

Value: Varies according to world. Composition: Boron filament wrapped titanium (armor) and other various light metals/plastics and artificial compounds. Age: 1200 years or more. Looks: See illustration. Usually a highly reflective silver-blue. Weight: 35 lbs (armor), 8 lbs (helmet) and 12 lbs (laser rifle). Power source: Nuclear pellet (550 hours usage) for the armor, the same for the rifle (1,000 shots/1 second each). AC: 2+2 (lasers 2+1. Sensors: The audio pickups are 90% effective within 120', decreasing 10% per 20' thereafter. The visual acquisition infra red and radar scanner (VAIRADS) is effective out to 400 yards and adds plus four (+4) to the wearers attack. Weaponry: The Long Range Laser Rifle (LORALAR) does 30 points damage and has a 1,000 yard range and can fire up to three (3) shots per melee round. Notes: The armor is 100% gas, etc. proof and the wearer cannot be "flashed" or otherwise optically blinded. The suit will absorb up to 20 points of damage daily and self-repair at 1 point per four (4) hours. Fire does only 1/4 damage and cold does absolutely none to the suit. Suits do half damage but lightning does double damage. All missiles, bullets etc. have a 25% chance of ricochetting harmlessly off the armor. The suit is water tight down to 300' and has a 20 hour air supply. It also functions as a space suit. These suits are seldom found intact and due to their age are 20% unreliable in any given situation.

MAGIK ARTIFACT: THE ORB OF THE ELDEST DRAGON

Value: 100,000 G.S. Composition: Mithril and crystal. Age: 100,000 years or more. Looks: See illustration. Size: 20" tall and about 20 lbs. Magik Powers: With this device, once per month a dragon (random) may be summoned for a day's servitude. The dragon must serve (though it may be very mad afterwards). It also has all other "normal" crystal ball powers, but with triple the range. It can also "Legend Lore" any object up to 10' away once daily. Notes: Dragons, seeing the orb will always try to acquire the orb, for it is the greatest artifact of their ancient legends. Only they can unlock its full and true powers!

MAGIK ARTIFACT: ELFENELD

Value: unknown Composition: unknown Age: unknown Looks: See illustration. The blade is a mirrored black, the hantgrip, etc. a dull silver color. Size: The blade is a full 44" but the grip is for a single hand. Weight: 9 1/2 lbs. Magik Powers: The weapon is plus four (+4) to hit and to damage. Due to its size a strength of 17 or more is needed to wield it properly. It has neither ego nor intelligence and as far as can be ascertained it has no alignment. All hit by it must save vs life drain at minus six (-6) or lose 103 life levels (each and every blow). The weapon has a gear upon it so strong only a full wish can break it (and only for 10100 days!). The wielder gets no save vs this gear and must seek out and destroy all priest-mages of Cthulhu and their kind. This is a ceaseless and never ending quest. The wielder has a 75% chance of becoming "aware" of and being able to "track" priests and worshippers of the "elder gods" within 360'.

MAGIK ARTIFACT: THE GEAR OF SPARTAKKON THE BOLD

Value: 25,000 G.S. Composition: Silver, red dragon leather and gold inlay. Age: 400 years. Looks: see illustration. Silver and dull red predominant with some gold. Size: The belt fits all normal humans (olds) as do the braces. The belt gives the wearer a greater power (a strength of 24). The braces give an "aura of AC 2 but no other amount or shield may be used with this. The chain-weight strikes like a plus four (+4) to hit and plus eight (+8) to damage man or as a plus eight (+8) to strike bulwark (plus 104 to the dam- "Doom Chain." All may use this set.

MAGIK ARTIFACT: HEIRO'S HEADBAND

Value: 10,000 G.S. Composition: Gold with mithril inlay and insultra. Age: 3,500 years. Looks: Fits all normal humans (olds). Weight: 4 lbs. Magik Powers: The wearer has "Improved True Sight" and gets this artifact (for no known reason) and will always attack its wearer first. Notes: The armor is 100% gas, etc. proof and the wearer cannot be "flashed" or otherwise optically blinded. The suit will absorb up to 20 points of damage daily and self-repair at 1 point per four (4) hours. Fire does only 1/4 damage and cold does absolutely none to the suit. Suits do half damage but lightning does double damage. All missiles, bullets etc. have a 25% chance of ricochetting harmlessly off the armor. The suit is water tight down to 300' and has a 20 hour air supply. It also functions as a space suit. These suits are seldom found intact and due to their age are 20% unreliable in any given situation.

MAGIK ARTIFACT: THE HEAVEN HARP

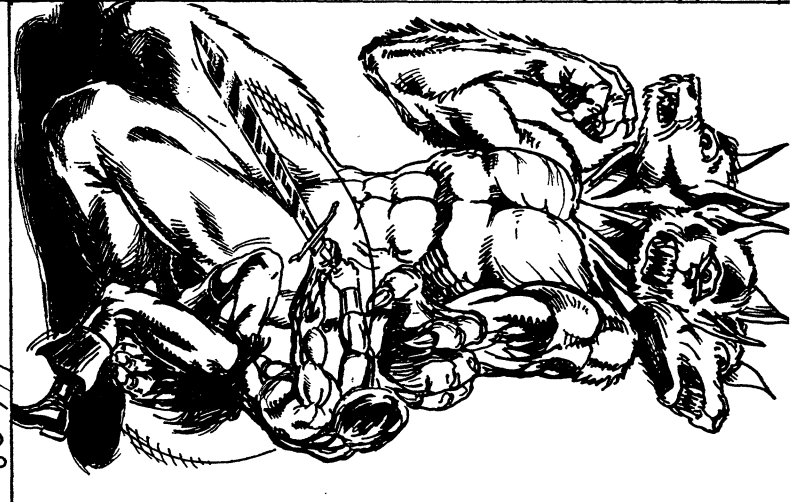
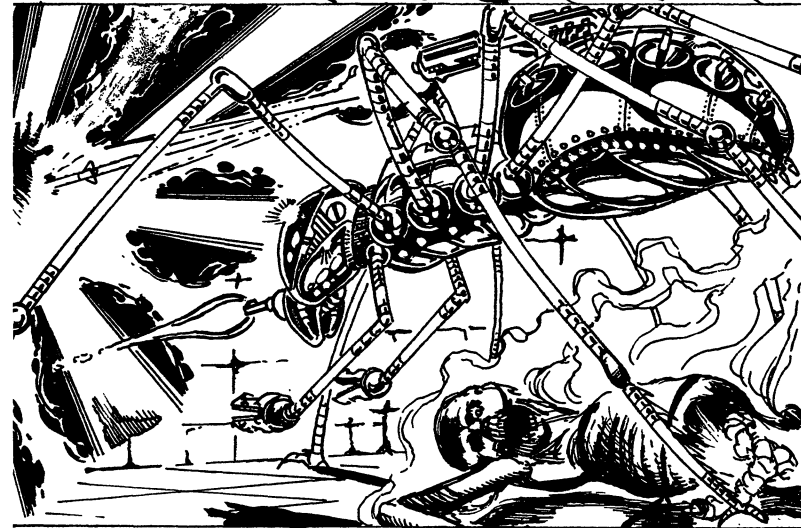
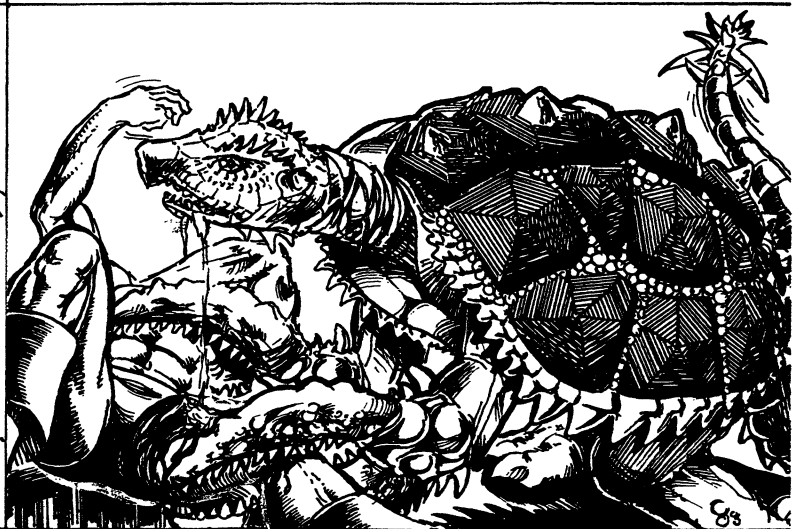
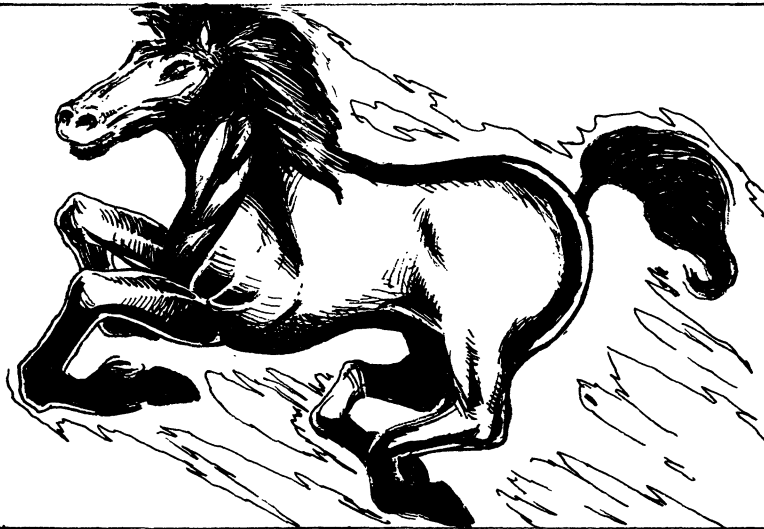
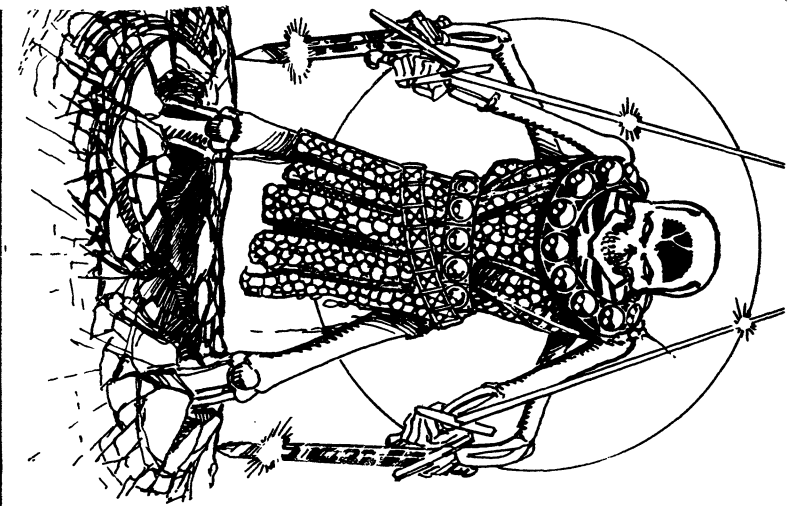
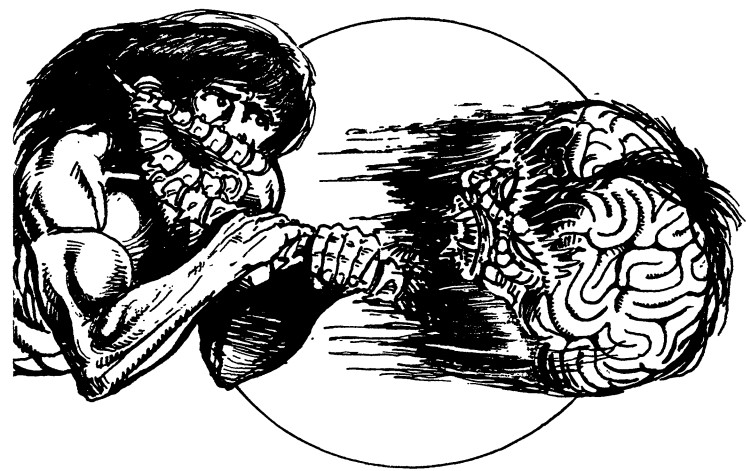
Value: 100,000 G.S. or more. Composition: Mithril base, gold leaf covered Ivory statue, ivory wings, silver "strings" and 1 carat emerald eyes. Age: 25,000 years. Looks: See illustration. Size: 39" tall. Weight: 20 lbs. Magik Powers: All "Bardic Magik" is doubled in all respects when done with or by this harp. It can beguile all non-magikal animals within 60' 75% of the time, (for as long as it's played) and has a 15% chance of beguiling "Magikal Monsters." While played the players charisma is increased by four (4). Lady Bards have been known to "charm open locked doors" with this artifact!

MAGIK ARTIFACT: JAWS

Value: 39,500 G.S. Composition: Mithril alloy steel with adamantite leaf and inlay work. Looks: See illustration. Age: 500 years. Size: As per "normal" shield (but twice as thick). Weight: double normal shield weight (thus a 16 or more strength is required to use it properly). Magik Powers: Once each battle turn it can bite (attack as an SHD (non-weaponed) monster) for 308 damage. All thus "bitten" is immediately chewed (103 melee rounds) and then swallowed (gone forever). It roars (twice as loud as a saber-toothed tiger) in combat and pants loudly at all times. Only true, single purpose warriors may wield it in safety (it tries to bite all others!).

MAGIK ARTIFACT: WHIRLING DEATH

Value: 10,000 G.S. Composition: Steel, oak and leather. Looks: see illustration. Age: 750 years. Size: 8' long. Weight: 40% more than a standard pole arm. Magikal Powers: This double ended weapon always gets two (2) attacks per turn at plus three (+3) to hit and to hurt. It has no alignment, ego or intelligence but does allow the user to parry (instead of this/her two attacks) any weaponed attack at a 95% efficiency. It attacks as a two handed sword or halberd at the wielders option.



BATTLEBONES

Type: Undead HD: 2+2 Size: Man sized. AC: 6 or by armor worn. Speed: 90' to 120' per turn. Dext: 15 to 20. Number: 1 to 20 or more. Attacks: four per turn by weapon type or for 1D4 each. Looks: A four armed human(oid) skeleton with glowing green eyes of flame. Notes: These creatures only take half damage from cold. They usually wear chainmail and carry two rapiers and two broadswords (see illustration).

LD/CH/FR

GAMERON

Type: Reptile/crustacean hybrid. HD: 3+1 to 6+1. Size: see illustration. AC: 2+2 (shell) and 2 everywhere else. Speed: 60' to 75' per turn (land) and 75' to 100' per turn (water). Dext: 10 to 15. Number: 1 or 2. Attacks: 2 claws for 1D6 to 2D6 each and 1 bite for 1D8 to 1D12. There is a 20% chance each turn that the Gameron will only "tail slash" for 2D6 to 4D6 as its attack. Looks: A heavily armored dragon-turtle like creature with huge claws and a barbed and spiked tail. Notes: This creature takes only half damage from cold or fire and lightning has a 90% chance of ricocheting off doing no damage at all. However sonic attacks do double damage to it. Its "armour" is highly prized by armourers and alchemists.

SKULLMONCULUS

Type: undead/homonculus HD: 1+4 Size: Skull sized. AC: 5 Speed: 45' per turn (it can leap up to 7') Dext: 16 to 19 Number: variable but usually alone. Attacks: 1 bite for 1D6 plus a toxic saliva that causes the victim to fall into a sleep like stupor for 1D4 days. The bite also rots at 1 point per day unless a disease curing ritual is performed. Looks: Like a human(oid) skull with "walking fingers." Notes: This creature is a magikal construct, usually done upon a mage's slain enemy. The being thus created is used as a watchdog and warning device. It cannot speak but has a loud hissing screech and a staccato gobbling like sound it uses instead. They can "see" into the Astral and Ethereal planes and all invisible beings. They save versus magik like an 8th circle mage.

FR/CF/CH/LD

TRI-CLOPS (LUPOCLOPS)

Type: Giant HD: 8+1 to 12+1 Size: 18" per HD AC: 4 Speed: 20' per turn per HD in size. Dext: 12 to 15 Number: 1 to 4 Attacks: 2 claws for 2D8 to 4D8 each per turn. If they grab a victim (15% chance per hit) then they can bite 1 to 3 times for 3D6 to 6D6 each. Looks: Huge, furred humanoids with three cyclopic wolf like heads. Notes: These giants are ravenously carnivorous and will always attack, regardless of the odds. They are 10% magik resistant, and paralysis only slows them by half (once) and sonics do only half damage. They can "sniff out" (smell) victims up to 1/4 mile away and are keen trackers.

C/FR

BRAIN EATER

Type: Demon kind (lesser) HD: 3+1 only. Size: See illustration. AC: 9+10 Speed: up to 360' per turn. Dext: 18 to 21 Number: Always alone. Attacks: One tentacle (attacks as an 8th level warrior with a +7 bullwhip) that does 1D8 initial damage and 2D8 crush with 1 life drain each turn thereafter. Looks: A pulsing, glowing red brain like creature with fiery yellow eyes and a grey-green spine like tentacle. It constantly oozes and drips a foul smelling black and smoking slime that does 1D4 acid burn to all it touches. They get all "lesser Demon" saving rolls. However they do not have the "aura of fear" like other demonic types.

DEMON HORSE (HELL HORSE) *

Type: Magikal Equine HD: 6+1 to 9+1 Size: 50% to 100% larger than "normal" destriers. AC: 2 Speed: Twice that of a light warhorse (ground) or 600' per turn in the air. Dext: 18 to 23 Number: 1 to 12 Attacks: 2 hooves for 1D8 to 2D8 each and 1 bite for 1D6 to 2D6. On a 20% chance each turn it will breathe a 15'x3' 4D6 flame instead of biting. This flame will burn even those normally fire proof! Remember also that they are red hot thus all who touch them take 1D4 heat damage extra. Looks: Very large "horses" that resemble red hot glowing metal. Their eyes are white hot flames and their hooves strike sparks wherever they touch. Pale red fire drips from their nostrils and mouths and in flight they resemble fiery meteors streaking across the sky. *Notes: They are "demonic" in origin (thus getting all "lesser demon" saving rolls) but are of True Chaotic nature, neither hating nor helping those they meet. They can be fierce foes or fast (if somewhat wild) friends.

T'CHEEM BATTLE SPYDER

Type: BIOBOT Biological-Robot hybrid) HD: Always 8 Size: 50% larger than a human. AC: 2+5 Speed: up to 450' per turn (it can leap up to 25 feet). Dext: Always 24 Number: Nearly always alone. Attacks: one burst (of 1D12 shots) of .30 calibre machine gun fire, 880 rounds carried. And one missile (it carries up to 8 reloads) with a 1 mile range (treat as an 8 inch artillery shell). It can also strike with 1 or 2 of its forelegs for 1D4 each or attack with 1 or 2 of its pincers for 1D6 each. However it seldom uses those types of attacks (15% chance) unless hard pressed at close range. Looks: See illustration. Some models have a 24 point laser (500 yard range) instead of the missile launcher. Notes: It uses infra red and radar (1 mile range) sensors so its attacks are always plus six (+6). Its power source will allow it to operate for 1,000 hours at full power (or longer in a lesser power status). Lasers have a 50% chance of reflecting harmlessly off its silvery body surface. Fire and cold do only half damage and sonics and lightning do 50% more damage. These units can move on any surface (even upside down) and are programmed to immediately attack all humanoid life forms or other robots not of their kind. They are seldom found in a fully operational state or in full repair. DM's should use them sparingly.

PRIEST - MAGE OF CTHULHULOS

Type: Metamorphed human(oid) HD: Always 6+1 Sizes: As per Human(oid) AC: 5 base but variable by magikal protects, robes etc. Speed: 90' per turn. Number: Usually alone but never more than thirteen. Looks: See illustration, generally grey-green and tentacle faced human(oids). Attacks: Two (2) magikal attacks per turn! Or one (1) hypnotic mesmerizing attack usable against any single entity within 30'. Those thus psychically attacked must save at minus five (-5) or become zombie-like servants of the dread priests for 1D20 melee rounds! Level: They can be any level but are seldom seen under 6th level. Notes: These are evil beings who have sold their souls to the "Dark and Elder Gods" of prehistory and in return have been granted the ability to use magik at twice the normal rate and speed. They can use all levels of normal magik and clerical and druidical magik up to the 13th circle. They prefer spells like: "Morgorn's Spell of the Red Death" and "Haraag's Hellfire." They practice human sacrifice, bestiality and cannibalism and are feared throughout the multiverse. They never have more than thirteen servants or guardians, and prefer those types which are horrific to look upon. They get a plus ten (+10) save vs psychic probes and/or attacks. Cold only does 1/4 damage to them but "holy water" burns them like fire/acid at 2D6 per vial in potency (they hate it!).

FR/Stoning