

MAGIK ARTIFACT : THE HAND OF DOOM (MAGIKAL CESTUS)

Value: 40,000 g.s. Composition: Troll hide, adamantite and carved dragon bone. Age: 50,000 years. Looks: See illustration. Size: fits all normal humanoid hands. Weight: 1 1/2 lbs. Magik Powers: When used to strike with, it attacks as a plus five (+5) to hit man. Each of the carved beasts store power obtained from the "cosmos" and can fire a charge once per day. The unicorn fires cold, dragon fires flames, and the lion fires a sonic blast, and the serpent spews acid. Each "shot" is a cone 15' long by 5' wide and does 25 points of damage. They may be fired singly or in any combination. Notes: There is a 3% chance each time one is fired it will instead detonate the carved figure (destroying it) and, of course, harming the wearer.

MAGIK ARTIFACT : THUNDER THING

(Subatomic Stasis Compacting Field Generator/Projector)

Value: Unknown. Composition: Engraved titanium-boron alloy. Age: 800 years. Looks: See illustration, generally metallic blue overall. Size: 77" long. Weight: 18 1/2 lbs. Power Source: Nuclear Pellet. Material: Cast. Notes: 100 meter stasis compacting field forms "bubble-like" from the muzzle. Any non-sentient thing in the field is immediately stasis compacted/loaded into the gun! When the gun is fired the "charge" leaves the muzzle at 500 feet per second, rapidly expanding to its normal size. Damage caused to targets aimed at would, of course, depend on just what the "missile" was! It sounds like a cannon going off when it fires. Have fun with this one!

MAGIK ARTIFACT : KILL SERPENT (MAGIK SHORT FLAIL)

Value: 25,500 g.s. Composition: Oak, iron and living serpents' heads! Age: 2,000 years. Looks: See illustration. Weight: 7 1/2 lbs. Size: 30" are bitten 103 times by the serpent heads. The venom does 3D8 damage and causes confusion (minus three to attack and defense) for 1D6 melee rounds thereafter. Notes: The serpents hiss and squirm constantly and snap at all but the wielder if they come near.

MAGIK ARTIFACT : THE BELT OF THE PALADIN OF THE WEB

Value: 45,000 g.s. Composition: Spider silk and live spider! Age: Unknown. Looks: See illustration, but basically black, grey and red. Size: Fits all waists from 20" to 48". Weight: One lb. Magik Powers: The wearer can shape change into a spider the same size as his/her own HD. It has a dex of 24, AC of 5 and a speed of 180' per turn. Its venom does 1D8 per HD of size and its bite does one point per HD in size. At all times the wearer is totally immune to all arachnidae venom and no web will ever stick to them. The spider bites whoever puts it on; if a "save" vs venom is failed it is DEAD. A save means the belt is yours.

MAGIK ARTIFACT : PRISON DRING (RING OF INESCAPABLE TRAPPING)

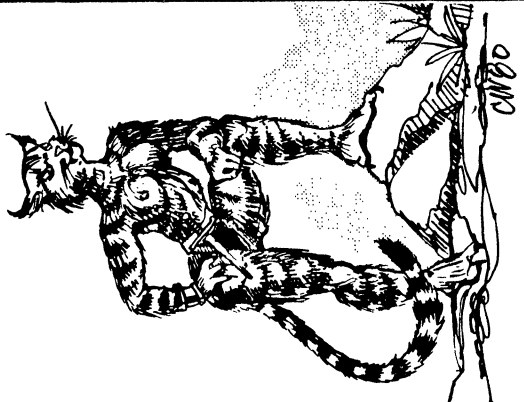
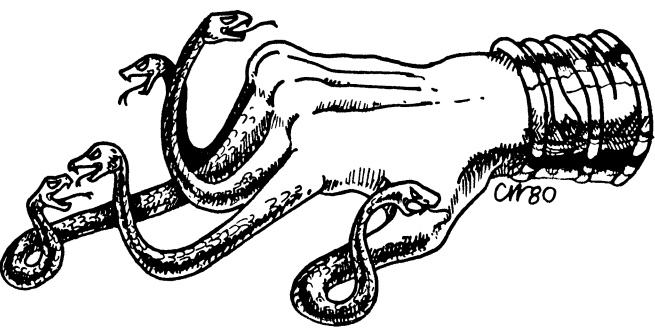
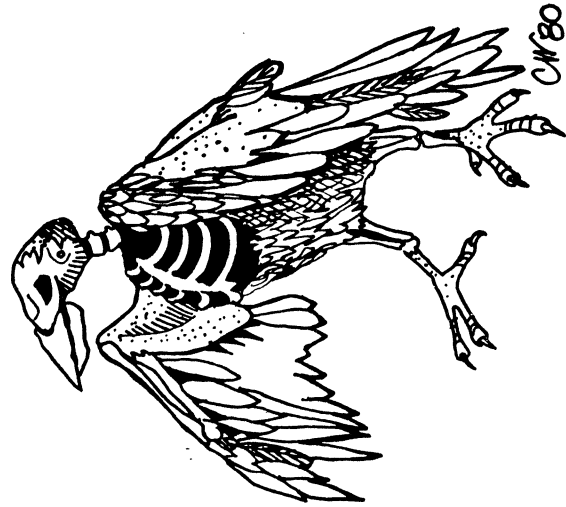
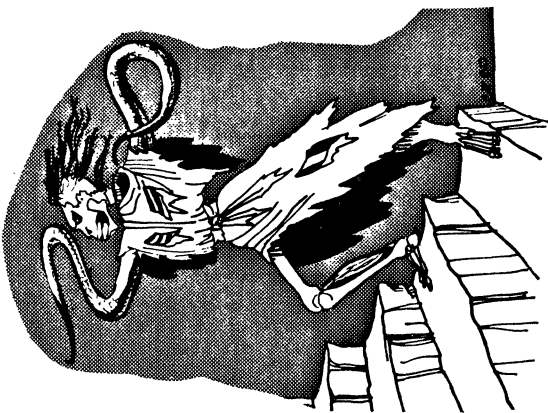
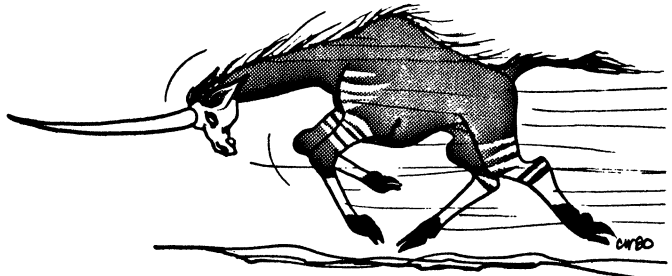
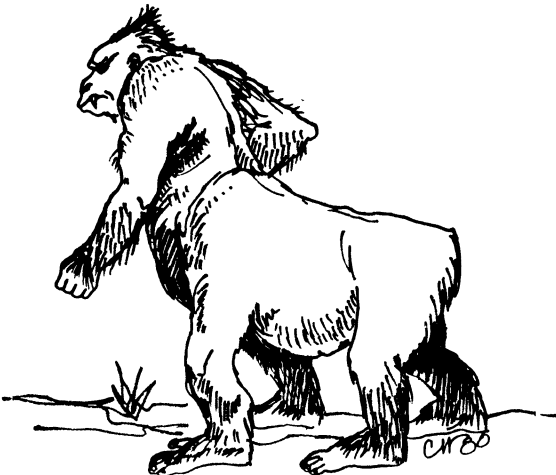
Value: 100,000 g.s. Composition: Mithril with adamantite "bars". Age: 100,000 years. Looks: See illustration. Size: Fits all "humanoid" fingers. Weight: 3 1/2 ounces. Magik Powers: It will "trap" and imprison any single sentient being within 30' if it is pointed at the intended victim and the words "Barzak du! Amartiki!" are shouted loudly. However if there is already a "prisoner" in the ring, that being its intended victim, it is already a "prisoner" in the ring, that being its intended victim and the words in fact is totally alive, needing food and water, etc.

MAGIK ARTIFACT : DEATH TONGUE (Mechanically Augmented Magik Sword)

Value: 20,000 g.s. Composition: fine steel, gold, silver and mithril. Age: 1,500 years. Looks: See illustration. Weight: 6 1/2 lbs. Size: 38" (44") blade. Magik Powers: It is plus two (+2) to hit and to damage. Other Specials: The blade is spring loaded and thus has 6 hidden inches of length. Surprisel! If it is triggered as it strikes an opponent the damage is doubled. However, it takes a full melee turn to re-set.

MAGIK ARTIFACT : THE ARMOR OF GWILLAM THE MAD

Value: 75,000 g.s. Composition: Mithril and spider silk (lining). Age: 1,500 years. Looks: See illustration, a pale shimmering blue-white over all. Size: Fits all humanoids 6' to 6'2" tall, and 175 to 195 lbs. Magik Powers: The AC of this outfit is 2+4 and the helm gives "true seeing" and "EVEN HEARING". White worn, the wearer is totally impervious to cold, and all acids. The wearer may also "walk on any liquid." Its only drawback is that it is imbued with the "soul" of poor, mad Gwillam, and all who wear it have a 5% chance each month of becoming as bonkers as he was!



MANTISAUR

Type: Magikal Giant Mantis-Allosaurus hybrid *HD:* 9+1 to 13+1 *Size:* 2' tall and 3' long per HD in size *AC:* 3 (+4) *Dex:* 18 to 23 *Speed:* 180' per turn (240' charge). *Number:* Usually alone *Attacks:* 1 tail bash for 1D12 to 2D12 or 1 kick for 1D8 to 2D8 and 2 "grab" claws for 1D4 to 1D8 each. If both claws "grab" the victim is bitten (*next turn*) for 2D6 to 4D6 (all damage is *swallowed!*) *Looks:* A bright green mixture of scales and chitin (see this card) with brilliant orange compound eyes. *Notes:* This critter can leap up to 60' horizontally or 45' vertically and will pursue its chosen prey for up to 1D20 days (if need be) before tiring!

FR

POWER HORN

Type: Large Animal *HD:* 4+1 to 7+1 *Size:* 6' to 9' tall at the shoulder *AC:* 7 *Dex:* 14 to 18 *Speed:* 195' per turn (+50% charge) *Number:* 1 to 20 *Attacks:* Two hooves for 1D4 to 1D8 each, and one horn slash*(1D6 to 1D10) or one horn stab*(1D8 to 1D12). *Looks:* Like an oversized, single-horned Okapi. *Notes:* Normally docile and shy, the males go berserk during mating season and attack everything that *moves!* Oh, their mating season is ten months long!
* The horn generates a high frequency vibration, allowing it to attack *all* AC's as AC9! The vibration also does D8 *extra* damage. They are 100% "sonics" resistant.

ZOMBIRDS

Type: Undead avian. *HD:* 1+4 *Size:* 20" to 24" tall *AC:* 4 (+4) *Dex:* 18 to 20 *Speed:* 330' per turn (air)/ 30' ground. *Number:* 1 to 20 *Attacks:* 2 claws for 1D3 each, and one bite for 1D4. However, all hit must "save" versus poison or fall into a stuporous trance.* *Looks:* Dusky grey skeletal, partially feathered rooks with fiery blue glowing eyes and a nauseating smell. *Notes:* These creatures are "undead" spys and messengers of evil liches and other unsavory types. *Those in the "trance" become zombie-like slaves of the zombird's *master* for 1D4 hours.

KHAI - ZIRIN

Type: Intelligent felinoid *HD:* 3+1 to 6+1 *Size:* 5' to 7' tall *Dex:* 18 to 22 *AC:* 6 (+4) *Number:* Usually alone or as a *mated pair*. *Attacks:* by weapon type *and/or* 2 claws for 1D4 to 1D6 each *and* one bite for 1D6 to 1D8. If both claws hit there is a 50% chance they'll "grapple" striking with their two hind claws as well. *Speed:* 150' per turn *Looks:* Usually honey blonde to (black to red stripes) dark brown with either green or violet eyes and bright red claws. *Notes:* The degenerated remnants of a star faring race they now prefer using rapiers, daggers and throwing darts but *do* recognize and occasionally use technological items as well. They detest humans and dwarves, tolerate Elves, and just love hobbits! They climb and hear like the "cats" they are and hate water passionately. They also have infra-vision and a keen sense of smell.

HORRAGUS

Type: Highly magikal, ancient and primevil life form *HD:* always 13+1 *Size:* 20' to 30' long *AC:* 2+2 *Dex:* 15 to 18 *Speed:* 90' per turn (9' per minute through solid rock!) *Number:* Usually alone *Attacks:* Five tentacles that can either: bash (60%) for 1D8, crush (30%) for 2D8 or bite (10%) for 1D10 that drains one life level per turn. There is a 5% *extra* chance it will tail smash for 3D6. *Looks:* Mostly black and red in rippling and shifting bands of dull color. *Notes:* These things were alive *before* all other life on the world, and their evil is as ancient as the stars. They are the minions of Cthulhulos and may be summoned by the Priest-Mages who worship him! They regenerate *all* damage at 2 points per turn and are totally immune to poisons, venoms, acids or "holy water." They are mindless, so suffer from no form of psychic attack, fear or confusion. They exist only to devour all they can catch!

GORSWAMPUS

Type: Mutated gorilla *HD:* 8+1 to 10+1 *Size:* 8' to 10' forelegs to top of head *AC:* 5 *Dex:* 12 to 16 *Speed:* 90' per turn (180' charge), half that in water. *Number:* 1 to 12 *Attacks:* Two claws for 1D10 to 2D8 each *and* one bite for 1D8 to 1D10. If *both* hands strike there is a 50% chance they will "hug" their target for 2D8 to 4D6 crush damage or (20% chance) they'll kick for 1D10 to 1D12. They have also been known to *throw* their victims 10' to 40'! *Looks:* Pale green furred centaur-like gorillas. *Notes:* These normally peacheful marsh dwellers usually hide or flee from adventurers. However, for some biologically weird reason, the mere smell of an Elf sends them into a ram-paging and maniacal fury! They swim better than humans.

LASH LICH

Type: Undead Priest-Mage of Cthulhulos *HD:* always 13 *Size:* Variable *AC:* 2+4 (+3) *Dex:* 20 to 24 *Speed:* 120' per turn *Number:* always alone *Attacks:* Two lash like tentacles that can stretch to 13' and hit for 1D20 damage *as well* as draining two (2) life levels! They strike like +3 two-handed flails. *Looks:* Slimy, mouldering skeletons with a pair of inky, oozy black tentacles and dancing black flames for eyes! *Notes:* What a "lucky" Priest-Mage of Cthulhulos may become in reward for years of service! These abominations may use two (2) magik spells per melee turn of *any kind* (up to 20th level) but prefer the more horrific and painful ones. They are soul-less and know no fear, consorting with demons and other foul things as a matter of *courtesy*. They are *totally* immune to psychic probe or attack, life drains/blasting and cold. Holy water "burns" them like acid/fire at 1D8 per vial and is the *only* damage they do not regenerate at 3 points per melee round. They can become ethereal at will and have natural "true seeing." They are evil incarnate and exist only to destroy! destroy! destroy! They are very rare.

STONING/CH/CF

THE HAND OF SET

Type: Undead/magikal construct *HD:* 5+1 *Size:* variable, but usually as for a human hand *plus* 3 to 5 ". *AC:* 2+7 *Dex:* always 19 *Number:* usually singly or a pair (left and right) *Attacks:* Each "finger" bites as if it were a 13HD serpent, inflicting 1D3 points damage and injecting a venom that does 5D8 damage and causes : paralysis (1D20 hours); blindness (1D4 hours) and insanity (1D100 days) *FOUR SAVES MUST BE MADE* (one for each). *Notes:* The "hand" *flies* at up to 360' per turn and never rests until it has slain its ordained victim. The victim must specifically be named or "to attack who-so-ever opens this door" type of orders must be given to it. They regenerate all damage at 1 point per turn and cannot be life drained/blasted.

CF/F