still results in paralysis for 1D6 days. They usually travel in packs, although all of the others are usually hidden until their decoy has bagged a meal. Their claws do only 1-2HP damage and their bite does 1D3. They are about as intelligent as lions or tigers, and their favorite meal is a nice plump Hobbitt, or other small game. Consider them CF: 17-21. They only take half damage from poison and venom, saving to no damage on a 50% chance. You can encounter them anywhere except in the coldest polar areas or the hottest, waterless deserts. Brownies, Elves and Faerie folk hate them with a passion and kill them on sight.

Kobolds

BF: 21-43, plus weapon HP: 18-25 MRS: 15% AV: 2 (AC 8) Speed: 120' CF: 8-16 Number: 5D8 Looks: Like Goblins in build; furry about the face and arms, with greyish skin and hair, short sharp yellow-green canines and beady black eyes, wearing rough-cut leather and furs. They smell of mildew and spoiled meat. Attacks: They use a variety of weapons, generally of the smaller and simpler sort, such as short bows, daggers, cudgels, tomahawks and slings. But they rarely stand and fight unless they get the upper hand in an ambush; mostly they operate on the theory that if they scatter in every direction, somebody else will die instead of them. This nocturnal race is sly, cunning, cowardly, cruel, unclean in their personal habits, and generally untrustworthy. They are inveterate and stupid gamblers and thieves of the worst sort, certainly not guild-sanctioned. They will commit murder for two coppers if they think they can get away with it, and have been known to set fire to an entire village just to see the Keogogs run. Keogog is their derogatory term for most sentient races, meaning literally sheep ready for shearing, which, in light of Kobolds' inordinate taste for mutton, says a great deal. Urukks once used Kobolds as a source of food, so the Kobolds' terror of them is nearly as great as their fear of Air Sharks, who prefer them to all other prey. Dragonkind, however, is the Kobolds' greatest fear, since Dragons detest Kobolds and exterminate them on sight. As the legends go, a pack of Kobolds defiled the birthing place of the original Dragonkind, destroying many eggs. And Dragons have very long memories! In fact, if it

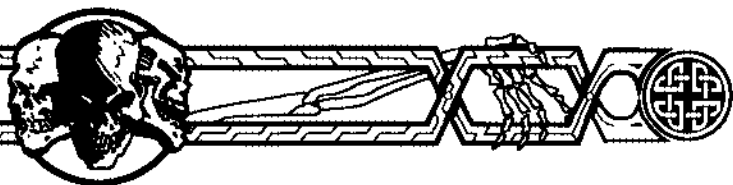
weren't for the Kobolds' high birth-rate, they would have died out long ago due to their many enemies, stupid habits and tendency to abysmal luck. Kobolds have a loose tribal culture that relies on assassination and intrigue to maintain the pecking order. So Kobolds don't trust even their own kind. In fact, as a whole, Kobolds are paranoid, and suspicious of everyone and everything. Female Kobolds are every bit equal to the males or, if anything, meaner and more unpredictable.

Kthoi

BF: 100-200 HP: 60-85 MRS: 55% base, plus ELs as appropriate AV: 20 (AC 2+5) Speed: CF x 10', ground only CF: 18-22 Number: 2-200, usually 6 or less. Looks: like a large desert Saurig, covered over all with greenish-black scales, and often clothed in seamless one-piece garments that fit like jumpsuits, though they might wear whatever they choose. Attacks: as varied as any Human. The Kthoi are supposed to be extinct, but as they were the precursors of all the various magik users, they occasionally show up anyway, sometimes even if they don't wish to. More than a few wander time, popping in here or there, whether driven by a quest or not. They have much in common with dragons, being a magikal race par excellence. Indeed, they can use virtually any magikal item, no matter how keyed, and might know spells from any subdiscipline, which they always need only half the normal mana to use. They start with one mana point for every HP they have, plus an additional 15. The motivations of Kthoi are deep, complex, and perhaps incomprehensible to the typical player character of less than EL 20. In light of their average RF of 30, Kthoi are not likely to be fooled by player characters who are not exceedingly subtle. They might use any weapon, techno or magikal or mundane; it is largely up to the GM. They know they are superior to virtually everything, and thus are aloof to less-thinking ones, as they refer to the player character races.

Krag Spider

BF: 1 per each HP in size they are, plus 25 MRS: 6% AV: 12-13 (AC 3 or 2) Speed: 10'-100', depending on size CF: 12-20 Number: 1D100 They range in size from pebbles, 1 HP, to boulders, 48 HP, and look like rocks or boulders until they move. They are very patient and will wait hours while a party beds down amongst them and goes to sleep before pouncing. They bite for 1 HP to 1D4+5 HP but their poison is all the same, from pebble to boulder size: it turns to stone all those who fail to save, at -15%. Those who do successfully save are -8 CF for 1D20 melee rounds. They really resemble the great Alaskan King crab minus the pincers when they move, but are a branch of the arachnid family, as their name implies. They have such a low metabolic rate that most "Detect Life" rituals fail to note them 85% of the time, but "Detect Magik" spells



show them clearly, as they are a magikally mobile form of rock. They eat their stoned victims by secreting a saliva that unstones a mouthful at a time, so it can be bitten off and swallowed. Talk about a pet rock! They are encountered only in rocky or mountainous areas, from the Arctic to the equator. Weapons striking them must roll versus breakage each and every time.

Leprechaun

BF: 23-27 HP: 21-30 MRS: 60% AV: 16 (AC 2+2) Speed: 90' CF: 16-19 Number: 1D20 but usually alone Looks: 4" to 6" tall little people dressed in brightly colored clothes of outlandish appearance. The males are almost always bearded, and usually wear little point hats, curly-toed shoes and wide belts with big brass buckles. Attacks: Magikal only, usually such spells as "Torazon's Slippery Field," "Hot Flame," "Quick Flame," "Lockjaw," "Swift Sleep," "Angbom's Abysmal Itch" and so on. These highly magikal creatures appear to be related to the Pixies, Nixies and other Races of Faerie, but no one knows for sure. They are playful, thieving, rude, occasionally cruel pranksters who delight in curdling milk, souring wine and putting cockleburs under saddles. They detest Brownies (and vice-versa), tolerate Pixies, Nixies and other Faeries, think Hobbitts are OK, but reserve their real love for children of all races. It is to the last that they usually will appear, being able to become invisible and to teleport at will. Treat each Leprechaun as an EL 10 or greater illusionist and EL 4 or greater mage. They live at least 1,000 years. They also have an inordinate fondness for alcoholic beverages and are easily intoxicated.

Lightning Bugs

BF: Every 10 bugs give a BF of 3%; thus 100 bugs in a swarm would have a joint BF of 33. HP: 1 each MRS: 1% regardless of number AV: 4 (AC 7) Speed: 120' air, 10' ground CF: 20-25 Number: 10-100 Looks: Identical to the earthly lightning bug that flickers with a pale light on warm autumn nights. They flock to body heat, settling by the dozens on anything warm to get warm themselves. Their touch causes acute itching that can be really painful after awhile. However, when swatted or struck, they die by discharging 1D20 electrical shock. As it is natural and not magikal power, no save is allowed. They show up only in the spring and summer months in temperate climate areas. A deadly pest to say the least.

Lightning Spider

BF: 68 HP: 27-54 MRS: 18% AV: 4 (AC 7) to 4 Speed: 180' to 240' CF: 20-25 Number: 1-12 Looks: A large, bright blue spider with a yellow lightning flash down its abdomen. This spider smells like ozone, hums, is semi-intelligent and tameable if raised from an egg. They range in size from 3' to 6' long and may be found in forests or other wooded areas. Attacks: It throws its 10' square web-

net up to 30' then pumps a charge of electricity of 1D10+16 to 1D20+50 HP potency through it via the web line it maintains to the net. This line can be up to 50' in length. They can only throw their net 30' so the other 20' of line is redundant unless they need to back up or move about for any reason. It can also bite for 3-4 to 1D4+3 HP of damage. Their favorite prey is rabbit or squirrel, and a few have even been used as mounts, by Hobbitts, etc.

Maggoth

BF: 135 HP: 108-324 MRS: 2% AV: 4 (AC 7) to 5 Speed: 90' to 180', over any real surface) CF: 9-12 Numbers: 1D6 Looks: Huge, greyish mottled slugs with quivering black-tipped eyestalks and palps. The inside of their gaping maws are bright orange. They smell of formaldehyde and make a horrid slobbering sound as they move, leaving a slime trail. Attacks: They spit an acidic saliva, up to 90' distance, covering a 10' diameter area of a potency equal to half their own HP or they use a swallowing bite that does 1D10+14 to 1D20+50 HP of damage immediately and then the stomach juices dissolve the victim at a rate of 3D4 to 1D20+16 HP per melee round, beginning one melee round later. Every attack versus any target with half their own HP or less has a 75% chance of swallowing it successfully. Larger ones only a 25% chance. Those bigger than them can be swallowed, but very slowly, such as a snake swallows its prey. Normal weaponry does only one quarter damage; acid, venom and poison harm it not at all. They are highly susceptible to fire, but are so dumb they continue fighting 1D20 turns after death! Any fire of a 15 HP potency or greater has a 25% chance of igniting these greasy horrors. They are found in subterranean caverns, swamps and jungles, and will follow chosen prey for 1D100 hours, 90% tracking chance.

Manster

BF: 55, plus any weapons or armor MRS: 20% This monster looks like a human being, your choice of race and sex, but regenerates as a Troll, though twice as rapidly. They're essentially free-willed flesh golems that must imbibe at least four quarts of humanoid blood each day in order to continue functioning with free will. They have all the attributes of flesh golems, but are 100% immune to all forms of CON point draining or blasting and cannot be made afraid or confused by any means. Paralysis only slows them to half their CF for one minute if they fail their save, no effect otherwise. They average 64 HP in size and favor halberds or other pole arms in combat. The feminine types usually rely on deception, a loving embrace and great strength to do the trick! Charisma is 13-18, RF 12-15 and they usually have very voluptuous and sensuous-looking bodies. They are not normally found in nature but are escaped magikal constructs whose creation went awry. They care not for any living thing and are murderers



of no conscience; they have no souls! Immortal in their own fashion, they stalk the world with only hunger in their hearts and the blood of hundreds, perhaps thousands, on their hands. Fortunately, only a very few still exist today.

Manticore

BF: 90-101 HP: 85-120 MRS: 61% AV: 10 (AC 4) Speed: 180', ground, 400', air CF: 15-19 Number: Either alone or as a mated pair Looks: Batwinged, lion-bodied creatures with humanoid faces and long scorpion-like tails arched high above the back. They are tan to rust colored with a few rare ones having distinctly red pelts. All have amazingly blue human-like eyes. Attacks: Their lion-like claws rend for 1D4+5 to 1D6+8 HP damage each and their large jaws can bite for 1D4 to 1D4+4 HP of damage. Even their wings can buffet an opponent for 1-2 to 3-4 HP of damage. However, their main weapon is their scorpion's sting at the end of their tail. This strikes for 1D4 to 1D4+4 HP of puncture damage and injects a toxic venom equal to one third their own HP in potency. This potency is always in effect with no reduction regardless of how often used. These highly magikal creatures cannot be turned to stone or paralyzed by any means whatsoever. They range in intelligence through the entire gamut of human kind, dumb to genius. They tend to be irascible, vicious and cunningly capable of getting the better of nearly every opponent. Their one weakness is an inordinate fondness for complex riddles. They can be found most anyplace, so long as it is generally uninhabited, but prefer dry warm areas like deserts.

Mantrap

BF: 100, used only against those in its mouth HP: 45-180 MRS: 8% AV: 13 (AC 2) to 16 (AC 2+2) Speed: Zero CF: 20 Number: 1-200 per bed Looks: Giant land clams, 1 wide by 6" thick per 15 HP of size. Attack: One bite that does an initial 1D6+6 to 1D20+28 HP of damage; thereafter, it's a steady 3-4 to 1D6+6 per melee round of damage from digestive acid. It pulls in the leg or other appendage of its victim as it eats. They hide, burrowed, in the ground and snap open and grab all who tread on them. Those who are caught only have a 5% chance per STR point more than 15 that they have of escaping. Even if dead, the jaws stay locked. They are most often encountered along rivers, in shallow tide pools and marshes, etc. However, there is a variety that needs no water and is, in fact, found only in deserts! The inside of their shell puts mother of pearl to shame, thus it is very valuable. An unbroken 5' by 5' shell could bring as much as 500 G.S. on the open market.

Medusa

BF: 59 HP: 30-50 MRS: 75% AV: 2 (AC 8) Speed: 180', 220' charge CF: 15-18 Number: Always alone Looks: An incredibly voluptuous woman with glowing, emerald green eyes that have golden vertical slitted pupils and writhing asps, adders and other venomous serpents instead of hair. Attack: They rely primarily upon their ability to turn all living things that look them fully in the face into solid grey stone. However, most also use a short bow and long dagger and upon occasion, even a barbed scourge. They can mimic any voice they've heard and sing like unto an angel, which has lured more than one unwary traveller to his doom! They regenerate all damage at 1 HP per melee round, even RCHs unless their head is chopped off. If this happens, they cannot regenerate at all, and die in 13 melee rounds. No poison, venom or acid can harm them nor can they themselves be turned to stone save by the reflection of their own face in a mirror or other highly reflective surface. And this may be done only on a solstice or equinox or between the hours dusk and dawn. The blood of the Medusa is highly toxic, 5D10+50 HP of damage per fluid ounce, and the monster will frequently cut herself with her arrow heads prior to shooting them so that they will be thus envenomed. These creatures are immortal and legends tell us that any man who can survive the Medusa's loving kiss, will himself be immortal. Not that there are many takers for this dangerous procedure! You may encounter a Medusa most anywhere, but her favorite haunts are ruined estates, old tumbled down castles and the like. Just look for the place with the most statuary--- you'll be sure to find her!

Merman

BF: 59-68 HP: 61-70 MRS: 25% AV: 9 (AC 5) lower body, 4 (AC 7) upper body Speed: 375', water only CF: 14-19 Number: 1D20 or more Looks: 4' to 7' long humanoids with dark blue skins, green hair and opalescent eyes. Their legs and lower torso have been replaced by an iridescent scaled fish body that is about 60% of their entire length. They wear harnesses of twisted kelp, decorative coral and sea shells, but no real clothes. Attacks: They wield short tridents, weighted nets, long curved knives, almost short sword length, bolas and grenades full of stinging sea nettles. They explode in a 10' radius doing 1D6 initial acid damage, then 1 HP per melee round for 1D20 melee rounds thereafter. Water will wash the nettles off. The pain is so great that the BF of those affected is at -20% for the duration of the effect. All mages have a 15% magik fumble chance. These are the true enemies of Tritons, but are otherwise peaceful and generally gentle people. They live in shallow, warm seas, have much commerce with Sea Elves, but little with men, and are usually too shy and secretive to be seen by



passing vessels and their crews. They have the ability to be Rune Singers on the female side, and Priests, usually of Borsalla, on the male side. The females of the species are called Mermaids, or Sirens if rune singers, and are quite beautiful.

Moondog

BF: 45 HP: 9-45 MRS: 17% AV: 9 (AC 5) Speed: 300', 450' charge CF: 12-17 Number: 6-60 Looks: Cougar- to lion-sized canines that glow palely with a sickly yellowish-white aura. Their eyes are like emerald-green lamps, and their tongue and teeth are a foul black that steams odorously in the air. Attacks: Their wailing howl causes all up to 35 HP, within 90', to save vs Mage Fear and their bite does 3-4 to 1D6+6 HP of damage. They travel in packs, usually numbering 13 and harry their prey, bounding and howling, driving it before them until it drops from exhaustion. Their bite is venomous, causing insanity in all bitten, with a 5% chance of this happening per each intelligence point the victim has! That's right, the smarter the victim, the higher the chance for insanity! The madness lasts for 1 week per each intelligence point of the victim, with a chance of it being permanent based on, once again, 2% per intelligence point of the victim. It doesn't pay to be intelligent around these fell hounds! They are 100% immune to all CON or STR drains caused by undead, and no sonic force can harm them. These beasts frequently accompany Vampyr on their nightly hunts, herding the victims to the Vampyr, and eating the body that it leaves. A true symbiosis born in evil and horror! However, and conversely, they can be friendly and playful just like normal dogs, 15% chance. They are most often encountered around crypts, graveyards and other such burial areas.

Morq

BF: 48 HP: 31D3+10 MRS: 1% AV: 9 (AC 5) Speed: 90' CF: 12-15 Number: 10-100 Looks: Featureless, eyeless androids built by a long-dead alien race. They are a dull tan color, with a sexless, rough shark-like skin. Their elephantine ears hear even the faintest sounds to track targets, 95% effective to 120' radius. Attacks: They punch like Ogres, regenerate like Trolls and, like Zombies, they attack until either they're dead or you're dead. Stoning, confusion, fear, illusion and optical attacks have no effect upon them. Sonic vibrations do double damage to them. They are usually encountered only in abandoned technological sites, and though they can't understand or use these sites, they stay as close to same as possible.

Moutharm

BF: 73 HP: 48-96 MRS: 6% AV: 4 to 5 (AC 7) Speed: 60' Number: 1D6. Looks: Huge, mobile anemone-like amphibious plants, generally a dull red in color with 1D10+10 pale blue tentacles 12' to 24' in length. Attacks:

Its 1D10 tentacles paralyze all living things up to three times their own HP size for 1D10+10 minutes, no save, and can hit for 1D4+3 HP of damage each. The tentacles are sticky, with those they have hit having only a 5% chance per 10 HP in size of getting away. The mouth on top will commence ingesting a victim 1D3 seconds after he is paralyzed at a rate of 1D6+6 HP per melee round. These 6' to 12' tall creature are usually only found in wet rain forests, hot jungles and other such areas, and only very close to a large body of water such as a river or lake. They only suffer half damage for poison or venom and acid and cannot be paralyzed. They are nocturnal, so are dormant during daylight hours.

Murkwurm

BF: 82 HP: 71-90 MRS: 7% AV: 7 (AC 6) Speed: 90' ground, 60' water Number: 1 only Looks: A off-white giant maggot, resembling a quivering mound of tofu. It is up to 90' long. It has heat and motion sensors around its gaping maw, as well as four palps. Attacks: One 10D8 cone-effect acid spit (MA 85) to maximum range of 75', for a maximum of four times a day but not more often than every third melee round, plus 1 to 4 palps, for 1D10 each. On any hit with a palp, the victim is pulled into its maw for a 3D10 bite, then swallowed. All those swallowed dissolve at 1D8 per melee round or fraction thereof; such damage may not be recovered normally. This creature is immune to fear, psychic attack, venom, poison, acid and fire. It takes only half damage from cuts and chops, but blunt instruments do 50% more damage. It is so big that its MD is zero! Its name derives from its habit of lurking in a self-generated fog bank up to a half mile in diameter. Though the licorice-scented fog limits normal visibility to 1D10 feet, the murkworm can sense its target through the fog by heat, scent and electromagnetic emanations. It prefers Dwarf flesh above all other food.

Nightmare

BF: 81 HP: 51-70 MRS: 81% AV: 20 (AC 2+5) Speed: 440' ground, 660' air CF: 19-23 Number: always solitary Looks: A huge, 20+ hands high horse of shadowy black with baleful blue eyes like miniature glowing stars. Its hooves and cat-like fangs are shiny silver and a bluish-white fog flows continually from its mouth and nostrils. Attacks: Their hooves do 1D4+5 to 1D6+6 HP of cold damage, even to those beings considered immune or resistant. Its bite does 1D6+5 to 1D6+14 HP of cold damage and it drains 1D3 CON points permanently. This beast is a kind of undead spirit from the ethereal plane and cannot normally cross over into the planes of man without being summoned by arcane means. They are vicious, mean and will kill any living thing that they can. They are



as intelligent as men and can regenerate all wounds save those caused by light, at 3 HP per melee round. Wounds caused by light cannot be regenerated on any plane save the ethereal, and even then at only 1 HP per hour. Mages summon these creatures to carry them into the ethereal plane or across/through certain hells.

Night Wings

BF: 29 HP: 4-36 MRS: 3% AV: 2 (AC 8) to 6 Speed: 120' to 200', air Number: 3D100 Looks: Light blue-grey to coal-black giant bats with red or green eyes. They have a 40% chance of being rabid or otherwise diseased. Their bites cause 1 HP damage per hour from a fever-like infection. A priestly disease-curing ritual is needed to heal this sickness, or death may ensue, as it lasts for 5D10+50 hours. All thus fevered are at half their normal BF score and movement ability until cured. Attack: Their bite does 1 HP to 3-4 HP damage and their claws do 1 HP to 3-4 HP each. Their wing buffets also do 1 HP to 3-4 HP damage. They're highly susceptible to all forms of sonic attack, taking double damage from it, as well as becoming confused. They have a wing span of 4' to 30' and are mostly found in caves, caverns and other such areas. Their fur is worth about 3 G.S. per square yard, so they are occasionally hunted for that reason.

Ninthla

BF: Their attack from within a victim's clothing, etc. has a BF of 101; it teleports inside a victim's armor, so they don't get any of that, or a weapons benefit, in their BF match-up against the Ninthla. HP: 1 MRS: 18% AV: 0 (AC 9) Speed: 30', but it can leap up to 5' CF: 30 Number: Usually alone Temperament: Timid unless cornered Looks: A 12-legged mutated spider, usually plum-colored, with 7 orange eyes. It attacks like a big monster, although only pea-sized itself! It can teleport itself thrice daily up to 1 mile, and will do so to attack if cornered. Usually timid, this creature is only found where some powerful mage has been laid to rest. Attacks: Its bite has a venom instantly fatal to all up to 100 HP in size; a save means the victim becomes catatonic for 1D20 days!

Nymph

An aquatic version of the Dryad, symbiotic with a certain rock formation in a river bed or lake bottom. Just substitute the watery-ways as appropriate over the leafy ways. The Nymph is much more cruel than the Dryad and often delights in drowning young men.

Oront

BF: 75 HP: 54-71 MRS: 20% AV: 9 (AC 5) Speed: 100', 150' at charge. Number: 1D12. Looks: A rhinoid form of Minotaur, a pale tan to grey in color. They are 8' to 10' tall, and have beady orange eyes. Attacks: Their 3 horns do 1D4+3 to 1D10+6 HP damage each. Their spatulate,

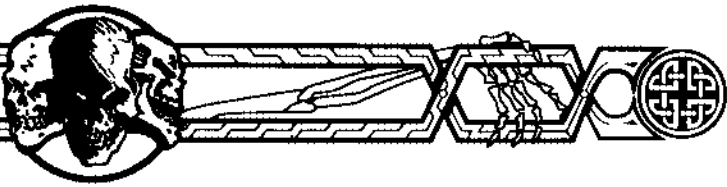
semi-clawed fists punch for 1D4+5 to 1D10+6 HP and they can stomp down for 1D4+3 to 1D10+6 HP of damage as well. They are stupid, totally fearless and found almost exclusively in caves, caverns, mazes and other such places. They hate dwarves, pea soup and dogs. They love lollipops, cherry flavor best, singing birds and never having to get wet.

Pegasus

BF: 75 HP: 70-80 MRS: 45% AV: 9 (AC 5) Speed: 360', ground, 450', air CF: 17-21 Number: Usually alone; however, mated pairs are occasionally encountered Looks: Usually snow-white in color, but other colors are sometimes seen. They are of a size comparable to a heavy warhorse with a wingspan of approximately 20'. Attack: Its hooves strike for 1D4+3 HP each, its bite is for 1D6 HP and it will, 10% chance, sometimes buffet a foe with its wings for 1-2 HP of damage each. These creatures are nearly as intelligent as men, live approximately 500 years and can be tamed, but only the hard way. Anyone who can catch one, then ride it until it tires, will have a mount for life. On the other hand, during that ride, the Pegasus will be doing its damndest to throw the unwanted rider off. As that means a long fall to the ground, it is usually a fatal happenstance. The Pegasus can never be mentally controlled, geased or mesmerized, and heals all damage to itself at 1 HP per hour. They are most often found in high mountain pastures near lakes and streams. Gryffons are their arch enemies and faerie folk their best friends.

Perrinites

BF: 45 HP: 35-50 MRS: 19% AV: 2 (AC 8) CF: 18-20 Speed: 60' These creatures are a crossbreed of Elves and Dryads; they appear as humanoids but with flowers and plants growing where hair would normally be. They are pale green overall and have pupilless eyes of the deepest brown. They can speak to and control all plants with no will of their own, within a 120' radius. They can also call up a swarm of 100 to 1,000 bees, to do their bidding within 1D6 melee rounds. They are the friends of all animals in the forest, who help them in any way they can. They seldom stray from the deepest of forests and shun men and Elves alike. They sing like birds, and in fact they use the birds of the forest as scouts and spies; they can see and hear through their friends the birds. They never use weapons, but do use all Druidical magik and all Illusionist spells up to OP 20 in power. If really pressed, they can punch for 1D4+3 HP damage plus a paralyzing sap exuded from their thorn fingernails that will stay effective for 1D10 days! This sap will affect all up to 105 HP in size. A successful save still means it only works for 1D10 minutes! They hate fire, and take double damage from it, are naturally 50% magik resistant and 100% immune to all poison and venom. They regenerate at 12 HP per day



and are totally unafraid, except where fire is concerned. Groves are the typical tribal unit of Perrinites, with between 20 and 240 of them in each. They have fabulous treasures of rare wood, perfume, bone carving, gems, usually emeralds, amber, lapis lazuli and/or moonstones, and fine wild flower wines and liqueurs. They hate Orcs and endeavor to lead such deep into the forest where they will get lost and be devoured by their friends the bears and other large carnivores. They are chaotic-good by nature and have all the attributes of Elves as well as those listed above. They cannot be seen by anyone with less than an Elf's woodcraft ability unless they desire it, as long as they are in their beloved woods. These gentle beings are ancient and wise beyond the understanding of mere men, have strange and esoteric knowledge and, perhaps, the most effective herbal medicine known to this world.

Phandelyon

BF: 80 HP: 45-72 MRS: 15% AV: 10 (AC 4) or 5 Speed: 90', 330' charge CF: 19-23 Number: 1D20 Looks: Lion-like creatures with a bright blue mane and fur, emerald green eyes with round golden pupils, and shiny silver claws and teeth. Attack: Its claws are capable of doing from 1D4+3 to 1D10+10 HP of damage and its bite is an awesome 1D4+5 to 1D10+14 HP of damage. These big cats can, at will, phase in and out of this plane of existence, into the astral plane and back. While on the astral plane they can still see into this plane, and in fact this is how they ambush their foes. It takes six CF counts for the Phandelyon to phase in or to phase out, and may only be done once per melee round. After 20 such ins and outs it must rest for 5 minutes before it can start all over again. This creature is extremely curious, not necessarily aggressive, unless provoked and, for some weird reason, simply loves Dwarves. They can be encountered most anywhere except for cities and other generally inhabited places.

Phoenix

BF: 99 HP: 99 MRS: 78% AC: 2+5 Speed: 90', ground, 900', air CF: 18-25 Number: always alone Looks: Birds of brilliant flame so bright that all who view them without eye protection are rendered -10 BF, improves by 1 per melee round not looked at thereafter. The color is a brilliant ruby red of laser intensity. These creatures stand about 7' tall and have a 33' wing span. Attacks: Their merest touch does a searing flame damage of 1D4+5 HP potency. A solid hit by beak, claw or buffeting wing will do 1D10+10 HP of damage. Simply being within 10' of these creatures causes 1 HP of heat damage per CF count, i.e., 30 HP damage in each full 30-count melee round! The heat generated by the Phoenix will burn even those things deemed fireproof or fire-resistant with no lessening of effect. A phoenix simply flying over a forest or grassy plain at low altitude will cause spontaneous combustion.

No fire, heat, flame, etc. can ever harm these legendary, extremely rare creatures from the elemental planes of fire. When slain, they turn to ash immediately. 13 years later this ash has formed into a diamond-like egg. 1000 years after that, a new Phoenix hatches from it in a huge flaming explosion. Fire, flame and heat can be controlled by these creatures as if they were elemental beings. Fire, heat, etc. also regenerates the Phoenix point-for-point, i.e., a 30 HP fire would heal 30 HP of damage—any damage.

Pybra

BF: 55 HP: 9-81 MRS: 5% AV: 4 (AC 7) to 4 Speed: 60' to 120', +50% in water CF: 12-15 Number: 1D20 Looks: A large python-type serpent with a scorpion-like tail stinger and over-sized arrowhead-shaped head. They are usually a beautiful bronze color with silver and gold cross-hatching or diamond patterns along their back. Their eyes are a pair of real star rubies worth 50 G.S. each per 9 HP of the snake. How they see out of them, and they do, is still a mystery. Attacks: Their bite does 1D3+1 to 1D6+6 HP of damage plus venom equal to their HP in potency. They can also sting for 1-2 to 1D3+3 HP and identical venom potency. They can elect, 25% chance, to spit their venom at an opponent's eyes at +20 BF to hit, which will cause immediate and permanent blindness if it successful, as well as terrible pain. They can also wrap about their victims on any melee round where any of its other attacks connect, and the victim fails to escape. But it will only do so on a 5% chance, unless the snake ambushed the victim. In that case, it is on a 50% chance. Starting the very next melee round, it can constrict at 1D4+3 to 1D10+10 HP of damage per 10 CF counts thereafter. Their favorite foods are Hobbits, Kobbits, Kobolds and other small humanoids. They are 25% venom- and poison-resistant and cannot be blinded by any means other than directly tearing their eyes out. They are most often encountered in southern climes where it is hot and damp, jungles, rain forests, etc., but being fairly aquatic they can be most anyplace it's not too cold and there's plenty of water.

Quarl

BF: 85 HP: 36-72 MRS: 32% AV: 9-10 (AC 4 or 5) Speed: 120', 480' charge CF: 20-23 Number: 1D20, but a mated pair is the usual Looks: A leopard to tiger-sized feline with six legs. There's a 50% chance the last two legs will also get a chance to claw an opponent each attack. It has two large tusk-like saber teeth and one blazing red cyclopic eye. Its velvety black fur is so prized by nobility for capes and such, they oft times pay 300-600 G.S. for a single pelt! Attack: Its claws, at least 4 each, attack and do 1D3+3 to 1D10+8 HP damage each. Its tusked bite is capable of inflicting 1D4+5 HP to 1D10+10 HP of damage plus draining one STR point each time. This



moderately intelligent creature is vicious, cunning and totally without fear. It will stalk its chosen prey for days (98% success chance) and can sniff out such a victim up to 600' distant on a 90% chance. Its hearing is so sharp that it even hears the heartbeats of all living things within a 60' radius of itself on a 75% chance. It regenerates all except acid or flame damage at the rate of 3 HP per hour; flame and acid regenerate at 1 HP per day. It is an excellent swimmer, 60' per melee round, but prefers dry semi-arid areas to live in. Once a Quarl has tasted blood it goes into a battle frenzy where it is +30 on its ABF, but -15 DBF. This lasts until it has sated its blood hunger. Sonic attacks do double damage to them.

Rakshasha

BF: 76 HP: 51-60 MRS: 23% AV: 9 (AC 5) Speed: 195' CF: 16-20 Number: always alone Looks: Hairy, 8' tall fanged and clawed humanoids with blazing green eyes. They actually resemble huge misshapen gibbons more than anything else. Attacks: Their claws rend for 1D10+10 HP, their befanged jaws bite for 1D6+12HP and during such vicious assaults they psychically drain off and devour their victim's soul! These creatures employ empathy, telepathy and psychic illusion to make prospective victims see them as a loved one or friend, only their gut-wrenching stench being a giveaway as to their true nature. Even people with true-seeing can be fooled because it is in the victim's mind that the Rakshasha projects the friendly image.

Razor Snake

BF: 49 HP: 27-45 MRS: 6% AV: 12 (AC 3) Speed: 60' to 80' CF: 19-21 Number: 1-5 Looks: A flat bright silver-colored snake with razor-sharp edges. It is always lays in wait curled in a spiral shape so it always cuts whatever touches it. Attacks: It wraps about its victim, doing 1D20+4 points damage per melee round, slicing it into pieces small enough to eat. It is 100% impervious to all cuts and chops, and missile attacks have a 75% chance of ricocheting harmlessly off its body. It is most often encountered in dense rain forests or jungles.

Razor Vine

BF: 40 HP: 48-72 MRS: 2% AV: 9 (AC 5) Speed: Non-mobile CF: 20-22 Looks: Like any normal vine tangle but has a continuous razor blade-like core which is exposed when it strikes. To a casual observer they are virtually indistinguishable from normal vines. They are 100% fire proof, but cold does 50 % more damage to them. They can be encountered anywhere there is at least a modicum of water. Attacks: When something living comes within 3' or 4' of them, they lash out for 1D3 HP of damage. They have a 50% chance of entangling all that they strike equivalent to a Tangle Trap spell. If the victim's escape roll is failed, they begin to contract, doing 1D20+16 HP of damage per melee round. These attacks can reach out 8' to 10'.

Red Death

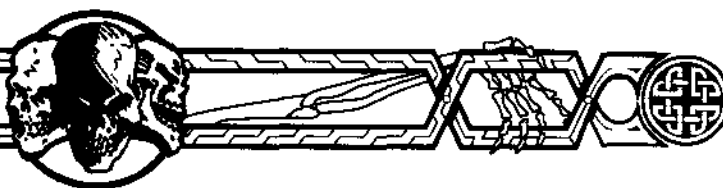
BF: This stuff has no BF; if you're in it, you're in it! HP: 72 MRS: 11% AV: N/A Speed: 180', air only) CF: 20 Number: One only Looks: A small fog-like red cloud 45' to 60' in diameter that roils and shifts constantly. It is totally impervious to fire, takes half damage from lightning and electricity; cold does double damage to it. Weapons just pass through it harmlessly, regardless of their magikal plusses. This cloud is actually a viral colony and is extremely rare. It is encountered only in dungeons and other such mystikal places. Where they come from, and why, are still mysteries. Attack: It envelops then sticks to people, converting the flesh to food at 1D20+16 worth per melee round. All thus converted is gone forever, leaving behind only the waste products of salt water, carbon dioxide, hydrogen sulfide gas and ammonia.

Red Fangs

BF: 52 HP: 27-63 MRS: 8% AV: 4 (AC 7) to 6 Speed: 150' to 270' CF: 18-23 Numbers: 1D30 Looks: Red, velvet-furred tarantulas with six blue star sapphire-like eyes and metallic yellow fangs. Also called "Red Runners." Attacks: Its forelegs strike for 3-4 to 1D4+6 HP each, and its bite does 1D3 to 1D4+3 HP and injects a venom double its HP in potency. They can leap 20' vertically and 40' horizontally and move on any solid surface. The venom paralyzes Elves, only, with a -20% save, for 1D100 minutes. Their favorite food is Hobbitt, which they will always attack first. These spiders lair in trap door, 90% undetectable, covered tunnels 30'-60' deep and are found in any dry or semi-arid area. No poison or venom of less potency than their own can affect them, and even then at only half value.

Red Lotus

This plant grows only in subterranean or constantly shadowed areas that are extremely moist and very warm, 80° or more. They bloom practically year-round and grow to 3'-5' in diameter. Each beautiful crimson flower will, if even slightly touched, puff out a 9' to 15' diameter cloud of red, mist-like pollen. The first melee round it touches living matter, it causes immediate rotting of 1D20+4 HP potency to anyone who does not save vs. poison. Thereafter the victim continues rotting at the rate of 1 HP every five minutes, 12HP per hour. This rot is highly contagious and the merest touch of flesh to it transfers it onto someone else. The only known way to get rid of it is by cutting off the infected area or by having both a priestly healing ritual and a disease-curing ritual done within 5 minutes of each other. If the spores are inhaled, then nothing, not even the aforementioned rituals, will keep the victim from slowly turning into a red, slimy goo. Herbalists prize this pollen, as it is the basis for many mystik potions. They have been known to pay as much as 500 G.S. for a gram of the stuff. But it sure is dangerous to have around.



Rippler

BF: 100, only for those it has dropped upon HP: 48-96
 MRS: 3% AV: 4 (AC 7) Speed: 20' CF: 10 Number: 1
 Looks: Chameleon-like, color changeable, amorphous amoebic beast that clings to ceilings, dropping on passers-by below. Attacks: Covering a 10' by 10' to 20' by 20' ceiling, or other flat overhanging section, it simply drops upon a victim, wraps him up totally in one melee round, then crushes him at 1 to 4 HP per melee round thereafter. It also smothers a victim taking two melee rounds per CON point he has. Once the victim is dead, it ingests it at the rate of 1 HP per hour. It takes a minimum of 25 STR to fight one's way out of such a wrap-up. Even so it's only a 5% chance, +5% per STR point thereafter. They are found only in caves, dungeons, caverns, and old ruins.

Roc

BF: 250 HP: 200-400 MRS: 50% AV: 16 (AC 2+2)
 Speed: 180' ground, 1,800' air CF: 12-16 Number: 1-2
 Looks: Huge, condor-like birds with a wingspan equal to one foot for per 2 of it HP, and a body length equal to half of said wing span, i.e., a 400 HP Roc has a 200' wingspan and a 100' long body, including tail. Coloration ranges from coal black to dark brown for the feathers and saffron to tan for the legs and head. Their eyes are always dark brown. Attack: Their claws each do 5D10+50 to 1D100+100 HP damage; their beak does equal damage, a wing buffet does 1D20+20 to 1D20+30 HP of damage and the blasts of air generated by their wings will bowl over all creatures up to one quarter their own HP in size. A large Roc can literally cause a small sailing ship to turn turtle using these awesome air blasts! These huge avians are fairly intelligent (RF of 6-8) and usually fair on rocky desert isles far from the lands of civilization. They hunt whales and other large sea creatures and will normally leave the ships of men alone unless provoked. They are 100% immune to fear, dislike fire and love the taste of, oddly enough, horse flesh. If two appear they will always be a mated pair.

Rockwurm

BF: 82 HP: 72-96 MRS: 16% Speed: 60', above ground, 10'-50', below ground, depending on how hard it is CF: 1D6+6 Number: 1-9, usually in trios Looks: A 9' to 18' long bumpy, rock-like tapered cylinder wider at its front than its back. Attack: Its 3' to 5' wide mouth operates like a rotating diamond drill or rasp constantly exuding an immensely potent acid, 50 HP worth. The mouth's thousands of rotating diamond-hard teeth alone are capable of grinding up flesh at the rate of 1D20+20 to 1D20+50 HP of damage per melee round! It can also spray this acid in a 25' by 10' cone up to 5 times per minute. It is totally blind, sensing movement through vibrations in the ground with an 85% accuracy out to a

600' radius round itself. It feels no pain, cannot be harmed by Mage Fear, confusion, fire, acid or any psychic force. All weapons that strike it must add 30% to their breakage chance, rolled for each strike. They are aggressive only if their eggs, which look like football-sized opals, are threatened!. They can move through the hardest concrete or stone at 50' per minute or through case-hardened steel at 1' per minute! They almost never come closer to the surface than 1,000' deep, but have caused severe problems to Dwarven mining operations.

Salamander

BF: 97-192 HP: 66-75 AV: 16 (AC 2+2) Speed: 105', ground, 500', air CF: 18-22 Number: Usually alone
 Looks: This 10' to 13' long tall creature is bronze colored, scaled, has a vaguely humanoid upper torso with hands, arms, head, etc. and a snake-like lower body for about 60% of its total length. Its eyes are flat metallic yellow disks and its teeth and claws resemble black iron nails. When it flies, a pair of radiant wings of flame appears and stretches some 30' to 40' from tip to tip. Attacks: The salamander's body is wreathed in fire and is of the consistency, and potency, of red-hot bronze. Thus its merest touch does 1D6+6 HP of heat damage. Its two claws do 1D10+10 HP of damage, half heat, half impact. Its serpentine tail can lash out for 1D20+20 HP of damage, again half heat, half impact. Salamanders also have a limited control over fire and flame, somewhat like fire Elementals do, and can, thrice per day, conjure forth the equivalent of an arcane fire wall at will. These ancient beings could be considered lesser demons, and are so catalogued by some sages, but in truth they are not. They live in the molten rock of the world and care little for the affairs of mortal men. Salamanders live 100,000 years or more, have a base magik resistance of 60% and an MRS of 40%. They are conjured up on all matters concerning metals, the underworld and the like, but seldom help non-salamanders if at all possible. No heat or fire can harm a salamander.

Satyr

BF: 55 HP: 37-42 AV: 7 (AC 6) Speed: 220', 300' for short durations MRS: 38% CF: 14-18 Number: 1D10
 Looks: 5' to 5'6" tall, hirsute humanoid with goat-like lower torso, hooved legs and two small, goat-like horns on the forehead. Attacks: Their sharp hooves can kick for 1D3 to 1D3+1 HP damage each and they can head-butt for 1-2 to 1D3 HP of damage. However, they frequently wield slings with a 95% accuracy and have the knowledge of EL 7 Rune Singers or greater, using this for battle. Satyrs use panpipes, ocarinas, flutes and other such instruments to good effect musically, and as Rune Singers, +30% effectiveness. They are also lustful and seem ever ready to drink themselves silly. They are not overly



serious; in fact they may be considered to be very child-like by nature, much preferring fun and games to serious things. They worship God Puck, with all that that entails, and they tend to stay hidden away from men in deep forests, preferring the company of Wood Elves. They live 500 years, not aging until the last 50 years or so, and are considered to be allies of Faerie.

Screaming Scarlet Itchies

A 20' to 120' diameter cloud of bright scarlet, gnat-sized little winged bugs. They are attracted to anything warm, especially body heat, and will settle all over a person just to feel that warmth. They secrete a liquid that causes all living things to break out immediately in a flame-red rash and commence to scratch. Those so afflicted will be -15 BF until the liquid is neutralized. That takes a pint of Holy Water and a "Neutralize Poison" ritual per square foot of affected skin. It will seep through chainmail and the like in 1D6 melee rounds and, once on such material, it will be active for D10 days before wearing off. There is a 10% chance for each person thus affected that she will have a nervous reaction to the liquid, and it will become a fatal poison causing blindness in D10 minutes and death in 1D100 minutes. This is regardless of their size or kind. These horrid little bugs may be encountered in any temperate climate from woodlands to plains to the sea shore. Their BF is non-existent. If you're in the cloud, then you itch! Their MRS score is 5%. A typical swarm will be about 30 HP worth of the little buggers.

Serpent, Great

BF: 48 HP: 30-50 MRS: 5% AV: 9 (AC 5) or 4 Speed: 90'-100', 135'-150' in water) CF: 17-20 Number: Usually solitary Looks: Large python-like serpent 1' long per HP, so a 33 HP Great Serpent would be 33' long. Most have yellow-gold eyes, black fangs and light to dark emerald-green bodies. Attack: A bite of 1D4+5 HP to 1D10+8 HP of damage or head butt for two-thirds their bite damage. Note that this head butt will bowl over all opponents equal to their own HP in size plus 50%. They can also wrap around a victim and crush him at the rate of 1D6+6 HP to 1D10+10 HP damage every melee round. But they will only launch such an attack if they manage to ambush their prey, or circumstances allow. Their bite is venomous only in a few of the species, most notably those found in the tropics, and is usually of a potency equal to their own HP the first bite, two-thirds of that in the second, one-third of that in the third, and only 3 HP thereafter. They are totally fearless, very aquatic and prefer to live in or near large rivers, lakes or even ponds. Legends tell of grandfather serpents of up to 200' long, but these are just legends. We hope.

Shambler

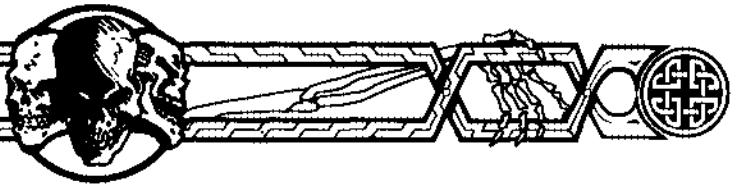
BF: 70 HP: 64-120 MRS: 15% AV: 2 (AC 8) Speed: 30' CF: 15-17 Number: 1D3 Looks: Piles of what resemble trash, twigs, earth, etc. that range in size from 3' to 9' tall, and from 9' to 18' around. Attack: Anything touching it is stuck, all escape rolls are at -40%; thereupon it begins secreting an acid-like digestive fluid dissolving everything from iron to flesh at 1D6+6 HP per melee round. Note: Chops, cuts, bashes, and such only do one-quarter damage to it and poisons, venoms or acids harm it not at all. It cannot be blinded, geased, or otherwise psychically controlled, confused, frightened, or set afire by non-magikal means. But one single HP worth of magik flame causes it to go up like an instant bonfire! This absolutely unintelligent critter is usually found in or near swamps, marshes and other such places. Sort of a camouflaged carrion clean-up service.

Shock Bones

BF: 35 HP: 8 MRS: 8 AV: 9 (AC 5) Speed: 150' per CF. These are the practical joke of the mad techno Dirty Harry and have fooled several very smug priests. They are the skeletons of those slain, wired together, and electrically animated. When Detect Life or Detect Undead magiks are used, they come up zero! Detect Magik and the like also draws a blank, since these things are technological constructs. They attack twice each movement turn for 1D6 each or by weapon type. They always have a CF of 16-20 or greater. If they get two consecutive hand hits, they will grapple and then self-destruct in a 5' diameter ball lightning of D20 power. Man, you should see those priests trying to figure out why their turnaway didn't work! They attack as EL 3 warriors, otherwise all else is as for skeletons. They are not often encountered and only in or near the ruins of old technological installations, etc.

Silver Slyth

BF: 300 HP: No maximum size, but they average 120 HP per 50' in length. Their average size is 250'-350', but ancient legends speak of some of these monsters reaching 1,000' in length! MRS: 3% AV: 14 to 20 (AC 2+1, body and face, 2+5, cilia) Speed: 60' per melee round per 50' of its length, i.e., a 300' Silver Slyth could move 360' per melee round CF: 10-15 Looks: A quivering pulsing tube of shimmering silver that is 8' in diameter for each 50' of its length. The entire front end is one huge mouth surrounded by tentacle-like cilia that are 30% as long as the body, i.e., 50' long body would have 15' long cilia, a 150' long one would have 45' long cilia and so on. Between the cilia are 100 to 200 black golf-ball sized to bowlingball-sized eyes. Attack: Each cilium will wrap and crush a victim at the rate of 1D6+6 HP per melee round per 50' of its length. One melee round after its cilia grabs a victim, it will pull him into its gaping maw to be swallowed, 1D4+3 HP



damage per 50' of its length. Its stomach acid dissolves practically everything at the rate of 1D10+10 HP per melee round for flesh to 1D4HP/melee round for metal. It can attack up to six separate targets, each time. The cilia paralyze all living things for 1D10 melee rounds, except for Hobbits and Kobbits, which are immune. It can track any warm-blooded creature by its spoor, even if it is 10 days old. Once it begins to track a victim, it will not stop until it catches its intended prey or the trail becomes more than 10 days old. As these creatures feel no pain and never tire, they usually overtake and catch what they chase. No poison, venom, Hypnos, Mage Fear, paralysis or any form of psychic force can harm this creature. All acids only do 10% of their normal damage to it and all chops, cuts, bashes, etc. do only half damage. The Silver Slyth must feed continuously to survive and is totally omnivorous, eating all living things, right down to the bedrock if it can't get the warm-blooded food it really prefers. It is extremely rare and may be encountered anywhere except the Arctic; it dislikes cold. This thing will even hunt down and eat an I bathene!

Skorpadillos

BF: 55 HP: 27-63 MRS: 9% AV: 9 (AC 5) to 2 Speed: 90' to 120' CF: 15-18 Looks: Giant armadillos with a long, wicked, scorpion-like tail. Usually rock-colored, with four dull amber eyes shaped like triangles. Attacks: Its claws do 1D4+3 to 1D10+8 HP and its bite does 2-6 to 1D4+5 HP of damage. Its sting does 1 to 4 plus injecting a blinding venom that does its own HP in damage (1D20 melee rounds). Number: 2-16 They can be found in any semi-arid to arid climate area but are usually not aggressive unless hungry. Their underground burrows sometimes stretch hundreds of feet.

Skorpoon

BF: 89 HP: 45-81 MRS: 11% AV: 7 (AC 6) Speed: 100' CF: 17-20 Number: 1D100 Looks: 1' tall per 8 HP in size, with bright green fur, tan to yellow belly and tail. These scorpion-tailed baboons were genetically engineered warriors, now wild, and running in packs. They have blood-red fangs, claws and eyes and have bright purple cheeks and buns. Attacks: 2 claws for 1D4+3 to 1D10+8 HP each, a bite for 2-6 to 1D10+6 HP and a sting for 1-2 to 2-6 HP of damage plus a venom equal in potency to the creature's own HP. After the first use each day the venom drops to a mere 1D8 potency. This beast is nearly as intelligent as a human, will eat anything it can catch and is totally immune to all fear. It also gets a +15% save versus all venom or poison and is most often encountered in lightly wooded hills, rain forests or savannah. They are not arboreal and do not swim at all.

Sky Scorpion

BF: 99 HP: 41D4+50 MRS: 17% AV: 16 (AC 2+2), overall, 13 (AC 2), belly Speed: 150'-180', air, 180'-240', ground CF: 20-25 Number: 1D4 Looks: A metallic gold scorpion of alchemical origin with silver claws and a forked, double-stingered tail, also bright silver. Its nine eyes look like beautiful star rubies, though they're not. It hums very faintly like a generator. Attack: Its claws do 1D4+3 to 1D10+6 HP, its bite is for 3-4 to 1D4+4 HP and its double stingers do 1D3 to 1D3+1 HP damage each plus inject a chemical called A.O.9. This chemical causes (no save) all thus injected to lose their natural immunities and resistances! Thus their own poisons or venoms, even their stomach acid, would cause them to die writhing in horrible pain. This loss takes one melee round to take place per 20 HP in size of the victim, and there is no known antidote to its effects! Once fully without their own immunities, death will ensue in a victim in 1D20 hours. These creatures are the result of an alchemical experiment gone amuck! They are totally immune to acid, venom, poison, fear, confusion, paralysis, hypnos and are 50% magik resistant. Lightning will regenerate them HP for HP and their chitin is actually a double layer with an air space between, sort of like spaced armor on modern armored vehicles; thus, all missiles do only one-quarter damage to them. These creatures only have enough A.O.9 for three injections before they run out permanently. They will only be found as a guardian to some great treasure, tomb, etc. and then only rarely nowadays, as the A.O.9 formula has been lost for over 400 years.

Skyray

BF: 65 HP: 36-72 MRS: 25% AV: 9 (AC 5) to 4 Speed: 240' to 300', air only CF: 16-19 Number: 1D20 Looks: Grey-blue manta ray-shaped with long wickedly barbed tails and one golden, pupilless eye. Attacks: 1 tail slash for 1D4+3 to 1D10+8 HP of damage plus a paralyzing poison equal to their HP in potency. It affects all up to double their own HP in size for 1D20 minutes. All larger for only 1D20 seconds. Their eye is more akin to radar, +20 ABF, which sees through fog and darkness to a 600' range. They are actually fungoid, not animal, in nature and due to such are 100% impervious to Hypnos, sleep, paralysis, confusion, stoning, and fear. Upon death they send out a yellow-gold spore cloud 30' in diameter. All breathing it become host to its seed with predictable results in about 3 months. They are not sentient, but react instantaneously to all stimuli. They attack only to protect their nests or to acquire food, preferring warm-blooded creatures. They can be encountered in any moist, warm area with a plentiful water supply. Their typical lair is in a cave of an escarpment overlooking a jungle and river.



Sluggoth

BF: 59 HP: 27-72 MRS: 33% AV: 4 (AC 7, body, 4, head) Move: 120'-150' CF: 9-12 Number: 1-13 Looks: Pasty-white maggot bodies 3' long per 9 HP in size, topped by extremely handsome human heads, CHAR 15-18, with long, flowing hair. Attack: They can bite for 1D3 HP to 1D3+3 HP of damage and drain 1D3 CON points each time. They can also spit a fuming, green acid of 2-6 HP potency and 5' in range per 9 HP of their size. Finally, they also have a psychic attack that acts much like the hypnotic gaze of the Vampyr. These obscenities are the ages-old results of human/demon crossbreeding. They can control all worms, centipedes, spiders, scorpions and other similar arthropods within a 60' radius of themselves, to a maximum number equal to their own HP. They sing like the most melodious birds, smell like rotten fish and devour all they can catch. They originate upon the 18th Plane of Hell and are usually encountered only if summoned by some powerful mage to guard some priceless artifact or treasure. They are frequently accompanied by writhing masses of leeches, maggots, centipedes and other such horrors.

Snow Ghost

BF: 77 HP: 45-72 MRS: 20% AV: 16 (AC 2+2) Speed: 330' CF: 30 Number: 1D8 Looks: Vaguely man-shaped miniature tornado-like blizzards 6' to 9' tall. Attack: A whirling intensely cold wind that rips and freezes a victim for 1D6 HP to 3D4 HP of damage, if it envelops a victim, every 10 CF counts, or it can, every third melee round, spew out a cone of raging icicle-laden air up to 18' long by 6' in diameter capable of 1D10+6 HP to 1D20+20 HP of cold and slashing damage. There are no saves versus either form of this creature's attack. They are, of course, unaffected by cold or wind and cannot be harmed by chops, cuts or bashes either. They cannot be stoned, paralyzed, made to fear or become confused. They are elemental in nature, rare, and usually only found after a raging snow storm has just passed through an area. They hate all things warm, and will attack them mercilessly.

Snow Maggoth

BF: 200 HP: 108-324 MRS: 9% AV: 10 (AC 4) Speed: 180' to 240' CF: 10-12 Looks: Huge white-furred slugs that resemble snow banks or snow-covered hillocks. They are 5' long by 1' in diameter per 8-10 HP of size. Conceivably one of them of maximum size could be as large as 180' long by 36' in diameter! Attack: They attempt to swallow all food in their path. All attacks versus victims of half their own HP size or less has a 75% chance of swallowing it whole. Those up to its own HP in size have a 25% chance. All hit, but not swallowed, are bitten for 1D20+12 HP to 1D20+28 HP of damage. All it misses in such attacks still have a 50% chance of being butted for

2-6 HP to 3D4 HP. Finally, all those actually swallowed are dissolved by the stomach acid at 1D20 per melee round, beginning 1 melee round after swallowing. All it bites who fail to immediately escape are then swallowed on its next CF action. Cold cannot harm it and acids, venoms and poisons only do half damage to it. Of special interest is the fact that during their mating season, mid-winter, they acquire the ability to spit streams of liquid nitrogen, every fifth melee round! These streams are 8' long by 2' wide per 25 HP of the creature's. All this liquid hits are totally frozen solid on a 40% chance if 45 HP in size or smaller. Those larger suffer 1D20+10 HP freeze damage. They are only encountered in the coldest polar regions, but are actively sought, out as their lush fur is 95% insulation against any degree of cold and is worth 100 G.S. or more per square foot! In snow they are practically invisible (95%) until they move.

Snow Snakes

BF: 28-33 HP: 9-72 MRS: 7% AV: 12 (AC 3) Speed: 30' to 240' CF: 1D8+8 Number: 1D8 Looks: They resemble translucent, mobile icicles. Attack: They head butt, 60% chance for 1D3+1 HP to 6-10 HP or bite for the same damage, and its venom will freeze solid all up to triple its own HP in size if a save vs. poison is failed. A successful save still does 1 HP of damage per 2 HP of the snake. It will usually also wrap about a target if it successfully bites and the victim fails to escape. It will then do 1D4 HP of crush damage and 1D4 HP of cold damage for every 8 HP of its size each melee round thereafter. They are 100% paralysis and cold proof, but fire does double damage to them. All missiles have a 45% chance of ricocheting harmlessly off their ice-like skin. They are only found in the polar wastes and where they actively seek out all warm creatures as food; they suck a victim's heat out once he's dead.

Snow Spider

BF: 33 HP: 9-17 MRS: 33% AV: 10 (AC 4) Speed: 90' to 180' CF: 15-20 Number: 1D20 Looks: Furry snow-white tarantula-like spider ranging in size from that of a good-size dog to nearly the size of a full-grown horse. Attack: Its forelegs can strike for 3-4 to 1D4+5 HP damage each; its bite is one of identical damage range, and it injects a venom of a potency equal to double its own HP! Furthermore, all thus poisoned go completely and irrevocably blind unless a successful save is made. Even if a save is made the blindness will last for 1D10 minutes. Their eight eyes are real blue star sapphires worth 100 G.S. per 10 HP of the spider. They see out of them through some arcane means unknown to sages. These creatures are practically undetectable by eye when motionless upon the snow, 99%, and are ever-hungry hunters. They live in snow burrows and ice caves anywhere



there is year-round snow. They are 100% immune to all cold, paralysis and blindness, and cannot be turned to stone by any means. However, heat will harm them at double damage value.

Spiga

BF: 133 HP: 45-216 MRS: 60% AV: 13 (AC 2) to 2+5 Speed: 160' to 360' CF: 18-24 Number: 1D4 Looks: Pony- to schoolbus-sized spiders with eight legs, shiny metallic, silver, gold or blue chitin-covered bodies with 13 ruby red eyes that glow. Attack: Their forelegs smash opponents for 3-4 HP to 1D20+16 HP of damage, while their bite is capable of from 1D6 HP to 1D20+28 HP of damage. This bite is also envenomed with a poison of a potency equal to half of the Spiga's own HP. This, greatest of all arachnid kind, can also spew out a billowing cone of sticky webbing, 15' by 25' to 45' by 90' in size, once every seven melee rounds, 13 times a day total. This webbing will ensnare and hold creatures of a total HP size equal to their own HP size plus 50%. Thus the web of a 200 HP Spiga could solidly hold up to 300 HP worth of victims, regardless of their strength. These highly intelligent creatures, RF 15-20, can use up to OP 8 magik, and frequently do, and cannot ever be harmed by any potency of paralysis, fire, lightning, poison or venom. Cold will, however, do 50% more damage to them. They have some sort of a molecular coating on their chitin that keeps all webs, ropes and other such bindings from holding on to them: they slip right off. These spiders are the devout followers of the evil god Shaggrath the Red Moon Spyer and hate all Humans, Elves, Dwarves and other such soft-skins. Spigas originate on the 4th Plane of Hell but are occasionally encountered upon this plane, most often in semi-arid desert areas, usually up to no good as far as us soft-skins are concerned.

Spinthaak

BF: 49, with their spines their MA is 65%, aimed or 25%, for scattershots HP: 27-45 MRS: 4% AV: 13 (AC 2), spines, 7 (AC 6), body Speed: 50', ground, 30', water. CF: 12-16 Number: 1D4 Looks: 5' to 10' long giant spiny land urchin. It can change its color like a chameleon and is an herbivore of a generally gentle and placid nature. Attack: It can fire 1D20 spines, with damage and RCH chance like a light bolt thrower, directionally or at random, 120 spines total. Its flesh is considered a delicacy by Dwarves and Hobbits. Spinthaaks are found grazing on lichen and moss from rocks near bodies of water, though they don't go in.

Sphinx

BF: 92 HP: 91-110 AV: 16 (AC 2+2) Speed: 240', ground, 480', air CF: 16-19 Number: nearly always alone Looks: These mystik beings have the hindquarters of a lion, a voluptuous female upper torso and head. Their angelic wings of snow-white feathers span some 24', three

times the body length. Their upper arms are human, but just past the elbow they become lion legs/paws. The hair and fur is always a golden brown in color and their eyes always a beautiful emerald green. Attacks: Lion-like claw attacks of 1D8+10 HP damage each and, very rarely, they can bite for 1D8 HP damage. They also wield magik in battle, preferring such things as Lightning Strike, and have been known to wield mystik artifacts in their own defense. Sphinxes dearly love riddles, poetry, prose, rhyme and true mysteries, and have been known to bestow favors in return for hearing new things in these categories. They've also been known to kill people who couldn't provide this. Consider sphinxes to be EL 10 magicians or greater who prefer spectacular effects. These beings live up to 10,000 years and can speak all known and most forgotten languages. They prefer high, dry desert areas, but are occasionally found in cooler mountain areas. The female of the species outnumbers the male 100 to 1. Sphinxes have an MRS of 55%.

Star Spider

BF: 125 HP: 72-160 MRS: 25% AV: 19 (AC 2+4), tentacles; 16 (AC 2+2), body; 6 (AC 7), eye Speed: teleportation only CF: 17-20 Number: Always alone Looks: Flailing tentacles, a single glaring red eye like the head lamp of some monstrous train, and the howling sucking wind make exact descriptions impossible save that it is approximately 10' by 12' and each tentacle is close to 13' long. Attack: 1D20+4 tentacles strike for 1D6 HP to 1D6+6 HP of impact damage each, then they constrict for 1D4+3 HP to 1D10+6 HP of damage per 10 CF counts thereafter. Its mouth is like the open door to a blast furnace generating a tremendous howling wind suction, to a 30' range, that all up to 27 HP and 10 STR are unable to resist. Those up to 35 HP in size and 15 STR will be pulled slowly towards the mouth at the rate of 3' per melee round. All sucked into this inferno, or shoved in by tentacles, are consumed by radiation and heat at the rate of 5D10+50 HP per melee round. The soul is also totally devoured simultaneously, and when it is all over, the creature spits out the charred skull, rib cage, and spinal column. It can apparently regenerate any kind/amount of damage done to it at 2 HP per melee round and all forms of energy, from lasers to lightning strikes, appear to make it stronger on a one-to-one ratio. However, if the single eye is pierced or shattered, it will go completely limp and fade into nothingness in 1 to 5 melee rounds. No one knows if it has been killed under these conditions. It is known, however, that if a victim escapes this creature, it will haunt his dreams and cause him to have waking nightmares of it coming to get him until such time as it really does come for him. This process usually takes 1D10+3 days. It takes the star spider that long to locate and then dimension-port to its chosen one. Apparently,



it psychically imprints the pattern of its prey into its homing mechanism, and uses that to track down victims. It has been known to cross dimensions and parsecs to do this, so no place seems to be safe from it. This beast is 100% immune to fear, confusion, poison/venom, sonics, cold, radiation, heat, vacuum, Hypnos, Mesmerization and cannot be put to sleep by any means. It cannot be telepathically communicated with or otherwise psychically bothered in any way. It is normally found only in space, in abandoned or wrecked space ships, outposts, etc., but will occasionally appear, 3% chance, whenever a mystik gate or portal is opened. Many consider them demon kind.

Stink Bug

BF: 25 HP: 36 MRS: 1% AV: 4 (AC 7) Speed: 60' ground, 100' air CF: 15-19 Number: 3-30 Looks: A beach ball-sized, squashy looking bug of a pallid white hue. Attacks: If provoked, it puts out a 60' cloud of stink, all up to 32 HP will gag, choke and pass out for 1D10 melee rounds; all 33-64 HP will flee in vomiting convulsions, etc.! It can also bite for 3-4 HP and strike with its forelegs/claws for 1D3 HP of damage each. It tastes so bad, even Orcs won't eat it! YUCK! It is found mostly in pine woods, as pine cones are its favorite food. Elves and foresters hate these voracious bugs!

Storm Bird

BF: 85 HP: 45-81 MRS: 23% AV: 9 (AC 5) Speed: 30' ground, 480' air, (double that in dives) CF: 18-22 Number: Usually a mated pair Looks: 30' to 55' wing span, eagle-like birds of prey with brilliant blue feathers, silver beak and claws, and glowing yellow eyes. Attack: Its claws do 1D4+3 HP to 1D10+6 HP of damage each; its beak 3D4 HP to 1D20+4 HP and its wing buffet for 1D3 HP to 1D4+3 HP of damage each. It can also generate quite an electrical shock, 1D4+5 to 1D20+30 HP potency and fire it through those claws or its beak. This can be done every other melee round for up to 20 such shocks, thereafter only once per minute until such time as its had 30 minutes of rest. It can also generate a swirling wind about itself equal to a Ghost Wind in power. This it may do, at will, for up to 3 minutes out of each 10. If raised from the egg it will be friendly to whoever so raised it, even allowing him alone to ride upon its back. It can carry up to double its own HP. However, it will never be tame or completely trustworthy. They originated upon the 6th Plane of Hell but now may be found, occasionally, up near the Arctic Circle, where they hunt the great reindeer herds. No electricity may harm them and cold or sonic attack only do half damage to these mighty avians. Finally, in times of dire danger they can use their self-generated winds to boost their listed air speeds by 1D20+20%.

Sun Bear

BF: 60 HP: 36-72 MRS: 8% AV: 10 (AC 4) Speed: 120' (160' charge), CF: 13-17 Number: 1D8 Looks: A giant 7' to 9' tall, copper-gold colored Kodiak bear-like creature, with brilliant yellow-gold stomach and metallic gold claws. Its eyes are ebon pools of hatred. Attacks: Its claws do 2-6 HP to 1D12 HP damage each and it can bite for 1D4+3 HP to 1D10+6 HP as well. Its body heat does 1D4+3 points damage, by touch and its saliva causes bitten victims to burst into flame for 1D4+3 HP of damage per melee round for 1D8 melee rounds. A "Cure Disease" and "Cure Serious Wounds" ritual are both needed to extinguish these flames. It is 100% fireproof and all poisons or venoms only do half damage to it. It is found only in the tropics near active volcanos.

Sun Bug

BF: 20 HP: 1 MRS: 3% AV: 0 (AC 9) Speed: 80', air, 30', ground CF: 15-20 Number: 20-500 Looks: A 1" long ruby-colored beetle that flies in swarms. Attacks: These bugs, when hit, each explode into a 27 HP, 5' diameter fireball. Also, all within that burst must save vs. flash, or be blinded for D6 melee rounds. It is harmless unless struck and may be found most anywhere. Sun Bears just love to eat these beetles.

Sword Bird

BF: 53 HP: 9-36 MRS: 17% AV: 4 (AC 7) Speed: 240', air, 30', ground CF: 16-19 Number: 1D20 Looks: They resemble nothing so much as brightly plumed giant hummingbirds with silver beaks and a single large purple eye. They have wingspans ranging from 12' to 20' Attacks: Their beaks slash, 75% chance, for 3-4 HP to 1D4+5 HP of damage, or they can stab, on a 23% chance, for 1D6 HP to 1D6+6 HP of damage. On a 2% chance, they will use claws; they can rake a victim for 1D3 to 1D3+2 HP each. These birds live on blood, so each time a stab goes home, it will drain either 1 or 2 CON points, depending on the size of the bird. They are 100% immune to all sonic attacks and cannot be paralyzed or slowed by any means. However, they can be friendly if offered fresh blood, and treated with respect. After all, they have an intelligence range of 1D6+8! Pixies and even Brownies have occasionally been known to ride these birds; they can carry up to 30 lbs. They are most often found in deep, uninhabited forests or woods.

Sylph

This is another Dryad variant, symbiotic with certain rock formations high in the mountains. So light-bodied are these beautiful creatures that they can soar and glide about in the lightest of breezes. Simply substitute as appropriate from Dryads' leafy ways to the Sylph. The Sylph is, if anything, much gentler than the Dryad and, on those infrequent occasions when their paths cross those of men, the men invariably fall in love.



Tarakk

BF: 55HP: 27-81 MRS: 10% AV: 12 (AC 3) Speed: 90', 120' charge CF: 7-14 Number: 1D6 Looks: A cross between a small Dragon and a giant horned lizard. It is wingless and can change color like a chameleon. Attacks: Its claws do 3-4 to 3D4 HP each, its bite does 3D4 HP to 1D20+16 HP of damage or it can breathe a cone of fire 30' to 90' long and 5' to 15' wide equal in damage to its own hit points. Once per day it can shoot its spearhead-sized and shaped spine scales, 6D10 firing randomly in all directions, to a 60' range, each hitting like a light catapult shot. Tarakks are 100% fire-proof, not very intelligent, RF 3-6, and hate real Dragons. Their favorite food is horse flesh. Their fiery breath is usable up to four times daily but only once every third melee round. They can be found near but not inside swamps, bogs and the like, burrowed into the loam completely except for their two eye ridges and nose, as they wait for a meal to get close to them.

Tarantula, Giant

BF: 50 HP: 39-60 MRS: 25% AV: 10 (AC 4) or 3 Speed: 270', 330' charge CF: 19-21 Number: Usually solitary Looks: Large, black, hairy spiders with 6' to 8' long bodies and a leg span of 18' to 24'! Attack: Their two forelegs smash opponents for 1-5 HP to 1D4+3 HP of damage each and they can bite for 1D4+3 HP to 1D6+6 HP. Their venom will cause its victims to suffer 2 or 3 HP of nerve damage per melee round for 1D10 melee rounds. While such nerve damage is being inflicted, the victim is in intense pain and thus -20 ABF/DBF. These are nocturnal hunters that fear absolutely nothing. These desert dwellers spend the hot daytime hours snuggled down in their silk lined underground burrows that may be as deep as 50' to 70'. The spider silk is worth a fabulous fortune if you dare to try to steal it!

Ta'veren

BF: 45, base 85% to hit with techno weapons HP: 40-50 MRS: 3% AV: 2 (AC 8) Speed: 180' running CF: 14-18 Number: 1D20 Looks: 6'-7' tall, blue-skinned totally hairless humanoids, with amber to orange eyes. Attack: By weapons type only, favoring blasters and other such advanced energy projectors. This alien starfaring race is at war with the Thaelastran star slavers and will attack them on sight. They usually wear a dark grey jump suit covered with zippered pockets; it's made of a form of trylon armor. This armor has virtually no weight or encumbrance but is equivalent to AV 10 (AC 4). The Ta'veren are so caught up in trying to get off-world that they will do anything to effect this; thus they are not trustworthy, just desperate. They think Arduin is barbaric, overly dangerous and a place to be as far from as possible! Consider them as EL 6 warriors and EL 25 technos. They can be encountered anywhere.

Teleport Rose

BF: They have none per se. HP: 54-72 MRS: 95% AV: 16 (AC 2+2) Speed: Non-mobile CF: 30 Looks: A 5' tall black stalk surmounted by a pie-plate sized rose. Attacks: 1D20 thorns can be directionally or area fired up to 20' for 1D4+3 HP of damage each. It also has the ability to teleport, once per melee round, any person or object, up to 60 HP or 1000 lbs. in size, anywhere, usually randomly, up to 300 miles away. A magikal creation usually conjured by a magician for a special reason, this sentient being (RF 12-18) is also telepathic and very elemental in its nature. It is usually feminine in its reactions and hates fire, Orcs, and all herbivores. It is not normally found except wherever it has been mystikally conjured.

Teng

BF: Each 50 Tengs have a BF of 1; thus 10,000 Tengs would have a mass BF of 200! HP: 1 each MRS: 1% per 2000 or fraction thereof AV: 20 (AC 2+5) Speed: 480' CF: 20 Number: Swarms of 10 to 10,000 Looks: 4" to 7"-long black arrowhead-shaped beetles. Attacks: They automatically fling themselves toward any warm or moving target, attacking like living crossbow bolts, heavy, destroying themselves on impact. They always attack and are 100% fearless. Smoke confuses them and makes them torpid, and they never fly in the dark, unless compelled to do so by magikal force. They are usually encountered only in dungeons; their origin is unknown.

Thaelastra

BF: 45, 80% base to hit with techno energy weapons HP: 40-50 MRS: 3% AV: 2 (AC 8) Speed: 80', double if running CF: 13-18 Number: 2D10, they're never alone Looks: 7' tall hairless humanoids with milky white skin, green, double pupilled eyes and pendulous Buddha-like ears. Their hands have three fingers and two opposing thumbs, and their teeth are all peg-shaped, with no canines, etc. Attack: By weapons type only, preferring stunners and tangles. The tangler can project a 10' diameter net out to 60' equivalent in effectiveness to a double strength, etc. Tangle Trap. These star-faring aliens are slavers and thus the enemy of many people throughout the galaxy. They think that theirs is the only true civilization; all lesser beings are there to be exploited. "Amoral" fits their culture precisely. They wear snow-white, many-pocketed jumpsuits that are AV 9 (AC 5) equivalent but of no real encumbrance or weight. They sometimes use very powerful short-range, hand lasers of 40 HP damage potential, 100 meter range, 1 shot per melee round.

Thermite

BF: 68 HP: 45-81 MRS: 18% AV: 12-13 (AC 3 or 2) Speed: 90', ground, 60', through dirt, and 10' per minute through solid rock CF: 12-16 Numbers: 2D20 Looks: Glowing reddish-yellow giant warrior termites 9' to 18'



long. Attacks: They can bite for 1D10+8HP to 17-36HP damage plus an extra 1D6+6 HP of heat damage. Their merest touch does 1D4+3 HP of heat damage. They are 100% lightning, electricity and fire-proof, living in active volcanos, and are immune to poison gas. Venoms and poisons do half damage; cold does double damage to these superheated insects. They are very aggressive, but their sub-surface movement is accompanied by a discernible frying bacon sound so it is hard for them to sneak up on victims.

Thorg

BF: 76 HP: 36-72 MRS: 12% AV: 7 (AC 6) Speed: 120', 380' charge CF: 18-21 Number: 1D10 Looks: Golden, 6-legged hunting cats. Attacks: They bite for 1D4+5 HP to 1D10+6 HP of damage and also use 1D3+1 claws for 1D3+3 HP to 1D6+6 HP of damage each. They can actively pursue prey at a steady run for 1D4+3 hours. Found on grassy plains or veldt, They are very close to earthly tigers in temperament and can be tamed if raised from cubs.

Thrukk

BF: 58 HP: 45-55 MRS: 77% (minimum) AV: 7 (AC 6) Speed: 70', 210' charge CF: 14-18 Number: 1D10 Looks: 5' to 6' tall ursine bipeds with blue-black fur, green hairless hands and emerald green eyes, nose and lips. They sometimes wear quilted cloth armor but never carry shields. This quilted armor is usually of spider silk composition and thus equivalent to light chain mail! Attack: They can strike for 1D10 HP of strength damage plus whatever weapons they wield, most often two-handed spike-headed mauls of bronze or 2-handed swords. If really pressed, and in a grapple situation only, they can bite for 1D4+3 to 1D6+6 HP of damage, but do so only 15% of the time. These beings were part of a stone-age race enslaved by the star-faring Thaelastra. However, many of them escaped the crash of their captor's ships upon this world. The Thrukk hate their former lords and will attack them on sight. In fact, they hate all technology and will seek to destroy it, and technos, whenever they can. They are most often encountered in woodlands or forested mountain regions. Their sense of smell is so acute that they can track a man, even if his trail is up to three days old, 90% chance. One quirk is their very high MRS; most older Thrukk are virtually immune to everything that passes for magik in Arduin!

Thunder Bug

BF: 20 HP: 1 MRS: 3% AV: 0 (AC 9) Speed: 80', air, 30', ground CF: 18-20 Number: 20-500 Looks: As for Sun Bugs but a bright blue color with yellow wings. They may be found practically any place. Attacks: As for Sun Bugs, but doing 1D20+10 HP of electrical shock only to the person hitting it. They are also called Bang Beetles.

Thunderbunnies

BF: 20, but in large numbers this increases by 5 to the BF score per each 100 creatures over the first 100. HP: 4-9 MRS: 2% AV: 7 (AC 6) Speed: 280' CF: 14-18 Numbers: 100-100,000 Looks: Crazed, foam-mouthed jack rabbits the size of large pigs! Attacks: They kick for 1-2HP, bite for 1D3 HP, which is diseased: 1D3 hours after being bitten, the victim gets dizzy, has blurred vision, 3 off all base physical and mental attributes for 1D100 hours. This effect has a 5% chance of becoming permanent. Traveling in vast herds, their sound is, at first, like distant thunder. At close range it is deafening. They roar in combat, almost as loud as a lion! They are 100% fear and confusion proof. They attack like a vast horde of land piranhas. They can be found upon grassy plains or in semi-arid areas and only become a berserk, ravening herd during the three-day period of the full blue or silver moon; otherwise they're just dumb bunnies.

Thunder Drummers

BF: 55 HP: 63-108, some elder ones are as large as 200 HP MRS: 18% AV: 12 (AC 3) Speed: Non-mobile CF: 18-22 Number: Groves of six, to supergroves of 36, composed of six groves of six Looks: Banyan-like trees 10' to 20' tall, 35' for the Elder Ones; they are evergreen. They usually circle an elliptical clearing 30' by 20', 300' by 200' for the super groves. Attack: Their supple branches, 3D4 each time, lash out for 1D3+3 HP to 1D6+6 HP of damage. All stunned, unconscious or downed victims will be slowly torn apart by the six trees in the grove, the parts being stuffed under their roots, where they will be slowly absorbed. Their branches have a reach of 15' to 20', up to 30' for the Eldest. They have a low order of communal intelligence.

Tiger, Snow

BF: 72 HP: 45-72 MRS: 17% AV: 12-13 (AC 3 or 2) Speed: 150', 300' charge Number: Usually a mated pair Looks: Snow-white tigers with translucent blue claws and fangs, sapphire-like eyes and coal black tongues. They do have very faint stripes of an ivory color, quite hard to see at more than 2'. Attack: Their claws each do 1D4+3 HP to 1D10+10 HP; they will bite, if at least one claw has hit, for 1D10+6 HP to 1D20+10 HP of damage. Cold and paralysis do not affect them and they get a +25% save versus fear and confusion. They dislike any degree of heat as it does double damage to them. They will never be found in a climate where the temperature goes over 40°F for more than a day at a time. On a 5% chance, if both their claws hit simultaneously, they will dig in and swing up their hind claws for two more attacks 2 CF counts later. Their fur, being so cold resistant, is very valuable, 750 G.S. to 1,800 G.S. per whole pelt.



Trelves

They are also known as Dark Elves or Black Elves. All parameters are precisely the same as for normal Elves. The main differences are as follows: olive complexion, pupilless eyes of metallic blue, fingers all the same length, double-jointed thumbs and an utterly evil soul. They hate all Humans passionately and consider other Elven kind as weak-hearted half cousins. They favor scale armor, winged helms, heavy javelins, many of which are magikal, winged and semi-sentient, two-handed swords and techno weapons. They originate in an alternate reality but occasionally manage to slip into the world through unguarded portals. They are effective generals, but totally untrustworthy companions. Most follow the darker gods or pay homage to patron demons.

Triton

BF: varies, as for any humanoid HP: 51-70 AV: 10 (AC 4), back, head and lower body, 7 (AC 6), stomach and upper body Speed: 400', water only CF: 14-18 Number: 1D100 Looks: 6' to 7' tall, light to dark blue-green humanoids with webbed fingers and toes, scaled lower torso, back and head, except for the face. The upper torso, arms, chest, stomach and face are all smooth-skinned and quite human-looking, save for the color. Three gill-slits adorn each side of their necks and their pupilless white eyes are 50% larger than normal. They wear accoutrements such as belts and bags of shark skin, but no clothes. Attacks: They wield trident, weighted net, barbed harpoons, shark-tooth-edged swords and throwing darts envenomed with deadly stonefish venom, 1D20-30 HP potency. Distantly related to Mermen, Tritons are a barbaric and savage tribal race of carnivores raiding everything from Sea Elf fortresses to sea coast towns and passing ships for slaves, loot and food, which can be people. They are deep-water creatures who don't like sunlight or other bright light. They stay on land for only 1 to 5 minutes before losing their nerve and fleeing back into the sea. It is rumored that an ancient god called The Deep One is worshipped by the Tritons in mad blood rites. Tritons frequently ride killer whales or great white sharks and have an MRS of 12% in water and 2% on land.

Troll

BF: 65 HP: 40-60 MRS: 25% AV: 13 (AC 2) Speed: 225', 275' charge CF: 16-18 Number: 1D10 Looks: A thin and rubbery ebon humanoid with a hunched back, bat-wing-like ears, bright yellow fangs 2" to 4" long and large luminous amber-gold eyes. They range in height from 4' to 7' tall and have fingers and thumb all of equal lengths. Attack: Their claws do 1D4+3 HP to 1D4+5 HP of damage each and they also bite for 1D6 HP to 1D6+1 HP of damage. They see in dim light or darkness better than an Elf, but bright light hurts their eyes. The large ears

allow them to hear sounds as faint as a heart-beat within a 60' radius, on a 90% chance. These creatures are cruel and utterly fearless monsters that just delight in tearing living victims limb from limb and eating them. They also regenerate one HP of any damage done to them every melee round. That is, all except that caused by silver weapons or fire. These wounds heal at only one HP per day. To be sure a Troll is really dead, one must burn it completely to ash. Nothing less will do, and oh, does that stink! They are found in dark caves, old ruins, dungeons, and occasionally in the employ of evil priests or mages of much arcane power. But they are too cunning and evil ever to be trusted.

Tunch

BF: 48 HP: 36-54 MRS: 6% AV: 4-7 (AC 7 or 6) Speed: 150', air, 30', ground CF: 15-17 Number: 3-36 Looks: They resemble brown-skinned hairless bats with beady red eyes and yellow-white wings. They have 2' to 3' mosquito-like proboscises, bone-white in color, and are themselves generally 3' to 4' long with a wing span of twice their length. Attack: Their long, steel-hard and needle-sharp curved proboscis punctures victims for 1D4+3 HP to 1D4+5 HP of damage, draining 1 or 2 CON points per 10 CF counts it remains inside thereafter. These night flyers swarm out of their guano-littered caves at sunset and flock down on anything warm-blooded they discover. Just before dawn they return to their cave to hang their blood-distended bodies upside down, just as do bats. They are 100% resistant to all acids and apparently can home in on the body warmth of targets up to 240' distant with a 95% accuracy. They are found only in temperate to warmer climates. Their name is derived from the sound the proboscis makes when it penetrates a victim.

Tunch Bear

BF: 42 HP: 27-45 MRS: 3% AV: 7 (AC 6) Speed: 120', 180' charge CF: 16-18 Number: 3-15, always in series of three Looks: A smallish bear-like animal with the face and proboscis of a Tunch. Apparently the mad mutation of some insane mage, they average 4' to 6' in height and weigh from 250 to 400 lbs. Their pale purple fur is quite valuable, bringing from 600 G.S. to 1,000 G.S. per complete pelt. They are found most often in forests and woods; Elves hunt them mercilessly. They have irascible dispositions and will attack anything that moves, even creatures up to three times their own size. Attack: Identical to a Tunch, as well as claws that are each capable of doing 1D6 HP to 1D4+5 HP of damage.

Unicorn

BF: Always 75 HP: 50-60 MRS: 89% AV: 13 (AC 2) Speed: 450' CF: 18-22 Number: Almost always alone, occasionally as a mated pair Looks: Of a size slightly smaller than a light war horse, most often the females are snow white from nose to tail, with a golden horn. The rare



males are usually ebon black nose to tail with a silver horn. Attack: Their hooves strike for 1D6 HP each, their bite, seldom used, is for 3-4 HP of damage and their horn can stab and impale for 1D10+6 HP of damage with a 20% chance for one RCH. These beings are about as intelligent as men, live 1,000-10,000 years and regenerate all damage done to them much as does a Troll. They are 25% magik resistant and may never be mentally controlled, mesmerized, or coerced in any manner. They are exceedingly rare and tend to stay in thickets in the deepest and most remote forests. Legend has it that only a virgin can ever tame one, although many are the stories of some hero or another riding a unicorn that has chosen, that one time, to help him. In fact little real information is known about these ancient and fabulous creatures.

Vampire Bats

BF: 29 HP: 10-15 MRS: 3% AV: 4 (AC 7) Speed: 270', air CF: 18-20 Number: 4D100, or more Looks: Black bats with 15' wingspan, tiny red eyes and 3" to 4" long fangs. Attack: Their bite does 1D3 HP of damage and drains 5 HP per melee round thereafter if not dislodged. That's right, it's HP and not CON that's sucked out; they're not undead, unlike their namesakes in that section. They are so adept at what they do that they can drain a sleeping person without the victim ever awakening, 95% chance. These blood-sucking bats are found from the equator to the Arctic Circle and live in caves during the day, flying out in huge swarms after sundown. Their sonic homing makes their attack +3 to strike, but also makes them very vulnerable to loud noise. Sonics confuse them and do double damage if intense enough. They are virtually unintelligent but can smell fresh blood a mile or more distant.

Voloe

BF: 50 HP: 9-27 AV: 4-7 (AC 7 or 6) Speed: 60' land, 40' water CF: 21-25 Number: 1 or 2 Looks: A pearl grey snake, 3' to 9' long, with one golden eye, and ebon fangs 2" to 4" long. Attacks: They bite for 1D3 HP damage plus poison three times their own HP in potency, that blinds its victims for 1D20 hours. They are found only in cool northern rain forests.

Vord

BF: 68 HP: 40-60 MRS: 15% AV: 9 (AC 5) Speed: 440', air, 40', ground CF: 17-22 Looks: Night black falcons with blazing green eyes; their claws and beaks look like emerald crystal. They stand 1' high for each 6 HP of their size and have a wing-span equal to six times their height. Thus a 40 HP Vord would be 5' tall and have a 30' wingspan. Attack: Their claws do 4 to 8 HP of damage, their beak does 6 to 10 HP and their wings buffet opponents for 1D3 HP each. The Vord's claws are like hollow snake fangs and can inject a paralytic venom into

their victims. This venom will affect all living creatures of a HP size equal to double their own HP, so a 40 HP Vord can paralyze up to 80 HP creatures. The paralysis lasts for 1D100 minutes plus one extra minute for every 20 HP in size of the Vord. They are immune to paralysis. These avians are about as intelligent as a 6-year-old human child and are the arch-enemies of the Great Golden Owls. They cannot be broken to a rider unless raised from the unhatched egg, and if their master is incapacitated for any great length of time, they will go wild, turning upon their master or anyone else, and then flying away.

Vroat

BF: 67 HP: 36-63 AV: 1D4+6 (AC 6 to 4) Speed: 120', water, 210', land, with 10' to 30' leaps possible CF: 9 to 14 Number: 3 to 24 Looks: A mutational cross between giant toads and crocodiles, thus earning the nickname Jumping Jaws! Attacks: A bite for 2D8 to 1D20+16 HP damage. They are 100% fear proof and take half damage from acid, venom, or poison. They live in jungle rivers and swamps, and eat anything they can catch.

Wasp, Giant

BF: 48 HP: 20-25 MRS: 2% AV: 12 (AC 3) Speed: 500', air, 25', ground CF: 20-24 Number: 1D10 Looks: 5' -6' long wasps with a wing span double their own length, shiny blue-black chitin and brilliant red multi-faceted compound eyes. Attack: They can either bite for 3-4 HP or sting for 1-2 HP of damage plus injecting a paralyzing venom of 1D10+6 HP potency. All victims have a 50% chance of paralysis lasting 1D20+5 hours. It will affect all up to 66 HP in size in this manner. All larger are only paralyzed for 1D100 minutes. All not affected by the paralysis simply suffer the damage. The humming flight of these voracious and extremely aggressive predators is audible up to 300' distant. They consider every living thing their food and may be found from desert to forest in any area where it never snows. Faeries and pixies have been known to tame these insects and ride them, but how they do this is unknown.

Web Widows

HP: 55-64 BF: 57, 47 if out of their webs AV: 4 (AC 7) Speed: 295' CF: 19-24 Number: Usually alone unless babies are about, 1D4+5 Looks: essentially a giant Black Widow spider with a body 6' to 7' long and with the head of a beautiful human woman. Her retractable fangs have a maximum 5" extension. Attacks: The two forelegs can bash for 1D3 to 1D3+1 HP each, and the bite does 1-2 to 2-3 HP plus injects a venom, up to 7 times per day at full potency, of 1D20+30 HP power. This venom also has a paralyzing effect upon all living organisms, taking 1D3 melee rounds to have full effect, then lasting for 100 minutes less 2 minutes per CON point of the victim. The Web Widow can also spin a web cocoon about a man-



sized victim in 1D20+20 melee rounds if not hindered. How this race came to be is unknown, but suffice it to say it is one of the true horrors of Arduin! Once her web is built, it can stretch 100' or more; the Web Widow will not willingly leave it for the duration of her 400+ year life span. Thus she must resort to trickery and illusion to lure prospective prey to her. To do this, they have become EL 10 or greater Illusionists. They have an MRS of 19% and suffer double damage from all sonic attacks, but only one-third damage from all poisons and venoms, and save to zero damage.

Whisper Wasp

BF: 33 HP: 9-27 MRS: 3% AV: 12 (AC 3) Speed: 360' air, 30' ground CF: 27-22 Numbers: 1D100 Looks: Metallic yellow with contrasting green body stripes and rainbow-hued wings. They are usually 1' to 3' long with wings twice their body length. Attacks: A bite for 1D3 to 1D3+3 HP of damage and a sting for 3-4 to 1D4+3 HP plus a venom that causes its victim to fall immediately asleep for 1D100 days. The venom will affect all up to four times its own HP in size, and if a successful save vs. venom is made, the victim will still feel drowsy and woozy for 3D4 melee turns with an attendant -10 BF for all attacks/defense for that period. These wasps are so silent that even Elves only have a 15% chance of hearing them in flight. They will lay their eggs inside their sleeping victims, which will hatch in 10D10 days, devouring their host body, much like the Tarantula Wasp in our own world. They may be found anywhere it never snows, but seem to prefer lightly wooded areas.

Windego

BF: 121 HP: 54-162 MRS: 28% AV: 18 (AC 2+3) Speed: 320' to 480' depending on size. CF: 17-20 Looks: A black whirling, twisting mini-tornado with two dull red glowing eyes two-thirds of the way up its column. It is 15' tall, 3' wide at its base and 9' wide at its top for each 8 HP of its size. The 54 HP-sized one would thus be about 100' high by 20' or more wide at its base and 60' wide at its top. Attacks: It envelops its prey, doing 1D10+8 HP of cold damage, 1D4+3 HP of ripping damage and draining one CON point per 6 HP of its size. Thus a 54 HP-sized one would do 1D10+8 HP of cold and 1D4+3 HP of ripping damage, as well as draining 9 CON points each melee round. It is 100% immune to cold, CON or STR blasting or draining. It is also immune to normal weapons, and magikal weapons only do damage equivalent to their magikal damage bonus! Any form of cold regenerates it on a point-for-point basis and it is 50% magik resistant. It is also 100% immune to any form of psychic attack or probe. It is incorrectly considered a form of lesser demon that is seldom seen, and even more seldom survived, originating on the 18th Plane of Hell. It actually is not, but to its many victims that's a moot point.

Wobra

BF: 48 HP: 9-81 MRS: 13% AV: 9 (AC 5) Speed: 60', ground, 120' to 240', air. CF: 14-19 Number: 4-48 Looks: Emerald green bat-winged cobras with ruby red eyes. Looks: This race is of generally humanoid size, they stand 5' to 6' tall and weigh from 95 to 155 pounds and shape but have wolf-like heads—the muzzle and ears being about half the length they would be on a comparably sized real wolf. Their very short velvet-like fur ranges in color from light brown through grey to black, with dark brown being the most common. Their eyes run the gamut from yellow to gold, umber being most common. They wear leather military harnesses and baldrics, thick-soled sandals that lace knee high instead of regular boots, and hooded capes with many inside pockets. Otherwise they wear no clothing. Attacks: 1 bite for 1-2 to 1D6+6 HP of damage plus a venom of a potency equal to double their own HP, but with a 1D6 melee round delay before taking effect. They can spit that venom for a range of 3' per 8 HP of their size. They are usually found in flocks like birds, and will tend to go into an attack frenzy like Air Sharks once they scent blood. They are 100% fear proof, and 10% venom/poison resistant. They can taste the air with their forked tongues so accurately that they can track a single individual through a crowd at up to a 240' range! They're usually found only in hot jungle areas though occasionally one or two will turn up as some mage's pet.

Wolf, Dire

BF: 100-125 HP: 29-40 MRS: 4% AV: 9-10 (AC 5 or 4) Speed: 125' land, 35' water, can leap up to 20' CF: 15-18 Number: 1D4+4 Looks: Wolves the size of small ponies, with fur colors ranging from slate grey to brown. Attack: 2 claws for 1D6+2 HP plus 1 bite for 1D8+8. There is an 80% chance any successful bite against victims less than double the HP of the wolf will be a throat hold, resulting in a crushed larynx and automatic death from suffocation in 1D6 melee rounds. These wolves are every shepherd's nightmare; they are smart enough to kill a lone shepherd first, then slaughter his flock at their leisure. They are smart enough to avoid characters clad in heavy armor, but they are also loyal to their packmates, and will come to the aid of one trapped or injured with an almost fearless ferocity. They take only half damage from cold, but double damage from fire; fire (and lots of it) is the only sure way to scare them off.

Yanth

BF: 64 HP: 36-72 MRS: 8% AV: 9-10 (AC 5 or 4) Speed: 90' land, 60' water, double those speeds for charges. CF: 9-14 Number: 1D10 Looks: 7' to 10' long mammals with tails that double their length. They have dark brown to black fur, emerald green eyes and silvery fangs and claws. They resemble and behave like a cross between bear and



otter. Attack: Its claws each do 1D4+5 HP to 1D10+10 HP, its bite does 1D6 HP to 1D20+4 HP of damage and its saliva will paralyze anything up to twice its own HP size for 1D100 minutes. It is of the mentality and temperament of a spoiled six-year-old human child and continually acts just like it. Its lush waterproof fur pelts are prized by nobility and bring prices of 1,000 G.S. or more for each one. They may be found in any temperate climate area where there is plenty of water, forests and no inhabitants. They love playing in the water.

Yellow Peril

BF: 65 HP: 27-63 MRS: 10% AV: 1D4+6 (AC 6 to 4) Speed: 150' to 180', on any surface) CF: 17-22 Number: 1-20 Looks: Bright yellow centipedes 9' to 27' long, with greenish blue multi-faceted eyes and dripping, steaming black mandibles. Attack: It bites for 3-4 HP to 1D4+3 HP damage and it can, on a 45% chance each bite, wrap about a victim and crush him at 1D4+5 HP to 1D10+10 HP per melee round thereafter. The venom of its bite is of a potency always double its own HP and which is usable from 3-7 times daily at full potency. It can also spew out an acid spray, 15' by 15' or 30' by 10', of a potency equal to half its own HP. However, this may be done only thrice daily, and at least 10 melee rounds apart. These arthropods smell strongly of burnt almonds and are 100% acid resistant. Poisons and venoms only do half damage to them and they never know fear. They are usually encountered in hot jungle or swampy areas, but frequently pop up in underground tunnels, caverns and other such areas. They are cunning ambushers and relentless stalkers of their chosen prey, sometimes pursuing prey for 5D10+50 hours.

Yeti

BF: 79 HP: 76-95 MRS: 14% (base) AV: 7 (AC 6) Speed: 188' CF: 13-17 Numbers: 1D20 Looks: 8' to 9' tall humanoids covered in long, shaggy hair, with long black talon-like nails, snaggle teeth and blazing crimson eyes. Attacks: Their huge clawed hands can punch, crush and tear victims for 1D6+6 HP of damage each, and they occasionally bite victims for 1D6 HP of damage. Finally, they can hug a victim to their chests, doing 1 HP of crush damage every 2 CF counts, 15 HP of damage per full 30 count melee round) and at the same time causing 1 HP of cold damage per 3 CF counts, 10 per full melee round. This ancient race is carnivorous, but not cannibalistic, and has lived for hundreds of thousands of years in the wastelands of the world. In the forests they're called Sasquatch and have fur that changes color seasonally, from brown and black to white. The lowlands Bigfoot is similar, but smaller (BF: 70, HP: 65-82) and less intelligent, a Yeti being about as smart as a 5-year-old child. Yetis hate fire, having a natural body temperature of -10° F, and suffer double damage from it. They communicate in long ululations and howls that echo eerily in their domains.

Zoomer

BF: 45 HP: 4-10 MRS: 37% AV: 7 (AC 6) Speed: 800' CF: 30 Number: 1-50 Looks: They look like little brown and white spotted puppies with ears like jack rabbits only more floppy, and eyes that sparkle like emeralds. Attacks: A bite of 1D4 HP damage. These little beasts are extremely friendly and will follow nearly anyone around, constantly getting under foot, wanting to be scratched and petted, licking their friends, whining for attention, and above all moving constantly around while uttering a sound exactly like their name: Zoom! Zoom! They are so fast that it's hard to see them clearly unless they are sitting still. They are loud, and quite the pest, but they can sniff out silver and gold up to 120' away, and will tremble violently when within 30' of any kind of undead. These puppies are of unknown origin, although some mages speculate that they come from the astral plane. At any rate they can be encountered most anywhere except cities or other civilized places.

SLIMES, OOZES AND MOLDS

Blue Gunky

BF: equals HP divided by 4. HP: 200-1,000 MRS: 55% AV: 19 (AC 2+4) Speed: 240', on any real surface CF: 21-30 Number: Always alone Looks: A puddle of energized blue slime 1' in diameter and 3 thick per each 50 HP in size that it is. It glows a dim radioactive blue in the dark and leaves a glowing bluish trail. Attacks: For each 100 HP in size it may fire one indigo-blue bolt of crackling bio-energy, 3' by 1' up to 60'. Each such bolt of energy attacks all targets as AV 0 (AC 9) regardless of their armor or other protections. This bolt causes 1D4+5 HP of kinetic damage, per 100 HP in size of the Blue Gunky and strips 1 point off of each of the victim's STR, CON, DEX and AGIL scores for 1D4 hours per the same formula. It can also envelop a target, causing 1D4+5 HP of acid-like damage every 10 CF counts per 100 HP of its size. It feeds on all energy sources, from batteries to nuclear reactors to living beings, by draining the source at 1% of its total potential per each minute it is attached to the power source. Poisons, venoms, fear, confusion and stoning have absolutely no effect upon it. All energy attacks, from lasers to lightning strikes, add to its HP on a point-for-point basis. All CON and STR points it absorbs add HP to it on a one-for-three-basis: one CON points equals a 3 HP increase in the Blue Gunky's size, and so on. However, cold-based attacks do 50% more damage to it. It will even refuse to enter very cold areas, and such things as blizzards cause it to retreat as fast as it can. The creature is semi-sentient and will always attack the greatest source of energy, or the character with the most HP, first. This



horror was the result of a magikal experiment gone wild; it devoured its creator and only one is known to exist, thank all the gods! It was last seen prowling the nether depths of the infamous Skull Tower in Arduin. At that time it was 550 HP in size!

Crumbler

BF: 25, 90% hit probability for their directed sonic attacks; otherwise, 20 HP: 8-24 MRS: 5% AV: 13 (AC 2) Speed: 60' CF: 15 Number: 1D20 Looks: Much like a pile of brownish-yellow sand some 3' across and 6" in height for each 8 HP of its size. Attacks: A directed sonic disrupter ray with a single target range of 40' or a general area effect of sonic disruption 30' in radius around it. The first does 1D10+20 HP of damage and stuns for one full melee round. The latter does 1D10+8 HP of damage to all in its area of effect every 15 CF counts and stuns for one action. No save is possible, as this is a biologically generated sonic force, not magikal. They are a colony life form, unintelligent, and are scavengers that will eat any organic matter by scouring it down into practically molecule-sized bits for ingestion. Cold, heat, sonics, fear, Hypnos, and confusion do not affect this colonial creature. All chops, cuts and bashes only do one-quarter normal damage and it cannot suffer any form of RCH. No psychic probe or non-physical assault can harm it. However, lightning strikes do triple damage to it, causing it to fuse into thousands of tiny dark green glass bead-like granules. These creatures are most often encountered along beaches or upon desert salt flats, as they love salt.

Fool's Bane

BF: 55, for its first attack only it has a BF of 88 HP: 72-108 MRS: 10% HP: 72-108 AV 19 (AC 2+4) Speed: 120' on any real surface CF: 18-22 Number: Usually solitary Looks: This creature has learned to mimic the exact shape of other objects in order to procure a meal. Its favorite disguises are as Black Lions, snakes or even as black basalt doors, wall, statuary, floors and other innocuous objects. They are most often encountered in dungeons, abandoned buildings and other such built-up areas. Attack: Identical to the Black Slime, see entry below. More than one thief has met his fate trying to tuck the ebony idol under his arm and run.

Grey Granules

BF: 20 HP: 1 per 10 square feet MRS: 98% AV: 1 (AC 8) Speed: 0 CF: 0 Number: Covering areas from 3 square feet to 3,000 square feet. Looks: Grey, gritty spores. Attacks: 4D12 poison gas versus all targets in area if spores are crushed or set on fire or even trod upon, per 10-square-foot section affected. Though it is virtually immune to all magik, fire magik will ignite it! How lucky! The best way to get rid of it is water (clean or dirty, salt or fresh, holy or not), which dissolves this stuff harmlessly at one gallon per 10 square feet.

Mold, Purple

BF: 20 HP: 1 per 3 square feet MRS: 1% AV: 7 (AC 6) Speed: 0 CF: 0 Number: Covering areas from 3 square feet to 3,000 square feet. Looks: This mold resembles bright purple cauliflower bunches set tightly together. Attacks: If the polyps are crushed, broken, burnt or otherwise greatly disturbed, a massive spore cloud is released, covering an area equal in cubic feet to triple the square feet the mold covers; i.e., 3 square feet of mold can release 9 cubic feet of spores. These spores can cause all exposed flesh or other animal matter to begin to rot at 1 HP per melee round for 1D100 melee rounds. The flesh turns dark purple, swells up, bursts into a stinking purple pus and sloughs off of the bone. Yuck! A disease-curing ritual will stop the rotting, as will dousing the affected area liberally with any magikal healing salve. Nothing else seems to work. This gunk is native to the 19th Plane of Hell, but somehow managed to take root on this plane.

Mold, Red

BF: 20 MRS: 1% Essentially a mutation of Purple Mold, but 100% fireproof, and with a rotting effect of 1D3 HP per minute for 1D100 minutes. Once again, this has taken root here from Hell. When you visit Hell, for heaven's sake clean your boots when you get set to come back!

Ooze, Blue

BF: always 55 HP: 30-60 MRS: 5% AV: 4 (AC 7) Speed: 60' per melee round on any surface, walls, ceilings, etc. CF: 11-15 Looks: Like a 2' to 6' wide by 2" to 6" deep puddle of bluish water, slightly muddied if it has eaten recently. Attack: It envelops its prey and dissolves it at the rate of 1 HP per CF count for bare flesh, 1 HP per 3 CF counts for wood, or at 1 HP per melee round for metal, though mithril, adamantium and orichalcum are unaffected. It is totally immune to all chops, cuts, bashes, poison or venom and only takes half damage from fire or cold of any kind. Of course, acid has no effect upon it either. This gruesome critter can hunt by following the vibrations in whatever surface it is upon but most frequently settles down in a wet or swampy area to await some hapless victim's inadvertently walking right onto it. Slurp!

Ooze, Emerald

BF: always 60 HP: 20-40 MRS: 8% for each 6 HP in size it is; an 18 HP one has MRS 24% AV: 19 (AC 2+4) Speed: 120' CF: 10-12 Number: 1D4 Looks: Like a huge, pulsing liquid emerald, 3' across per each 10 HP in size that it is. Attacks: 1D10 pseudopods. All that they hit have 4D10 HP worth of themselves turned to Emerald Ooze in 4 CF counts on bare flesh. It can eat through leather and other tougher organic materials in 6 CF counts, hardwood in 8, but cannot harm metal of any kind. So metal armored targets are safe until it oozes through the chinks and cracks, 1D20 CF counts. In



subsequent melee rounds that portion converted to ooze also adds its own attacks to its victim until the whole being has become Emerald Ooze. It is 100% impervious to chops and cuts, except for the plusses of magik weapons, lightning, fear, confusion, paralysis, all psychic geas or probe. Also it only takes half damage from all technological energy weapons. This creature is an extremely rare magikal construct encountered only as a guardian for tombs or treasure.

Slime, Black

BF: 90 HP: 81-108 MRS: 13% AV: 9 (AC 5) Speed: 120', on any real surface CF: 12-17 Number: 1D4 Looks: A thick puddle of shiny black tar-like slime about 1' across and one-quarter inch deep per 8 HP in size. Attacks: One touch or envelopment that dissolves flesh at 2D10+5 HP per melee round; wood at 1D10+10 HP per melee round and metal at 1D6+6 HP per melee round. It smells like licorice, and homes in on prey by sensing the magnetic fields around itself and then checking for movement causing disturbances in them. If you are 100% motionless it will pass you by, or pass over you by accident. Its detection range is 60', and is 100% accurate. It is 100% immune to all forms of attack except lightning, disintegration, techno energy or stoning, which does 5D10 damage to it and halves its speed for 1D20 minutes. Nothing else will harm it. This creature is usually only found in deep caves and caverns, and thankfully is very rare.

Slime, Blue

BF: 45 HP: 24 MRS: 8% AV: 9 (AC 5) Speed: 60', on any real surface CF: 12-15 Number: 1 Looks: A puddle of deep blue goo 5' across and 6" thick. It never varies in size. Attack: It either extends 1D3 pseudopods up to 10', or flows over a chosen victim, then corrodes him at 1D6+6 HP per melee round. It is a heat seeker that is 100% accurate to a 60' range, decreasing in effectiveness by 5% per 3' beyond that range. Chops, bashes, cuts, etc. do not hurt it and no magik will affect it save Lightning Strike, Fire Wall, Flash Point or other mystik flame attacks. The fire from Efreet, Phoenix and Dragons does double damage to it. It is most often encountered in dungeons or other such mystik places.

Slime, Chartreuse

BF: 40 HP: 20-100 MRS: 7% AV: 1 (AC 8) Speed: 60', on any real surface, but only if it is activated CF: 10 Number: 1 Looks: a viscous puddle of bright green quivering goo that smells strongly of mint. Attack: If touched, it does 1D8 acid damage. Further, any touch by organic material wakes it up, in which event it will send out one pseudopod in a random direction for every 20 HP or fraction that it has, trying to find more food. It is immune to all fear and psychic attacks, as well as fire, cold, electricity, acid, poison, venom, stoning, paralysis and other immobilizing magiks. On the other hand, ordinary

water destroys it at the rate of 2D8 HP per pint poured on it! Impure water sources work almost as well as pure. In fact, there is at least one Urukk out there who insists on using bourbon; he claims the residue makes a passable if somewhat chewy substitute for mint juleps!

Slime, Gold

BF: 80 HP: 27-162 MRS: 75% AV: 20 (AC 2+5) Speed: 120', over any real surface CF: 18-22 Number: 1D3 Looks: It is like a pool of glowing, molten gold, 3' across and 4" thick for every 9 HP in size that it is, although some specimens have learned to mimic artifacts made of gold, or even to coat statues made of stone or lesser metals. Attack: It either envelops a victim, 90% chance, or extends a palp 6' to 36' depending on size, 10% chance, to grasp victims with. The slime blasts 1 CON point and does 1D4+2 HP of acid damage every 10 CF counts of contact, per each 27 HP, or fraction thereof that it is. Cuts, chops, bashes, etc., fire, cold and paralysis absolutely cannot harm this creature. Lightning and electricity regenerate or grow it on a point-for-point basis. It cannot, itself, have any of its life force either blasted or drained away by any means. It cannot be turned to stone. It homes in on the magnetic fields of its victims, 95% accurate to a 60' range, decreasing by 5% efficiency per each additional 3' in range thereafter. This means that degaussing or demagnetizing magik will blind it, no save. Priestly Death Magik does 1D100 HP damage to it. It is encountered only in dungeons and then only very rarely.

Slime, Orange

BF: 45 HP: 1 per square foot in area covered, i.e. 18 square feet of Orange Slime would be worth 18 HP MRS: 14% AV: 4 (AC 7) Speed: Non-mobile CF: Zero Looks: a 1" thick layer of bright dayglow orange slime. Attack: If touched it will dissolve bare flesh at a rate equal to its own HP every melee round, wood at half that rate and metal at 1 HP per melee round per each 20' square in size that it is. This yucky stuff grows like algae in deep, dank, dark places where there are arcane and mystik forces in abundance. Chops, cuts, bashes, etc. will not harm it, nor can any acid, poison or venom affect it. However, it is highly flammable; the lung-searing clouds of acidic purple smoke given off when burned can be just as deadly, HP wise, as its touch.

Slime, Red

This stuff is identical in every manner to Orange Slime with two very distinct exceptions: it is 100% non-magikal fireproof, magikal fire only does half damage to it, and it is mobile. It can slowly flow on any surface from floor to ceiling at 30' per melee round. Apparently this slimy mess is in the process of genetic mutation, as it is even developing a rudimentary food-sensing ability good to about a 30' range and centering on body warmth.



Slime, Silver

BF: 75 HP: 45-120 MRS: 3% AV: 16 (AC 2+2) CF: 17-20 Size: 2' in diameter and 1 in thickness per each 8 HP in size that it is. Move: 100' Number: 1D4 Looks: Like a pool of liquid mercury or quicksilver Attacks: 1 touch or envelopment for 17-36 HP damage each 10 CF counts. It affects flesh or other organic matter only. Lightning and electricity add to its HP size on a point-for-point basis! It senses its victims by their body heat at 100% accuracy out to 45', decreasing in effectiveness by 5% per additional 10' farther away. It can thus be fooled by an Ice Wall or its like. It is 100% immune to fire and cold. Bashes, chops and cuts just splash through it harmlessly. However, paralysis and stoning do 6D6 damage to it and sonics scatter it but do not hurt it. It also has the apparent ability to slip from the ethereal plane to this one and back pretty much as it pleases.

Slime, White

BF: 60 HP: 45-100 MRS: 22% AV: 16 (AC 2+2) Speed: 100', on any real surface CF: 12-16 Number: Always alone Attack: It will either engulf a victim, 65% chance, or extend 1D20 pseudopods, up to 13' long, to attack with, 35% chance. In either case the slime dissolves all flesh or organic matter at 2 HP per CF count, i.e., in one full 30 CF count melee round it will dissolve 60 HP! It also paralyzes all living creatures for 1D10 melee rounds less 1 melee round per each 15 HP in size of the victim more than 50 HP that it is. This creature originated as an alchemical experiment by the legendary White Witch of Khoharra. When she died, it escaped and has been multiplying ever since. Whenever it becomes larger than 100 HP in size it automatically splits into two separate slimes. This process only takes 1D4+5 seconds, but it is totally dormant during that time. It can be found anywhere on the fifth continent, except where the climate is colder than 50° F. It is unaffected by all acids, venoms and poisons, but takes double damage from cold attacks and cannot save versus them.

GOLEMS

Wooden Golem

These are the easiest to create, being nothing more than animated statuettes of carved wood. They are generally humanoid in shape, 6' to 8' tall and have 30 HP. Their AV is 7 and they have a CF of 15, which they utilize to the fullest extent with their slashing, claw-like attacks that do 1D6+4 HP of damage. They make an odd groaning sound when they move (due to the stress put on the wood) and suffer fearfully from flame and heat (taking +50% damage). But even afire they will continue to attack until only cinders are left. Druids and medicine men usually construct these types of golems. Their BF is 45 and they have an MRS of 15%.

Clay Golem

These are masses of semi-hard clay, usually molded into a blocky humanoid shape 6' to 8' tall. They have an AV of 4 but wounds caused by bashes, chops, cuts and other attacks from non-magikal weapons simply reseal with no effect. In fact, if a clay golem has its head whacked off by a normal sword, it's likely to simply pick up its head and stick it back on its shoulders! On the other hand, damage inflicted by magik weapons does not regenerate. They are 50 HP in size and can punch for 1D10+10 HP damage, though their slow CF of 10 makes them fairly easy to avoid in combat. If hit with fire or heat equivalent to their own HP in potency and all during one melee round, they will fire like pottery into a tough ceramic material with an AV of 14. However, thereafter the damage they take by ordinary weaponry will not reseal, but chip off. After firing, their CF is slowed to 8, but their punch increases to 1D10+20 HP power. Most priests and some wizards can create these types of golem fairly easily. Their BF is 48, or 55 if fired up and they have an MRS of 17%.

Tar Golem

These sticky, hot bubbling masses of black pitch/tar are not easy to create due to the magikal difficulties in keeping said substance hot. They are generally humanoid, 6' to 8' tall, and are 50 HP in size. All weaponry striking them has a 50% chance of becoming stuck in the golem. All chops, cuts, bashes, etc. leave no permanent damage regardless of magik involved. Cold, however, does 50% greater damage to them and if double their own HP value in cold strikes them within one melee round, they harden into complete and brittle immobility. Their AV is 4 and they have a CF of 13, while all movement is accompanied by sucking-slopping sounds. They strike for only 1D6+3 HP of impact damage, but each strike leaves tar stuck to the impact spot which, while cooling over the next four melee rounds, does 1D6, 1D4, 1D3, 1-2 more HP burn damage. All such damage leaves horrible, blackened



scars, the cooled tar having to be cut out of whatever it is stuck to. Only the most puissant priests or wizards can construct these golems. Their BF is 47 and they have an MRS of 19%.

Snow Golem

Created much like a tar golem (but requiring continual cold to maintain), it is usually found only in cold climates. Generally humanoid in shape, this translucent golem is normally 7' to 9' tall with 50 HP and an AV of 12. It can punch for 1D6+4 HP of damage plus 1D4 HP of cold damage. All normal weapons striking its semi-slushy body pass through it harmlessly. Fire does double damage to it, but water or liquid poured onto it simply freeze, adding to its size and HP. Though cheaper to create than many other kinds of golems, it is still rarely encountered except in polar areas, due to the difficulty in maintaining the cold necessary to keep it together. So only the more powerful priests and wizards ever build these golems. Their BF is 45 and they have an MRS of 15%.

Stone Golem

These are the classic animated statues of marble or some other hard rock. Though generally humanoid, they can be carved to resemble most anything. Consider them generally to be 70 HP in size and 7' to 9' tall. With a CF of 12 they can strike for 11-30 HP of damage and ea few\, or so some legends say, have been known to breathe fire. (1D20+16 HP worth, but only 1D6 times per day and to a range never exceeding 15' or covering an area more than 3' in diameter). Ordinary weapons cannot harm these creatures' AV of 16 and in fact tend to break or shatter upon their stony surface (+35% to their weapons breakage chance). Magik weapons do normal damage but still must roll their break percentages (+15% to break). This type of golem is perhaps the most commonly encountered. Their BF is 72 and they have an MRS of 22%. Both priests and wizards build this sort of servant.

Base Metal Golem

These are humanoid bronze, iron, or other base metal statues 7' to 10' tall, animated by powerful sorcery. With an AV of 19, a CF of 15, and with their punch of 1D20+16 HP of damage, they are truly formidable adversaries and, like their stone counterparts, normal weaponry has no effect upon them. Legends tell of these things breathing flame, much as their stone brethren supposedly do upon occasion, but they also tell of laser-like rays flashing from their eyes (1D6+2 times per day for 5D10 HP of damage, out to 240!) or even gaseous fumes belching from their mouths in noxious clouds (30' by 20' for up to 64 HP of total damage but only once per day). Truly dangerous and remarkable creatures by any standards. Consider them about 80 HP each, and to be built almost exclusively by powerful wizards. Also, as for their stone counterparts, all weaponry striking them must roll

its breakage percentage each time. Their BF is 75 and they have an MRS of 24%.

Silver Golem

Squat, 5' tall, generally humanoid statues of pure silver, usually with a huge (500+ carat) sun stone as a cyclopic eye. They are 88 HP in size with an AV of 14, and have a CF of 15. They can strike for 1D20+20 HP of damage and up to ten times each day (in lieu of a punch) can fire a 60' by 3' lightning bolt from their glowing eye. This cataclysmic bolt does 1D20+16 HP of damage to all it strikes, but needs six melee rounds to charge up between shots. Normal weaponry, of course, has no effect upon it; roll for break percentage on any hit, and magikal attacks have a 33% chance of grounding and doing nothing to it. One of the most difficult of all golems to build because of the pure cussed problems of working magikally with silver in such large amounts, only the most experienced and powerful wizards ever build them. Their BF is 77 and they have an MRS of 82%.

Gold Golem

Squat, 5' tall, humanoid statues of pure gold, with a large open mouth from which a fiery glare and some wisps of smoke constantly emerge. Of 100 HP in size, it also has an AV of 16 and a CF of 12. Normal weapons do not harm it; roll for breakage on any hit. It can punch for 1D20+28 HP of damage. Five times per day it can spew a liquid, napalm-like flame from its mouth in a cone 30' long by 15' wide at its apex. This flame does 4D10 points of damage initially, sticking to its victim like glue. Thereafter, until it burns itself out, it does 1D10+8, 1D6+6, 1D6 and 1D4 HP of damage over the next four melee rounds. The golem can thus breathe every sixth melee round. Finally, the very first time in one day it physically attacks, if it hits, regardless of the target, it turns to gold that which it strikes. Only a 20 on a D20 roll will save for living creatures thus hit, and even then their CF is permanently halved! Remember, this works on his first punch only and if he misses, he misses. Oddly enough, wizards almost never build these types of golems, leaving it to the most experienced priests do so. Their BF is 80 and they have an MRS of 27%.

Mithril Golem

Thin, 6' to 7' tall, humanoid animated statues of the silvery-blue metal called mithril; they have a pair of 200+ carat star rubies for eyes. They are 100 HP in size and have an AV of 19. Normal weaponry has no effect upon this type of golem; roll for weapon breakage on any strike. They have an CF as high as 18 but 14 is the general rule. In any case, they attack for 1D20+30 HP of damage, by punch or stomp, and up to seven times each day a 60' long, 5' wide fan-shaped ray can stream from its eyes in rainbow-hued but deadly splendor. All living beings hit by this ray



are frozen into motionless statues for 1D20+2 minutes. If a save versus magik is successfully made by the victim, he will operate at one-half his CF for 1D100 melee rounds until its effects have worn off. This ray effects all up to 200 HP in size. Due to the rarity of mithril, these are seldom encountered, but are constructed by both priest and wizard alike. Their BF is 85 and they have an MRS of 28%.

Adamantine Golem

Even rarer and more expensive to build than mithril golems, these 5' to 6' tall humanoid metal monsters are 120 HP in size and have an AV of 20. They can punch for 31-50+6 HP of damage and have a CF of 12. From their three 300+ carat ruby eyes, set in a triangular pattern, they can fire a 45' by 5' diameter cone of disintegration capable of totally destroying all up to 100 HP total in size; larger types simply take 100 points damage and have 1D3 RCHs! If a save versus magikal attack is successfully made by a living victim, he still suffers 20 points damage and one RCH. They can use this awesome ray up to thrice daily, once every fifth melee round. Of course normal weapons do not harm this creature and all weapon breakage is at +45%. This golem is built only by the most powerful wizards and priests together as a team and is so costly as to practically never be done. Their BF is 90 and they have an MRS of 31%.

Orichalcum Golem

The rarest of all golems, these are built of the rarest of all metals; the living metal called orichalcum. Because this metal is what it is, all damage they suffer even from magikal means regenerates at one HP per melee round. Only such damage as disintegration does permanent, unhealable damage to them. Normal weaponry cannot harm them. All normal weapons have a +65% chance to break each time the golem is struck. They are of 150 HP and 6' to 7' in size, with an AV of 20. They can be of any CF, though 12 would be about average. They punch for 1D20+50 HP of damage and can, five times per day, spew out a 36' long, 9 diameter cone of fuming acid capable of doing 8D10 HP of total damage initially. Those thus hit then suffer 1D10+8, 1D6+6, 1D6 and 1D4 HP of damage over the next four melee rounds as it loses its potency. For every 12 points damage thus suffered (on the initial attack), victims have a 10% cumulative chance of being permanently blinded (rolled separately for each eye). Their BF is 95 and they have an MRS of 33%. Little else is known about this kind of golem. In fact, probably only one orichalcum golem has ever been constructed. The thing took 5 powerful wizards, two alchemists, a high priest and a rune weaver of great power some 7 years to build and bankrupted a kingdom in the process. It was supposed to be used in the conquest of all the known lands, but little was ever heard about it after its completion

several thousand years ago. Whether it was destroyed or even now waits in some dusty cavern is not known. The world is probably better off not knowing.

Diamond Golem

Also known as a Crystalloid, these 12' to 20' tall constructs require massive amounts of wealth and commensurate mystical power to create. Only one has ever been known to exist and it is still sitting deactivated in the deepest dungeon of the Royal Palace in Talismondé, in Arduin, as a sort of doomsday weapon. At any rate, depending upon size, they are 108-180 HP in size and have an AV of 24. They punch for 1D20+28 to 1D20+60 HP of damage and stomp for 1D20+40 HP to 5D10+50 HP! Fire and cold only do half damage to them, and normal weaponry has an 85% chance of shattering upon impact with it, less 10% for every magikal plus. The one weak spot is its vulnerability to sonics, which do double damage to their crystalline structure. Acids roll off like water and lightning bolts will ricochet harmlessly in random directions from the many-faceted surface, as will 50% of all normal missiles. This awesome golem is capable of punching a castle to pieces, given enough time! The BF is 100 and it has an MRS of 35%.

Shydra

BF: up to the individual GM, but in no case will it ever be less than 150! HP: 50 plus 72 additional per separate head/body that it has. MRS: 33% AV: 20 (AC 2+5) Speed: 100' CF: 16-18 Number: Usually alone Looks: This is the golem's golem, the mystik construct to end all such constructs. It has a Hydra-like body that splits into 1D12+1 individual female torsos with six arms, like the Hindu god Shiva. All of gleaming bronze is this terrible construct, save for the eyes, which are octagonal holes with hissing red flames flaring from them. The weapons it carries are usually as follows: a pair of 2-handed scimitars, a pair of spiked mauls, a 2-handed battle axe, and a 2-handed flail or halberd, all of which are carried single-handed. Attacks: Each separate head/body can cast one spell, etc. and wield six weapons, that also do an additional 1D10+6 HP of STR damage each movement turn. It can also move over a victim, crushing him for 10D10 HP plus 1D20+4 HP additional damage per each separate head or body it has. As an example, a 3-headed and 3-bodied Shydra would, each movement turn, be able to cast three simultaneous magiks, wield 18 weapons in attack and move over a victim, crushing him for 1D10+10 HP plus 3D20+12 HP of damage. You can see why even the mightiest of Dragons fear Shydras! These constructs cost fabulous sums, and require years of work to build. Only three have ever been constructed, all cost more than 5,000,000 G.S. and took more than 20 years to construct, and in each case they destroyed whole cities in their



rampages. Normal, non-magikal weaponry has no effect upon it. Nothing that harms living flesh, from "Morgom's Spell of the Red Death" to paralysis or stoning, has any effect upon them. Lightning and electricity ricochet harmlessly, reflecting randomly off of its body, as do all missiles 50% of the time. It cannot be drained, etc. of life forces it doesn't have, never knows fear or confusion and even sonic vibrations can't hurt it. It cannot be mesmerized, geased, hypnotized or otherwise psychically controlled except by its creator. All weapons that strike it have a 40% added to their breakage change and even then only do one quarter damage. This awesome construct is perhaps the most powerful and deadly of all things that exist in Arduin. Even Demon Lords will not willingly face one! The magik that it wields is limited only by the EL of the mighty magician who creates it. Beware the mighty Shydra! For there is virtually no defense against it.

Shadow Golem

This is a special-purpose creation, designed to operate in areas where the more mundane kinds of golems cannot. They are very expensive to build but, once created are a most terrible opponent. They resemble a humanoid, sized/shaped darkness, though that can only hint at their real looks. They are 56 HP in size and have an AV of 19. However they are totally immune to any and all form of attack save for magik weaponry or fire and/or light-based attacks; a Wizard Light or Glory Glow will do 1D6 HP of damage to them per OP of power put into it, per melee round. They can attack in one of two ways: striking for 3D4 HP of numbing cold damage or by walking through a victim for 1D6+8 HP of the same type of damage. In either case, all hit must save versus both fear and confusion, failure of which will cause those states in the unfortunate victim for 1D20 melee rounds. See the appropriate spells for the actual results. They usually have a CF equal to their creator's, but consider 15 as average. They are only created by Illusionists of EL 20 or greater, who guard the secret for doing this with their very lives. Their BF is 75 and they have an MRS of 42%.

Light Golem

Essentially the exact opposite of a shadow golem and originally conceived specifically to combat same. Generally humanoid sized/shaped and formed of trans-light (or golden light, if you must be mundane), they have a CF of at least 18, some being much higher, and AV of 20. They are 56 HP in size and can strike for 3D4 HP of heat damage or pass through a victim for 1D6+8 HP of the same type of damage. All thus struck are blinded (no save, even if their eyes are closed!) for 1D10 melee rounds. Also, all hit by them are rendered inoperable by spasms to their neuro-circuits and muscles for 1D10 melee rounds. They, of course, immediately fall down and lay on

the spot quivering like Jell-O in an earthquake. See the spell Muscle Spasm for precisely how this affects people. If a character saves versus spoken spell, he still has his CF and movement halved for the 1-10 melee rounds. These creatures are, of course, totally immune to all forms of attack save from those of magikal weaponry, darkness or cold-based impingements upon themselves. They are, though, very rare opponents. Only those priests of sun or light-based religions know how to construct these golems. Their BF is 75 and they have an MRS of 42%.

Slime or Ooze Golem

Built much like a tar golem, these living creatures are held in generally humanoid shapes 6' to 12' tall by the creating mage's binding magik. Their HP, AV, damage potential, etc., are all defined by the type of icky stuff the druid uses as his base for creating the golem. The most common of these highly uncommon golems are made up of Black Slime or Emerald Ooze. These creatures are extremely dangerous to have around because even an accidental touch from one such is an attack equivalent of the creature's normal attack modes. Thus they are very seldom constructed, and even then only at extreme risk to their creators. They have a BF of 65 and an MRS that is 19%. This is subject to variation according to stuff used to build the golem with.

Flesh Golem

These are included in this section because most FRP gamers expect it. However, they are constructs put together with parts of assorted living creatures and as such have all their inherent limitations and advantages. At any rate, for game purposes consider them 6' to 7' tall humanoids of slightly greenish complexion and terrible scars where they were sewn together. Each is 70 HP and AV 4. They can have most any CF but consider 14 an average. They punch for 1D10+10 HP of damage. Though fairly cheap to build by a wizard's standards, they have several very bad problems, including a 20% chance they will retain enough of their old personality to become free-willed. They also have a 25% chance of being inordinately afraid of fire, fleeing from it under most conditions. On the other hand, they can understand fairly complicated orders; they alone are allowed a command sequence of up to 20 words. They even act under their own initiative in stress or combat situations. Electrical energy heals and empowers them and normal weapon damage causes them very little pain. Their BF is 58 and their MRS is 22%.

Plant Golem

This golem is summoned, rather than constructed, by Druids or Medicine Men of EL 12 or greater. This summoning requires one minute and one mana point per HP in size it is to be. Once summoned—from a handy supply of living plants—it will hold itself together for one full hour plus one additional hour per extra 2 mana points expended by the Druid during the initial summoning. Plant golems can be of any material from wood to moss, with resulting variable AVs, and are generally 1' high per 9 HP in size. The most frequent AV is 4 to 8 and the most often used construction materials is a combination of shrubs, saplings and grasses. For each 8 HP of size, it can shamble along at 5' per melee round; i.e., a 40 HP plant golem could move at 25' per melee round and would stand about 5' tall. It has no eyes and seeks out its prey by sensing its body heat. Thus it is easily fooled by Ice Walls and other cold manifestations. Unless it is composed mostly of wood, flame and fire only do half damage to it, but cause it to go berserk towards the wielder of said fire. However, cold always does 50% more damage to it and halves its movement capability for 1D10 melee rounds. Its only modes of physical attack are by punching and stomping a victim for 1 HP of damage per each 8 HP of size; or by grappling and enveloping a victim for 1D3 HP of strangulation damage per melee round per 9 HP in size that it is. Crafty Druids etc. tend to include poisonous fungus, deadly pollen-loaded flowers like the Black Lotus or some other such in the golem's make-up. Some are even capable of spewing out toxic spore clouds! All of this is GM-adjudicated as to potency, area affected and so on. Plant golems are psychically linked to the Druid creators to such an extent that if said creator dies, the golem becomes berserk and attacks everyone around, all the while slowly coming apart and breaking up into its individual plant components at the rate of 8 HP per melee round. Finally, plant golems are totally immune to mesmerization, fear, confusion, psychic attack or probe, stoning, flash-blinding, poisons/venoms, etc. and to all physical attacks not of a cutting nature (i.e., swords hurt, maces don't). They generally have a BF of 48 and an MRS of 20%, but this is open to adjudication according to what all went into the thing's construction.

GIANTS AND THEIR KIN

The average values for BF have a range of +5 to -5 (thus an average BF of 60 would be 55-65). Use the BF without alteration for the DBF; add 50 to get the ABF. For their strengths, see **Table 68**, Giant and Kin Strength.

Table 68
Giant and Kin Strength

STR	Types
19	Common Ogre
20	Hill Giant, Dark Ogre
21	Forest Giant, Death Ogre
22	Titan
23	Cyclops
24	Dune Giant, Triclops
25	Ice Giant
26	Krag Giant, Flame Giant
27	Sea Giant
28	Storm Giant
29	Hell Giant
30	Star Giant

Ogres

All Ogres have a natural AV of 6 due to their leathery skins and have CFs of 1D4+8, except Death Ogres, with CFs of 1D4+14. All Ogres have a base MRS score of 18%, and a life span of 100-300 years.

The Common Ogre

Ranging in size from 54-63 HP and 7' to 8' tall, these are the ones most often encountered. They can be found most anywhere and are recognized by their orange-red colored hair, large peg-like teeth and their stupidity (RF 5-7). They do not wear armor and use tree limbs, etc. as large mauls. They get drunk very easily and will eat anything from fish heads to slow adventurers. They are susceptible to confusion and love ladies with long blonde hair. They have BFs averaging 60.

The Dark Ogre

Of a size and temperament much like that of the Common Ogre, these beings have a few basic differences, including their dark brown to coal-black skin. They are almost never found anywhere except very hot deserts or tangled, wet jungles. They use stone-age tools and weapons, favoring large, stone-headed axes, and fear magik greatly. They have an average BF of 62.



The Death Ogre

The largest of the Ogre family, these creatures range in size from 63-72 HP and 8' to 9' tall. They are generally more intelligent than their brethren but still much less so than most men (RF 8-10). They are dusky, dark grey in color, bald and have very large canine-like teeth. They occasionally wear iron or bronze scale armor, leg greaves and even arm bracers. They use large iron or bronze spiked mauls or an occasional axe and are not superstitious. They don't drink alcoholic beverages and delight in the slow torture of their victims, sometimes cutting off parts and eating them while the still-living victim is forced to watch! They prefer to live in heavily-forested mountain areas where water is plentiful. They are cunning and feared greatly by men! Their average BF is 88.

GIANTS

Unless specified otherwise, all mortal giants other than Star Giants live 500 to 1,000 years. Giants have a natural AV of 8 and their CF is in the 1D6+12 range, save for Titans, which are 1D8+14 CF. Some giants wield magik, usually as if Rune Weavers.

The Giants are listed here in their general order of size.

Hill or Cave Giant

These are probably the most common of the Giant family and are frequently confused with Ogres due to their extreme ugliness, ferocious nature and man-eating habits. They wear bear skins and other furs, are hirsute and favor huge stone-headed mauls or great flint axes. Of a low order of intelligence (RF 7-9), they are easily fooled, and even easier to enrage. They love fine statues and carvings of marble and jade above all else. They are usually 81-99 HP in size and 10' to 13' tall. They prefer hilly, semi-forested areas in which to live. They have an average BF of 75, and an MRS of 23%.

Titans

These immortals are perhaps the most intelligent of all the Giant kind (RF 17-20), and for certain they are the handsomest! Once dominant upon many planes of existence, they average 96 HP and 13' in height. They are practically extinct today. They are prominent in the myths and legends of all peoples but most especially pertaining to the universe-rending God Wars of pre-history. They are always powerful wizards of EL 5-15 as well as being mighty warriors of EL 20-30! They wear finely-made steel scale, chain or half plate armor, sans shield, and wield great flaming swords of awesome mystik might. Aloof and disdainful of all others, these immortal beings live alone and hidden as far from the mark of civilization as they can possibly manage. There they ponder the mystical forces in the multiverse and contemplate their large hoards of treasure which they have acquired over the eons. Their BF is 100 and MRS is 54%.

Cyclops

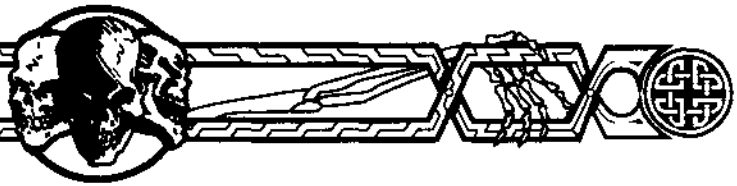
These tannish, semi-furred Giants are perhaps the least humanoid of all the Giant family. With their cloven hooves, befanged mouth, single glaring eye and rhinoceros-like horn sprouting from the middle of their foreheads, they present a terrible picture indeed. Although only ranging in size from 72-88 HP, they are nonetheless 15' to 20' tall and immensely strong. They generally use iron-spiked wood cudgels of a very large size in battle, but also stomp with their cloven hooves to great effect. They are perhaps the stupidest of their family (RF 6-8) but are still smart enough to know how to deal with those they would capture and eat! They are cruel, very, very greedy and always hungry. They love gold, gems, jewels and any gaudy beads or bangles they can get their hands upon. In fact, to them, polished copper or brass is just as pretty as gold or silver! Their usual habitats are rocky isles or deserted desert valleys, where they await all with paranoid patience. Their average BF is 85 and their MRS is 24%.

Forest Giants

The smallest of the actual Giant kind, they range in size from 79-88 HP and 9' to 11' tall. They seldom leave their remote forest homes where they can be found either alone or in family groups. These groups usually consist of mother, father and one child. They do not wear armor and use almost exclusively huge steel double-bitted axes. They are not really aggressive but do not tolerate intrusion by lesser beings. They keep little treasure but do prize such natural things as amber and petrified wood. They are usually dark-haired and complected, preferring to wear furs, leather and other such natural clothing. Their average BF is 80 and their MRS score is 40%.

Sea Giants

These aquatic beings live in underwater, air-filled dwellings. They do not have gills but can hold their breath for 20 minutes or more. They are able to withstand depths up to 600', but generally are found in waters 60' to 150' deep. They range in size from 80-99 HP and 10' to 12' tall. They wield tridents of bronze, always 2' longer than they are tall, and very strong nets woven of tough sea kelp, usually 20' square. They farm the ocean and herd many kinds of fish. They also raise giant clams for their lustrous mother of pearl shells and for the occasional giant pearl, which they hoard. They never wear armor and generally have pale blue-green hair and complexions. They occasionally trade with lesser beings but generally dislike intruders of any sort. They even occasionally war upon Sea Elves to control areas. Their average BF is 90 and MRS score is 42%.



Dune Giants

These desert-dwelling Giants range in size from 88–108 HP and 11' to 13' tall. They have a dark bronze complexion with very little body hair of any kind; even the females are bald. They do battle with huge 7' long iron swords in one hand and 30' bullwhips in the other. They love gold and other precious metals and hoard large quantities of it. These are perhaps the most aggressive and bloodthirsty of all the Giants; so much so that some few of them have even been rumored to be eaters of men. Occasionally one will be encountered wearing solid gold chainmail! They are excellent smiths and their metal work is highly prized, but very difficult to obtain for obvious reasons. They actively keep slaves of lesser beings both for work and, or so it is feared, for food. Their BF averages 95 and they have MRS scores of 28%.

Krag Giants

One of the largest and rarest of the Giants, ranging in size from 108-135 HP and 13' to 16' tall, they are almost never encountered anywhere except high up on some very tall mountain. There they build great stone castles and brood upon the silver and gold they've mined and worked themselves. They wear iron chain armor and wield huge iron warhammers. Occasionally they use large iron-faced shields or iron multi-headed morningstars. They live solitary lives, mating only during their middle years. They are fair-skinned, blonde and usually have piercing blue eyes. Their only pleasure is a complicated, 4-dimensional kind of chess game which they will sit and play, literally, for years. Their BF averages 120 and they have an MRS of 30%.

Triclops

This creature is nothing more than a magikal mutation of the Cyclops into a much larger version with three heads. It ranges in size from 88-108 HP and averages 18' to 22' tall. Even more rare than its single-headed progenitor it is usually only found as the guardian to some great sorcerer's habitation. Due to its three heads and total inability to sleep it can never be surprised or ambushed without some magikal assistance. Its lack of sleep makes it rather cranky, too; it's even more fierce and savage than the normal Cyclops, though certainly no smarter, and prone to arguing with itself. Its BF averages 100 and its MRS is 26%.

Ice Giant

Living in the great snowy wastes, these blue-skinned and snow-white translucent-haired Giants are rare enough to be reported by man only once or twice in a century. Ranging in size from 108-117 HP and between 14' to 15' tall, these highly intelligent beings are awesome foes. They have learned the secret of creating hard ice which they forge into clear armor (AV 20) and weapons of extreme strength and sharpness. They jealously guard

this, their ultimate secret, and will slay any who attempt to steal it from them. It is they who either mine or create those fabulous gems called snow tears. They are utterly unaffected by cold, though heat and flame do extra (+20%) damage to them. Their ice palaces are said to be some of the most beautiful dwelling places upon any plane of existence but they, like the ice they forge, are cold and without warmth or love. Their BF averages 110 and their MRS is 34%.

Flame Giant

These blood-red skinned beings range in size from 126-153 HP in size and are 15' to 18' tall. Being totally immune to all effects of fire or heat, these Giants most often dwell in and around active volcanoes, and bathe in the lava! They are quick to anger or love and are volatile in the extreme. They wear obsidian armor (AV 18) and prefer ragged-edged, razor-sharp axes of that volcanic glass. Due to their choice of habitat they are practically never seen by men. They also have an ultimate secret, that of forging obsidian into steel-hard artifacts of translucent, smoky black. It is also said they mine the earth's bowels for mithril, adamantium and even that fabulous, half-legendary metal—*orichalcum*. Legends even say that they are the ones who create Sun Stones. One thing is certain, however: they are a most powerful race of beings! They have an average BF of 118 and they have MRS scores of 36%.

Storm Giant

Though shorter than many others of their kind, these Giants are some of the most powerful. They range in size from 135-162 HP but only stand from 12' to 15' tall. They are very human looking, with generally brown hair and eyes, affecting long flowing beards and hair. They tend to dress in subtly-hued leathers and silver chain mail. Storm Giants favor magikal flamberge-style swords all a-crackle with dancing lightnings, and war helms wreathed in storm clouds. They prefer open spaces and high mountain tops but travel constantly in search of that perfect place. They have no treasure hoards, but their apparel is generally set with hundreds of sparkling gems. They dislike Titans immensely and will go out of their way to harm them. Their average BF is 130 and their MRS score is 32%.

Hell Giant

These are the dark ones of the Giant family, those who embraced the causes of chaos and evil as their own. They resemble Deodanths 18' to 20' tall (144-162 HP). They wear black plate armor (AV 25) and wield gigantic spiked morningstars called hell stars, with 18' chains. Their eyes glow green like living emeralds; they see through illusion or invisibility every time. They enjoy torturing their captives and have been known occasionally to eat them as well. They favor black diamonds and sometimes have a



pack of Moon Dogs as companions. They are best avoided by all men and fortunately seldom venture from their hellish abodes. They are most abundant upon the various Planes of Hell. They are totally immune to all toxics and most forms of disease. Their average BF is 150 and their base MRS is 64%.

Star Giant

The ultimate Giant as it were, these beings range in size from 162-189 HP in size and stand 20' to 25' tall. Long ages ago they learned how to star walk from world to world and now travel the multiverse in search of adventure and new things. They wear armor of rainbow-hued crystal (AV 25) and wield swords of cutting light in battle. Generally unaggressive, once aroused they become implacable foes, never granting an opponent quarter or mercy. Anger them at your own peril! Their treasure is the technological knowledge and wisdom they have gathered in their travels during their amazing lifespans of 10,000 or more years. It has even been said that these beings ride Star Dragons and are friends of the demi-god and celestial jester Froggy. They regenerate all damage just as do Trolls and apparently are unaffected by radiation or hard vacuum. These Giants have an average BF of 165 and have MRS scores of 60%.

WERE CREATURES

All non-flying were creatures have a charge speed equal to the listed speed +50%, so a normal 100' speed equals a 150' charge speed.

The were creature gains EL normally for whatever class he is (i.e., thief, normal, bard, etc.). He will increase in EL as a were creature automatically as his other ELs increase. For each three normal ELs earned, the were creature gains one EL. Once he's reached his full listed potential for the kind of were creature he is, he will increase by one HP in size per EL he earns normally. However, he may never exceed the number of HP equal to double the maximum HP listed for him. The were creature's BF will have to be individually figured out, and all listed MRS scores are base scores only.

Were creatures may be permanently harmed only by magikal means or by silver. All else will regenerate at one HP per hour or so, depending on how bad the damage actually was. Were creatures are essentially immortal but do age about one day per each year lived. They cannot be turned away like undead, for they are alive in every sense of the word.

MAMMALS

Werewolf

BF: 85 HP: 35-65 MRS: 25% AV: 9 (AC 5) Speed: 250', 400' charge CF: 16-20 Number: 1D20 Looks: The classic Hollywood wolf man epitomized by those fine films *The Howling* and *An American Werewolf in London*. Attacks: Its jaws are its main weapon doing 3D4 HP to 1D10+6 HP of damage. But its claws can also strike for 1-2 HP to 3-4 HP of damage as well. Temperament: Aggressive.

These creatures can be permanently damaged only by magik or silver. They regenerate all other damage at 1 HP per minute. Perhaps the best known of the were creatures, the werewolf is still little understood by man. Just as some men are evil and some men are not, so too are werewolves. As time goes on, the were wolf learns to better control his blood hunger, to the extent that many lead practically normal lives. Yes, they are extremely dangerous, but you too would be as well, were you afflicted with such a curse! Temper your fear with compassion and understanding when confronting these creatures. They can be encountered any time and any place; in fact, they could be just about anyone you meet. That pretty barmaid there; or perhaps the jolly merchant who sold you that fine bronze dagger; mayhap your cousin Gerrard? Who can say which of them answers to the call of the night? Werewolves have a keen sense of smell that can track a living being at 95% effectiveness, even if the spoor is up to 3 days old. They can also sense by smell and identify all living things within 60' of themselves on an 85% chance or at longer ranges if the wind direction is right. They see in the dark to 180' and hear just about everything in a 75' radius around themselves on a 75% chance. They are usually capable of 15' to 25' leaps and their STR should be considered to be at least 19. They have several problems, as outlined in the section on lycanthropes, and are not invincible. The only sure way to destroy one is with pure silver. The heart must be impaled by it and the body buried in a casket made from it. If left undisturbed for 13 years, the tormented soul will then, and only then, depart the body forever, allowing it to decompose normally.

Baboon

HP: 10-25 AV 7 MRS: 8% CF: 16 Speed: 200' (ground), 150' (trees) Attack: Bite for 1D4+2 to 1D4+7, bash for 1-2 to 3-4, rending for 1D4+4 to 1D4+7 Temperament: Moderately aggressive Habitat: Savannah to light forest Number: 1D20



Badger

HP: 20-45 AV 7 MRS: 22% CF: 15 Speed: 180' Attack: Bite for 1D4+1 to 1D4+5, claw for 1D4+2 to 1D4+7 Temperament: Aggressive defensively Habitat: Woods to plains Number: 1

Bear, Black

HP: 20-50 AV 10 MRS: 24% CF: 17 Speed: 175' Attack: Bite for 1D4+4 to 1D10+8, claw for 3-4 to 1D4+2, hug for 1D4+7 to 1D10+14 Temperament: Usually aggressive only when aroused Habitat: Usually forests only Number: 1D4

Bear, Brown

HP: 35-80 AV 10 MRS: 25% CF: 16 Speed: 185' Attack: Bite for 1D4+5 to 1D10+14, claw for 1D4+2 to 1D4+7, hug for 1D10+8 to 1D20+10 Temperament: Aggressive Habitat: Forest to tundra Number: 1-2

Bear, Polar

HP: 45-95 AV 10 MRS: 26% CF: 15 Speed: 180' Attack: Bite for 1D4+7 to 1D20+10, claw for 1D4+4 to 1D10+8, hug for 1D10+10 to 1D20+16 Temperament: Very aggressive Habitat: Polar areas Number: 1

Boar, Great

HP: 15-45 AV 9 MRS: 22% CF: 15 Speed: 225' Attack: Slashing butt for 1D4+2 to 1D4+7, trample for 1D3 to 1D4+4 Temperament: Bad-tempered and extremely aggressive Habitat: Light forest to plains Number: 1D8

Cheetah

HP: 15-30 AV 9 MRS: 23% CF: 24 Speed: 725' Attack: Bite for 1D3+2 to 1D4+4, claw for 1D3 to 1D3+2 Temperament: Aggressive if hungry Habitat: Savannah and plains only Number: 1D4

Coyote or Jackal

HP: 15-30 AV 7 MRS: 29% CF: 8 Speed: 250' Attack: Bite for 1D3+2 to 1D4+4 Temperament: Aggressive only if cornered Habitat: Anywhere, but prefers plains Number: 1-2

Fox

HP: 10-25 AV 4 MRS: 25% CF: 18 Speed: 250' Attack: Bite for 1D4 to 1D4+2 Temperament: Aggressive only if cornered Habitat: Anywhere but prefers woods Number: 1-2

Gorilla

HP: 30-55 AV 7 MRS: 9% CF: 15 Speed: 180' (ground), 120' (trees) Attack: Bite for 1D4+2 to 1D4+7, bash for 3-4 to 1D10+6, hug for 1D10+6 to 1D20+16, rending for 1D4+5 to 1D10+14 Temperament: Placid unless aroused Habitat: Rain forests Number: 1D10

Horse

HP: 25-50 AV 7 MRS: 15% CF: 16 Speed: 300' to 400' Attack: Kick/hooves for 1D4+2 to 1D4+7, bite for 3-4 to 5-6 Temperament: Usually fierce only if aroused or cornered Habitat: Anywhere, but prefers plains Number: 1D10

Jaguar

HP: 25-50 AV 10 MRS: 25% CF: 20 Speed: 385' Attack: Bite for 1D4+5 to 1D10+8, claw for 1D4+2 to 1D4+7 Temperament: Extremely aggressive Habitat: Rain forest to jungle Number: 1

Leopard

HP: 25-45 AV 10 MRS: 24% CF: 20 Speed: 400' Attack: Bite for 1D4+4 to 1D10+8, claw for 1D3+2 to 1D4+5 Temperament: Very aggressive Habitat: Savannah to rain forests Number: 1

Lion

HP: 35-65 AV 12 MRS: 27% CF: 19 Speed: 375' Attacks: Bite for 1D4+5 to 1D10+14, claw for 1D4+4 to 1D10+8 Temperament: Aggressive if hungry Habitat: Savannah and plains Number: 1D4

Mongoose

HP: 10-25 AV 10 MRS: 25% CF: 24 Speed: 300' Attack: Bite for 3-4 to 1D4+5, claw for 1-2 to 2-3 Temperament: Aggressive defensively, a terror if aroused! Habitat: Rain forests and jungles Number: 1-2

Ocelot

HP: 15-30 AV 9 MRS: 22% CF: 21 Speed: 425' Attacks: Bite for 1D3+2 to 1D4+4, claw for 1D3 to 1D3+2 Temperament: Only aggressive if hungry or aroused Habitat: Jungle to savannah Number: 1-2

Otter

HP: 10-30 AV 9 MRS: 24% CF: 19 Speed: 250' (land), 125' (water) Attack: Bite for 3-4 to 1D4+7, claw for 1-2 to 3-4 Temperament: Usually not aggressive, occasionally playful Habitat: Anywhere there's water, from rivers to the sea Number: 1D6

Puma

HP: 15-30 AV 9 MRS: 23% CF: 19 Speed: 375' Attack: Bite for 1D4+2 to 6-9, claw for 1D4 to 1D4+2 Temperament: Aggressive if cornered, aroused or hungry Habitat: Anywhere from mountains to plains Number: 1-2

Rat

HP: 5-30 AV 7 MRS: 13% CF: 18 Speed: 105' (water), 250' (ground) Attack: Bite for 1-2 to 1D4+4 plus hand-held weapons (cudgels, daggers, etc.) Temperament: Extremely aggressive but in a sly manner Habitat: Sewers, caverns and other dark and dank places Number: 1D20

Tiger

HP: 40-75 AV 13 MRS: 28% CF: 19 Speed: 400' Attack: Bite for 1D4+7 to 1D10+14, claw for 1D4+4 to 1D20 Temperament: Aggressive if hungry Habitat: Rain forest and jungle Number: 1



Weasel

HP: 10-25 AV 9 MRS: 24% CF: 20 Speed: 285' Attack: Bite for 3-4 to 1D4+5, claw for 1-2 to 3-4 Temperament: Very aggressive Habitat: Anywhere, but prefers woods Number: 1

Wolverine

HP: 30-60 AV 10 MRS: 24% CF: 17 Speed: 200' Attack: Bite for 1D4+2 to 11D20, claw for 3-4 to 1D4+5 Temperament: Ill-tempered, nasty, extremely aggressive Habitat: Mostly woods and forests Number: 1

REPTILES

Anaconda or Python

HP: 25-75 AV 10 MRS: 25% CF: 18 Speed: 55' (water), 100' (land) Attack: Bite for 3-4 to 1D4+2, head butt for 1D4+2 to 1D4+7, constriction for 1D4+7 to 1D10+12 Temperament: Aggressive, especially if hungry Habitat: Anywhere, but preferably near water Number: 1

Cobra

HP: 15-50 AV 10 MRS: 28% CF: 21 Speed: 105' (land), 60' (water) Attack: Bite for 1-2 to 1D3+2 with venom double its own HP (usable 3 times a day) Temperament: Very aggressive Habitat: Rain forests and jungles Number: 1

Crocodile

HP: 30-90 AV 12 or 13 MRS: 20% CF: 15 Speed: 150' (water), 100' (ground) Attack: Bite for 1D4+5 to 1D10+14, tail slap for 1D4+2 to 1D10+6 Temperament: Aggressive if hungry or aroused Habitat: Swamps, rivers, estuaries Number: 1D4

Dragonet

HP: Always 30 AV varies by type MRS: 30% CF: 18 Notes: All other information is as for a real Dragon of whatever color, but only of the smallest size listed.

Gila Monster

HP: 25-75 AV 12 or 2 MRS: 25% CF: 12 Speed: 125' Attack: Bite for 1D4+4 to 1D10+14 with venom equal to 2/3 its HP Temperament: Belligerent, aggressive Habitat: Warm, dry areas Number: 1

Lizard, Monitor

HP: 15-45 AV 4 or 6 MRS: 12% CF: 18 Speed: 150' (water), 180' (ground) Attack: Bite for 1D4 to 1D4+5, tail lash for 1D3 to 1D4+2 Temperament: Aggressive if hungry Habitat: Warm, dry areas that are shaded Number: 1D4

Serpents, Other

HP: 10-45 AV 9 MRS: 22% CF: 20 Speed: 95' (land), 45' (water) Attacks: Bite for 1 HP to 1D4 with venom equal to its own HP (usable three times a day) Temperament: Aggressive defensively Habitat: Anywhere but the Arctic Number: 1-2

AMPHIBIAN

Toad or Frog

HP: 10-45 AV 7 to 4 MRS: 20% CF: 15 Speed: 200' (land), 175' (water) Attack: Swallowing bite for 1D3 to 1D4+5, tongue lash or strangle for 1D3 to 1D4+2 Temperament: Aggressive only if hungry Habitat: Swamps, river banks, etc. Number: 1D10

BIRDS

Condor

HP: 25-50 AV 4 MRS: 24% CF: 16 Speed: 300' (air), 25' (land) Attack: Beak for 1D4+4 to 7-12, claw for 1D4+2 to 1D4+5, wing buffet for 2-3 to 3-4 Temperament: Not generally aggressive Habitat: High cliffs, canyons Number: 1-2

Eagle

HP: 15-35 AV 4 MRS: 22% CF: 19 Speed: 500' (air), 30' (land) Attack: Beak for 1D4+2 to 1D4+5, claw for 1D3+2 to 1D4+4, wing buffet for 1-2 to 2-3 Temperament: Territorially protective Habitat: Anywhere (usually near open areas) Number: 1-2

Falcon

HP: 5-15 AV 4 MRS: 18% CF: 21 Speed: 900' (air), 30' (land) Attack: Beak for 1D4 to 1D4+2, claw for 1-2 to 2-3 Temperament: Territorially protective Habitat: Anywhere, but usually near open areas Number: 1-2

Flamingo

HP: 21-30 AV 22 MRS: 95% CF: 13 Speed: 220' (air), 35' (ground) Attack: Beak for 1-2 to 3-4, claw for 1 to 1-2 Temperament: Timid, fights only if trapped Habitat: Riverine, tidal flats, lake shallows Number: 5D4

Hawk

HP: 10-20 AV 4 MRS: 20% CF: 20 Speed: 750' (air), 30' (land) Attack: Beak for 1D3+2 to 1D4+4, claw for 2-3 to 3-4 Temperament: Territorially protective Habitat: Anywhere, but usually near open areas Number: 1-2

Owl

HP: 10-45 AV 4 MRS: 25% CF: 18 Speed: 250' (air), 40' (ground) Attack: Beak for 1D4+2 to 1D4+5, claw for 1D4 to 1D4+4, wing buffet for 1-2 to 3-4 Temperament: Aggressive if hungry Habitat: Anywhere, but usually woods Number: 1D4

Raven

HP: 5-15 AV 13 MRS: 28% CF: 20 Speed: 450' (air), 25' (ground) Attack: Beak for 1-2 to 3-4, claw for 1 to 1-2 Temperament: Aggressive only if angered Habitat: Anywhere, frequently a mage's familiar Number: 1



ARTHROPODS

Bumble Bee

HP: 10-50 AV 10 MRS: 12% CF: 20 Speed: 705' (air), 60' (ground) Attack: Bite for 1D4 to 1D4+4, sting for rapier attack plus 1D10 to 4D10 venom Temperament: Not aggressive unless provoked Habitat: Anywhere but the Arctic Number: 1

Beetle

HP: 30-90 AV 13 MRS: 10% CF: 12 Speed: 175' (air), 125' (ground) Attack: Bite for 1D4+5 to 1D10+14 (doubled for Stag Beetles) Temperament: Aggressive only if aroused Habitat: Anywhere but the Arctic Number: 1

Centipede

HP: 10-50 AV 10 MRS: 14% CF: 20 Speed: 330' Attack: Bite for 1D4 to 1D4+7 plus a paralyzing venom equal to half its HP Temperament: Very aggressive Habitat: Anywhere but prefers dark moist places Number: 1D4

Dragonfly

HP: 10-65 AV 10 MRS: 15% CF: 24 Speed: 1500' (air), 10' (ground) Attack: Bite for 1D4 to 1D4+7 Temperament: Aggressive Habitat: Anywhere but the Arctic Number: 1D4

Mantis

HP: 20-65 AV 12 or 2 MRS: 12% CF: 24 Speed: 175' (air), 150' (ground) Attacks: Claws for 1D4+2 to 1D20, bite for 1D3 to 1D4+7 Temperament: Very aggressive Habitat: Anywhere but the Arctic Number: 1

Scorpion

HP: 20-75 AV 12 or 2 MRS: 18% CF: 19 Speed: 200' Attack: Claws for 1D4+2 to 1D10+14, sting for 1-2 to 1D4 plus venom equal to its own HP (usable three times a day), bite for 1D3 to 1D4+4 Temperament: Extremely aggressive Habitat: Anywhere, but prefers dark dry places Number: 1

Spider, Black Widow

HP: 15-45 AV 4 MRS: 25% CF: 21 Speed: 150' Attack: Bite for 1 to 1D3 HP with venom equal to triple its HP (usable three times a day) Temperament: Very aggressive Habitat: Dark places or upon its web Number: 1

Tarantula

HP: 27-75 AV 9 MRS: 24% CF: 19 Speed: 300' Attack: Like Giant Tarantula in the Monster List Temperament: Very aggressive Habitat: Anywhere but polar areas, unless rare, white Snow Tarantulas (3% chance), then only in cold areas Number: 1

Wasp or Hornet

HP: 5-45 AV 9 MRS: 24% CF: 24 Speed: 1200' (air), 55' (ground) Attack: Bite for 1-2 to 1D4+2, sting for rapier attack plus 1D10 to 4D10 venom Temperament: Extremely aggressive Habitat: Anywhere but polar regions Number: 1D10

INDIVIDUAL UNDEAD

Apparition

BF: 41-50 HP: 51-60 AV: 16 (AC 2+2) Speed: 300' air only CF: 18-22 Number: Always solitary Looks: Translucent skeletons dressed in tattered white rags, with eyes of green flame. An aura of green-blue light emanates from them in a 3' radius and a cold wind constantly swirls about them. Attacks: The attack of the Apparition is two fold: first, it has an aura of fear that radiates outward from it in a 30' radius. All inside its area of effect must save versus psychic attack, even if normally immune, at half the normal value. A failed save indicates the victim has 100% chance of dying of fright immediately, less 3% for each RF point of the victim; second, its touch does 1D4+5 HP of cold damage and numbs the area touched, e.g., hand, shoulder, etc. for 1D10 melee rounds. All numbed areas are non-functional. Should a character be touched on the head, directly, not through a helmet, she will instantly lose consciousness for the 1D10 rounds. These are souls of terrible sinners who have committed some unspeakable evils and have been consigned by their gods to do penance by having to haunt some designated object forever. This object must have at least one reflective surface, e.g., a mirror, jewel, etc.; only if said object is destroyed will the Apparition be released. Otherwise, when all of its HP are gone, it simply vanishes into the object to reform itself over a 13-hour period.

Banshee

BF: 70 HP: 25-40 AV: 16 (AC 2+2) Speed: 90' ground, 180' air Number: 1D12+1 CF: 13-24 Looks: A blurred image of a white-gowned and veiled woman, with facial features contorted as if shrieking. Attacks: 1 claw for 1D10, plus save vs. magik or be paralyzed for 1D10 minutes, and a shrieking, moaning wail causing fear. Especially common in crypts and dungeons, but banshees might be found almost anywhere at night; they cannot abide sunlight and will flee from any type of priestly light magik. Cowardly beings, they always attack from ambush, and rely on their ability to disrupt a party by causing mass fear. If confronted by more than one or two fearless characters, they are apt to retreat or even vanish entirely. If they can, they will drain all the life force out of anyone they paralyze, in 13 melee rounds. They are immune to fire, cold, lightning, psychic attack, poison and venom. Sonics regenerate them point for point!

Battlebones

BF: 78 HP: 30 AV: 19 (AC 2+4) Speed: 300' CF: 20 Number: 7 or 13 Looks: Just like skeletons, only bigger Attacks: They can claw for 1D4+4 HP or bite for 1D6+6 HP of damage. Basically a bigger, badder skeleton, which



see. The only other difference is the coin sewn into the mouth, which is usually a 100 G.S. mithril piece.

Boogie Man

BF: 96 HP: 72-108 AV: 19 (AC 2+4) Speed: 90' ground, 270' air CF: 20 Number: always alone Looks: Shadowy, semi-visible, winged, horned and fanged nightmare. Attacks: 2 kicks for 3D4 to 1D10+6 each, 2 horns for 1D4+3 to 3D4 each, and 1 bite for 1D10+6 to 1D10+14. All hits drain 1D4 STR points. Those who lose all STR die immediately, then become shadows under the monster's control within 13 melee rounds. 100% fear, paralysis, confusion, and acid resistant. Only magik or techno energy weapons hit. "Glory Glow" burns it for 8 HP each 2 priestly ELs of power the caster is. It can regenerate all but that kind of light-caused damage at 6 points per melee round. It cannot be stoned in any manner. It can pass through solid objects and use up to OP 3 magik at will. Though a class of undead, they cannot be turned away by ordinary priestly means. They are most often encountered at some defiled or lost temple or tomb, and are the true bane of all priestly kind everywhere—regardless of religion, race or culture.

Drich

BF: 80 HP: 80-100 AV: 12 (AC 3) Speed: 60' CF: 1D10+8 Number: 1-13 Looks: the mummified skeletal bodies of druidical types or other priests that have gone on existing beyond their death by necromantic means. Their eyes glow a dull red and when they move, it sounds like the rustling of dry leaves. Attacks: They can punch for 1D3+3 to 1D4+5 plus causing all they hit to rot at 1 HP per melee round until a disease-curing ritual is performed. Bathing the wound once in holy water only slows the rot to 1 HP per minute. Bathing it more than that does no extra good. These evil beings maintain their existence by draining the blood of living, sentient victims, then drinking it and eating their hearts during a horrific ritual. Each such victim sustains them for one more week; their entire lives are spent acquiring and devouring new victims so that they may continue on! They are never affected by fear, STR or CON or other drains or blastings. Paralysis will not affect them, nor can they be turned to stone. However, fire does 50% more damage to them and holy water will burn them like acid for 1D4+5 HP per pint flask poured upon them. All sentient beings of EL 8 or less who are not immortal and who see them must, once only, make a save versus "Mage Fear" due to their unearthly aura. Driches are usually encountered in hidden crypts or caves where they are carrying out their nefarious deeds. Consider all of them at least EL 13 magik users.

Ghost Crab

BF: 111-150 HP: 41-80 AV: 16 (AC 2+2) Speed: 100' ground, 150' water CF: 18-20 Number: 1-4 Looks: a giant translucent crab with large serrated claws and a grinning mouth full of fangs Attacks: two claw attacks, each for 4D6 to 4D12 plus drain 1 CON point. If the victim fails thereafter to make an escape roll, each successive attack the Ghost Crab eats 3D6 to 4D8 more HP and drains another point of CON. Anything eaten is gone forever, and the victim suffers an RCH for every 10% of HP consumed. For escape purposes, figure the Ghost Crab's STR as 22! These spectral critters are often the pets of something even worse, but when found on their own they're completely indiscriminate in what they eat, as long as it has CON points to drain. They generally inhabit sunken cities, salted seas, the shores of dry lakes, etc. They are immune to fear, confusion and paralysis, and nothing non-magikal can hit them, not even silvered weapons. They are +10% to their MRS versus clerical magik.

Ghoul

BF: 52 HP: 33 AV: 9 (AC 5) Speed: 100' ground CF: 16 Number: they usually come in threes Looks: pasty-white stooped humanoid with claw-like fingers and pointed teeth. They stink horribly. Attacks: Claw for 1D6, bite for 1D4+4 plus save versus poison or be paralyzed for one hour, with onset in 1D3 melee rounds. They may also be armed with clubs. Once normal people of human or other race, these beings became involved in evil religions and were warped by it. They shun the light of day, seeking corpses or other easy prey, for they are insatiable cannibals! They never show fear, but they will not stand up and slug it out if they can help it. They usually just grab a victim and run.

Hell Horse

BF: 105 HP: 56-100 AV: 12 (AC 3) Speed: 480' ground, 180' any other real surface—even ceilings, 600' air CF: 12-16 Number: As summoned forth according to the conjurer's need Looks: Huge, coal-black and semi-skeletal, or mummified horses with flickering green flames for eyes, cat-like fangs, a nauseous yellowish, smoke-like breath and nearly boiling black saliva that drips from its blue-black lips. Its hooves are like old bronze and sparks fly each time they hit solid ground. Attack: Its hooves strike for 1D4+5 to 1D10+8 each, and its bite does 1D3+3 to 1D6+6 HP of envenomed damage, those thus bitten are poisoned at 1 HP per minute until death ensues, unless a ritual of Holy Exorcism is performed upon them. They come from the Ethereal Plane only at the command of an arcane summons backed by all the mystik power the conjurer can wield. Once brought to this plane they will remain for only 13 hours, then fade away. They eat human or any other flesh, are unruly and will harm the unwary who would control them. They are +20% MRS versus priestly magik. Only magikal or silver weapons can



hit them and they are totally immune to poison, venom, paralysis, fear, confusion, illusion, somnos, and all CON/STR drains or blasting. They can hell ride between the multiverses at will and hate Dwarves with a cold, unremitting fury, attacking them on sight.

Lich

The Lich is the mummy-like remains of some greatly evil wizard who has survived beyond the time allotted for those of his kind. Kept alive by the force of their will and the power of their magik, these awesome beings generate a continual 30' radius aura of "Mage Fear" about themselves. None is less than EL 13 and all use their magiks and mystik artifacts extensively. In order to remain apart from death, the Lich must drain the life force of a sentient being each 13-day cycle of the moon. Should it fail to do this, it will sink down into a non-mobile state, unable to function in any manner. However, its mind will still be awake and as lucid as ever, but trapped within its now imprisoning shell. As you can guess, it will do all it can to avoid such a fate. Each person physically struck by a Lich suffers 1D4+5 HP of impact damage but then, the very next melee round, commences to rot at 1 HP per melee round thereafter. To stop this, the wounds must be bathed in Holy Water and the person have a Holy Bless performed upon him. Nothing else will work. Liches are exceedingly rare, average 75 HP in size and usually have a CF of about 15. Liches can see into the ethereal plane at will and can attempt to mesmerize any single being with whom they can maintain eye-to-eye contact for one melee round; the save vs. psychic attack for the victim is -20%. Finally, they invariably have 1D12+1 skeletons, zombies or other lesser undead kind as their servants. Their average BF is 80.

Lupogaunt

BF: 96-105 HP: 91-110 AV: 19 (AC 2+4) Speed: 225' ground, 450' air CF: 18-22 Number: Usually solitary Looks: Furred, grey-black, 7' to 8' tall humanoids with leather bat-like wings 30' to 35' from tip to tip. These wings have a serrated upper edge of tooth or thorn-like bone that is razor sharp. Attacks: Their taloned claws rend for 1D6+6 HP damage each, their befanged jaws bite for 1D6+10 HP damage and their thorn-edged wings buffet and batter their victims for 1D4+4 HP of damage. All bites also cause the immediate loss of 1-2 CON points. These extremely rare creatures are a mystical cross between a werewolf and a vampyr. They get +20% to priestly turnaways and are in general much tougher to kill than either werewolves or vampyrs. They regenerate at 3 HP per melee round and may be destroyed permanently only by driving a stake of pure silver through the heart, beheading, having the body burned to ashes by a holy fire, the ashes and head encased in a silver cask full of holy water, and thrown into the deepest sea, not a river or lake. Fail to do this, and, sooner rather than later, this creature will return for

vengeance. Silvery artifacts only do one-quarter damage to them, and holy water does half damage. Finally, they have the ability to see all things truly as they are, even upon the astral or ethereal planes and those things invisible. This means that no illusion can ever fool them.

Morghoul

BF: 69 HP: 27-45 AV: 12 (AC 3) Speed: 90', 120' air CF: 18-21 Number: 2-24 Looks: Yellow-green man-like shapes with blood red eyes and claws, that smell like rotted flesh. They have only a slime-rimmed hole where a nose should be and no nipples or navels. Attacks: Its claws do 1D4+3 to 1D6+6 HP damage each and its bite does 1D3+3 to 1D4+5 HP of damage. All hit by the monster are paralyzed for 1D10+10 melee rounds and rot 1 HP per turn thereafter for 1D100 melee rounds, rolled for each time struck. A cross between Ghouls and Shadows, they get +15% to their MRS versus priestly magik They are 100% fear and paralysis proof, and only take half damage from acid, poison or venoms. They cannot have their CON points either drained or blasted away by any means. Holy Water burns them at 1D10 points per pint vial poured upon them and the priestly "Glory Glow" acts as a "Flash Point" spell upon them. They are usually found at grave sites and burial grounds of all types and frequently command zombies and/or other lesser undead.

Mummy

HP: 65 CF: 12 Speed: 66' per melee round. Number: 1-13 AV: 7 (AC 6) BF: 59 Looks: This is the classic embalmed and linen-wrapped corpse cursed to forever guard a tomb or crypt to atone for some mortal sin. They are desiccated and wrinkled and totally wrapped head to foot in tattered, brownish-grey bandages. If their wrappings are successfully ignited, the mummies will suffer 1D4+5 HP of burn damage. They are immune to paralysis, fear, confusion and cannot be turned to stone in any manner. Attack: By crushing blows from their club-like hands which do 1D10+10 HP of damage. Any person hit by a mummy will have a 65% chance of suffering 1D6 broken bones, ribs, etc. from its devastating impact, and must roll their CF score or less or be knocked down for 1D20 CF counts, or by the very rare stomp of a foot for 1D12+12 HP of damage. Mummies may be hit by any kind of weaponry but RCHs do not kill them, nor do they feel any pain. They must literally be totally dismembered in order to stop them. Once dismembered, the still-moving pieces must either be thrown into a strong acid or burned to ashes in order to be truly destroyed. These creatures are normally encountered as guardians at specific tombs, temples and such like but are occasionally used by unscrupulous priests to carry out various tasks ranging from simple retrievals to bloody murder.



Shadow

BF: 77 HP: Always 33 AV: 16 (AC 2+2) Speed: 270' CF: 19-23 Number: 1-13 Looks: Three dimensional, shadowy shaped humanoids from 5' to 7' tall that never seem to quite touch the floor as they move. In darkness they are totally invisible to any means of detection save those that find undead. Attacks: Their touch causes those hit to suffer 1D4+5 HP of cold damage and to begin rotting, turning into a black slimy pus at the rate of 1 HP per melee round for 1D6 melee rounds, per hit. These are created when someone has died in an evil cause and not gone to his god. Thus they are fated to forever wander the world, destroying all things that live. They may be hit only by magikal means or silver weaponry, those things that normally affect fleshly victims harming them not at all. Holy Water will burn them for 1D3+3 HP per full pint flask poured upon them, and all light-based attacks do double damage to the shadow. They are most often encountered in old ruined castles, dungeons, caverns, tombs and other such dark and lonely places. Some sages contend that these creatures can use shadow, any shadow, as windows or portals at will, travelling between same, regardless of distance, instantly.

Shadow Titan

BF: Like Titans, but +15 AV: 20 (AC 2+5) HP: As per Titans CF: 19-22 Speed: Like Titans Number: 1D12 Looks: They are Titans who, through great necromancy, have turned themselves into immortal shadow creatures. Attacks: Like a Blue Wraith! They still know and wield their mighty Titan magiks and are impervious to all but magik weapons. They hate all life, and constantly plot to end the world. They are usually encountered only in their high dark and shadowed mountain hideaways which are usually carved into the rock.

Skeleton

BF: 39 HP: 15 AV: 9 (AC 5) Speed: 150' CF: 14-18 Number: Usually found in groups of 13 Looks: The classic horrors of many a Hollywood movie; animated skeletons of long-dead men. Attack: They can claw for 3-4 HP or bite for 1D3+3 HP of damage. They are usually raised up by some powerful Mage or Priest to guard a tomb, treasure or some such. They have no souls, minds, or free will and will only do the task set for them to do. They can wear armor and wield weapons and will never retreat once in battle. Anything that affects fleshly creatures cannot harm them, i.e., poisons, etc.. All have gold coins or small, 50 G.S. gems in their eye sockets. They must be totally dismembered to be stopped.

Skullmonculus

BF: 68 HP: 10-15 AV: 20 (AC 2+5) Speed: 300', air only CF: as for master Number: 1 Looks: a winged skull with eye sockets that glow with a sickly green flame Attacks:

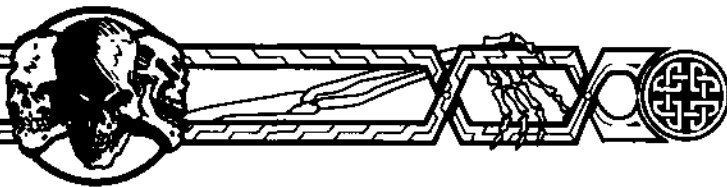
Wing buffet for 1D4, bite for 1D6 plus 2D12 venom, plus spells per master. This is the homonculus of another, spell-using undead, whether lich, drich, vampyr or whatever. Damage inflicted on it affects its master as well, just as for a regular homonculus. This thing is hard to hit with missiles (MD 75) and anyone who tries to psychically probe it takes 1D4 damage and is unconscious for 1D6 minutes. It can be loaded with one spell of OP up to its master's EL; such spells may not be set at super strength. In all other regards, it acts exactly like a regular homonculus; see Chapter 6 in Book I.

Skull Warrior

BF: 125 HP: 51-70 AV: 14 (AC 2+1) Speed: 250' CF: 25 Number: 1 Looks: a black-caped skeletal ninja, armed with katana and shuriken. Attacks: each action either 1 attack with katana (ABF 180), with each hit doing 1D8+8 and draining 1 point of CON, or 2 shuriken attacks on same or different targets (MA 80), with each hit doing 1D4+4 and ignoring all non-magikal armor and shields, or 4 claw attacks (ABF 175) for 1D6 each, with a 20% RCH chance. These are among the most fell of undead warriors, capable of taking on two or even three opponents with ease. They regenerate 1 point of damage per melee round, except for damage caused by holy water, silver and magikal weapons wielded by good paladins, witch-hunters, priests, etc. Though they have a low MRS, they are completely immune to cold, sonics, psychic attack, fear, all light-based magik (including illusion), poison, venom and all drains and blasts. They can teleport 3 times per day. They are very rare and difficult to control, generally acting as bodyguards for lawful evil wizards or priests. They cannot tolerate dishonor in their employers or anyone else, and will seek out ronin and samurai from among their opponents as their first targets. Once they are bound to a master, they will defend him or her to their last hitpoint—or anyway, as long as the master behaves in an *honorable* manner.

Spectre

BF: 70 HP: 41-90 AV: 20 (AC 2+5) Speed: 395' air only CF: 16-25 Number: usually alone but groups of 3 and 7 are occasionally encountered Looks: Pearlescent-grey humanoid beings of translucent and shimmering aspect. They appear to be wearing cowled robes, from the depths of which burn a pair of red fires where their eyes would be. They have skeletal hands and no apparent feet, gliding a foot or two above the floor when they move. Attacks: The touch of this creature is freezing cold, 1D4+5 HP damage, and numbs the mind with its psychic wind, so much so that each such touch, if save versus psychic attack fails, will cause the victim to temporarily lose 1D3 INT for 1D20 melee rounds. Each such INT point has a base 1% chance of being permanently lost. Finally, all sentient beings touched by spectres must make a second save versus



psychic attack or suffer as if struck by a "Mage Fear" spell, regardless of EL or HP. All non-sentient beings get no such save, and become afraid immediately. These undead can pass through any solid wall or object except silver, which burns them like hot irons for 1D3 HP of damage per CF count (as much as 90 per melee round). They are the product of arcane manipulations between the living and the dead and are most often evil mages or priests who made pacts with demons for life eternal, the result being the spectre. Thus many can still wield magik every bit as potent as their living counterparts.

Tomb Wight

BF: 60 HP: 40-49 AV: 14 (AC 2+1) Speed: 60' ground, 120' air CF: 14-21 Number: any number can be encountered, but usually only 5 or less are found together. Looks: Rotted, icky-green semi-skeletal beings not quite 100% in the corporeal plane, i.e., slightly fuzzy-looking to the eye, or minimally translucent at times. Attacks: They use all sorts of weaponry, add 3 to their normal damage, and even claw their opponents with their hands, 1D4 HP of damage. Having no corporal body, no physical or magikal attack designed to harm a solid object will affect these creatures. These souls have been unable to pass over entirely into the ethereal plane. Thus they still inhabit their dead bodies and can't break that link. Their greatest desire is to pass on into the ethereal realm, forever leaving their earthly husks behind. So they relentlessly attack all who encounter them in the hopes that their bodies will be destroyed, or that their slain victims' spirits will take them along as they journey into death! Remember, these creatures crave release, but are bound to their moldy tombs and graves, so they are very, very angry!

Valpyr

BF: 101 HP: 72-90 AV: 20 (AC 2+5) Speed: 100', ground, 300', air CF: 18-23 Number: 1D4 Looks: Silver-grey humanoids of demonic appearance, i.e., horned, fanged, clawed, forked tail, bat-wings, etc. They have inky black eyes, glittering gold talons and are wreathed in pale violet flames at all times. Standing 9' to 11' tall with a wing span 2 times their height, they are an awesome spectacle indeed! Attack: They can strike with their clawed hands for 8-12 HP to 1D10+14 HP of damage and the draining of one CON point. But they usually wield an 18' to 30' bullwhip, with three separate ends in one hand and a 12' to 20' long double-ended spear in the other. They can bite anything they have a grip on for 1D4+3 HP to 1D10+6 HP of damage. This bite also drains two CON points from their victim. Their wings can each buffet opponents for 1D3+1 HP to 1D3+2 HP of damage and their merest touch will burn you for 1D6+6 HP of damage! Their fire will burn even those things normally fireproof due to its property of burning on the ethereal and astral planes

simultaneously with burning on this plane. They wield magik of up to OP 6, 2 of each OP and can create a lesser gate once per day, at will. This only takes them one melee round. Many consider these creatures as lesser demons in their own right, but the truth is that they're not. They themselves are totally fireproof and cannot have any of their life force, STR or CON drained or blasted away by any means whatsoever. Stoning, paralysis, fear and confusion affect them not at all, and poisons and venoms only do 10% damage to the Valpyr. They frequently command packs of 1D20+4 Moon Dogs or 1D10+3 Hell Hounds. They are encountered only as guardians of some mighty wizard or great treasure. Valpyrs hate Dragons but seem to have an affinity for Deodanths.

Vampusa

BF: 95 HP: 63-108 AV: 13 (AC 2) Speed: 90', ground, 180', air CF: 16-21 Number: 1D8 Looks: Vampyr Medusae, 80% male, 20% female with appropriate configuration. Packs of 3D4 Moon Dogs usually accompany them and they almost always have one or two magik items with them, a ring or amulet or such. They are almost always found only in dungeons and other such arcane places. Attack: They have the same gaze of stone as do Medusae, but can also strike for 1D4+3 HP to 1D6+6 HP of damage plus the damage from the two-handed swords they occasionally wield, 40% chance. If they can grab a victim, they'll bite or 3-4 to 1D3+5 HP of damage. Both kinds of attack will drain one CON point from their victim. This fell creature is thought to be an arcane crossbreeding perpetrated by some demon lord of ancient times in order to give him another new weapon in its arsenal. Never numerous even in their heyday millennia ago, they are quite rare now. They are never willingly conjured by anyone due to their innate viciousness and total commitment to destroy all life wherever they encounter it. These critters are themselves totally immune to all drains or blasting. They cannot be stoned in any way, nor are they subject to paralysis or halving of any kind. All cold does but half damage to them and all missile fire, regardless of kind or potency, has a -25% to hit chance. These creatures will have many of the same powers as Vampyrs. But each has individual variations, so GM adjudication is necessary.

Vampyr

BF: 85 HP: 65-80 AV: 13 (AC 2) Speed: 180', ground, 360', ground, wolf form, 400', air, bat form, 50', air, mist form CF: 18-22 Number: 1-13, but usually alone Looks: As variable as are those who become undead. Most, however, have pale white complexions, full red lips, and eyes that will blaze red if they are angered. If they become sad, those same eyes will weep tears of red, red blood! Their pair of long hollow canine teeth or fangs are not readily apparent unless the vampyr snarls or deliberately



bears them. Attack: In his human form the vampyr can strike with his hands for 1D10+10 HP of impact damage or bite a victim for 1D3 HP plus draining one CON point per 10 CF counts the bite is maintained. In his wolf form his bite is for 1D10+4 HP of damage plus that same CON drain. In his bat form, the bite does the CON drain, but only does 1 HP of physical damage. Finally, in his mist form, he can envelop a victim and cause 1D3 of cold damage per melee round. This is the only damage he can do in this form. The vampyr is a very strong creature in his physical wolf or man forms. Consider him to be of at least 19 STR unless the character is already stronger than that. These immortal beings have no souls and may be surely destroyed only in this fashion: a blessed wooden stake is driven through the heart, the head is cut off, then the remains are burned, coffin and all, to fine ash. These ashes then are doused with Holy Water and put into a silver urn. The urn is sealed shut by molten silver, i.e., welded. This urn is then dropped into the sea at the deepest place possible. Finally, all of the vampyr's other twelve coffins must be located (there are 13 total) and then burned to ashes, with said ashes having Holy Water poured over them as well. Fail in any of these procedures and rest assured that sooner or later the vampyr will return to exact his vengeance upon you or your descendants!

Vampyrs are shape changers and may become bat, wolf, or a mist at will in less than half a melee round. A very few can also become a centipede, frog or a tiger instead of a wolf. In these forms they have full HP, AV, etc. as outlined above, but if ancient enough, i.e., of enough dark power, they may also become a tiny spider or small fly to escape being noticed. In these forms they have only 1 HP and are but AV 2 (AC 8). All vampyrs can naturally use telepathy, mesmerization, empathy and fear projection, and can command any number of bats, wolves, or small insects as they can find to do their bidding. Vampyrs will not cross water more than 2' deep, as they can be drowned. Holy Water burns them like acid, 1D3+3 HP per ounce vial, and only magikal or silver weaponry can harm them. They do not necessarily need to sleep by day and roam by night and can travel under the sun if totally bundled up or in an enclosed conveyance. Direct sunlight will not immediately kill them but does hurt their eyes severely; they can go blind, and it causes them to become comatose in 1D10+10 melee rounds. Over a period of minutes thereafter, the sun will cause their body to age to its real age, usually causing it to turn to dust. However, they do need to rest for 13 hours out of every 25 or suffer cumulative lessening of their powers and abilities. When thus asleep they are nearly comatose and not easy to rouse. Vampyrs will not willingly approach blessed or holy artifacts of any religious kind and cannot enter consecrated ground. They cast no

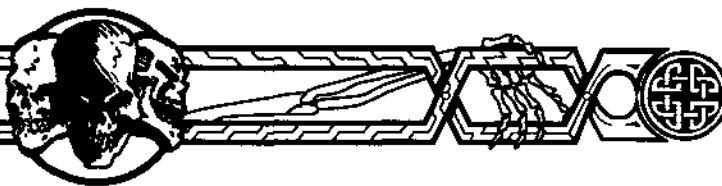
shadows and have no reflection in a mirror. Fresh garlic nauseates them greatly (-20 BF) and they must drink the blood of sentient beings in order to survive. If a vampyr cannot get that nourishment he will go into suspended animation until he does. The minimum needed to stay active and healthy is a pint every other day, though 2 per day is optimum. Vampyrs are no more nor less evil than who and what they were in their lives before. A vampyr who drains a victim's life force can free the soul, thus killing his victim, or trap the soul and thus cause that person to rise up after 3 days as a vampyr herself. In most cases those victims become the causing vampyr's slaves and will follow his every command willingly. See the rules on undead for specifics. Finally, vampyrs are totally immune to all poison, venom, fear, confusion, paralysis or magikal slowing. Vampyrs can sense all life within a 90' radius around them on a 75% chance and hear as well as most Elves. They may be encountered anywhere, though many prefer old castles.

Will O'Wisp

BF: 65 HP: 45 AV: 20 (AC 2+5) Speed: up to 600', air only CF: always 20 Number: most often solitary but in rare instances several can be seen together Looks: A bright or dim light, or group of lights sort of like St. Elmo's fire or swamp gas, i.e. blue-green to blue-white in color. Attacks: They don't physically attack; they are electrical phenomena, and will shock all touching them for 1D100 HP! This is the first touch only, and thereafter it is only for 1D10 HP, until they've had 1D3+7 hours to recharge. The Will O'Wisp roams desolate places, such as moors, bogs, and swamps. They hate all living things with a pure passion unknown to lesser beings. Thus they try to lure travellers and other unwary people into quicksand and other life-threatening situations. To do this they not only emanate their light, but a psychic glow as well, in a 120' radius. This psychic glow is one of trust and wonder and will render any sentient being who fails the psychic attack save totally unable to resist the urge to follow the Will O'Wisp wherever it goes. This horrid creature then feeds upon the departing souls of its dying victims. No non-magikal physical attack can harm them save for those things of silver, which do double damage.

Wraith, Blue

BF: 88 HP: 72-96 AV: 20 (AC 2+5) Speed: 360' CF: 21-25 Number: 1D20 Looks: Man-shaped blue shadows that pulse and shift in shape and size continuously. Their color is a deep midnight blue, nearly black and they are never less than 4' nor more than 7' in height. Attacks: Their sonic wail forces an automatic save versus Mage Fear in all below EL 8 who hear it. They strike for 1D4+5 HP of cold damage and 1D3+3 HP of instant rot damage. The victim thereafter continues rotting at 1 HP per melee round,



dripping a vile blue pus from the wounds, until a priestly disease-curing ritual is done upon him. Washing the wound in Holy Water slows the rotting to 1 HP per minute, but the wounds must be rewashed each minute. If these are not done, the victim will rot away into a pool of vile, stinking blue pus! Yuck! Also, all struck by the Blue Wraith permanently lose one CON point, it's blasted away and must save versus paralysis. This paralysis will last for 200 melee rounds less 3 melee rounds for each 1 HP in size of the victim. These are the souls of those who were never born and never will be. They are usually conjured forth magikally by some daring person, but are so dangerous as to be nearly uncontrollable. They are part of The Legions of Limbo and hate all living things to the very core of their ethereal being. Fear, cold, paralysis, stoning and sonic attacks all have absolutely no effect upon them. Physical attacks do not harm them, nor do silver or magikal weaponry, save for any damage plusses, but technological energy, lasers, and similar weapons affect them normally. Lightning and electricity does double damage against them and Holy Water burns them at 8 HP per pint poured upon them. All whom they slay become host bodies for them so that they may wander the world killing all they encounter! Without such a host body, which they usually burn out within a year, they can only remain upon this plane of existence for 13 melee rounds. Finally, they can pass through solid objects with no penalty, except silver, which stops them utterly due to their etherealness.

Wraith, Common

BF: 77 HP: 40-50 AV: 16 (AC 2+2) Speed: 400' air only CF: 19-21 Number: Usually solitary Looks: Shrouded, translucent disembodied spirits of those who have died and who have their souls enslaved to some powerful evil. Thus they are cursed to ever be half upon the ethereal plane, half upon this plane. Attack: They strike for 3 HP of cold damage plus draining 6 CON points each time! All whom these creatures totally drain of CON points become comatose, unconscious and if then killed, they will, 13 hours later, themselves become bodiless wraiths, forever enslaved to the one who slew them. Only weaponry of silver or magik may harm them, silver doing but half damage, and they never know fear of any kind. They cannot be mesmerized or mentally controlled, but the priestly Glory Glow will burn them at the rate of 4 HP each melee round they are inside it. These beings, because they are non-corporeal, can drift through solid walls with no difficulty or reduction in speed. They usually haunt some tomb or treasure and may not leave that place for any reason.

Wraith, Dragon

HP: add 20% to their color type AV: add 2 to their normal AV (i.e., AV 13 becomes AV 15; see **Table 41** for equivalent AC) Speed: Add 50% to their normal speed CF: Add 4 to their normal score Number: Always solitary Breath Weapon: Per that which is normal for its own kind, but with the addition that it will also blast 1D3 CON points from all it strikes. Other Attacks: Per normal for their kind, but each hit additionally drains 1 CON point from its victim Looks: Sort of a ghostly variation of their own kind. Essentially these are Dragons which have been killed and then transformed into undead by long-forgotten necromancy. They are thus usually bound by mystik bonds to some place or sorcerer as a guardian, a situation they all hate intensely but which they are powerless to change. They are also exceedingly rare. These creatures are always 75% magik resistant and can never be affected by any form of mesmerization, hypnos, geas or other form of mental command or control save that of the binding magik. They hate all living things and will strive mightily to slay such at every opportunity. These have -20 from their ABF/DBF as figured for dragons.

Wraith, Red

BF: 78 HP: 60-90 AV: 19 (AC 2+4) Move: 120' CF: 20-24 Numbers: Always one, generally at the forefront of the many lesser undead they usually control. Looks: Slimy mouldering skeletons with an eerie red inner light, a pair of oozy black tentacles and dancing red-black flames for eyes. Attack: The tentacles can hit to a range of 13 feet, doing 1D20 HP of damage as well as draining 1-2 CON points every time they hit. These abominations, also sometimes called "Lash Liches," were in life faithful priests of one or another of the dread Elder Gods. They may use a spoken spell up to every other action, irrespective of the limitation of one spoken spell per melee round that normally applies. They might know and use any spell of up to OP 20, no matter whether priestly, wizardly or whatever, though they prefer to concentrate on the most horrific and painful ones. They are soulless and utterly fearless, consorting with demons and other foul things as a matter of course. They are immune to psychic attack, poison and venom, as well as life drains, life blasting and cold. Holy water burns them at the rate of 1D8 per ounce, and it is the only damage they do not regenerate at the rate of 3 points per melee round. They can become ethereal at will and have true sight. They are evil incarnate and exist only to destroy! Indeed, they hate their own kind above all else; if two red wraiths meet, they will fight each other to the exclusion of all else, until one or both are utterly destroyed! Fortunately, they are very rare.



Wraith Wyvern

BF: 99 HP: 63-81 AV: 19 (AC 2+4) Move: 120' ground, 240' air CF: 17-22 Numbers: 1-8 Looks: Translucent, silvery-grey Wyverns with stingers that glow like rubies. Attacks: 2 wing buffets for 1D3+3 HP to 1D4+5 HP damage each, 1 kick for 1D4+5 HP to 1D10+6 HP of damage and a bite for 1D10+6 HP to 1D10+14 HP with 1 CON point blasted away. It can sting if at least two of the other attacks have hit home with the sting doing 1D4+3 HP to 1D6+6 HP damage as well as blasting 2 to 6 CON points off its victim, depending on its size. This creature is the usual mount for some of the most terrible greater demons, and even an occasional valpyr has been encountered astride one. It is far more terrible than the ordinary Wyvern kind, since only magikal or silver weaponry can hit it! They are extremely rare.

Zombie

BF: 40 HP: 25-40 AV: 4 (AC 7) Speed: 60' CF: 9-13 Number: Groups of either 7 or 13 only. Looks: Half-rotted corpses of beings that slowly move about doing the will of some evil priest or mage. Attack: By weapons type, which can be of any kind, or their hands can strike for 1D3 HP of damage. All their attacks are always +5 ABF due to their brute strength. They can never feel pain or fear, nor can they be mentally controlled, etc. by any but the one who has put them in this state. Poisons, venoms, and acids cannot kill that which is already dead, so they must be totally dismembered to be stopped. If burned to ash, then buried in consecrated ground, their souls will be set free to go to their ordained fate. Sewn into their mouths is usually a gem of 100 to 150 G.S. in value. These shambling monsters will only move to the command of him who controls them, but may be encountered anywhere as they go about their business. No one wishes a fate such as this upon anyone—even their worst enemies!

DRAGONS

Dragons vary in size and power, but are generally onethird their own HP in length. That means that a 90 HP Dragon would be have a body, nose to tail tip, 30' long (90 divided by 3 = 30). Their wingspan, when fully extended, is normally about double their length. So that same 90 HP Dragon would be 30' long but with a 60' wing span! That's 30' per wing.

Beware the Dragon, for he is a multi-faceted foe of no real limitation. Each GM will have to decide on just how terrible each Dragon is beforehand, based on size and age.

To determine the power of a Dragon's breath refer to its HP to determine damage. Thus, the huge 90 HP Dragon would have a 90-damage-point breath weapon. The

damage is always divided among those in its path. Thus if three people were hit by the 90 HP Dragon's breath, each would take 30 HP of damage. Sure, it's fearful, but Dragons are among the greatest of all non-demonic adversaries!

The range and area of effect of a Dragon's breath weapon is again based on its HP. For each HP there is, it extends 1' outward and 6" in width. So that 90 HP breath would cover an area 90' long and 45' wide extending in a cone shape from the Dragon's mouth, getting wider the farther it travels.

A Dragon may thus breathe every third melee round for a maximum number of times each day, again based on its HP size. For each 25 HP or fraction thereof a Dragon may breathe once. The 90 HP Dragon can therefore breathe four times per day ($90 / 25 = 3.6$, rounded up to 4).

A Dragon can also attack with its buffeting wings, battering ram tail, rending claws and crushing jaws full of sharp teeth. As an average, figure the wings do 1D6+3 HP of damage each, the tail does 3D10 points, the claws 1D10+7 points each, and the jaws a fearsome 4D10+10 points per bite. All physical attacks are always +20 to whatever their base ABF works out to be.

Dragons have an MRS of 50%, and are totally immune to attacks from sources equivalent to their own breath. Thus a Dragon that breathes flame is immune to fire himself. Dragons are highly intelligent and can and do wield magikal spells.

Dragons are able to regenerate any kind of damage at the rate of 1 HP per melee round to a maximum number of HP each day equal to their own HP. Thus a 90 HP sized Dragon could heal up to 90 HP in damage each day. There are some variations to this which are noted under the specific type. A Dragon's average BF may be determined by adding 100 to its HP! As an example, a 68 HP Black Dragon would have a base BF of 168. Yep, they're tough!

Dragon, Black

HP: 55-75 AV 16 (AC 2+2) Speed: 275' ground, 600' air CF: 16-20 Number: Usually solitary. Breath Weapon: Acid spray. The acid is equivalent to aqua regia, a nitric/sulfuric acid mixture that affects practically everything except glass Looks: A very serpentine, coal-black creature with luminous eyes of emerald green bisected by a ruby-red vertical pupil. Their claws are a glittering silver, as is their tail sting. Very evil and cunning, these type of Dragons prefer swamps and bogs for their home. Their tail stinger does 1D4+2 to 1D6+4 HP of puncture damage and 3D10 HP of acid-like venom each time it strikes, to seven times a day maximum. Even the most potent acids, poisons and venoms have no effect upon them and they regenerate all damage done to them at 2 HP per melee round, to 200 HP/day maximum. They



occasionally (25% chance) wield magikal incantations up to OP 3 in power, but usually prefer to attack physically. These Dragons are the least trustworthy of all Dragonkind and are, in fact, scorned by the other colors of their brethren as Bog Wurms or Swamp Snakes.

Dragon, Black and White

HP: 90-120 AV 14 (AC 2+1) Speed: 280' ground, 600' air CF: 16-20 Number: Usually solitary Breath Weapon: A combined blast of sleet-filled freezing air and a caustic acid spray, damage being half of each sort Looks: A crossbreed between White and Black types with either a dirty white body and grey-black stripes or vice versa. Its tail splits into a double-ended stingerless tips starting three-quarters of the way down its length. Its luminous eyes are a deep purple, unbroken by pupil or other marking. Very rare, these Dragons usually inhabit hot spring valleys in arctic tundra areas. They are 75% cold and acid resistant and 50% fire resistant. It is known that lightning and electricity do 30% more damage than normal to these creatures, thus they do not like thunderstorms overly much. Legends tell us that their favorite meal is comprised of either Hobbitt, Kobold or Kobbit and that they will go out of their way to acquire these juicy little morsels. They can wield mystik forces of up to OP 3 in potency, but much prefer to leap out from behind cover, ambushing their prey.

Dragon, Blue

HP: 65-90 AV 14 (AC 2+1) Speed: 300' water, 120' land CF: 17-21 Number: Usually encountered in mated pairs or, occasionally as a single, old rogue. Breath Weapon: High pressure jets of water Looks: Royal blue from nose to tail all over except for its pale, aqua blue underside. It has a paddle-like tail, huge flippers instead of wings, half the size wings would be, and an extremely long neck. The jaw is similarly elongated and holds triple rows of conical teeth. Its eyes are a luminous yellow with orange vertically-slitted pupils. These non-flying Dragons are found only in deep seas and oceans, and never in lakes or rivers. Consider their flipper and tail bashes to be 50% greater in damaging power than those of a more traditional Dragon of a similar size. Likewise their bite is 25% greater in the damage that it does. Sea Dragons are totally immune to any water-based attack and wield magik of up to OP 2 in potency. They do not actively seek out the ships of men to sink and destroy, neither do they avoid them. Their favorite meal is whale, but sailors have been known to satisfy them as well! Sea Elves hate them with an ages-old passion and vehemence.

Dragon, Gold

HP: 100-135 AV 20 (AC 2+5) Speed: 880' air, 325' ground CF: 18-22 Number: Always solitary Breath Weapon: sonic disruption Looks: Of a scintillating metallic gold everywhere except its eyes, which are of deepest ebon and pupilless. It has a double row of 2' to 3' tall dorsal fins from the top of its head to its tail tip, which is shaped like a huge arrowhead. Their wings are about 20% longer than more normal dragons'. No one knows where these Dragons roost, and in fact they're almost never (5% chance) encountered anywhere but in the upper reaches of the air. They are also probably the most trustworthy of all their kind and have never been known to break a promise once given. It is also believed that the appearance of one of these Dragons heralds the death of a king, queen or some other high-ranking royalty. Finally, it is positively known that any physical attack upon a Gold Dragon has a good chance of breaking the weapon; add 20% to the weapon's breakage chance, and roll each time the Dragon is struck. It is also known that these Dragons are telepathic to some degree, and will occasionally use this as a surprise in a battle situation. But to what extent their psychic powers reach is not known. They can also wield magik of up to OP 6, and do so with distressing regularity. And finally, they are known to be 100% immune to all light-based attacks, including lasers.

Dragon, Green

HP: 85-110 AV 19 (AC 2+4) Speed: 333' ground, 777' air CF: 17-21 Number: Usually a mated pair Breath Weapon: A brilliant emerald green cloud of gas that renders unconscious as many HP of victims as are equal to its own HP size. The gas only persists 3 melee rounds, but those affected by it are unconscious for 100 minutes less one minute per CON point they have. This gas is rather flammable, only 20+ HP of heat or lightning will cause it to explode into a ball of fire of a size equal to its cone plus 20% and of a blast force equivalent to half the Dragon's own HP. Looks: Emerald green everywhere, except for golden teeth, claws and eyes which have no pupils. This Dragon lives in only the deepest forest and the most remote woods. It shuns all contact with other creatures save for the race of Dwarves. With them it will trade everything from certain secrets known only to Dragons to the whereabouts of veins of precious metals, which it can sense quite easily. In return it hoards gold and other coins of precious metal, jewels and gems. It is a covetous and greedy breed of Dragon and one that is very, very dangerous to double-cross. Still it will always keep its word, so long as you do as well. It is totally immune to any toxic or noxious fumes, gas, or other such vapors, including mystik fogs and magikal mist. Poisons and



venoms only do half damage to it. It occasionally (25% chance) wields magik of OP 4 potency but generally prefers to stomp flat all who displease it.

Dragon, Ice

HP: 110-135 AV 16 (AC 2+2) Speed: 160' ground, 320' air CF: 14-18 Number: Usually solitary. Breath Weapon: A numbing blast of liquid oxygen that freezes solid all who fail their save; otherwise it does shared damage, just like other Dragon breaths. This is without regard to the victim's size, so long as they are totally covered by the blast. Looks: As if it were carved from translucent blue-white ice with eyes like unto pools of deep, dark, star-flecked space. The Dragon may not be paralyzed nor slowed in any way and all weapons, etc. which strike it have 15% added to their breakage chance, which is rolled for each time. This creature is so cold it radiates 1D4 HP of cold damage in a 30' radius about itself. So intense is this cold that it appears to be constantly snowing around him as the air freezes and drifts to the ground! Consider combat within this radius of cold to be at -20 to the BF of all characters. It is known, however, that fire and heat do double normal damage against this sort of dragon, as does sonic vibration or attack. These ancient Dragons hate mankind and will always attack humanoids on sight. They wield mystik forces of up to OP 3 in potency and are usually only encountered near a portal or gate to other multiverses from which they come.

Dragon, Rainbow

HP: 90-120 AV 16 (AC 2+2) overall, AV 13 (AC 2) on its undersides/stomach Speed: 240' ground, 500' air CF: 15-19 Number: Usually found in mated pairs with one to four young ones Breath Weapons: Either flame, cold sleet/ice-filled blasts of wind or scintillating lightning bolts (one only of each type from each of its three heads, each day) Looks: Carmelian red body with white stripes, three blue heads and silver fangs and claws. Their necks and heads are more slender than other Dragons of the same size, doing 20% less bite damage, but their wings tend to be 20% wider and of more surface area, though not longer. These Dragons have three mentalities, so tend to be quarrelsome; i.e. they argue among themselves a lot. They seem to really like Elves and have not been known for great hoards of treasure, confusing copper pennies for gold sovereigns at times. If you're getting the idea that they're pretty stupid, well, you're right! If one head decides to breathe, the others usually (90%) must do so as well, as all seem to have to do what the other does, albeit they can breathe differing breaths. They can use up to OP 4 magik and are most often found in grassy plains areas near rivers, in which they like to soak.

Dragon, Red

HP: 75-100 AV 20 (AC 2+5) Speed: 300' ground, 900' air CF: 19-23 Number: Usually solitary. Breath Weapon: Roaring, yellow-red flames and sulfurous white smoke. The smoke cloud is usually about three times the size of the cone of flame and persists for 1D20+5 melee rounds, with a visibility of 1' to 3' initially, thinning out as it dissipates. Looks: Brilliant scarlet scales over all except for its undersides, which are an orange-yellow, and its fangs and claws, which resemble ruby crystal. It has luminous eyes of metallic silver with inky black vertical slit pupils. One of the most savage and greedy of all Dragon kind, the Red Dragon is most frequently encountered in deserts or hot springs areas. This untrustworthy creature is known for devouring young maidens, particularly princesses, and hoarding huge amounts of gold, gems and other treasure. These Dragons are capable of wielding mystik forces of up to OP 5 in potency, preferring such things as disappearance or other such magiks that will give them the element of surprise. Ancient legends say that the eggs of the Red Dragon are hatched inside volcanoes of bubbling lava pools deep under the earth. They are also apparently totally immune to all forms of psychic probe or attack.

Dragon, Shadow

HP: Always 143 AV 25 (AC 2+7) Speed: 180' ground, 360' air CF: Always 24 Number: Always solitary. Breath Weapon: An inky black cloud of oily, metallic, roiling fog that slays all of 32 HP or less in size instantly with no saving roll allowed. This is without regard to the number involved. All larger types have 1D10+3 CON points permanently destroyed; this number is divided amongst all in the fog with no save allowed here, either. Though its killing and CON-destroying power lasts but 4 CF counts, the fog persists for 1D10+10 melee rounds total, with visibility for all inside it of only 1' to 3', except for the Dragon, which can see through it unhampered. Looks: Seemingly consisting of nothing more than a nightmare dragon shape of writhing, shifting shadows with balefully glowing eyes of a weird prismatic light. This light will automatically cause those looking directly at it to be confused for 1D10 melee rounds and thus operate at only half their normal movement and with -20 to their ABF/DBF. No save is allowed versus this effect. This unearthly creature comes from that which is beyond, or so the legends tell us. Most sages agree that this means that Shadow Dragons belong in that non-plane of existence called limbo and only enter our plane by accident, though some believe that evil sorcerors have summoned them forth in the past for dark and terrible purposes (which seem to suit these evil Dragons most admirably). No CON, STR or other part of these Dragons may be drained or otherwise blasted or destroyed and all



damage that they suffer regenerates at 3 HP per melee round to no limit each day. However, there is an exception to this: injuries inflicted by lasers and such apparently only heal at a rate of 1 HP per day. It is also known that these Dragons can never be truly slain, for if they are killed they simply fade away to limbo once again to be reborn there. No fear, confusion, cold, acid or poison/venom harms them and they frequently wield magik of up to OP 8 in potency. These things can see into the astral and ethereal planes at will, and can see all things invisible easily. Their breath reaches into both the ethereal and astral planes. Most other Dragon kind fear these shadows of themselves and will not confront them, fleeing as if their very own nightmares were chasing them. Finally, these Dragons may teleport themselves at will, thrice daily, to an unknown distance, perhaps even across dimensions.

Dragon, Silver

HP: 80-100 AV 20 (AC 2+5) Speed: 240' ground, 880' air CF: 18-22 Number: Usually a mated pair Breath Weapon: Scintillating bolts of silvery-blue lightning that stun all targets to 120 HP in size for one melee round, all to 80 HP for two melee rounds and all to 40 HP in size for three melee rounds, all with no save allowed and without regard to the number hit. These bolts also do electrical and lightning damage equal to their own HP etc. in value. Looks: Mirror-bright silver scales over all with a tail some 20% longer than most Dragons of comparable size. This tail is prehensile and very mobile, the Dragon using it as an extra hand as the need arises. All arrows, slingstones, and other such missiles have a 50% chance of harmlessly ricocheting off the Dragon's slippery scale armor. These creatures are usually only found high up on mountain tops of at least 10,000' height. More than any other Dragon kind, these are at times childlike and playful and, or so legends say, the only Dragons that willingly let men ride them! But also like children, they can be very cruel and are prone to temper tantrums. It is also a certainty that they can utilize magik of up to OP 4 in potency. Friendly or not, a Dragon is still a Dragon and a friendly slap on the back could definitely ruin your day!

Dragon, Star

HP: 500-1,000 AV 25 (AC 2+7) Speed: 480' ground, 4800' air CF: 30 Number: always solitary Breath Weapon: A rainbow-hued ray 1,000' long by 13' in diameter that disintegrates completely all that it hits up to a total HP value equal to double its own HP size! Making a successful save against it is really a moot point considering its sheer power. Looks: Each single scale on its body shimmers with all the colors of the rainbow and its eyes are like twin suns of raging crimson flames. Its claws and fangs are daggers of ebon light that sear the souls of those who look too closely at them. They live in the vast spaces between

the stars and travel from world to world at the speed of light. Being the first, primordial Dragons, from which all other Dragon kind has sprung, these immortal beings are wise beyond imagining. Once they leave the atmosphere of a world their wings split horizontally, forming another pair. This X-shaped wing configuration is unique to them alone and is recognized by many star-faring races, who give them a wide berth, as their breath has a range of some 1,000 miles in deep space! No technological energy may harm them, nor can such magiks as disintegration, and any magik of less than OP 5 never affects them in the least. They themselves utilize Rune Weaver magik of at least OP 20 in potency, and never interfere in the affairs of men willingly. The legends tell us that their rare appearances always herald the fall of a kingdom, a great disaster or some other such portentous event. Being such harbingers of doom makes them unpopular to say the least, at least with rulers and other royalty. The common folk in many places, it seems, worship these beasties!

Dragon, Sun

HP: 132-165 AV 20 (AC 2+5) Speed: 180' ground, 360' air CF: 21-25 Number: Usually solitary Breath Weapon: A searing belching out of a sticky napalm-like liquid flame that continues to burn upon its victims, after contact, for 1D10 melee rounds, doing 1D10+10% of the regular damage each suffered initially, each of these extra melee rounds. All those thus set afire have a 50% chance of randomly running about screaming in shock and pain (at -30 to BF). Looks: Apparently consisting of silvery-gold molten metal wreathed in brilliant golden-white flame. Its eyes are blinding white spotlights of intense white light (cones 60' in length and 10' in diameter) that rhythmically flare brighter every other melee round. Those looking at the eyes are temporarily blinded for 1D6+4 melee rounds, or 1D3 melee rounds during their dimmer phase, 75% of the time. This dragon is so intensely hot that it radiates 1D4 HP of (heat) damage in a 45' radius about itself. All dry leaves and other similar combustible material have a 25% chance of igniting each melee round they are within this heat aura. That aura shimmers and shifts with superheated air, making the Sun Dragon difficult to see clearly (-20% for all distance or missile attacks against it). Legends tell us that these creatures live in the hearts of the stars themselves and come to this world only rarely and for purposes known only to themselves. They cannot be disintegrated, paralyzed, or slowed in any manner, and electricity seems only to tickle them. However, cold harms it 50% more than normal and sonic vibrations do double damage to the Sun Dragon. There is only a 1% chance any given poison or venom will affect them, and even if it does, only at half normal potency. They have been known to use magik of up to OP 9 in potency, but tend to favor such lesser conjurations as Flash Point and Fire Wall. They are the arch foes of both the Ice Dragon and the Shadow Dragon and will not flee from either. All weapons



striking them have a 100% chance (less 5% per each BF plus it has) of being melted into useless scrap! It is highly probable these dragons are spaceflight capable.

Dragon, Violet

HP: 100-180 AV 19 (AC 2+4) overall, 2+2 undersides
Speed: 120' ground, 990' air CF: 15 ground, 24 air
Number: Usually a mated pair
Breath Weapon: Roaring, blue-white glowing ionized and superheated air that is electrically charged. Half the damage is heat, half is electrical, but there is one other aspect of this breath that is really noteworthy: all magikal items struck by it have an 85% chance of losing 5-15 BF plusses or 10-30% of their stored power, whatever that may be, and/or 5-15% of their full-time effectiveness. Thus a +15 BF magik shield could become +5 or even non-magikal! A mystik staff could lose up to 30% of its stored magik or an item like a ring of regeneration could permanently lose up to 15% of its effectiveness and so on. Looks: Faintly glowing violet scales all over its body, retractable claws like indigo scimitars and long curved fangs of a matching color. Its eyes are twice the size of other Dragons of its size and are a luminous gold with red horizontal slits bisecting their entirety. A golden nimbus or aura surrounds the entire Dragon 2 CF counts before it breathes, and for 2 CF counts afterwards as well. It is known that neither heat nor electricity affects the Violet Dragon, and that no kind of paralysis or slowing will work against them. They apparently live upon the blue moon that circles the Arduinian world, so it is assumed that they are not affected by hard vacuum or a dearth of breathable air. This also implies that they are spaceflight capable, but at what speed is not known. They are generally fairly trustworthy but always seem to find some loophole in the promises they make, which are few indeed. They seem to be enamoured of the naked female form of most humankind. In fact, they even collect such forms for their apparent pleasure, releasing their captives in a few years when they've tired of them. They are also capable of wielding magik of up to OP 6 in potency, but seldom do (15% chance). Finally, they have an aura of magik reflection that bounces 1D100% of all incoming magik back to its source if they make their MRS roll.

Dragon, White

HP: 50-65 AV 16 (AC 2+2) Speed: 300' ground, 660' air
CF: 16-20 Number: Usually a mated pair
Breath Weapon: Howling cold ice/sleet-filled blast of wind that bowls over all up to its own HP in size. Looks: Snow white, with ice blue claws, teeth and short curved nose horn. This Dragon also has a spiky frill of icicle-like spines around its neck, wrists and ankles as well as a multiple spiked tail. When scrunched down in a snow bank, this Dragon is virtually undetectable (95%) by any means. Probably one of the rarest of the Dragon Kind, these creatures are cold,

emotionless slayers who have no love for anyone or anything. Their one weak spot is their unremitting hunger for blue sapphires, which they hoard so that they can fondle and handle them for hours on end. The fascination they have for these gems has, or so the legends say, been the downfall of more than one White Dragon! They live inside ice caves at either of the polar areas of the world and virtually nowhere else. They are known to wield magik of at least OP 3 in potency, and are immune to all forms of sonic impingement.

Dragon, Yellow

HP: 80-150 AV 16 (AC 2+2) Speed: 360' ground, 750' air
CF: 19-23 Number: Usually a mated pair
Breath Weapon: A billowing cloud of lemon-yellow nerve gas that takes 3 melee rounds to affect creatures of more than 90 HP, 2 melee rounds for those of more than 60 HP and one melee round for all of 59 HP in size or less. This nerve gas also permanently blinds all in the cloud on a 20% chance, regardless of their size or number, or temporarily for 3D4 melee rounds in any case. If the save against its effects is failed, then the victim dies immediately regardless of size or number in this cloud. Those who aren't killed outright by the nerve gas still suffer their share of the damage as figured for all dragon breaths and also go into uncontrollable muscle spasms, vomiting, etc. All attack and defense is at -40 BF for 1D10+10 melee rounds and movement is only at one-third the normal rate due to this. Thereafter it's at -30 BF for 1D6+4 melee rounds; -20 for 5-8 more melee rounds; -10 BF for another 1D4+2 melee rounds and finally -5 for 1D100 melee rounds as the effects wear off. Because of this terrible effect the gas is definitely one of the most potent Dragon breaths in existence, otherwise it acts like other such breaths, dividing its damage evenly. Looks: A bright saffron-yellow over all with translucent amber nose horn, claws and fangs. Their eyes are a bright ruby red and without pupil, although they glow like a lantern. They have a double row of 6" high dorsal fins that run from the top of their head to the tips of their tail. These fins begin glowing brightly 4 CF counts before they use their awesome breath, fading out 4 CF counts after having done so. Their snaky body is 30% longer than other Dragons of the same size, and their wings are about 15% narrower in width. Extremely rare, the Yellow Dragon is usually found only on the eastern or so-called fourth continent and nowhere else. They prefer wooded mountain areas, usually lairing in a cavern or cave that has its own source of water. They are capable of generating, at will, up to three times per day, a magnetic bubble around themselves that will absolutely deflect from them all objects of iron, steel or other magnetizable metals. This same bubble also deflects all magnetic or telekinetic force regardless of its power or source. This magnetic defense lasts but one minute each



time and the Dragon can usually only generate it for one minute in each three. It is also a certainty that they cannot breathe out their deadly nerve gas while concentrating upon the magnetic bubble. This magnetic effect can also be reversed so it attracts instead of repels. So strong is this magnetic hold that a strength of more than 50 is needed to pull free of it! They are perhaps the most helpful dragon to men ever known. They have sided with men on more than one occasion and have never been known to break a promise, once given. However, it is also known that they meddle in the affairs of man for sport, much to mortal detriment at times. They are very wise and use magik up to OP 10 in potency.

Gyron

BF: 100 HP: 65-97 MRS: 25% AV: 12 (AC 3, forequarters), 9 (AC 5, hindquarters) Speed: 120' ground, 275' air CF: 14-18 Number: 1-12 Looks: Attack: 1 bite for 2D8 to 4D6, 2 claws for 1D8 to 1D12, and 1 sting for 1D3 to 1D6 plus venom equal to gyron's HP. These are bigger, faster, smarter, meaner wyverns. They are about as smart as a dull dragon, but are very rare, fortunately.

Tryvern

BF: 92 HP: 72-96 MRS: 15% AV 13 (AC 2) Speed: 120' ground, 275' air CF: 10-15 Number: 1-6 Looks: Essentially a slightly blockier wyvern with three separate necks/heads, 30% larger wings and a nearly prehensile tail that splits, halfway down its length, into three separate stinger-tipped ends. Its scales are a bright blue, its belly a canary yellow and its eyes a bright purple with gold horizontally slitted pupils. Attack: Each of its three heads can bite for 1D10+10 HP to 1D10+14 HP of damage and its wings buffet for 1D4+1 HP to 1D4+2 HP each. Its clawed legs can kick for 1D8+8 HP to 1D8+10 HP each and its three stingers each puncture a victim for 1D3 HP to 1D4 HP of damage. The venom they inject is of 64 HP potency, decreasing to 32 HP on the second usage, to 16 HP on the third, to 8 HP on the fourth, and finally to four HP on the fifth usage each day. Each stinger has its own venom sack and can operate independently. They have all the attributes of their single-headed relatives plus, due to their density, all non-edged weapons do half normal damage to it. These beasts are extremely rare and, in fact, have only been mentioned in history and legend a half dozen times in the last 1400 years. Each time it was as a guardian to some lost treasure deep in a dark and faraway forest. Where they come from and where they've gone is still a mystery.

Wyvergon

BF: 90 HP: 63-81 MRS: 15% AV 16 (AC 2+2) Speed: 90' (180' charge) CF: 9-12 Number: 1-8 Looks: A shorter and chunkier, wingless wyvern, dull silver overall with a brass-colored belly/underside. Attack: A fanged bite of 1D10+8 HP to 1D10+14 HP power that also automatically halves its victim's CF/speed for 1D20 minutes; a clawed kick for 1D8+8 HP to 21D30 HP damage and/or a steaming grey-white breath (45' by 15' to 60' by 20') that turns to stone anything it covers. Partial coverage results in stoning of the part covered. This breath attack is usable once every 5 melee rounds and affects all, regardless of size or type. It cannot itself be turned to stone nor will fear, paralysis, confusion or magikal affect it. Also all poison or venom only does 20% damage to it. The wyvergon is only found in the northern temperate climes, and then only rarely.

Wyvern

HP: 50-100 AV 13 (AC 2) (overall), 5 (belly/underside) Speed: 180' (ground), 575' (air) CF: 18-22 Attack: A bite of 1D8+8 to 13-32 HP in power, 1-2 to 1D4+2 HP wing buffets, massive clawed kicks of 1D10+10 to 21D40 HP potency and a vicious tail lash/sting of 3-4 to 4-8 HP power. This stinger can, thrice daily, inject a venom of a virulence equal to the wyvern's own HP! The fourth sting (and thereafter that day) only does 1-5 to 1-10 HP potency venom damage. All thus stung go blind for 1D10 if a save is successful, or for 10D10 melee rounds if it's not. In both cases there is a 5% chance the blindness is permanent, rolled for each eye separately. Non-sting tip tail bashes do 7-12 to 9-16 HP of damage. Looks: A form of lesser Dragon kind that stands erect upon two massive clawed legs but has no forelegs. It has bat-like wings, serpentine body and neck and reptilian head, with a maw full of gleaming yellow teeth. Its two golden yellow eyes have emerald green vertically slit pupils to match its bright green scaled body and yellowish belly-undersides. Real dragons scorn wyverns as deformed lizards but the wyverns themselves are too stupid to realize the insult. Most have less intelligence than a common house cat! Wyverns are more prolific than dragons and may be found practically anyplace with no snow and where an ample supply of water is handy. They dearly love the flesh of pegasi, unicorns, centaurs and horses, and can sniff them out from at least a mile away. Wyverns are immune to fear and are 30% resistant to all poisons or venoms. Their average BF is 90 and their base MRS score is 13%.



ELEMENTALS

Poisons, venoms, fear, paralysis and confusion have no effect on elementals. They are also immune to attacks based in their primary medium, and indeed, will be likely to gain HP, STR, BF, etc. if subjected to such attacks, as GM-adjudicated. Mist, Air, Fire, Water and Storm Elementals are virtually impervious to chops, cuts and bashes from magikal weaponry, taking the magikal damage plus only!

All elementals have an MRS of 20% as a base, but the GM can adjust this up to an MRS of as high as 40% if he feels it necessary. This is usually done for the elders or rulers of their kind, and is not common. Elementals are one of the few entities so magikal that, when they save against magik, they suffer no detrimental effect whatsoever.

Air

BF: 105 HP: 60-80 AV 16 (AC 2+2) CF: 20-25 Speed: 280' Attacks: Air blast for 1D6+6 to 1D10+10 Looks: A faintly blue whirling cyclonic column of air, 30' tall, 10' wide at its base and 30' wide at its top. It can cause a wind strong enough to completely bowl over 10 HP of adversaries per 10 HP of its own size.

Earth

BF: 105 HP: 100-120 AV 20 (AC 2+5) CF: 15-18 Speed: 60' Attacks: Earth/rock punches for 1D10+8 to 2D8+14 HP. All hit must save versus stoning. Looks: Vaguely humanoid, blocky boulder-like, 10' to 12' tall and 7' to 10' wide with multiple arms and legs. It moves through the earth at 90' per turn and can cause an earthquake once every 10 melee rounds, or 3 per day maximum.

Fire

BF: 101 HP: 90-110 AV 14 (AC 2+1) CF: 20-23 Speed: 240' Attacks: Fire for 1D6+6 to 1D12+12 each. Each hit has a 10% chance of causing flammables to burst into flames Looks: Usually a 30' tall, 10' diameter pillar of roaring flame. Can form itself into walls, cylinders, pin-wheels, lines and the like. Passing through it will cause 1D6+6 HP in damage. The walls, etc. will be up to 10' in size per each 10 HP it has. Fire regenerates it instantaneously point-for-point.

Mist

BF: 75 HP: 70-90 AV 14 (AC 2+1) CF: 18-21 Speed: 180' Attacks: It usually envelops a victim, blinding and suffocating him at a rate of one melee round per CON point of the victim. It can also strike for 1D4+2 to 1D6+5 with a misty fist. Looks: A 60' globular mass of thick, cold, wet, whitish-grey fog. It can resist being blown away by winds up to half its own HP in size and retreats 10' per turn per each 10 HP of power over that.

Storm

BF: 95 HP: 100-120 AV 18 (AC 2+3) CF: 19-22 Speed: 250' Attacks: Once per turn of any one of three types: wind (per wind or cyclone spells); ball lightning (for 1D6 in power per 30 HP in size), and buffeting impact (for 1D4+4 to 1D6+6). Looks: A 30' diameter dark, roiling, flashing, rumbling thunder cloud. Lightning regenerates it point-for-point instantaneously.

Water

BF: 92 HP: 80-100 AV 13 (AC 2) CF: 17-20 Speed: 90' Attacks: It slams its opponents for 1D8+8 to 1D12+12 HP, then smothers and drowns them, taking one melee round per CON point of the victim. Looks: Usually a 30' square, 15' high tidal wave. Can flow into nearly any shape and hold so still it looks like a stone wall, etc.

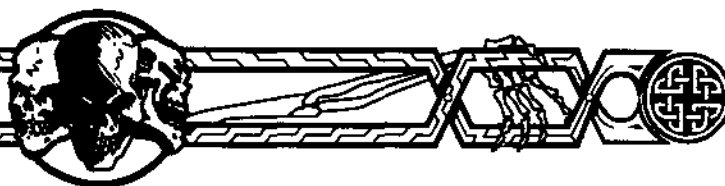
Wood

BF: 75 HP: 50-70 AV 14 (AC 2+1) CF: 18-21 Speed: 180' Attacks: Wooden punches for 1D4+6 to 1D8+8 or it can fire a splinter as a heavy catapult but with only a 120' range, once per day per each 10 HP it has. Looks: A vaguely tree-shaped thing about 15' tall. It is very susceptible to all magik fire, or normal fire of 60 HP or greater strength, taking double damage from such fires.

THE FORCES OF FAERIE

Common Faeries

BF: 35 HP: 20 MRS: 55% AV: 9 (AC 5) Speed: 400' air, 45' ground CF: 16-20 Number: 10D100 Attacks: With dart (see below). These are the most numerous of all faerie kind, and are the type most often encountered. They resemble tiny little Elves, standing some 6" or less tall. They have overlarge, pointed ears, deep purple eyes that have no whites, and translucent, insect-like wings with a 10" to 12" span. Their coloring ranges from ivory white to medium tan, and except for their eyebrows and the brown, black or blonde hair on their heads, they are hairless. They have a mischievous and childish temperament, and are known to throw tantrums and act cruelly. Each has the ability to use up to OP 3 magiks or up to OP 6 illusions. They seldom wear any conventional clothing, but will upon occasion don cloaks of butterfly wings and other such regalia. The most common weapon is a tiny needle-sharp dart about 2" long, MA 95. They usually carry 3 or 4 of these darts, which are envenomed with herbal essences that will render any living, warm-blooded creatures up to 50 HP in size unconscious for 1 minute per CON point less than 100 that they have. For each 5 CON points the victim has, this venom takes 1 melee round to act. Thus a victim with a CON of 15 will have 3 melee rounds before it will take effect. Of all the faerie kind, these are the only ones who individually have ever befriended



non-faerie folk, and they do not do this often. In the later states of their lives, these common faeries become either Shimmerlings or Madwings.

Madwings

BF: 48 HP: 25 MRS: 62% AV: 10 (AC 4) Speed: 450' air, 50' ground CF: 18-22 Number: 1D100 Attacks: They swarm over victims clawing and biting, doing 1-2 HP per CF action segment for each 5 Madwings attacking. They also throw spore bombs lethal to most warm blooded beings up to 40 HP in size, and causing 75% of the victim's base HP in damage otherwise. Some even herd wasps, bees and hornets into the attack, like cowboys running a cattle stampede. They will do anything in their power to kill the chosen victim. When a common faerie fails its rite of passage, about 10,000 years into its life cycle, it degenerates into the insane being known as the Madwing. These creatures have the superficial appearance of the common faerie, with differences: they have no eyebrows, are about 10% larger with maroon or red eyes and very long sharp nails and teeth. They can wield magik up to OP 6 and illusion up to OP 9, but they are so insane and chaotic that it is impossible to tell whether or not they will use magik at all, let alone what potency it will be! They are kept on the outer fringes of the lands of faerie and act as an unofficial sort of border guard. They live to cruelly torture and slay all who trespass in their domain. Madwings scream and laugh maniacally in battle, and whine shrilly when they don't get their way. Their emotions are insanely intense, and volatile.

Dark Faeries

BF: 65 HP: 40 MRS: 45% AV: 10 (AC 4) Speed: 125' ground only CF: 15-19 Number: 1D100 Attacks: They wield sword, bow, axe, dagger and lance both afoot and on their winged mounts called Dyrdyrion (see below). They also wield magik. These wingless faerie folk are the largest of all their kindred, standing up to 3' tall. They are very dark in color but otherwise resemble large, wingless common faeries in almost all other respects. These are the soldiers of faerie, and will be the only ones ever encountered in armor of pure silver, which will bring their AV up to 14 when worn. The Dark Faeries have ever been an implacable foe of man, and would normally slay men on sight. They care not over-much for any other non-faerie race either, but will not attack instantly.

Pixies

These are common faerie folk in all ways save one: they were born without wings and cannot fly. Thus they are a lower class and used for most of the dirty work in the faerie realm. Needless to say, this makes them very testy and irritable at best. They wear clothes when working, but gleefully cast them off when at leisure. As a sort of natural compensation for being wingless, pixies can become

invisible at will, and a few can also dimension-port, though infrequently, and with difficulty. They have also been known to wield tiny swords, spears and minuscule bows and arrows! Figure a BF of 45 and an MA of 55. They are as common faeries in all other respects.

Nixies

BF: 45 HP: 24 MRS: 60% AV: 10 (AC 4) Speed: 450' water, 30' land CF: 16-20 Attacks: They use magik mainly (up to OP 8), and occasionally tiny tridents. These are common faeries which have been deliberately bred by the Shimmerlings to live totally underwater, where they carry out the business of the faerie realm as if it were dry land. In appearance they differ from other faeries by the webbing between their fingers and toes, their green hair and eyes, and their lack of wings. Excluding the Madwings, these are the cruelest of all the faerie folk, and they delight in drowning hapless swimmers. They also herd and ride water creatures of all kinds.

Shimmerlings

BF: 55 HP: 33 MRS: 97% AV: 13 (AC 2) Speed: 990' air, 90' land CF: 20-24 Attacks: Once every action the Shimmerling can fire a faerie bolt from its outstretched hands. These rainbow-colored bursts of energy have a 66' range and cause the victim to suffer 1D100% of its base HP the first time struck. Whatever is rolled for the first strike will be the damage that that victim will always suffer from one of that Shimmerling's bolts. They fight in no other manner but magik. These are what common faeries become after a successful rite of passage. The wings become rainbow hued, their skin acquires a bright color, their eyes become like metallic gold marbles, and their hair as fine silver thread. Shimmerlings can dimension-port, become invisible, and metamorphose themselves at will. They wield magik of up to OP 12 potency and illusion up to OP 18. Any 13 of them can link hands, forming a circle, and open a gate to whenever and wherever they desire. Their singing has a hypnotic quality that affects all warm-blooded creatures like a psychic mesmerization. They neither hate nor love anyone not of faerie.

Yamalu

These creatures were created by the Shimmerlings to be the ultimate defense of the Realm of Faerie. Each Yamalu is unique unto itself: they can be as small as an ant or as large as a dragon, but are always extremely deadly. The GM has sole discretion over just which of the Yamalu will be released of the 13 known. All stats for the creatures are up to the GM. A hint: There were said to be Yamalu representing each of the elements (earth, wind, fire, water, mist, wood, and storm) as well as other types. The two types that resemble female humans are called Sylkies; they were potent horrors of bloody reputation!



Dyrdyrion

BF: 80 HP: 75 MRS: 30% AV: 12 (AC 3) Speed: 888' air, 25' land CF: 21-25 Attacks: Their bite does 1D4+6 HP of damage, their multiple claws do 1D10 in a raking pass, and their hidden tail, which can extend up to 9' and is flexible as a whip, stings for 1D3 HP while injecting 1D10+20 HP of venom, which it can do seven times daily. Looks: Bright metallic red dragonflies 8' to 9' long, with opalescent wings spanning 20' or more. Their compound eyes glow every color of the rainbow. This is an intelligent species that lives in symbiosis with the Dark Faeries.

DEMONS

There are certain characteristics common to all demons:

Sight: All demons that have eyes can see in the dark just as if it were full daylight to a range of at least 120'. All demons can see invisible entities and onto the astral plane. Some of them can also see into the ethereal plane. A few even have true seeing—check each one's description for specifics.

Hearing: Demons can, if they're listening with concentration, hear everything down to the softest heart beat within a 120' radius of them, regardless of any obstructions but those of purest silver or the most powerful magik.

Save Chances: Demonic saving rolls are always double what is otherwise computed, except for MRS. And if they save, they never suffer any adverse effect *at all!*

All lesser demon kind have a base MRS score of 67%. The base MRS can be GM-adjudicated upwards up to another 10% to indicate individual demons' peculiarities.

Greater demons have a base MRS of 87%. This base MRS too can be GM adjudicated upwards as much as 10% as they see it necessary. In other words, it is damn difficult to harm or hinder a demon lord magikally. Tough on you.

All demons have a 95% chance of not being fooled by illusions or phantasms, or a 75% chance to not be fooled by illusoids.

Regeneration: Lesser demons regenerate all damage at 1 HP every melee round. Greater demons ditto, but at the rate of 2 HP of damage per each single melee round of time. This is all damage unless it is noted as demon-specific and given a different heal rate.

Attack Bonus: All demons get +3 to their ABF for each EL they are, in addition to the usual effect of ELs on BF. This is already included for those demons written up below.

HP & EL: A lesser demon's EL is determined by dividing his HP by 10, the resulting number is his EL, rounding all fractions to the nearest whole number. For example, an 88 HP Acid Fiend would be EL 9 ($88 / 10 = 8.8$, rounded to 9). All greater demons are considered to be EL 20, or more at GM adjudication.

LESSER DEMONS

Almost certainly there are undiscovered lesser demonic types lurking somewhere, so be very careful in dangerous and poorly explored places! Below are those types known in any detail.

Acid Fiend

BF: 95 HP: 88-110 AV 14 (AC 2+1) Speed: 100' per melee round, 120' for 1D10+10 melee rounds as a charge speed. CF: 8-10 Numbers: 1D3 Attacks: Tentacle-like pseudopods up to 13' long which strike for 3-4 HP impact damage and 1D8+8 HP of acid damage. It can also flow over, smothering and eating a victim at the rate of 1D20+28 HP of acid damage per melee round. Finally, it can spit jets of acid in 3' wide by 6' long and 2' thick bursts, to a 60' range. This acid causes 1D20+28 HP of damage and has a 50% chance of totally blinding all it hits frontally. Looks: A pale blue translucent sphere of slime with phosphorescent red veins pulsing all through its 16' to 20' diameter body. It probably senses heat as its primary tracking mode, but has full lesser demon powers of hearing and sight as well. Cuts, bashes, chops, etc. of normal weapons have absolutely no effect upon this creature, and similar attacks from magikal weaponry only do the plus damage of the weapon and no more. Due to its extreme acidity, all that touch it will dissolve in 1D6 seconds after contact with the following chance of so doing: non-magik items 85%; +1 magikal items 40%; +2 items 30%; +3 items 20%; +4 items 10%; +5 items 1%. Of course all organic matter like clothing, leather, etc. dissolves at 1D20+28 per turn automatically. This thing, like The Blob of movie fame, can squeeze itself under doors, through keyholes and is unaffected by hard vacuum. It loves nothing better than to roll on top of a victim, then enjoy the dying struggles as it digests the victim. It is unaffected by pressure, confusion and acid; however, intense cold of 40 HP potency or greater will slow it down until it is moving at only half its normal speed and CF. Cold only does one-quarter damage to it, fire does one-half damage, and lightning or electricity do three-quarters damage. Poisons and venoms do full normal damage to it. Magikal disintegration actually regenerates it for 1D10+10 HP, and all forms of stoning cause it to increase in size by 1D10+10 HP! They may be totally unintelligent; none know for certain. These demons are never conjured except as sendings to attack other people.

The Creeping Doom

BF: 100 HP: 132-176 AV 13 (AC 2) Speed: 90' CF: 8-10 Number: 1D3 Attacks: Tentacle-like pseudopods up to 15' long that strike for 1D6+6 HP of impact damage; they also automatically drain 1 CON point and 1D3 STR points per hit. It can also flow over and smother a victim,



taking 1 melee round per CON point of the victim. Of course, the CON & STR drain is ongoing during this smothering as well, while the victim is eaten or dissolved at the rate of 1D20+16 HP per melee round. Looks: A carpet of pulsing, watery purple-green moss, 40' wide, 30' long and up to 3' thick. It can lie perfectly still, looking like, and feeling as hard as rock, or it can shape itself into any form, but not color, it cares to mimic. Yet it can also flow through holes no more than an inch in diameter. Fire and confusion do not affect it at all. All chops, cuts, bashes, etc. only do half damage to it. However, cold of more than 20 HP in potency does double damage to it; lesser cold does only normal damage. Magikal paralysis actually doubles its CF, but Holy Water will cause it to burn at 1D20+28 HP of damage per pint that touches it. Poison and venom only do one-quarter damage to it and stoning effects only stun it for 1D3 melee rounds. It has no known language and may or may not be intelligent. These demons are only conjured to attack other people.

Demon Locust

BF: 80 HP: 60-100 AV 13 (AC 2) (body), AV 10 (AC 4) (head) Speed: 90' (ground), they can also leap up to 45' horizontally or 35' vertically, but only in forward directions, 180' (air) CF: 1D6+6 Number: 1D10,000 or more Attack: Their barbed forelegs can rip into foes for 3D4 HP of damage each and they can bite for 1D4+3 HP plus 32 HP venom. They also have a scimitar-like tail stinger which does 3-4 HP of damage and injects a 64 HP venom that causes blindness for 1D100 minutes. It also causes paralysis in all creatures up to 65 HP in size for 1D100 melee rounds, except Hobbits, who are totally immune to the venom. The venoms listed here do half effect immediately and the remainder over 1D6 melee rounds. Looks: 9' to 18' long silver- and gold-banded locust-like creatures with huge human heads. These heads have long flowing blonde hair, blue eyes and are truly beautiful to behold in all respects until they open their mouths, exposing the jagged black fangs hidden therein. Their two pairs of translucent wings of iridescent rainbow coloration vibrate so fast in flight that these creatures appear to be surrounded by a halo of beautiful light. The wings each span double their body length when unfolded. These creatures are practically mindless. They smell like putrescent flesh but sing like all the angels in heaven. Once committed to an attack, they stop only when all organic matter in the area designated as their target has been totally eaten. Nothing is left, right down to the bedrock! They can ingest and digest everything from flesh to stone to steel! They are totally impervious to stoning, poison and venom and only suffer half damage from such things as fire, electricity and acid. They also are not affected by paralysis nor can they be slowed. However, they are easily

confused, being so single-minded, and are highly susceptible to all forms of psychic attack or probe (-4 save). Finally, cold-based magiks do double hurt to them and all normal cold makes them torpid. They belong body and soul to the Demon Lord Abbadon and can gate to him at his multiverse-spanning mental command! They are summoned by those desiring a demonic mount, being capable of flying at their full speed for, literally, years. These utterly stupid mounts can thus carry any being up to 5,000 lbs. in weight to any Plane of Hell or into the ethereal or astral plane. This journey takes 13 minutes and passes through the ethereal plane. But they do this only for so long as total control is maintained. Lose that control and the Demon Locust will immediately take its rider into the presence of its demon lord, Abbadon! After that, well...

Earth Demon

BF: 105 HP: 100-120 AV 16 (AC 2+2) Speed: 60' ground, 240' through the earth CF: 8-13 Number: 1D6 Attacks: 1D4 claws strike every action for 1D20+10 HP each, with all victims thereafter rotting at 1 HP per melee round. Only a priestly disease-curing ritual will stop this rotting, although washing the wound with a flask of Holy Water will slow its spread to only 1 HP per hour. However, this washing must be repeated once every 5 hours or the rotting will increase back to 1 HP per melee round. This rot will continue until a victim is healed, cured or rotted into a puddle of putrid pus! Earth Demons can also stomp a downed victim for 1D20+30 HP of damage plus the aforementioned rotting. One hit or 100; it's all the same for the rate of rotting. They are also able to generate in a 10' radius about themselves an intense magnetic field so powerful that only a STR of 30 or more can resist iron or steel alloys being drawn to it. This field takes one melee round to reach its full power, lasts for one full minute and may be created once every 10 minutes. It is the primary way they trap armored or metallic opponents, drawing the victim onto their bodies so they can tear the victim limb from limb. Looks: A brownish-black, lumpy, rock-like, boulder-shaped headless body with four stumpy legs and four long arms ending in three taloned hands. It stands some 8' tall and has eight irregularly shaped eyes of molten copper set randomly about its body. No sonic vibration, fire, cold, confusion, stoning or slowing can ever affect this demon. Lightning, electricity, acid, poison and venom only do half damage to it, but any water will cause this kind of demon to melt for 8 HP of damage per 100 gallons that strike it. These demons are at +15% to all their saves and double their STR and HP when in direct contact with raw unworked rock or bare earth. They can wield up to OP 2 magik themselves but suffer severely versus all magik of priestly origin (-10% MRS save, +10% damage to them, etc.), so they hate all priests and will relentlessly attack



them on sight. They are one of the few lesser demonkind to keep any bargain they make, and can teach much concerning the earth, tunnels, caverns and the ways of all the elementals, of which they seem to know nearly all that can be known. They are slow but implacable by nature and dearly love to eat the hearts of their victims. Sea Demons are their arch foes.

Fire Demon

BF: 110 HP: 90-120 AV 14 (AC 2+1) Speed: 120' ground, 240' air, unless enraged, in which case they can fly at 720' per melee round for up to 10 minutes. They are also capable of 35' leaps in any direction. CF: 17-20 Number: 1D3 Attack: Its claws can rend for 1D10+14 HP of damage plus 3D4 HP of extra flame damage. Its wings buffet for 1D6 HP of damage plus 1D6 of extra flame damage. This touch has a 5% chance of igniting any naturally flammable object. Its bite, used only if a claw has hit and even then only on a 15% chance, does 1D4+6 HP of damage and causes the wound to burn for 1D6 melee rounds for 1D6 HP of damage each such round. They can also, every third melee round, breathe out a 30' long by 10' diameter cone of violet flame. This one-second duration flame is of 36 HP total potency and has a 75% chance of igniting any flammable material it strikes. Looks: 7' to 9' tall reptilian-looking humanoids with bright scarlet scaled skin, bat-like wings equal in length to their height +50%, two separate tails, ram-like horns and glittering ebon fangs and claws of razor keenness. They have a pair of eyes like bottomless pits of deepest space and are entirely covered in flickering flames of pale violet. These demons radiate 200° F temperatures in a 10' radius around themselves and can create fire and flame at will to include double-size and -potency "Fire Walls" and 5' diameter 50 HP potency fireballs which may be projected up to 60'. Each such magik requires one full melee round to produce and may be used every other melee round. They can create magikal illusions and can generate enough heat to cause the air in a 15' radius around them to heat up at +20° F per melee round, to a 400° maximum. Opponents will suffer 1 HP of damage per melee round for every 20° heat increment; at 400° it would be 11 HP per melee round. As soon as the air reaches 400° in temperature the demons' STR and HP double and its saves all increase by +10%. No fire, sonic vibration or Mystik Dart-style kinetic energy can harm these demons. All acid, lightning, electricity, poison, or venom do only half damage, but cold or water-based attacks do 50% more hurt to them. They hate efreets, salamanders and all other fire-based beings, waging continual war upon them. Their favorite food is the hearts of Elves and they covet rainbow diamonds greatly. They are almost totally untrustworthy, cruel, vicious and gen-

erally difficult with which to deal. Still they may be conjured to teach about those things of flame and fire, or perhaps about those other beings of fire, both about which they know much. These demons can and do use magik of up to OP 3. In battle, however, they almost always prefer to physically tear their opponents limb from limb, as their high egos demand this.

Fire Fiend

BF: 99 HP: 88-110 AV 14 (AC 2+1) Speed: 240' ground, 360' air CF: 17-20 Number: 1D6 Attacks: Like a flashing, whirling buzz saw of flame that does 7D10 HP of cutting damage and 1D10+10 HP of fire damage. Looks: A veritable pinwheel of sparkling, spitting flame 7' across and 3' thick. Streamers and jets of whistling sparks flail about it in a 10' to 13' radius as it screams through the air or rolls along the ground, leaving a melted or boiling track some 4' wide behind it. Fire, confusion and paralysis have absolutely no effect upon it and all non-magikal items or weapons that strike it melt automatically due to the intense heat. Magikal items, etc. also melt on the following chances: +1 items have a 90% chance; +2 items 75%; +3 items 50%; +4 items 25%; +5 items 5%. Everyone within a 10' radius outside of the area of pyrotechnic effect is -4 to his BF due to the cacophonous sound and intensely distracting light show. These nearly mindless demons are only conjured as sendings to attack others.

Hell Cat

BF: 95 HP: 66-99 AV 13 (AC 2) or 14 (2+1) Speed: 200', 380' for up to 3 full minutes of charge CF: 16-19 Number: 1D10 Attacks: Flaming claws that do 1D8+8 HP of slashing damage, and which also drain 1 CON point per hit; saber-tooth-like sparkling teeth of moonlight color that bite for 1D10+8 HP damage and which also drains 2 CON points each time. Those claw and bite wounds engender such intense pain in their victims that they are -4 to their BF for 1D10+10 melee rounds afterwards. Looks: Large, lion-like spectres, with long curved claws of crackling scarlet flame and scimitar-like teeth of shimmering silver light. Their eyes are balls of flickering green fire set in a body resembling a caricature of the classical Hallowe'en black cat. Their bone-rattling caterwauls act as a "Mage Fear" spell upon all creatures within a 60' radius. These cats are totally immune to cold, confusion, acid, paralysis and, of course, fear. Poisons and venoms only do half damage to them, but the priestly Glory Glow causes them to burn at 1 HP damage per EL. of the conjuring priest for each melee round they are in it! They can make themselves flat so they can slip under doors or slide through cracks. They are not humanly intelligent, but are much smarter than common animals. Their favorite foods is any form of canine. They always see through all illusions and phantasms. These demons are conjured for



many reasons, ranging from attack to fetch-it chores. However, they must be vigilantly watched, as they are very tricky, very irascible and extremely hungry at all times.

Hellflash

BF: 110 HP: 132-198 AV 18 (AC 2+3) Speed: 720' a melee round, air; double that during attack charges of up to 5 melee rounds CF: 30 Number: 1D3 Attacks: Flashing bolts that do 1D20+28 shock damage but which also blast 2 CON points off their victims each time they hit. Once every three melee rounds they can focus upon any one individual target, doing nothing else that turn, and critically hit his brain, heart or other chosen area for that 1D20+28 etc. damage. This attack never misses. Looks: Black coruscating, vaguely man-shaped electrical energy about 7' tall. However, as they usually move too fast for normal sight to give a clear view, most only perceive them as crackling, black blurs. All acid, paralysis, and of course electrical energy and lightning have no effect upon these creatures. Neither stoning nor confusion faze them in the least, and all fire or cold does only half damage against them. No poisons or venom can harm them, nor do mesmerization or psychic probes influence them in the least. The bodies of all who die from this highly intelligent creature's CON blasting crumble to dust immediately, and their soul is consumed by the demon in 1D6 seconds if it is given the least chance to do so. All Death Breakers must be accomplished within 5 minutes of this type of death or the soul is forever gone anyway, though those whose soul the demon has eaten may not be brought back. These demons are usually conjured as sendings to attack others. However, they also are sought for their near total knowledge concerning the astral plane

Ice Demon

BF: 108 HP: 80-100 AV 13 (AC 2) Speed: 80' ground, 100' air CF: 10-15 Number: 1D6 Attacks: Its claws strike for 1D10+10 HP of damage each, and cause an additional 1D10 HP of cold damage as well. The wings can buffet for 3-4 HP of damage plus 1D6 HP of additional cold damage each time they strike. Every fourth melee round the Ice Demon can exhale a blinding white cloud of intense cold (a 30' by 10' cone) of 1D20+16 HP total potency. Looks: 7' to 8' tall humanoids with bat-like wings, long claws and glittering, razor-sharp, foot-long fangs, all of a translucent and icy consistency. Its three blue-white eyes, set in a triangle, glow with a light all their own. No form of cold or paralysis can ever harm these demons, nor can they be slowed, but fire and flame will always hurt them at 50% more damage. All acids, poisons and venoms only do half damage and all missiles have a 25% chance of ricocheting harmlessly off their ice-hard bodies. They cannot be stoned or affected by confusion. All lightning does 20% more hurt to them and all sonic attacks

do double normal damage to them. They can drop the air temperature in a 15' radius around them by 20° F per melee round, to a -180° F maximum. While in this frigid zone, or in other intensely cold areas, all of the demon's saves are at +10%, while its STR and HP double! For each 20° below zero that the area is, 1-2 HP of cold damage per melee round is done to its opponents inside the area. Thus at the maximum of -180° the cold damage would be 1D10+8 HP in potency. The Ice Demon can also create ice in any shape or form desired at the rate of 1' long by 6" high and 2" thick per second. Thus in a single 10-second melee round, it could create an ice wall 10' by 5' by 20" and so on. They hate Titans, waging continual war against them. They occasionally use OP 1 magik and dearly love the taste of Amazon meat. They are conjured by those desiring knowledge concerning the properties of cold and the ways of the Titans. These are extremely cruel and cunning beings of no redeeming character.

Night Demon

BF: 133 HP: 100-180 AV 20 (AC 2+4) Speed: 120' ground; they can leap 33' in any direction; 240' air, or up to 480' per melee round for 1D10+10 melee rounds if they are angered. CF: 16-20 Number: Always solitary Attacks: Its rending claws inflict 1D10+14 HP of damage, its wings buffet for 1D6 HP and its bite is for 1D6+4 HP plus an automatic drain one CON point each time it hits. Its barbed tail can attack, lash-like, for 1D6+4 HP of damage plus injecting a lethal 65 HP venom. This venom has full impact in just one second! All beings over 65 HP, or those lesser ones who successfully save versus this venom, still suffer 35 HP in the first second and then the remaining 30 HP of damage at 3 HP per melee round for ten such rounds. Finally, this sting also permanently blasts away 4 CON points from its victim. However, the Night Demon uses his tail only on a 20% chance, once, in any given battle, much preferring to physically rend victims into bloody shreds. Also, every third melee round they can breathe a 15' long by 3' wide tongue of black flame of 60 HP potency, which also permanently blasts away 2 CON points from all it strikes. All who are even lightly touched by a Night Demon will rot at the rate of 1 HP every 3 melee rounds for 1D100 such rounds unless washed with a flask of Holy Water within 3 melee rounds, which permanently stops the rot. If that is not done, the rotting may not be stopped by any means medicinal or magikal; it must run its course. Looks: 9' to 12' tall ebony-hued humanoids with bat-like wings, a long, barbed tail, fangs and claws of pale, translucent violet crystal and eyes like pools of blazing scarlet flame. The tail is equal in length to twice the demon's height and its wings are each triple that in size. Thus a 10' tall demon would have a 20' long tail and a pair of 30' wings, for about a 60' wingspan! When hard-



pressed they can exude a 60' diameter cloud of opaque black mist which will persist about half an hour in a zero wind situation. Duration of this mist in a 10-15 mph wind is 1D20+20 melee rounds. This toxic cloud does 6D10 HP of damage to all who remain in it one full melee round (or 1D10 HP per second). The mist is 100% opaque to all creatures save themselves and will add 15% to all of the demon's saves. It is his fortress of last resort and usable but thrice in 25 hours and never more than once each hour. In darkness, shadow, or at night, they are 100% invisible to all normal sight and even true seeing has only a 35% chance of noting them. No confusion, illusoid, stoning, CON or other life drain, paralysis, lightning or electricity can ever affect them. Poison, venom, acid, cold and fire do only half damage to these demons. Their one weak point is the magikal disintegration spell, versus which they get a -10% MRS and from which they suffer 50% more damage. They frequently wield magik of up to OP 4 potency, preferring those that create massive damage to their foes. Holy Water burns them like acid for 8 HP per pint splashed upon them. This damage regenerates only at 1 HP per day. For this reason the Night Demon hates all priests and will attack them relentlessly and on sight. They love to drink the blood of human virgins. All whom they slay become ethereal spectres under their control, a process taking 13 hours. These are the most feared of all lesser demon kind and are conjured only by those who wish to know the secrets of invisibility, darkness and those things of the shadows. Some legends say that Night Demons have the ability to move from shadow to shadow, regardless of distance between. These creatures are cruel, untrustworthy and devoted to destroying all life not of their own kind. They will do anything required to slay all whom they encounter, most especially those attempting to control them. It is even rumored among those who know such things, that at least one Night Demon has ascended to the status of a Demon Lord. In short, they are fell creatures best left alone.

Sea Demon

BF: 125 HP: 80-100 AV 13 (AC 2) Speed: 60' ground, 360' water, unless angered, in which case it can move at 500' per melee round for 1D10 hours or at 750' for 10 minutes. CF: 13-16 Number: 1D8 Attack: Its claws slash for 1D10+10 HP each and its fanged bite does 1D4+3 HP of damage plus injects a 24 HP venom into its victims. However, all Elves or undead are caused to dissolve, no save, at 1D10+5 HP per melee round by this demonic toxin! Looks: 7' to 8' tall fish-like humanoids of a deep emerald green with mother-of-pearl-color dorsai spines and bright yellow webbing between their emerald-taloned feet and hands. They also have a pair of 4" to 5" diameter, pupilless eyes of ivory hue. No acid, venom, poison,

confusion or paralysis can ever affect them, and all cold of more than 20 HP potency only does half damage to them. Lesser cold has no effect. However, lightning, electricity and sonic vibrations do 50% more hurt to them. These demons frequently wield magiks of up to OP 3 in potency, preferring entrapping sorceries. In the water, in which they can go to any depth, they are frequently accompanied by schools of sharks, barracuda, giant squid and other predatory sea creatures. But on dry land they lose 5% from all their saves and one each from their STR and HP for each six melee rounds beyond the first three that they are there, until they collapse into unconsciousness. The Sea Demon can control all forms of liquid water up to 60' distant, up to 1,000 gallons at a time, causing it to flow and move at up to 45' per melee round. They are cruel, tricky, untrustworthy and covet emeralds above all else. For those they will do absolutely anything! Their favorite food is Mermaid meat. They are conjured on any matter concerning the oceans, seas or other things of the water. They've even been known to keep to their word in a contract. Occasionally, anyway.

She Devil

BF: 90 HP: 88-132 AV 13 (AC 2) Speed: 210' CF: 17-21 Number: Usually alone Attacks: Kicks and punches for 1D8+8 HP impact damage and an embrace and kiss which allows them to suck out 3 CON and 3 STR points per melee round from their mesmerized victims. Once they have embraced someone, only a STR equivalent to a Storm Giant can break free of it. Looks: Incredibly voluptuous humanoid female bodies, long flowing hair of silver, gold or other striking color, with fleshless skull faces and eyes of eerie green, glowing light. Confusion, illusoids, and paralysis do not affect these creatures. They are Illusion Masters of EL 10 equivalency, using their powers to hide their grinning skull faces behind great beauty, and have the ability to walk upon or cling to any solid surface, like spiders. They are never fooled by any form of illusion or phantasm and can do a natural equivalent of the "Mystik Passage" conjuration, at will, up to seven times each day. They can become gaseous and mesmerize a victim, just as a Vampyr can, with all the benefits and restrictions and they dearly love to use all manner of magikal artifacts like wands, mirrors, potions, etc. These demons also seem to manifest the same kind of control over all lesser undead as Vampyrs do. They also see into the ethereal plane at will and can detect all things invisible 85% of the time. While moving at full speed they glide over the ground like some wraith or apparition, never seeming to really touch the ground. Many of these demons ally themselves to greater demon lords willingly, in return for souls to eat. These demons are conjured for many reasons, ranging from magikal learning to assassinations.



But be warned! These vicious demons hate all life and will horribly slay any they get even the slightest chance at.

Star Demon

BF: 150 HP: 100-154 AV 20 (AC 2+5) Speed: 120' ground, double that while charging for up to four melee rounds, 480' air, +50% while diving CF: 20-24 Number: 1D3 Attacks: Claws that do 1D20+20 HP of tearing or rending damage and a pair of prismatic energy bolts that may be fired from its eyes three times each hour. These bolts have a 180' range and cause 7D10 HP of disintegration-like damage each. These bolts also negate and dispel all forms of prismatic walls, domes of dynamic defense and magik reflector shields regardless of potency, source or kind. All damage caused by those prismatic bolts will heal at only one HP per month, regardless of any priestly magik to the contrary. Without such healing magik the wound will fester and rot at 1D3 HP per day, with a 5% chance each day of infection setting in that will result in the victim's agonizing death in 1D3 days. While not a deliberate tactic, their wings of unknown radiation can do 1D8 of damage per second if touched or passed through. Stoning, confusion, cold, acid, radiation, poisons, venoms and paralysis have no effect upon these demons. All arrows, bullets and other missile weapons have a 75% chance of ricocheting harmlessly off their diamond-hard skin. Looks: 15' tall humanoids of a glittering, diamond-like substance of a smokey black translucence, with wings, spanning 66', of radiant, rainbow-hued energy. Their eyes are pools of golden radiation and where their heart is located, roughly mid-torso, a faint golden ball of light pulses. Probably one of the most beautiful yet deadly creatures in all existence, they have a faint violet aura about themselves, because they are intensely radioactive! Thus all who approach within a 10' radius of them suffer 1D3 HP of radiation damage each melee round. The GM can adjudicate the varied and nasty side effects this will most certainly have. These demons can also move in deep space at 99% of light speed with no real effort at all. Hard vacuum doesn't faze them, as they don't breathe! These exceedingly intelligent creatures are equivalent to Rune Weavers of EL 12 and are one of the few kinds of demon that can be trusted to adhere to the exact letter of any bargain or agreement they consent to. But then, they seldom agree to anything! Finally, no tangle trap, web, rope or other binding, regardless of strength, magik or origin will cling to these demons; they simply slide right off. These demons are usually conjured to transport items or people between worlds, which they may safely do, their radiation being muffled voluntarily. Or not! After all, they do prefer their dinner cooked...

Storm Demon

BF: 130 HP: 110-143 AV 19 (AC 2+4) Speed: 100' ground, 120' at full charge for 2 melee rounds, 480' air, double that in a dive CF: 17-21 Number: 1D4 Attacks: Slashing and bashing claws that do 1D8+8 HP of physical damage each plus giving out an electrical shock of 1D12+12 HP potency once each, every other melee turn. Their bite does 1D6+6 HP damage and their buffeting wings can batter for 1D3+3 HP damage. Looks: 10' to 12' tall humanoids with four arms, 3 brilliant violet-colored eyes, a whip-like tail and metallic-looking wings. Brilliant blue electrical discharges flicker constantly all over its body, of the same electric blue color. Confusion, stoning, lightning, and all storm powers have no effect upon this demon. Fire and cold have only half effect upon it; however, all forms of magikal disintegration have a 50% greater effect against it. They are 50% magik resistant and cannot be paralyzed or affected by geas, slowing and psychic probes, etc. All who strike it with metal weapons/items suffer 1D3 HP of electrical shock each time. All those victims so shocked must save versus paralysis or be paralyzed for 1D4+3 actions. These demons can use as many as six different magikal spells or conjurations, up to and including OP 6 magik, but do so only 20% of the time. These demons can control all weather in a one-half to 1 mile diameter about themselves. Their specialty is conjuring raging storms, which takes them 1D10+10 melee rounds, and from which they draw power (+20% to all their abilities, etc.). They themselves are frequently accompanied by 1D6 Storm Birds (35% chance) or 1D3 Air Elementals, both of which seem to get along well with this irascible type of demon. Finally, once each day they can conjure a Meteor Storm around themselves. This conjuring takes but 4 CF counts, raising their AV to 25 (AC 2+7). They will be totally surrounded, to a 10' radius, by whirling, whizzing chunks of flaming meteoric iron one melee round after they call for it. This shield will last for one minute but is not mobile, so they must stay put, and all, including the demon, who attempt to pass through it suffer 6D10 HP of bash damage and 1D4+4 HP of flame damage. These demons are usually conjured up either as a sending to attack others or in matters involving storms an such like. They are sometimes able to cause really large thunderstorms at will.

Sun Demon

BF: 125 HP: 70-99 AV 16 (AC 2+2) Speed: 90' ground, 360' air, double while diving CF: 16-20 Number: 1D6 Attacks: Its claws each rend and tear for 1D10+8 HP of damage, its bite does 1D6+6 HP of crushing damage and its wings buffet and smash for 1D6+4 HP of damage. It can spit a 6" diameter glob of molten metal up to 15' distant every third melee round which will burn those its



strikes at the rate of 3D10 HP initially, 2D10 HP the next melee round and then 1D10 HP of damage the next as it slowly cools. After it has cooled, the metal, stuck to its target, will exude 1 HP of poison each melee round, to 100 HP total potency, unless it is removed. Looks: 8' tall humanoids of glowing, iron-like metal. They have a bird-like beak and claws but a reptilian-type tail and wings, with fangs and claws seemingly everywhere. As they move, these red-hot glowing creatures squeal and groan like tortured metal. So much noise is generated that all within a 30' radius are -5 to their BF due to the sonic vibrations. There is an intense odor of hot metal and burning sulfur about them at all times. All who even touch this demon will be burned for 1D6+4 HP of damage. Fire, stoning, confusion, sonic attack, venom and poison have no effect upon this demon. Lightning reflects off it. All forms of stoning simply regenerate 1D10+10 HP for them, and intense cold (40+ HP potency) does 50% extra hurt to them. Lesser cold does the listed damage and no more. All arrows, sling shot and other missiles have a 20% chance of ricocheting harmlessly off their armored bodies. These creatures love molten or volcanic areas and when conjured will normally appear in a 30' diameter cloud of superheated and noxious fumes. This cloud burns all inside it for 1D8+8 HP the first melee round, 1D6+4 HP the second, then cools off. It will, however, stay poisonous, at a 3D10 HP potency, for 1D6+4 melee rounds before dissipating. This demon is conjured only to be sent forth to harm other people or to learn about fire and flame related knowledge. However it is so homicidal and difficult to deal with that the latter is almost never attempted.

Swamp Demon

BF: 107 HP: 70-121 AV 13 (AC 2) Speed: 90' ground, 180' water. CF: 9-12 Number: 1D4 Attacks: 13' long tentacles that each strike for 1D8+8 HP of bash damage but which can thereafter wrap and constrict for 1D12+12 HP of damage. It can also bite with its mouthfuls of needle-like teeth for 1D8+8 HP of damage. In any case, all its strikes will, one melee round later, begin rotting at 1D6 HP, then at 3 HP per melee round thereafter. Only a Cure Disease ritual combined with a Holy Bless will stop this horrid rotting. Failure to stop it will result in the victim rotting away into a putrescent slush. Looks: An 8' to 10' tall, only vaguely humanoid being consisting entirely of mushy, squamous fungus and polyps. These nasty-looking, warty, slimy beings also stink so badly that all beings, with noses, within a 20' radius of it are -5 to their BF. Its 13 eyes are spaced randomly on variable-length stalks about its pulpy and misshapen head. Also upon that horror called a head are 7 fang-filled, 13" wide mouths. The 13 tentacles are placed haphazardly upon its lumpy

body. Acid, venom/poison, rotting, water-based attacks and sonic assault have no effect upon this demon. They are 50% magik resistant; only magik weapons hit these demons, and only for magikal plus damage; all chops, cuts and bashes from non-magik weapons simply seal over with no effect. The tentacles may be thrown up to 30', actually detaching as needed, whereupon they will attack as independent snakes. Finally, if really hard pressed these demons can, once each 13 hours, exude a 45' diameter cloud of a very poisonous greenish yellow gas. This cloud takes one melee round to reach its full dimensions and will last 1D20+20 melee rounds before dissipating. All in the cloud will suffer 1D12+12 HP of immediate rot damage every melee round and have a 50% chance, less 2% per CON point, of choking and passing out for 1D10 minutes. These demons are usually only conjured to be sent forth to cause mayhem and murder elsewhere as they aren't really intelligent.

Wind Demon

BF: 111 HP: 80-100 AV 13 (AC 2) Speed: 90' ground, 360' air CF: 16-20 Number: 1D4 Attack: Its claws strike for 1D10+8 HP of damage each and its wings can buffet for 1D3 HP more apiece. They can also bite for 1D4+4 HP of damage and inject a paralytic venom that affects all up to 65 HP in size for 1D10+10 minutes. Those larger simply suffer an extra 1D20+10 HP of toxic damage. These demons can also create, once per 5 melee rounds, powerful winds equivalent to a double strength "Ghost Wind" conjuration. Looks: 7' to 8' tall humanoids with bat-like wings of 16' to 20' total wingspan. They are an electric blue color overall with wings of a translucent gold color. The four golf-ball sized solid silver-looking eyes are spaced equidistant around the head, which has no visible nose or ears. The talons and fangs are also of a silver color and when angry or agitated, tiny blue-white electrical sparks crackle and flash over his entire body. These electrical emanations cause 1-2 HP of damage to any who touch him. No wind or air-based force can ever harm these demons, and all lightning, etc. will only do half damage to them if it is of 30 HP of potency or greater. Lesser electrical shocks do not harm them. No physical or magikal attack launched by any djinn can affect a Wind Demon. They also get +10 MRS versus flash/blindness, +15 MRS versus confusion/paralysis, +5 MRS versus disintegration and +10% versus all psychic attack. They are able to use most any OP 1 magik but only do so 15% of the time, as they much prefer hand-to-hand combat. Earth Demons are their arch foes and they are wary of them due to the fact that Wind Demons' attacks and defenses against Earth Demons are at -5 BF. Their favorite meal is Elf meat which they love dearly, and with which they can occasionally be bribed. Wind Demons are



conjured by those wishing to learn about the properties of air and wind and all other such things. They can also teach the mystical technique of wind riding. Wind Demons use this technique to add to their air speed; if there is a 40 mph wind, they can add half that, 20 mph, to their own air speed, as long as they go in the direction of its travel. They also make the most incredible magik arrows, javelins and throwing darts, usually of mithril or adamantium. These are extremely irascible and totally chaotic beings of a cruel and vicious nature.

GREATER DEMONS

Greater Demons are the lords of their own particular hells, or portion thereof, and are the absolute power within their realm—the gods of Hell, as it were.

The statistics given are for their incarnations outside of their home universe, and only give a bare hint as to their real power. Because they are less powerful elsewhere, they seldom leave their own areas, and when forced to do so by conjuration or other means, they are understandably very angry.

Greater Demons usually detest mortals and lesser immortals so much that they don't consider them anything more than excrement to be destroyed or ignored as opportunity and whim dictate.

They will command lesser denizens or demons from their own plane, and will frequently send those minions in their place when they are conjured. However, the conjurer has the option of demanding that they return and send their master as it was him who was called, and the lesser entities, if intelligent, must do so immediately, although they will try to persuade the conjurer otherwise, or even to slay him.

Demons are not the kind of beings that anyone in her right mind would want to anger. And just conjuring them is sure to do that.

The 36 listed greater demons are assuredly not all of such creatures in existence. They are merely those known to man in general. So be wary, there could be someone or something just around that next corner of Hell that you had no idea should or would be there!

Abaddon The Locust Lord

BF: 180 **HP:** 276 **AV:** 18 (AC 2+3) **Movement:** 120' **CF:** 15

Looks: A 13' tall, nut-brown and very hairy humanoid with one cyclopean eye of ruby red that shines like the lamp of an oncoming train. He is saber-toothed, with four arms and a 12' long, prehensile tail. His scimitar-like claws are a bright, faintly glowing yellow and he leaves faintly phosphorescent tracks wherever he walks.

Immunities: Lightning, poison, confusion and psychic probes have no effect upon him. Cold will do half damage to him but Holy Water will poison him at the rate of 3D10 HP of damage per pint flask if, and only if, it can be put inside him by some means.

Attacks: His claws do 1D20+16 HP of rending or tearing damage and his bite 1D10+14 HP of damage. The first bite of any given day will inject the victim with a fast-acting enzyme that paralyzes, no save, in 1D6 melee rounds. Then in 3D10 melee rounds the victim suffocates as all heart-lung action ceases. Finally, after death, the victim's body dissolves in one melee round per 3 HP of its size. Otherwise his bite simply poisons its victim at 1D10+3 HP potency. He carries 20 large iron darts, 22" long, in a bandoleer. He throws these darts equivalent to a +15% to hit heavy crossbow, but which they do double damage. However, his maximum throwing range is only 240'. His other main weapon is a 20' long lance of living lightning that attacks as a mounted lance, when riding, or pike, on the ground, that is +15 ABF. However, its damage is 1D20+28 HP of electrical shock. This lance is keyed to the demon himself and will fade away if separated from him.

General: He is equivalent to an EL 16 mage, with an RF of 15, and is the unquestioned ruler of the dread Demon Locusts. In fact, his mount is the Demon Locusts' swarm leader which is named Bel. Bel is 20' long, weighs 2600 lbs. and has a 50' wingspan. It has 100 HP, is AV 12 (AC 3) and a CF of 12. It flies at 200' per melee round, 280' per turn in a dive, and runs along the ground at 100' per melee round. Otherwise it is pretty much like those others of its kind with one exception: no weapon of less than +10 BF to strike can harm it. Abaddon has the ability to turn on different sorts of extra-normal vision at will, such as X-ray vision. The entire gamut of his ability is not known. His glowing eye always casts a 90' by 10' diameter beam of deep red light and anyone inside this glow will operate at -40 BF! There is a 90% chance that there will be 1D6+4 Demon Locusts accompanying him whenever he is summoned. Abaddon is conjured solely for the purpose of obtaining the usage of the Demon Locusts and, if you fail to meet his usual price, 13 sentient beings, these same locusts will devour you!

Amon-Rha The Lord of the Wolves

BF: 185 **HP:** 240 **AV:** 16 (AC 2+2) **Speed:** 240' ground, 330' during up to 3 minutes of charging, 240' air, 400' in a dive **CF:** 16

Looks: A 15' tall wolf-bodied and snake-headed being with feathered roc's wings. The fur is silver, the snake scales are golden and the wings are bright red. His claws



and fangs are like blue steel and his eyes are emerald pools of bottomless doom.

Immunities: Fire, cold, poison and venom have no effect on him and lightning does but half damage.

Attacks: His claws rend and tear for 1D10+8 HP of damage and his bite is an awesome 1D20+28 HP of crushing damage. The bite is also envenomed with a 6D10 HP potency saliva and he can breathe a cloud of noxious fumes eight times daily in a 60' long by 30' wide cone. This gas lasts 1D6+4 melee rounds and does 1D10+10 HP of damage to all who breathe it, each melee round. He can also spit his poisonous saliva up to 80'; however, it then requires 1D6 melee rounds to enter a victim's system through his exposed skin.

General: He is the equivalent of an EL 8 mage, with an RF of 14, and is the undisputed leader of and lord of all wolves and wolf kind, to include about 65% of all werewolves. He is always accompanied by 1D10+10 dire wolves and/or up to 120 lesser wolves. One in ten of these wolves will be of the wraith, were or ghost kind and in any case none of his accompanying wolves may be affected by fear or confusion. He can, in his normal form, run on all fours with his people, but he can also metamorphose himself into any wolf or wolf-like form, or size, he desires. He constantly wars against rocs and other great avians. He also detests all Elven kind—so much so that in combat against them he is nearly berserk, +15 ABF. He is one of the very few truly neutral demons and will always keep his given word, but only if you can get him to give it, which is rare. He is conjured forth on all matters dealing with the sense of smell or tracking, following trails, spoor or concerning lycanthropy.

Apharoe The Star Witch

BF: 155 **HP:** 240 **AV:** 16 (AC 2+2) **Speed:** 180' ground, she can leap up to 18' in any direction, 100' air, she flies only in her bird guises **CF:** 30

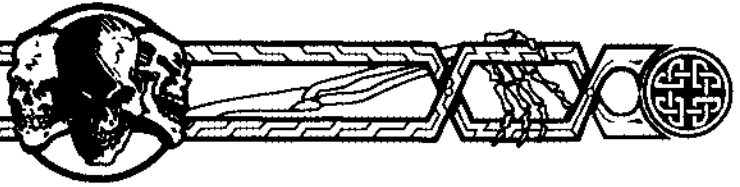
Looks: A 6' to 7' tall, radiantly beautiful woman, usually of Asiatic features, but that changes from time to time, of a very buxom and voluptuous build. Her hair, usually a lustrous black, can be of any length but is most often very long and unbraided. Finally, it is said that all men see her eyes as the color they most want them to be. It is also said that she has three navels.

Immunities: Cold cannot harm her and no form of stoning can ever affect her; fire and lightning only do one-half damage to her; acid does only one-third damage and all poisons or venoms only do one quarter damage. All weapons which strike her must save versus intense cold each time they hit. A failed save means they must then roll on the weapons breakage chart with 20% added to their

shattering chance. This is due to the intense cold they absorb upon contact with her. Even a successful save means the weapon is still so cold as to cause frostbite to its wielder, 1-2 HP of damage! All forms of magikal disintegration always do only 1D10+10 HP damage to this demon.

Attacks: She can strike with her delicate hands for 1D8+8 HP of impact damage if pressed, but prefers to use her more arcane attack modes if at all possible, these being pale beams of icy white energy which stream from her fingertips at will, once per melee round. This mystical cold light forms a fan-shaped ray 60' long by 20' wide and causes all in its path to suffer 1D10+10 HP of frost damage, to 400 HP total. She can turn to solid ice any living being she touches, once each third melee round. This touch of ice takes one melee round to work completely. Those thus affected are not merely frozen solid, but actually transmogrified into ice! This is without regard to size or HP! If a save versus stoning is successfully made, the victim still suffers 1D20+20 HP of intense cold damage!

General: She has an RF of 18 and is the equivalent to an EL 18 mage, EL 10 Illusion Master and EL 4 Rune Singer and Bard. This *neutral demon* can shape-change herself at will into any size or shaped creature between 1 HP and 1 lb in size, and 240 HP and 1,000 lbs in size; however, she is most frequently seen either as a small white dove or a large black swan. As a large black panther she has been known, in a few legends, to rend and slay certain of her enemies. The actual chance of what shape she will be in when encountered runs approximately in these percentages: dove, 50%, black swan, 45%, female form, 4%, and any other, 1%. She, like several other Demon Lords, is a soul drinker and can, no save allowed, suck the very soul from anyone she kisses for two consecutive melee rounds. She speaks all known languages, even lost and dead ones, but prefers High Demonish above all others, apparently because of the incongruity of such a guttural tongue emanating from such a beautiful creature. She can become invisible, ethereal, or astral at will. Her arch foe is the demon lord Tel-Kroath, with whom she has been warring for at least 10,000 years. Finally, she can summon to her, in 1D10 melee rounds, swarms of Tengs (100-1000) or Freeze Bees (100-300) to do her absolute bidding. Once called they will remain for one full minute and then will fade away; they may not be recalled for one full day. It is said in legends that any male who sees her in her female form has a 50% chance of falling madly and irrevocably in love with her. It is also said that all females who see her have a 50% chance of becoming insane, berserk, with hatred for her. She can teleport herself anywhere on the given world she is on, at will, 100% accurately and safely, twice each day. She can also create up to 13 lesser or 7



greater gates each day. Once each hundred years or so, Apharoe takes an Amazon or other female form and lives for one year upon Arduin. During this year she will take as husband some High Elf lord. The child she then bears is taken back with her to hell. What happens to them then is not known, though some learned sages suggest that perhaps these dark children walk among us even now, for reasons only Apharoe could tell. She is conjured for matters dealing with cold, love and the conceiving of special children. Occasionally she is even called forth for matters concerning bardic or other magiks, about which she knows much.

Arioch Death Tongue

BF: 172 **HP:** 300 **AV:** 20 (AC 2+5), his eye is only AV 16 (AC 2+2) **Speed:** 135', 200' per round for up to 3 minutes during charges. He can leap 40' horizontally or 30' straight up. **CF:** 16

Looks: An 18' tall otter-like humanoid with short black fur and a single glowing eye that resembles a multi-faceted ruby. His hands have two thumbs and four fingers each, all of which have 4 long, retractable talons of glittering emerald green.

Immunities: Magikal disintegration and all forms of paralysis never affect this demon. This demon saves at +25 to MRS versus all forms of cold, all magik or spells that cause death, as in "Morgom's Spell of the Red Death," etc. He is immune to all forms of scorpion or arachnid venom and all other poisons and venoms only do half damage to him. Lightning and acid regenerate the demon at a point-for-point ratio.

Attacks: His glitter-clawed hands strike for 1D20+16 HP of slashing impact damage; his bite does a fearsome 1D10+10 HP of damage. His tongue can lash out up to 30' doing 1D3+3 HP of damage and will sting with its scorpion-like stinger. This stinger, and his claws, have a scorpion-like venom of 1D20+16 HP potency. The mere touch of this demon causes an acid-like burn of 3 HP damage.

General: He has absolute and total control over all forms of scorpion kind, regardless of size or number, because he is the messenger of the Great Scorpion God Shug-Miggurath. He can also mesmerize any single intelligent being he stares at eye-to-eye for one full melee turn. He has an RF of 17 and is the equivalent of an EL 16 mage, preferring attack magik and the "Crimson Bands of Cytorakk" to all other magiks, and will utilize magik in combat half the time. Every third melee round he can 100% accurately and safely teleport himself up to 25 miles. He can pluck his eye from his head, at will, metamorphosing it into a one-foot long ruby-colored scorpion. This he can teleport to wherever he wants to spy

out something; he sees via the scorpion. He can also conjure, thrice per day at will, up to six mirror images of himself to confuse his enemies. He is considered the patron of all scorpions. He is frequently accompanied by 4D10 scorpions of various sizes, usually large, and/or 1D6+6 Skorpoons. He is conjured for on all matters of assassination and murder, particularly those kinds done with venom or poison. He is sometimes even questioned about magik, particularly teleportation.

Boak Chaos Hoof

BF: 150 **HP:** 120 **AV:** 16 (AC 2+2) **Speed:** 480' ground, double that for up to one hour per day. He can run up walls, along ceilings, across water, or on any solid surface. He can leap up to 120' horizontally or 60' vertically while running at full gallop. 360' air, double that for 13 minutes per day. **CF:** 18

Looks: An ebon, metal-scaled horse some 15' long and 10' tall at its front shoulders, 8' at its rear ones. Its eyes are blazing blue-white fires and pale red, flaming saliva drips constantly from mouth and nostrils. His cloven hooves of gleaming silver strike sparks whenever they touch anything solid and when charging through the air thunder rumbles off those same flashing hooves.

Immunities: All acids or gases, regardless of kind, have no effect upon this demon. Fire, cold, and lightning have only half effect upon him and stoning actually hurts him for 1D20+16 HP damage each time. Paralysis will, the first usage on him only, slow him by 4 points off his CF score for 20 minutes. If any form of shape-changing magik is tried upon him, it will double back upon the caster at a -20 MRS to save!

Attacks: His hooves strike for 1D10+14 HP of bone-snapping impact damage and his venomous bite crushes for 1D20+16 HP damage plus an additional 1D20+16 HP of poison damage. Thirteen times each day, but at least at 10-minute intervals, he can breathe out a 45' diameter cloud of noxious chlorine gas of such potency that all within it must save versus poison or suffer 1D20+20 HP of lung-searing damage; all creatures of less than 30 HP in size will choke to death automatically in one melee round if they can't get out of the cloud, to 660 HP total damage allowed.

General: This demon is capable of trans-reality movement, sometimes called hell riding, at will, for any duration required. Theoretically this demonic horse could travel 25 hours per day for 100 straight days before tiring, covering some 136,363 miles in the process! Once each day he can instantaneously teleport himself and his rider, if any, up to 100 miles in total safety, and accuracy. This demon can pass through all solid objects, like a ghost, at will,



bringing any rider with him, and can always see regardless of mist, fog, darkness or other optical obstruction, regardless of its source or magikal potency. However, he may only teleport in dire emergencies, and not just because he's tired of walking. He hates all forms of Pegasi, which he will eat, but his true enemies are the Griffon kind and their allies. These he will always attack upon sight, and vice versa. Horses and other such related animals will always follow his commands and many, particularly centaur-kind, regard Boak as their god. Finally, he is quite friendly with Dragonkind, but especially so with Black Dragons. He has, in legend, been seen playfully cavorting with such on many occasions. While not truly a greater demon, neither is he of the lesser kind. His RF is 10 and he is equivalent to an EL 2 Illusion Master. He is the loyal friend and mount of the Dread Lord of the Undead, Cimmeries, but can be called forth to act as steed and guide to mortals, if they are brave and stout-hearted enough to try! Occasionally he will even be called forth on matters concerning the breeding of exceptional horses or related steeds.

Boreas
The Winter Demon

BF: 190 **HP:** 264 **AV:** 19 (AC 2+4) **Speed:** 150' ground, 250' air, 375' in a dive **CF:** 14

Looks: An 18' tall humanoid of frosty blue-white scaled ice with bat-like wings, four arms, a 13' long barbed tail and a pair of ebon eyes that resemble nothing so much as pools of deep space into which one could easily fall!

Immunities: He is totally unaffected by cold, vacuum, stoning, paralysis. Magikal disintegration only does 1D20 HP of damage to him and all death magik, i.e. "Morgorn's Spell of the Red Death," etc., bounces back upon its caster.

Attacks: His claws can rend and tear for 1D20+20 HP of damage plus all he touches receive 1D20+16 HP of intense cold, that continually causes a constant snowfall in a 10' radius area, and in which all creatures suffer 1D6+4 HP of frostbite damage, every melee round. He also controls the north wind with which he can create cyclones, whirlwinds, snow storms, etc. For game play consider it a combination of the powerful Blizzard conjuration and Ghost Wind spell. However he may only command this wind three times each day, for 5 minutes each time, or but once per day at double normal power.

General: He is the equivalent of an EL 14 mage, favoring cold magik, and has an RF of at least 17. He has every single capability that lesser Ice Demons have, and considers himself the Lord of the Ice Demons. As the other Demon Lord, Urandos, makes that very same claim, things tend to get interesting on that Plane of Hell quite frequently! Legend has it that any human who voluntarily touches Boreas is totally paralyzed, no save, until such

time as the Demon Lord frees him. However once freed the human will ever after himself be 100% immune to all cold. This Demon Lord will frequently appear with 1D6 Ice Demon consorts or even accompanied by a pack, 1D20+20, of huge, undead white dire wolves. He himself occasionally, 25% chance, appears as such a snow wolf, or even, 5% chance, as a huge saber-toothed snow tiger. However, in both cases the fangs and teeth will be of glittering blue-white ice. Finally, Boreas so loves blue sapphires that he will frequently hide inside one! So check that treasure very carefully next time my friend, especially those fine blue stones! He is conjured up by mages desiring knowledge concerning cold, wind, Ice Demons and related magiks. Don't forget those blue sapphires to bribe him with either, for nought else will do!

Bryghaul
The Great Deceiver

BF: 179 **HP:** 180 **AV:** 14 (AC 2+1) **Speed:** 120' ground, he can leap 20' vertically or horizontally at will, 180' air, 270' in a dive—he flies without wings. **CF:** 17

Looks: An 8' tall classic horned and tailed devil, but with bright blue eyes and satiny yellow skin. His CHAR score goes from 18 to 25 when he smiles! Such a handsome devil! Even his body odor is pleasing.

Immunities: He cannot be shape-changed, paralyzed or confused, and no illusion may ever fool him. Fire only does half damage to him.

Attacks: He himself can punch for 1D10+10 HP of impact damage but he usually uses his 13' long adamantium trident, or—as he calls it—pitchfork. This weapon is +25 BF to strike and +5 HP to damage, attack for a base 1D10+10 HP of damage at any rate. Bryghaul can cause this weapon to burn for 1D6+4 HP of extra flame damage, and any victim it hits, while so aflame, will himself begin to burn, on a 25% chance, at the rate of 1D10 HP per melee round thereafter until reduced to a fine grey ash. Only a Holy Bless or Dispell will extinguish this fire.

General: He is the equivalent of an EL 8 Illusion Master and EL 8 mage, with an RF of 15. He can shape-change into anything at will up to triple his normal size or down to but 2% of his size. He can create silver which lasts 3 days before fading away, and can speak all languages. Any woman who even touches him has a 50% chance of falling in love with him. If that woman kisses him the chance rises to 98%! He will occasionally ride the great Wraith Yellow Dragon called Gwallungdurzung and will always try to trick, deceive or fool those who call him forth. He is not, after all, called the Great Deceiver for nought! Remember too that his stock and trade is illusion, phantasm and illusoid. This demon lord is perhaps the most dangerous of all such kind to call forth. His lies have an 85% chance,



less 1% per RF point of the listener, of being believed by those who speak to him. And he never tells the truth if there is an advantage to lying! Beware this demon! But if you must, call him forth concerning illusion, etc., lust, or the art of deception!

Calyandagg
The Lord of the Spiders

BF: 198 **HP:** 216 **AV:** 16 (AC 2+2) **Speed:** 210', double that for up to 5 minutes each hour. He can leap up to 60' horizontally or 45' vertically and can move on any real surface, upside down or not. **CF:** 14

Looks: A huge, Greyhound bus-sized body, tarantula with snow white fur and 13 softball-sized eyes that are actually giant star rubies.

Immunities: Acid, paralysis and poison or venoms are totally ineffectual against him. Lightning only does half damage and a spell such as "Mage Fear" could never faze him. Only magik weaponry of at least +10 BF or more have any damage effect on him, but Holy Water will burn him like acid for 1D6+4 HP of damage per pint flask.

Attacks: His forelegs smash for 1D20+16 HP of damage and his mandibles slice into victims doing 1D20+20 HP of damage plus injecting them with an acid-like venom of 1D20+30 HP potency, the first bite of the day is always of 5D10+50 HP potency. This venom may also be spit at any single target up to 60' distant, consider it a +20% to hit; treat as a sling attack for game purposes. It can also be sprayed over a 30' wide fan-shaped area, +60% to hit. In both cases the venom takes a melee round to soak through clothing, etc. before it begins affecting a victim. A "Mage Fear" aura 60' in radius emanates from him constantly, with a -20 MRS save! His merest touch will paralyze any creature up to 500 HP in size for 1D100 melee rounds, except for insects, which are not affected. His body fur has a 20% chance of lodging in the exposed skin of those it touches. In one melee round the hairs will burrow into the victim painlessly, leaving no mark. Three days later, it transforms into a huge maggot, which will begin eating its way out of its host, doing so in 1D10+10 melee rounds. Each melee round of such eating causes 1D3+3 HP of damage and has a 20% chance of causing an RCH. Once out, it crawls off into a dark corner, weaves a cocoon, and then 13 days later a baby spiga is born!

General: Calyandagg hates priests, always attacks them on sight and gets a -5 MRS versus their sort of magiks. In 2 minutes this demon can weave a fireproof web 30' in diameter that is capable of holding the strongest giants, for at least 5 minutes. This web can be thrown or cast by him up to 120' distant, with a +20% accuracy. He can weave these webs up to three times a day. However, he can weave lesser, 7' diameter, webs at will, one each melee

round, if he does nothing else. These webs are not fireproof but are capable of holding up to a total of 80 HP of creatures, or 35 total combined STR, in themselves. He is almost always accompanied by 1D20 giant spiders or spigas and occasionally even lets a pack of Hell Hounds run with him, being friendly to their kind. He is the undisputed Lord of the Spiders but claims to be the Lord of All Insects as well. In any case, scorpions are never under his control, for obvious reasons. He can absolutely control all spiders, regardless of size or number but may also control other insect kind, not Phraints, Hurrakku or Argalanthii, at this rate: any number so long as they are 46 HP in size or less; up to 10 of 46-90 HP in size; up to 5 of 91-120 HP in size, up to 3 of 121-160 HP in size, or any one of a larger size. He is the equivalent of an EL 2 mage and has an RF of 13. Legend has it that many of Arduin's finest heroes, led by Prince Jothar of the House of the Rising Sun and Talso the Black, Dean of the College of Magiks, slew Calyandagg in an epic struggle to free several hundred hostages. True or not, this demon lord has not been seen since that mythic melee some 30 years ago. Finally, his very favorite food is the flesh of females, Elves, Amazons, and Humans being preferred. He is only conjured forth on matters concerning spiders, webs or any of the Planes of Hell, to all of which he freely travels by Hell Walking.

Caphaoryn
Death Angel or the Beautiful Fiend

BF: 200 **HP:** 225 **AV:** 20 (AC 2+5) **Speed:** 195 ground, 335' air, he can maintain this speed for weeks without rest if need be. **CF:** 17

Looks: A slender, finely-made humanoid 7' tall with a pale blue skin, white feathered angel's wings, short white feathers where hair would be on his head and almond shaped eyes of luminous amber color. A strikingly handsome CHAR 20, he is innocuous in looks and manner.

Immunities: There are only three things known to be able to harm him in any way: the thorns of the black rose, which cause 1D10+10 HP of damage per scratch; the horn of a black Unicorn, which can stab him for 1D20+20 HP of damage; and any weapon of solid, pure silver that has been blessed by a priest of any good deity during the night of a full moon, which then can attack him normally. Nothing else known will harm this Demon Lord, not magik spell nor venom nor mightiest magikal or technological weapons.

Attacks: Simply put, his touch causes all organic matter to disrupt and turn into a fine grey dust at the rate of 5D10+50 HP per melee round. The merest, and briefest of touches, will start that process. Inorganic matter, metal, etc. is not affected by his touch. Once started, the process is not reversible or stoppable by any known power. He can



utilize this touch of death but once per melee round; however, any other time he is touched, or touches someone, they will, no save allowed, immediately wither and age 1D10+10 years! All who are thus withered through old age and into death will arise 13 minutes later as soulless ghouls under his complete control. He disdains actual physical smash and crunch combat but can physically punch for 1D10+10 HP of impact damage if necessary. If forced to do so he will manifest his soul sword of ebon energy and bone shield of white energy. The sword cuts all substances as a hot wire does butter, doing 1D20+30 HP of damage, and with a 25% increased chance of an RCH. The shield adds 50% to the breakage chance, as if adamantium were struck, to all that hit it.

General: Although little is known of him, it is known that he has an RF of 25 and is equivalent to an EL 20 Master of Illusion. He can teleport himself at will once per melee round up to an unknown distance and can look onto all of the Twenty-One Planes of Hell, the astral and ethereal planes and even back into time, as he desires. His knowledge of illusion, magik and time itself is surpassed by few beings of any kind. He will never willingly confront heavily armored people physically, preferring to let the 13 She-Devils of his harem do that; these, by the way, are apparently immune to his touch of death. No one knows much about this Demon Lord, as he always seems to find some way to, eventually, take those who conjure him forth. He certainly keeps all bargains he makes, and as far as that goes is quite willing to make them. However, as he will only accept sentient lives in payment for his services, which are always concerned with the death of someone, only the most evil kind of mages consort with him. And as mentioned previously, every mage who has ever used this demon's services has himself fallen prey to him at some later date. Few dare to summon him. I can't say as I blame them, either!

Carchanore Death Mole

BF: 200 **HP:** 256 **AV:** 25 (AC 2+7) **Speed:** 180' above ground, 240' during one minute charges, 60' through earth, half that through rock **CF:** 12

Looks: An armored, spined and plated juggernaut 33' long by 11' wide, tapering to 6' wide to its rear, and 9' tall, decreasing to 3' tall towards the rear. It is lead grey in color, has eight stumpy, elephantine legs, but clawed, two 9' long arms ending in huge crab-like pincers and a huge spiked ball at the end of its stumpy tail. It has no discernible eyes but is covered head to foot with dozens of long sharp spines ranging in 3' to 5' in length. Its mouth is a 4' diameter lamprey-like maw lined with thousands of small teeth like little chips of diamond.

Immunities: Fire, disintegration, energy weapons, lasers, etc., and lightning have no effect upon this creature. Cold, poison, venom and acid only do one quarter damage and nothing can ever paralyze it or turn it to stone. All weapons striking it will shatter on the following chances: non-magik weapons break 98% of the time; +5 BF weapons 75%; +10 BF weapons 55%; +15 BF weapons 30%; +20 BF weapons 10%, and +25 BF weapons 3%. Finally air, or the lack thereof, cannot affect Carchanore as he has no lungs and absorbs his breath from the very ground itself.

Attacks: His claws crush for 1D20+30 HP of damage and all attacks that miss by one will still strike for 1D10+10 HP of bashing damage. He can trample an opponent for 5D10+50 HP of crunching, pulverizing damage per melee round or use his tail in an awesome bash of 1D20+32 HP in power. He can also shoot 12 to 18 long icicle-shaped chunks of rock from his mouth, once per 3 melee rounds, to a range of 120'. These missiles attack like +20% to hit heavy dart engines and do 1D20+28 HP of damage and one RCH each time they hit. Finally, his bite will shred and grind up everything it latches onto at the rate of 1D20+20 HP per melee round. Each 15% of damage a victim suffers from this bite does one automatic RCH. All thus damaged is pulverized, eaten and forever gone.

General: His RF is 10 and he is the equivalent of an EL 3 druid, but he almost never uses magik. His one claim to fame is that he can instantly shift himself and anything touching him that he wishes, into any other plane, multiverse or dimension he desires to travel to up to 13 times a day. Thus he is usually conjured for this purpose, but only by the bravest of mages as he almost never accepts any bribe or offer made to him, 5% chance only. Occasionally, though, he is called for upon matters concerning tunneling and mining as well. He is eternally hungry and therefore tends to eat first and listen later! He frequently appears accompanied by several Earth Demons or other denizens from the First Plane of Hell, which is his home.

Chorazmatt The Storm Queen

BF: 198 **HP:** 200 **AV:** 18 (AC 2+3) **Speed:** 150' ground, 475' air, double that for up to one hour each day, **CF:** 25

Looks: A 33' long serpentine creature of translucent sapphire blue with three pairs of dragonfly-like wings, 45' wing span, close behind its head. This head, and its two arms, etc., are of an extremely beautiful, CHAR 18, blonde-haired woman with pale violet eyes and lips. A retractable, scimitar-like stinger some 3' long is hidden at the end of her lashlike tail. And her usually hidden teeth are shark-like emerald shards of razor sharpness.



Immunities: Confusion, fear, paralysis, poison, venom, wind and air, etc. all have absolutely no effect upon this demon. Lightning, cold and fire do only half damage to her, and stoning will cause her to slow to half her CF and speed for 1D3 melee rounds and nothing more.

Attacks: Her primary weapon is her tail which she lashes out with for 1D10+10 HP of impact damage or wraps and constricts with, +30 BF to hit in this mode of attack, for 1D6+3 HP of initial damage and then 1D10+14 HP per 3 CF counts thereafter as she crushes the life from her hapless victim. She can also use her sting, +15 BF to hit in this attack mode, for 1D6+3 HP of puncturing damage plus a venom of particularly odd properties. All thus stung will, with no save allowed, begin to lose their weight and then float free like balloons. This effect takes one melee round to take hold and will last for 1D10+10 melee rounds. It is without regard to the size or mass of the stung victim. Each melee round of floating the victim will rise 1D10+10 feet in altitude. When its effects wear off, they do so instantly, resulting in long falls for the now fully-weighted victims. She can, if really angry or hard-pressed, instantly conjure a two-handed sword of radiant blue-white energy, with which she attacks all targets as AV 0 regardless of armor worn or magikal protections used. This weapon strikes for 1D20+20 HP of disintegration damage and one RCH per hit. However she can only manifest this energy sword for 1D6+4 melee rounds per day after which she is extremely tired and will generally retreat, 95% chance, back to the Sixth Plane of Hell, which is her home.

General: She has an RF of 20 and is equivalent to an EL 20 Rune Singer and Bard. Her hauntingly beautiful singing can mesmerize any sentient being within a 60' radius that fails to save versus psychic attack. Those that do successfully save are nonetheless rendered enraptured for 1D3 melee rounds anyway and will remain totally immobile, listening to her while in this state. She is considered the Queen of the Storm Demons and is always known to be friendly with Elementals of the Air and other such magikal kind. When called for in a summoning she is normally accompanied by 1 to 10 of those beings. She is perhaps the only Demon Lord who will willingly come to such a magikal summons, and is generally well disposed to those who summon her. She will sometimes trade the services of her servants or even herself in return for the favors of a handsome man. But any arrogance, insolence or other such failure to recognize her high and omnipotent position will result in her absolute and undying rage, usually ending in the death of him who has thus insulted her. There is a 5% chance of so angering her each melee round. She is conjured forth in all matters of air, storm or flight, but only by those of an effacing and humble manner who don't care whom they bed!

Cimmeries Lord of the Undead

BF: 188 **HP:** 180 **AV:** 19 (AC 2+4) **Speed:** 120', 180' during one minute charges, He can leap 25' horizontally or jump 20' vertically **CF:** 23

Looks: An ebon skinned, 7' tall humanoid with shiny solid silver eyes. He is strikingly handsome, CHAR 22, and women have a 15% chance of becoming enamored by him the first time they see him. Should they kiss him they have a 33% chance of falling madly in love with him. And should they bed him this rises to a 70% chance. Once in love they are his slaves evermore.

Immunities: No form of projectile, from bullets to arrows, may touch him regardless of any magik involved. They simply deflect in random directions. Paralysis and CON drains or blasts have no effect upon him. Lightning and fire only do half damage to him and no undead attack, regardless of kind, can ever harm him.

Attacks: He can punch for 1D10+14 HP of impact damage but usually wields a two-handed sword of black crystal called The Key of Hell or Hell Key. This weapon is +25 BF to hit and +5 HP to damage and flames with coruscating black fire that burns 1 to 5 STR point, per hit, from all living beings it strikes. The weapon also instantaneously paralyzes, no save allowed, all priestly kind of EL 22 or less for 1D10+10 minutes and causes all forms of undead it hits to completely disincorporate into total destruction, also no save allowed. This totally amoral weapon has an RF of 18, speaks High and Low Demonish by preference, but can speak any language it wishes to, and gives its wielder these powers as well: true seeing, ESP, clairaudience, clairvoyance, and X-ray vision as desired. The sword can also detect any form of trap to a 60' range or within a 15' radius, 95% effective. It also deflects any secret or hidden door likewise. It can also detect good or evil in any item or person up to 30' distant, 98% effective, and always knows what kind and where, any undead are within a 60' radius, regardless of obstruction. It can even locate, if asked, all treasure up to 120' distant, again regardless of obstruction, on an 88% chance of success, giving its exact kind and value! Its final two powers are its greatest: the ability to fire a Disintegration thrice daily and the ability to open for one full minute a 13' tall by 13' wide Gate to any one of the Twenty-One Planes of Hell, again up to three times each day. This awesome sword was forged untold millennia ago for the very first of the God Wars and is the embodiment of death and killing. It must take a substantial life each 25 hours or it will turn on its wielder and slay him. All who wield it become totally heartless and imbued with a true lust for killing. Legend has it that when wielded by a True Lord of the Undead the sword will open any and all locks, doors or other closures



and can cut across or break all magikal wards or lines of force. No mage in his right mind wants to test this legend! But if you must, Cimmeries knows all about death, the undead, the ethereal plane and more. His price? Why, sentient souls, of course! Preferably yours! Though the sword is Cimmeries' mightiest weapon, he also wields a 25' long whip of Valpyr hide in his other, left, hand. This whip is +35 BF to strike and does 1D10+8 HP of damage to all, except undead, which it hits. Undead suffer no damage from it, just excruciating pain! It is the only thing that an undead ever fears!

General: This is the Demon Lord of all Undead, who has every power and ability of ghouls, tomb wights, wraiths, ghosts and vampires. This demon is nearly always accompanied by up to 20 such creatures, most frequently zombies. He can see into or travel to the ethereal plane at will and is also capable of resurrecting anyone who has been slain by any means, from any time period, so long as their soul is upon the Ethereal Plane, his second home. But why should he? He is Lord of the Dead, not of the living! He can also totally mesmerize, for all time, any single person which he has three consecutive melee rounds to concentrate upon, up to 20' distant. Those thus under his power believe they serve him by their own choice and are his fanatic worshippers. This RF 17 Demon Lord is equivalent to an EL 10 mage in all respects and commands the demon horse Boak as his steed and loyal friend. This demon is one of the major generals of hell and commands vast armies of zombies, ghouls, skeletons, battle bones and other, more powerful, undead. Few mages ever dare to conjure him up because they only have 13 melee rounds, for that's how long Cimmeries will listen to them, in which to convince Cimmeries to help them before he wields his terrible sword to cut through and open up all protecting pentagrams of power and such like.

Dagonus The Demon Dragon

BF: 200 **HP:** 240 **AV:** 16 (AC 2+2) **Speed:** 120' ground, double that for 3 melee round charges, 400' air, double that in dives, **CF:** 14

Looks: A beautiful three-headed dragon 80' long, 30' of it is tail, with 90' wings, a 180' wing span, and scales of alternating silver and gold. Each head has three horns, 2 silver, one gold, and three eyes, 2 sapphire blue, the center one ruby red. The talons and fangs are a shiny ebon and its dorsal spines and fins, running from head to tail, are of translucent gold veined silver.

Immunities: Fire, lightning and stoning do not affect Dagonus and magikal disintegration only does 1D20+20 HP of damage. All death magik, i.e., "Morgom's Spell of the Red Death," etc., automatically reflects back upon its

caster. No dragon breath may harm this Demon Lord, nor can any lightning or other electrical energy.

Attacks: His jaws bite for an awesome 1D20+28 HP of damage and his claws can rend and slash for an additional 1D20+28 HP of damage. His tail can lash out for 1D20+12 HP of thundering bash damage and the wings can buffet and tear for 1D10+6 HP of damage as well. Each head can, seven times total each day, breathe a 180' long by 20' wide thunder bolt of 10D10 HP damage or a roaring cone of silvery-gold flame 90' long by 30' wide, for 5D10+70 HP of damage. This is seven total breaths per head, per day, 4 flame and 3 thunderbolt each, for a total of 21 such breaths each day. This demon Dragon generates electricity, and is occasionally covered in Saint Elmo's Fire because of this, so that anyone even touching him receives 1D20+16 HP of shock damage. All who look directly at Dagonus' eyes, from any single head, have a 50% chance, less 1% per RF point, of becoming instantly mesmerized and under his control. If two heads look the chance is 75%, and all three bring it up to a 98% mesmerization chance. Those who do this, but who are not so mesmerized, are confused, -20 BF, move at -8 to CF, etc., for 1D6 melee rounds. This is a natural effect and one Dagonus doesn't have to consciously attempt. So don't look at his eyes!

General: He is the arch enemy of all free dragons, as he enslaves their kind, cross-breeding them and mutating them into his fearsome, and GM adjudicated, dragon pets, of which there are usually several about when he is called forth. A few dragons, considered by most of their kind to be traitors, have become his faithful servants. Thus he could, 35% chance, be accompanied by 1D8 real dragons as well. Point in fact though, only a very few red, blue, white, black and green dragons have done this. No other colors of dragons freely ally themselves with this Demon Lord. He is also friendly with Valpyrs, Vampusa, Chaeronyx, Fire and Wind Demons and the occasional Troll or two. Thus there is a 5% chance, for each, that one or two of their kind may be about. Finally, he can totally control all reptiles, even Saurigs, within a 180' radius of himself up to 320 HP worth in total. This control is instantaneous and no save is allowed. Dagonus has an RF of 16 and is the equivalent to an EL 16 Rune Weaver, preferring defense magiks, and seldom fights his own battles. After all, what are minions for anyway? He is called onto this plane by mages needing information concerning dragons and dragon magik.



Gorog-Nor The Hungry One

BF: 200 **HP:** 252 **AV:** 18 (AC 2+3), 20 (2+5) for the claws
Speed: 200', 240' during a 3 melee round charge, **CF:** 12

Looks: A 20' tall cross between a tyrannosaurus rex and a lobster, with 9 saucer-sized red eyes ringing his heavily armored head.

Immunities: Acid, fire, poison and venom have no effect upon him, and all magikal attacks automatically only do one third of their normal damage to him. Strikes from magik weaponry only do half damage to him, and the acid slime coating that constantly oozes from his body dissolves all it touches, at 1D6+6 HP each time, except adamantite, which is immune to it.

Attacks: His crushing claws do 1D20+16 HP of damage, and any strike that misses by one point is considered a bash doing 1D6+6 HP of impact damage. Those claws have secondary mouths inside them so that all victims being held in their crushing embrace also have 1D20+16 HP of their bodies gobbled up each melee round, beginning the first melee round after the initial hit. He also has a 60' lash-like tongue that attacks as a +20 BF to hit bullwhip, always doing 1D6+6 HP of damage. This tongue is not used to wrap around a victim but instead acts like a stinger. Those thus stung must save versus venom at -20 MRS or begin dissolving! Each melee round 20% of the victim dissolves. Thus in five melee rounds they will have completely dissolved into a slushy goo. However, a successful save means the victim is still poisoned for 1D10+10 HP damage, at the rate of 3 HP per melee round. This demon nearly always, 95% chance, appears engulfed in a 60' tall and 20' diameter column of crackling, roaring red flame. This flame moves with the demon, and he will not leave its confines, though he will strike out of it. This flame does 6D10 HP of damage to all it touches, or 4D10 HP worth of damage even if a successful save is made. All missiles, bullets or magikal ones, entering this flame are instantaneously melted, as is all non-magik weaponry. Magikal weapons also have a chance to melt as well, on this ratio: +5 BF magik weapons melt 99% of the time; +10 BF weapons 50%; +15 BF weapons 50%; +20 BF weapons 15%; +25 BF weapons 1%. Also, don't forget his acid slime coating which also has a 20% chance of dissolving weapons that touch it, see above.

General: Gorog-Nor can perfectly mimic the voices of his eaten victims and absorbs their knowledge, but only in a general way. He uses this ability to lure new victims into some cave or cul-de-sac, by calling out in a friend's or loved one's voice, where he then ambushes and devours them. His favorite foods are Faeries. Some Trolls worship this demon as a god, but only know him as The Hungry One.

He has an RF of 9 and is the equivalent of an EL 2 druid, but nearly never purposely uses magik. He is seldom conjured forth, but if done, it is concerning matters pertaining to the Eleventh Plane of Hell, his home.

Groak The Lord of the Swamps

BF: 177 **HP:** 228 **AV:** 20 (AC 2+5) **Speed:** 200' ground, this demon can leap up to 60' horizontally or 35' vertically, 240' water **CF:** 14

Looks: A cross between a giant toad and a sea anemone with a thick and lumpy skin that resembles cracked and jumbled jade, emerald and other green rocks. Most of the 13 anemone-like tentacles are grouped on its head, with one on each side of its 4' wide, and thousand fanged, mouth being 20' long, the rest are only 6' long. It is about 15' long, 7' high, and 6' wide, and when it is not moving looks like a huge, mossy green boulder.

Immunities: Acid, poison, venom, paralysis and stoning have no effect upon this demon. Fire and lightning have only half effect, and all weapons striking his rock-hard body must, each time, roll on the weapons breakage tables provided but must also add 20% to the listed breakage chance.

Attacks: His jaws crush for 1D20+4 HP of damage and the lesser, 6' long, tentacles hit for an initial 1D10 HP of impact damage but the next melee round thereafter they constrict and crush their victims for 1D20+16 HP of damage. The two greater, 20' long, tentacles have an initial impact of 1D6+6 HP of damage but then constrict for 1D20+28 HP worth of damage. All of the tentacles cause those they hit to save versus paralysis; failure means 1D20+20 minutes paralyzed, a successful save means only one melee round of paralysis, thereafter never again affecting that person. This paralysis affects all up to 280 HP in size. Groak's body constantly exudes an intense acid that burns all it touches for 1D20+20 HP! This acid is so painful that all creatures of 40 HP or smaller automatically go insane with the pain for 1D20 melee rounds. In that state all they do is run around, or roll on the ground, randomly, screaming, totally incapable of any coherent action. All larger victims are -20 BF due to this pain for 1D10 melee rounds. The demon can also, once per melee round, spit 10' diameter globs of slimy acid up to 60' distant or he can spray it out in a 45' long by 30' wide cone. In both cases, the target takes 6D10 HP of initial damage. If left untreated, within 3 minutes the person will begin taking 6 HP of poison damage, per melee round, for 1D10 melee rounds. This is for each such strike of the slimy acid.

General: Three times each day Groak can turn any non-rock area near him into a 3' deep mucky swamp. This process takes three minutes, extends in a 45' radius around him and is one upon which he must concentrate



fully in order to bring off successfully. He is the equivalent to an EL 8 Druid but uses any kind of magik only 10% of the time. His RF is 14 but his store of ancient lore is truly vast nonetheless as he is a constant traveller between the Twenty-One Planes of Hell. He can also control any kind of swamp creature, i.e., alligator, snake, etc., regardless of size or number, within a 120' radius. When conjured forth he will usually appear accompanied by either 1D4 swamp slimes or 1D8 other swamp creatures. This demon lord can shape-change into any form of swamp creature he desires, regardless of size, the most frequent being an old willow tree overhung with Spanish moss. Oddly enough, if he can be made to give a promise, he'll keep it and will not seek vengeance thereafter for it. He has an uneasy truce with Gorog-Nor who lives in his swampy Eleventh Plane of Hell with him. He is conjured forth by all those desiring odd bits of esoteric information he may have garnered in his travels, GM-adjudicated.

Iphaang
The Lord of the Yellow Horde

BF: 175**HP:** 188**AV:** 19(AC 2+4)**Speed:** 300' ground, can leap up to 20' horizontally or 15' vertically at will **CF:** 21

Looks: A scarlet centipede-like being with nine clawed legs per side along his 22' length. His head is crocodilian in general shape but with tiger-like teeth and has but one red-slitted eye of burning green. He has a coal-black, prehensile, three-forked tongue that can reach out 13' either as a hand to manipulate with or as a lashing attack organ. He also has the chameleon-like ability to change his color to match his surroundings, taking one melee round to do so.

Immunities: Poison, venom, fire and paralysis cannot affect this demon. Acid, cold and lightning do only half damage; disintegration, stoning and confusion all reflect back upon the source that employed them against Iphaang.

Attacks: He can bite for 1D20+20 HP of crunching damage or lash out with his razor-sharp tongue for 1D10+10 HP damage. This bite has a 5% chance each successful hit of causing an RCH. That tongue can also, on any CF count a hit is scored, wrap its target and commence hauling what it grabbed back into the mouth. A 30+ STR is needed to even resist this pull. He can also run on top of and then claw a victim for 1D20+20 HP per melee round. Finally, he can shoot from his slitted eye a brilliant green laser-like ray of intense heat that burns whatever it hits for 3D20 HP of damage! This ray may be fired every melee round for up to 13 consecutive rounds. Thereafter it may only be used once per minute or until he's not used it, rested, for 30 minutes. After that it's fully charged again. It has a 300' range but this is much reduced by fog, smoke and other such blockage.

General: This demon lord is the arch enemy of Caphaoryn and his minions. His favorite food is the meat of male Humans and he can be bribed with such if one is seeking knowledge concerning the Nineteenth Plane of Hell, which is his home. He is an untrustworthy and vicious demon of a nasty and intemperate disposition! His RF is 9 and he is equivalent to an EL 3 druid, but almost never uses magik, though he has been known to use a disappearance spell from time to time.

Karong
The Lord of Slime

BF: 172**HP:** 204**AV:** 16(AC 2+2)**Speed:** 150' ground, 225' during one minute charges. He can leap 35' horizontally or 20' vertically from a standing still position, 200' air, 300' in dives **CF:** 16

Looks: A 10' tall humanoid with bat-like wings, long barbed tail and three large glowing eyes, red, yellow and green, left to right. His snake-like scales vary in shade from dull black overall to dark grey on his belly, palms and throat.

Immunities: He is totally immune to paralysis, stoning and the effects of all slimes, jellies, oozes and other such yucky stuff regardless of kind or type; fire and cold only do one-third damage to him, and no form of confusion can ever beset him.

Attacks: His slashing claws strike for 1D10+14 HP of damage and his fanged bite punctures for 1D10+8 HP of damage. It also injects a terrible enzyme into the victim which causes him to turn into Blue Slime at the rate of 12 HP of flesh to slime each melee round, for four melee rounds. Thereafter that 48 points of Blue Slime becomes a mobile entity, see its stats in the monster section, under the demon lord's control. The barbed tail can lash out for 1D6+4 HP of damage and also injects the Blue Slime enzyme into its victim. His buffeting wings can also each batter opponents for 1D3+3 HP of impact damage. Each glowing eye can, once each melee round, emit a ray of energy 120' long by 5' wide at its far end. The red ray burns all it hits for 1D20+16 HP of damage; the yellow ray causes its victim to immediately rot for 1D10+14 HP of damage, then to continue to do so at 3 HP of damage per melee round thereafter, until death. Only the combination of a Holy Bless, or two one pint flasks of Holy Water, and a cure-disease ritual will stop the rotting. The Bless or Holy Water slows the rotting to 1 HP per melee round, giving time for the cure to be effected. The green ray causes instant paralysis for 1D20 minutes; a successful save means the victim's CF is halved for that length of time. The eyes can be fired singly or all at once at 1 to 3 separate targets. The merest touch of Karong causes rotting, as for the yellow eye ray, at 1D3 HP per melee round and he can also generate, at will, thrice daily for one minute each



time, a 10' radius Paralysis Field, like the green eye ray, with which to trap unwary opponents. However, unlike the eye ray, only Elven kind and the Orc breeds are affected in this field, all others suffering 1D6 melee rounds of confusion.

General: This RF 15 demon lord is equivalent to an EL 8 mage and can also naturally generate enough telekinetic force each melee round to actually throw one of his usually dozen or so accompanying slimes, oozes, etc. up to 700 feet. He generates the force all during the round, flinging it on his last CF count. But this is in lieu of any other action that round. He can also transmogrify himself, taking one melee round to do so, into any form of slime, jelly, ooze, etc. he desires, and in which form he will have all of said creatures' abilities as well as his own. He has the ability to totally mesmerize any single person with whom he can hold eye contact with for two melee rounds. Those thus controlled move and act like zombies under his mental command for 5D10+50 melee rounds. He is conjured concerning all matters of slimes, oozes, acids, swamps or, oddly enough, healing, about which he knows quite a lot. However, he is not known for keeping his word.

Kavring The Lord of the Flames

BF: 184 **HP:** 192 **AV:** 16 (AC 2+2) **Speed:** 180' ground, 270' during 5 melee round charges, 300' air, 450' during dives **CF:** 18

Looks: A 10' tall humanoid who appears to be made of translucent, riven ruby that glows with an inner fire, with wings like 30' fans of flame to either side.

Immunities: Fire, stoning and paralysis have no effect upon this demon and lightning ricochets off him in a random direction, but still does half damage.

Attacks: His rending claws do 1D10+14 HP of damage and his fanged bite does another 1D10+10 HP of damage. His wings of flame burn all they buffet for 1D3+3 HP damage, and even his merest touch also burns for 1D20+10 HP of damage. The wings cause those hit, on a 20% chance, to burst into 1D6 HP of flames per melee round. He is so hot that there is a 5' radius of 1D6+4 HP of heat around him; all metal weapons, etc. striking him have a percentage chance of melting at this ratio: non-magik metal has a 65% meltdown chance; +5 BF weapons 50%; +10 BF weapons 30%; +15 BF weapons 10%; +20 BF weapons 1%. All non-metal, i.e. wood, cloth, etc., touching Kavring has a 98% chance of igniting and burning. Each day he can shoot 30' long, 12 diameter fingers of flame from his left index finger once per melee round up to 100 times. Thereafter he must recharge for 3 full minutes before he can use those 1D10+14 HP potency weapons again.

General: This demon lord can use his heat to do other things as well, such as creating a 3 minute duration, 1D10+10 HP potency wall of flame up to 120' distant from himself. This 30' long by 13' tall wall of fire only takes half a melee round to appear, but he must concentrate upon it for that length of time to do so. Or he can press his hands to any rock and literally melt a 3' diameter by 10' deep path through it each 3 minutes. He can go through a foot of any metal at the same rate. The very ground he stands upon will melt to 2" deep and 3' in radius around him each three melee rounds he stands in one spot. He can also heat up the air in a 30' diameter sphere around him, by 25°F per melee round to a 400°F maximum temperature. He can appear as a ball, wall, spiral, column, or other shape, all of flame, at will, and still maintain all of his other powers. Or he can take on the shape and seeming of such things as a red dragon, Phoenix, Fire Demon, or Salamander, but will have none of their powers, just his own. He has the ability to mesmerize much in the manner Vampyrs do and when he speaks his voice rumbles like thunder. This demon has an RF of 14 and is an equivalent to an EL 6 mage. But his great love is to create huge fires, especially in forests, from which he can draw awesome amounts of power, GM-adjudicated. He is the uncontested lord of all lesser things of flame such as Salamanders, Phoenix and the like, but has been attempting to also bring under his control the Fire Elementals, Fire Demons and those other greater things of fire. Thus he is involved in an ongoing war with these beings and their lord the great demon Moloch. He is very angry if called forth to do some puny mage's bidding, so beware this demon lord and conjure him only at your peril! He dearly loves to devour roasted Hobbitt meat and could conceivably be placated by large offerings of same. However he is so unpredictable that such attempts are practically suicidal. Still, his knowledge of fire and those beings kin to it is without compare.

Moloch The Bane of Elfdom

BF: 178 **HP:** 180 **AV:** 19 (AC 2+4) **Speed:** 185 ground, 220' in 3 melee round charges, 445' air, 670' during dives, **CF:** 17

Looks: He is identical in looks to the lesser Fire Demons, except that he is 13' tall and has eyes like pools of molten gold.

Immunities: The same as for Fire Demons plus being totally immune to forced shape-changing. Also, all energy attacks, lasers, disintegrate, etc., only do half damage to this demon lord.

Attacks: Anything a fire demon can do, so can Moloch; however, his red-hot claws tear and rend for 1D20+20 HP of damage. Three times per day he can shoot an 18"



pulse of fire flash energy from his eyes at any one target up to 90' distant. He never misses. Those it hits are permanently blinded unless a successful save versus magikal attack is made. If it is made, then the blindness lasts but 1D10+10 melee rounds. This effect is regardless of the victim's facing, worn helms, etc. The pulse also does 1D20+10 HP of fire damage and has a 33% chance of setting all flammable items, if touched, afire. He always radiates a 30' radius Mage Fear aura, with a -20 MRS save! All missiles aimed at him that he sees, he can melt instantaneously, regardless of speed, type or magik involved. He wields a +25 BF, +5 HP damage sword of living flame 7' long that burns all it hits for 1D20+28 HP of damage. Even those normally fireproof suffer 1D8+8 HP of damage. Six times each day he can instantly create a 9' long javelin of flame which he can cast equivalent to a heavy dart engine, +20% to strike, up to 240' distant. Upon impact these javelins explode in a 10' diameter blast of flame of 3D20 HP damage potency. He needs two melee rounds to recharge each time.

General: Add 50% capability to all those things he can do just as does a Fire Demon. He can literally walk through earth or rock, by melting a path, at the rate of 5' per melee round. Through iron or any other metal the rate is only 1' per melee round. When called forth he usually appears as a fiery blue-white star, 13' in diameter, and is accompanied by 1D4 fire demons. He speaks the languages of all beings of fire and flame, to include such languages as those of the Efreet, Salamanders, Red Dragons, etc. His favorite foods are unicorn meat and/or the flesh of virgin Elf maidens. His rivals and enemies include the demon lords Kavrung, and Abaddon with his Locusts, against whom he wages unrelenting war. He is a god to certain tribes of Orcs and as such, in the past, has been summoned to help in their wars against Elven kind. This RF 15 Demon is the equivalent of an EL 10 mage and EL 3 Master of Illusion, but seldom uses his magikal powers, preferring to destroy his enemies hand to hand. He is conjured forth on all matters dealing with flame and fire and all such related creatures. But his volatile and random nature make doing so a very dangerous proposition. He usually keeps his given word, but seldom gives it.

Nagandas

Lord of the Sea Serpents

BF: 190 **HP:** 216 **AV:** 22 (AC 2+6), 19 (2+4) for his tongues **Speed:** 120' ground, 150' during 3 melee round charges, 180' water, 360' per melee round up to three hours a day **CF:** 16

Looks: a 33' long sea serpent with three heads and brilliant, prismatic scales. Each head has three eyes of what appear to be black flame, but which radiate out to 30' away, extremely intense light in all the colors of the

rainbow. In fact, in their glare, all beings with optical sensing, eyes, are -20 BF due to that intensity.

Immunities: Paralysis and all forms of prismatic magik or power do not affect him. All acids, venoms, poisons, fire and water attacks only do half damage to him, while all forms of cold hurt him at double their normal potency. He can even regenerate all blasted or drained CON, STR or other life force points at the rate of one per minute, to a total of 18 each day. All normal damage regenerates and heals at the rate of 6 HP of damage per melee round. This is one tough critter to kill!

Attacks: His tail can lash out, inflicting crushing blows of 1D20+28 HP damage, or can also, 20% chance, wrap his victim instead. Wrapping only causes 1D10+10 HP of initial damage, but beginning the very next CF action segment it begins constricting for 7D10+2 HP of damage, per melee round. Each head has an extremely sticky tongue, act as a Tangle Trap, some 33' long, with which it can lash out for 1D4+4 HP of damage. However, it then retracts the tongue, and victim, into its befanged maw and chomps down for 1D10+14 HP of damage, plus a 1D20+16 HP venom that paralyzes, on the very next CF count. The paralyzing effect lasts for 1 melee round per HP less than 301 the victim is. Subtract 25% on all escape attempts from the tongue. He can breathe jets of high pressure water just as can Sea Dragons, but which strike for 1D20+20 HP of battering damage. His three heads can individually or jointly engage from 1D3 targets simultaneously, and each head may attack every CF action segment if it so desires, 65% chance.

This demon lord can increase his size and his attack potency by a factor of ten, at will, once daily; however, his HP only doubles. He may remain thus enlarged for only one melee round and then must immediately return to his own hell to rest and recuperate for a full day. This enlargement takes one melee round from start to finish, during which he cannot move or attack. His body continually radiates a 20' radius aura of prismatic power, and all who enter it suffer the effects of a randomly GM-rolled for prismatic wall. If they survive this, the aura thereafter has no effect upon them.

General: He is the acknowledged Lord of all Sea Serpents but is trying to bring the Sea Demons under his rule as well. Thus his arch foe is the Demon Lord Vorcas, with whom he is in constant warfare. This demon has an RF of 18 and is the equivalent of an EL 10 mage who is water and liquids competent. Once per week he can put his triple-forked tail into his three mouths and become a whirling, spinning equivalent of a hell spiral. In this state he can travel anywhere at will. And yes, he could carry people while doing so. That is if you trust him not to dump you off into the Winds of Limbo! Finally, the legends speak of a hidden and unknown friend of Nagandas who is always near but never seen, yet who, it is said, has saved



the life of this Demon Lord on more than one occasion. So say the legends. Some sages say that this friend is the Demon Lord Cimmericies. Conjure him forth on matters concerning prismatic powers, sea serpents, the ocean or other such watery things.

The Nameless One The Unbeckoned

BF: 225 **HP:** 250 **AV:** 25 (AC 2+7) **Speed:** 100' **CF:** 20

Looks: A blotch of grey-black nothingness of undefinable shape, but generally about 13' in diameter

Immunities: No form of physical attack or impingement, regardless of potency or kind, will affect this being. All other forms of attack, probe or impingement will only do one-quarter damage to it. All such damage quickly heals at 10 HP per melee round. It cannot be bound by any entanglement, web, chain, or magik of those same results save for the lines of force generated by pentagrams of power.

Attacks: It simply engulfs a living being and one melee round later all that is left is its petrified skeleton—not even its soul remains. No save, no hope, no chance of escape regardless of HP size, magikal protections or screams of protest. For once upon a chosen victim, it cannot be shaken lose, scraped off, avoided, evaded or otherwise gotten away from except by that victim physically leaving that plane of existence via either the astral or ethereal plane. If the victim tries to dimension-port, it won't work!

General: This demon lord is feared even by other such lords as it appears, seemingly at will, wherever there is a gate, hell spiral or other such powerful nexus of mystik forces, on a 5% chance. Thus mages creating pentagrams of power and other such of those kinds of things are frequently surprised by the Unbidden One's appearance. None know its motives or its reasons for doing anything that it does. The only thing known to be accurate concerning this demon is that once he appears he will not leave until one to seven beings have been consumed. It is never willingly conjured by anyone and has a 5% chance of showing up each time any other Demon Lord is summoned. If that happens, the Demon Lord actually summoned will normally leave immediately, laughing somewhat nervously at the plight of so stupid a mage as this! Finally, one time in a hundred, it will envelop its victim and, instead of devouring it, will make him immortal and then depart, leaving him unharmed and totally bewildered by his good fortune. Why this is done isn't known, as no one is willing to experiment to find out! Beware that which is unbeckoned!

Nanta The Faceless One

BF: 210 **HP:** 336 **AV:** Not applicable, only hit by 100 ABF score or better, and only if done by +10 BF or better magik weapon. With those factors there will be only a 5% to hit success chance! **Speed:** He doesn't physically move, but he can teleport at will, 100% safely, and to any distance, once every melee round. **CF:** 21

Looks: Beyond 30' away from him he is totally invisible to all forms of detection, either optical or magikal, unless he wishes to be seen. You just cannot perceive him. However, within 30' he will always appear as each individual's most trusted and loved friend, relative, wife or whatever. All within that illusion must save versus mesmerization, at -20 MRS, or they will 100% believe it's what it appears to be. Once in a while, or if a successful save is made, he will appear as either a huge, 13' long brain of pulsing blue that is covered with dozens of writhing, 7' to 10' long, yellow tentacles, or as a globular mass of roiling, metallic green gas some 18' to 25' in diameter lit from within by a pulsing glow. However, neither of these appearances are believed to be his real image, and none knows what it may truly be.

Immunities: Fire and cold do not harm him but all forms of stoning damage him for 1D20 HP per melee round. Lightning only does half damage to him yet all death spells, i.e. "Morgom's Spell of the Red Death," hurt him at a flat rate of 1D20+16 HP of damage. All forms of disintegration always do only 1D20+28 HP of damage to him but acids, poisons, venoms, and paralysis do not faze him in the least. In fact, poison, venom and acid will heal and regenerate him on a one-for-one basis. He cannot be drained or blasted in any way, yet all magik weaponry that can hit him will always does double normal damage. All magik weaponry, armor, etc. within 10' of him automatically loses 5 BF each melee round. Thus a +15 BF weapon would become +10 and so on. If all plusses are thus lost, the item automatically and immediately *disintegrates*.

Attacks: Nanta attacks either with his magik, being the equivalent to an EL 18 Illusion Master with an RF of 20, or by his awesome Life Force Absorption Effect. This effect works as follows: those who get within 20' of Nanta must save versus magik at -20 MRS, and can try to save very melee round, or they will simply start fading from reality. In six melee rounds all beings will be completely gone—devoured, perhaps, though no one knows for sure. However, even if a successful save is made, all are totally confused and unable to function in any manner for 1D20 melee rounds. Even after this confusion, the victim is still apathetic for an additional 1D20 melee rounds, moving at half speed, -20 BF, etc. All outside a 20' radius of Nanta but still within a 30' radius of him have one CON



and one STR point drained away each melee round they are that close. This loss only has a 10% permanency chance but can otherwise be regained at the rate of one CON and one STR point per each week of total rest. If you have to march to fight, etc. during that week, then the loss is permanent. To save versus this drain, roll as against a magikal attack but -10 MRS. If this demon lord elects to teleport directly atop a victim, the fading attack is accelerated 100%, i.e., it is finished in half the time.

General: This fearsome being is thought by some to be a demi-god who has been sent down as punishment. Some others believe that he is only a greater demon, but one who aspires to god or demi-god status. Either way he's no one to foolishly call forth, for to conjure him is to court near certain doom. But if one does, this demon can answer any single question put to him, GM-adjudicated, or so say the few legends that speak of him with no face.

Phroalgoea Dwarf's Bane or Golem Lord

BF: 183 **HP:** 180 **AV:** 18 (AC 2+3) **Speed:** 120' ground, 180' during 3 melee round charges, 180' air, 240' during dives **CF:** 13

Looks: A 10' tall saber-toothed humanoid with silver scales, golden-feathered wings, and a 13' long whip-like tail. There are twenty 6" long, clear glass-like spines circling each wrist. His eyes resemble fire-wreathed emeralds that pulse and glow with an eerie light.

Immunities: No non-physical attack from any golem can harm this demon lord. All cold, acid, venom, poison or stoning also cannot harm him. Fire does one third damage and any time a weapon strikes him it must roll on the Weapons Breakage Table.

Attacks: His main weapons are the spines circling his wrist, which he can shoot, at will, like heavy crossbow bolts +20% to hit to a 320' range. These spines are coated with a 3D20+4 HP potency venom. These spines can be fired one to three at a time from each wrist, i.e., up to six in one two-wristed burst, but at only one or two targets maximum. That venom also causes all Elves and Orcs who suffer its effects to turn to solid silver unless they save versus stoning at -15 MRS! This takes 1D10 melee rounds unless a successful save is made, in which case they are -8 to their CF for one full day! If need be he can use his razor-edged, crystalline claws to strike for 1D10+14 HP damage. His huge topaz-colored fangs bite for 1D20+16 HP of damage, plus the injection of a flesh-dissolving venom. If the save versus poison is not successful, the victim totally dissolves in six melee rounds. If his save is successful, the victim blacks out, becomes unconscious, for one full melee round from the intense pain, anyway. This dissolving effect is without regard to the HP size of the victim. Should

any Gnome or Dwarf even touch his skin they will suffer 1D4+4 HP of immediate rot damage and thereafter will rot at 1 HP per minute, until death, or until a disease curing ritual is done. Finally, as an attack, he can animate any solid object up to 2,000 lbs in weight and move it at 33' per melee round. This could be anything from a boulder to a marble statue. He has even been known to animate his opponent's own weaponry, if unintelligent, turning to against him.

General: He can see all things invisible or magikally hidden, has an RF of 14 and is equivalent to an EL 12 mage who is animation competent. He has the ability to mesmerize any single victim up to 60' distant with the same parameters that Vampyrs have for such powers. He can speak to any being who follows chaos or neutrality or to any mage or other being that utilizes magik. He considers himself to be the King of the Golems and commands a veritable army of such. When called forth, he is usually accompanied by several golems. He is therefore frequently conjured by mages who are asking permission to build a golem. He will grant permission if bribed: try silver, lots of it, as it's his favorite goodie. What happens to a mage who doesn't ask permission? Gee, try it and find out! Finally, he can absolutely control any golem within 60' of him, automatically. He can also teach a mage how to construct any form of golem. His word is never broken but his giving of same is quite rare.

Ralkul The Lord of the Flies

BF: 169 **HP:** 192 **AV:** 18 (AC 2+3) **Speed:** 120' ground, charge for 3 melee rounds at 150', he can leap up to 20' either vertically or horizontally at will, 150' fly, in one of his chosen shapes **CF:** 13

Looks: A 12' tall, splotchy and piebald skinned, black, white, grey and brown, humanoid with four asymmetrically placed arms and one huge eye of glowing orange. His body is twisted, gnarled and knobby like an ancient oak tree. He can also appear in other shapes and guises: an aged and bent old man or woman; a zombie-like corpse; skeleton or, his favorite, as a huge, 7' tall, black skull with 13' long bat-like wings, 26' wingspan, green mystik fires in the eye sockets and wreathed in dancing red flames.

Immunities: Paralysis, lightning, time warps and all forms of aging, rotting or otherwise having one's life force reduced have no effect upon this demon lord. However fire and cold will do half normal damage to him.

Attacks: To begin with, he is surrounded by a stench so powerful that all beings with a sense of smell who enter its 60' radius and 10 HP in size or less go into fatal convulsions and die in 1D10 melee rounds; all of 1D20+10 HP in size flee in convulsed and retching confusion, with



-40 BF, for 1D6 melee rounds; all of 1D20+30 HP in size are so nauseated, etc., that they may only function at -20 BF and all larger beings are at -10 B, both for 1D20 melee rounds. All such beings affected by this stench, regardless of size, have a 40% chance each melee round of becoming totally unable to function at all, no movement, attack, defense, whatever, due to the intensity of the convulsions, watering eyes, etc. This is rolled for each melee round. There is no save allowed versus this miasma! The exceptions to this are Orcs, Kobolds, and Goblins, which are totally unaffected by this olfactory assault. He normally attacks with his fists. Each one hits for 1D10+10 HP of damage, but both are rolled for with only one die roll, so if one hits, both hit for twice 1D10+10 HP of damage. He will occasionally even bite his victims, if very hard pressed or especially enraged, doing 1D4+4 HP of damage and injecting a saliva into the wound that does 1D6+4 HP of immediate rotting damage. Thereafter the victim will rot at 1 HP per melee round until death or until a "Holy Bless" is used to stop it. Finally, even his merest touch causes all living beings to immediately age and wither 1D10 years. There is no save versus this effect.

General: He is able to time slip at will, up to 13 times each day, for as much as one minute into the future or one hour into the past. All who are killed by this demon lord become skeletons, 13 hours later, or zombies, 13 minutes later, under his command. This will be a 75%/25% ratio, respectively. All who are hurt by him and then surrender become either ghouls or mummies and are thenceforth and forevermore a part of his Army of the Ages. When conjured forth he is always accompanied by up to 50 of his army, which include undead rendered totally fire resistant. This demon lord has an RF of 14 and is the equivalent of an EL 6 druid; however, he almost never uses magik, preferring instead to simply bash it out. His favorite food is anything sentient. Yum! He is a close ally of the demon lord Cimmeries and will occasionally appear with him, when he is summoned. Surprise! He is summoned forth concerning matters pertaining to undead, fire resistance or to have his army assault some chosen victim. If he can be bound to a contract he will be certain to honor it, but he loves riddles, rhymes and prose, and he usually manages to confuse the issue enough not to be so bound.

Shabaleth The Dread Elf

BF: 193 **HP:** 240 **AV:** 19 (AC 2+4) **Speed:** 120' ground, double that for one minute charges. he can leap 35' horizontally to 20' vertically at will, 240' air, double that in dives **CF:** 16

Looks: A 18' tall bipedal being with dragon-like head, tail and wings that appears to be made entirely of solid gold! Wreathed head to toe in silvery-gold flames, with his four grapefruit-sized purple eyes aglow and inky black mist streaming from his nostrils, he is indeed, an awesome sight! Occasionally, however, he will appear as a very handsome Elven warrior all in golden armor with a silver crown set with amethysts upon his brow.

Immunities: Only magik weapons of +10 BF or more can hit him; no form of Dragon breath or stoning can affect him. Lightning reflects randomly, and harmlessly, off his gleaming skin. Fire, acid, and cold only do half damage, and all disintegration hurts him for a flat 12 HP of damage.

Attacks: His claws rend and tear for 1D20+16 HP of damage; his bite is for 1D20+28 HP of crunching hurt, with a 5% RCH chance each time, and his tail can smash and batter his enemies for 1D20+20 HP worth as well. In fact, any time his tail hits there is a 25% chance that it will also wrap about the victim and can begin constricting him automatically on the next CFaction segment for 1D20+28 HP of damage per melee round. He can, 10 times daily, breathe dragon-like flames in a 60' long by 20' wide cone which does 1D20+30 HP of total damage. However he can only do so every fifth melee round.

General: He can mesmerize in a manner identical to that of a vampyr, and can shape change at will into any shape or size from one inch to 36' tall. In fact, he loves to triple his size, but not his power or attacks, in order to overawe his intended victims. These changes always take one melee round. He can also pass through any wall or material, except pure silver, at 5' per melee round. This RF 16 demon lord is equivalent to an EL 13 mage and frequently uses magik to ensnare those who are his enemies. He also favors fire magik or such things as turn flesh into stone. He can speak to any form of reptile and in fact can control all such creatures, to 1,800 HP total



worth, with the exceptions of Wyverns, Great Wurm, and dragon-kind within a 120' radius of him. When he appears he is normally accompanied by several of the large, carnivorous dinosaurs such as Tyrannosaurus, Allosaurus, etc. Once in a while a hydra or two will also be with him or perhaps a flock of giant pteranodons. He is the Lord of Reptiles and is enraged because wyverns and dragon-kind will not bow down to him. Thus he is their arch foe, and vice versa. He and the demon lord Urandos are close allies and frequently come to each other's aid. He is usually conjured onto this plane on all matters pertaining to reptiles, but will occasionally grant the power of shape shifting to those who petition him for it. He is easily angered and will sometimes break a contract outright, simply because he wants to, 35% chance.

Shuggondra
The Bloated One

BF: 160 **HP:** 198 **AV:** 19 (AC 2+4) **Speed:** 100' ground, 120' water **CF:** 12

Looks: An immense, bloated mass of fish-belly white bags, pods, nodules and spheres of translucent flesh. This squirming and quivering mass of protuberances is about 30' long by 20' wide and 10' tall. Interspaced randomly amongst the squamous mass are dozens of putrescent yellow-green tentacles ranging in length from 7' to 15'. There are no visible eyes or mouth. A trail of muddy brown ooze is left in this demon's flopping, humping wake. All who touch this slime trail are acid-burned for 1D4 HP.

Immunities: Fear, paralysis, venom, poison, confusion and acid do not affect Shuggondra. All cuts, chops, and bashes do only one-quarter damage to it, and all of said damage reseals and heals itself at the rate of 8 HP per melee round. As it has no eyes it cannot be blinded, and stoning never affects it either.

Attacks: It only has two forms of attack; the first is where it simply slides on top of a victim doing 1D6+4 HP of initial crush damage, then ingesting the victim at 1D10+10 HP per melee round thereafter. All thus ingested is dissolved and forever gone. Its second mode of attack is by ejecting cone-like jets of bilious green, highly toxic gas. These jets extend out to 60' distant, being 30' wide at that point and cause all in its cloud to save versus poison at -10% or suffer 1D20+28 HP of damage, to an 800 HP total damage potential. All gassed victims also suffer from 1D10+10 rounds of dizziness and confusion, during which all function at -30 BF, regardless of a successful save or not.

General: No one has ever successfully managed to get this demon to agree to any kind of deal at all. In fact, no one knows if it can talk, use magik, or act in any other way than to blindly attack all around it. It is never purposely conjured.

Sl'yth

The Nightmare Demon

BF: 205 **HP:** 240 **AV:** 19 (AC 2+4) **Speed:** 90' **CF:** 9

Looks: The true manifestation of absolute nightmare and ultimate evil. To see it in its true form is to court insanity or death!

Immunities: Disintegration, stoning, death magik, i.e. "Morgom's Spell of the Red Death," etc., paralysis and confusion have absolutely no effect upon it. Cold only does half damage to Sl'yth and lightning will heal and regenerate it point-for-point. He is 85% resistant to all forms of spoken magik and any magikal metal item will disintegrate in one melee round after touching unless a save is rolled versus same. This is rolled for each time it is touched! Normal, non-magik metal automatically disintegrates one CF count after touching the demon, no save.

Attacks: To begin with, all sentient creatures of EL 10 or less who even see it must save versus "Mage Fear." If they fail this save they will suffer an immediate heart seizure and die of fright. Priests are better able to resist this, so only those of EL 8 or less are thus affected. Anyone with true seeing or who can actually, physically, see this demon, by whatever means, has a 98% chance, less 3% per RF point, of immediately going totally, irrevocably, insane! There is no save versus this effect. Furthermore, all within 30' of it (it is itself some 20' in diameter) must save versus poison or take 1D6+6 HP of damage and become retchingly sick from its awful stench, -20 BF for 1D20 melee rounds. This horrid smell also causes all creatures of 40 HP size or less to flee out of its range automatically. It actually attacks by firing a 240' long by 30' wide green ray that causes 3D20 HP of damage in all that it hits. This ray does whatever kind of damage is necessary to hit and hurt its targeted victim. It may fire this terrible ray once every 4 melee rounds, or instead can radiate the ray in a 60' radius around itself once every 10 melee rounds for the same effect. It attacks physically by rapidly extending a sticky, dough-like palp up to 40'. This appendage is +30 ABF, does 1D6 HP of impact damage, entraps its victims like a "Tangle Trap" and causes those hit to dissolve at 1D6 HP per melee round. If he decides to roll on top of a victim, the dissolving rate is 1D10+10 HP per melee round. Those who are physically touched but manage to get away will still keep slowly dissolving at 1 HP of flesh per minute until death. However, if the wound is washed in Holy Water, it will cease this horrid dissolution immediately. Its major attack is its ability to pick any single victim up to 60' distant and attack her with a psychic suction. The victim must save versus psychic attack each melee round, at -20 MRS, and each time she fails, this demon will literally psychically suck the flesh from her bones! He will get 5D10+50% of all the flesh each melee round. Few survive the first round because, for each 20% ingested one



RCH is automatically caused. All such flesh is immediately ingested and forever gone; if a victim dies in this manner her very soul is also ingested, immediately, by this living horror. Finally, as a last resort, and if hard pressed, Sl'yth can radiate, for three melee rounds, each hour, out to 240', a combined aura of confusion and "Mage Fear" that affects all sentient beings up to EL 12. So potent is this effect that all saves are at -15 MRS, and even those who do successfully save, twice, versus its dual effect, are still -10 BF for 1D6 melee rounds anyway.

General: This demon lord is never deliberately summoned because it cannot be controlled by any known means. Once upon this plane it will not leave until it has eaten at least 13 sentient, screaming victims!

Tankras Hell's Own General

BF: 245 **HP:** 300 **AV:** 25 (AC 2+7) **Speed:** 333' ground, 999' air, 111' water—he walks on it! **CF:** 25

Looks: A 13' tall humanoid figure with four arms spaced equidistant around his torso and four faces spaced similarly around his head. However, as this Demon Lord is always seen wearing a total body covering armor of jet and gold, no one knows for sure what he actually looks like.

Immunities: Apparently no physical attack that is not magikal and of at least +35 in potency will harm him though this may be a function of his armor. He cannot be blinded, deafened, confused, made afraid or in any other way be rendered unable to fight without first destroying him totally. He can walk on any surface from water to ceilings, even on areas affected by "Torozon's Slippery Field." No projectiles and missiles of any kind can come near him, or his armor. No fire or cold or noxious gas or vapor can harm him in any way. Lightning does but half damage to him and acid just beads up and rolls harmlessly off his armor.

Attacks: His forward hand wields a gleaming sword of gold with a 7' long blade. This weapon always does 1D20+20 HP of damage and is +20 to RCH chance. His left arm wields a battle axe of silver some 7' long that always does 1D20+30 HP of damage and is also +20 RCH. His right hand wields a spiked maul of darkest ebony that always does 1D10+14 HP of damage; it paralyzes that portion of the target's anatomy that it strikes for 1D100 melee rounds. His back hand wields 13 large martobarbuli of flaming bronze. There is a bandolier across his back for these darts. The darts flame only in his hand and when thrown by him. They are thrown up to 900 yards. Accuracy drops by 5% for each 100 yards after the first 100 yards, starting at 95%. Each dart has an RCH chance of 80%, strikes for 1D20+20 HP of damage, with an additional 1D6+6 HP of flame damage each melee round that it is stuck in its target, up to 13 melee rounds

total. Once all of his darts are gone, this hand can call forth a huge eight-sided shield from some pocket dimension. This 8' high 6' wide shield can resist any force that strikes it, regardless of its source, techno, arcane, etc., of up to 300 HP in potency. Finally, Tankras is capable of wielding OP 1 through OP 3 magiks, though he almost never does so. His sword is called Gwardyllion, meaning "God Cleaver" in High Demonish. His axe is called Sundangurong, meaning "World Sunderer." His mace is named Buntonglargyx, meaning "Destroyer of All." His shield is called Kradux, or simply "Wall." His darts are generally referred to as "Tankras' Wrath."

General: This Demon Lord leads all the armies of Hell during the God Wars and has, himself, vast armies of warriors at command. These warriors are akin to Doomguards, as they are the souls of sacrifices to him, and of those whom he or his minions have slain and used to empower suits of battle armor. Tankras is summoned forth only for military matters, and can even be bribed to lend contingents from his armies to mortals. The bribe is that all souls killed by his minions or in the fray are his to collect. Beyond that, each individual Battle Demon, as his soldiers are called, must be paid one soul. Tankras himself requires the sacrifice of 100 lives just to get him to appear, and even then there is a chance that he won't show up. He will ask for even more to consummate the deal, and if the conjurer won't, or can't, meet the price, he will take the conjurer's soul instead! There is no safety from this as he can, apparently, open and close trans-planar Gates at will. He uses this to surprise his foes in battle, as in hey, Fred, what are those 10,000 Battle Demons doing in our camp? The lives and souls offered up to Tankras and his Battle Demons must, of course, be the souls of sentient beings. He who counterfeits souls with Tankras better beware!

Tel-Kroath Foolkiller

BF: 181 **HP:** 300 **AV:** 20 (AC 2+5) **Speed:** 180' ground, charge at 225' for one minute, 360' air **CF:** 16

Looks: A 13' tall eyeless humanoid apparently made of clear glass or transparent crystal. In flight, fan-shaped wings of radiant, rainbow-colored light extend 30' to either side of him. Due to this near absolute clarity and transparency, he is practically invisible, 95% chance, while motionless. Even while moving he is still so hard to see that all attacks are -20 ABF versus him.

Immunities: Fire, acid and stoning cannot affect him and all lightning reflects harmlessly in a random direction. All forms of energy attack, from lasers to proton beams only do half damage; magikal disintegration hurts him for a flat 20 HP of damage. Only magik weaponry of +15 BF or greater can hit him. Those magik weapons from +6 to



+10 BF that strike him have a 50% chance of shattering, those of +1 to +5 BF shatter 90% of the time. All non-magik weapons automatically splinter harmlessly into 1D100 shards whenever they strike him.

Attacks: Any living being he touches must save versus stoning or turn into solid glass in 1D3 melee rounds. This is without regard to HP size or kind of victim. He can emit a 120' long by 30' wide fan-shaped ray of intense emerald-colored light from the area where his eyes would normally be, every third melee round. All whom it strikes are forced to save as if he'd touched them, see above. He always has a 15' radius aura of confusion, all are -10 BF inside its effect, radiating from him and can physically punch or kick for 1D20+16 HP of impact damage if needed.

General: His RF is only 16, but legend has it that he knows all the magik, whatever the OP, that has ever been, and may use any spell, conjuration or ritual that he desires. He seems to prefer magiks like "Disintegration," "Lightning Strike" or "Flash Point" but has also been known to use such magiks as the "Crimson Bands of Cytorakk." For this reason he has been frequently conjured forth by mages throughout history, by those who wish to learn new spells and mighty magiks, and this he will freely grant, but only if a bargain can be struck to his satisfaction. Legends say that only one mage in seven who tries to bargain with Tel-Kroath ever succeeds and that those who fail seldom live to tell the tale—for this demon lord is the bane of all fools. And those who have succeeded never tell how they do so, preferring to keep that secret theirs alone. He will usually appear accompanied by 1D30+10 lions, tigers, panthers or other felines, all of living glass! Finally, he knows all languages from all times and all universes, or at least so the legends tell of it.

Thangumokk Lord of the Goblins

BF: 192 **HP:** 192 **AV:** 19 (AC 2+4) **Speed:** 120' ground, 150' during one melee round charges; he can also leap 40' horizontally or 25' vertically at will, 200' air, 280' during dives **CF:** 16

Looks: 12' tall, copper-colored humanoid with an 18' long serpentine tail, bat-like wings that span 45' and octagonal-shaped scales. Where his eyes would normally be is a 9" wide infinity sigil of silver. Whenever he's angry, his skin appears to become molten and glows with a ruddy light, about as bright as full daylight, in a 30' radius. His tail is trifurcated, like a trident, and has 3 razor-sharp points of a shiny silver hue.

Immunities: Poison, venom, acid and magikal shape changes cannot affect this demon and fire and lightning only do half damage to him. Nor can any attack

physical or otherwise, done by Sun Devils or Emerald Oozes harm him at all.

Attacks: His merest touch instantly paralyzes for one hour all Hobbits, Kobbits, Kobolds and Goblin kind. He can claw a victim for 1D20+20 HP of damage, lash out and stab with his tail for damage equivalent to that of a trident plus 5 HP more or bite for 1D6+6 HP of damage while injecting his victim with terrible venom. This venom is identical to that of Sun Devils. Furthermore, he can, at will, every third melee round, spit globs of 27 HP potency acid that cover a 5' diameter area to a 30' distance away. Once each 3 minutes he can expel a 40' diameter cloud of copper-colored gas around himself that has a total toxic potency of 120 HP worth of damage. On any CF action segment in which he either bites, breathes, or spits he will not otherwise physically attack in any way. Finally, he always carries around 12 greenish spheres 6" in diameter, on a belt of shiny orichalcum mesh, which are, in fact, a kind of grenade. When sharply struck they burst into 27 HP, 9' in diameter Emerald Oozes, see appropriate monster listing. He can lob these up to 180' with 90% accuracy and just loves to do so!

General: He has an RF of 16 and is equivalent to an EL 9 mage but seldom uses magik at all, scorning it as weakling's work. He can shape change at will, taking three melee rounds to do so, into anything he desires, from 6" up to his own dimensions in size. However he frequently will appear as a scruffy, orange cat or mongrel dog, in which form he prowls and sneaks about. His favorite food is juicy, plump Hobbitt, the younger the better! He is the patron demon or god of all Goblin kind and will intervene on their behalf if given even half a chance. Oddly, he also has a soft spot for stray cats and dogs. He is normally conjured forth by Goblins to accept Hobbitt sacrifices, one of his favorite meals, and to grant petitioners protection against venoms and poisons. When called forth he is frequently accompanied by 3D4 Sun Devils. He is so very fond of felines and cats of all kinds that he will usually wreak a terrible doom upon those who mistreat such creatures. That's why you see Goblins with lots of animals as beloved pets.

Thymorg The Lurker in the Shadows

BF: 168 **HP:** 180 **AV:** 16 (AC 2+2) **Speed:** 120' ground, he can also jump 25' in any direction, 180' air, in gaseous form only **CF:** 15, 20 in gaseous form

Looks: A 9' tall, hunch-backed humanoid with three glaring yellow eyes and a bright purple leathery skin all wrinkled, warty and lumpy. He is actually about 12' tall, but naturally stoops all the time. In his gaseous form, which takes him one melee round to convert into, he is a 15' diameter cloud of opaque



purple fog that never loses its shape.

Immunities: No poison, venom or acid may affect him and he can never have CON or STR drained or blasted away from him. Lightning only does half damage to him unless he's gaseous, in which case it does not hurt him at all! In his gaseous form no physical attack of any kind can strike him.

Attacks: He wields a 30' long, inky black whip of shadows that is +40 BF to strike. All he touches have one CON point permanently blasted off them. If a successful save is made versus this form of attack, then it still does 1D10+8 HP of physical damage, by mere touch! His skin continually exudes a clear yellow acidic sweat so that his touch also does 1D3+3 HP of initial acid damage and 1D3 HP each melee round for the next 1D10 melee rounds thereafter. Holy Water washed upon the acid immediately neutralizes it. He can punch for 1D10+14 HP of impact damage and bite for 1D6+4 HP, but hates to do so. In his gaseous form he can envelop a victim and choke him to death in one melee round of time per CON point. A 15 CON victim would take 15 consecutive melee rounds to kill. During each melee round spent thus enveloping a victim, Thymorg also drains one CON point from him. Any victim he thus slays will become a shadow under the demon lord's control. This transformation takes one minute to complete. Finally, in his humanoid form, his three luminous eyes cause one melee round of confusion, no save, -15 BF, to anyone within 10' of him with whom he gains eye-to-eye contact.

General: He wears a heavy mithril link chain around his neck worth 8,000 G.S. Attached to it is a glowing orb of red crystal 6" in diameter called The Eye of Agamat. The amulet allows the wearer to see as if in broad daylight, any time or place within the universe the amulet itself is currently in that the wearer chooses to see. This vision is without regard to any magikal protection or other similar safeguard and may be used up to 13 times a year for up to 13 minutes each time. In darkness or shadow he is totally invisible even to such magiks as true seeing, etc. Legends say he can traverse any place he desires, without regard to the distance involved, by travelling from shadow to shadow. He is almost always accompanied by 13 Shadows, see appropriate monster listing, and is conjured forth by mages wishing to gain just such powers, of shadow and darkness, for themselves. However, he is a hard bargainer and never forgets those who have forced themselves upon him. His vengeance ever lurks in the dark corners and shadows of the night! The demon lord Bryghaul is his arch foe.

Tyl-Rhaen The Hound of Doom

BF: 172 **HP:** 158 **AV:** 16 (AC 2+2) **Speed:** 180' ground, 600' air, 120' water, **CF:** 24

Looks: This 12' long demon resembles a cross between an otter and a huge Irish Wolfhound, but with six legs, clawed like a cat's, and wings like a raven's. Its sleek black fur, glowing red eyes and clear, glass-like fangs give it a striking appearance.

Immunities: Poison, venom, paralysis, time warps, and confusion do not affect this demon. Fire, cold and acid do only half damage to it, and it cannot be turned to stone by any means.

Attacks: Its six claws can rend and tear for 1D6+6 HP of damage, roll to see how many hit, and its snapping jaws bite for 1D10+14 HP plus a potent 1D20+20 HP venom that paralyzes all up to 333 HP in size for 1D10+10 hours. A successful save versus the venom causes confusion in its victim for 1D20 melee rounds during which time all combat is at -30 BF. Once every third melee round it can breathe out a 6' by 2' blast of black fire to an 88' range, that burns for 1D10+10 HP of damage and causes the victim to rot at 1D3+3 HP per melee round thereafter, to death, or until the wound is cleansed by Holy Water. Its howl acts as a "Mage Fear" spell in a 180° arc in front of it out to 120' and once per day it can triple its size, power, and attack damage, etc. for 13 melee rounds. This transformation takes but one CF count! It can become the exact size, shape etc. of any hound, dog, wolf, etc. that it desires in just one melee round.

General: It frequently travels the planes of men in just such a form and delights in dealing retribution upon all who mistreat such animals. Once on a scent, this demon can track its victim without fail regardless of all magikal protections or attempts to hide. It can follow through the astral, ethereal and planes of hell if need be upon its hunt. Once set in motion, it never tires, never gives up and always finds its prey. It is equivalent to an EL 9 mage in its own right, speaks most any language, at least no one's ever been able to speak one it doesn't know, and has an RF of 18. It is considered the Lord of the Hounds and is frequently accompanied by such, magikal, mystical, or just plain hounds. It is probably the demon lord most frequently conjured and usually in order to find someone or something, which it can do just as well as looking for people. It usually accepts a payment of knowledge in return for its services but will occasionally take very finely carved ivory, jade or other such materials. It is easily angered, will name its price but once and, if the mage fails to meet it, will return to its hell, never to return to that mage's summoning again. If it is your enemy it will be implacable; from that time forth do not turn your back upon any dog or hound!



Urandos
The Blizzard Queen

BF: 175 **HP:** 216 **AV:** 20 (AC 2+5) **Speed:** 100' ground, 120' for up to 3 melee round charges, 240' air, double that in blizzards or icy cold storm conditions. **CF:** 13

Looks: A 11' tall, generally humanoid-shaped being with metallic sheet metal-looking wings and a crinkly silver foil-appearing skin. It also has three large glowing eyes of an amber-gold color and is always surrounded by a 3' to 7' radius twinkling and flashing silvery mist that sounds like faint wind chimes. This demon, believed to be female, can also appear as a huge polar bear or a beautiful 9' tall warrior woman with waist-length silver hair, shimmering silver eyes, snow white skin and armed and armored with mail, sword, shield, etc. of translucent blue-white ice.

Immunities: Cold and lightning, which bounce back to their source, cannot harm Urandos and stoning and disintegration only do 1D20 HP of damage to her. All wind attacks heal her, point-for-point and druidical magik is only half as effective as it should be when used against her.

Attacks: Her weapon of ice, when in that form, is razor sharp and attacks as a +25 BF, +5 HP damage two handed sword that also does 1D4+6 HP of cold damage. However in her other, main, form her claws rend for 1D10+14 HP of damage and her bite, which she almost never uses, is for 1D6+4 HP of damage. Her merest touch, in either form, does 1D20+20 HP of cold damage and the silvery mist that surrounds her also causes 1D20+10 HP of the same kind of damage, but only every 4 seconds. Any being she grabs with both hands and holds onto she can freeze solid at the rate of 1D20+40 HP in size per each melee round. Ten times each day, but only once per every five melee rounds, she can breathe a 60' long by 30' wide cone of intense cold of a 1D20+30 HP total potency. At will she can form javelins of ice 5' long; this takes one full minute. She can throw them up to 180' at 99% chance to strike and they always do 1D20+28 HP of impact and intense cold damage. They also have a 50% chance to RCH the victim. Five times per day, but only once every minute, she can create a roaring snow and ice storm around her that is double the strength, power and duration of a Blizzard spell. She can do this instantaneously and with absolutely no warning. She can create walls, cylinders, etc. of ice or snow at will instantaneously; the GM should strictly adjudicate this power. As an example, her walls of ice are equivalent to a double power Ice Wall conjuration. She also frequently creates around herself a 60' radius cloud of icy fog with a visibility of 3' to 5'. The temperature inside this cloud, which requires three melee rounds to fully form, is °0 F. It lasts 30 minutes unless reinforced by the demon. Cold, ice and snow add power to, and will heal, this demon lord on a point-for-point basis.

General: She has an RF of 15, is equivalent to an EL 8 Rune Singer and Bard, and sings beautiful and haunting ballads of doom and lost love. She can also mesmerize just as can a vampyr, and usually appears accompanied by one or more lesser Ice Demons. Her two arch foes are Amon-Rha and Boreas, both of whom she has inconclusively fought on several occasions. She is called forth for many reasons, as she has many interests and powers, but mainly for her knowledge of cold things and bardic lore, about which there is little she doesn't know. She will accept blue diamonds as payment for her services, but is capricious and fey in her dealings with those who summon her. For this reason she is very dangerous to attempt to control. Finally, a few legends hint at her occasionally taking a lesser being as a lover for a time, but little else is known about such things.

Vathakk
Troll Heart

BF: 173 **HP:** 192 **AV:** 16 (AC 2+2), body; 20 (2+5), tentacles **Speed:** 120' ground, 150' during one minute charges, 200' air **CF:** 17

Looks: A 9' tall, bat-winged humanoid with grey shark-like skin and two snakey, suckerless tentacles some 8' long that end in three ropey fingers. It has one huge black eye, slit vertically by a pulsing gold band of light.

Immunities: Lightning and paralysis have no effect upon this demon and fire does only half damage. Cold does one quarter damage to him and disintegration 20 HP flat damage.

Attacks: His tentacles can bash opponents for 1D10+10 HP of damage and then the very next CF count wrap around them and constrict for 1D20+10 HP of crushing damage every 10 CF counts thereafter. He can also generate, and shoot through his tentacles, an electrical charge once each melee round for 1D10+14 HP potency. Anyone who simply touches Vathakk at any time will still suffer 1D6+6 HP of electrical shock damage. As a surprise move, once per melee round he can instantly extend his tentacles to a 30' length to snatch an unwary victim. Finally he can bite, but dislikes to do so, for 1D6+4 HP of damage plus 1D10+6 HP of shock damage.

General: He has an RF of 17, is equivalent to an EL 6 mage and can shape-change himself at will, from 1' tall and 1 pound in size up to twice his normal size and weight, maintaining his full strength and powers all the while. Such transformations require one melee round to complete. His favorite guise is that of a small Cave Troll or Goblin. He acutely dislikes flying and generally dimension-ports himself at will once per melee round. He can cover up to a mile or more using this power if he wishes but usually moves 500' or less each time. He can also mesmerize any single being that he physically touches if they fail to save



versus psychic attack at -20 MRS. Those who successfully save then take the shock damage listed above and are confused, -20 BF, for 1D6 melee rounds. He is the god of all Troll kind and will frequently meddle in their affairs unasked. When called forth he will be accompanied by up to 16 or more huge Trolls, of which at least one or two are of the wraith variety. Occasionally, 5% chance, he'll even have 1D6 Earth Demons at his command. He is only conjured for matters concerning caves and deep caverns, as legend has it that there is no hole in the ground this demon lord does not know. However, caution is advised as he is known to be a greedy and cruel being who delights only in bloody death of others!

Vorcas
Hell Jaws

BF: 199 **HP:** 240 **AV:** 19(AC 2+4) **Speed:** 100' ground, drops by 10' per melee round per each minute beyond the first that he's out of water, 240' water, 310' per melee round allowed for up to 7 minutes each hour. **CF:** 20 in water, 10 on land

Looks: He resembles nothing more than an erect, two-legged shark 18' tall. He has a scarlet barbed stingray-like black tail some 12' long, bright red gill slashes, shiny black skin, three 3' tall dorsal fins down his back and hundreds of teeth that are like shards of emerald glass inside his blood-red mouth. Set in an inverted triangular pattern upon his brow are three perfectly round and pupilless eyes, also of brilliant emerald color. His 9' long arms end in eight long scimitar-clawed fingers with webbing between them, as do his feet. His belly is a sickly corpse-grey color, and his odor is of long-dead fish.

Immunities: Venom, poison, paralysis and all forms of blinding and blindness have no effect upon Vorcas. Cold and electricity do only half damage to him but heat and fire do 50% more hurt to this creature of the seas. He can regenerate all fleshly wounds at 6 HP per melee round and all drained or blasted STR or CON points at 1 per round, up to 20 of each per day.

Attacks: His primary weapon is his awesome bite which does 1D20+30 HP of crushing, tearing damage, and has a 33% RCH chance each time, but he can also smash opponents with his clawed hands for 1D20+16 HP of damage as well. His stinger attacks like a +35 ABF rapier and also injects perhaps the most virulent venom in all the multiverse. All stung must not only save versus permanent blindness and 1D100 days paralysis but against its 2D100 potency venom! Few survive this sting. Successful saves versus the blindness and paralysis still leaves a victim blind for 1D20 melee rounds and slowed to -12 CF for 1D10 days! Also, every third melee round, up to 13 times per day, this demon generates a 1D100+44 HP potency

electrical charge which he can fire via any hit, bite or sting he desires.

General: His claim to be the rightful and true Lord of the Sea Demons has some ring of truth to it as whenever he travels the seas he is accompanied by 2D12 giant sharks, squid and killer whales, all ridden by Mermen, Tritons and a few Sea Demons. He has an RF of only 10 but is nonetheless the equivalent of an EL 6 mage who is water and liquids competent. He is cruel beyond belief and tortures for days, even weeks, all whom he captures before finally devouring them while still alive and screaming, his favorite meat being Sea Elf. He is, by himself, apparently fully capable of defeating his arch rival, and contender for lordship over the sea demons, Nagandas. However the direct intervention of Nagandas' secret ally has kept him from ever successfully doing so. He also wars constantly against the Fire Demons and their kind, frequently assisting other, even lesser, demons to fight them. The only sure way to enlist the aid of Vorcas, and to keep him from slaying you, is to aid Vorcas in return--against Nagandas! Thus, even though his powers and knowledge pertaining to the sea are unimaginably great, he is almost never willingly conjured forth.

Zyrax
The Dark Oracle

BF: 155 **HP:** 180 **AV:** 19(AC 2+4) **Speed:** 120' ground, 240' air **CF:** 17

Looks: A 9' tall, bald, eyeless, earless and noseless humanoid with pale orange skin and a large black-lipped mouth. He's always wearing a black robe that covers him from floor to neck and all but his head and seven-fingered hands, two thumbs per hand.

Immunities: No magikal power, of attack or otherwise, will affect him, regardless of its potency or source. No spell, conjuration, ritual, staff, etc. can harm or hinder him in any manner. All missiles from bullets to thrown rocks deflect randomly from his body, doing him no harm. No form of sonic vibration or optical impingement will faze him even slightly nor can he be turned to stone, paralyzed, or time-warped in any manner. Finally, he is 100% totally heat, flame, and fire proof.

Attacks: Physically speaking he could punch for 1D10+14 HP of impact damage if he had to, but that is something he detests. He relies upon his magik and his three artifacts for his combat, as needed. The first artifact is an 11' tall staff of neon bright glowing ruby crystal. This staff can cause any material, from paper to flesh to adamantium to burst into flame by its merest touch, causing it to burn itself up to the rate of 1D10+10 HP of damage per melee round. Once thus ignited, an object or person will burn for 1D20 melee rounds. Those who successfully save versus



this burning are still burned for 1D10+10 HP of damage. Also, once ignited, there is no known way to put out the fire. The staff can also, once per melee round, fire a brilliant ruby red beam of laser-like heat to a range of 600' and with a 1D20+20 HP potency. It is called Sun Core. The second artifact is a large ring carved from one single ruby that sparkles and glows with its own inner fire. The ring can, once per 10 melee rounds, cause a double strength Flash Point spell to erupt up to 180' away from its wearer's pointed finger. It may do this up to 13 times a day. The ring's name is Sun's Breath. The third and last artifact is an amulet on an orichalcum chain about his neck. This fist-sized amulet is of a blood-red carnelian and is carved into the likeness of a 13-rayed sun and is called Soul Sun. Once per lunar cycle of 13 days the wearer of this amulet may turn himself into a 13' diameter flaming sun of raging red fire. So hot is this ball of fire that any within 30' of it suffer 1D4+6 HP of damage per melee round; those within 20' of it suffer 1D10+10 HP per melee round and those closer than 10' receive 1D10+20 HP of heat damage per melee round. Those it actually touches are seared and roasted at the rate of 1D20+30 HP of damage per melee round. The fireball is capable of moving 240' each melee round during the 13 melee round duration of its existence. In this form, no physical force or object can harm the transformed wearer of the amulet.

General: This demon is the patron of all dark and arcane knowledge and is said to be the Librarian of the Gods with access to all that has ever been known or ever is to be known. He speaks all languages from all times and planes and can sense the heart and soul of a being simply by wanting to do so. No illusion or trick can fool him, nor any trickster deceive him, for even though he has no eyes he can see truth in all its guises. He is himself an EL 25 Rune Weaver equivalent and has an RF of 25. Those who conjure forth this demon do so in search of forgotten or forbidden knowledge, knowledge which he freely grants but in exchange for a price. His price is always different and can be anything from a simple gold coin to the heart of your best friend. If the conjurer cannot meet his price, the demon takes his life instead! So be prepared to pay if you call this demon!

ANGELS AND GODS IN ARDUIN

Angelic Beings

Many religions have holy manifestations of great power as the messengers, troubleshooters and warriors of their patron gods. There are many examples, from the Judeo-Christian and Islamic angels to the Maruts of the Hindus, to the Thunderbirds of some Amerindian peoples. They are always forces for good and order, and are the one force of less than godly might that will consistently overwhelm demons and devils.

All angelic kind will attack evil beings on sight, detecting evil on a 94% chance up to 60' distant, and will show those types absolutely no mercy unless the evil ones immediately repent their sins and call upon God to save their souls. They can never be mesmerized, geased or otherwise psychically put under the control of another being. They get a +10 MRS versus the spoken disintegrate magik. They regenerate at 5 HP per melee round and if slain simply return to the bosom of their lord in heaven. No life drain, poison or venom can ever harm any of the angelic kind, and they can double their CF for 20 melee rounds each hour, MAX 30 CF. They are totally immune to fear, confusion and to any weapon that is not magik. All angelic beings have true sight, and can hear the heartbeat of a sleeping man within a 90' radius of themselves.

These beings are the ultimate force for good that a character is ever likely to encounter, and they must be played that way. They can *never* be summoned, though they may certainly be called upon, but even if the petitioner's cause is just and the need is great, an angelic being might not intervene, for they are first and foremost the servants of their god, and if God intends that there be no intervention, there shall not. If angelic beings do intervene, they will not take orders from the petitioner, for they are privy to the wisdom of their god and know what needs doing.

The following is the way angelic beings are represented in my Arduin campaign; it is just *one example* of how this can be done.

Guardians resemble nothing so much as chubby, 2-year old kids with curly hair and tiny hummingbird like wings. They are prone to giggle a lot and to even occasionally play pranks. They are usually unclothed and will often have a +10 MA tiny short bow doing triple damage, with quiver and seven small silver arrows. They are: HP: 45 AV: 10 CF: 1D4+15 Speed: 77' ground, 777' air Number: 1D100 They love to misdirect pagans and fib to them. They are most often summoned to deliver messages over great distances or to banish lesser sendings of evil. However, at the request of an EL 12+ priest of their god, the Guardian can be sent to shoot the Golden Arrow of Peace and Love into anyone who is called by name. Those hit by this arrow become totally peace-loving, serene and content for the rest of their lives, or, if that was what was ordered by the priest, they can be made to fall



totally in love with anyone whose name that priest has inscribed upon said arrow. Guardians turn away undead equivalent to an EL 10 priest. Figure that all Guardians have a DBF of 75, an ABF of 125 and an MRS of 44%. Guardians also get a +10 MRS versus all fire, cold, acid, paralysis, stoning and are +10 versus any kind of technological impingement from bullets to lasers. They also have a 20 STR and can wield up to OP 5 priestly magiks.

Sentinels may be summoned or sent by God to do most any task. All are of striking beauty, with white-feathered wings, golden auras and dressed in long flowing robes. They are 100% immune to all forms of lightning or electricity. Their blessings are of double potency and they can cause, at will, an area up to 60' in diameter around themselves to fill with the "Golden Light of God." No undead being can abide this light, fleeing from it precipitously. If girded for battle, Sentinels wield +15 ABF two-handed swords, +3 HP to damage, +20 RCH chance, which are wreathed in crimson fire for 1D6+4 HP extra damage. Versus evil or demonic types all their weapons statistics double and all of those kind struck by the weapon have one CON point blasted. They are: HP: 75 AV: 12 CF: 1D4+16 Speed: 90' ground, 900' air Number: 1D20. They are summoned to do all those things beyond the capability of Guardians. All Sentinels have a DBF of 125, an ABF of 175 and an MRS of 63%. Sentinels also get a +10 MRS versus all fire, cold, acid, paralysis, stoning and are +10 versus any kind of technological impingement from bullets to lasers. They also have a 20 STR and can wield up to OP 5 priestly magiks. Sentinels can grant pious and true believers of the one faith full wishes (one per person), but only if the situation calls for extremely strong measures or great reward is due.

Archsentinels are the leaders of the Sentinels and the commanders of the heavenly host. They are: HP: 100-150 AV: 15 to 20 CF: 1D6+16 Speed: 120' (ground), 1200' (air) Number: 1D3. All Archsentinels have a DBF of 200, an ABF of 250 and an MRS of 88%. Archsentinels have +20 MRS saves versus priestly magiks, and take only half damage from fire, cold, acid and paralysis. Technological weaponry is -20 against them, and does but one-quarter damage. They cannot be stoned, have a 30-40 STR and can wield up to OP 10 priestly magiks. They have improved true seeing and hear twice as well as Guardians and Sentinels. They are also totally immune to all sonics.

In all respects Archsentinels are a potent and terrible foe against evil. They wield +25 ABF, +5 HP damage +20 RCH chance two-handed swords wreathed in golden flame, for 1D10+10 HP extra damage. All these statistics are doubled versus those of demonic or evil soul. All hit by the swords must save versus "Mage Fear" and have 1D4 CON points blasted (no save). Their "Golden Light of

God" is of 90' in diameter and not only does what the lesser angels' does, but also causes all lesser demon kind and elementals to hesitate or flee (50/50 which) and to be confused and uncertain, for -20 ABF/DBF while inside the glow. Even demons otherwise immune to confusion will be so affected. They can be called upon only by EL 12 or greater priests and only for the most important tasks, such as combatting demons. No magik intrinsic to lesser demons can harm Archsentinels and even a physical attack by a lesser demon will do but one-quarter damage!

Archsentinels can convert any sentient being to their religion simply by the laying on of hands, but will not do so unless specifically asked three times to do so by the being in question. For the purposes of healing, consider an Archsentinal to be equivalent to an EL 20 priest. They are truly the Knights of God, and not to be trifled with. Archsentinels can grant full Godly Grants, as they deem it fit and necessary. Of course, those circumstances are quite rare.

GODS AND DEMI-GODS

At some time during game play, the GM will be tempted to physically insert a real god into play. This is probably the biggest mistake that could ever be made. It is one which invariably leads to many, many problems which usually end up destroying the credibility of the game. Don't do it!

Gods, in any mythos, are simply too powerful, particularly in a combat situation. Could you see your character trying to fight Yahweh, the god of Solomon and Moses? Or perhaps you'd care to take on Odin or Zeus? It is simply not possible within the context of either the game or reality.

Please don't mistake what is being said. The gods do impinge upon, and interact with the characters. They can even intercede or interfere directly in some instances, with strict GM control. But at no time should a player be able to fight a real god and survive. The avatar of the god is a different matter entirely, however, and as such, a god could be confronted by characters foolish enough to try. An avatar is a *small* manifestation of the god in question sent to directly influence events when the god himself cannot or will not do so. For example, Zeus loved to send an avatar of himself to Greece in the shape of a huge white bull. There he "cavorted with the ladies," as it were. These avatars would range from 500 to 1000 HP in size, always be at least AV 30 and other similarly astounding statistics. Magikal effects should have little chance of really affecting them and physical combat should be exceedingly difficult for characters as well. In short, an avatar should be five to ten times more difficult to deal with than are Greater Demons. Still want to try? Remember, the god you anger this melee round will be the same god who drops the entire Rocky Mountains on your head the next melee round!

Chapter 4

Gamemaster Aids

Collected here is a variety of resources to assist the GM in adjudicating situations that tend to occur in the game at one time or another. These may involve combat, such as undead turnaway or the combat checklists. They may be resources for resolving the effects of accidents and intentional havoc, such as the various tables for breakage and equipment saves, or the rules relating to injury and health. They may define how the characters encounter hazards in the environment, whether whimsy, weather or werewolves. Or they may simply be resources for determining how the characters get from here to there and back again, as in the section on travel. In every case, they are the province of the GM, to be used or not used as the particular situation dictates. If you have a good reason why rope breakage needs to be checked, you as the GM can use the appropriate table. If you want to change it to take into account factors the players may not and should not know about, that's within your discretion. The key is that all these aids are just that, not hard and fast rules designed so the players can nail your toes to the floor. If the GM says this particular werewolf isn't affected by silver bullets, be assured she has good and sufficient reason for saying that. Flexibility and fairness are the two factors the GM must balance when using these or any other resources. Even though this chapter has more than thirty tables in it, there are plenty of possible additions. You as the GM may think of something you would like to see in table form for the running of your world. Well, all you need is a sheet of graph paper, one or two colors of fine-tip pen, and some idea how you want the table structured. For the especially careful, a ruler and a calculator may be helpful too. Anyway, the point is, if you don't see what you want here, create it!





UNDEAD TURNAWAY

Table 69 is used when player characters of the holy kind attempt to invoke their holy power to permanently chase off an undead creature. If they equal or exceed the value given for a specific undead within 10', it will either flee or disincorporate as indicated. The turnaway attempt is limited as outlined below. For game purposes consider the greater undead to be those things of vampyr power or better. To use, simply roll a D20 and match the roll to the creature line and EL column; the priest is successful if his roll equals or exceeds the value in the table. If the priest is confronting more than one undead, a separate turnaway attempt is necessary for each.

Demons are listed here as a convenience as they too are occasionally affected by priests and artifacts. Demons will not flee if a turnaway is indicated. Instead they will slowly back away 1D20' and hesitate, doing nothing unless provoked, for one melee round. If they fail a second consecutive time, they will then not attempt to physically approach to within the distance where they feel this aversion—more often than not about 10'. However, during this entire process the demon will constantly attempt to destroy the person using all means possible, save for direct physical contact. Any demon getting a disincorporate result will retreat back to its hell immediately and not return for 25 hours.

Any rolled result more than 5 over the required roll results in immediate disincorporation. Some creatures, notably ghouls and other solid undead, simply cannot disincorporate.

But they can and do disanimate, falling to the ground where they slowly molder into a sticky goo or a heap of brittle bone fragments over 1D20 minutes.

If a priest fails to turn away an undead creature, he can try one more time, but it will leave him weak and unable to fight for 1D20+3 melee rounds afterwards. He would barely be able to stand and certainly won't be able to move at all until rested the number of melee rounds rolled. And he'll be shaky for 1D20 minutes more as well. However, as long as the priest is attempting to turn a different creature each time, he can continue to do so without incapacitating fatigue.

Religious symbols or sigils are often used by priests and others to improve their chance of turnaway. The GM will have to adjudicate the precise impact; typically, something simple like a crucifix would raise the effective EL of the priest by 1, while the relic shinbone of a major saint might give a 5 EL bonus, and the one true Holy Grail would be worth a 10 EL bonus. Some symbols will be completely ineffective; you won't turn a lot of undead with an image of a particularly evil god like Shagrath the Red Spider! Symbols that are of magikal or religious import must either be seen or, if invisible, touched to be effective against undead. Pentagrams of power, magik circles, and the like provide protection against undead only if visible to them in the ethereal plane.

Priests who have not yet gained their first EL use the EL 1 column, with a -5 penalty on the die roll.

If you don't see the undead kind in question, use the creature that it most closely resembles, or expand the table. It's really up to you.

Table 69
Priestly Undead Turnaway

Type of Undead	EL of Priest (Use highest applicable value)												
	1	2	4	6	8	10	13	18	23	28	33	41	51+
Skeleton	°	°	°	°	°	°	*	*	*	*	*	*	*
Zombie	2	°	°	°	°	°	°	*	*	*	*	*	*
Battlebones	3	2	°	°	°	°	°	°	*	*	*	*	*
Apparition	4	3	2	°	°	°	°	°	°	*	*	*	*
Tomb Wight	5	4	3	2	°	°	°	°	°	°	*	*	*
Common Wraith	6	5	4	3	2	°	°	°	°	°	°	*	*
Banshee/Shadow	7	6	5	4	3	2	°	°	°	°	°	°	*
Skullmonculus/Mummy	8	7	6	5	4	3	2	°	°	°	°	°	°
Spectre/Ghoul/Ghost Crab	9	8	7	6	5	4	3	2	°	°	°	°	°
Vampyr/Skull Warrior	10	9	8	7	6	5	4	3	2	°	°	°	°
Morghoul/Shadow Titan	11	10	9	8	7	6	5	4	3	2	°	°	°
Vampusa/Hell Horse	12	11	10	9	8	7	6	5	4	3	2	°	°
Valpyr/Lich/Drich/Lupogaunt	13	12	11	10	9	8	7	6	5	4	3	2	°
Blue or Red Wraith	14	13	12	11	10	9	8	7	6	5	4	3	2
Will O'Wisp/Nightmare	16	15	14	13	12	11	10	9	8	7	6	5	4
Lesser Demon/Dragon Wraith	18	17	16	15	14	13	12	11	10	9	8	7	6
Greater Demon	20	19	18	17	16	15	14	13	12	11	10	9	8
Demon Lord	-	20	19	18	17	16	15	14	13	12	11	10	9
Dark God Avatars	-	-	20	19	18	17	16	15	14	13	12	11	10

- Indicates that no turn away is possible by a Priest of this EL or less.
- ° Indicates that a turn away is automatic; treat as 1 to calculate disincorporation chance.
- * Indicates the creature in question automatically disincorporates with no roll required.



Table 70
Physical Effects of Injury

%	Damage
01-05	No problems, can move and function normally
06-10	-5% to movement and -3 to BF for 1D100 minutes
11-25	-10% to movement and -5 to BF for 25+1D100 minutes
26-50	-20% to movement and -9 to BF for 50+1D100 minutes
51-75	-35% to movement and -15 to BF for 100+1D100 minutes
76-99	-50% to movement and -24 to BF for 150+1D100 minutes
Resurrected	-75% to movement and -35 to BF for 250+1D100 minutes

INJURY AND HEALTH

Healing & Regeneration

All healing magik requires one minute per point of damage fully healed. Natural healing carries on regardless of the situation; however, spoken magik or device healing requires that the person being healed be resting and motionless during the entire healing process. But with worn devices, such as rings, amulets, etc., a wearer will heal at half the listed rate if he does not rest and stay still, as it is the device working and not himself.

A person may magikally be healed only the number of HP equivalent to his starting HP in any given day. All other damage heals naturally at 1 HP per day unless the damage was caused by cell-destroying means, such as fire, acid, etc. In that case it will heal at the rate of 1 HP per 3 days of rest. If a person does not rest, his natural healing slows to half the normal rate.

Magikal healing leaves only the most minor of scarring, except where there is massive cell-destroying damage such as fire, which leaves terrible scars.

All with regeneration who are killed by any means must make a normal resurrection roll to see if they survived the trauma of death. Failure to make it by regeneration is not considered to be a failed resurrection.

Devices and the like that cause regeneration heal at a rate of 1 HP of damage per each single melee round (Troll-like), 2 HP per melee round (Vampyr-like), or 1 HP per melee round for all not specifically stated otherwise. This is at rest. If active, the healing rate is halved.

Regeneration by anything other than a priestly ritual or the very rare heavenly essences must be implemented prior to the damage inflicted. This means that a "Ring of Righteous Regeneration" cannot be put on a wounded person and be expected to work. On the other hand, if he already wore it when he was wounded, then it would work as designed.

Being healed, however minor the wound, is a sapping experience. You just don't suffer severe damage from axe blows, claws, or whatever and then shake off the trauma simply because you've been healed! You will be shaken mentally, emotionally and physically, and should play your character appropriately. In fact, a good GM will use optional **Tables 70 and 71** to aid in determining the effect of wounding and healing.

Drains & Blasts

I give a saving throw versus life CON or STR **drains** so that if a save is successfully made, only half the listed loss is taken; half of one equals no drain. However, there are creatures and items that **blast** life levels away, like the Javelins of Devastation, and no save is possible against them. Also, whenever a life level is blasted, the victim is stunned, losing her next two actions. It really hurts!

Table 71
Mental Effects of Injury

%	Damage
01-05	No problems, can function normally
06-10	A bit hesitant, -1 to RF for 10+1D20 minutes
11-25	Somewhat hesitant, -2 to RF for 20+1D20 minutes
26-50	Moderately confused, etc., -4 to RF for 50+1D100 minutes
51-75	Substantially confused, etc., -7 to RF for 100+1D100 minutes
76-99	Very confused and chaotic, -10 to RF for 200+1D100 minutes
Resurrected	Totally confused and chaotic, -20 to RF for 300+2D100 minutes



CON or STR points lost magically or otherwise may not be regained in any way except by Godly Grants or potent magical means. They're not at all easy to get back, nosiree!

CON or STR points lost to blood or life drain, or lost by unintelligent creatures from any cause, may be regained by absolute rest at the rate of one CON and/or one STR point per month. If that rest is broken for any reason, the healing process stops and may never be restarted for those particular lost points! Blasted points *never* come back.

Optional Rule

Priests and the Curing of Diseases

In addition to any other spells or rituals they may begin with, the GM may allow all priests to learn certain basic concepts while studying to be ordained within their various orders: Prayer, blessings, healings and the knowledge that illness is caused by diseases, not bad air or some other old wives' tale.

A priest cures or heals a disease by laying on his hands and willing the power of his deity through himself and into the patient in order to cleanse the sickness away.

There are three orders of power of disease curing, each having its own mana cost and possible problems.

Basic Disease-Curing Ritual: 95% of the time this will deal effectively with such diseases as chicken pox, mumps, the common cold and other mild non-life-threatening ailments. It has a 25% chance of dealing with those more normally dealt with by the Intermediate Disease-Curing Ritual. It has no effect on the maladies listed under the Advanced Disease-Curing Ritual. It takes 3 minutes to perform and costs 1 mana point to activate. The patient must still have complete rest for another day to prevent a relapse.

Intermediate Disease-Curing Ritual: 95% of the time this will cure such things as pneumonia, malaria, influenza, scarlet fever and other moderately severe diseases. It also has a 20% chance of dealing with sickness normally dealt with through the Advanced Disease-Curing Ritual. It takes 7 minutes to perform and costs 3 mana points to activate. The patient must still have complete rest for 3 days to prevent a relapse.

Advanced Disease-Curing Ritual: 90% of the time this will deal with the true killer diseases that may be encountered. Bubonic plague, tuberculosis, yellow fever, smallpox, rabies, typhus, cholera and other horrific diseases are the target of this ritual. It takes 13 minutes and costs 9 mana points to perform. The patient must still have complete rest for another full week to prevent a relapse.

The percentage chance for success increases by 1% per 5 ELs of the performing priest; however, none of these rituals may ever have better than a 99% success chance.

The Impact of Poison and Venom

Poison or venom may be encountered during game play. Despite the impression you may get from reading the descriptions of some monsters, most poisons do not act instantaneously. Here is an easy way to figure out just how fast they will affect player characters:

Venom and poison begin to have an effect after the passage of 6 full melee rounds, less one full round for every 10 HP or fraction thereof in potency of the poison. The minimum time delay is one full melee round, no matter how powerful the poison or venom is. For instance, Rinaldo is stung by a giant scorpion which has a 32 HP potency venom. That venom will start to affect Rinaldo in 6 melee rounds, less its potency factor of 4 ($32 / 10 = 3.2$; round up to 4), or $6 - 4 = 2$ melee rounds. So in 2 melee rounds it starts to work.

To determine how much venom damage Rinaldo will then suffer each melee round, simply divide his CON score into the total amount of venom he will be taking. In this instance Ronald has a CON of 18, thus $30 / 18 = 1.67$, rounded up to 2, so he will suffer 2 HP of damage each melee round over a 15-melee-round period; divide the potency of 30 by the per-round damage of 2, beginning on the second round after he was stung. All venom or poison damage for that melee round takes effect on action count 1 of the melee round.

In any case where the venom's potency is so great that the original calculations show no time delay in its effect, you must give a one melee round minimum delay anyway. No venom or other toxic substance, for the purpose of game play, works faster than that, unless it is specifically written up differently. But we recommend against anything that potent being allowed.

Where the optional shock rule is employed, poison and venom carry no shock damage; only real damage is inflicted.

Intoxication

Intoxication is a special form of poisoning, which usually does no short-term damage to the character, but does alter his ability to function. There are many chemicals which will induce a state of intoxication; we restrict our discussion here to the ingestion of ethyl alcohol.

The degree to which a character becomes intoxicated depends mostly upon his body weight, CON, the amount of alcohol in the beverage and the rate at which he absorbs the alcohol. However, the computations necessary to compute degrees of drunkenness would be complicated and out of the tenor of the game, as things would slow down for very little advantage. With that in mind, we have chosen to employ a very simple approach, which the GM can modify as he sees fit.



For all players, for each drink the player imbibes (1 oz. hard liquor, 4 oz. wine, or 12 oz. beer), he is -1 to RF, -1 to CF, -5 to Base BF and +1 to EGO for the next hour. If the player reaches -6 to RF, -6 to CF, -30 to Base BF and +6 to EGO, he must make CF rolls to succeed at mundane things like trying to stand up. At some point after that, drinking results in unconsciousness, or rarely death, as GM adjudicated.

Other factors may come into play as well, including the character's experience in drinking large quantities of alcohol, his race, his age, his state of health, whether he is fatigued, and the presence of other substances in his body which might inhibit or enhance the effects of alcohol. As these other factors vary greatly, their significance must be left to the GM to adjudicate.

Racial and cultural factors bear great importance. Generally, Orcs, Half Orcs and Kobbits are the most susceptible to drunkenness, while Dwarves, Urukks and Throon are very resistant to it. Most Elves simply aren't interested in getting drunk. Deodanths love to drink to excess, but it affects only their RF and EGO, as listed above. Finally, Phraints treat ethyl alcohol as a food product; their metabolism is such that it never intoxicates them.

There are other effects of excessive drinking, including nausea, hangovers, loss of short-term memory, loss of inhibitions, etc. There are plenty of examples in contemporary society, and I don't mean the beer commercials! In a long-term campaign, the excessive drinker may start to lose CON, EGO, INT, WIS, DEX and AGIL points, and the drink will eventually kill him, whether because of the effects of alcohol on his physiology, or because he loses so much off his stats that he blows too many rolls in the hurly burly of combat.

Resuscitation

Table 72 is used for drowning victims and the like. The listed value is the percent chance of successful resuscitation, assuming, of course, that someone in the party knows the appropriate techniques—you can't exactly expect human-style CPR to work on a Phraint. For CON values over 17, add 3% per CON point, to a maximum of 99%.

Resurrection

or, What it Takes to Bring Someone Back

Resurrection may be attempted upon a character only up to and including 30 days after death. To determine the character's chance of being resurrected immediately after

death, use **Table 73**. For each day of delay there is a reduction of 3% in the probability of success. There may only be a maximum of three attempts, except for Elves and certain other immortals, who get only one try! The first attempt has all listed percentages for success, but the second attempt has a 20% additional failure chance, and the third attempt has a 50% additional chance of not working. Priests add 2% to the chance of success per EL they have earned since they learned the resurrection ritual, but only if they are of the same faith as the victim. If of different faiths, the increase is only 1% per 3 full ELs that the priest has earned since mastering resurrection.

For example, a character with a base 75% chance of successful resurrection has been slain. The party has no surviving priest, so they trek overland to a city where a patriarch of the same faith capable of performing the difficult ritual is located. It took them 18 days to arrive, so the slain character's base chance of resurrection has been reduced to 24%. The first day of death there is no penalty, thus 17 days times 3% is 51% subtracted from the 75% base. The patriarch adds a further 10% for his 5 ELs in excess of the EL at which he learned the ritual, for a net chance of 34%. The patriarch tries and fails on the first attempt, but tries again. However with the second attempt penalty of 20%, the hapless character's chances are now only 14%! The odds of the third resurrection attempt, should the second one also fail, would be the always-allowed 1% base attempt chance, even though the actual percentage would be in the negative numbers.

Each resurrection attempt, success or failure, subtracts one from the character's CON score *permanently*. Thus a character with a CON of 15 will have his CON lowered by 2 (to 13) if successfully raised on the second attempt. This is due to the tremendous shock and stress put upon a body by death and resurrection. If it takes three attempts to successfully raise your character, then he'd lose three full CON points, permanently.

Every character brought back to life, usually regardless of how it was done, must take 20 days of full and complete rest afterwards. This is reduced by one day per remaining CON point the character has, multiplied by the number of resurrection attempts it took to revive him. Thus the character with a CON score of 15 is raised on the first attempt, so now has a CON of 14, and has a 6-day recuperation period (20 - 14 = 6). If it had taken two attempts, his CON would be 13 and his recuperation time would be 14 days (20 - 13 = 7 x 2 attempts = 14).

Table 72
Resuscitation Chance

CON	4	5	6	7	8	9	10	11	12	13	14	15	16	17
%	12	15	18	21	24	27	30	33	36	39	42	57	65	70



Recovery never takes less than one full day.

An "Advanced Death Breaker," limited wish, regeneration or other similar operation reduces the resting time to 20 hours, less one hour per CON point etc. A full wish or Godly Grant will reduce that time to 20 minutes, less one minute per CON point, etc., of the character.

Deaths listed as irrevocable or permanent, as in the Critical Hit Table, can only be negated with a limited-wish-augmented "Advanced Death Breaker," a full wish, or by a Godly Grant. Nothing else works.

A character is 100% destroyed whenever he takes 200% damage from a tissue-destroying means such as acid, fire, or the like; any such character may only be resurrected by using a full wish to gather the component atoms of the body together and then rebuild them into its old pattern, a second full wish to reunite the body with the soul and a third full wish to reunite the mind with the body. Thus three full wishes are required or only one Godly Grant. However, the wishes must all be used within one hour of each other, and the GM must make sure that the way the wishes are worded is correct. If the incorrect wording is used, then the gods which grant those wishes will be free to interpret the request as they see fit. That can be disastrous for a character.

Anyone who has been chewed up, chopped up or similarly mangled is required to make a random D12 roll to see how many months will pass before he has full use of his body again. Thus once again the massive effects upon a body's nervous system are taken into proper account.

Whenever an eye is destroyed then magikally restored, it takes a full 25 hours to restore the sight completely. How much vision each hour of healing-time brings may easily be pro-rated. Ditto for hearing, smelling and tasting; however, speech, as in "voice box ruined," takes twice as long to recover enough to be usable.

Death in Hell: Any living creature that dies upon one of the Twenty-One Planes of Hell is irrevocably gone. The body decomposes to slime at the rate of one melee round for every 5 ELs and the soul is swept into the ethereal plane by the Winds of Limbo, instantaneously, upon full decomposition. Gone!

Cloning

The process of creating a physical double of any living creature is called cloning. It requires not only OP 12 wizardly rituals but OP 10 alchemical knowledge as well, and is thus quite rarely done.

During a 7-hour long ritual the wizard cuts a triangular plug 1" on each side from some part of the living being to be cloned. This plug of flesh is then immediately immersed in an alchemical concoction called Life's Blood. In this potent liquid it begins to grow; after 13 weeks it has

literally become a newborn babe. Once per week after beginning, the wizard must reinforce his initial rituals with another 3-hour ritual. Also, each week requires the Life's Blood be totally replenished, usually during the reinforcement ritual.

For each month's time spent in this arcane broth the newly born being will grow and age one full year, until it reaches the age identical to the age that the donor being was when the plug was taken. At that time it will awaken and emerge from its mystik bath, fully aware and equal in all mental and physical respects to the clone's originator. But the clone will be soulless and thus utterly amoral. It will have no concept of right or wrong, and will attempt to become whole instinctively. It will try to kill the original, thus freeing its soul and hopefully affixing it to the clone.

However, the wizard controlling the cloning process can halt the process anywhere he desires by adding an alchemical fixative during a special 9-hour ritual of awakening. The clone will then emerge, as described above, but only at the age the growth has been stopped. If the original being from which the clone was taken dies, it will automatically be imbued with the free soul of its parent and thus be fixed at whatever age it then is and will awaken into full life. Remember, though, that no subsequent experience transfers to a clone, only the life force or soul, so it will only know what the parent knew at that age.

In any case except the last, once awakened the clone will seem fine for a month or so, but then he will slowly begin to go insane. This is due to the fact that the clone has no soul, nor will he until such time as his progenitor physically dies. This lack of wholeness will torment him terribly and he will blame his creator for this. The clone will take one month's time per year age that it is, to become 100% insane. However, all during that time his insanity would have been increasingly manifesting his manic tendencies, which usually tend toward mayhem and murder directed at his parent. If the clone is magikally slept after its awakening, its progression into insanity is slowed by 50%, but not halted. Remember: a soulless clone is an unhappy clone!

Clone building has a minimum GM-adjudicated cost of 20,000 G.S. plus a monthly cost of 1,000 G.S. Further, the initiating ritual takes 55 mana points, and each of the reinforcing rituals takes another 35 mana points. And none of that even takes into account the great expense in alchemical skill and materials, which will have to be adjudicated by the GM.

Many cultures absolutely ban the cloning process as an offense against the gods, punishable by death. Be warned, if the clone doesn't get you, the law probably will. And if it doesn't, well, who knows how the gods really feel about this sort of thing anyway?

**Table 73
Resurrection Chance**

Race	%+ Per El.	%+ Per CON	Base Chance	Comments
Amazons	2	2	25	
Avians, lesser	0.5	0.5	20	
Avians, greater	0.5	1	25	
Baellroggs	1.5	2	50	
Brownies	1	1	60	
Cave Men	0.5	1	32	
Centaur	1	3.5	48	
Demons, greater	1.5	3	60	The hardest of all
Demons, lesser	1.5	2	55	
Deodanths	1	1.5	45	One try only
Dragons, true	1.5	2.5	55	
Dwarves	1	2	45	
Elves	1	1	55	One try only
Faerie kind	2.5	1.5	60	One try only
Furies	0.5	1.5	38	
Gargoyles	0.5	2	40	
Giants, greater	0.5	3	55	STR 25 or greater
Giants, lesser	0.5	2.5	50	STR 24 or less
Gnomes	1	2	48	
Goblins	0.5	1	38	
Haggorym	0.5	1.5	38	
Half Elves (male)	2	1	35	
Half Elves (female)	2	1	33	
Half Orcs	2	1	25	
Hell Hounds	0.5	2	30	
Hobbits	2	2	30	
Humans (female)	1.5	1.5	28	
Humans (male)	1	1	30	
Insects, greater	0.5	1.5	30	
Insects, lesser	0.5	1	25	
Khai-Shang	1.5	1.5	25	
Khai-Zirin	1.5	2	28	
Khorbs	0.5	1.5	44	
Knobblins	1	1.5	35	
Kobbits	1.5	2.5	32	
Kobolds	1.5	2	33	
Mammals, large	1	1.5	28	Varies by species
Mammals, small	1	1	25	Varies by species
Mermaids	0.5	1	30	
Memmen	0.5	1.5	33	
Ogres, all	0.5	2	48	
Orcs	1	2	30	
Phraints	3	1	33	
Piscoids, all	0.5	1.5	25	
Reptiles, greater	0.5	2	36	Varies by species
Reptiles, lesser	0.5	1	24	Varies by species
Saurigs	0.5	2.5	36	
Throon	0.5	2	48	
Titans	1	1.5	52	
Tritons	1	1	35	
Trolls	0.5	2.5	48	
Undead, all	0	0	0	Cannot be resurrected
Urukks	1	3	40	



• Random Traps •

Tables 74, 75 and 76 are quick-reference tables for the GM who has placed a trap, but not made a decision on what it is when somebody in the party blunders into it. Also, if the GM does know generally what the trap is, he can refer to these tables to see if a similar trap is given, and by that means he will know what kind of damage the trap inflicts.

Traps do not automatically go off every time someone gets in the wrong place. For one thing, many thieves have the skill of disarming traps, and others may have some skill in that direction because of their heritage or special abilities. Some traps only trigger when the second or third character steps in the wrong place; this stratagem is used

where the entity installing the trap wants to try to take out a wizard, who generally will be in the middle of the party for protection. Also, some traps have been in place for so long that they will only have a percentage chance of going off each time the trigger should have been activated.

The least sophisticated traps are one-shot, non-resetting traps; the sophistication runs all the way up to resetting traps that trigger magikal spells and or illusions or that have other multiple effects. Of course, the more complicated the trap is, the more it cost to install in the first place, so a really sophisticated trap ought only show up where there is (or was) commensurate value to protect.

Table 74
Random Traps—Wall

D20 Die Roll	Trap Description and Damage
1	A 7' spring loaded steel spear flashes out at 3' height. 1D20 + 1 RCH
2	A 10' square Malayan Gate springs out.** 3D20 + 3 RCH
3	A razor-edged giant sword slices across the corridor. 2D20 + 2 RCH
4	A huge blowtorch-like tongue of flame belches out. 1D20*
5	A blast of liquid oxygen covers one person. 1D100
6	A heavy crossbow bolt fires out at a 3' height. 3D10 +1 RCH
7	A single shot shotgun blasts one character.** 2D20 + 1 RCH
8	A poisoned dart is fired out at 5' height. 1D3 plus 8D8 poison
9	An envenomed dart is fired out at 4' height.** Paralysis for 1D20 days
10	A 10' section of wall hydraulically smashes out. 1D100 + 3 RCH
11	A 10' section of wall turns into boiling mud and falls. 1D10, knock down
12	A toxic acid sprays out covering 5 cubic feet. 1D20, 10% blinding chance.
13	A 5' diameter puff of poison gas hits one person. 2D20
14	A powerful jet of boiling water blasts out at a 4' height. 1D10, stunned
15	100 small iron darts fire out filling a 10' cubic area.** 1D3 per dart
16	Both walls in a 10' square corridor area smash together.** 2D100, 5 RCH
17	A blast of red-hot steam sears all in a 10' diameter area. 1D20
18	A basketball-sized, spring-loaded stone fist bashes out. 1D20, stunned
19	A mechanical, high speed steel drill strikes one person.** 1D20 + 1 RCH per melee round
20	A glob of very sticky glue splurts over one person. Stuck 1D100 melee rounds.

*There is a 25% chance that all burnable items (clothes, hair, wood, etc.) will catch fire.

**There is a 25% chance that the victim is stunned 1D10 melee rounds.



Table 75
Random Traps—Ceiling

D20 Roll	Trap Description and Damage
1	A pale amber ray strikes one person. Total disintegration*
2	A weird, auroral light fills the 10' square area below. 1D100% mana is drained from every magik user in the party; roll separately for each character.
3	A bright green ray bathes one character in its light. Random teleportation.
4	The 10' square, one ton, roof section falls down.** 1D100 + 1-3 RCH
5	A twin-armed buzz saw snaps down to a 4' height** 2D20 + 1 RCH
6	An oily grey liquid pours down, covering one person. Turned to stone*
7	Boiling hot oatmeal pours down covering one person. 1D6 burn points
8	A 27 HP Red Slime plops down on one person. See monster section.
9	A random, GM-adjudicated monster drops on one person. As appropriate.
10	A 108 HP Black Slime drops, covering 10' square. See monster section.
11	A pulsing orange ray flashes down, striking one person. 1D10 RCHs!*
12	An eye-searing laser blast on one character. 2D20 + 1 RCH.
13	A brain-numbing blue Polar Cold Ray hits one character. 3D10
14	A pale lavender ray flashes down on one character. 1D20 days paralysis
15	10 cubic feet of mud crash down. Ploomp!** 1D3, knock down
16	A brilliant, multi-hued life-drain ray strikes one person. Lose 1D4 CON points.
17	A random monster teleports among the party. As appropriate.
18	A brilliant pink gender-reversal ray hits one person.* Change your sex!
19	A 10' cubic area becomes totally dark for one melee round. Whimsy! Anything goes!
20	A brilliant silver light fills a 10-cubic-foot area. Roll D20 for each item or artifact with magikal properties; All magik is negated for 1-19 minutes or, on a 20, permanently. All applicable item and artifact saving rolls apply.

*All applicable character saves should be rolled.

**There is a 33% chance the victim is stunned for 1D20 melee rounds



Table 76
Random Traps—Floor

D20	Roll	Trap Description and Damage
1		A 10' square trap door opens, 20' fall onto 7' steel spikes. 2D20 and 1 RCH.
2		A 10' square trap door opens, 10' drop into Emerald Ooze. See monster stats.
3		A 3' circular trap door opens, 3' drop to 7' deep acid. 1D20 per melee round and 25% blindness chance.
4		A 5' square trap door opens, 30' drop to 10' steel spikes. 3D20 and 2 RCHs.*
5		The person stepping onto a 3' diameter area triggers a random teleportation. Gone!
6		A 6' circular trap door opens, 1,000' drop into cavern below. Death! Splat!
7		A 5' square trap door opens, 20' fall into unfinished trap. 1D10, stunned for 1D20 melee rounds.
8		A 3' diameter trap door opens, 10' fall into mechanical grinder. 1D100 per melee round. 1 RCH per 20 points of damage.
9		A 3' diameter trap door opens, 20' fall into molten lava. Instant death.
10		A 10' square trap door opens, 10' fall into Blue Slime. See monster stats.
11		A 5' diameter trap door opens, 20' fall into boiling mud, 8' deep. 1D20 per melee round.
12		A 3' diameter trap door opens under a greased chute. Safely deposited on the next lower level. 10% stun chance.*
13		A 5' square trap door opens, 15' drop into a Mouth Arm. See monster stats.
14		A 3' square trap door opens, 3' drop into 17' deep quicklime. 1D6 per melee round, smother in 1D20 turns.
15		10' square section disappears, direct drop into Razor Vines. See monster stats.
16		A 10' square floor section is hydraulically smashed into the ceiling. 3D20 and 2 RCHs. Resets in 60 seconds.*
17		A 7' circular trap door opens, 20' drop into a huge spider web, with or without spider (GM-adjudicated results).
18		A 10' square trap door opens, 20' drop into random monster lair. Stunned from fall (1D4 melee rounds), see monster stats.
19		A 5' square trap door opens, 5' drop into 6' deep dragon dung. Phew! Stench remains 5 days (20% less each one).
20		GM special—anything goes! Whimsy! Karma! Whatever!

*All stuns thus indicated last 1D10 melee rounds unless noted otherwise.



• Breakage •

Magikal Equipment Saves

Use **Table 77** to determine if an artifact has survived a peril, while alone or while being carried by a player character. Simply find the column that most closely resembles the happenstance in question and cross-index it with the proper artifact line. The percentile roll must equal or be less than the value shown for the artifact to survive.

Weapons and armor get 1% added to their save chance for every magikal plus. Other items get 1% added to the range for every magikal attack they have. All items embodying the same power as the peril attacking them add 50% to their save chance. Of course, any item with 100% immunity vs. a particular peril may never be damaged by that peril.

The item must make its saving roll whenever it is, itself, specifically attacked, or if the host body is either killed or takes enough damage to put him down and out of the fight. However this last part holds true only for highly vulnerable items such as books, scrolls, and glass potion bottles, or if there was a damaging medium that is specifically hazardous to a particular item, such as fire versus a scroll or acid versus a set of robes etc.

All frangible items, like glass mirrors or crystal balls, have only a 5% save versus all sonic or vibratory attacks.

Adjudication is always an option for the GM.

Weapon Breakage

Table 78 is used in any situation where massive targets have been struck during combat or other play. Cross-index your character's STR score with the kind of weapon classification that most closely approximates his own. The listed percentage is the chance, on a percentile roll, of the weapon actually breaking. If your STR score is higher than that listed, simply follow the natural progression of the percentages. For example: a character with a 33 STR score with a +10 weapon would have a 38% chance of breaking his weapon because the breakage progression was +2% per STR point when it left off at STR 30 on the table.

Bashing weapons such as maces, flails and the like get a 5% bonus v. breakage; all two-handed weapons get an additional 3%. If the weapon does break, then a percent roll must be made to determine how many pieces (1D100) the weapon has broken into. For every point a defender's armor class is over AV 25, 3% is added to the base chance of weapon breakage. To take the whole table, here is an example: an Ogre with a STR 19 is using a two-handed maul one-handed to strike a knight wearing full plate armor and magik +1 shield for an AV of 29. That means that the base chance for breakage would be zero! Surprised you, didn't I? Well, the breakage table would not be

consulted because the knight who is the Ogre's target is not dense enough to cause breakage. Density is a matter of GM adjudication; my rule of thumb is that the target is dense enough to check for weapon breakage if the target's AV plus HP are more than five times the maximum damage done by the weapon. In the example, the knight had an AV of 29 and let's say 40 HP, for a total of 69. The maul does a maximum of 20 HP of damage (1D10+10), which gives a value of 100 when multiplied by 5. Thus, the knight is nowhere near dense enough to endanger the weapon. On the other hand, if the target were a large Red Dragon with the same AV as that knight, 29, but with 85 HP, the total (114) exceeds the 100 value attributed to the maul, and a breakage roll would be in order. The breakage chance is based on whether the maul is magik or non-magik, and if not magik, on whether it is iron, bronze, etc. So let's say that the Ogre's maul was iron, in which case the base to break would be 25%. However, because it is a bashing weapon, that is reduced by 5% down to 20%. Again because it is a massive two-handed weapon, the base chance is further reduced by 3% down to 17%. And finally, because the target's armor class is +4 over AV 25, it is increased by 12% back up to 29%. So there you have it, a breakage chance of 29%, with every pertinent factor accounted for. You just can't go around thumping concrete walls and other dense or hard things without busting something. And I don't necessarily mean the wall!

Rope Breakage

Table 79 is for use when a roped-off point man falls through a trap door in a corridor, or when a party is roped off and climbing a cliff, and one or more men fall, etc. There is always a chance the rope will break. Common sense should be exercised in the GM's adjudication at all times. This is for a common half-inch hemp rope tied to a person/weight. To reflect the weight of additional equipment on a person, simply take half the character's encumbrance and add that to the percentage chance to break. Also, better types of rope, such as silk, or thicker rope will resist damage better.

Help! I'm Falling!

Table 80 is to assist you in determining what damage is sustained from falls. The listed base damage can be adjudicated by the GM according to the actual impact area (is it jagged rock? a snow bank?). The base damage and any RCHs that occur are always done to a victim regardless of the extra damage done by the random damage modifier roll. It's only after the 50' line has been passed that the falls on this table really get lethal. This is for game balance; we know you can break your neck falling in the



Table 77
Magikal Equipment Save Chance

Item	Heat	Cold	Energy	Disin- tegrate	Magikal Negation	Magikal Triggers	Elec- tricity	Acid	Impact Crush	All Else
Swords	50	45	40	35	30	N/A	55	55	65	50
Other Weapons	45	40	35	40	35	N/A	55	60	60	45
Shields	60	55	50	45	40	N/A	50	50	55	10
Other Armor	55	50	45	40	35	N/A	60	50	40	55
Amulets	35	30	25	20	17	17	17	20	25	30
Rings	40	35	30	25	20	17	20	25	30	35
Wands	40	35	20	20	25	25	17	17	25	30
Rods	45	40	25	25	30	30	20	20	30	35
Staffs	10	45	30	30	35	35	25	25	35	40
Robes	15	40	15	17	20	N/A	25	30	80	40
Scrolls	20	20	10	25	17	20	10	70	40	25
Books	15	30	17	20	25	25	30	17	55	45
Potions	20	20	17	15	20	N/A	15	20	20	40
Basic Gear	25	25	25	25	10	10	25	30	35	40
Mirrors/Balls	25	25	75	20	70	N/A	5	25	20	25
Musical Gear	30	30	25	25	20	N/A	17	15	10	40
Statues, etc.	65	40	45	40	N/A	N/A	20	50	55	50
All Other	40	35	30	25	20	17	17	20	15	30

Table 79
Rope Breakage

1-10' Weight	11-20' Drop	21-30' Drop	31-40' Drop	41-50' Drop	51'+ Drop	Drop
500 lbs.	50%	60%	70%	80%	90%	99%
450 lbs.	40%	50%	60%	70%	80%	90%
400 lbs.	30%	40%	50%	60%	70%	80%
350 lbs.	25%	35%	45%	55%	65%	75%
300 lbs.	20%	30%	40%	50%	60%	70%
250 lbs.	15%	25%	35%	45%	55%	65%
200 lbs.	10%	20%	30%	40%	50%	60%
150 lbs.	7%	15%	25%	35%	45%	55%
100 lbs.	4%	10%	20%	30%	40%	50%
50 lbs.	1%	5%	15%	25%	35%	45%



Table 78
Weapon Breakage Chance

User's STR	Magik Weapons by ABF adds								Non-Magik Weapons Made of:			
	0	1	2	3	4	5	10	15+	Copper	Bronze	Iron	Steel
8	-	-	-	-	-	-	-	-	2	1	-	-
9	-	-	-	-	-	-	-	-	5	3	1	-
10	1	-	-	-	-	-	-	-	8	5	2	1
11	2	1	-	-	-	-	-	-	11	7	3	2
12	3	2	1	-	-	-	-	-	14	9	4	3
13	4	3	2	1	-	-	-	-	17	11	5	4
14	5	4	3	2	1	-	-	-	20	13	6	5
15	6	5	4	3	2	1	-	-	23	15	7	6
16	7	6	5	4	3	2	1	-	26	17	8	7
17	8	7	6	5	4	3	2	1	29	19	9	8
18	10	8	7	6	5	4	3	2	32	21	10	9
19	14	13	12	11	10	9	8	7	47	40	20	18
20	20	17	16	15	14	13	12	11	50	45	25	20
21	25	19	18	17	16	15	14	13	60	50	30	25
22	30	22	21	20	19	18	17	16	70	60	35	30
23	35	25	24	23	22	21	20	19	80	70	40	35
24	40	28	27	26	25	24	23	22	90	80	45	40
25	45	30	29	28	27	26	25	24	99	90	50	45
26	50	32	31	30	29	28	27	26	100	99	60	50
27	60	34	33	32	31	30	29	28	100	100	70	55
28	70	36	35	34	33	32	31	30	100	100	80	68
29	80	40	37	36	35	34	33	32	100	100	90	78
30	90	45	39	38	37	36	35	34	100	100	99	88

shower!

Definitions of term used in **Table 80**:

Stunned The victim blacks out for 1D4 melee rounds.

Knocked Out The victim is rendered unconscious.

Winded The victim has had his breath knocked from him and will be immobile and gasping with -40 ABF/DBF.

Table 80
Fall Damage

Fall Distance	Base Damage	Base RCH Chance	Random Damage Modifiers (D10)									
			1	2	3	4	5	6	7	8	9	10
01-10'	1-2 HP	none	N	N	E	E	S	S	S	S	D	F
11-20'	2-4 HP	1%	N	E	E	S	S	S	S	D	D	F
21-30'	3-6 HP	3%	E	E	S	S	S	S	D	D	F	F
31-40'	6-10 HP	5%	E	S	S	S	S	D	D	F	F	MF
41-50'	8-12 HP	10%	D	D	F	F	MF	MF	MF	MF	B	MB
51-60'	11-15 HP	15%	D	F	MF	B	B	MB	MB	MB	MB	C
61-70'	16-20 HP	25%	F	MF	B	B	MB	MB	MB	MB	C	C
71-80'	21-30 HP	35%	MF	B	B	MB	MB	MB	MB	C	C	C
81-90'	31-40 HP	50%	B	B	MB	MB	MB	MB	C	C	C	C
91-100'	41-60 HP	75%	*	B	MB	MB	MB	MB	C	C	C	C
101-125'	61-80 HP	100%	*	MB	MB	C	C	C	C	C	C	C
126-150'	81-100 HP	100%	*	MB	C	C	C	C	C	C	C	C
151-200'	101-150 HP	100%	*	C	C	C	C	C	C	C	C	C
201'+	GM-Adjudicated	100%	*	Death usually ensues from falls this far.								

* Indicates you must roll for an RCH 1-3 times; automatically suffer 3 on the 201'+ line.

Abbreviation	Meaning	Description of Effects
B	Broken Bone	A bone is broken, causing severe pain if moved, rendering that limb useless for attack/defense and -90% movement if leg or foot. It heals, if properly set, in 1D10+20 days. Victim is automatically stunned ; 20% chance knocked out for 1D100 hours.
C	Crushed Bone	A bone is totally pulverized, usually with bone splinters tearing through the flesh, and becomes totally useless permanently. For each 20' fallen (or fraction thereof) there is a 5% chance for an additional bone to be shattered; roll for each separately. Victim is also (50/50) either stunned , or knocked out for 1D100 hours.
D	Dislocation	A victim's hip, shoulder, etc. is dislocated causing bad pain and the inability to function at full capacity; -10 BF attack/defense (arm), or -20% speed (leg). This heals (90% chance) in 1D6 days; there is a 10% chance of permanent disability, GM-adjudicated.
E	Bruise	A portion of the victim's body is painfully bruised. This heals in 1D4 days.
F	Fracture	A bone is cracked or fractured causing some pain if moved, and -5 BF attack/defense (arm), or -10% movement (leg). It heals in 1D10+10 days.
MB	Multiple Breaks	Multiple bones are broken (1D3 per 20' or fraction thereof actually fallen). 30% chance of being winded for 1D10 melee rounds. 20% chance of being knocked out for 1D6 minutes.
MF	Multiple Fracture	Like a fracture but for more than one bone, rib, finger, etc. Victim is automatically winded for 1D10 melee rounds. 20% chance of being knocked out for 1D6 minutes.
N	No damage of any kind.	
S	Sprain	A finger, toe, wrist, ankle, knee, etc. is sprained. Attack/defense is at -5 BF (arm), movement at -10% for 1D10 hours (leg). It is painful but not harmful.



• Environmental Hazards •

Whimsy, or Puck's Caress

Table 81A is used whenever "The Winds of Limbo" blow, or when a hapless character ingests unusual magikal potables like "Puck's Caress Special Brandy." The player does all the rolling, but only under strict GM supervision! To determine what happens, roll once on the first column. Roll on the duration chart three times to determine duration, chance of recurrence, and when it will recur. Roll on the second column if the initial roll indicates a color change, roll on the third column if the initial roll indicates a race change, and roll on the fourth column if the initial roll indicates a class change. Remember, roll on the table only as and when indicated! Where **Table 81A** is used, the result is only permanent if so specified. For the duration and possible recurrence of effects, see **Table 81B**. Recurrence will happen 1D6 times, spaced anywhere from one hour to one day from the end of the last period. Don't use these tables frivolously! It's too dangerous for a character. Of course, feel free to devise your own tables.

Table 81B
Duration of Whimsy Effect

D12 Die Roll	Chance of Duration	Chance of Recurrence
01	1D10 hours	5%
02	1D20 hours	10%
03	1D100 hours	15%
04	1D6 days	20%
05	1D12 days	25%
06	1D20 days	30%
07	1D100 days	35%
08	1D4 months	40%
09	1D6 months	45%
10	1D8 months	50%
11	1D10 months	55%
12	Permanent (!)	—

Table 81A
Whimsy

Die Roll	Whimsy Circumstances	Color	Race	Class
01-02	Become minus vs. magik on a D20 roll	Red	Wood Elf	Druid
03-04	Add D100 to MRS, maximum total 99	Green	Orc	Normal
05-06	Chaotic becomes Neutral and vice versa	Blue	Dwarf	Rune Singer
07-08	Retrogress in age (roll % of max. life span) ^o	Yellow	Hobbitt	Mage
09-10	Progress in age (roll % of max. life span) ^o	Purple	Kobbit	Warrior
11-12	Become double-jointed in every joint	Magenta	Deodanth	Barbarian
13-14	Change class ^o	Turquoise	Phraint	Forester
15-16	Change attitude/become forceful-demanding	White	Werewolf	Thief
17-18	Hair and/or eyes change color	Black	Goblin	Medicine Man
19-20	Change of attitude/turns reckless, risk-taker	Orange	High Elf	Martial Artist
21-22	Ears increase size, shape, color (D10 inches)	Tan	Half Orc	Priest
23-24	Increase weight D100 lbs.; maximum twice original weight	Silver	Star Giant	Illusionist
25-26	Turns coward/run from threats (25%/no risks)	Grey	Urukk	Herbalist
27-28	Lawful becomes Neutral and vice versa	Bronze	Khai Shang	Samurai
29-30	Hair and/or eyes (50/50) change color	Gold	City Elf	Trader
31-32	Super fast reflexes, add D10 to CF	Metallic red	Amazon	Rune Singer Priest



Table 81A, continued
Whimsy

Die Roll	Whimsy Circumstances	Color	Race	Class
33-34	Complete klutz, 25% minimum fumble chance	Metallic green	Common Ogre	Assassin
35-36	True sight 100%	Metallic blue	Shimmerling	Dual Class
37-38	Change your religion; GM adjudicated ^o	Metallic purple	Wobra	Courtesan
39-40	Decrease weight D100 lbs.; minimum half original weight	Metallic orange	Centaur	Techno
41-42	Complete sex change ^o	Metallic yellow	Hurakku	Bard
43-44	Change color on 100% of body	Lavender	Khai Zirin	Rune Weaver
45-46	Become totally xenophobic	Black/white*	Hill Giant	Alchemist
47-48	Grow a third arm/leg (50/50)	Red/white*	Human	Sage
49-50	Become 100% totally fearless	Blue/white*	Gnome	Star-Powered Mage
51-52	Become natural teleport (line of sight only, once/hour)	Green/white*	Desert Saurig	Witch Hunter
53-54	Change class ^o	Black/red*	Pixie	Herbalist
55-56	Become very gullible, believe everything told	Blue/red*	Nixie	Paladin
57-58	Roll twice on this column, ignoring this number	Green/red*	Mermaid	Normal
59-60	Grow a tail 1D8 feet long	Yellow/red*	Kithoi	Rune Weaver Priest
61-62	Increase height 1D6 feet; maximum double original height	Gold/silver*	Brownie	Bard
63-64	Change race ^o	Bronze/silver*	Urukk	Warrior
65-66	Become amphibian/grow set of gills	Red/silver*	Titan	Saint
67-68	Decrease height 1D6 feet; no smaller than 2 feet	Green/silver*	Vampyr	Herbalist
69-70	Grow wings (75% chance they're usable)	Blue/silver*	Sea Elf	Techno
71-72	Glow in the dark (like a lantern—roll for color)	Black/silver*	Knoblin	Medicine Man
73-74	Grow 1D6 extra eyes (evenly spaced on head)	Blue/gold*	Half Elf	Dual Class
75-76	Drop your religion and follow no other	Red/gold*	Throon	Wizard
77-78	Grow 1D5 extra fingers/toes (50/50)	Green/gold*	Were Bear	Thief
79-80	Become an uncontrollable kleptomaniac	White/gold*	Dragon	Paladin
81-82	Become 100% totally religious fanatic	Black/gold*	Wyvem	Alchemist
83-84	Eyes disappear/vision replaced by sonar	Maroon	Vroat	Assassin
85-86	Become completely hairless	Day-glo red	Were Tiger	Trader
87-88	Become extremely hairy over 100% of body	Day-glo blue	Swamp Saurig	Druid
89-90	Nose gets bigger (D6"), turns red and glows	Day-glo yellow	Were Flamingo	Saint
91-92	Change race ^o	Day-glo green	Ibathene	Warrior
93-94	Acute, continuous flatulence (-6 charisma)	Day-glo orange	Were Toad	Bard
95-96	Change of luck (20%)/(50/50- good or bad)	Camouflage Pattern	Frost Giant	Priest
97-98	Appear as night demon (illusion; no real changes)	Phosphorescent	Dog	Beast Master
99	Gain 1D4 ELs immediately	Translucent	Lesser Demon	No change!
100	Roll thrice on this column, ignoring this number	Transparent	No change!	Priest-Mage

- ^o Permanent result; do not roll duration
- * Spots, stripes, checks, half 'n' half, etc.



WEATHER IN ARDUIN

We have provided the GM with complete weather tables for each of the four seasons and an at-sea table as well. But you must remember that these tables pertain to the weather in Arduin, which is similar to Southern Germany on Earth, and are thus not carved in stone. Remember, it's your world, so its weather is up to you!

How to Use the Weather Tables

To use **Tables 83 through 87**, all the GM has to do is roll percentile dice for each day of game play. This may be done for many days in advance or one day at a time, it doesn't matter. The weather is usually rolled once for the daybreak to noon time period, once again for the afternoon to sunset time period and then once more for the entire night period. However, if the weather is truly rotten at night, I re-roll at midnight to see if it breaks. You can also use **Table 82**, Weather Duration, if you want the weather to be more stable.

Desert, mountain and jungle weather are distinctly different from that described on the following tables, so adjudicate accordingly! And at sea, weather is another entity altogether; see **Table 87** specifically.

The GM can also roll, if desired, on the following table to keep from having to make so many daily weather rolls.

Tables 88 and 89 provide information for the GM interested in the real meaning of all this wind and cold.

The Effect of Weather on Travel

Blizzards: Blizzard conditions usually indicate 21-30 mph winds; 1-20° F temperature and heavy blowing snow for 21-25 hours. Travel speed is reduced by 90%. Extreme blizzard conditions indicate 31-50 mph winds, 1-10° F temperature, heavy blowing snow for 31-50 hours and no travel allowed.

Snow: On days where the snow percentage chance indicates a snowfall, the GM must then roll a D10 to determine duration and intensity. 1-3 is a light one-hour snow fall; 4-7 is a moderate snow fall of 1-4 hours duration; 8-10 is a heavy snowfall of 1-10 hours duration. Light snow reduces travel by 10%; medium snow reduces travel by 25%; heavy snow reduces travel by 50%.

Fog: Light ground fog reduces travel by 25% and heavy ground fog reduces it by 50%. A light mist is no real travel hindrance.

Wind: Variable winds are rolled for on an hourly basis by the GM with modifiers for terrain, etc. Strong wind

reduces travel speed by 10%, while very strong winds reduce travel speed by 25%.

Rain: In the summer, occasional rain showers are rolled for every 2 to 4 hours at GM's discretion, and have a 75% probability of happening. They reduce travel speed only if the road becomes extremely muddy (GM adjudication). Heavy rain will reduce travel speed by 10%-50% depending on terrain.

Thunder & Lightning: Summer thunderstorms are usually 1-to-4-hour-long displays of electrical brilliance and deafening thunderclaps, though often without rain. These do not impede travel per se, but, depending on terrain and the quantity of metal the characters are carrying, there will be a GM-adjudicated chance of lightning striking the characters. Figure a base of 5% per hour, which may be as much as quadrupled for those in plate armor crossing treeless plains.

At-Sea Storms: Typhoons and hurricanes are the very worst that can happen to a vessel in FRP game play. Few sail or oared vessels can survive such natural fury without finding some sort of shelter. GM adjudication is definitely required in such situations. A waterspout can come from any direction and from any distance between one-quarter and two miles. A direct hit is even worse than a hurricane—the stoutest vessel will be torn to pieces instantaneously, and surviving the shipwreck is more in the province of godly intervention or plain dumb luck than in any way related to skill.

Table 82
Weather Duration

Die Roll	Duration of Weather
1-2	One full day
3-4	1D100 hours
5-6	Two full days
7	Five full days
8	Three full days
9	Four full days
10	Six full days

Table 83
Winter Weather

D100 Roll	Weather Results
01-03	Sunny, clear and warm (51-70°) with gentle breezes (1-5 mph).
04-06	Sunny, clear and cool (41-60°) with gentle breezes (1-5 mph).
07-09	Sunny, clear and cool (41-60°) with some wind (6-10 mph).
10-12	Sunny, clear and cool (41-60°) with moderate winds (11-20 mph). Ice crystal halo around sun/ moons.
13-15	Sunny, clear and cool (41-60°) with strong winds (21-40 mph).
16-17	Very cloudy, cool (31-50°) and windy (16-25 mph).*
18-19	Overcast, cool (31-50°) with absolutely no wind at all.*
20-21	Overcast, cool (31-50°) with gentle breezes (1-5 mph).*
22-23	Overcast, cold (11-30°) with gentle winds (6-10 mph).**
24-25	Overcast, cold (11-30°) with moderate winds (11-20 mph).**
26-30	Overcast, cold (11-30°) with strong winds (21-40 mph).
31-35	Overcast, cold (11-30°) with very strong winds (41-60 mph), travel extremely difficult. Wind chill is deadly.
36-40	Overcast, cold (11-30°) with variable winds (11-30 mph).***
41-45	Overcast, very cold (1-10°) and windless.**
46-50	Overcast, very cold (1-10°) with variable winds (11-30 mph).**
51-55	Overcast, extremely cold (-1° to -20°) and very windy (31-40 mph), travel difficult.* Wind chill is deadly.
56-60	Overcast, killing cold (-21° to -40°) with variable winds (21-40 mph) from variable directions, travel very difficult.
61-65	Overcast, cold (11-30°), moderate intermittent snow fall all day, travel extremely difficult.
66-70	Overcast, cold (11-30°), moderate intermittent snow fall all day, travel extremely difficult.
71-78	Light ground fog in the morning (1-5 hours), windless and cool (21-40°). High overcast later on.
79-81	Heavy ground fog in the morning (2-6 hours), windless and cool (21-40°). Low overcast later on.
82-86	Continual light snowfall all day (6-25 hours), cold (1-20°) and windless. 10% chance for light morning mist (1-2 hours).
87-91	Continual moderate snowfall all day (6-25 hours), cold (1-20°) and windless. 20% chance for light evening mist (1-4 hours).
92-96	Continual heavy snowfall all day (6-25 hours), cold (1-20°) and windless. Visibility 1-10', snow bank build-up is rapid.
97	Blizzard conditions. Visibility 1-3', deadly wind chill. Roll the 10% chance for extreme blizzard conditions.
98	Rain all day long (01-20%) light; (21-65%) moderate; (66-100%) heavy, variable temperature (51-60°). Wet, wet, wet!
99	Cold (11-30°) with severe windstorm conditions (51-70 mph), travel extremely dangerous. 5% chance for cyclone.
100	Warm (41-60°), muggy, overcast with severe thunder storms lasting 11-20 hours. Danger! Lightning can getcha!

* Indicates a 20% chance for snow, rolled for the morning, afternoon and evening.

** Indicates a 35% chance for snow, rolled for the morning, afternoon and evening.

*** Indicates a 50% chance for snow, rolled for hourly.



**Table 84
Spring Weather**

D100	Weather Results
01-05	The perfect day! 70° temperature, gentle breezes (1-5 mph) and an occasional fluffy white cloud.
06-10	Warm (56-65°), occasional clouds and light breeze (1-5 mph)
11-13	Very warm (66-75°), very infrequent clouds and light winds (6-15 mph). 10% for light morning mist.
14-15	Hot (76-85°), cloudless blue sky and practically no wind.
16-20	Sunny cloudless skies, warm (71-75°) and slight breezes (1-5 mph). 25% chance for Sun Dogs. (A Sun Dog is a sort of aerial mirage, occasionally mistaken for a UFO in our own world).
21-22	Gentle spring showers (21-30 minutes duration) off and on all day, 6-15 mph winds and 51-60° temperatures.****
23-25	Sunny, warm (61-70°), generally clear blue skies and gentle breezes (1-5 mph). 5% chance for light evening mist.
26-28	Warm (61-70°), occasional clouds and 1-5 mph breezes.*
29-31	Sunny, warm (56-65°), occasional lone clouds and 6-15 mph winds. 1D20 minute warm spring shower in morning.
32-34	Warm (61-70°), occasional clouds and 6-15 mph winds.
35-37	Partly cloudy, cool (46-55°) and 11-20 mph winds.**
38-40	Sunny, warm (61-70°), clear blue skies and gentle 1-5 mph breezes.
41-43	Partly cloudy, 56-65° and gentle 1-5 mph breezes.*
44-46	Very warm (71-80°), clear blue skies and 6-10 mph breezes.
47-48	Cool (41-50°), lowering overcast and 11-20 mph winds.***
49-50	Booming thunderstorms, frequent heavy rain showers (D20 minutes) and 11-30 mph winds.****
51-52	Bright, clear, cloudless sky, fierce 31-50 mph winds and 51-60° temperatures. Windy enough to knock a man over!
53-57	Sunny, warm (61-70°), clear blue skies and gentle 1-10 mph winds. 10% chance for Sun Dogs (see 16-21).
58-60	Partly cloudy, 56-65° and light 6-10 mph winds.
61-62	Cool (41-50°), clear blue skies and 1-5 mph breezes.****
63-67	Hot (81-90°), cloudless skies and 1-10 mph winds.
68-70	Partly cloudy, cool (46-55°) and 11-20 mph winds.*
71-75	Sunny, warm (61-70°), clear blue skies and 6-15 mph winds.
76-80	The perfect day! 70° temperature, 1-5 mph breezes, and occasional clouds. Makes you want to fly a kite!
81-83	Very warm (71-80°), clear blue skies and 1-5 mph breezes.
84-86	Partly cloudy, 56-65° temperatures and brisk 11-20 mph winds.*
87-89	Warm (61-70°), 1-10 mph winds and frequent low clouds.
90	Cold (36-45°), fierce arctic winds of 31-50 mph and lowering overcast skies.**
91-95	Sunny, warm (61-70°), clear blue skies, 11-20 mph winds.
96	Freak snow flurries (1D20 minutes), 36-45° temperatures, overcast skies and 16-25 mph winds. Roll hourly.
97-99	Light morning ground fog (1-5 hours), windless and cool (36-45°), overcast skies later.**
100	Freaky weather! Roll once each hour for 1D20 hours, but ignore this number. Now this could get confusing!

* Indicates a 20% chance for D20 minute duration light rain showers rolled for twice daily.

** Indicates a 35% chance for 3D20 minute moderate rain rolled for three times daily.

*** Indicates a 50% chance for 3D20 minute heavy rain storms rolled for five times daily.

**** Indicates a 35% chance for 1-3 hour heavy ground fog in the morning or evening (one only).



Table 85
Summer Weather

D100 Roll	Weather Results
01-05	Sunny, clear and warm (61-70°) with gentle 1-5 mph breezes.
06-10	Sunny, clear and warm (61-70°) with gusting 21-40 mph winds.
11-13	Very cloudy, occasional moderate rain showers, 16-25 mph winds and 51-70° temperatures.****
14-16	Very hot (96-105°), 1-10 mph winds and a generally cloudless blue sky. 25% chance for an evening thunderstorm.
17-19	Warm, muggy (76-95°), with variable 16-25 mph winds and cloudless skies. 35% chance for evening thunderstorm.
20-31	Cool (51-60°), clear cloudless skies with winds of 26-35 mph.
32-36	Sunny, clear and very warm (71-80°) with little or no wind.
37-41	Sunny, clear and hot (1-90°) with little or no wind.
42-44	Partly cloudy, occasional light rain showers (D10 minutes), 11-20 mph winds and 51-70° temperatures.
45-47	Generally sunny with occasional light rain showers (D10 minutes), 11-20 mph winds and 51-70° temperatures.
48-49	Generally sunny with occasional clouds, variable 11-20 mph winds and 51-70° temperatures.*
50-51	Light morning ground fog (1-5 hours), windless and cool (31-50°), partly cloudy skies later.
52-53	Very cloudy, cool (46-55°) with strong 21-30 mph winds.***
54-55	Overcast, light misting rain (1-4 hours), warm (61-70°) with winds of 6-15 mph.****
56-57	Moderate morning ground fog (2-6 hours), windless and cool (31-50), clear blue skies later.
58-60	Partly cloudy, cool (51-60°) with moderate 11-20 mph winds.**
61-65	Sunny, clear and cool (51-60°) with 16-25 mph winds.
66-70	Sunny, clear and very warm (71-80°) with 1-10 mph winds.
71-72	Hot (81-100°), very muggy and moist, rumbling thunderstorms all day long (danger!) and 21-30 mph winds.
73	Heavy morning ground fog (4-8 hours), windless and cool (31-50°), heavily overcast skies later.***
74-75	Partly cloudy, cool (51-60°) with gentle 1-10 mph breezes.*
76-78	Blisteringly hot (100-120°), cloudless skies and a variable 21-40 mph (hot) wind. It feels like a blow dryer!
79-83	Generally sunny with occasional clouds, variable 6-15 mph winds and 61-80° temperatures.*
84	Freak hail storm of 11-30 minute duration, ouch! (roll again for the day's weather).
85-89	Partly cloudy, variable 11-20 mph winds and warm 71-80° temperatures.
90-94	Sunny, clear and extremely hot (91-100°) with little (1-3 mph) or no wind. 10% chance of evening thunderstorm.
95-98	Sunny, clear and very warm (71-80°) with 6-15 mph winds.
99-100	Blisteringly hot (100-120°), cloudless sky, no wind and no relief. Phew! This is the proverbial fry an egg on the sidewalk kind of day.

- * Indicates a 20% chance for a brief, gentle rain shower of 1D20 minutes duration, once only sometime that day (or night).
- ** Indicates a 35% chance for 1-3 moderate rain showers of 3D20 minutes duration. Sometime during the next 25 hours.
- *** Indicates a 50% chance for a single fierce, heavy rain shower (thunder and lightning) of 3D20 minutes duration sometime during the day.
- **** Indicates a 50% chance for light ground fog in the morning and/or evening (lasting 21-120 minutes).

Table 86
Fall Weather

D100	Weather Results
01-05	Brisk (41-50°) and windy (11-30 mph) with a heavily overcast sky (and a few occasional scattered snowflakes).
06-08	Warm (56-60°) and windless with mostly clear blue skies.
09-13	Cool (40-44°) and overcast with 11-20 mph winds.*
14-16	Cold (36-45°), very windy (26-35 mph) and with high but solid cloud cover.
17-21	Cool (41-45°), overcast, 16-25 mph winds with a 20% chance for a surprise thunderstorm of 2D20 minutes duration.
22-23	Brisk (41-50°) and windy (11-30 mph) with scattered low flying clouds.
24-25	Warm (51-60°), nearly cloudless skies and gentle 1-5 mph breezes. A nice day for a picnic.
26-30	Cool (46-55°), high but heavy overcast and 16-25 mph winds.*
31-35	Cold (36-45°) and windless with lowering overcast skies.**
36-38	Frequent snow flurries all day long, heavy overcast and 16-25 mph winds.**
39-41	Brisk (41-50°), windy (11-30 mph) with lowering, overcast skies.**
42-44	Warm (51-60°), partly cloudy and 11-20 mph winds.
45-49	Cold frequent rain showers all day long, heavily overcast and 46-55° temperature.****
50-52	Cold (41-50°), overcast skies, occasional snowflakes and 16-25 mph winds.****
53-54	Unseasonably hot (61-80°), gentle 1-5 mph breezes and mostly clear blue skies.
55-57	Brisk (41-50°), windy (11-30 mph) with scattered low flying clouds.
58-62	Warm (51-60°), high scattered clouds and 6-15 mph winds.
63-67	Cool (46-55°), extremely low overcast, frequent misting rain and 16-20 mph winds.****
68-70	Cold (36-45°), fierce 31-50 mph winds, scattered low flying clouds and the odd occasional snowflake.
71	Hail storms off and on all day, 1-10 mph winds, overcast skies and 26-35° temperatures.
72-73	Light morning ground fog (1-5 hours), high scattered clouds later with 50-60° temperatures.
74-78	Very cold (16-35°), clear and absolutely windless.
79-83	The perfect fall day! 55°, 11-15 mph winds, and high scattered clouds. Go have a barbecue.
84	Lucky you! Roll twice on the list for morning and afternoon weather!
85-86	Moderate morning ground fog (2-6 hours), heavily overcast and 51-60° (windless) later in the day*.
87	Even luckier you! Roll four times for morning, afternoon, evening and nighttime weather!
88-92	Cold, 40-44°, heavy low overcast, 6-10 mph winds and an occasional snowflake or two.****
93-94	Heavy, cold morning fog (4-8 hours) with a very heavy overcast (windless) and 46-55° later.***
95-99	Very cold (16-25°), very low overcast and 11-20 mph winds.***
100	A freak heavy snow storm of D10 hours duration, overcast skies, 30-40° temperatures and 21-30 mph winds.

- * 25% chance for light showers (1D20 minutes) rolled for three times daily.
- ** 50% chance for moderate rains (2D20 minutes) rolled for five times daily.
- *** 75% chance heavy rain storms (3D20 minutes) rolled for hourly.
- **** 25% chance of moderate ground fog (3D20 minutes) in the morning and/or evening.

Table 87
At-Sea Weather

D20 Roll	Weather Result
1	Calm, clear, no wind, horizon-to-horizon visibility
2	Partly cloudy, visibility 10 miles, wind 1-10 mph
3	Partly cloudy, visibility 5 miles, wind 6-15 mph
4	Partly cloudy, visibility 1 mile, wind 1-5 mph
5	Foggy, at sea level, visibility 800 yards, faint breeze
6	Foggy, at sea level, visibility 300 yards, windless
7	Foggy, at sea level, visibility 100 yards, windless
8	Foggy, at sea level, visibility 10 yards, windless
9	Pea souper, visibility zero, absolutely becalmed
10	Normal day, wind 10-15 mph
11	Wind 16-20 mph, good sailing weather
12	Wind 21-25 mph, fast sailing weather
13	Wind 26-30 mph, rough sailing weather
14	Wind 31-35 mph, furl half sails, too much wind!
15	Wind 36-40 mph, furl three quarter sails, way too much wind!
16	Wind 41-50 mph, down all sails, rough seas!
17	Full gale, winds 51-60 mph, bail, damn it, bail!
18	Storm, winds 61-75 mph, man the life boats!
19	Typhoon or hurricane, winds 76 mph to ??? Grow gills!!
20	Waterspout. Row, sucker, row!

Table 88
Beaufort Scale Wind Descriptions

Wind Velocity	Description	Characteristics
1-3 mph	calm	Smoke rises vertically
4-7 mph	light air	Wind direction shown by smoke drift
8-12 mph	light breeze	Wind direction shown by weather vane
13-18 mph	gentle breeze	Wind extends light flags
19-24 mph	fresh breeze	Small leafed trees start to sway
25-31 mph	strong breeze	Umbrellas used only with difficulty
32-38 mph	moderate gale	Inconvenient to walk against the wind
39-46 mph	fresh gale	Small twigs, etc. broken off trees
47-54 mph	strong gale	Chimney pots and roof slates blown off
55-63 mph	whole gale	Trees uprooted, considerable damage
64-75 mph	storm	Widespread damage to most structures
76+ mph	hurricane	Extremely violent conditions.



Wind Chill

Learn the 30-30-30 rule of survival: when exposed to 30 mph wind at -30°F , human flesh freezes solid in 30 seconds. That's the dead truth.

The killing factor is wind chill. The term is only dimly understood by a flash-frozen populace, but is based on a scale that precisely correlates temperature and wind force. Wind chill, expressed in meteorological phraseology as equivalent temperature, measures the difference, in impact on exposed skin, between what the thermometer registers and the wind delivers.

The meteorologists' wind chill table starts at still (0 mph wind) and ranges up to winds of 50 mph. While 20° on a windless day can be quite tolerable, a 20 mph wind makes the received effect of that temperature equivalent to -9° without wind. The arctic nadir on the scale: at -45° , a 50 mph wind creates the equivalent of a -128° . **Table 89** gives a range of examples for the GM's edification, based on a still-air temperature of 20°F . For each degree less than 20° , simply add that to the minus on the equivalent temperature.

Table 89
Wind Chill

Wind Speed	Equivalent Temperature $^{\circ}\text{F}$
0	20°
5	19°
10	3°
15	-5°
20	-9°
25	-15°
30	-18°
35	-20°
40	-21°

Extremes of Temperature

Table 90 gives a quick reference for the GM who needs to know what the extremes of temperature may imply, or who just can't find the melting point of mithril in a standard chemistry text.

Generally, ordinary non-magikal life forms will be unable to tolerate temperatures much above 140°F for more than 10 minutes or so, and many will be unable to function at all in that heat, even if they haven't died yet. Likewise, real temperatures as low as -40° will rapidly incapacitate most beings. On the other hand, if you're immune to the effects of fire or cold, it's no big deal—until you pull out your trail rations and they instantly become incinerated or frozen rock-solid. Try chewing on that. Also, just because you're fireproof doesn't mean there's any free oxygen for you to breathe in that 1600°F room; most likely it has all reacted with something and turned to smoke or soot or water vapor or CO_2 . Maybe you can just hold your breath...

Table 90
Temperature Conversion

Substance	Temperature $^{\circ}\text{C}$	Temperature $^{\circ}\text{F}$
Absolute zero (lowest possible temp.)	-273°	-459°
Helium liquifies	-268°	-451°
Common point of the two scales	-40°	-40°
Ammonia freezes	-18°	0°
Water freezes	0°	32°
Normal human blood heat	37°	99°
Water boils	100°	212°
Lead melts	328°	622°
Plutonium melts	640°	1184°
Silver melts	962°	1764°
Gold melts	1064°	1947°
Copper melts	1083°	1981°
Silicon melts	1410°	2570°
Iron melts	1536°	2797°
Molten lava typical surface temp.	1730°	3146°
Platinum melts	1772°	3222°
Silver boils	2110°	3830°
Gold boils	2900°	5252°
Tungsten melts	3382°	6120°
Carbon melts	3550°	6422°
Most molecules break down to atoms	4700°	8492°
Mithril melts	4800°	8672°
Adamantium melts	6000°	10832°
Orichalcum melts	7204°	13000°



Random Fogs & Mists in Dungeons

Whenever the GM needs to spice up a dungeon, cavern, tomb, or other such area during player exploration of same, he can roll any or all of the individual columns on

Tables 91A and **91B** as he feels necessary. Alternatively, the tables can also be used to stat the dungeon ahead of time.

Table 91A
Random Fogs & Mists—Sensory Effects

D20 Roll	Fog Color	Smell	Visibility ¹	Sounds
01	Red	None	1-10'	None
02	Blue	Roses	3'	Whistling wind
03	Green	Honey	5'	Combat
04	Purple	Almonds	7'	Weird music
05	Yellow	Lemon	10'	Distant drums
06	White	Cinnamon	15'	Whistling tune
07	Grey	Jasmine	10'	Screams of anger
08	Black	Musk	7'	Rasping metal
09	Silver	Sulfur	5'	Heavy machinery
10	Gold	Mildew	3'	Wind chimes
11	Maroon	Corned Beef & Cabbage	1-6'	Stealthy footsteps
12	Rainbow	Coffee	3-7'	Running water
13	Magenta	Wet dog	3'	Maniacal laughing
14	Black & White	Dragon dung	5'	Distant bells
15	Red & Green	Rotten eggs	7'	Rattling chains
16	Orange	Ripe cheese	10'	Moans and groans
17	Lavender	Fish	15'	Distant bagpipes
18	Silver & Gold	Vanilla	Opaque	Unintelligible grumbling
19	Black & Silver	Burnt meat	100%	Bubbling mud
20	Ever-changing	Liquid bleach	1-20'	Voiced warnings



Table 91B
Random Fogs & Mists—Other Data

D20 Roll	Special Effects	What's in the Room
01	Intense cold ²	Small low altar of colored ⁵ stone
02	Intense heat ²	Medium low altar of colored ⁵ stone
03	Intense humidity ²	Large low altar of colored ⁵ stone
04	Burning, stinging eyes ³	Medium high altar of colored ⁵ stone
05	Instant euphoria and elation ³	Large high altar of colored ⁵ stone
06	Instant amnesia, 10% permanent ³	Huge altar of colored ⁵ stone
07	Whimsical, weird effects ⁴	Many pillars, to ceiling
08	-1D6 (roll) to all attributes ⁴	Large "bottomless" pit in center
09	+1D6 (roll) to all attributes ⁴	1D8 stone coffers
10	Instant, intense pleasure	1D6 metal chests
11	Delayed diarrhea ⁴	1D8 wooden chests
12	Instant aphrodisiac ³	Skeletons and other battle remains
13	Intense, incapacitating itching ⁴	1D100 human skulls
14	Delayed magikal deafness ⁴	Large creature's skeleton
15	Drunkenness, 10% chance of passing out ⁴	Huge creature's skeleton
16	Delayed chemical unconsciousness ⁴	Boiling mud ⁵ pit in center
17	Delayed chemical blindness ⁴	Cistern/well in center
18	Delayed acid disintegration ⁴	Room coated in ice/frost
19	Delayed-action sex change ⁴	Deep colored ⁵ sand floor
20	Reincarnation to random monster ⁴	Painted scenes—GM's choice

Notes to Tables 91A and 91B

- 1 When visibility varies, roll each melee round.
- 2 Indicates 1D20 points off all physical attributes for 1 minute per minute in the room.
- 3 Indicates effects last 1D10 minutes after leaving the room.
- 4 Indicates 1D20 minute delay time, with 1D20 hours lasting effects. All indicated damage is 1D6 HP per melee round.
- 5 Roll on color column.

HELL SPIRALS

A hell spiral is a mystik path that acts as a road or gateway to other planes, times or places. They are usually carved, or sometimes painted. They hurt the eyes if looked at for too long a period of time, and those with true sight have a 75% chance to go permanently insane if they stare at one for more than a few seconds!

The person wishing to utilize this means of travel must step onto the outside point of the spiral, always looking down only to where his feet go next. He must then proceed along the lambent spiral track, never wavering and never trying to stop or go back. If he does—disaster!

The creation of a hell spiral requires a 13-hour ritual and 60 mana points. It also requires a lesser demon to be bound into it forever, to empower it. Otherwise, it will last just one day and, once opened, is open from both ends. The ritual is OP 15 and needs 10,000 G.S. and one year to learn in its one-day form. The permanent variety is OP 18 and requires 300,000 G.S. and three years to learn, once you've learned the basic one.

For a GM to adjudicate a character's success at walking such a spiral, use the **Table 92**. If the character's exact

EL is not given in the table, use the next lowest value listed. The spiral's maker always has 100% chance of successful walking and can increase other's chances by 20%.

An encounter is meeting some denizen of limbo or other nasty thing. Demons, ghosts, you know, fun stuff like that! A failure to complete results in the character being ejected out of the spiral at random time, place and plane. To see if he survived, use **Table 93**.

Definitions to Tables 92 and 93

Death: just that, irrevocable and final.

Whimsy change: 1D10 rolls on **Table 81A**.

Insanity: endures for 1D10 years with 5% chance of permanence.

Age: the character adds the rolled percentage of his normal life span to his current age!

Random hell: the character is stranded in one of the 21 Planes of Hell. Bye!

Random life change: the character is so profoundly shaken by his experience that he will start all over as another class, foregoing further advancement in his old profession!

Lose half STR: This is a permanent loss.

Go blind: This lasts 1D20 years (on a roll of 19 or 20, the blindness is permanent; otherwise, the maximum is 18 years).

Table 92
Hell Spiral Transit

Character's EL	Chance of Completion	Encounter Probability
1	10%	1%
2	20%	5%
4	30%	10%
6	40%	15%
8	50%	25%
11	60%	35%
15	70%	45%
19	80%	55%
24	90%	65%
30	100%	75%

Table 93
Hell Spiral Transit Failure

D12 Roll	Result
1-4	Death
5	Whimsy change
6	Insanity
7	Age 3D20%
8-9	Random hell
10	Random life change
11	Lose half STR
12	Blindness

ENCOUNTERS

Interactions between characters on adventures are close to the heart of fantasy role-playing games, and this system is no different in that respect. However, it could hardly be called an adventure if all that happened is confined to interactions within a party. The alternative to this is the encounter.

Not only will the party of characters be seeking some specific thing, place or person; in most adventures they will also occasionally run into potential adversaries or otherwise interesting entities randomly. These random encounters can be useful, they can be a nuisance, or they can have a profound influence on the course of the rest of the adventure.

Encounters fall into two basic categories: benign or malevolent. Benign encounters are of the sort wherein information and pleasantries may be exchanged. For example, encounters with local militia will usually be benign. For that matter, geese crossing the road constitute a benign encounter. Malevolent encounters are those in

which the party is pitted against some type of foe or adverse phenomenon. In these cases, some injury and/or loss of property may be suffered by one or more party members.

Encounters are checked at the GM's discretion, depending on the degree of civilization, the terrain, the weather, the time of day and any other relevant conditions. The GM will probably want to roll for encounters at least once every day on the road and at least twice at night. I prefer to roll twice during the day and three times at night for average on-the-road conditions, raising the number of rolls if the locality is especially rich in encounter potential.

For those who would like a little help in determining the frequency of encounter, I have included a number of tables. **Table 94** provides the means of determining whether the party has a random encounter. — = no encounter; LT = local troops; BB = bandits or brigands; MON = a monster; LP = local populace. For troops and local populace, the GM will have to role-play most likely, rather than simply attacking the party, and should have at least one standard set of local troops statted up ahead of time, whether it be local militia, part of the retinue of a

Table 94
Fast Glance Random Encounters

Die Roll	Main Road	Secondary Road	Inside Dungeon	Mountains	Heavy Forest	Light Forest
01	—	—	—	—	—	—
02	—	—	—	—	LP	LP
03	—	—	—	—	—	—
04	—	LP	—	—	—	—
05	LP	LT	MON	LP	MON	LP
06	—	—	—	—	—	—
07	—	—	—	—	—	BB
08	LT	MON	MON	—	BB	LT
09	—	—	—	—	—	—
10	MON	BB	MON	BB	LT	—
11	LP	—	—	—	—	LT
12	—	—	—	LT	MON**	—
13	—	—	—	—	—	MON
14	LP	LT	—	—	—	—
15	—	—	MON	MON**	—	—
16	—	MON	—	—	BB	—
17	BB	—	—	—	—	MON**
18	—	BB	MON	BB	—	MON
19	—	—	—	—	—	—
20	MON	MON	MON	MON	MON	BB

local lord, or even regular army troops in transit. Local populace might mean anything from a blind beggar on the side of the road to a mob of peasantry armed with pitchforks and looking for Frankenstein.

Bandits can either be generated by referring to the write-up on bandits and brigands, or by pre-statting of a group specific to the locality. The latter is more work in preparation, but it generally gives better results.

If the encounter is a monster, go next to either the Overland Encounters, **Table 97**, or Dungeon Encounters, **Table 98**, as appropriate. To determine encounter reaction, see **Table 95**. To determine the distance at which the party becomes aware of the encounter, see **Table 96**. For encounters with player races, see **Table 99** for quick-and-dirty stats.

Table 94 Continued
Fast Glance Random Encounters

Die Roll	Grass Plains	Jungle	Swamp	Desert	At Sea	All Other
01	—	—	—	—	—	—
02	LP	MON	MON**	—	MON*	—
03	LT	—	MON	LP	—	—
04	MON	—	MON**	—	—	—
05	—	—	—	MON*	MON*	LP
06	MON	LP	—	LT	LT	—
07	—	—	—	—	—	—
08	—	—	—	—	—	—
09	—	LP	—	LT	MON	BB
10	LT	—	—	—	—	—
11	BB	—	LT	—	BB	MON
12	MON*	LT	—	MON	LP	—
13	—	—	—	MON**	—	—
14	—	—	BB	—	MON	—
15	—	BB	—	—	—	—
16	LT	—	MON**	—	—	—
17	LP	—	MON	—	LP	LP
18	—	—	MON**	LT	—	—
19	—	—	—	—	BB	—
20	BB	MON**	MON	BB	—	—

* flyer

** local non-magikal critter(s)

**Table 95
Encounter Reaction**

D12 Roll	Reaction
1	Flee in abject terror
2	Flee as fast as possible
3	Retreat hastily, but in order
4	Retreat as above, but with a 20% chance of warily returning
5	Retreat as above, but with a 45% return chance
6	Hesitate, with a 50/50 chance of retreating as above
7	As above, but with a 65% chance of staying to see what's happening
8	As above, but with a 90% chance of staying, and a 50/50 chance of investigating cautiously
9	Advance warily to see what it can see, no fear or hesitation
10	Advance aggressively to fight, no chance of running
11	Headlong immediate charge
12	Ambush! Headlong immediate charge

**Table 96
Encounter Distance**

D6 Roll	Distance to Party
1	51' to 100'
2	26' to 50'
3	16' to 25'
4	11' to 15'
5	6' to 10'
6	Gotcha!



Overland Encounters

Table 97 gives encounters for a number of outdoor environments. There are no levels of difficulty for these encounters, so the GM can add to or subtract from the lists, as he feels necessary. They should be rolled for according to the wildness of the area being passed through. For example: a party moving through a mountain pass that is in the middle of civilized and settled lands would only roll once for the daylight hours and once for the night, if camping out. The GM can randomize when during the day or night it happens.

Outlaws are generally all of one race; see **Table 99**, Character Races as NPCs. They will be armed and armored in a mediocre fashion, unless you choose to use the bandit band write-ups, in which case refer there.

The various giant sea and river creatures are not specifically statted in the monster section. With regard to the sea creatures, the GM will need to decide what the seas and rivers of his world are like, since even a 6" diameter clam

is "giant," though not presenting much of a challenge to anybody. As a rule of thumb, figure that the very largest members of each species would be big enough to swallow a 50 HP victim whole. The BF of the critters will vary dramatically based on whether they are in the water or out. Many will have multiple attacks: a giant octopus, for example, would have 8 tentacles for at least 1D4 each and a bite for at least 1D8, plus the possibility of venom. If the GM is going to have the possibility of at sea encounters, he will have to develop all this information ahead of time.

For at-sea encounters, the Pirate Vessel carries 1D20+10 crew members, all armed and all but five of which will attempt to board. The Amazon Warship has a heavy catapult, ram and 1D10+10 ready warriors as well as crew of at least 20 more who can also fight if needed. The pirate vessel will have an 85% chance of overtaking most other ships while the Amazon Warship has only a 55% chance. However the Amazon ship has oars and can be rowed, moving without wind and adding considerably to maneuverability. The pirate ship only has sails.

Table 97
Overland Encounters

D20 Roll	Mountain	Forest	Desert
1	1D3 Deodanths	1D10 Elves	1 Ogre
2	1 lg Grey Horror	1D6 Wobras	1 lg Crumbler
3	1D20 Knoblins	1D10 Orcs	1 Great Black Scorpion
4	1 sm Spiga	1 med Pybra	1 Red Dragon
5	1 sm Wyvern	1 sm Phandelylon	1 Giant Tarantula
6	1 Silver Dragon	1 Minotaur	1D20 Kobbitts
7	1 Griffon	1D10 Goblins	1 Voloe
8	1D10 Haggorym	1 Hill Giant	1D10 Desert Saurigs
9	1D4 Sword Birds	1 Were-Creature	1 med Sun Bear
10	1 Cave Bear	1 Green Dragon	1D20 Desert Saurigs
11	1D10 Krag Spyderys	Chokeweed Patch	1 Krag Spyder
12	1D10 Carrion Crows	1 Teleport Rose	1D20 Fire Frogs
13	1D6 Doom Watchers	1 Great Black Scorpion	1 Black Wind
14	1D6 Fang Wings	1 med Red Fang	1 Manster
15	1 sm Sky Scorpion	1D10 Urukks	1D10 Outlaws
16	1 Greater Giant	1D3 Giant Wasps	1D4 Gargoyls
17	1D10 Dwarves	1D10 Hobbitts	1 med Great Serpent
18	1 sm Tunch Bear	1 Bigfoot (see Yeti)	1D6+2 Ghouls
19	1D10 Urukks	1 lg I bathene	1D3 Giant Wasps
20	1 lg Storm Bird	1 med Spiga	1 sm Skorpadillo

**Table 97 Continued
Overland Encounters**

D20 Roll	Jungle	Plains	Polar
1	1 med Moutharm	1D6 sm Oronts	1 White Dragon
2	1 lg Mantrap	1 Gold Dragon	1-2 lg Ice Tigers
3	1 sm Khorb	1D4 Black Lions	1 Snow Golem
4	1 Hydra (1D6 heads)	1D10 Centaurs	1 sm Snow Maggoth
5	1 Yellow Dragon	1D10 Phraints	1 lg Snow Snake
6	1D4 Blue Bellowers	5D10 Thunder Bunnies	1 Polar Bear
7	1D10 Haggorym	2D10 Outlaws	1 Giant Wolverine
8	1D6 Phraints	1D20 Dire Wolves	1D10 med Moon Dogs
9	1D10 Orcs	1D10 sm Moon Dogs	1 lg Snow Spider
10	1D6 med Vroats	1D20 Boruu (herd)	1 Manster
11	1D20 Vampire Bats	1D10 Zoomers	1 Death Ogre
12	1 Black Lion	1 Manster	2D10 Kobolds
13	1 lg Razor Snake	1 Ogre	1D10 Trelves
14	1 lg Yellow Peril	1 Troll	1D10 Dire Wolves
15	1 sm I bathene	1D20 Orcs	1 sm Crystalloid
16	1D6 Deodanths	1D10 Tunches	1 Yeti
17	1D4+3 Thunder Drummers	1D10 Kobolds	1 sm Cyclops
18	1 lg Spinthaak	1D10 Knoblines	1 Griffon
19	1D6 Wobras	1 sm Grey Horror	1D10 Haggorym
20	2 lg Razor Vines	1 Giant Tarantula	1D3 sm Snow Spiders
	Swamp or Bog	River Fording/Bridge	At Sea
1	1D3 Trolls	1 lg Roc	1 Blue Dragon
2	1 school Piranha	1 Bandit Band (ambush)	1 med Kharkonen
3	1-2 Octorillas	1 Water Elemental	1 lg Giant Lobster
4	1 large Gameron	1D20 Gnomes (tolitakers)	1 med Giant Octopus
5	1D4 sm Death Stalkers	1 Brownie	1 lg Giant Squid
6	1 Brain Eater	1D6 small Vroats	1 med Giant Sea Slug
7	1 sm Silver Slyth	1D10 Swamp Saurigs	1 lg Sperm Whale
8	1D10 sm Vroats	1D10 Nixies	1 lg Giant Crab
9	1 lg Grey Horror	1 med Giant Eel	1D10 Sea Elves
10	1D6 Ghouls	1 Giant Crocodile	1D6 Mermaids
11	1 med Slime or Ooze	1 lg Giant Crayfish	1D4 Castaways
12	1D6 sm Boomers	1D10 sm Giant Clams	1D10 Merpeople
13	1 Hydra (5-7 Heads)	1 sm Giant Octopus	1 Water Elemental
14	1 lg Yellow Peril	1 Random Were-Creature	1 Wind Elemental
15	1-2 Great Serpents*	1 Great Serpent	2D6 Fishing Vessels
16	1 sm Maggoth	1D3 sm Grey Skimmers	1 med Sea Spiga
17	1 Giant Crocodile	1D3 sm Wobras	1 Pirate Vessel
18	1D12 Swamp Saurigs	1D3+1 Black Lions	1 Amazon Warship
19	1 sm I bathene	1D6+4 Dire Wolves	1D8+2 lg Grey Skimmers
20	1 Black Dragon	1 Blue Dragon	1 lg Roc

Random Dungeon Encounters

To maintain the danger and unpredictability of subterranean expeditions in such diverse places as wizards' dungeons, natural caverns, and ruined edifices, the GM is provided with **Table 98**. This is designed to supplement whatever perils the GM has pre-set as an integral part of the adventure script. For simplicity, consider that the deeper one goes, either downward or inward, the more dangerous it becomes. Thus the first level is relatively easy, the second a bit harder, the third more so, etc. Pick the

level of difficulty that's appropriate, but remember that the room or area must be of a size to accommodate the random encounter. No big critters in small boxes! sm=small, med=medium and lg=large.

The first three levels are the basic difficulty levels for most beginning or less experienced players. The GM should freely reduce the indicated number of encountered things if he feels it necessary. However, I do not recommend adding to the indicated encounters regardless of how experienced the adventurers are. If they are too tough for these levels, then get them into tougher ones!

Table 98
Dungeon Encounters

D20 Roll	1st Level	2nd Level	3rd Level
1	1D10 Goblins	1D6 Moon Dogs	1 Red Fang
2	1-2 Black Lions	1 sm Air Shark	1 Giant Scorpion
3	1 Cave Bear	1D3 Deodanth	1-2 Skyrays
4	1D6 Dire Wolves	1 sm Grey Horror	1D100 Tengs
5	1D3 Ghouls	1D10 Orcs	1 Wyvern
6	1D3 Giant Wasps	1D6 Knoblins	1D6 Battle Bones
7	1 Great Serpent	13 Zombies	1 sm Yellow Peril
8	1D20 Kobolds	1D3+2 Urukks	1D3 sm Air Sharks
9	1 Ogre	1 sm Blue Bellow	1D8+5 Ghouls
10	1D3 Skeletons	1D8+2 Skeletons	3D10 Fire Fangs
11	1D6 Saurigs	2 Ogres	1 Gryfylisk
12	1D6 Orcs	1D10+10 Goblins	1D10 Haggorym
13	1D3 Urukks	1D6+4 Saurigs	1D100 Lightning Bugs
14	1D10 Vampire Bats	1D10+10 Vampire Bats	1 lg Pybra
15	7 or 13 Zombies	1D4+1 Ghouls	1 Sluggoth
16	1D6 Phraints	1D6+4 Dire Wolves	1D6 Whisper Wasps
17	1D6 Dwarves	2 Cave Bears	1D3 Yaanth
18	1D6 Elves	1D8+2 Kobbits	1D10 Shock Bones
19	1D6 Outlaws	1 Death Ogre	1D10+10 Kill Kittens
20	1-2 Centaurs	1D3+1 Black Lions	1 Giant Tarantula

**Table 98 Continued
Dungeon Encounters**

D20 Roll	4th Level	5th Level	6th Level
1	1 Air Shark	1 Shambler	1D6+4 Urukks
2	1D6 Gargoyles	1 Phandelyon	1D10+10 Orcs
3	1 Medusa	1 Oront	1 Crumbler
4	1 Troll	1D3 Minotaurs	2 Snow Tigers
5	1 Hell Maiden	1 Hydra (1D6+1 heads)	1D4 Hell Hoppers
6	1D6 Skull Warriors	1 Hill Giant	1D4+1 Voloe
7	1-2 Quarls	1 Mouth Arm	1 Throon
8	1 Rippler	1 Lightning Spider	1D3 Thorg
9	1 Rock Wurm	5D10 Freeze Bees	1D6 Thaelestra
10	1 Skorpoon	1 lg Fire Snake	1D3 Sun Bears
11	1 Skorpadillo	1D6 Fang Wings	1D3 Stink Bugs
12	1 Minotaur	1 Chaeronyx	1 Blue Slime
13	1D10 Droon	1 Common Wraith	1D3+1 Skorpoons
14	1 lg Big Foot (see Yeti)	1 Wood Golem	1 Hydra (1D6+4 heads)
15	1 Argalanthi	1 lg Yellow Peril	1 Banshee
16	1 Tarakk	1 Basilisk	1 med Spiga
17	13 Tomb Wights	1D3 Trolls	1 Stone Golem
18	1 sm spiga	1D6+4 Gargoyles	1 Blue Dragon
19	1 Flesh Golem	1 Black Dragon	1D3 Mansters
20	1 White Dragon	1 Chartreuse Slime	1 Hurakkuu
	7th Level	8th Level	9th Level
1	1D3 Mummies	1D10+10 Saurigs	1D3+1 Thermits
2	1 Iron Golem	10D10 Thunder Bugs	1 Khorb
3	1 Red Dragon	1D3+1 Throon	1D3 Morghouls
4	1D6+1 Trolls	1 Hyclops	Helltide
5	1 Tryvern	1 sm Silver Slime	1 Silver Golem
6	1 Fool's Bane	1 Spectre	1 Wyvergon
7	1D6 Morqs	1 Shadow Golem	1 Yellow Dragon
8	1 Forest Giant	1 Light Golem	1 Ghost Crab
9	1 Hydra (1D4+9 heads)	1 Silver Dragon	1 Vampusa
10	10D10 Sun Bugs	1 Skullmonculus	1 sm Windego
11	1 med White Slime	1 Gyron	1 Great Black Scorpion
12	1D6+4 Trelves	1D6+1 Wraiths	1 med Gworm
13	3D4 Wobras	1 med Sky Scorpion	1 greater Giant
14	1D4+1 Ogres	1 Green Dragon	1 Vampyr (mage!)
15	1D8+5 Battle Bones	1D6+1 Quarls	1 Shydra (1 body)
16	1D10+10 Saurigs	10D10 Hell Moths	1D4+1 sm Air Sharks
17	1D6+4 Tunches	1D8+1 Goons	1D6+1 Hell Maidens
18	1 Star Beast	5D10 Glafts	1 sm Maggoth
19	1 sm Gold Slime	1D4+4 Black Lions	1 med Emerald Ooze
20	1 sm Sky Scorpion	1 Vampyr (warrior)	1 Gold Dragon

Table 98 Continued
Dungeon Encounters

D20 Roll	10th Level	11-13th Level	14-16th Level
1	1D6+4 lg Sky Rays	1 Gold Golem	1D3+1 Blue Wraiths
2	1 lg Spiga	1 sm Black Slime	1D6+5 Vampires
3	1D10+10 Phraints	1 sm Windego	1 Violet Dragon
4	1D6+4 Deodanths	1 Blastarr	1 med Silver Slime
5	1 Lich	1 lg Blue Bellow	1D6+1 med Airsharks
6	1 Valpyr	1 Black&White Dragon	1D10 Vroats
7	1D3+1 Vampires	1 Black & Red Hydra	1 Red Wraith
8	1 med Maggoth	5 Japanese Lion Dogs	1 Drich
9	1D3+2 med Yellow Perils	1 Titan	1D3+2 lg Yellow Perils
10	1 Mithril Golem	1 Ninthla	1D3 Shadows
11	1 Blue Wraith	1D3 Razor Snakes	13 Battle Bones
12	1D3+1 Grey Horrors	1 Shydra (2 bodies)	2 Stone Golems
13	1D6+1 Trolls	1 lg Gworm	1D6+5 Gargoyles
14	1 med Doom Guard	1 lg Sky Scorpion	1D3+1 Titans
15	1 Boogie Man	1 med Gold Slime	1D3+1 greater Giants
16	1 giant Ground Octopus	1 lg White Slime	1 Rock Dragon
17	1D4+6 Hurakkuu	1 Black Wind	1D6+1 lg Thermites
18	1 sm Gold Slime	1D10+10 Trelves	1 Giant Mantis
19	1 Blue Wind	1D6+1 Mansters	1D3+1 Phandelyons
20	1 Black&White Hydra	1D6 Krag Spydery	1D6+1 Were Bears
	17-19th Level	20-25th Level	26th Level & More
1	1 Adamantine Golem	1 lg Doom Guard	1 lg Windego
2	1 Ibathe	1 Orichalcum Golem	1 Sun Dragon
3	1 Aii-Loraii	1D20 Were Flamingos	1 Shadow Dragon
4	1D10+10 Haggorym	1 Wraith Wyvern	1 Death Hydra
5	1 lg Silver Slime	1 Rainbow Dragon	1 Silver Slyth
6	1 med Windego	1 Shydra (5 bodies)	1 Shydra (1D6+5 bodies)
7	1 Ice Dragon	1 Star Spyder	1 Wraith Dragon
8	1 Shydra (3 bodies)	1D4+1 lg Air Sharks	1D4+1 lg Doom Guards
9	1 lg Gold Slime	1 Hell Star	1D4 Kthoi
10	1 lg Silver Slime	1 lg Maggoth	1D10+10 Shadow Titans
11	1D6+1 Sluggoths	1D4+4 Shadow Giants	5D10 Vampire Bats
12	1 lg Black Slime	1 Vampusa	1D4 Wraith Wyverns
13	1D4+1 Gryflisk	1D6+1 grt Tarantulas	2 Black Dragons
14	1 lg Air Shark	1D3+1 Gyrons	2 White Dragons
15	1 lg Emerald Ooze	13 Trolls	2 Green Dragons
16	1D3+1 Vampyr	1D4+1 Medusae	2 Red Dragons
17	1 Lupogaunt	1D3+1 Chaeronyx	2 Silver Dragons
18	1 Red Death Cloud	1-2 Giant Serpent*	2 Yellow Dragons
19	1D6+4 Ogres	1D4+1 sm Spigas	Mirror Image Party

* Twice its normal encountered size.

** The exact duplicates of the adventure party, but oppositely aligned!

Encountering Other Races

Other sentient types are frequently encountered; in fact, many of the encounter tables specify Urukks, Deodanths, etc., as the encounter in one or another place. However, unlike other "monsters," player races have a detailed set-up process for each individual, as you know from developing your own characters. Since the GM probably doesn't want to have to go through this process simply to satisfy the needs of a random encounter, **Table 99** is provided to make things simpler.

BF: This is the base BF; just add AV for the DBF. For the ABF add 50, and weapon-related values if you wish. But remember, the object is to keep things simple. The lower values in the range are intended for NPCs who are primarily non-combatants; true warriors will be at or near the top of the range, while split class types and those of

some combat capability will tend to be in the middle. If you need an MA value, double the CF and optionally add 30.

HP: This range takes into account that the toughest characters get a bonus for being warriors, barbarians, etc., while more sedentary types such as alchemists don't. So, you would expect to see fighters at the high end and magik users at the low end of the spreads.

MRS%: This is the base value. You may add for ELs, though the EL of most encountered people would be 4 or less. Mages will also add 5% vs. their own types of magik. For poison saves, use 50% of the HP value. For fear or psychic attack saves, use half the base BF + 10.

AV: This is the skin AV. To this you may add up to 6 AV for armor; most encounters would have much less armor than that, and quite likely none at all, as the stuff is expensive and often uncomfortable. If you give the NPC

Table 99
Player Races as NPCs

Race	BF	HP	MRS%	AV	CF	Magik %
Amazon	40-58	26-41	8	0	10-16	2
Centaur	37-52	42-53	15	1	9-14	2
Deodanth	58-70	32-49	33	1	16-20	30
Dwarf	34-52	28-48	25	4	8-14	12
Elf	42-60	29-46	35	0	10-16	50**
Gnome	38-56	25-43	24	4	10-16	2
Goblin	37-55	22-33	15	0	9-15	6
Half Elf	34-61	22-39	20	0	8-17	25
Half Orc	34-55	22-38	17	1	8-15	10
Hobbitt	40-59	18-31	11	1	12-17	7
Human	37-61	21-44	5*	0	9-17	35
Khai Shang	55-70	31-42	4	3	15-20	1
Khai Zirin	58-73	32-47	6	3	16-21	1
Knoblin	49-64	28-39	17	2	13-18	2
Kobbit	40-58	21-34	12	1	11-17	4
Orc	34-48	24-43	30	2	8-14	8
Phraint	58-79	22-35	1	7	16-23	0
Saurig, Desert	34-48	29-43	3	4	6-12	3
Saurig, Swamp	32-46	31-45	2	5	6-12	1
Throon	50-68	45-60	9	4	10-16	0
Unukk	37-64	30-45	35	3	9-18	5

* 7% for females

**25% chance for each additional Elf to use magik as well



armor, make sure it is taken into account in the DBF. For MD, double the AV, and add 10 times the AV value of any shield brought to bear against missile fire.

CF: The typical range for these races.

Magik %: The chance that there will be one mage of some sort in the party. This mage will likely be EL 3 or less, and will not use spells of an OP greater than his EL. Priests and wizards are most common for humans, but an Orc will certainly be a medicine man or an alchemist, and a Goblin is likely to be an illusionist! Urukks have a special aptitude for being witch hunters. I'm sure you can see the possibilities. If attack spells are being used, the SAF is the CF times 2 plus EL.

Remember, this table is for quick and dirty encounter generation. If you want to be accurate to the last detail, you're really talking about a completely statted encounter planned to be a central part of that adventure's story. You can still use this table for that, but be aware of the compromises you are making. In general, I prefer to have a half dozen different completely statted NPC crews in hand for predictable situations, like the characters facing off with the militia or a standard bandit band. That can take a lot of prep time, and it isn't necessary, but it's the way I prefer.

Bandits & Brigands

Within the class of brigands and bandits, there are two subclasses: random encounters and campaign bandits. Random bands of marauders are useful within the context of a single game, but you may find that the usefulness of that band does not extend any further than that moment, since its only function was to test the mettle of a party along the way, or guard a certain treasure or passage, or even just to start the adventure off with a bang.

Campaign bandits are a different story, however. In my world, as well as in the worlds of other GMs I know, there are certain local and regional bands of marauders. These give local color to the country, and may give players and GMs ideas about where to go on an adventure (perhaps they will try to raid the treasure-cache of the band, or try to destroy the band).

Here is some help on how to generate your own bad guys. They are nearly always human in type. They want your goods and/or money and occasionally they are desperate men who'll stop at nothing to fulfill their desires.

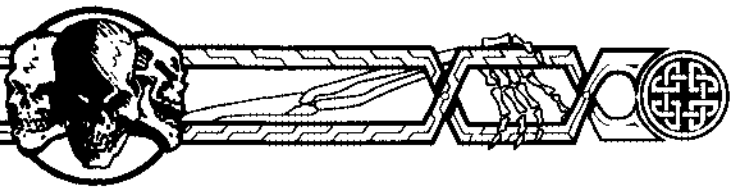
Bandits, Woodland: BF: 40-60 HP: 36-40 MRS: like humans AV: 0 to 7 Speed: 100' to 150' CF: 10-15 Number: 1D20+5 Preferred Weaponry: Bows and crossbows of all kinds, cudgels, daggers, knives, hand axes, sickles and a very few bill hooks, swords and other better weapons. Preferred Battle Tactics: Ambush and ambushade, no stand up and slug it out battles (i.e., hit and run almost exclusively). Special Tactics: Usually they will

fire 1D3 warning shots to get the attention of the people traveling through their domain, then 1D3 of them will step from concealment to make the group's demands. The Demands: Most often it will be from 1 gold half crown to 1 royal sovereign per person, depending upon the richness of the party. They'll almost never take more, preferring the lesser robbery penalties to the greater, nor do they often take hostages for ransom. They will, however, take an occasional horse or two, most often to eat (!) or even a wagon or cart, if the held-up group has several. General Looks: Usually humans; occasionally a Half Orc or two will be among the group. They are not well armed, favoring leather style armors and targs when available, and relying on their speed, knowledge of their domain and their relatively modest demands to keep them out of too much trouble. They most often wear browns and greens of homespun wool, tanned deerskins and other similar peasant garb. Few are trained warriors, most would never kill unless pushed to it and a good many are actually local peasants out to make a little winter money. These people are almost never mounted; in fact, most don't know how to ride.

Bandits, Plains: BF: 46-65 HP: 38-42 MRS: Like humans AV: 2 to 9 Speed: 110' to 160' CF: 11-16 Number: 1D20+10 Preferred Weaponry: Light lance, scimitar and saber, martobarbuli and a very few composite horse bows. Preferred Battle Tactics: A swooping cavalry charge upon an unsuspecting encampment or strung-out group of travelers. These bandits will stay and fight for awhile, but will not mix it up with equals for very long if they can hit and run instead. Special Tactics: They frequently infiltrate a group of travellers with one of their own people. He will, after gaining the adventurers' confidence, be the fellow on guard when he gives the signal to attack the group. The Demands: These fellows frequently kill all males in a party and sell all females into the hands of professional slavers. They love to ransom hostages for large sums and even hire on as mercenary border guards in areas where they are less well known so as to have the run of the land.

General Looks: These bandits are always mounted, they tend to wear brigantine, leather and scale armor with targs and round shields and are made up mostly of down and out soldiers, mercenaries and other similar types. These people kill out of habit, seldom take prisoners unless a profit is to be had, and are, in general, a nasty, cruel and vicious lot, best avoided at all costs!

Bandits, Hill: BF: 38-45 HP: 34-41 MRS: Like humans AV: 0 to 4 Speed: 130' to 170' CF: 13-17 Number: 1D20+20 Preferred Weaponry: Cudgels, quarterstaves, hand axes, knives, daggers, a few war hammers and maces and occasionally a short spear or sling.



Preferred Battle Tactics: They normally try to catch unwary travellers in a landslide or trap them between two, then swoop down upon them or threaten to send more rocks crashing down, depending upon how brave they are. **The Demands:** They'll usually settle for food, wine, weapons, clothing and necessities of life, money being secondary to them. They prefer not to fight or to have to deal with prisoners, so will usually parley for a passage tax as outlined above. **General Looks:** Unkempt, poorly armed and armored, frequently with missing eyes or limbs, these are the outcasts of the lowest levels of society. None are usually trained warriors, and most are too stupid to out-think even the dimmest of adversaries. They are generally considered more of a nuisance than a threat, unless one of their rockslides mangles a caravan or group of travellers. They are extremely agile over the hilly terrain they call home and usually have a hidden box canyon, with a crude protective stockade or wall across its mouth, as a home base. They don't ride horses, but they do eat them.

Brigands, Desert: BF: 61-80 HP: 39-46 MRS: as per humans AV: 7 to 12 Speed: 120' to 160' CF: 14-18 Number: 1D20+20 Preferred Weaponry: Light lances, scimitars, shamshirs, tulwars, composite horse bows, martobarbuli, even a few mounted crossbows and kontos (heavy lance). **Preferred Battle Tactics:** They usually appear suddenly before a caravan camp or other gathering of people, fully arrayed for battle and deployed for devastating sweeps. Then they send 3-5 representatives down to the startled people and request payment of passage fees, all in a very low-key and gentlemanly manner. If refused they will, of course, attack in the classic half moon cavalry formation. **General Looks:** Well armed, armored and mounted on horse or camel depending on terrain. They are frequently better off than those they accost! Well led, of high discipline, these groups usually are parts of defeated armies or the personal retinue of some bored desert noble, who is probably leading them, and are thus crack troops in every respect. They do take prisoners, do accept ransom for hostages, but also put female captives into harems, geld males and/or sell them to slavers or use them as slaves themselves. They are an admixture of the highly civilized and the very cruel.

Brigands, Mountain: BF: 51-70 HP: 40-49 MRS: Like humans AC: 4 to 12 Speed: 110' to 150' CF: 11-15 Numbers: 1D100 Preferred Weaponry: Battleaxes, broadswords, some pole arms and short bows (or cross-

bows) with a few 2-handed weapons and even a rare pike. **Preferred Battle Tactics:** Putting up a roadblock for travellers to run into coming around a blind curve (with supporting troops above on both sides and enough to seal off the rear). **The Demands:** Once a group of people has been thus boxed, they are told (in no uncertain terms) that they must pay a toll of 1D6 G.S. per person and 1D4+6 S.P. per animal. They will also require that the party or caravan leave one (or more) pack animal(s) behind with food for 1D20+10 people on it. The alternative is, in their words, Death to you all. The remnants (or deserters from) lost or defeated armies or mercenary groups, these are highly skilled soldiers, though not of the best morale. They usually (85%) keep their word, taking only their fees. However, they will ruthlessly exterminate anyone who defies them, down to the last pack animal. Local authorities find it very difficult to eradicate them—they usually have some hidden cave as a base of operations.



MCHIO '92



• Travel •

Foot travel is slow, even on the best of roads. **Table 100** lists how far individual types can travel each day. This is for unencumbered people only; camping gear and the like reduce the distance that can be traveled by a rate of one mile daily for every 20% of the listed maximum weight you may carry (see **Table 3**, Strength in Book I). Once the maximum successive days on the road have been accumulated, that character needs either a full day of rest, or else three days moving at only half the listed daily maximum. See below for what happens if you push it.

This table is used in all overland situations. However, the GM must make allowances for terrain and weather (is snow on the ground? Is it a hot desert? etc.) for each day traveled. Travel distances beyond those listed above are possible at the following rates: after the listed maximum distance has been traveled, reduce further travel speed by 20% and all characters' ABF/DBF by -10 for each extra hour traveled. Thus characters could travel up to 5 hours longer but at progressively slower speeds, with lessening ability to defend themselves. This is only a guide, so find the type closest to your character and use those statistics. For every combined STR and CON point over 30, add one mile per day to your travel. Always adjudicate for terrain.

Listed distances are for travel on good roads only. On poor or secondary roads, the rate is reduced by 25%. On open terrain it is generally reduced by 33%. Travel through a wooded area cuts the travel distance by 50% and travel through mountains cuts it by 75%.

While it is possible for people to march 30, 40, even 50 miles in a single (12+ hour) day, such is a truly killing pace and not really more than a do-or-die sort of thing. The listed distances refer to racial averages for people moving at their best non-pushed rate. Experienced travellers know it is the sheerest folly to burn out in super speed dashes over a day or two (at most!) and then be totally unable to move effectively for perhaps as long as a week. And not everyone is even capable of such super effort dashes. So for game purposes the average daily distances will do just fine.

Roads

There are two types of regular roads in Arduin, both of which are built and maintained by the government of the land. There are also local tracks that may or may not be maintained.

Royal Highways: These are the primary roads; they are entirely paved with cobblestones, slightly convex in shape, 20' wide and have drainage ditches on both sides. All bridges on these roads are of the stone arch variety. These

roads are always well maintained and kept in perfect repair by either peasant or convict work crews. Military patrols by regular troops are frequent and local militia units occasionally spot-check sections of the roads as well. These roads are passable even in the worst rain storms and during light snowfall (with road crews clearing the snow as quickly as possible). Heavier storms do close these roads, but only until the snow-clearing crews can clean up. All foliage is kept cleared back from the road by at least 10' (though 20' is more usual), and the terrain is graded where possible.

Secondary Roads: These gravel-topped dirt roads are 16'-20' wide and may or may not have drainage ditches alongside. They are generally well-maintained by the local nobility's household workers and hired peasants, with bridges usually of a wooden trestle type construction. Local troops and militia do patrol these roads, though not with the frequency of a Royal Highway. These roads are passable only in good weather or during light rains. Even light snows usually close these roads and they often stay that way until the snow melts. Heavy rains or snows can close these roads for months at a time. Foliage is only cleared back from the road by 3'-5', and is only cut back once per year. The road always fits the terrain, going around hills, etc.

Tertiary Roads/Tracks/Paths: These are nothing more than dirt tracks or paths, at least 10' wide, used by local peasants, foresters and occasional military patrols (usually in the border areas). They are not maintained by anyone and become impassable even in light rains. However, in good weather travel speed on them is about the same as on a secondary road (the GM adjudicating each individual track as necessary). They are frequently blocked by fallen trees, mud slides, swollen streams (there are no bridges, only fords) and other such natural barriers.

Bandits and outlaws rarely plague the Royal Highways as it's simply too dangerous for them. Likewise they almost never raid along tertiary tracks, but only because the pickings are usually too minimal to be worth the bother. Thus it is the secondary roads that, unfortunately, bear the brunt of such depredations. Certainly it is dangerous for bandits, who might encounter the militia, but the rewards seem to be enough to offset any fears they may have about getting caught.

Horses, Ponies, Mules and Other Mounts

This section of the rules is to acquaint you with the differences between the various standard riding animals

Table 100
Foot Travel

Type	Daily Distance	Maximum Successive Travel Days	Daily Rests
Amazon	20 miles	4	2
Centaur	35 miles	5	3
Deodanth	30 miles	6	1
Dwarf	24 miles	7	1
Elf	25 miles	5	2
Elf, Half	20 miles	4	3
Giants, greater	55 miles	10	1
Giants, lesser	40 miles	7	1
Gnomes	24 miles	7	1
Goblins	20 miles	6	2
Hobbitt	15 miles	2	4
Human	18 miles	3	3
Khai-Shang	20 miles	2	4
Khai-Zirin	28 miles	5	5
Kobbit	15 miles	2	4
Ogre	33 miles	5	1
Orc	24 miles	10	2
Phraint	28 miles	8	0
Saurig, Desert	20 miles	9	1
Saurig, Swamp	15 miles	6	3
Throon	28 miles	10	0
Urukk	28 miles	12	1

you will be using in game play. The descriptions, stats, and so on are generalities and averages, with exceptions in all categories being common.

Burro: This small animal is seldom ridden by adult humans even though it is capable of hauling up to 200 lbs. over short distances. Its normal carry load, however, is from 60-80 lbs. Consider them HP: 20 AV 2 CF: 13-17 Speed: 40' (loaded), 80' (unloaded), with short duration sprints of up to 180' per melee round. It can kick with its rear hooves for 1-2 HP each and will bite (only if really pressed) for 2-3 HP. It is a gentle, nonaggressive pack animal (or Hobbitt-sized mount). Wild burros tend to be 1D20% smaller.

Donkey/Ass: About 10%-20% larger than the burro, it is much more excitable and temperamental than its

smaller cousin. It will haul loads of up to 240 lbs. for short distances, but its carry load is some 75-100 lbs. Consider them HP: 22-25 AV 4 CF: 12-16 Speed: 45' (loaded), 90' (unloaded) with short duration sprints of up to 200' per melee round. It can kick with its rear hooves for 1-3 HP of damage each, and, in really pressed situations, can also bite for 1D3+1 HP. It is a moderately docile pack animal, and can be ridden by Hobbitt-sized beings. The specially bred war ass (usually used to pull chariots) is 11-30% larger. It's also fiercer and harder to handle.

Pony: Somewhat larger (perhaps 5%-10%) than the donkey, the pony is usually ridden by beings up to Dwarf-size. It can carry riders or loads of up to 250 lbs. but 80-120 lbs. is more normal if long distances are being traveled. Consider them: HP: 28-32 AV 4 CF: 13-17 Speed: 150' (loaded), 200' (loaded sprint), 180' (unloaded), 230' (unloaded sprint). It can kick with its rear legs for 2-4 HP of damage each and will, when given no chance to run, bite for another 2-4 HP. War-trained ponies can also rear up and strike with their front hooves for 1-3 HP each. It is an excellent mount for Hobbitts, Dwarves, and other little people as well as being a good pack animal. They are almost never encountered in the wild state, but if so, then they tend to be about 5-10% larger than the domestic breeds.

Light Horse: This, the smallest of the horses, is usually fairly high strung and temperamental (not being overly well-suited for hard combat). It will not tolerate loads of more than 200 lbs. for any length of time (250-300 lbs. being the most it can carry). Weights of 150-185 lbs. are all it will normally tolerate as a standard load. It can kick with its rear hooves for 1-5 HP damage each and

will, given a chance, bite for 2-4 HP of damage as well. It will even occasionally (20% chance) rear up and hit with its front hooves for 2-4 HP of damage. They are war-trainable but are not particularly suited for anything other than fast hit-and-run tactics. Consider them as: HP: 35-45 AV 4 CF: 15-19 Speed: 270' (loaded), 330' (loaded sprint), 360' (unloaded), 400' (unloaded sprint). Race-trained light horses can, if of a good (and expensive) bloodline, sprint to speeds of 30' (or so) above those listed. They are almost never encountered in the wild, as they are purely a specifically bred animal.

Medium/Standard Horse Roughly the height of a light horse, these animals average 20% heavier and are generally more robust and muscular than their lighter cousins. These horses will normally carry 200-250 lbs. of weight over the long haul quite comfortably. Their maximum



short haul load can approach 350-400 lbs. or more. This is the standard mount for civilians as well as soldiers (being eminently war-trainable) and is the usual horse chosen as pack animals. They are also the breed from which light horses are derived (through selective breeding). Consider them to be: HP: 45-60 AV 4 CF: 14-18 Speed: 240' (loaded), 290' (loaded sprint), 300' (unloaded), 345' (unloaded sprint). The attack damage of this type of horse is as for light horses, plus 1 HP. Note that vast herds of this type of horse exist in the wilds. These tend to be about 5-10% smaller (and faster) than their domestic brethren.

Heavy Horse: This is both the draft horse and heavy war horse type and will generally run about 25% larger and heavier than the medium horses. Their attack is 1 HP of damage better than the medium horses (in all respects) and they can also use their mass/size to smash into opponents (1 HP of damage). This body slam technique is generally only workable with trained war mounts, and will bowl over opponents up to 50% larger than they are (30% chance). Smaller opponents will go down on a 60% chance. Consider them to be: HP: 65-75 AV 7 CF: 12-14 Speed: 150' (loaded), 175' (loaded sprint), 200' (unloaded), 225' (unloaded sprint). These mighty horses can easily carry upwards of 300-400 lbs. with no problem or as much as 600 lbs. for short distances. Their pulling power (as in pulling a wagon) is enormous. They are almost never encountered in the wild as these horses tend to be too slow to survive in such situations.

Destrier: This huge horse is bred solely for war, to carry the heaviest armor upon itself and its rider. Its mighty hooves can lash out front and rear simultaneously as it leaps straight up in battle. These hooves do 1D4+4 HP of damage each and its bite does identical damage. Its frontal ramming attack does 1-2 HP of damage and will, if properly done, bowl over opponents twice its own size on a 75% chance. Smaller ones are knocked flat on a 99% chance. This horse can easily carry 500-600 lbs. of weight, perhaps 800-1000 lbs. for short distances. Consider it as: HP: 80-90 AV 7 CF: 10-15 Speed: 100' (loaded), 130' (loaded sprint), 135' (unloaded), 160' (unloaded sprint). These rare and expensive mounts are aggressive and extremely loyal to their masters. In fact, should their master fall in battle, these horses will stand over him, fighting off all who attempt to approach. They are specifically bred up from heavy horses and are never encountered in a wild state.

A loaded horse can sprint at full speed for 400 yards to 1 mile depending on the particular breed, its training and so on. Longer runs are, of course, possible, but are extremely detrimental to the horse.

The quality of the horse (poor, average, excellent, etc.) will also add or subtract from the animal's cost, capability, and so on. The GM is always the final arbiter in these circumstances.

Om: This huge flightless bird is a rare mount; in Arduin it is confined almost entirely to the southeastern plains of the third and fifth continents. No nation per se uses this fierce war mount, though several nomad tribes do. It is irascible, always willing to nip off a stray finger or hand, and generally a nasty mount of practically no redeeming qualities, save its swiftness. Figure it to have the stats of a burro, except it can carry a 150 lb. person, and its disposition is worse than a camel's!

Camel: In Arduin there is only the single-humped camel, and it has a load-carrying capability of some 350-400 lbs. (maximum). However, about 200-250 lbs is all most will tolerate over the long haul. These beasts are temperamental, nastily aggressive (i.e., they bite) and will not cross any amount of water larger than a trickle without much haranguing and coaxing. In battle they'd rather run away than fight, but their bite will inflict 1D4+2 HP of damage and they can clumsily trample a victim for 1D4 HP per melee round. However, such trappings usually result only when a camel is trying to flee for its life and someone just happens to be standing in the way. They are war-trainable, but even so are considered untrustworthy and chancy mounts in battle. HP: 78-89 AV 7 CF: 11-15 Speed: 150' loaded, 165' loaded sprint, 230' unloaded, and 255' unloaded sprint.

Elephant: In Arduin these beasts are about the size and shape of the ancient woolly mammoth of our world, though hairless. There are two basic types: the great white and the emerald. The white lives on the plains, the emerald is slightly smaller and lives in the jungle. For game purposes, aside from looks, both types have the same capabilities. HP: 221-240 AV 9 CF: 13-16 Speed: 250' sprint, 200' normal. Their load by the way can range from 1,000-2,000 lbs. or more. The elephant attacks in several ways, but the most devastating is its 1D20+40 HP trample. It can also attack with trunk in three ways:

- (1) Rarely, by bashing and flailing with it for 1D4+6 HP per hit.
- (2) More usually, by grasping an opponent with it and crushing for 1D10+10 HP per melee round.
- (3) By grabbing an opponent and throwing him! A man could be tossed up to 40'! GM-adjudicated damage is needed here.

Table 101
Steeds and Daily Travel Distance

Animal	Poor	Below Average	Good/Average	Very Good	Superior	Excellent
Ass	13	15	18	19	21	23
Burro	10	12	15	16	18	20
Camel**	15	20	25	30	35	40
Destrier	12	16	20	21	22	24
Dog (sled/cart)	12	16	20	21	22	24
Donkey	13	15	18	19	21	23
Elephant	15	25	35	36	38	40
Horse, light	20	30	40	46	48	50
Horse, medium	15	23	30	34	36	38
Horse, heavy	10	20	25	26	28	31
Mule	13	15	18	19	21	23
Orn	10	20	40	44	48	50
Oxen*	5	7	10	12	13	14
Pony	12	16	20	22	24	27

* The exception to the two thirds rule for pulling a load is the oxen. It will move its full listed distance regardless of being encumbered or not.

** The exceptions to the +20% rule for good road travel are the camel and the elephant which never travel faster than the listed speeds regardless of how nice the road is!

Finally, the elephant can gore with its curved tusks for 1D20+20 HP each, though usually only one can hit a man at a time.

These are the most loyal and intelligent of all the non-magical steeds known to man. But even so they will occasionally go rogue and kill everyone in sight. They move surprisingly fast for such a large animal and are cunning, should you have the misfortune of having one as an enemy.

Any of the above animals, when hitched to and pulling a load such as a wagon, will only cover two-thirds of the listed distance. The distances listed in **Table 101** are in miles and are for cross-country travel only. On a primary road, or a secondary one in good condition, these distances will increase by about 20%

Coach Service

Many players and GMs overlook the fact that in most large and civilized nations there is a regular coach service much like the stage coaches of the Old American west.

Arduin, for example, has a very extensive coach service that is relatively inexpensive to use and which runs on a

fairly consistent schedule between all major cities and towns. Less consistent service runs to and between the lesser towns and villages.

To a major city the coaches generally leave in pairs, three times during the first two morning hours (or more as needed). To lesser areas it's usually a single coach, once in the morning, and to really remote areas (that have at least a secondary road) a single coach will leave perhaps once or twice a week, depending upon demand.

These coaches carry mail and trade goods as well as having room for 6-10 passengers inside and 2-4 outside on top of it. Each passenger is allowed up to 50 lbs. of extra baggage (in a 2' square travel box 1' deep) plus all he can personally carry on his person.

Each coach has a driver, one or two armed guards in brigantine armor with a pair of light crossbows and other hand-held weaponry, and where possible they will travel in pairs some 5 minutes apart, in an effort to thwart robbery attempts. Military cavalry patrols quite frequently precede or follow these coach runs on the main roads, less frequently on the secondary roads. These protective



measures are always at random, always in an attempt to discourage banditry. Works pretty well, too.

The cost of the Arduinian Royal Coach Service is 1 S.P. per 25 miles plus any bridge, ferry or other special charges pertaining to such specific route. This cost is always prepaid by the customer. The Arduinian Royal Coach service only travels on the main roads, between major cities and towns. The lesser villages, reachable only on secondary roads, are serviced by independent coach companies. Their cost will vary but is generally 20-50% cheaper than the Royal Coach Service. An average price is about 1 C.P. per each 2 miles traveled plus all bridge, ferry or other toll charges. These lesser coach lines also use the main roads on regularly scheduled runs. Their coaches tend to be older, smaller and slower and much less comfortable than the beautiful royal line ones. But they're cheaper!

Coaches never, if it can be helped, travel cross-country as they are not built or equipped for this kind of travel. In any case, they will travel 40 miles (45 for Royal Coach Service) per day on main roads and 25 miles (30 for the Royal Coach Service) on secondary roads.

During the winter some lines convert to sled runners instead of wheels so that service can continue unabated, though usually limited to primary roads. There may be periods during the spring thaw when no coach travel of any type is possible, where mud defeats runner and wheel alike.

Daily Travel Distance for Flying Mounts

Table 102 gives optimum travel maximums for flying steeds. The weather will always play a vital role in how far the creature will actually travel. Even more critical is the load being carried; most of these steeds can only manage the listed maximums if loaded light. With a heavy load, expect distance to fall by half and the number of rest stops will double.

Table 102
Travel Distances for Flying Mounts

Creature	Total Daily Miles	Rest Stops Daily	Maximum Days of Travel	Other Notes
Pegasus	220	3	5	Frequent stops to graze.
Griffon	240	2	10	The longer it flies, the hungrier it gets.
Dragon*	300	none	30	Sleep for days after long flights.
Roc	500+	none	14	It need land only to eat
Vord	300	6	10	} These can be pushed for one day each week with only one-third the listed rest stops.
Golden Owl	250	9	8	
Great Eagle	330	9	10	
Air Shark	100	none	no limit	It just eats and cruises, cruises and eats.

* General listing; it will differ by specific type, size, etc.



• GM Checklists for Conducting Combat •

Conducting a combat in any FRP game is as much an art as a science; the GM must adjudicate many things. There may be more than one right way to run a given combat, and only experience can teach the GM what works best for him. However, there are certain situations that come up over and over again in combat. These are listed here as aids to the beginning and experienced GM alike.

Attack on Player Character Encampment at Night

1. Draw or place onto the battle board trees, bushes, boulders, water features or other natural terrain in or about encampment. Also include the road or path if it is nearby. Include anything that might be used as cover, or which might cause noise when walked on/through. If anything is climbable, include approximate height.
2. Players will decide where campfire, horse picket line and other character-determined features of the camp go. This includes sleeping locations for each character.
3. If the characters wish to maintain a watch throughout the night, the players must decide how many watches will be set, and which characters will be on duty during each watch period. This is done before the GM tells the players when the attack will occur.
4. Players will set the positions and facing of those standing watch at the time of the attack, and will specify how they are armed. All other characters are asleep.
5. Create an Action Count Sheet so one of the players can count down the sequence of actions within each melee round. Include all characters, whether asleep or awake, and include all NPC attackers. Since the players will initially not know what is attacking, use unrevealing words, initials, or even numbers to designate the attackers. Whatever you use, you should know which attacker each refers to.
6. Have all the attackers' relevant stats written down in an easy-to-use format. Generally, a format that follows the TripTicket is all you need, though you'll have to add Battlefactors, Missile Attacks and any magikal attacks. This should be prepared ahead of time if you intend an involved nighttime attack. For an attack by one or two predators, you can get this data together while the players are setting the campsite, the watches and the Action Count Sheet.
7. Begin the attack. The attackers must be detected, probably by a sentry, before anyone can react. Remember that visibility will probably be limited, and

that some sentries may be half asleep due to the hour of the night. If the attackers get within attack range of any player character before they are detected, the first attack will be a surprise attack, meaning that the defender has a DBF of AV only.

8. The attack continues until one side or the other ceases to resist. In the case of a predator attack, this may include something as mundane as killing one of the horses and dragging it away before the player characters can kill the predator. It may also mean that the attackers decide to run away; very few fights will go to the death of the last attacker.

Ambush on Player Characters while Traveling

1. Draw or place onto the battle board trees, bushes, boulders, water features or other natural terrain in or about the route of travel. Also include the road or path. Include anything that might be used as cover, or which might cause noise when walked on/through. If anything is climbable, include approximate height.
2. Players will decide the march order of their column. They may wish to include a rear guard, as ambush can come from any direction. If only some of the characters are mounted, this must be clearly designated, as must be the position of any pack animals or wagons.
3. Create an Action Count Sheet so one of the players can count down the sequence of actions within each melee round. Include all characters, whether asleep or awake, and include all NPC attackers. Since the players will initially not know what is attacking, use unrevealing words, initials, or even numbers to designate the attackers. Whatever you use, you should know which attacker each refers to.
4. Have all the attackers' relevant stats written down in an easy-to-use format. Generally, a format that follows the TripTicket is all you need, though you'll have to add Battlefactors, Missile Attacks and any magikal attacks. This should be prepared ahead of time if you intend an involved ambush. For an attack by one or two predators, you can get this data together while the players are setting the column of march and the Action Count Sheet.
5. Begin the attack. The attackers must be detected before anyone can react. Remember that some characters have psionic detect chances that may be appropriately employed here, that warriors have some ability to detect ambushes, and that even true sight may allow a player character to detect an ambush.



If the attackers get within attack range of any player character before they are detected, the first attack will be a surprise attack, meaning that the defender has a DBF of AV only. In fact, in many ambushes, the first warning the party has is a volley of arrows!

6. The attack continues until one side or the other ceases to resist. In the case of a bandit attack, this may include something as mundane as running off a pack animal before the player characters can kill the bandits. It may also mean that the attackers decide to run away; very few fights will go to the death of the last attacker.

Fight in a Dungeon or Other Confined Space

1. Draw or place onto the battle board the layout of the dungeon rooms, tunnel, cave, or interior of the building. Include anything that might be used as cover, or which might cause noise when walked on/through. Also include all apparent exits/entrances. If anything is climbable, include approximate height. Be sure to designate the heights of all ceilings.
2. Players will decide the march order of their party, and how each character is armed. They may wish to include a rear guard, as ambush can come from any direction. They also must designate who if anyone is carrying light sources, and what kind of light.
3. Create an Action Count Sheet so one of the players can count down the sequence of actions within each melee round. Include all characters, whether asleep or awake, and include all NPC opponents. Since the players will initially not know what they are fighting,

use unrevealing words, initials, or even numbers to designate the opponents. Whatever you use, you should know which attacker each refers to.

4. Have all the attackers' relevant stats written down in an easy-to-use format. Generally, a format that follows the TripTicket is all you need, though you'll have to add Battlefactors, Missile Attacks and any magikal attacks. This should be prepared ahead of time if you intend an involved ambush. For a fight with one or two predators, you can get this data together while the players are setting their positions and the Action Count Sheet.
5. Begin the attack. The attackers must be detected before anyone can react. Remember that some characters have psionic detect chances that may be appropriately employed here, that warriors have some ability to detect ambushes, and that even true sight may allow a player character to detect an ambush. Also, certain characters may detect traps, secret doors and other features common to dungeons and other confined spaces. Visibility may also be limited. If the attackers get within attack range of any player character before they are detected, the first attack will be a surprise attack, meaning that the defender has a DBF of AV only.
6. The attack continues until one side or the other ceases to resist. As it is difficult to escape from confined spaces, the opponents may become desperate and will often fight to the death. Generally, only the most civilized or most cowardly types will surrender in the hope of merciful treatment.



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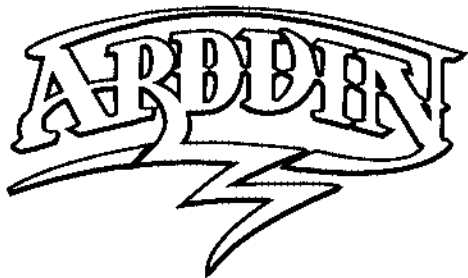
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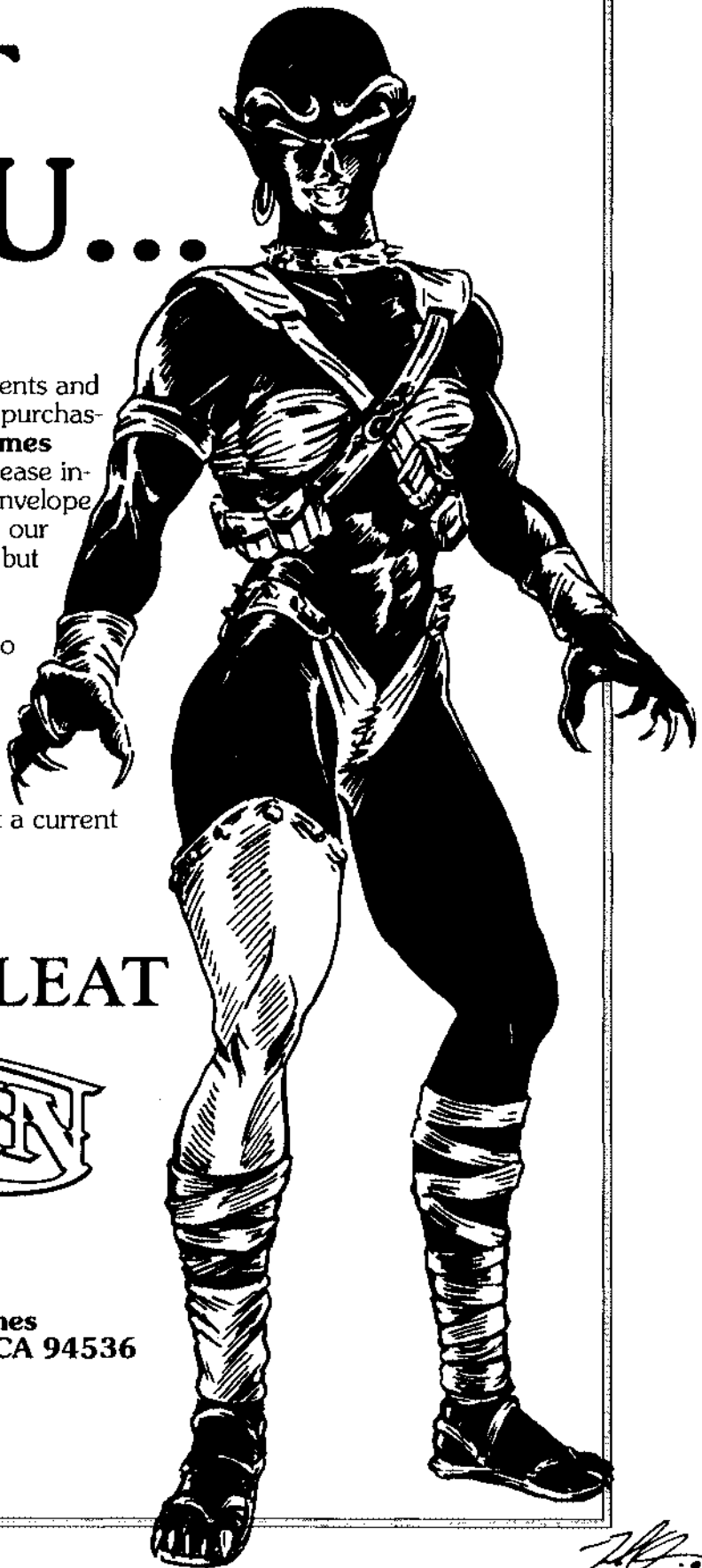
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