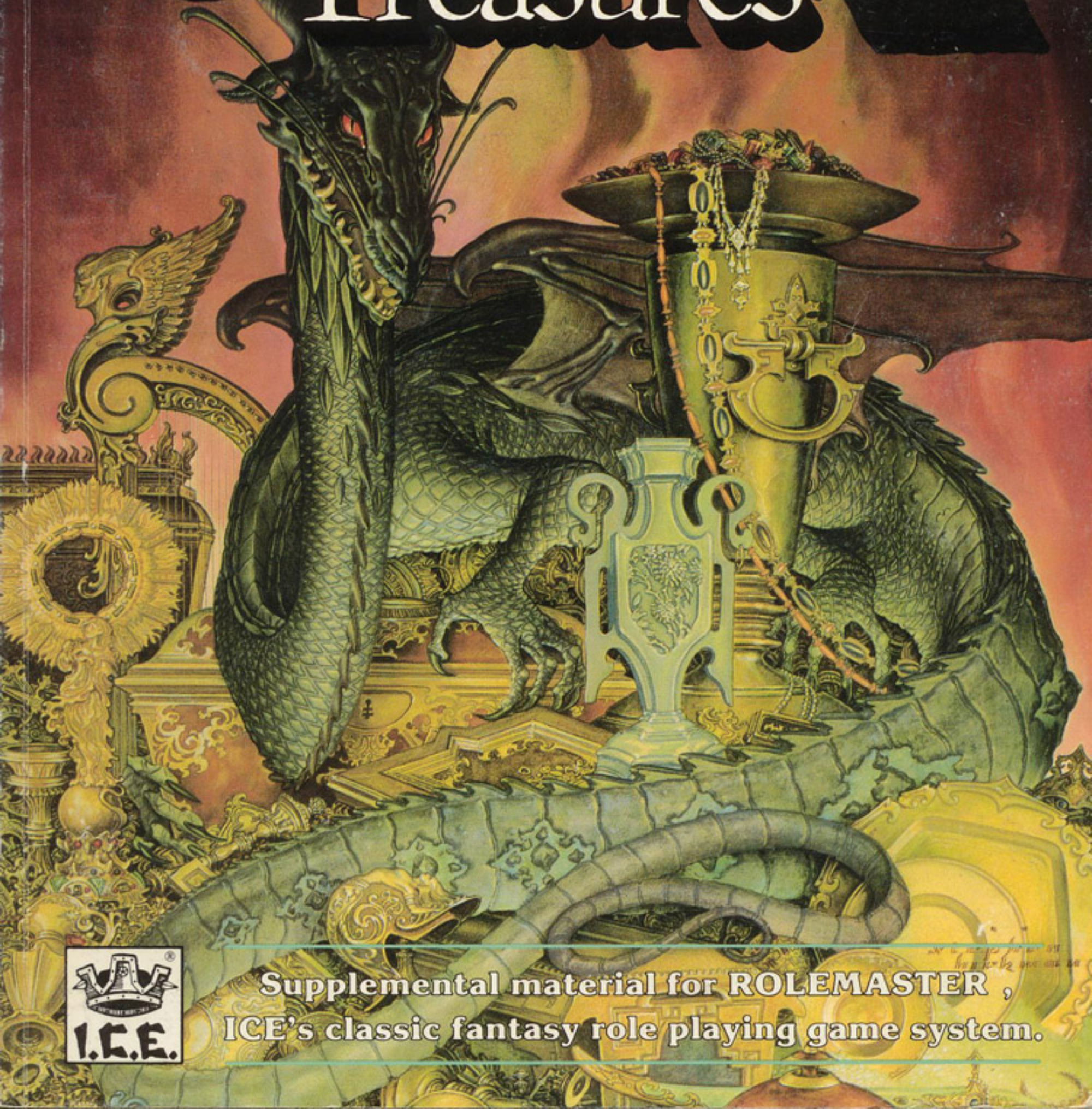


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Creatures & Treasures IITM



Supplemental material for **ROLEMASTER**,
ICE's classic fantasy role playing game system.

CREATURES & TREASURES II™

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Dedication: I would like to thank Chris Williams.
Without her love and support (and spelling ability),
this product would never have happened. I dedicate it
to her and to God, through whom all things are
possible.

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INTRODUCTION

Creatures & Treasures II (C&T II) is the second in a series of compendiums which deal with the information and statistics required for three key elements of fantasy role playing: Creatures, Treasures, and Encounters. This product is meant to provide a comprehensive reference work and guidelines for use with the *Rolemaster* system (*RM*) and the *Middle-earth Role Playing* system (*MERP*). The information provided in this work is also easily usable with most of the other major role playing systems.

Players should note that the possession of the original *C&T* is not a prerequisite for the use of *C&T II*. Every effort has been made to make this product self-contained, and complete within itself. Occasionally, reference will be made to guidelines provided in *C&T* in order to provide GMs with a greater range of flexibility if he has decided to use both products together.

The material presented in *C&T II* is meant to aid a Gamemaster in running his game. A Gamemaster should keep in mind that these "rules" are actually guidelines intended to be used by a variety of Gamemasters in a number of world systems, covering a wide range of danger and power levels. A Gamemaster should always consider how a particular creature or magic item fits into his world system. If such a creature or item is inappropriate, the Gamemaster should feel free not to use it and choose another. To these ends we provide alternative methods of generating treasures and encounters. Some Gamemasters will use one, some will use another, and some will use bits and pieces of different methods to obtain a hybrid system more suited to their game.

For clarity and readability purposes, *C&T II* uses standard masculine pronouns when referring to creatures of uncertain gender. In such cases, these pronouns are intended to convey the meanings: she/he, his/her, etc. Generally both sexes of a species are sighted with close to equal frequency (dependent upon species and social customs). In most cases where only the male or only the female is usually encountered, this fact is noted and the appropriate pronouns are used.

CREATURES

Sections 3.0 through 11.0 cover a wide variety of creatures which can add flavor, detail and excitement to any FRP game. Creatures are classified into different categories based on general type. These include: animals, fell creatures, composite monsters, artificial beings, entities from other planes, undead, entities from deep space, and races. Each category of creature is given its own section, as noted in the Table of Contents. Each section begins with the *RM* game stats of the creatures therein, followed by more complete descriptions.

Of course, *C&T II*, even in combination with the original *C&T*, cannot hope to cover all of the creatures that can be used in a fantasy role playing setting. Therefore, Section 12.0 provides guidelines for modifying standard animals and monsters in order to create your own unique, unusual creatures (i.e., giantism, magic, poison, movement modes, etc.). Section 17.0 provides some conversion notes which can aid a Gamemaster in converting creatures described in other major FRP systems.

TREASURES

One of the chief goals and rewards in fantasy role playing is "treasure": money, valuables, maps, magic items, and the like. It is often helpful for a Gamemaster to have a list of items to include in his treasures, and a method for generating the exact contents of these hoards. Sections 14.0 and 15.0 provide tables for generating totally random treasures, including a generous listing of new magic items — from simple potions to legendary artifacts.

For the sake of completeness, the generic item generation system provided in the original *C&T* is included here, though it is slightly reorganized and reformatted for easier use.

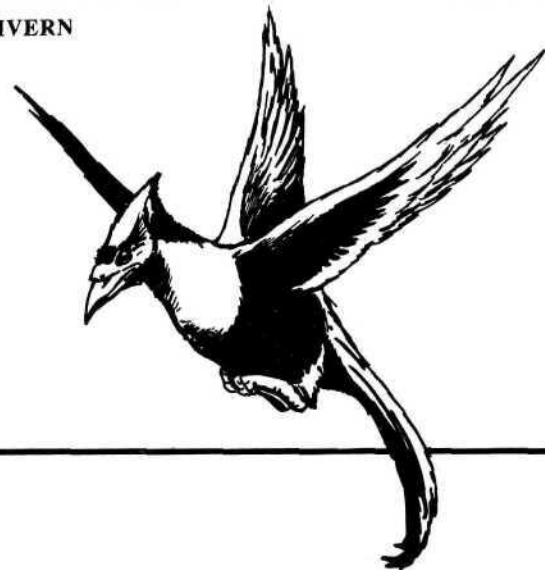
ENCOUNTERS

When an "encounter" is called for in a fantasy role playing environment, it is often useful for a Gamemaster to be able to generate a specific creature or groups of creatures. *C&T II* presents expansions to the encounter tables first presented in *C&T*, incorporating the new creatures examined in this book. These new encounter tables may be used alone, or in conjunction with the *C&T* tables.

DESIGNER'S COMMENT

The material in this product is the result of many years of gaming. Even those few ideas that I have included that are fairly new and haven't had as extensive a playtesting as the rest have been heavily influenced by years of gamemastering. I would like to thank everyone that I have ever played with, in addition to Eric "Mott" Motter, Ried Holien, Tony Belatti, and Eric, Jeff and Shaun in Colorado — to name a few of the many players who did not actually playtest this material, but whom I have gamed with, and think of as friends. There are also those with whom I had long talks in the night about gaming ("Let me tell you what my players did last night, you won't believe this one..."). While movies and literature have greatly influenced me, my players and friends were the greatest inspiration.

TRIVERN



2.0

STATISTICS AND CODES

The following sections contain descriptions for a variety of creatures, guidelines for handling them during play, and guidelines for creating your own creatures. Before attempting to use the statistics provided for each creature, a Gamemaster should read Sections 2.1 through 2.6, which contain the codes used in the creature tables and descriptions.

Races include all intelligent beings whose capabilities fall into the general profession/level development system outlined in *Character Law* and *MERP*. Many of these races can be handled as "monsters" (i.e., treated as encounters or general opponents of player characters), as well as being handled as player characters or non-player characters. Section 11.0 gives representative statistics for use when members of races are handled as monsters. Section 19.1 provides the statistical guidelines for handling members of races as characters.

Monsters in *C&T II* are creatures which are not characters (i.e., members of "races") and which are not standard animals. Sections 4.0 through 11.0 provide complete descriptions and game stats for an assortment of fantastic beasts and monsters, including: demons, elementals, golems, dragons, the undead, and other creatures.

The statistics given describe typical or average creatures. Many statistics for a given creature (animal or monster) are actually given for a family of related creatures. Individual species of such a family may be smaller, larger, faster, etc. In certain cases, a percentage chance of special properties (e.g., poison, flight, etc.) is given. This information is provided to aid in play and is not necessarily accurate with respect to the GM's specific world system. All statistics should be altered to better fit the GM's view of his own world scheme, if that is necessary.

These stats are of course abstracted to fit into an FRP environment and speed play. Additional codes provide a Gamemaster with guidelines for generating creatures which vary from the average in terms of level, hits, bonuses, etc. These additional statistics can be ignored when a Gamemaster does not want to — or have time to — generate each creature encountered.

A Gamemaster may also wish to generate skills for some creatures using Rolemaster skill development (e.g., a demon Alchemist, an undead Bard, etc.). To do this, the Gamemaster should assign a profession to the creature and then use the Non-Player Character Table in *Character Law*, or develop the creature's skills himself.

These rules assume several different environments of activity for creatures: on land, in the water, and flying in the air. Some creatures which can operate in several environments will have several sets of statistics describing their capabilities in the various environments. In these cases, the set of statistics for the creature's primary environment is given first.

The following sections break down the various statistical categories of the creature descriptions, and explain the codes used throughout.

2.1 TYPE

This is the generally accepted name for the given type of creature. If the movement statistics given for it are not for land movement, the type of movement is given in parentheses (e.g., fly, swim, burrow, etc.).

Note that the generic sub-classifications given for some types of creatures (small, medium, large) are not the creature's size relative to other creatures, but instead they are the creature's size relative to other creatures of its own type.

2.2 LEVEL

Lvl: The number given here is the level of an average creature of the given type; it is primarily used for determining the creature's hits, attacks, experience points and Resistance Rolls. If the Gamemaster wishes, he may use the Level Chart given below to vary the exact level of the creature; just roll (open-ended) and cross-index with the letter (Level Code) given in the statistics. The result is added to the average level to give the creature's actual level. If a negative level is obtained, just use level 0. Creatures with lower levels than average can be considered to be the "young" of their type, while those with higher than average levels can be the "leaders" or "venerable adults".

LEVEL CHART								
Roll	Level Code from the Statistic Tables							
	A	B	C	D	E	F	G	H
<01	Young helpless creature (e.g., baby)							
01-10	-1	-2	-3	-4	-5	-6	-10	-2
11-15	0	-1	-2	-3	-4	-5	-8	-2
16-20	0	0	-1	-2	-3	-4	-6	-1
21-25	0	0	0	-1	-2	-3	-4	-1
26-35	0	0	0	0	-1	-2	-2	-1
36-45	0	0	0	0	0	-1	-1	0
46-55	0	0	0	0	0	0	0	0
56-65	0	0	0	0	0	0	+1	0
66-75	0	0	0	0	+1	+2	+2	+1
76-80	0	0	0	+1	+2	+3	+4	+1
81-85	0	0	+1	+2	+3	+4	+6	+1
86-90	0	+1	+1	+3	+4	+5	+8	+2
91-100	+1	+1	+2	+4	+5	+6	+10	+2
101-140	+1	+1	+2	+5	+6	+7	+11	+3
141-170	+1	+2	+3	+6	+7	+8	+12	+3
171-190	+1	+2	+4	+7	+8	+9	+13	+3
191-200	+2	+3	+5	+8	+9	+10	+14	+3
201-250	+2	+4	+6	+9	+10	+11	+15	+3
251-300	+3	+5	+7	+10	+11	+12	+16	+4
>300	+4	+6	+8	+11	+12	+13	+17	+4

2.3 MOVEMENT STATS

These movement statistics assume average quickness and encumbrance for the particular creature, and may be adjusted as necessary for special cases.

A creature's actual movement rate is determined by its Base Rate as modified by his "Pace" (up to its Max Pace) and possibly a maneuver roll using his MM Bonus (Movement and Maneuver Bonus). To determine a creature's movement rate for a given round, the Gamemaster should first decide on the creature's pace (up to the maximum allowed) and then the base movement rate can be multiplied by the movement rate multiplier given in the Pace Chart below.

A creature's pace also determines how many exhaustion points it uses each round. A creature's exhaustion points is dependent upon its Constitution; the process for determining exhaustion points is given in the Base Hits section when Constitution is discussed.

PACE CHART				
Code	Pace	Movement Rate/Pace Multiplier	Normal Maneuver Difficulty	Exhaustion Pt. Cost
Walk	Walk	1x	None	1/30 rnd
Jog	Fast Walk / Jog	1.5x	Routine	1/6 rnd
Run	Run	2x	Easy	1/2 rnd
Spt	Sprint / Fast Run	3x	Light	5/rnd
FSpt	Fast Sprint	4x	Medium	25/rnd
Dash	Dash	5x	Hard	40/rnd
Var	Varies due to armor	—	—	—

Base Rate: A creature's base movement rate is the distance which the creature may normally move each round at a "walking" pace. Base rates less than 1' are given as 1' (usually Tiny creatures).

Max Pace: The Pace given in the statistics is the maximum allowed pace for the given animal.

MM Bonus: The Movement and Maneuver Bonus is used if the Gamemaster requires a maneuver roll to move at paces greater than a walk. The GM should first total the maneuver roll and the MM Bonus; then he should obtain a result from the Moving Maneuver Table provided in Character Law by cross-indexing this total and the normal maneuver difficulty for the given pace (see Pace Chart above for suggested difficulties). The result is the percentage of the creature's movement rate which is actually covered.

Distance Moved =

$$\text{Base Rate} \times \text{Pace Multiplier} \times (\text{Maneuver Roll Result} / 100)$$

Speed (MS/AQ): A creature's Speed is given in terms of "Movement Speed / Attack Quickness". Movement Speed helps determine a creature's "Base Defensive Bonus", while Attack Quickness determines a creature's "first strike points". Both factors can be used to determine a creature's Defensive Bonus (DB) in various tactical situations. The DBs given in this product already include the Base DB, but they do not include any modifications for Charge/Lunge or Flee/Evade maneuvers.

SPEED CHART					
		Defensive Bonus Modifications			
Code	Rate	(MS)	(MS)	(AQ)	(AQ)
		Base DB	Flee/ Evade	Charge/ Lunge	First Strike Pts
IN	Inching	-25	0	0	5
CR	Creeping	-20	0	0	10
VS	Very Slow	-10	0	0	20
SL	Slow	0	0	0	50
MD	Medium	10	5	-5	85
MF	Moderately Fast	20	10	-10	97
FA	Fast	30	15	-15	101
VF	Very Fast	40	20	-20	110
BF	Blindingly Fast	50	25	-20	120

2.4 COMBAT STATS

Size: This is the size of the given type of creature: "T"=Tiny, "S"=Small, "M"=Medium, "L"=Large, and "H"=Huge. This is merely an approximation of the creature's size with Medium being approximately man-sized.

Crit: This statistic indicates how critical strikes inflicted on the given type of creature are resolved. In some cases more than one of these codes apply. Consult the Critical Codes Chart.

CRITICAL CODES CHART	
Critical Code	Code Effect
—	Use normal critical procedure.
I	Decrease critical severity by one ("A" is modified by -20, "B" becomes an "A", "C" becomes a "B", etc.).
II	Decrease critical severity by two ("A" is modified by -50, "B" is modified by -20 on the 'A' column, "C" becomes an "A", etc.).
LA	Use Large Creature Criticals.
SL	Use Super Large Creature Criticals.
@	Stun results do not affect creature.
#	Stun results and hits/rnd do not affect creature.

Base Hits: A creature's Base Hits is the number of concussion hits which an average creature of the given type can absorb before becoming unconscious. If the Gamemaster wishes he may use the Constitution Bonus Chart given below to vary the exact number of hits that the creature can take; just roll on the column indicated by the letter given under "Base Hits" in the creature's statistics. The resulting Constitution Bonus (Con Bonus) is given at the left of the chart; this bonus, read as a percentage penalty or bonus, is added to the creature's Base Hits to obtain the total hits which that specific creature can take. A resulting hit total of less than one is treated as one. No letter accompanying the Base Hits statistic indicates no change.

CONSTITUTION BONUS CHART								
Con Bonus	Base Hits Code from the Statistic Tables							
	A	B	C	D	E	F	G	H
-25	—	—	01	01	01	01	01	01
-20	—	01	02-03	02	02	02	02	02
-15	01	02-04	04-08	03-04	03-04	03	03	03
-10	02-09	05-11	09-23	05-09	05-09	04-05	04	04
-5	10-25	12-31	24-74	10-24	10-24	06-10	05-06	05
0	26-74	32-69	75-89	25-74	25-72	11-25	07-11	06-07
+5	75-91	70-89	90-94	75-89	73-87	26-72	12-26	08-12
+10	92-99	90-96	95-97	90-94	88-92	73-87	27-71	13-27
+15	100	97-99	98-99	95-97	93-95	88-92	72-86	28-72
+20	—	100	100	98-99	96-97	93-95	87-91	73-88
+25	—	—	—	100	98	96-97	92-94	89-93
+30	—	—	—	—	99	98	95-96	94-96
+35	—	—	—	—	100	99	97-98	97-98
+45	—	—	—	—	—	100	99	99
+60	—	—	—	—	—	—	100	100
Hits per Level Difference								
	1	2	3	5	8	10	12	15
Bonus Exhaustion Points								
	0	0	0	0	+50	+100	+150	+200

Varying Hits due to Level Differences: In addition, a creature's hits can vary if its level differs from the given average level. If a specimen is of a higher level than the norm, it will have more hits. If its level is below the norm for the creature type, then it will have fewer hit points. Just multiply the "Hits per Level Difference" given in the Constitution Bonus Chart by the difference between the actual level of the creature and the average level for its type. This product is then added to (or subtracted from) the previous hit total to obtain the creature's new hit total.

Total Hits =

$$\text{Base Hits} + \text{Con Bonus \%} \pm (\text{Level Diff.}) \times (\text{Hits/Level Diff.})$$

Exhaustion Points: To determine the number of exhaustion points initially available to an creature, again use the Constitution Bonus Chart. Use the creature's Base Hits code (the letter given after its Base Hits) and the Constitution Bonus Roll to determine the creature's Constitution Bonus. The creature's available exhaustion points are obtained by adding the creature's Constitution, its Constitution Bonus, and its Bonus Exhaustion Points based upon its Base Hits code — also available at the bottom of the Constitution Bonus Chart.

Exhaustion Points =

Constitution + Con Bonus + Bonus Exhaustion Points

AT: The first number in this entry is the creature's Rolemaster armor type:

1 = Skin/Cloth	11 = Half-Hide Plate
2 = Robes	12 = Full-Hide Plate
3 = Light Hide	13 = Chain Shirt
4 = Heavy Hide	14 = Chain Shirt & Greaves
5 = Leather Jerkin	15 = Full Chain
6 = Leather Coat	16 = Chain Hauberk
7 = Reinforced Leather Coat	17 = Metal Breastplate
8 = Rein. Full-Length Leather Coat	18 = Metal Breastplate & Greaves
9 = Rigid Leather Breastplate	19 = Half Plate
10 = R Lthr Breastplate & Greaves	20 = Full Plate

DB: The number in parenthesis under this entry title is the creature's Defensive Bonus. It is given for that creature's average quickness and may need to be adjusted in exceptional cases. This defensive bonus does not include any shield bonuses, but certain creatures may be capable of using a shield or the equivalent of a shield. If a shield is normally used, an "s" is included after the creature's Defensive Bonus entry.

Attacks: These statistics indicate how a creature attacks using the Rolemaster tables. Usually, a number of attacks are given for each creature separated by slashes, "/". Each creature usually initiates combat using one of these attacks as indicated. During later rounds, the same or other attacks may be used depending upon the situation or success of earlier attacks.

Each attack is usually described by the following statistics:

- 1) *Offensive Bonus:* The first number is the Offensive Bonus for that attack.
- 2) *Attack Type:* The letter codes which follow the first number indicate the attack type.

For most organic weaponry attacks, the first letter indicates the size of the attack:

S = Small M = Medium L = Large H = Huge

The next two (or three) letters indicate the type of organic weaponry attack:

Ba = Bash/Ram/Butt/ Knock Down/Slug	Mst = Martial Arts Striking
Bi = Bite	Pi = Pincer/Beak
Cl = Claw/Talon	St = Stinger
Cr = Crush/Fall	Ti = Tiny
Gr = Grapple/Grasp/ Envelop/Swallow	Ts = Trample/Stomp
Msw = Martial Arts Sweeps & Throws	Ho = Horn/Tusk

Some attacks are treated as weapon attacks using the following code without an attack size prefix:

We = General weapon used based upon situation and availability.

ba = battle axe	ja = javelin	sc = scimitar
bs = broadsword	lb = long bow	sl = sling
bo = bola	lcb = light cross bow	sp = spear
cl = club	ma = mace	ss = short sword
cp = composite bow	ml = mounted lance	th = two hand sword
da = dagger	pa = pole arm	ts = throwing star
fa = falchion	qs = quarter staff	wh = war hammer
ha = hand axe	ro = rock (Large Crush)	wm = war mattock
hb = halbard	sb = short bow	w = whip
hcb = heavy cross bow		

Some attacks, such as dragon breath, are treated as elemental spell attacks and use the following code without an attack size prefix:

FBolt = Fire Bolt
IBolt = Ice Bolt
LBolt = Lightning Bolt
SBolt = Shock Bolt
WBolt = Water Bolt
CBall = Cold Ball
FBall = Fire Ball
CCone = Cold Cone
FCone = Fire Cone
GCone = Poison Gas Cone (varying effects)

Other "Bolt", "Ball" and "Cone" attacks are common, being variations on the themes presented here. For instance, Earth Balls would use the Cold Ball table with impact criticals, Lightning Cones would use the Fire Ball table with electricity criticals, and so on.

Unless stated otherwise, "Cones" are breath weapons (using the appropriate "Ball" table), each of which covers a cone shaped area which originates from the creature's mouth and extends for a length and base dimension specified in the creature's description. Cones from flying beasts can be treated as "Balls" against targets on the ground.

Fire Breath ('FBr'), Shock Breath ('SBr'), and Lightning Breath ('LBr') indicate a "Bolt" attack of the given type, or a cone attack with half of the given OB. Ice Breath ('IBr') and Water Breath ('WBr') may usually only be used as bolts. Gas Breath ('GBr') and Cold Breath ('CBr') may usually only be used as cones.

A GM should feel free to alter critical severity level for special elemental attack types. For instance, a Lightning Ball, which would use the Fire Ball attack table with electricity crits, could have all criticals increased by one severity level when resolved against metal armor types.

3) *Additional Information:* Finally, the last element in the attack code gives additional information concerning the attack pattern, number of attacks, damage, etc. Codes in parentheses or brackets indicate special attributes of that particular attack, while the other codes indicate the creature's overall attack pattern. What follows is a summary of these suffix codes.

Nothing — If no code outside parentheses or brackets is given after the attack type, that attack is one of the options available for the creature to use if it is appropriate for the situation (as determined by the Gamemaster).

Number — This number is the percentage chance of this particular attack being used. All of these numbers for a creature's attacks will add up to 100, so that one roll can be made to determine which attack is used.

« — If the attack given on the left has obtained a non-Tiny critical, this attack occurs in the same round of combat as the attack which obtained that critical.

√ — If the attack given on the left has obtained a non-Tiny critical, this attack will occur in the next round of combat as the attack which obtained that critical.

(#) — If this number, #, of creatures attack as a group, this attack may be used. For example, (10) indicates that if 10 of these creatures attack as a group they may use the given attack.

(#x) — This number, #, indicated how many times this attack may be made in a given round. That is, (2x) is two attacks per round, (3x) is three attacks per round, etc. Usually no more than two of these attacks may be used against any one foe, but a successful maneuver roll may allow the creature to use more.

(#D) — This number, #, indicates by how much to increase the concussion hit damage normally delivered by this attack. Just multiply the normal hits given by the number, #. That is, (2D) is double damage, (3D) is triple damage, etc.

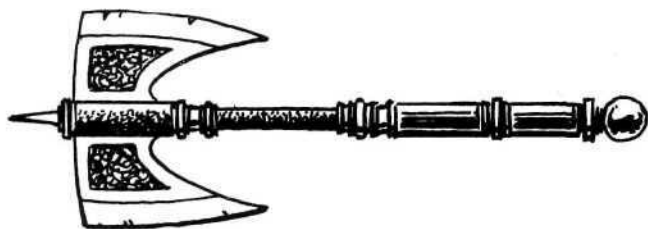
(Critical) — If this attack inflicts a critical, the given critical type is used instead of the normal critical. The critical codes are:

S = Slash	ST = Martial Arts Strikes
P = Puncture	SW = Martial Arts Sweeps & Throws
K = Krush	LP = Large Creature (Physical)
U = Unbalance	SLP = Super Large Creature (Physical)
G = Grappling	LS = Large Creature (Spells)
T = Tiny Animals	SLS = Super Large Creature (Spells)
H = Heat	E = Electricity
C = Cold	I = Impact

[Critical] — If the attack inflicts a critical, the given critical type is used in addition to the normal critical. The critical codes are as given above.

"All" or "Both" attacks indicate that all of the other listed attacks may be made in the same round.

"Poison" indicates that the attack involves the injection/insinuation of a toxin into the target, as detailed in the creature's descriptive text.



"Special" attacks are usually detailed in the text for that particular type of creature.

"Spell" indicates that the attack involves a spell or spell effect, as detailed in the creature's descriptive text.

Varying Offensive Bonuses due to Level Differences: A creature's Offensive Bonuses can vary if its level differs from the creature type's average level. Just multiply the difference between the actual level of the creature and the average level for its type by three. This product is then added to (or subtracted from) the creature's Offensive Bonuses to obtain the creature's true Offensive Bonuses.

2.5 ENCOUNTER STATS

#Enc: This is the size range of a typical pack of the creatures when encountered in or near their lair. A pack will often contain a wide range of levels/ages (including some young). Often, only a patrol comprised of fewer members will be encountered away from the lair. A GM should vary the number encountered based upon the game situation and location of the encounter. If no range is given, one such creature is normally encountered, or the Gamemaster must determine the number based upon the situation in his game.

Treasure: These codes indicate the type and how much treasure each group of these creatures will normally have. Each letter code indicates the richness of "part" of the creature's treasure, as specified in the Treasure Code Chart (see Section 14.2 for using these ratings). A treasure may consist of several "parts", each specified by a separate letter. Often all of a creature's (or group's) treasure will not be with it, since all or part of the treasure remains in the creature's lair. These codes should only be used if a Gamemaster wishes to randomly generate a creature's treasure in Section 14.2.

TREASURE CODE CHART		
Relative Richness		
Code	Items	Wealth
a	Very Poor	Very Poor
b	Very Poor	Poor
c	Very Poor	Normal
d	Very Poor	Rich
e	Very Poor	Very Rich
f	Poor	Very Poor
g	Poor	Poor
h	Poor	Normal
i	Poor	Rich
j	Poor	Very Rich
k	Normal	Very Poor
l	Normal	Poor
m	Normal	Normal
n	Normal	Rich
o	Normal	Very Rich
p	Rich	Very Poor
q	Rich	Poor
r	Rich	Normal
s	Rich	Rich
t	Rich	Very Rich
u	Very Rich	Very Poor
v	Very Rich	Poor
w	Very Rich	Normal
x	Very Rich	Rich
y	Very Rich	Very Rich
z	Special	Special

Bonus EP: The letter given here determines the bonus "kill points" received for killing or knocking out a creature of the given type. This letter indicates which column is used on the Bonus Kill Point Chart. These points are in addition to the normal experience points given for hit points and crit points, and are normally based upon a creature's special abilities or skills.

BONUS KILL POINT CHART

Level of Character Getting the EPs	Bonus EP Code from the Statistic Tables											
	A	B	C	D	E	F	G	H	I	J	K	L
1—2	50	75	100	200	400	800	1200	1600	2000	3000	4000	5000
3—4	40	60	95	190	380	760	1140	1520	1900	2850	3800	4750
5—6	30	50	90	180	360	720	1080	1440	1800	2700	3600	4500
7—8	20	40	85	170	340	680	1020	1360	1700	2550	3400	4250
9—10	10	30	80	160	320	640	960	1280	1600	2400	3200	4000
11—12	—	20	75	150	300	600	900	1200	1500	2250	3000	3750
13—14	—	10	70	140	280	560	840	1120	1400	2100	2800	3500
15—16	—	—	65	130	260	520	780	1040	1300	1950	2600	3250
17—18	—	—	60	120	240	480	720	960	1200	1800	2400	3000
19—20	—	—	55	110	220	440	660	880	1100	1650	2200	2750
> 20	—	—	50	100	210	400	600	800	1000	1500	2000	2500

Outlook: This code is meant to be a general measure of the creature's outlook, attitude, demeanor, and/or reaction/behavior pattern. If no code is given, such creatures exhibit a variety of behaviors. What follows is a listing of the various outlook codes.

Aggres.	= Aggressive and will attack if provoked or hungry.
Aloof	= Ignores other creatures unless interfered with, or attacked.
Altru.	= Altruistic, has an unselfish regard for the interests of others, often to the extent of risking his own safety.
Bellig.	= Belligerent, often attacks without provocation.
Berserk	= Attacks closest living creature until it is destroyed.
Carefree	= Does not believe that danger or misfortune exists for it.
Cruel	= Not only hostile, but delights in death, pain, and suffering.
Domin.	= Desires power, attempts to control or dominate other creatures.
Good	= Opposed to "evil" (e.g., those who are cruel, hostile, belligerent, etc.); supportive of those who are also good.
Greedy	= Will attack or attempt to steal from other creatures if the risk does not seem too high.
Hostile	= Normally attacks other creatures on sight.
Hungry	= If hungry, will attack anything edible; otherwise Normal.
Inquis.	= Inquisitive and curious; will approach and examine unusual situations.
Jumpy	= Normally bolts at any sign of other creatures.
Normal	= Watches and is wary of other creatures; will sometimes attack if hungry.
Passive	= Ignores the presence of other creatures unless threatened.
Playful	= Mischievous, but playful; will attempt to play with or play pranks on other creatures.
Protect	= Protective of a thing, place, other creature, etc.
Timid	= Skittish around other creatures, runs at the slightest hint of danger.

These descriptions are merely guidelines which the Gamemaster should modify based upon the situation, the actions of player characters, and the GM's reaction rolls.

IQ: This is a measure of the monster's reasoning and memory ability. The statistic is not normally given for animals since their actions are often based upon instinct, or very low order intelligence. The IQ codes are given in general categories which approximate human equivalents. To convert from the coded categories to an equivalent Reasoning and/or Memory stat score, use the following Intelligence Chart.

INTELLIGENCE CHART

IQ Code	Reasoning/ Memory Stat	IQ Code	Reasoning/ Memory Stat
NO = none	Animal Instincts	AV = average	35-65
VL = very low	1-5	AA = above avg	50-77
LO = low	3-12	SU = superior	60-86
LI = little	7-25	HI = high	80-98
IN = inferior	13-40	VH = very high	94-99
MD = mediocre	23-50	EX = exceptional	100-102

2.6 GENERAL DESCRIPTIONS

Along with the tables containing detailed system information on the various creatures, each creature has a "Description". These descriptions contain information on the beast's sizes, habitats, behavior, and unusual properties. Often, the statistics given for a particular animal are also applicable to a number of similar species.

Climate—Environment—Frequency: These codes, which appear just after the creature's name in its general descriptive text section, give the Gamemaster an idea of where and how often these creatures are normally encountered. First, the codes give one or more small letters for the climate(s) in which the creature normally resides. Next, 4 groups of codes (capital letters or special symbols) separated by commas, give details on the environments in which the creature might be encountered. The 4 groups are Special Features, Water Sources, Terrain, and Vegetation. The third code component indicates the frequency with which the creature may be encountered.

If either the climate or the environment codes are given in parentheses, the creature in question can be found in all of the climates/environments available, except those given in the parentheses. If no codes appear, or a "(—)" is given for a group of climate and/or environment codes, then the creature could be found anywhere, as it has no preferred primary environ.

A frequency factor is included which indicates the chances of such a creature being found in the proper climate/environment. These codes can be used in conjunction with the tables in Section 16.0 to generate random encounters.

A Gamemaster should keep in mind that the climate/environment codes give the primary area locations for the creatures. These are the types of areas in which the creatures are most likely to live and thrive on a fantasy world. Creatures will sometimes be found outside these "primary" areas if the climate and environment are not too radically different, or if the GM decides to change a creature's preferences.

CLIMATE CODES CHART

Equivalent Codes from Other Products				
Code	Climate	MERP & RM Herb Tables	Campaign Law Temp.	Humidity/ Precip.
h =	Hot/Humid	hot and humid	hot	rainy, humid
n =	Hot/Average	hot and humid	hot	temperate
a =	Hot/Dry	arid	hot	dry, arid
w =	Warm/Humid	mild temperate	warm, temperate	rainy, humid
m =	Warm/Average	mild temperate	warm, temperate	temperate
s =	Warm/Dry	semi-arid	warm, temperate	dry, arid
k =	Cool/Average	cool temperate	cool	temperate
t =	Cool/Dry	cool temperate	cool	dry, arid
c =	Cold/Dry	cold	cold	dry, arid
f =	frigid	everlasting cold	cold	arid

ENVIRONMENT CODES CHART

Special Features:

- E = Enchanted/magical places
- K = Cross-over points between dimensions
- N = Near villages/towns/cities/castles
- V = Volcanic areas
- X = Cavern complexes
- Y = Battlefields/shipwrecks
- † = Rural inhabited/cultivated areas
- @ = Cave entrances/overhangs/lairs
- \$ = Burial areas
- # = Ruins

Water Sources:

- B = Breaks/wadis
- F = Freshwater coasts & banks
- G = Glacier/snowfield
- I = tropical Islet/reef/atoll
- L = Lake/river
- M = Marsh/swamp
- O = Ocean
- Q = Oasis/isolated water sources
- S = Saltwater shores/shallows
- Z = Desert

Terrain:

- A = Alpine/high altitude/mountainous
- R = Rough/Rugged/Rocky hills
- U = Underground
- W = Waste/barren

Vegetation:

- C = Coniferous forest/taiga
- D = Deciduous/coniferous/mixed forest
- H = Heath/scrub/moor
- J = Jungle/rain forest
- P = Plains/grassland
- T = Tundra

FREQUENCY CODES CHART

Code	= Frequency	Encounter Modifier
1	= Routine	+30
2	= Easy	+20
3	= Light	+10
4	= Medium	+0
5	= Hard	-10
6	= Very Hard	-20
7	= Extremely Hard	-30
8	= Sheer Folly	-50
9	= Absurd	-70

ELECTRIC WASP



3.0 ANIMALS

For the purposes of this book, an "animal" is any creature that is very common to a world system, is of animal intelligence, and possesses no overly extraordinary powers. Any two of those characteristics will qualify a beast as an animal in a world where the GM wants even the common animals to be "exotic" or "alien".

Monsters in *Creatures & Treasures* that could be considered animals in such a world are: Lesser Great Spiders, Horse Vipers, Horned Snakes, Gemstings, Jadebacks, Demon Whales, Giant Hellbenders, Raths, Red Jaws, Spinesharks, Great Porcupines, Gulos, Jackalopes, Su, Toves, Gorcrows, Great Wasps, Dinosaurs, Pterosaurs, Elotheres, Megalodons, and Sabretooth Tigers.

Allibat: *hw-LM,HJ-3; 8'-15' long, 15'-25' wingspan; 20-30 eggs.*

Allibats are essentially flying alligators, as they possess dark green batwings. They still reside near water sources such as marshes and rivers in warm climes. They attack either with their tail or with their mighty bite. They often employ a swoop-and-attack routine to fell their prey. Unlike their grounded cousins, they do not grapple their foes and try to drown them. They have the armored hide of an alligator, but it covers their underside more completely.

Bone Worm: *(-)-XY\$#-4; 1'-2' long; 21-30 eggs.*

These creatures are bone-white, eyeless worms with large maws and strong, bone-crushing teeth. They feed on corpses and especially bones, crunching them and sucking out the marrow. Found in graveyards, battlefields and trash piles of creatures who don't eat bones, if disturbed, they will attack any living creature. The female lays its eggs among bones, so a barrow or mass burial site may be swarming with the creatures.

Crison: *(hna)-FG,(U),PT-3; 5'-7' long; 1-2 calves.*

Crison are wooly cattle with two large horns on their snouts to defend themselves. Their long hair is usually brown or grey in color, although it can be white. Crison hair is made into yarn and cloth, while its meat and milk are used by many people who domesticate them on the slopes of mountains, or hunt them wherever they roam. Crison eat grass, leaves, and grains.

Didex: *(atcf)-(GMOSZ),(U),(JT)-4; heads strike independently as if two individuals; carrying cap. 150 lbs.; riding bonus 0; 25' wingspan; 1-2 eggs; reduce critical severity by 1 level.*

Didex are giant two-headed birds, bright orange in color. They have large beaks with which to attack (and can attack as two individuals), as well as sharp talons. They are fairly intelligent for animals, and can be trained as mounts if captured at birth. Otherwise, they are wild and attack anything that could be a threat.

Electric Wasps: *(hf)-(GOZ),(T)-6; additional "A" Electricity crit with sting; 1" long.*

Electric wasps are mutant wasps, indistinguishable from normal wasps. They will live with normal wasps, and are never encountered on their own. When an electric wasp attacks, however, it always uses its sting (unlike normal wasps which bite first and save the sting as a last resort) which it can use but once. The sting is always accompanied by an "A" Electricity critical, which also kills the wasp. Apparently they try to sacrifice themselves in driving off or slaying a foe so that great numbers of normal wasps need not die.

Furred Snake, Giant: *cf-G,A,CT-4; bite injects a 4th level (var. B) circ. poison; 8'-10' long; 6-10 young.*

This white-furred snake has four eyes. It dwells in the colder regions, and often tries to hide under the snow, driving up under passing prey. It is a vicious fighter, and dangerous if encountered near its lair where it keeps its young. Its young are born live, like mammals, not from eggs as snakes are.

Gabbit: *(f)-(O),(U)-1; 6"-12" long; 10-14 young.*

A gabbit appears to be a small rabbit with short ears. They come in many colors: grey, black, brown, and white being the most prominent. They are not quick, and their perception is bad. They have no natural defenses save camouflage, and they have no combat ability. They are prolific breeders, however, so they seem to always be abundant. They eat grass, roots, leaves, berries, etc. In a world filled with efficient predators, the gabbit becomes a vital part of the food chain. GM's should realize that all the terrible monsters in their worlds need to feed on something when not terrorizing mannish folk. An ecology can not contain so many predators without becoming unbalanced. The gabbit is a logical, if easy answer. It is easy prey for any predator, and is also a staple in the diets of many poor folk of the world. Gabbit stew is actually tolerable when the right seasonings are added.

Ihl Wolf: *(hf)-(IO)-5; 3' tall; 2-3 pups.*

These mammals are grey or black in color, and covered with very long hair. They have an oval body with two thick legs and large feet below them. The head is very long and thin and is positioned in front of the body, with a very short neck. Its mouth is quite large and is filled with ridge-like teeth. Ihl wolves can be lone hunters, but they prefer to travel in packs so as to bring down larger prey such as deer and moose. Otherwise these carnivores eat rabbits, gabbits and other rodents.

Kraeguth: *(af)-(U),(PT)-5; 6'-9' long; 1-3 young; reduce critical severity by 1 level.*

Kraeguth are much like large bears, but instead of being mammals, kraeguth are reptiles. Their skin is covered in grey-green scales rather than fur, their heads are large, and tails small. Being reptiles, they are cold blooded, and do not hibernate like bears, though they seem to be active in all seasons.

Regal Stag: *wmsktc-(GIOZ),CDH-6; 6'-7' long, 30' wingspan.*

This creature is on the highest rung of the social ladder as far as deer go. It has a huge pair of eagle's wings on its back; only males have been seen. These mutant deer are thought of as the kings of the forest by men. Killing them is taboo in most societies, although in some circles their wings are worth quite a bit of money. Seeing one is thought to be a good omen. Like other stags, it is herbivorous, but when it needs to fight, it uses its huge set of antlers.

Scra Pren: *(cf)-F,R,CDH-6; bite injects a 4th level (var. B) circulatory poison; each head can attack and operate as an individual; 8'-15' long; 50-100 young.*

A scra pren is a very large three headed snake with deep green scales. Each head carries a poisonous bite. It thrives on eating small animals but occasionally will attack larger prey such as humans. Unlike other snakes, the scra pren can tear apart its prey once killed, so it does not need to swallow it whole.

Serpentus: (cf)-BFLQSZ,RW-3; *charging attack: 20MBa/30MTs*; *carrying capacity 400 lbs; riding bonus +10; 7'-8'; 1-2 young; reduce critical severity by 1 level.*

This elegant creature has all of the equine features of a warhorse, but with grey or green scales like a serpent, a snake-like tail, the head of a lizard, and a long reptilian fin rather than a mane. They do not have hooves, but instead have lizard-like feet, allowing them to navigate rough terrain. They are stronger than horses of the same size, their hide is thicker, and they have a greater endurance (can travel 20% longer) than any horse. They are just as fast as their equine counterparts. They are easily domesticated and are used by desert folk and many peoples in moderate climes, but they operate poorly in cooler climes. They can be trained to fight as a warhorse. They live in small herds, and surprisingly are omnivorous.

Slug, Giant

Carnivorous: (cf)-(GOZ),RU,(PT)-5; 12'-18' long; 1-10 young; *use Large creature critical table.*

Spined: (hf)-(GOZ),RU,(PT)-4; 10'-15' long; 1 young; *use Large creature critical table.*

Suggram: (f)-(GO),RUW,(T)-3; *no charging ability; carrying capacity 900 lbs; riding bonus 0 (they are difficult to ride, but their slow speed compensates); 12'-16' long; 1-6 young; use Large creature critical table.*

These large beasts appear, for all practical purposes, like their normal sized cousins, only much larger. They are invertebrates usually coated with a slimy secretion. Except for domesticated suggram, they are never far from water. Omnivorous (except for the carnivorous slug), giant slugs eat whatever they come upon in the wild. Normally, they are solitary creatures. All move quite well over rough terrain, and are often found underground. Their eyes are located atop eyestalks at the front of the body.

The spined and suggram slugs also have 2' long tentacles below the eyestalks for scooping up food: these are not used in combat. The carnivorous slug has a huge tooth-filled maw and seeks out large prey like deer, antelope, humans, etc. Some carnivorous slugs have a retractable proboscis with a poison gland (4th level, var. B). These are rare, however. Spined slugs are covered in 1' long spines made of a hard, chitin-like substance. They can attack with a spiny tail in combat (usually in self defense) striking foes with one to three spines. They are violent if disturbed or bothered.

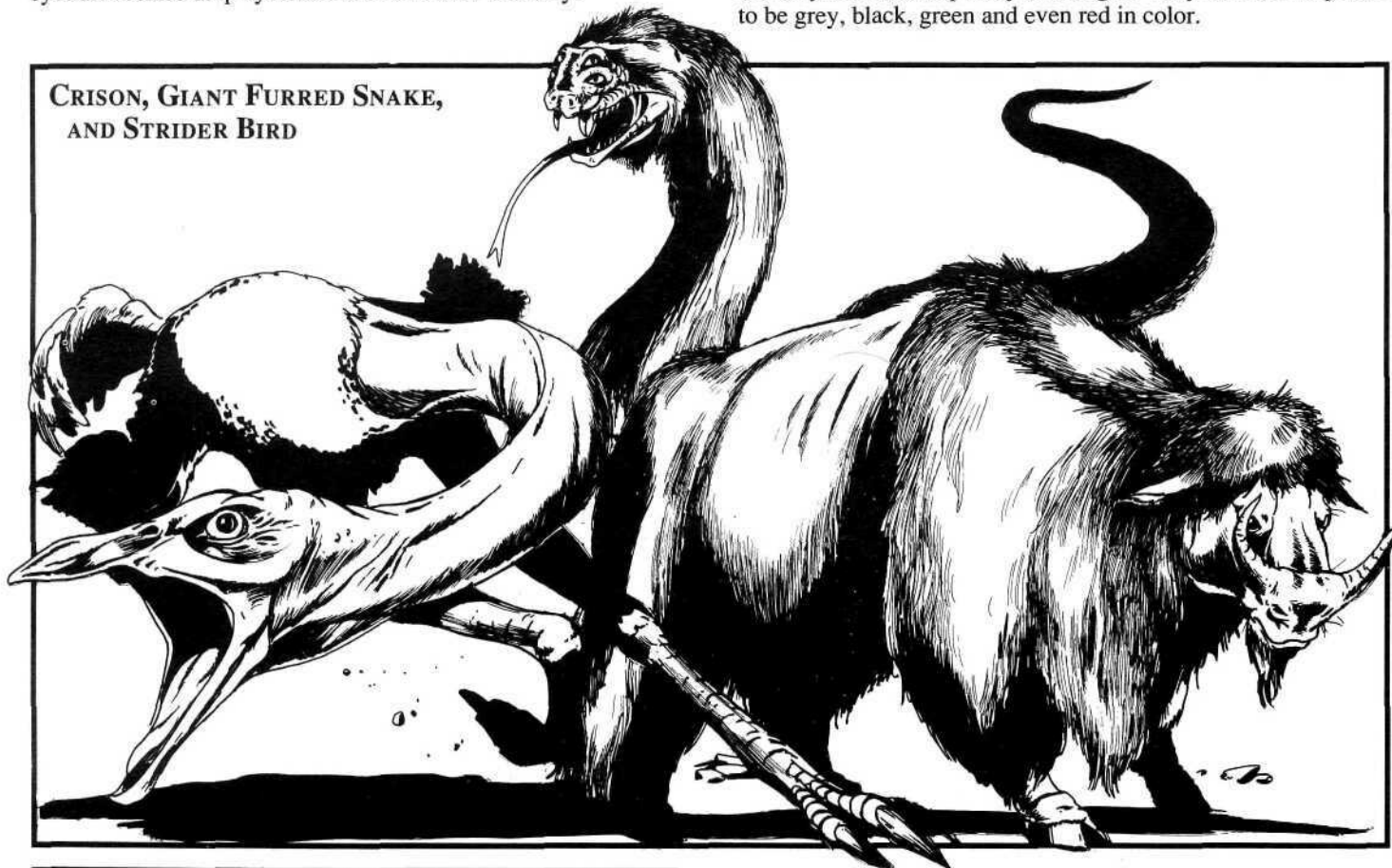
Suggram are usually timid creatures, but some humans and other races such as sohleugir, sstoi'isslythi (both in *C&T*), and gratar domesticate them. They are used as mounts, though slow ones, and/or beasts of burden.

Strider birds: hnawms-RW,P-5; *no special charge attack; carrying capacity 200 lbs; riding bonus -15; 8'-9' tall; 1-4 eggs.*

Strider birds are relatives of the ostrich, but are larger and more aggressive. They have large heads and beaks, with talons at the ends of their long, thin (though strong) legs. Like the ostrich, they are flightless, but extremely fast runners. Some intelligent beings use them as mounts. They are difficult to train and work with. If encountered in the wild, these carnivorous birds are vicious.

Swamp Octopus: (tcf)-M,J-6; 5'-6' body, 12'-20' tentacles; *reduce critical severity by 2 levels.*

These Large creatures are amphibians, dwelling in marshes, jungles, and places where water sources are hidden by trees and foliage. They hide among swamp rushes, partially submerged, waiting for prey. These carnivores use their tentacles to grapple prey and bring it in to rip it apart with a sharp beak. Prey consist of anything dog sized or larger, up to and including a horse. They move as a medium octopus (base rate 60) when totally submerged in the water, to which they must return for at least one hour per day, and they must be completely submerged. They have been reported to be grey, black, green and even red in color.



CRISON, GIANT FURRED SNAKE,
AND STRIDER BIRD

ANIMALS												
Type	Lvl	Base Rate	Max Pace/ MNBonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Allibat (fly)	4B	70	FSpt/5	MD/MF	M/-	110D	7(10)	80Lbi/60MBa	1-4	-	B	Agress
Bone Worm	1A	20	Jog/0	VS/MD	S/-	10B	1(10)	40MBi	1-8	-	-	Belig
Crison	2B	40	Run/0	SL/MD	M/-	80C	4(0)	50LHo	4-40	-	-	Normal
Didex (fly)	3B	70	FSpt/10	MD/MF	L/I	90D	1(20)	60LPi(2x)/50MCi	1-4	-	-	Agress
Electric Wasp (fly)	1A	30	Dash/30	MD/VF	T/-	1	1(40)	20TSi[A Elec]	1-10	-	-	Protect
Furred Snake, Giant	4C	60	Spt/10	MD/FA	M/-	85E	8(20)	50MBi	1-2	-	B	Hungry
Gabbit	0A	40	FSpt/20	SL/MD	S/-	8B	1(10)	0TBi	1-10	-	-	Jumpy
Ihl Wolf	4B	90	Dash/15	FA/FA	M/-	80D	3(30)	70MBi	1-20	-	-	Agress
Kraeguth	9F	80	Spt/15	MF/MF	L/I	200F	9(20)	70LGr/60LCi/a70Lbi/80MB	1-4	-	C	Agress
Regal Stag (fly)	4B	110	Dash/10	FA/FA	L/-	110G	3(40)	50MBa/60LHo	1	-	C	Protect
Scra Pren	5C	60	Spt/10	MD/FA	L/-	100F	3(20)	65MBi(3x)/Poison«	1	-	B	Hungry
Serpentus	4D	90	Dash/40	MF/FA	L/I	160G	12(40)	60MCr/50MTs/60MBi	5-50	-	B	Normal
Slug, Giant												
Carnivorous	7F	30	Jog/10	VS/MD	L/LA	170G	4(0)	80Lbi	1	-	C	Hostile
Spined	6E	30	Jog/0	VS/MD	L/LA	160G	4(0)	60LHo(1-3x)	1	-	B	Agress
Suggram	5C	40	Run/10	SL/MD	L/LA	150F	4(0)	10MBa	1	-	-	Timid
Strider Bird	4B	100	Dash/20	FA/FA	L/-	90E	1(20)	50MPi/40SCI	1-4	-	-	Agress
Swamp Octopus	6D	60	Run/10	MD/MF	L/II	110F	3(10)	60MGr(1-8x)/80LPi/	1	-	C	Agress
Tentmorse	4B	70	Spt/10	MF/MF	M/-	80C	3(20)	50MGr(2x)/Poison«/40MB	1	-	A	Hungry
Trivren	1A	100	Dash/50	VF/VF	S/-	20A	1(50)	0TPi/10TCi	1-10	-	-	Normal
War Snail	3C	30	Jog/10	VS/SL	L/LA	100E	12(0)	5MBa	*	-	B	Normal

* — Special

Tentmorse: wmsk-CD-5; two tentacles secrete a 3rd level (var. C) muscle poison; 2'-3' diameter body, 6'-8' tentacles; 1-2 eggs.

A round body with ten tentacles radiating outwards makes up a tentmorse. They are green, with a large red mouth and two white eyes. They dwell in forests, using their tentacles to maneuver through the tree branches. They never touch the ground if they can help it. Striking with two poisoned tentacles, a tentmorse hungrily eats slain victims, and will attack just about anything (80% chance when encountered). It makes nests in tree tops.

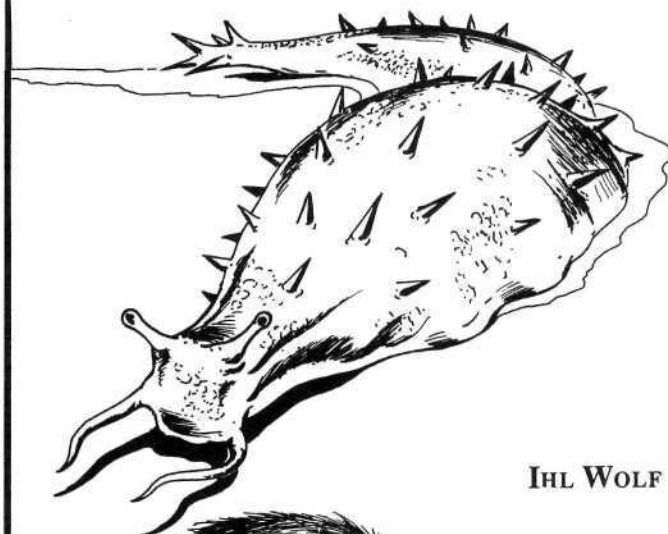
Trivren: (f)-(GOZ),(UW)-4; 5"-12" long; 2-4 eggs.

Trivren are three-winged birds. They have wings like a normal bird, but they also have an additional wing thHt is on their back like the dorsal fin of a shark. This extra wing acts as a stabilizer, and so, tri-winged birds are some of the most maneuverable in the sky. They are blue and black in color, and the back of their head is crested. They feed on small animals (such as worms), berries, fruit, and other plant matter.

War Snail: (f)-(OZ)-6; 15'-20' long; use Large creature critical table.

Once wild creatures, war snails have become totally domesticated, and live only in captivity now. They look somewhat like normal-sized snails, but have extra-large shells. Invertebrates with slug-like bodies, these snails are actually quite intelligent and have been trained by men to be used as beasts of burden, and go where they are directed, even into battle. They have also been bred to form an area towards the top of their shell that is hollow at all times, in which up to three humans can fit. So into each war snail's shell has been cut a entry hatch and numerous arrow slits. Those inside are well protected from attackers, missiles, and so on. Although some adversaries thought the war snails comical at first, they quickly discovered that these living tanks are quite effective on the battlefield. War snails eat grass, leaves and small rodents. They normally use their bite attack only in self defense.

SPINED SLUG



IHL WOLF



DRAGONS AND OTHER FELL CREATURES

DRAGONS

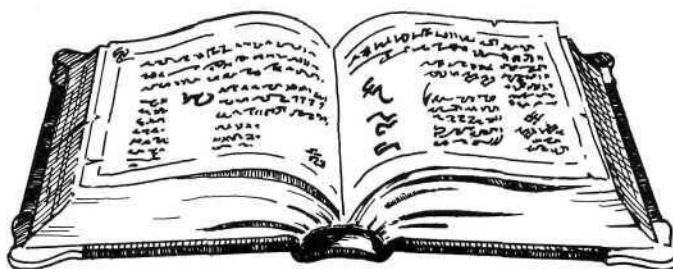
Dark Drake: (-)-(GO)-9; nocturnal; may attack with dark breath (DBr; 1 time/min; 25 times/day; bolt range 300'; cone length 200'; cone base 40' as per lightning bolt with cold criticals — see Necromancer list, "Dark Law", RMC II) employs spells (4xlv PP); 75% winged; 30'-60' body, 50'-90' wingspan.

Dark drakes are the rarest of all the great drakes. These dragons are almost always black, although a few may be grey or very dark blue. They are exceptionally cruel and evil, even by dragon standards, and unfortunately make their lairs in all climes. They are good flyers, but cannot swim. Dark drakes are the most active of all dragons, spending only half their time sleeping and resting as other dragons.

A trait peculiar to these creatures is their hatred for all other dragon types. They have been known to hunt other dragons, and will always attack them on sight. Since their hatred for other dragon types exceeds their loathing for any other creature, they are sometimes found working with humans in order to slay another dragon. This does little to secure the human's safety, however. Dark drakes are very adept at spells and can use the Necromancer lists "Dark Law" and "Death Mastery" in addition to the normal lists dragons know. A rare few know the rest of the necromancer base lists as well. If these lists are not available or appropriate in the GM's world system, they can be given some evil magician lists.

Plasma Drake: (-)-EKVX#,U-8; may attack with plasma breath (PBr; 1x/min; 25x/day; bolt range 300'; cone length 150'; cone base 30'; for plasma attacks see RMC III) employs spells (3xlv PP); 70% winged; 25'-60' body, 40'-90' wingspan.

These dragons are thought to either be the result of cross-breeding many dragon types or a dragon from another plane (like the demon drake, although at least some of the plasma drakes now make their residences on this plane). They can be found in any clime, and have been seen in the colors flame blue, bright red, maroon, orange and deep purple. These drakes are good swimmers and move 30% of their movement rate in the water. They can use the "Plasma Law" list (arcane, RMC III) in addition to lists common to all dragons. These dragons are the most unpredictable and mysterious dragon types. They are often sought out not for their treasure, but for their knowledge of the very rare arcane list mentioned.

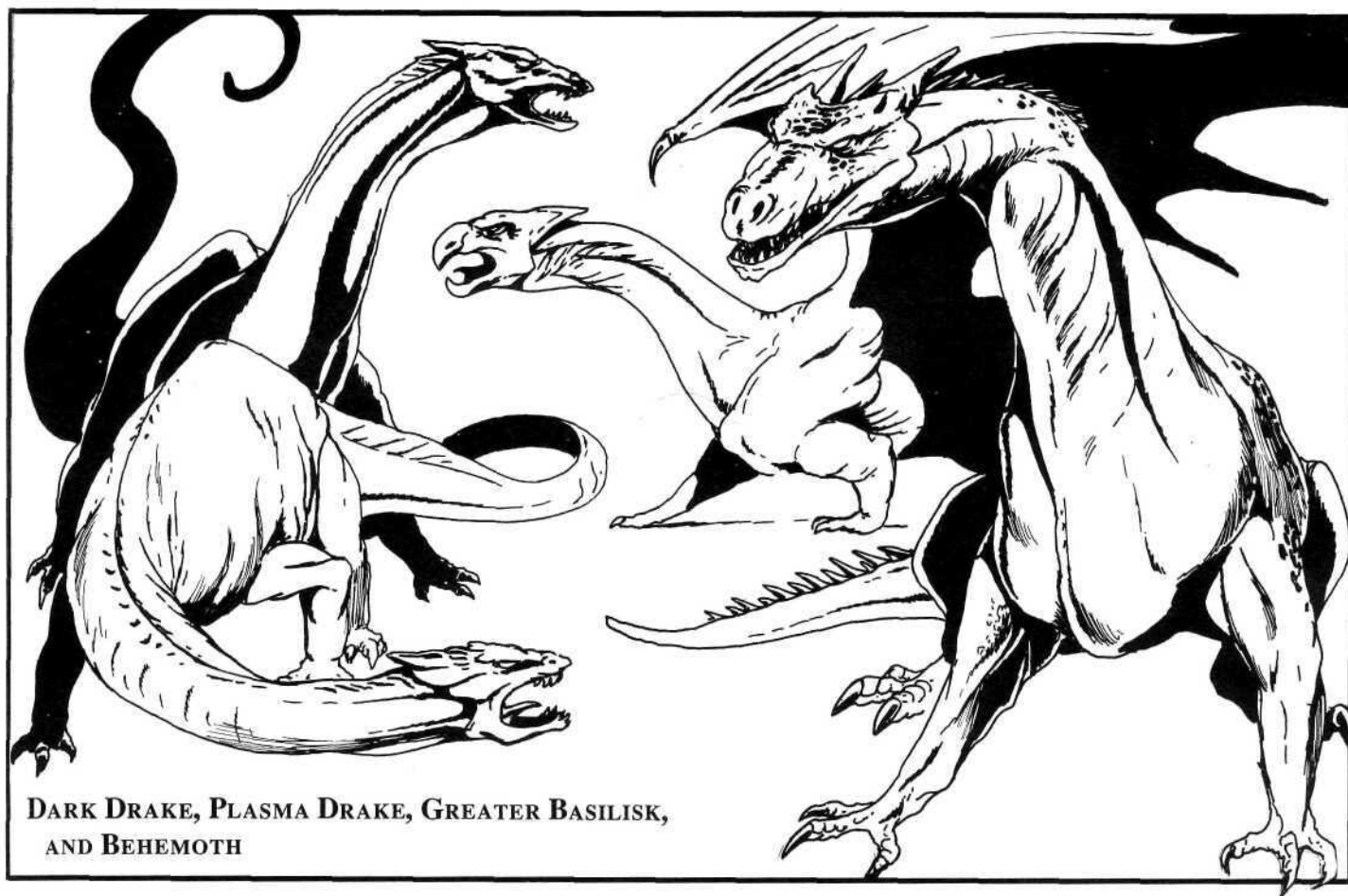


DRAGONS AND OTHER FELL CREATURES

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Dragons												
Dark Drake (air, 75% winged)												
Young	10G	210	Dash/30	VF/VF	H/LA	300G	12(60)	70HBi/100HCl/75HBa/60HHo/80DBr/Spells	1	yz	I	Varies(SU)
Mature	32G	190	Dash/20	VF/FA	H/SL	400G	16(50)	100HBi/120HCl/90HBa/60HHo/80DBr/Spells	1	yyz	K	Varies(HI)
Old	60G	180	FSpt/10	FA/FA	H/SL	500G	20(60)	120HBi/130HCl/100HBa/80HHo/120DBr/Spells	1	yyyz	L	Varies(VH)
Plasma Drake (air, 70% winged)												
Young	10G	200	Dash/30	VF/VF	H/LA	250G	12(50)	60HBi/75HCl/60HBa/90HHo/100PBr/Spells	1	yz	I	Varies(AA)
Mature	34G	180	Dash/15	VF/FA	H/SL	350G	20(40)	80HBi/100HCl/70HBa/100HHo/110PBr/Spells	1	y	L	Cruel(SU)
Old	62G	170	Dash/5	FA/FA	H/SL	450G	20(60)	90HBi/110HCl/80HBa/110HHo/120PBr/Spells	1	yyyz	L	Varies(HI)
Fell Creatures												
Basilisk, Greater (fly)	20G	90	FSpt/20	FA/FA	L/LA	300G	12(50)	100LPi/Poison«/80LCI/Poison«/Special/Spells	1	y	L	Cruel(AA)
Behemoth	40G	140	Spt/0	FA/FA	H/SL#	900G	20(50)	200HBi/220HCl/200HBa/130HHo/150FBr	1	z	L	Carefre(AV)
Dragonette	5D	100	Dash/40	VF/VF/	S/-	80C	12(60)	50SBI/40SCL/30FBr	1	s	E	Greedy (AA)
Lake Worm	10F	70	Spt/10	MD/FA	L/LA	160F	12(20)	100HBi	1	x	G	Agress(LO)
Leviathan	80G	200	Spt/0	MD/FA	H/SL#	1300H	20(60)	280HBi/300HCl/250HBa/200FBr	1	z	L	Carefre(AV)

* — Special.

Note: Dragon attack forms follow the routines presented in C&T page 26.



**DARK DRAKE, PLASMA DRAKE, GREATER BASILISK,
AND BEHEMOTH**

FELL CREATURES

Basilisk, Greater: (cf)-(GLOSZ), UW-9; loners; its gaze instantly turns those looking upon it into stone (RR failures: mild=1-100 minutes; moderate=2-20 hours; serious=1-100 days; extreme=1-100 yr; although these durations may be shortened by certain rituals, spells, or herbs); has poison breath as a weapon (GCone; 10' base; 10' length) and also breathes out poison naturally (a less potent poison gas fills their lair and any area that they have been in for at least 1 hour. All in such an area must make an RR check every 10 minutes) has poisonous skin (all touching must make an RR—even if wearing gloves or touching with a long pole or weapon, the poison will travel along the surface at 100'/second); knows Sorcerer base spells to 20th level(4xlv1 PP); when hissing all within 50' must make RR vs fear or flee; 25-30' long (including 9'-11' tail), 25'-30' wingspan.

The greater basilisk is more reptilian and less cock-like than its more common relatives, the basilisk and the cockatrice. It has a long serpent-like body, four dragon-like legs with claws, bat wings, and a drake's head with a sharp beak (its only remaining cock-like vestige). It is the basilisk's next step in the evolutionary scale, and it is one of the most terrible beasts in existence. Like their lesser cousins, their gaze turns victims to stone, but they can be safely viewed through a mirror.

Their continuous exhalation of noxious fumes requires anyone in their lair or area they frequent to make an RR every 10 minutes. Treat this as a 8th level respiratory poison (var. B). They can also breath a concentrated cone of poison gas. Treat this as a 12th level respiratory poison (var. F). Their skin excretes a 12th level (var. G) nerve poison except along the bottom of its feet (it still leaves a little trail of poison wherever it goes due to drippings). This poison will travel along any surface touched to the basilisk's skin, including weapons, poles, gloves, armor, etc. until it reaches its victim (its possible that the basilisk controls this action consciously). Its bite and claws also carry this poison.

If its innate abilities were not enough, this very intelligent creature can cast Sorcerer spells as well. It is not as insane as a normal basilisk, and is more cunning and conniving. Its sole purpose in life is the death of all other living things, and it is extremely well suited to that task. If it is hurt in any way (which is difficult to do), it will begin to hiss which will cause fear in all within 50' (RR failure of 01-50=1-10 minutes of flight; 51-100=1-100 minutes flight; 100+=1-10 rounds of paralysis). A greater basilisk lair is usually comprised of a series of underground mazes, above ground complexes, tons of rubble (from victims who were petrified and then crumbled with Sorcerer spells), and quite a bit of treasure from these fallen foes.

DRAGONETTE



Behemoth: (-)-GMZ,RW,HP-9; can use firebreath (FBr; 1x/min; 25 times/day; bolt range 1000'; cone length 800'; cone base 400') 50'-120' body; 90'-200' wingspan; use Super Large creature critical table.

A behemoth is an extremely rare, huge dragon. They do not have lairs, but usually devastate an area (50-200 miles in diameter) and then find a large flat area and sleep for hundreds of years. They fear nothing, even while they sleep. Often they sleep long enough to allow to sediment build up on top of them, after which they may be mistaken for strange hills. They do not use spells, and are not graceful creatures, destroying vegetation and constructions absent-mindedly as they walk. They should be treated as fire drakes in all other respects, their breath weapon doing double damage.

Dragonette: (-)-(GO)-5; breathes "Fire Bolts" (1x/min; 20x/day; range 100') 30% use spells (3xlv1 PP); 1'-4' body, 2'-5' wingspan.

These tiny drakes are very small to almost medium-sized — but can be dangerous no matter what, for they still wield their larger bretheren's breath weapon (although it is not as potent). Dragonettes are exact miniatures of larger dragons, varying in color as the great drakes. Though most (80%) breath fire and resemble fire drakes, it is thought that each dragon variety is represented in the ranks of the dragonettes. Many spellcasters will try to obtain one of these magical creatures as a special familiar. Dragonettes that use spells know all the lists common to dragons, although most lust after the magic that will make them the size of larger drakes (e.g., the "Living Change" essence list), for their comparative size burns jealous hatred deep in their reptilian hearts.

Lake Worm: (cf)-LQS,U-5; surprises foe 90% of the time, immune to fire, 1-6 eggs, 15'-30' long; use Large creature critical table.

This eyeless, worm-like monster with a sphincter mouth full of teeth can detect all movement in the water within 200' of it. It dwells in lakes, pools, ocean shallows and underground water sources (it can exist in fresh and/or salt water) waiting for the surface above it to be disturbed. Then it will attack with incredible ferocity and fearlessness. It absorbs oxygen through its skin, from either air or water, so it can remain above a lake surface as long as need be. Its treasure is whatever it cannot digest, and this hoard is usually at the deepest point in the pool or lake where it resides. A distant relative to the dragons, the lake worm seems more closely linked to the cave worm.

Leviathan: (-)-(-)-9; can use firebreath (FBr; 1x/min; 30 times/day; bolt range 5000'; cone length 3000'; cone base 1000') 500'-1000' body; 1000'-2000' wingspan; use the Super Large creature critical table.

The leviathan (there may be only one) is perhaps the largest creature that exists. It is like a behemoth in nature, but is much bigger. The beating of this creature's wings alone will create winds strong enough to level weak wooden construction and cause all beings within 1 mile of the beast to fall down. It has huge claws, but its attacks are treated as crushes because of their incredible size. Against Super Large creatures, they should be treated as claw attacks. Its firebreath should be treated as doing triple normal damage.

When a leviathan wakes up from its long sleep (once every millennium or so), entire nations are usually mobilized against the threat, though this usually does little good. Its rampage of feeding and destruction usually covers an area of thousands of square miles. There is said to be a very obscure, evil ritual that will awaken a leviathan against its will.

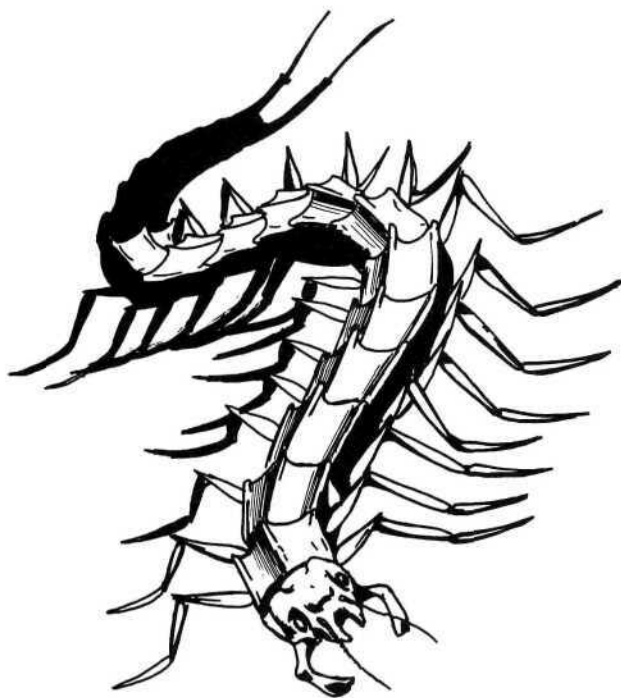
COMPOSITE MONSTERS

Arachat: (as)-@#,FM,(A),CDHJT-4; 6' in diameter; can breathe out a cloud of poison gas (GBr cone length 50'; cone base 25'; 4th level (var. C) special poison: RR failure = mild, paralyzed for 1-10 rounds; moderate, 10-100 rounds; serious, 1-100 minutes; extreme, 1-10 hours); 1-2 young; reduce critical severity by 1 level.

A giant spider with a grey fur and a panther's head; this beast can be found everywhere save where it is very dry. Unlike its spidery cousins, it does not spin webs. It constantly prowls for food, and will attack and eat anything that appears weaker than itself. (Pronounced ara-cat.)

Battlepede: (-)-(-)-8; 10'-15' long; bite injects a 5th level circulatory (var. B) poison; eyestalks fire shock bolts (Sbolt; 100' range 1x/2 rnds each eye); use Large creature critical table.

These creatures have dozens of pairs of legs (each one seems to have a different number) and a long segmented body covered by a chitinous outer layer. They appear to be giant centipedes, but in fact they are the result of magical experiments with genetics. They are extremely rare, and are found exclusively in the lair of a powerful mage, guarding treasure. They have a mandibled mouth used in combat to bite opponents and inject a powerful poison. They can also fire bolts of magical energy from their eyes. Battlepedes do not seem to need food or nourishment of any kind, a testament to their magical nature.



BATTLEPEDE

Blacksnake: (cf)-(N),LM,CHJ-5; 7'-10' long, 10'-14' wingspan; 6th level muscular poison (var. C) bite; casts spells (3x/1 PP); 1-6 eggs; use Large creature critical table.

The blacksnake is the arch-enemy of the quetzalquatl; opposing everything the feathered serpents stand for. These distant relatives of the whitesnake (see RMC) are large snakes with bat wings. They are always black in color. Residing in ancient swamps, ruins, underground caverns and other dark and mysterious places, they often have orcs, trolls, gratar or other foul humanoids under their control. Blacksnakes all know the "Spirit Mastery" list, and also have 1D6 Sorcerer, Evil Magician, Evil Cleric, Evil Mentalist, or Necromancer base lists. The actual lists depend on the individual blacksnakes. A blacksnake with necromancer base lists will have a lair filled with undead, one with evil magician lists will consort with demons, one with evil cleric lists will serve some evil god, etc.

Bounder: (cf)-@,(GO),(A),(T)-5; 5'-7' long; 1-2 young; reduce critical severity by 1 level.

These creatures are very much like frog-wolves. They are four legged beasts with smooth dark green skin. Despite their frog-like bodies, they are not amphibious but dwell rather in dark forests, jungles and underground. Their heads are like a frog's, although narrow and with a mouth full of sharp teeth. Its front legs are more powerful than its hind quarters, giving it a bounding motion when it runs. At the end of each leg is a large clawed foot, so its movements are stable and sure. It has no tail. Despite its odd appearance, it is fairly intelligent, and very crafty. Being carnivorous, bounders usually hunt in pairs, but rarely in packs. They seem to prefer the taste of dwarven meat to anything else (it is one of the few creatures that does), giving rise to this dwarven mothers' saying: "Be good, or the bounders will get you!"

Crecadinum: mstc-U-6; 25'-30' long; 1-2 young; use Large creature critical table.

These creatures are in some ways insectoid, yet are actually reptilian. Their body is heavily armored and is like that of a giant armadillo. They have a long tail that can be used to bash opponents, and a long armored neck. Their head is squarish, and their three pairs of eyes are small. On either side of their head, protruding from the cheek bones, are two sets of three 2' long horns. The crecadinum can flex their "cheeks", articulating these horns so that they can be brought together and used to grapple victims. The beast will then raise their head up into the air and drop the grappled prey into their mouth, delivering a huge bite attack. The crecadinum dwell underground, searching for prey continually. These beasts will eat almost anything, and see fairly well in complete darkness.

Darkhunter: (f)-NX#,MZ,RUW,(T)-6; 3'-5' long; 3-8 pups; 10% are winged; 15'-20' wingspan.

Darkhunters are wolves with eagle's heads. Some also have eagle's wings. It is said that they were bred by a group of evil wizards long ago, and have since adapted to many climes. They are often domesticated via spell or by training them when they are pups. Their intelligence makes them excellent watchdogs and their uncanny tracking ability (+80) makes them excellent hunters. They see in the dark as though it were day, and have exceptional hearing. Winged and non-winged darkhunters never mix. Normal animals fear them, and powerful demons and undead, as well as humans use them for guards and hunters. They love pegasi meat.

Dracasus: (f)-AR-7; carrying cap. 200 lbs.; riding bonus +10; 30' wingspan; 1 foal; reduce critical severity by 1 level.

The dracasus is a strange creature. It is thought by some to be a fell beast, and by some to be a demonic pegasus. The latter seems hardly true, as a dracasus can be trained to be a fine and noble steed. It looks very much like a serpentine pegasus, with bat wings rather than feathered ones, scales rather than hair, and a fin rather than a mane. The beast's tail is dragon-like, and the feet are clawed rather than hooved. It is an omnivore, and eats birds, rodents and small cattle and deer as well as grass, oats and more traditional equine food. It can weather cold climes much better than most reptiles. Like pegasi, they can make wonderful mounts if trained properly. There is said to be a wild herd of fire breathing dracasus that dwell on a distant mountain range, (FBolt; 150' range; 1x/min; 30x/day).



Feliss: (cf)-@#RUW-6; 12'-16' long; 1-6 eggs; reduce critical severity by 1 level.

Feliss (fee-lis, singular and plural) are found in all but the coldest of climates, and it is said that they have a white-furred cousin that exists even there. They appear to be huge snakes with lion-like heads. They are usually solitary hunters, but sometimes a mated pair can be found with a nest of eggs. They are able to move silently (+90 stalking ability) and surprise their prey with a lightning-fast bite. They are also able to constrict with their tail and body as a python, and deliver vicious bites to their grappled prey. While they are usually encountered when they hunt, if a feliss is encountered in its lair or if it is run across by sheer coincidence, it will attack. It seems to be a paranoid creature — it attacks first, without wondering about its foe. It will attack anything, no matter if it is out-matched or outnumbered. It seems to possess some intelligence, however. It is rumored that there are giant feliss deep within the darkest jungles; these are said to be 50' long and large enough for a man to ride if the creature were tamed or somehow charmed.

Garthis: (cf)-(KVY),(A),(T)-5; 6'-7' tall, 1-2 eggs. Have a poison bite 5th level nerve poison (var. B); reduce critical severity by 1 level.

Garthis (singular and plural) are strange creatures, black in color, appearing as a cross between a giant crab and a giant tick. It has six long legs which support its shelled body, and two pincers which it can use rather dexterously, wielding weapons or manipulating small objects. They have multi-faceted eyes, but rely mostly on their long antennae for perception. They are cruel and brutish creatures which enjoy bullying and domineering smaller beings. They are carnivorous, and excellent hunters, having no language, as such, although they can communicate by rubbing their feelers with other garthis. They can learn to understand spoken words, but have no vocal chords of their own. They can make weapons and simple tools, but for the most part are very primitive beings.

Horribar: mktc-FGLS,(U),(J)-7; 1'-2' diameter body.

These bizarre creatures fly by using a magical gland within their bodies. They have no wings. A horribar appears as a hairy black ball, without eyes or ears, having a huge mouth. This gives them the appearance of flying mouths. On each side of their body they have thin arms ending in hooks. They use these hooks to grab prey and pull them towards their gaping maws. They are always hungry, and travel in packs. Horribars have no lair and never rest, always searching for food. They seem to be mindless carnivores, putting eating above all other priorities, even self-preservation.

Ice Spider: cf-X,G,AU,T-4; 2'-6' across; It can cling to ice like a normal spider clings to other objects, bite contains a 5th level (var. B) circulatory poison; Immune to cold attacks, heat based attacks do double damage.

This giant arachnid dwells in the icy glacial regions of the world. It spins webs like other spiders, but the web strands are made of a frozen liquid secreted from the spider. The webs are so cold that they cling to anything warmer that touches them. The ice spider is able to move freely on them, and they often weave their webs in underground ice caves or high in glacial mountains. They have also been found roaming the frozen tundra. They hope to either capture prey on their webs like a normal spider (this only works on non-intelligent beings, obviously), or lie in wait hiding among their webs to pounce on passersby.

Klugala: (f)-X@RU,(T)-7; gaze charms; 10'-20' long; reduce crit severity by two levels.

This strange composite creature has a hairy goat's head perched atop its snake-like body. It can attack by butting with its horns or constricting with its body, but before it does, it will sway back and forth rhythmically, staring at its victim. If the creature it is looking at fails its RR, it will be charmed and will believe that the klugala is not a threat or an enemy, giving the klugala a free attack on the victim (victim will get only magical DB mods, like the plus of his armor or active spells as he will not be at all prepared for the attack). The klugala will resort to its more mundane combat abilities if this approach fails. They make their lairs underground and are often found in cavern complexes. They will inhabit almost any clime.

Leocorn: mk-CDHP-8; 1-2 cubs; can use "Lofty Bridge" (Ess.) and paladin base lists (RMC II) to 20th level (3 PP/lvl); enemies within 10'R subject to fear; use Large creature critical table.

A lion with a single, spiralling horn from its brow, this beast is an ally of unicorns and all natural beasts. It is the protector of the woods and all who would oppose it must make a RR or run in fear for 1 round/5% failure. Like the unicorn, its horn is greatly valued, for a Leocorn's horn causes fear by touch if it is removed. Also like the unicorn, it is immortal. Strangely enough, this creature is a herbivore. It is highly intelligent, and very wise.

COMPOSITE MONSTERS													
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)	
Arachat	8E	85	Spt/25	FA/FA	M/I	180F	4(40)	80LBi/Special	1	b	E	Hungry(LO)	
Battlepede	10D	50	Run/20	MD/MD	L/LA	190D	20(15)	60MPi/Poison«/70SBolt(2x)	1	-	C	Hostile(LO)	
Blacksnake (fly)	15G	180	FSpt/20	VF/BF	L/LA	200G	4(70)*	110MBi/Spells	1	em	G	Cruel(HI)	
Bounder	6D	120	Dash/10	VF/VF	M/I	160E	5(30)	70LBi/80MCI/85LBa	1-2+	-	C	Hungry(LO)	
Crecadinum	8F	50	Run/10	MD/MF	H/LA	250H	20(10)	80HGr [puncture]/ 100HBI«/90LB	1	-	F	Hungry(LO)	
Darkhunter	7E	110	Dash/20	FA/FA	M/-	150E	3(30)	125LPi	1-10	-	D	Agress(AV)	
Dracacus (fly)	8F	140	Dash/30	VF/FA	L/I	180G	12(35)	80MBi/65MCI/ 50MBa/60MTs«	1	-	E	Normal(AV)	
Feliss	7C	70	Spt/20	MF/VF	L/I	110F	4(40)	90LBi/80LGr/110LBi«	1-2	b	E	Hostile(MD)	
Garthis	6D	60	Spt/5	MD/MF	M/I	150E	12(10)	95MBi/Poison«/75LPi/60We	1-6	g	D	Belig(MD)	
Horribar(fly)	5C	100	Run/10	VF/VF	S/-	60B	3(45)	80MGr[Punct]/95LBi«	2-8	-	c	Hungry(LO)	
Ice Spider	7D	80	Spt/30	FA/FA	M/-	140E	4(35)	80MBi/Poison«	1	c	E	Hungry(LI)	
Klugala	8F	80	Spt/25	MF/VF	L/II	135E	4(30)	85LBa/70LGr/Special	1	m	F	Agress(AA)	
Leocorn	10F	110	Dash/35	VF/FA	M/LA	180G	3(50)*	120HBI/115LHo/100MCI/ Spells/Special	1	s	H	Protect(HI)	
Leorgon	9E	100	Dash/20	FA/FA	M/II	190F	3(25)	110LBi or 90MCI/60SBI(1-6x)/ Poison«/Both/Special	1	t	I	Cruel(AV)	
Mercat (swim)	4B	80	Spt/10	FA/MF	M/-	100D	4(20)	75LBi/50MCI	1-4	-	D	Normal(AV)	
Mergryph (swim,fly)	8F	100	Dash/20	FA/FA	L/LA	180F	4(30)	90LCI/70LBa/100MPi«	1-2	c	F	Agress(LO)	
Mist Monster	9E	60	Run/10	MD/FA	L/LA	200G	1(40)	80MGr[Cold]/75We(1-6x)/Both	1	-	G	Hungry(AA)	
Mistraven (fly)	3B	110	Dash/25	FA/FA	S/-	15A	1(50)	15SPi/20SCI	1-20	-	A	Normal(AV)	
Multi-spider	10F	80	Spt/20	MF/FA	M/I	160F	4(40)	70LPi/75LSt/poison«/Special	1	t	F	Hungry(LI)	
Nasti (fly)	2A	90	Dash/10	FA/FA	S/-	30B	1(30)	40SCI/50MBi	1-20	-	-	Cruel(MD)	
Panthershark	8E	90	Dash/35	FA/FA	L/I	130G	4(30)	110LBi/90MCI	1	-	E	Hungry(LO)	
Quetzalquatl (fly)	16G	200	Dash/25	BF/BF	L/LA	195H	4(70)*	120MBi/Poison«/Spells/Special	1	y	I	Good(HI)	
Sky Shark (fly)	7B	110	FSpt/25	FA/FA	L/I	190G	4(30)	100LBi	1-10	-	E	Belig(LO)	
Sky Manta (fly)	6B	80	Run/10	MD/MD	L/-	90D	1(40)	80MBa/30SBolt	1-3	-	E	Normal(LI)	
Sky Whale (fly)	8C	210	Run/30	MF/MD	H/SL	450H	8(30)	90HBA	1	-	F	Timid(MD)	
Spiderbat (fly)													
Small	2B	80	Dash/20	FA/FA	S/-	40B	1(40)	40SBI/Poison«	1-20	A		Agress(NO)	
Large	5C	120	FSpt/25	FA/FA	L/I	100E	4(20)	75MBi/Poison«/Spells	1-2	k	C	Cruel(HI)	
Thraxx	8D	90	Dash/10	MF/VF	L/II	130F	8(30)	100LCI(2x)/80MBi	1	a	E	Hungry(AV)	
Tracha (fly)	12F	100	FSpt/15	MF/FA	L/I	170G	12(20)	110We/Spells/ 50MBi[Acid]/Special	1	r	G	Aloof(HI)	
Viperhawk	3B	90	Dash/25	MD/VF	S/-	25B	1(40)	60SBI/Poison«	1-6	c	A	Belig(LI)	
Vorasis	6C	90	Dash/25	FA/FA	M/II	170E	3(30)	50SBI(1-4x)/Poison«/ 60MCI/Both	1	h	E	Belig(LO)	
Winged Eel (fly)													
Electric	3C	100	Dash/20	FA/VF	S/-	30B	4(30)	40SBI/30SBolt	1-80	-	D	Agress(MD)	
Moray	4D	80	Spt/10	MD/BF	M/-	60D	4(25)	75MBi	1-50	-	D	Hungry(LI)	

* — Special.

Leorgon: namsk-EX@#,U-7; 1-2 cubs; its gaze turns viewer to stone (RR failures: mild, 1-100 minutes; moderate, 2-20 hours; serious, 1-100 days; extreme, 1-100 years; certain spells or rituals can shorten these durations); snakes have a 5th level circulatory poison (var. E); roar paralyzes foes with fear for 1 round/10% RR failure; reduce critical severity by two levels.

This hideous creature appears to be a bluish grey lion with snakes for a mane and a gaze that will turn onlookers to stone. It seems to be some relative of the gorgon, but exactly how they are related is unclear. Leorgons are sometimes encountered together, as they are immune to each other's gaze. The leorgon is fairly intelligent, but very cruel and it delights in killing. It can bite or claw while the snakes are biting. As far as can be determined, the leorgon has a special digestive process that allows it to swallow stone that was once flesh and digest it, reducing the slim chance of rescue for any victim.

Mercat: (f)-IOS-5; 6'-7' from head to fin; 1-3 young.

These amphibious creatures are lions, tigers or panthers from the midsection up, and fish from the midsection down. They are at home in foamy salt water shallows, but can crawl up on shore and dwell on land for up to 3 hours at a time. They live on a diet of large fish and coastal creatures. Their intelligence separates them from more mundane beasts, but so far, humans have had little but hostile contact with mercats. They can often be found accompanying mermen, who have some sort of rapport with the creatures.

Mergryph: (cf)-IOS-6; carrying capacity 300 lbs; riding bonus -10; 7'-9' from head to fin, 30' wingspan; 1 young; use Large creature critical table.

These creatures are at home in the air, on land, or in the sea. A lion's body with an eagle's head, these creatures have long talons and wings with a silvery fish tail. They are expert fliers and can use their wings underwater as well, giving them incredible swimming speeds. They can use their two taloned legs to move on land, but not quickly. Mermen, water demons, and the like often use them as steeds, riding them accompanied by mercats. Unless domesticated, mercats and mergryphs are natural enemies, hostile on sight.

GMs should note that many interesting sea creatures can be created by simply taking any non-sea creature and replacing its lungs with gills, its feet for flippers, etc. Sea bears, merwolves, seabats, mergorgons, etc. are just some of the possibilities.

Mist Monster: hnmk-ENVX#,(Z),(T)-7; 10'-20' wide, can vary size; touch causes cold crits; only magic weapons can harm them; fire attacks cause no harm, cold attacks inflict double damage; non-solid form; use Large creature critical table.

Mist Monsters are creatures who are somehow made of animate mist. They feed on living heat, draining it with their cold touch. They can somehow manipulate objects and wield 1-6 weapons with misty tentacles, but can only be effected themselves by



FELISS, QUETZELQUATL, THRAXX, AND TRACHA

enchanted weapons. Flame creatures (fire hounds, fire elementals, etc.) greatly fear mist monsters and their insatiable hunger for heat. Cold attacks freeze the vapor they are made from, doing them great damage. They are normally encountered around water sources, hunting for victims, although occasionally they will be found in areas where flame-based creatures are found, as they crave heat.

Mistraven: *wmsktc-†R,DHP*; 2-4 eggs; 1' long, 2' wingspan; can change to mistform at will.

These large ravens are sought as familiars, for despite their intelligence, they will willingly serve a spellcaster with the normal "Familiar" spells. They can turn their jet black feathered body to a grayish mist whenever they wish. Not powerful fighters, these omnivores prey on small rodents when not eating seeds.

Multi-spider: *ahkmnsw-EKX@,BNQZ,RU,DJ-9*; bite accompanied by a 4th lvl muscle poison (var. G) or a 6th level reduction poison (var. G); 4'-6' across; reduce critical severity by one level.

Indistinguishable from a normal greater spider, these creatures have one characteristic that makes them more fearsome: they are able to create duplicates of themselves by some magical power. In one round, a multi-spider can create one duplicate of itself, until there are a total of nine spiders. These duplicates are all of one mind, and if a duplicate is slain, the multi-spider can make one less duplicate for the duration of one week. All the spiders must be slain to completely kill a multi-spider. In all other respects they are like a normal greater spiders, spinning huge webs, binding their prey in silk cocoons, and draining victims of bodily fluids.

Nasti: (cf)-N†,RW-4; 1'-2.5' long, 2'-3' wingspan; excellent nightvision.

Insects with large, tooth-filled mouths, and claws ending the front pair of insect legs, these creatures are fairly intelligent. They dwell near civilized areas mostly, raiding livestock for food and attacking humans with delight. These insects are vicious, cruel and spiteful, hating everything else that lives and eating all that they kill. They have insectoid wings and bodies, and multifaceted eyes giving them 320 degree fields of vision. They attack with their non-insectoid claws and mouth. They even have a language, but it is a simple one and seems like gibberish to any other being. Nasti are believed to have originally been bred by demons and then let loose on the mortal plane long ago. The hollowed-out trunks of large, dead trees and dark caverns are the favored abodes of these awful beings.

Panthershark: (-)-V†@#, (LOS)-4; 5'-9' long; can leap and land as per the "Lofty Bridge" (Ess.) spells, "leaping" and "landing"; 1-3 young; reduce critical severity by 1 level.

This creature looks very much like a finless shark with a panther's powerful legs and sharp claws. Its entire body is covered with very short black fur. It is an incredible hunter, silently stalking its prey (+75 stalking ability) and pouncing on them with incredible leaps (sailing through the air with the aid of its fish-like tail). Like sharks, they have large mouths filled with many rows of teeth. It ranges through many locales, and is very adaptable. Panthersharks are often found in their lairs, which are normally caves or deep ravines. There is said to be a white furred variety in the arctic.

Quetzelquatl: *hnnw-(N),LM,HJ-6; 7'-10' long; 10'-15' wingspan; knows all Mystic base lists to level (3xlv PP); has poison bite 10th level circulatory poison (var. C); gaze charms any who look upon it as "charm kind"; 1-2 eggs; use Large creature critical table.*

Avoiding civilized areas, this feathered, winged serpent is an enemy to dragonkind, fell beasts, and evil in general. If encountered, it will often try to charm any being it meets, convincing them to do some deed which will hinder or cause harm to some evil being that the quetzelquatl is currently contending with. It will never willingly harm a non-evil being unless it is attacked first or its eggs are threatened. It is said that the quetzelquatl's feathers have magical properties and are worth 20 gp each. The eggs are worth hundreds of gold pieces each. This serpent can usually be found in jungles or swamps. (Pronounced kwetzayl-kwatl.)

Sky Shark: *hnmk-N,RW-6; carrying capacity 250 lbs; riding bonus 0; 8'-15' long; 9'-16' wingspan; 6-12 young; reduce critical severity by 1 level.*

These creatures are large black sharks with a pair of bat wings instead of fins, although they probably have some magical aid in flying as well. These creatures have lungs and breathe air unlike their water-bound cousins. Either traveling as a lone hunter or in a pack, they are devastatingly adept at capturing and killing prey. They make no noise whatsoever. They are often used as mounts for airborne cavalry, trained for transportation and battle. The beast nests in rocky crevices and among crags.

Sky Manta: *(f)-(EV\$),(A),(T)-5; carrying capacity 300 lbs; riding bonus -10; 17'-20' long; 22'-25' wide; 40% have a tail that fires a shock bolt (SBolt, 100' range) 3x/day; 10-100 eggs.*

Black and menacing, these flying devilfish can fly high into the sky, but usually stay close to the ground to look for prey. They fly through the air like mantas of the sea, using some sort of magical levitation gland. Unlike normal manta rays, these creatures have lungs rather than gills, a toothy mouth, and some can discharge a shock bolt through their tails. Like sky sharks they make no noise, and they can be trained as combat steeds as well.



Sky Whale: *(f)-(-)-8; 25'-100' long; 20'-50' wingspan; 1 young. 10% have a single spiraling horn like a narwhale, giving them an additional 80HHo attack; use Large creature critical table.*

The small wings of this huge creature are proof that it has some sort of magical assistance in flight to keep its huge bulk in the air. Sky whales try very hard to avoid other creatures. They are herbivorous, coming down to graze as they please. They are prey for large air predators like rocs, dragons, and flocks of sky sharks or griffons. Sometimes they are captured by humans or another race and used like living dirigibles; often capable of carrying up to twenty passengers, or a few tons of cargo.

Spiderbat

Small: *(cf)-(N),MZ,(T)-4; bite carries a 4th level circulatory poison (var. A); 1'-2' across, 3'-4' wingspan; 50-60 eggs.*

Large: *(cf)-(N),MS,(T)-7; bite carries an 8th level circulatory poison (var. E); 5'-8' across, 10'-18' wingspan. 10% cast spells (2xlv PP); 1-2 eggs; reduce critical severity by 1 level.*

Although the small spiderbat could truly be called an animal, the larger variety possesses high intelligence. Rarely is a large spiderbat encountered without some of its smaller brethren as pets. Large spiderbats speak their own twisted tongue, and can communicate with their small cousins. Both varieties look like larger than normal spiders with batwings on their backs. Some of the large spiderbats possess spell ability, being able to cast either Evil Magician or Evil Cleric spells. This confirms the fact that these horrible creatures are the descendants of the Elder Worms which dwelled in the world so very long ago (as perhaps the Major Great Spiders are). Neither variety spins webs.

Thraxx: *hnmk-(GZ),J-8; grappled foes are pulled into or out of the water; 7'-8' tall; 10-19 young; reduce critical severity by 2 levels.*

These amphibious humanoids have four muscular arms with long claws and six eyes on their salamander-like heads. Their mouths are full of long, sharp teeth. They have voracious appetites, and will eat nearly anything, including fish, deer, rabbits, frogs, birds, any of the mannish races and other thraxx. Needless to say, they are loners, and mate only once every five years. After mating, the pair of thraxx usually fight and one eats the other. If the female wins, the young are born 10 to 12 weeks later. It is impossible for non-thraxx to tell the difference between the males and females of the species, and there seems to be no difference in strength or power. Often, thraxx will try to pull prey into the water or out of the water (whichever the prey will handle worse) in combat. Thraxx are surprisingly intelligent, which makes them all the more fearsome. They can adapt to either saltwater or freshwater.

Tracha: *(cf)-KVX@#M,(A),(T)-9; 6'-7' long, 14'-19' wingspan; spits acid (victim makes RR vs 5th level attack or takes a B acid critical — see RMC III, 6' range), bite inflicts extra acid crit, casts spells, 3xlv PP; 1-8 eggs; reduce critical severity by 1 level.*

The tracha is a giant beetle with only four insect legs. Replacing one set of legs is a pair of human arms, while on their back is a pair of bat-like wings. They are uniform in color, their whole body being either black or brown. Their spittle is acidic, and they are quite proficient in spitting small globs of it at their foes at short ranges. It also makes their otherwise not very potent bite quite deadly. Their main offensive capabilities come from the fact that they can wield weapons (and often use magical ones), and that they can cast spells. They know all the Mentalist base lists and 1-6 of the open or closed lists to their level. They are solitary creatures, and become hostile if disturbed in any way. Despite their viciousness in combat, they are herbivores and not belligerent; don't bother them, and they won't bother you. (Pronounced tra-ka.)

Viperhawk: *(hf)-†,F,(U),(J)-6; 1'-2' long, 2'-3' wingspan; 2-4 eggs; bite injects a 4th level muscle poison (var. B).*

A viper with a hawk's wings and talons, these creatures are a deadly menace to any area where they decide to nest. They feed on anything man-sized or smaller, and are fascinated with gold and silver. Often they will attack humans, even when they are not hungry, for their gold. Their hidden nests are built among rocky crags or in high trees, and are often filled with gold or silver coins.

Vorasis: (f)-MZ,RW,DHJ-6; gaze of all heads "holds" viewer; bites inject 6th level (var. D) conversion poison; 7'-8' long; 1-3 young; reduce critical severity by 2 levels.

These horrible beasts must be the product of foul magic. It has the body and legs of a large tiger, but instead of a normal feline head, four or five serpent heads sprout from its neck. Each of the snake heads acts and attacks independently, and their bite injects a powerful poison. The combined gaze of all the heads casts a "Hold Kind" spell (open essence, "Spirit Mastery"). It can also attack with its cat claws. These beasts dwell far from civilization, in deep jungles or harsh deserts. They are occasionally used by evil beings as pets. They are carnivorous and will attack and eat any creature. (Pronounced vor-ah-sis)

Winged Eel

Electric: (ktcf)-VXY†@#,(GO),(T)-5; 6"-18" long, 8"-20" wingspan; its Sbolt can occur when struck, when it strikes, or it can be discharged with a 30' range, usable 1x/min.

Moray: (f)-XY†@#,(GO),(A),(T)-4; 4'-5' long, 3.5'-4.5' wingspan.

Winged eels are sometimes confused with viperhawks, blacksnakes and quetzelquatl, and vice versa, but only from far away. They are not as big as blacksnakes, do not have the plumage of quetzelquatl and they don't have talons like viperhawks.

Up close, winged eels appear as normal eels, except they have lungs instead of gills and have thick, insect-like wings, enabling them to fly. Both types can be found above, as well as below ground, and in many of the warmer climate zones. They have nests in rocky places and lay 2-4 eggs like birds. Swarms of these creatures can wipe out an entire caravan, if they are hungry enough. They can be trained quite easily and are sometimes used by other creatures as pets.

6.0

ELEMENTALS AND ARTIFICIAL BEINGS

CONSTRUCTS

Dragon Construct: (-)-(-)-8; Breathes fire (FBr; 1 time/min; 50 times/day; bolt range 200'; cone length 100'; cone base 40'); intelligent; immune to fire; carrying capacity 3000 lbs; riding bonus -5; 60'-70' body; 100'-110' wingspan; use Super Large creature critical table.

Falcon Construct: (-)-(-)-5; 80% have eyes that record all that they see for playback later; 50% have built-in dart thrower (light cross bow; 1x/rnd; unusable in melee); 2'-2.5' long.

Horse Construct: (-)-(-)-6; moderate intelligence; never tires; carrying capacity 800 lbs; riding bonus +30; charging attacks — 90LBa/100HTr« [slash]; 20% breathe 7th lvl (var. C) respiratory poison gas (GBr; cone length 20'; cone base 8'); 7'-8'; reduce critical severity by 1 level.

Minotaur Construct: (-)-(-)-7; cunning; eyes fire shock bolts (Sbolt; 1x/rnd; 100' range); 10% are permanently "hasted"; 7'-8'; reduce critical severity by two levels.

Pegasus Construct: (-)-(-)-7; above average intelligence; carrying capacity 300 lbs; riding bonus +20; 7'-8'; 35' wingspan; reduce critical severity by two levels.

Snake Construct: (-)-(-)-5; instinctive intelligence; bite accompanied by 5th level nerve poison (var. C); built-in dart thrower (light cross bow; 1x/rnd); 3'-5' long; reduce critical severity by 1 level.

Spider Construct: (-)-(-)-6; instinctive intelligence; bite accompanied by 6th lvl muscle poison (var. D); two built-in dart throwers (light cross bow; 1x/rnd each); 5'-6' across; reduce critical severity by 2 levels.

Wasp Construct: (-)-(-)-8; low intelligence; stinger fires lightning bolt (LBolt; 1x/min 200' range) — **minor:** 5'-6' wingspan; reduce crit severity by 1 level — **major:** carrying capacity 4000 lbs; riding bonus 0; 80'-90' wingspan; use Super Large creature critical table.

Wolf Construct: (-)-(-)-5; instinctive to average intelligence; 10% have gaze which casts "Hold True" ("Spirit Mastery", closed essence list); 20% breathe cold (CBr; 1 x/min; cone length 10'; cone base 4'); 4'-5' long.; reduce critical severity by 2 levels.

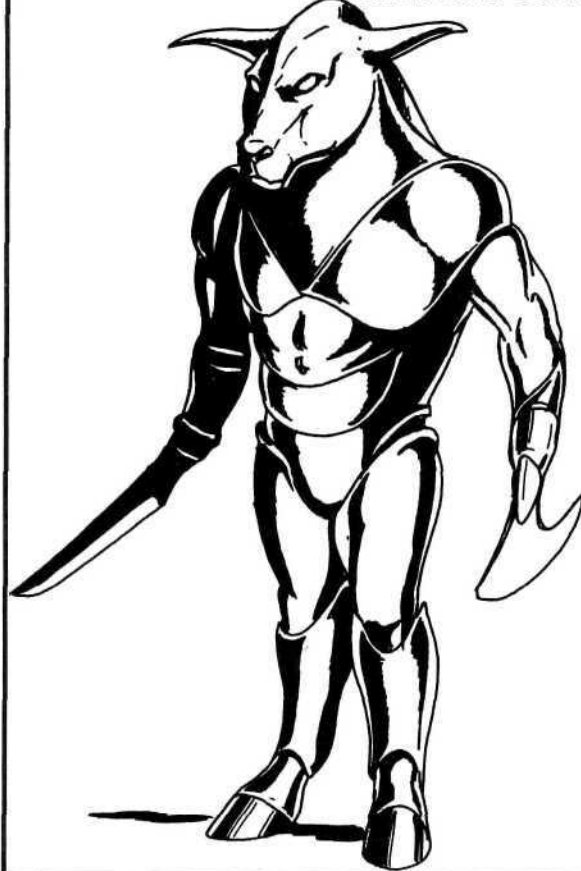
These constructs are similar to their humanoid suit-of-armor counterparts (found in *Creatures & Treasures*) in that they are made of numerous parts, rely on body parts for weapons and are artificially animated. They differ in the fineness of their construction. Each construct described here is a masterwork of interlocking metal pieces. They move as gracefully or better than the beasts they imitate. Some have been given magically added offensive capabilities such as lightning bolts, gaseous breath, etc. Additional capabilities can be added as the GM sees fit such as sleep gas emission, smoke emission, flight, long door ability, telescoping body parts, etc. All of the constructs are physically stronger and sturdier than the creatures they resemble (except perhaps the dragon construct). Often these constructs have red, green or blue glowing eyes. GM's may wish to make other constructs based on other beasts, using the constructs given here as models.

The dragon construct appears to be a fire drake with metallic scales. It has all of the attack patterns of a normal dragon, but unlike a dragon, never sleeps and does not enjoy puzzles or word games, because like most constructs, they cannot speak. It is useful as a guardian of a valuable treasure or as the mount of a very powerful being.

Falcon constructs are fair combatants, but their major usefulness is as a spy (i.e., aerial reconnaissance). From a distance, they are indistinguishable as artificial birds. Only when observed within 5' or less can it be seen that their feathers are made of a dull steel alloy. Most have eyes which record all that they see so that it can be played back (seen by looking into their eyes). Some have dart throwers built into their breasts.

Horse constructs are usually made from black iron, sometimes having silver inlaid into various parts such as the "mane" and other places. Though mostly used as an impressive steed, they are also deadly in combat. Even their metal hooves have been sharpened for slashing attacks.

MINOTAUR CONSTRUCT



Minotaur constructs make excellent guards. Huge, metal bull-men, these constructs often have sword blades, hooks or axe-heads replacing their hands, although their metal horns are impressive weapons. Their eyes glow yellow, waiting to unleash electric energy on their foes.

Perhaps the most stunning and beautiful of this group is the pegasus construct. Craftsmen and spellcasters alike went to great lengths to make these flying horses from tiny interlocking metal scales. Rarely are these constructs given any special offensive capabilities, saving all of their magic for graceful flying.

The snake construct possesses gleaming metal fangs coated in poison, and can fire small darts out of its tail. Collectively, they are also known as iron serpents and are normally used to guard treasure, where they lay in the shadows and wait for thieves.

Spider constructs do not dwell in webs, but 30% have suction-cupped legs allowing them to walk on walls and ceilings. Their bite is poisonous, and they have two dart throwers that can swivel to fire in any direction.

Minor wasp constructs, with light glinting off of their metallic wings, are beautiful as well as dangerous. Major wasp constructs are rightfully feared. Their sheer size makes them a match for small dragons in aerial combat, while their "sting" is more powerful than those possessed by the small creatures they mimic: their tail fires a lightning bolt at foes. This construct can be used as a mount, or simply as a servant for the powerful being that created it. Wasp constructs are very adept at capturing people or items and bringing them back.

Iron-skinned wolf constructs often have eyes that glow a deep ruby red. They are often made in numbers and travel in packs like the beasts they resemble, patrolling an area or hunting down foes.

ELEMENTAL SAVANTS

Air Elemental Savant: (-)-EK-9; bluish human form made of compressed air to the point of solidity; become invisible at will; use "Wind Law" (Magician base), "Gas Destruction" (Sorcerer base), "Gas Alteration" (Mystic base), and any other spell dealing with air or wind (including fly spells and some weather spells), 4xlv PP; 6'-7'; use Large creature critical table.

Dark Elemental Savant: (-)-EK-9; humanoid made of darkness; invisible in shadows; use "Darkness" (Evil Magician), "Dark Law" (Necromancer base), "Dark Channels" (Evil Cleric), "Cloaking" (closed ment.), and any other spell dealing with darkness, 4xlv PP; 6'-7'; use Large creature critical table.

Earth Elemental Savant: (-)-EK-9; humanoid made of solid stone; continuous "Earthbones Empathy" (Druid base spell); use "Earth Law" (Magician base), "Stone Lore" (arcane), "Stone Mastery" (Druid base), "Deep Earth Healing" (Crystal Mage base), "Deep Earth Commune" (Crystal Mage base), "Solid Destruction" (Sorcerer base), "Solid Alteration" (Mystic base), "Earthblood's Way" (arcane) and any other earth based spell, 4xlv PP; 6'-7'; use Large creature critical table.

Fire Elemental Savant: (-)-EK-9; red human form made of condensed fire; ignites flammables by touch; use "Fire Law" (Magician base), "Mana Fires" (arcane), "Fiery Ways" (Crystal Mage base), and any other spell dealing with fire or heat, 4xlv PP; 6'-7'; use Large creature critical table.

Ice Elemental Savant: (-)-EK-9; human form made of bluish-white ice; freezes liquids and objects by touch; use "Ice Law" (Magician base), "Crystal Mastery" (Crystal Mage base — substitute ice for crystals) and any other spells dealing with cold and ice, 4xlv PP; 6'-7'; use Large creature critical table.

Light Elemental Savant: (-)-EK-9; glowing human form made of light; use of "Light Law" (Magician base), "Brilliance" (open ment.), "Light's Way" (open chan.), "Brilliance Magic" (Crystal Mage base), "Starlights" (Astrologer base), "Light Moulding" (Illusionist base), and all other spells dealing with light and sight illusions, 4xlv PP; 6'-7'; use Large creature critical table.

Water Elemental Savant: (-)-EK-9; bluish green human form made of condensed sea water; use "Water Law" (Magician base), "Liquid Destruction" (Sorcerer base), "Liquid Alteration" (Mystic base), and any other spell dealing with liquids, 4xlv PP; 6'-7'; use Large creature critical table.

Elemental savants are elemental beings, but unlike the elementals that are summoned by spell casters, these beings are highly intelligent and extremely powerful. They are not summoned through normal spells, but there is said to be a certain arcane ritual that will conjure them. They are recognized as master by any other type of elemental, including zephyr hounds and any other beings closely related to an element (excluding dragons). All elemental savants know the "Elemental Summons" list (Magician base — RMC II), but can only summon elementals of their own kind. Note they also have the high level elemental spells given in RMC if the GM uses that book. Selfish and domineering, the vast selection of spells at their disposal and their innate powers make them formidable in combat. Since they have no "core" like normal elementals, magical weapons are required to harm them.

Air savants speak as though their voice was backmasked; they are quick-thinking and quick-tempered. Dark savants have deep voices and eyes like the void of space; they have dark, gloomy personalities. Earth savants' voices are like two stones grating against each other. They are slow in making decisions and slow to forgive. Fire savants are fiery in personality, hot-tempered and emotional. Ice elemental savants are hard and cold; they feel little emotion and their voices are like a frigid wind. The voices of light savants are like the ringing of many little bells; they are confident and self-assured. Water elemental savants speak as though under water; they perceive reality as cloudy or murky, and are only concerned with their own schemes.

GOLEMS

BEAST GOLEMS

Iron Bull: (-)-(-)-7; softer weapons must make an RR each time they deliver hits (wood -30, bone -10); 6'-12' long; use Super Large creature critical table.

Mithril Unicorn: (-)-(-)-9; softer weapons must make an RR each time they deliver hits (wood -50, bone -30, iron -20, steel -10); 7'-8'; use Super Large creature critical table.

Steel Sphinx: (-)-(-)-8; softer weapons must make an RR each time they deliver hits (wood -40, bone -20, iron -10); 30' wingspan; use Super Large creature critical table.

Stone Horse: (-)-(-)-6; softer weapons must make an RR each time they deliver hits (wood -5); carrying capacity 850 lbs; riding bonus +20; 7'-8'; use Large creature critical table.

Stone Wyvern: (-)-(-)-7; softer weapons must make an RR each time they deliver hits (wood -5); 30% are winged; 20'-40' body, 25'-50' wingspan; use Large creature critical table.

Beast golems are special golems made to appear to be beasts rather than men. Like normal C&T golems they are made of a single piece of a material, separating them from the constructs which are made from many pieces. Rarely do they have magical offensive capabilities like the constructs above, but such special golems are not unheard of. All do possess the natural (i.e., claws, bites, etc.) offensive capabilities of their namesake beasts. They serve only their maker, responding to simple instructions. Should their maker perish, they will attempt to obey his last instruction.

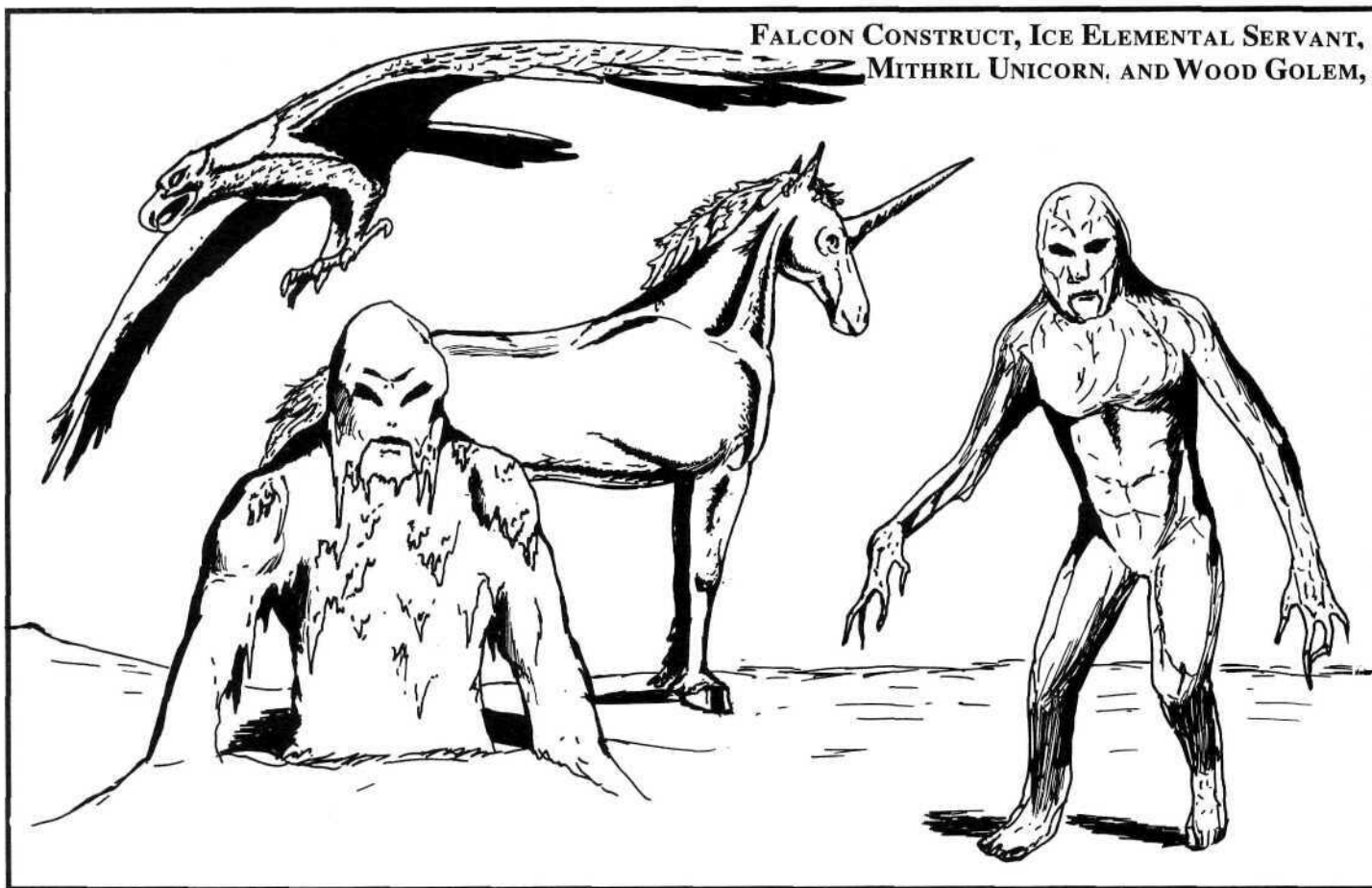
OTHER GOLEMS

Collosus: (-)-(-)-9; made of iron, softer weapons must make an RR each time they deliver hits (wood -30, bone -10); 20'-30' tall; use Super Large creature critical table.

Crystal Golem: (-)-(-)-9; softer weapons must make an RR each time they deliver hits (wood -30, bone -10); all energy attacks are reflected back at caster; 5'-8'; use Super Large creature critical table.

Diamond Golem: (-)-(-)-9; softer weapons must make an RR each time they deliver hits (wood -60, bone -40, iron -30, steel -10, mithril -10); immune to light and energy attacks; 5'-8'; use Super Large creature critical table.

Demon Golem: (-)-(-)-8; softer weapons must make an RR each time they deliver hits (dependent on material golem is made from, see other golems of same type); casts evil magician spells, 3xlv1 PP; 5'-8'.



FALCON CONSTRUCT, ICE ELEMENTAL SERVANT, MITHRIL UNICORN, AND WOOD GOLEM,

ELEMENTALS AND ARTIFICIAL BEINGS												
Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Constructs												
Dragon (fly)	20H	220	FSpt/10	FA/FA	H/SL@	400A	20(50)	90HBI/95HCl/90HBa/70HHo/50FBr	1	-	I	Mission(MD)
Falcon (fly)	3H	200	Dash/30	VF/BF	S/-@	50A	20(40)	50MCI/30MPi/50lcb	1	-	B	Mission(NO)
Horse	8H	100	Dash/10	FA/MF	M/I@	100A	20(20)	60MBa/50MTs[Slash]	1	-	D	Mission(LO)
Minotaur	10H	80	FSpt/0	MF/FA	M/II@	140A	20(30)	100We/90MBa/80MHo/Special	1	-	E	Mission(AV)
Pegasus	12H	250	Dash/40	FA/FA	L/II@	160A	20(40)	80MBa/60SBI	1	-	F	Mission(AA)
Snake	5H	40	Spt/10	MD/VF	S/I@	80A	20(25)	70MBi/Poison«/60lcb	1	-	C	Mission(NO)
Spider	7H	70	Dash/15	FA/VF	M/II@	100A	20(15)	70MBi/Poison«/60lcb	1	-	D	Mission(NO)
Wasp, minor	4H	120	FSpt/10	FA/VF	M/I@	85A	20(40)	60MBi/40MGr/Special	1	-	B	Mission(LO)
Wasp, major	15H	200	Spt/10	FA/VF	H/SL@	450A	20(50)	100HBI/90HBa/110HGr/Special	1	-	I	Mission(LO)
Wolf	9H	90	Dash/15	FA/VF	M/II@	150A	20(15)	90LBI/60MCI/Special	1-12	-	D	Mission(NO-AV)
Elemental Savants												
Air	30G	150	Spt/20	VF/VF	M/SL@	200H	1(80)	Spells/Special/90LBA[impact]	1	-	J	Domin(EX)
Dark	30G	80	Spt/20	VF/VF	M/SL@	200H	1(60)	Spells/Special/95LBA[disruption]	1	-	J	Domin(EX)
Earth	30G	50	Run/10	MD/MF	M/SL@	200H	1(20)	Spells/Special/120LBA[Impact]	1	-	J	Domin(EX)
Fire	30G	120	Spt/20	VF/VF	M/SL@	200H	1(60)	Spells/Special/90LBA[heat]	1	-	J	Domin(EX)
Ice	30G	90	Spt/20	FA/FA	M/SL@	200H	12(40)	Spells/Special/100LBA[cold]	1	-	J	Domin(EX)
Light	30G	200	FSpt/30	BF/BF	M/SL@	200H	1(80)	Spells/Special/90LBA[elec]	1	-	J	Domin(EX)
Water	30G	70	Spt/20	MF/FA	M/SL@	200H	1(30)	Spells/Special/95LBA[impact]	1	-	J	Domin(EX)
Golems												
Beast Golems												
Iron Bull	12H	50	Spt/0	MD/MF	L/SL@	210H	20(30)*	150LHo/110LBA/170HTs	1	-	h	Varies(NO)
Mithril Unicorn	22H	125	Dash/15	MF/FA	L/SL@	420H	20(50)*	200LHo/120LBA«/210HTs	1	-	j	Varies(NO)
Steel Sphinx (fly)	18H	100	Spt/10	FA/FA	L/SL@	270H	20(40)*	160LCl/130HBa/Both	1	-	I	Varies(NO)
Stone Horse	8H	100	FSpt/10	MF/MF	M/LA@	150G	16(20)*	80MBa/50MTs	1	-	G	Varies(NO)
Stone Wyvern(fly)	10H	240	Spt/20	FA/FA	L/LA@	190G	16(30)*	60LCl(2x)/90LSt	1	-	G	Varies(NO)
Other Golems												
Colosus	35H	80	Spt/0	MD/MD	H/SL@	600H	20(30)*	250HBa/180HGr/270HCr«	1	-	K	Varies(NO)
Crystal	15H	50	Spt/0	MD/MD	M/SL@	230H	20(40)*	130LBA/90LGr/190LCr√	1	-	I	Varies(NO)
Diamond	30H	50	Spt/0	MD/MD	M/SL@	500H	20(60)*	260HBa/90LGr/260HCr√	1	-	K	Varies(NO)
Demon**	x2	**	**	**	**	**	**	**/Spells	1	-	+2 steps	Cruel(HI)
Mite**	1/2	**	**	**	S/II@	1/2	**	1/2	1	-	1/2	Varies(NO)
Wood	2A	40	Spt/0	MD/MD	M/II@	80C	3(20)*	60SBa/40MGr/70MGr√	1	-	B	Varies(NO)
Eye Entity												
minor	2A	120	Dash/20	MF/FA	S/#	60B	1(60)	Spells/Special	1	-	A	Mission(LO)
major	6C	120	Dash/20	MF/FA	M/I#	100D	1(40)	Spells/Special	1	-	A	Mission(LO)
greater	10E	120	Dash/20	MF/FA	L/LA#	200B	1(20)	Spells/Special	1	-	A	Mission(LO)
major	15G	120	Dash/20	MF/FA	H/SL#	400B	1(10)	Spells/Special	1	-	A	Mission(LO)
Solaar	25H	80	Run/15	MF/VF	M/II@	200H	12(50)*	180LBA[E Heat]/Special	1	-	J	Domin(HI)
Vile	10D	120	Dash/25	BF/BF	M/LA@	200H	4(150)	200HCl/180LBI	1-10	-	F	Berserk(LO)

* — Special.

** — These beings are as per other golem types (i.e. stone, iron, etc) except where noted. 1/2 means half of the normal golem type's stat, x2 means twice the normal, etc.

Mite Golem: (-)-(-)-6; softer weapons must make an RR each time they deliver hits (dependent on material golem is made from, see other golems of same type); 1'-4'.

Wood Golem: (-)-(-)-4; fire does double damage; 5'-8'; reduce critical severity by two levels.

A collosus is a giant golem made of iron (other materials are normally too scarce to make such a large golem). However, there is said to be a collosus that is made from some alien substance found in a meteorite. It is so powerful that it is thought by some people to be a god.

A crystal golem is a golem of polished crystal whose surface shines and reflects like a mirror. This mirrored surface reflects energy attacks. It is very rare that such a large single piece of crystal can be found.

A diamond golem is one of the rarest and most expensive golems. They are made from a single diamond — a large diamond which must be magically created. Its multifaceted and semi-transparent nature refracts and reflects light and energy attacks.

A demon golem can be made from any material that any other golem is made from. However, when it is made, a demon golem is not imbued with a normal spirit, but that of a demon. Because of this, it can cast spells and is highly intelligent. It can act of its own volition, though it must obey its creator if commanded. Because of this, the creators of demon golems often die "mysteriously" — demons don't like to obey. Demon golems are, of course, very evil.

Mite golems are tiny golems. They are made in the same way as normal golems, but the statues that are to be animated are not life sized. They are as their larger counterparts in every way but size and there is a corresponding reduction in strength.

Wood golems are the weakest of all golems, but they are the easiest and the cheapest to make. They have the form of a man carved from a large tree trunk.

SPECIFIC ARTIFICIAL BEINGS

Eye Entity: (-)(-)-9; *flies magically; sees invisible objects; all cast "Lord Sleep" ("Spirit Mastery" closed ess.) 3x/day, and all "Evil Eye" (Warlock base list) spells with gaze, 1 spell/round ("Evil Eye" spells up to eye entities' level only); minor = 1'-2' across — lesser = 5'-8' across; reduce critical severity by 1 level — greater = 15' to 20' across; use Large creature critical table — major = 30'-50'+ across; use Super Large creature critical table.*

Eye entities are huge, bloodshot, disembodied eyes which fly magically through the air, performing deeds for their master. Their gaze can cause many ill effects, and some are said to be able to release energy ("Lightning Bolts") from their pupils (LBolt; 1x/min; 300' range). They are formed through a magical ritual and a foul alchemical process which combines the eyes of living creatures into one huge eye. The number of eyes needed depends on the type of eye entity: minor = 50-100 eyes, lesser = 500-800 eyes, greater = 2000-3000 eyes, major = 5000-10,000+ eyes.

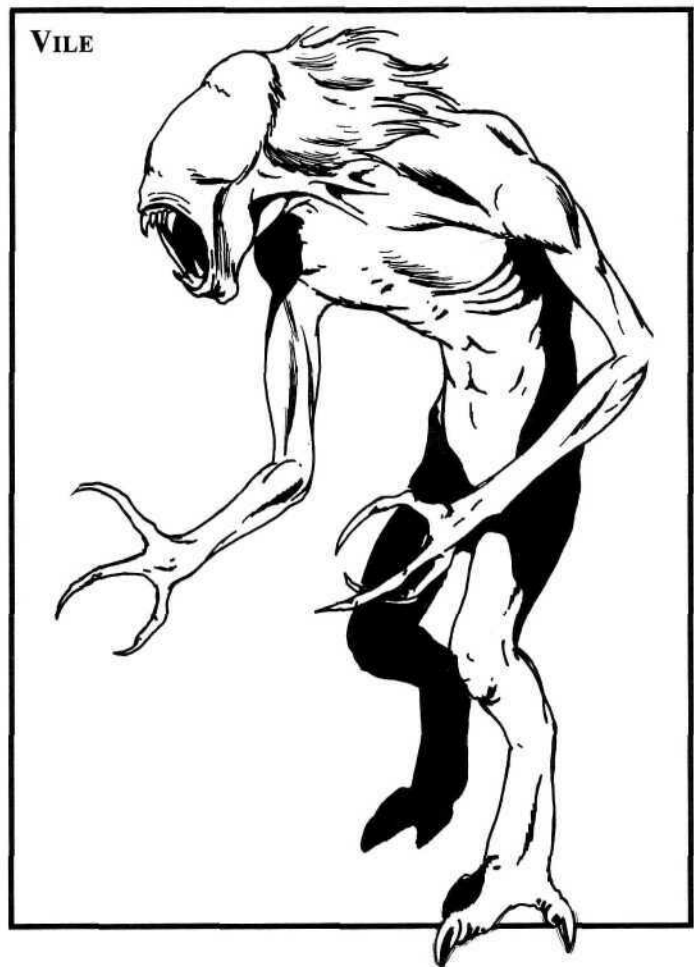
Solaar: (-)(-)-9; *absorbs light and heat from the sun or other sources; can release heat blasts (FBolt, 1x/round, 300' range, x3 damage); can flare up with heat, causing "C" heat criticals to all within 15'; its touch causes "E" heat criticals; flammables burn when within 1'; normal objects touching them must make an RR or be destroyed; regenerates 1 hit/rnd when exposed to a powerful light source; can form wings of fire to fly at a rate of 250'/rnd; uses infravision to see; 6'-7'; reduce critical severity by 2 levels.*

Solaars are very powerful and very magical artificial beings. Their bodies are like those of trim humans, but they have no outer physical features such as a face. Instead, their skin is covered with tiny plates which absorb heat and light, storing it within the body. So much energy is stored within that a solaar cannot help but give off vast amounts of energy at all times, causing it to leave a trail of fire and melted slag wherever it goes. When it willfully releases its heat energy within it, it does so with devastating effect. Although denying it light will keep it from growing stronger and regenerating wounds, utter darkness will not destroy this being. Solaars have enough energy stored within them to last 100 years at a stretch. They tend to be very intelligent and rather vain.

Vile: (-)-X,U-8; *blind, they sense through heat receptors on their skin, 200' range; 6'-7'; use Large creature critical table.*

Viles are either all white or all black. They are humanoids with long hair growing only from the back of their heads. Viles have large, tooth-filled mouths and long, powerful claws. Though they have no nose, eyes or ears, they are incredibly fast, perceptive, and deadly in combat. These artificially made monsters are also highly resistant to physical damage because of their superior construction. They should be treated as being mindless with respect to mentalist-type spells. They kill all living things that they can find,

and because of this viciousness, it was long wondered if viles weren't undead. Eventually it was determined that they were artificially created through complex and thoroughly evil magic rituals. Viles were originally made by the rhodintor (see Entities From Other Planes), but now populate underground caverns and dungeon complexes, coming from many different sources. Viles always dwell underground, as they cannot abide the sun or stars. One vile in a thousand will be a more intelligent specimen. These superior individuals can cast "Dark Channels" (Evil Cleric base list) spells, but because of their need for ritual, the spells take one full minute longer than the normal casting time. Their rituals often include the beating of skin-wrapped drums. Viles do not eat their victims, but kill mindlessly, as they were made to do.



ENTITIES FROM OTHER PLANES

Entities from other planes can come in myriad forms however the most common is that of the demon. Other entities have been provided here to provide diversity. Most come from continuums where space and even time is significantly different, and physical laws are not the same. Interesting adventures come from not only meeting these creatures that have come to our plane, but traveling to their's as well.

Note that entities from other planes, like elementals and golems, are not effected by poisons or spells meant to harm or effect the internal systems of creatures, as all of these beings have completely different internal systems, and sometimes none at all. GM discretion is required in all cases where such a being is to be affected by something that was meant to effect humans, dwarves, elves and similar beings.

7.1 DEMONS

A GM has many options when it comes to adding demons to his campaign. They can be beings of religious importance, evil spirits, and the like. They may also be the souls of the evil dead, twisted and malformed into creatures of hatred and spite. Or they can simply be beings from another plane, alien to ours. If they are the spirits of evil dead, then the Demons From the Void found in *Creatures & Treasures* is a useful section for you, and the demons in this book require a little work. If they are simply creatures native to a plane alien to our own, then all the creatures in this section are technically "demons" and should be treated as such. Remember that demons don't necessarily come from the same "alien" plane. A GM should work out which demons exist in his campaign, and which demons come from where. In any event, demons are often a major adversary in a campaign. Always reason out why the demon is where it is when it is encountered. Wouldn't a being from another plane have some reason for coming here, or more aptly for being summoned here? Realize of course, that most demons are chaotic and so simply come to this plane to wreak havoc.

The demon "type" is given for comparative purposes, and as an aid when using the "Dark Summons" spell list.

LESSER DEMONS

Acarva: (-)-EK\$#-7; Type III; water demon; intelligent but cruel; bite drains 1-3 Con pts or one life essence level (see RMC II); 6'-7' tall; lessen crit severity by 2 levels.

Acid Demon: (-)-EK\$#-8; Type II; humanoid covered in acidic secretion; average intelligence; touch causes extra acid crit (RMC III or use fire crit table); normal objects touched must make an RR or be destroyed; 5'-6' tall; lessen crit severity by 1 level.

Corvox: (-)-EK\$#-7; Type I; humanoid with tentacles for arms; intelligent but cruel; spells (2xlv PP); 5'-7' tall; lessen crit severity by 1 level.

Grumoz: (-)-EK\$#-6; Type I; apelike; stupid and cruel; 8'-9' tall; lessen crit severity by 1 level.

Huntarr: (-)-EK\$#-7; Type IV; lion-headed humanoid; extremely intelligent; spells (3xlv PP); 6'-7' tall; use Large creature crit table.

Ice Demon: (-)-EK\$#-8; Type III; bluish-white demons covered in snow and ice; intelligent but cruel; spells (2xlv PP); touch inflicts extra cold crit; immune to cold; 6'-7' tall; reduce crit severity by 2 levels.

Plague Demon: (-)-EK\$#-8; Type III; black and green gaunt humanoids with puss oozing out of many sores; low intelligence; touch causes disease; 8'-9' tall; use Large creature crit table.

Rashtar: (-)-EK\$#-7; Type II; four armed red humanoid; mindless; 7'-8' tall; reduce crit severity by 1 level.

Shade Demon: (-)-EK\$#-8; Type IV; insubstantial and shadowy; very intelligent; spells (3xlv PP); 5'-6' tall; use Large creature crit table.

Smoke Demon: (-)-EK\$#-7; Type II; grey humanoid surrounded by smoke; immune to fire; change form to smoke (1 time/hour for 10 min); intelligent but cruel; 5'-6' tall; reduce crit severity by 1 level.

Storm Demon: (-)-EK\$#-8; Type V; black skinned humanoid form; highly intelligent but cruel; spells (4xlv PP); immune to elements; 5'-6' tall; use Large creature critical table.

Thorned Demon: (-)-EK\$#-7; Type II; humanoid form covered with spines; low intelligence; throws spines (lcb 1-4/rnd); causes 1-4 "A" puncture crits when it throws body on foe (bash attack); 5'-6' tall; reduce crit severity by 1 level.

Tlaque: (-)-EK\$#-7; Type I; white winged demon; low intelligence; screeching stuns foes for 1 rnd/10% RR failure; 6'-7' tall; reduce crit severity by 1 level.

These lesser demons are grouped together for simplicity's sake alone. They are not necessarily a group common to one area or outlook. All of these lesser demons have the following in common, however: they all see in the dark as per the "Darkvision" spell, they all are able to communicate with one another (unless the GM is separating demons into different groups from different planes) and they all are evil in outlook, cruel in disposition and hate to be controlled in any way.

Acarva are frog-like water demons, greenish black in color, although some are bluish black. Their huge mouth bites for terrible damage, and drains constitution points (unless the GM is using life essence levels as in RMC II). It also has long claws to fight with as well. It is encountered on this plane in the places demons frequent or in various water sources (it does not have a preference to fresh or salt water). It is completely amphibious, with no restrictions as to how long it can be in or out of the water.

Acid demons are disgusting, fat yellow-skinned humanoids with no hair and exaggerated facial features. It uses its fists in combat, delivering damage from its acid secretions with each blow. Acid demons possess neither weapons nor treasure, for everything it touches, is destroyed. This creature wanders abroad, without having a permanent lair, looking for prey.

A corvox is a demon who appears to be completely human except that it has tentacles in place of normal arms. It uses these tentacles to grapple foes, as well as for casting spells; it knows all Evil Mentalist base lists to 5th level. It is often encountered in the company of another type of demon, such as a Tlaque or some Grumoz, and will usually lead these lesser demons on its forays.

DEMONS

Type	Lvl	Base Rate	Max. Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Trea-sure	Bonus EP	Outlook (IQ)
Lesser Demons												
Acarva (III) (swims)	8C	110	FSpt/30	FA/VF	M/II	150D	4(40)	80MCI/70LBI/Special«	1	-	F	Cruel(MD)
Acid Demon (II)	5C	50	Spt/10	MD/FA	M/I	125D	3(20)	80MBA[Acid](2x)	1	-	C	Hostile(AV)
Corvox (I)	2B	60	Spt/20	FA/FA	M/I	60C	1(20)	60MGr(2x)/Spells	1	-	B	Cruel(AV)
Grumoz (I)	3A	80	FSpt/10	MF/FA	L/I	110D	3(10)	90LBA/40We	2-7	-	B	Cruel(LO)
Huntaar (IV)	15F	100	Dash/30	VF/VF	M/LA	250F	4(70)	150We/100MCI/90LBI/Spells	1	p	G	Cruel(HI)
Ice Demon (III)	7D	80	Spt/0	FA/FA	M/II	135E	1(50)*	90MBA[Cold]/Spells	1	l	F	Cruel(AV)
Plague Demon (III)	8E	100	Spt/10	VF/FA	L/LA	200F	4(40)	100LBA/Special«	1	-	F	Cruel(LO)
Rashtar (II)	6C	110	Dash/5	VF/VF	M/I	160E	12(40)	90We(4x)/60MBA	1	-	D	Berserk(LO)
Shade Demon (IV)	14E	150	Dash/20	VF/VF	M/LA	220F	1(80)	110MCI(2x)/Spells	1	-	F	Cruel(HI)
Smoke Demon (II)	5D	100	Spt/0	FA/FA	M/I	110D	1(30)	80MBA/110MHo«/60We	1	-	C	Hostile(AV)
Storm Demon (V)	25G	150	Dash/30	BF/VF	M/LA	275F	1(80)*	150We(X2)/Spells	1	u	J	Cruel(VH)
Thorned Demon (II)	6C	90	FSpt/0	FA/FA	M/I	100C	4(20)	80LBA[1-4 A Puncture]/60lcb(1-4x)	1	-	D	Berserk(LO)
Tlaque (I) (fly)	3B	180	Dash/10	VF/FA	M/I	80C	4(30)	60MCI(2x)/55MBi/Special	1-20	-	C	Hostile(LO)
Special Demons												
Demon Drake (V)	34G	220	FSpt/20	VF/VF	L/SL	400H	20(50)	140HCl/120HBI/120HBA/90HHo/130FBr/Spells	1	yysz	K	Cruel(HI)
Demon P. plasm (III)	10F	40	Run/0	SL/MD	L/LA	200G	12(10)	90LGr (4x)/Special	1	-	H	Cruel (HI)
Demon Scourge (VI)	30G	100	FSpt/20	VF/BF	L/LA#	250G	20(90s)	200We(3D)/Special«/130We(3D)/Both/Spells	1	uy	K	Cruel(HI)
Eraditor (IV)	23F	70	Spt/20	MD/FA	L/LA	340G	11(35)	150HBI(3x) /60FBr/60IBr/60WBr	1	-	H	Berserk (LO)
Frzzzm (fly)												
Normal (I)	1A	25	Dash/30	MD/VF	S/-	1A	1(50)	0TBI/Spells	1-1000	-	-	Hostile(AV)
Large (II)	5C	80	Dash/20	MF/VF	S/-	80C	4(30)	60SBI/Special«/Spells	1-10	-	C	Cruel(AA)
Giant (III)	9D	120	Dash/10	FA/VF	L/LA	200E	10(20)	100MBi/Special«/Spells/90We	1	-	E	Cruel(AA)
Rhodintor (V)	25G	80	FSpt/10	FA/FA	M/II	190E	2(40)	120We/Spells	1-6	uy	K	Domin(EX)
Terrorite (VI) (fly)	32F	200	Dash/20	BF/BF	L/SL#	250F	12(60)	200We(2D)/130We(2D)/Both/90LGr/Special«/100MBi«/Special«/Spells	1	u	L	Domin(EX)
Thonis (V)	25F	60	Spt/40	MF/FA	L/LA#	300G	4(60)*	180HBA/220HTs√/and Spells or 140We(2D)	1	y	K	Domin(EX)
Demon Lords												
Maleskari (VI+)	50	150	Dash/30	BF/BF	L/SL@	350	20(90)*	300We(3D)(2x)[Impact and Cold]/Special/Spells	1	yyz	L	Cruel(EX)
Sith (VI+)	75	180	Dash/30	BF/BF	L/SL@	400	1(110)*	Spells/Special	1	yyzz	L	Cruel(EX)
Yrrigav (VI+)	45	210	Dash/20	BF/BF	L/SL#	300	12(90)	250We(3D)[heat]/100 MBi(1-6x)/Poison«/110LSt[electricity]/Spells/Special	1	yyz	L	Cruel(EX)

* — Special.

Grumoz demons are apelike in appearance and huge. They will never be encountered alone, always in groups. If a summoning spell is cast to summon Grumoz, 2-7 will appear rather than just one. They sometimes use simple weapons like clubs, but prefer to use their muscular arms to bash their foes into greasy pulps. They are very often the servants of more powerful demons.

A huntarr is a noble and proud creature, much like the lion's head it bears. The rest of its body is that of a muscular human. Half of the huntarrs know the Warrior Mage base spells to 20th level (if *RMC II* is not used, use Monk spells). The rest know Beastmaster base spells to 20th level (if *RMC II* is not used, use Ranger spells). They specialize in hunting down victims like demonic bounty hunters, although they also lead lesser demons into battle when needed. The huntarrs with Beastmaster spells are often found in wilderness situations, actually conversing with animals and using them for servants by use of their spells. They are excellent trackers and rely on their sense of smell as much as on sight or hearing. They often ride demon horses or even demon dogs.

Ice demons are bluish white humanoids with snow and ice billowing around them at all times. The ice demon's high defensive bonus is derived from the chaos of this miniature maelstrom. Their touch is that of flesh-numbing cold. On their home plane, ice demons would lair in an icy cavern complex. They know the "Ice Law" (Magician base) list to 20th level. They enjoy freezing their

victims to death, sometimes encasing beings in ice while still alive. A magic weapon is needed to damage these creatures.

One of the most disgusting of all demonic creatures is the plague demon. Most are blackish green with yellow pus oozing from open sores which cover their bodies. They are gaunt, with huge bloodshot eyes, and their touch causes disease (roll and refer to the evil cleric list "Diseases": 01-10 Chills, 11-20 Tongue Rot, 21-25 Asthma, 26-35 Leprosy, 36-40 Malaria, 41-45 Pneumonia, 46-50 Elephantiasis, 51-60 Leukemia, 61-70 Rabies, 71-100 Plague). They are loners, avoided even by other demons. Only magic weapons will harm them.

Rashtar are four armed humanoids with scaly, red skin. As berserker fighters, they are mindless in their pursuit of prey. They normally wield swords, hand axes, scimitars, and/or whips in each of their four hands. They are often encountered with warrior demons (see *RMC*). Rashtar never use shields, retreat from battle or surrender, nor do they accept surrender from their foes.

Shade demons appear to be shadowy blurs with yellow human eyes. Magical weapons are required to hit these beings. They cast spells from the "Dark Law" (Necromancer base), "Darkness" (Evil Magician) and "Spirit Mastery" (closed ess.) lists, as well as being practically invisible in shadows. Sometimes called temptation demons, they enjoy tempting individuals to do evil and horrible deeds in the dark of night, and if they can tempt their victims without using spells, all the better. Such victims are usually slain after performing the demon's will.

Grey skinned humanoids with glowing red eyes and surrounded by smoke, smoke demons are said to stink like no other being, with only plague demons coming close. These beings can also become smoke themselves, thus they are able to slip through cracks and avoid physical damage. Though while in smoke form, they are unable to make attacks. In their normal form, they still require magic weapons to do them harm and are immune to heat and flame. Each has two horns on its head which are used in combat, when weapons are unavailable.

Storm demons are extremely powerful elemental demons. They are black skinned humans, clothed in billowing winds, with lightning eyes and long, unruly hair. They fly at will (300'/rnd), causing storms wherever they go. They can cast spells from the "Weather Ways" (open chan.) list, and any other spell having to do with the atmosphere. They prefer lightning storms, but will willingly cause blizzards, tornadoes, or other foul weather. They can also throw lightning bolts (1x/3 rnds; 300' range). They wield magical weapons in combat, usually ones causing extra elemental crits, while magical weapons in turn are needed to harm them.

Thorn demons are tan in color, covered with thorns and spikes. These beasts always wear a leering, hideous smile, and while not very intelligent, they seem to delight in impaling living creatures on their thorny bodies. To this end they not only shoot out their quills, but throw themselves on their foes, stabbing them with 1-4 thorns if their bash attack was successful. In large combats, they are normally considered fodder by whomever is leading them (a thonis demon or a huntaar, usually). Their own spines will never harm them, as magic weapons are needed to hurt them. Because of this, they are often found in caverns or chambers with spike covered walls and floors, letting the spikes pierce their own skin, only to have the wounds immediately close and heal.

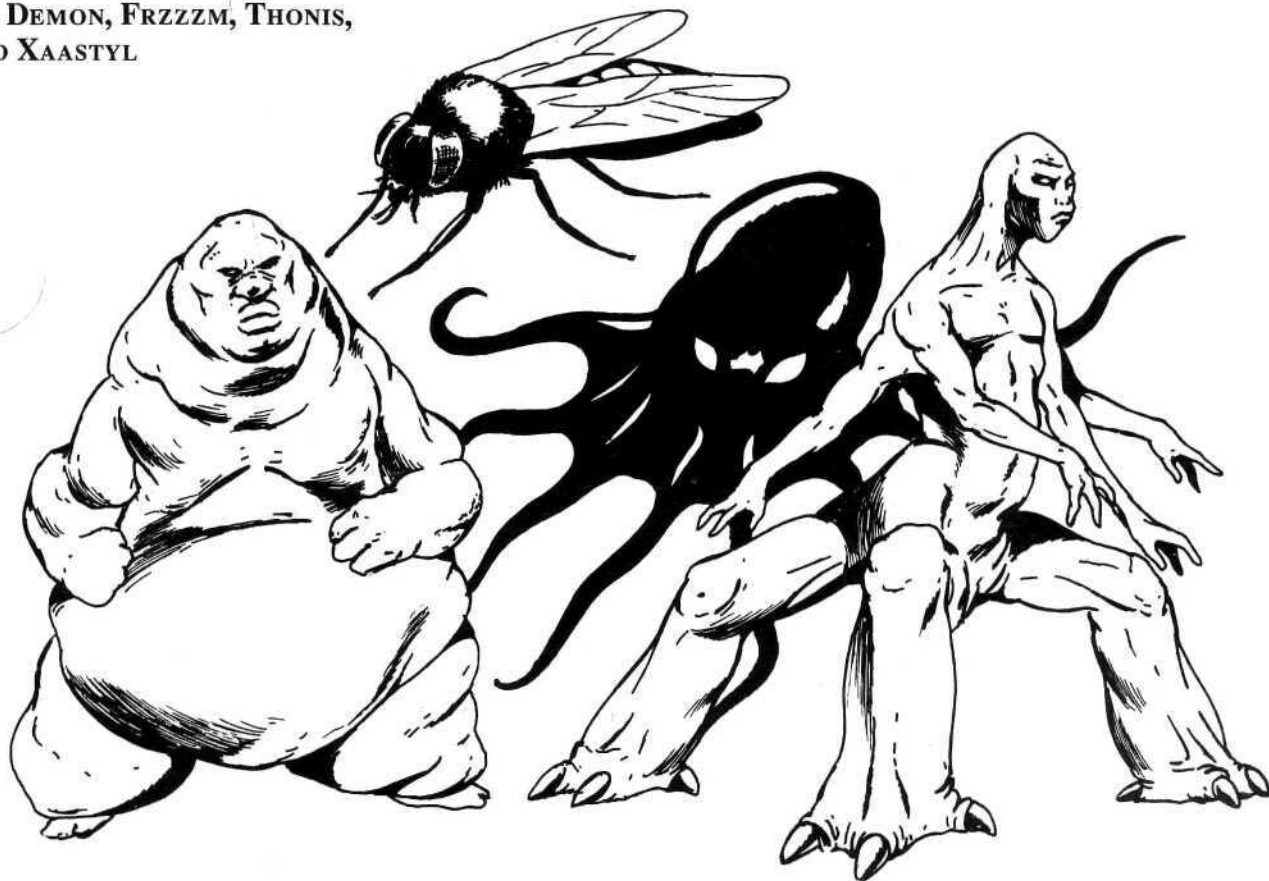
Tlaque demons are unlike other demonic creatures in that their skin and wings are white. They are almost skeletal in appearance due to their gauntness. Tlaque are known for their screeching which is so shrill that it will cause all within 10' to be stunned for 1 rnd/10% RR failure. They are normally encountered in large numbers, for singly they are not very powerful. Their wings are thin and somewhat frail, thus they cannot fly for long distances nor carry heavy weights.

SPECIAL DEMONS

Demon Drake: (-)-EK\$#-9; Type V; breathes black fire (FBr; bolt range 400'; cone length 200'; cone base 75'; causes cold and heat crits); casts spells (4xlv PP); immune to cold and heat; 20'-30' body, 50'-70' wingspan.

Demon drakes are dragons from another plane. They appear to be small demonic drakes, black in color, or rarely reddish black. They cast spells from the following lists: "Mind Domination" (Evil Mentalist.), "Darkness" (Evil Mage), "Dark Summons" (Evil Magician), "Matter Disruption" (Evil Magician), "Spell Reins" (closed ess.) and "Lofty Bridge" (closed ess.). They are often encountered leading other demons (they can summon them with spells when needed) or serving a powerful demon lord. Like their dragon counterparts on this plane, their blood is caustic, and they are allowed the special dragon attack patterns described in C&T. Their breath weapon is unlike any on this plane, which consists of black fire which is paradoxically hot and cold at the same time. They do not sleep for long periods like normal dragons, and their mating practices (if any) are unknown. They hoard treasure as their brethren do.

ACID DEMON, FRZZZM, THONIS,
AND XAASTYL



Demonic Protoplasm: (-)-EK\$#-8; Type III; 12' across; spells; can create other demons; use Large creature critical table.

This demonic being appears to be a huge mass of grayish black matter with numerous tentacles, eyes, mouths and other body parts. It roams the dark realms of demonkind, devouring everything it finds. A demonic protoplasm longs to come to the material plane to feed there. These creatures grapple foes with their tentacles and then draw them into their mass. A victim pulled into the demon automatically takes a "C" acid critical each round held. The demon has a Strength stat of 100. A demonic protoplasm can also produce other demons from its mass up to 10x/day, setting them free to wreak havoc. To determine the type, treat the production as a "Lesser Demonic Gate". The protoplasm can also cast "Darkness", "Dark Stunning", and "Dark Sleep", each once per hour.

Demon Scourge: (-)-EK\$#-8; Type VI; immune to most elements; casts spells (4xlv PP); strength yields x3 damage; all within 100' must make an RR vs. fear; 6'-8' tall; use large crit table.

The demon scourge is a Demon of Might. They are few in number, and greatly feared. Their reputation as a merciless killer precedes them, and very few demons will associate themselves with these beings if they can help it. Demon scourges often employ undead servants or henchmen for this reason. They especially enjoy the company of vicious killers like vampires or wraiths. Sometimes a demon scourge will comb the lands for the body of a slain mortal who was once a bloodthirsty murderer; and then bring him back as an undead servant. They know the following lists: all Necromancer base lists (substitute the "Darkness" list and all Evil Cleric base lists if *RMC II* is not used), "Chaotic Weapons" (Chaotic Lord base) and "Combat Enhancement" (Beastmaster base list). They use large two-handed enchanted weapons such as two-handed swords, battle axes and flails in one hand, with a magical bonus of no less than +25. In the other hand they use +20 full shields, or rarely, another magical weapon of any type. Usually their weapons have extra abilities like delivering additional criticals, throw and return ability, imbedded spells, and so on. The weapons are very often poisoned with a 15th level reduction poison. They wear full plate armor that is also highly enchanted (+15) which allows them to move freely and relatively unencumbered, although anyone else wearing it will be fully encumbered due to their lack of the demon's strength. A demon scourge will rarely be encountered without a steed of some sort. They ride demon horses (see *C&T*), dreadwings and traags, although all of these beasts must be extra-large to support these demons' bulk and equipment. They have also been seen riding certain beast golems or constructs, or even small drakes. They appear as huge humans wearing black plate with black (or rarely, red) cloaks, and flaming, featureless heads. Because extremes of temperature do not effect them, they ignore heat, cold, electricity, nether, plasma, and acid criticals, and they do not need to breathe, sleep or eat, they can be encountered absolutely anywhere.

Eraditor: (-)-EK\$#-8; Type IV; 9' high; breathes fire, water and ice from its three different heads (1x/round each; 50x/day; bolt range 200'; cone length 100'; cone base 50'); radar sense in 500'; use Large creature critical table.

With three eyeless heads on long snake-like necks and three muscular legs all sprouting from a roundish body, this mindless demon destroys all that it perceives. There are few greater forces of sheer destruction than an eraditor. Each of its three heads has a

huge mouth filled with iron-like teeth that can crush stone. Each head also breathes a certain type of breath weapon — fire, water or ice in bolt or cone form (treat a water cones as a cold ball with impact criticals). Often a mage who wishes the total annihilation of an area will summon an eraditor to that spot. Eraditor have a "radar" sense rather than sight or smell, and attempt to destroy everything that they sense — people, animals, plants, buildings and even natural formations such as cliffs or hills (and they usually destroy things in that order). They are basically unintelligent and are difficult to master (+20 to their RRs vs. such spells) due to their ferocity and mindlessness. They are immune to elemental attacks and magical weapons are required to do them damage.

Frzzzm

Normal: (-)-ENK\$#-5; Type I; use spells from "Dark Summons" list if in a group of 10/spell level; 5" long.

Large: (-)-EK\$#-7; Type II; spells (2xlv PP); rotting touch in addition to attack (3x/day, if victim fails RR, portion of body hit — determined by the critical or randomly — rots and is useless in 1-3 days, falls off in 3-6 days. If midsection, head, neck, or something else vital, victim will die); 1'-3' long.

Giant: (-)-EX\$#-8; Type III; spells (3xlv PP); rotting touch (same as large frzzzm); droning does not allow concentration in 10'R (treat as a continual "Mind Shout", Mentalist base spell); alter form to that of a human (4 hours/day); 6'-9' long; use Large creature critical table.

Frzzzm are intelligent demon flies. There are three types, but they often work together. All frzzzm can see particularly well (x2 range) in the dark, and their compound eyes allow them to see as if they had a "Sidevision" spell ("Sense Mastery" list, closed ment.) cast on them.

The normal frzzzm are physically indistinguishable from normal flies and are more common than people of this plane would like to think. Often found in cities and towns, they serve as spies and scouts for other demons. Each normal frzzzm has 1/10 of a PP. 10 of them together can cast a 1st level spell, 20 can cast a 2nd level spell, and so on. They know the "Dark Summons" list, but very rarely are taught other lists by more powerful demons if their mission will require it. They use their spells to bring other demons into this world when the time is right. Normal frzzzm communicate to each other telepathically and act in a coordinated fashion.

Large frzzzm are very large flies, 1'-3' long. Being extremely disgusting creatures, their bite will rot a victim up to three times per day if an RR is not successful. The spell lists they know are "Diseases" (Evil Cleric), "Physical Erosion" and "Darkness" (Evil Magician) all to 10th level. They dislike most other demons, save other frzzzm, plague demons, and grumoz.

Giant frzzzm are generally loners, working with other frzzzm when it suits their needs. They have the rotting touch of their smaller counterparts, plus it is nearly impossible to concentrate with the mind-numbing droning of their huge wings. They can change their form to that of a black-haired human with large eyes, a fat torso and spindly limbs. In this form they can use weapons. They can cast spells in both forms, and the spells they know are in the following lists: "Doom's Law" (Warlock base), "Soul Destruction" (Sorcerer base), "Diseases" (Evil Cleric), "Curses" (Evil Cleric), and "Darkness" (Evil Magician). Resembling gigantic flies, they are horrible to behold and disgusting to smell.

Rhodintor: (-)-EK\$#-9; Type V; uses spells (5xlv PP); touch drains 3 Con pts or one life essence level (GM's choice — see *RMC II*); blood is acidic (every time blood is drawn, i.e., a puncture or slash crit, anyone within 5' must make an RR or take an "A" acid critical); 5.5'-6' tall; reduce crit severity by 2 levels.

Black or red robed humanoids with clawed hands and ram's heads, these beings are also known as demon magi. Rhodintor (singular and plural) are very powerful, and often travel in groups. They like nothing better than to practice foul experiments in breeding and mutations, designing horrible creatures and then letting them lose upon our mortal realm. It is said by men learned in such areas that Rhodintor are responsible for not only many of the breeds of demons but also for many of the creatures that have become so familiar on this plane (certain trolls, certain orcs, certain fell beasts, etc.). They enjoy the company of demon drakes, and often employ war trolls of their own breeding as guards and soldiers. The demon magi all know 1-6 arcane lists, and most know the "Spell Coordination" arcane list (*RMC*). Those that do always have contingency spells cast, or even complex contingency spells in case they are badly injured or destroyed. Rhodintor will also have a profession in which they cast spells up to their own level, i.e. a 25th level rhodintor that is a Seer will know the Seer base lists and various open and closed mentalist lists to 25th level. They often employ staves made of solidified demon fire that are +20 in melee, do extra fire crits, and will have 2-8 spells imbedded in them, such as "Bladeturn" (closed ess. list, "Shield Mastery"), "StunRelief" (open channeling list, "Concussion's Ways"), "Haste" (closed ess. list, "Rapid Ways"), "Cancel Essence" (closed ess. list, "Dispelling Ways"), and so on. When working together, they will usually be of differing professions so that they have a variety of spells to choose from.

Terrorite: (-)-EK\$#-9; Type VI; bite drains 20-30 extra hits (blood drain); spells (3xlv PP); immune to heat and cold; strength yields x2 hits; all within 100' must make an RR vs. fear; grappled victims must make an RR or lose consciousness; 10'-15' long, 10'-15' wingspan; use Super Large creature critical table.

These powerful demons are lieutenants to the demon lords themselves. They have long snake bodies topped with a human upper torso. They have a long white head of hair and large black bat wings. Their scales are a shimmering blue-black color and their bright red mouths contain two slender fangs. They hiss in combat as vampires are apt to do. Their modes of attack include a grapple attack with their tail (which secretes a magical sleep serum, effecting all who fail their RR within their coils) and then an immediate blood-draining bite, or two powerful attacks with the weapons the terrorite wields. They usually wield bladed weapons with at least a +25 bonus, for they enjoy drawing blood. Terrorite demons usually attack from above, both physically and with spells. They only enter melee if absolutely necessary or if they are confident that they are in little danger and can enjoy carving up their foes. The spells they know are: all Sorcerer base lists, the "Bleeding" spells and "Doom's Law" on the Warlock list, "Evasions" (Monk base), and "Lofty Bridge" (closed ess.). The DB given for them does not include their use of a "Dodging" spell from the "Evasions" list. They can also use "Dark Summons" and "Dark Contacts" freely without PP expenditure in half the time they normally take and with no chance of spell failure. Very often they command powerful demon bodyguards such as sword demons (*RMC*), huntarrs, rhodintor, and/or beasts such as demon dogs, traags, various fell beasts, and so on.

Thonis: (-)-EK-8; Type V; immune to fire and acid; strength yields x2 damage; spells (5xlv PP); 9' tall; use Large creature critical table.

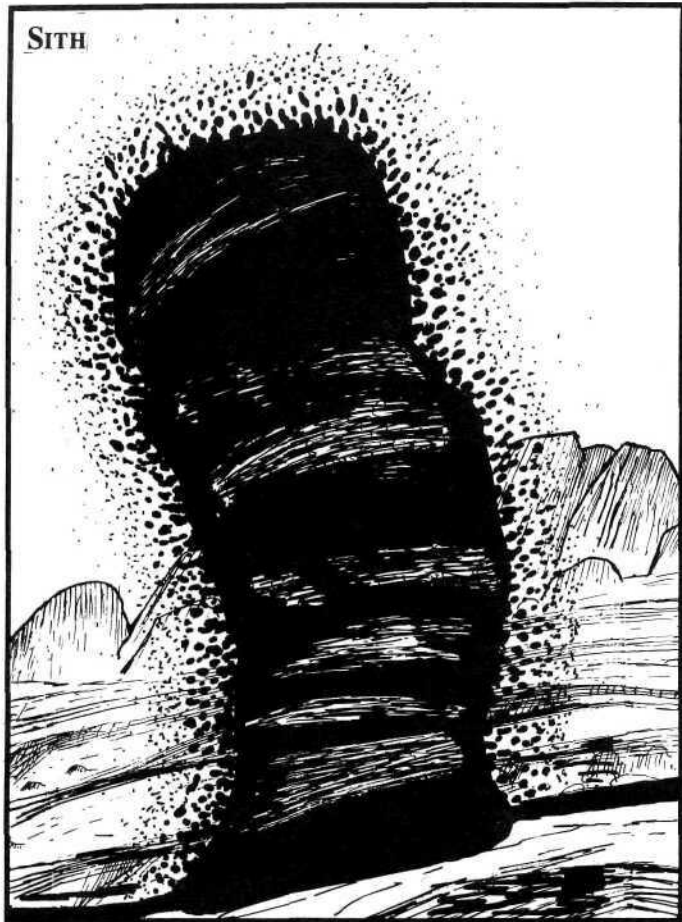
A thonis is an extremely powerful demon that rarely leaves its own plane of existence. Thonis demons plot and scheme most of the time, developing plans to dominate their fellow demons or beings of the material plane. They appear as bald humans from the waist up, with an additional pair of huge, muscular, three-fingered arms. Their lower torso is huge and round, and it is supported by four powerful legs — one in front, one on each side, and one in back. When they walk, they step with the front leg first, then each side, and then the back. Despite this, they can move steadily at a fairly good rate. If they are forced to engage in combat (they prefer to have their servants fight for them) they bash their opponents with huge fists and then stomp with a powerful leg attack the next round. However, at the same time, they can cast spells or attack with a powerful weapon (usually a sword — at least +20) with their smaller arms due to their complex nature. They know most open and closed essence lists as well as 2-3 arcane lists to 20th level. Often, a particularly powerful Thonis will know all the base lists of one class to 20th level as well as their other spells. They are immune to the effects of both fire and acid, and usually have at least 10 lesser demons (often warrior demons as presented in the *RMC*) serving them. It is not unusual for a thonis demon to have a small fortress or keep of their own on their home plane.

DEMON LORDS

These beings are the most powerful of all demons and most of their lesser kin will obey any of their commands, no matter how ridiculous. These beings should be played by the GM as intelligently as possible. If they are prepared for combat (and they almost always are when it comes) they will have cast all of the appropriate spells at their disposal. Note however that they will usually attempt to flee if a fight goes against them.

Maleskari: (-)-EK\$#-9; Type VI+ (Demon Lord); all within 100' must make an RR at -25 vs. fear; spells (6xlv PP); strength yields x3 damage; touch kills 3x/day (RR); all within 10' must make an RR or receive a "Major Pain" spell; magic weapon needed to hit; immune to cold; 9' tall; use Super Large creature critical table.

Maleskari is the demon lord of death and undeath. He has three demon scourge retainers, a terrorite lieutenant, and a huge number of undead servants such as vampires, wraiths, wights, wraths, etc. He dwells in a dark city known as Necrophia on his home plane. Maleskari appears as a giant skeleton wearing full plate and brandishing a huge iron staff. He wears a Skullmask (see *Treasures* section). His armor is +40 and does not encumber him. His staff is +40 in combat and does additional impact and cold criticals. Those failing their RR when struck by it lose 5 Con points or two life levels (see *RMC II* for information on life levels). He strikes with it in combat twice per round as if he were two individuals. The staff also can cast the following spells: "Fireball" (black fire doing heat and cold crits at the same time), 2x/day, "Bladeturn III", 3x/day, and it reflects spells as "Reverse Spell" 3x/day. The "Bladeturn" modification is not figured into his given DB. His touch causes death up to three times each day, and he knows the following lists: all Necromancer base, Evil Magician base and open and closed essence lists. He is the most feared demon of all, save Sith.



Sith: (-)-EK-9; Type VI+ (Demon Lord); all within 200' must make an RR at -30 vs. fear; all with 50' receive a "C" cold critical; all within 20' must make an RR or lose 1/2 PP and hits; all within 5' must make an RR or be absolved (as per "Absolution Pure", "Dark Channels" evil cleric list); spells (6xlv PP) magic weapon needed to hit; immune to elements; 15' tall; use Super Large creature critical table.

Sith is a very powerful demon lord, being the Lord of the Dark. His servants include Ordainer demons (in *Creatures & Treasures*), terrorites, rhodintor, demon drakes, shadow demons (RMC), and a host of demonic legions comprised of lesser demons. His influence is great, and his authority is challenged by few. His name is not spoken on the mortal plane. He does not melee, relying on his servants and his spells in the incredibly off chance that he would ever be in a combat situation. He is far more likely to be far away from any combat, even if he is the aggressor. He prefers to direct his campaigns and plans from afar. His is the hand behind many of the foul happenings on many planes, although few (including many of those who take part in his grand designs) ever realize he is the ultimate fiend behind it all. Many of those who are truly foul at heart revere him as a diety, including the dark elves, who are said to be favorites of his. It is even said that he has occasionally left his mighty onyx fortress in the Infernal Regions to physically visit some of the dark elven underground cities.

Sith has the ability to cast spells from the "Dark Summons", "Dark Contacts" and "Darkness" lists (all Evil Magician) without PP expenditure and all spells are instantaneous. He also knows spells from the following lists: all Evil Cleric lists, Sorcerer lists, Evil Mentalist lists, "Dark Law" (Necromancer base), and all open and closed lists of all three realms. He is a dark master of magic and may know many of the arcane lists as well (GM's discretion).

He drains the power and energy from all those around him, and the souls of those that are foolish enough to get close enough to melee with him. Sith appears most often as a tall pillar of darkness, but can appear literally as whatever he wants within 2x or 1/8x his size.

Yrrigav: (-)-EK-9; Type VI+ (Demon Lord); gaze turns viewers to stone (see basilisk, greater for specifics); snake bites inject a 10th level (var. E) nerve poison; all within 100' must make an RR vs. fear; strength yields x3 damage; spells (6xlv PP); immune to cold and heat; 10' tall; use Super Large creature critical table.

Yrrigav is the least awesome of the three demon lords presented here, but is still extremely powerful. He is accompanied everywhere he goes by a terrorite demon, and many other servants. He has been known to ride a dragon construct as a mount. This foul being appears as a huge, muscular male gorgon with large bat wings, and a long barbed tail that delivers an additional electricity crit with each attack. His gaze turns all who look upon him to stone, and the snakes on his head can strike at the same time as he melees with his huge +45 two handed sword that inflicts an additional flame crit and hastes its evil master at will. Yrrigav wears the hides of an ice drake and a fire drake, made into one set of armor, which is +45, AT 12, and makes him immune to heat and cold. He knows the following spells: all evil magician lists, "Diseases" (Evil Cleric), "Soul Destruction" (Sorcerer base), and all open and closed channeling lists, although all the healing spells are reversed so as to cause the damage they were meant to heal.

7.2 NON-DEMON ENTITIES

CHAMPIONS

GM's should note that clerics of "good" or "lawfully" aligned dieties can use "Demonic Gate" spells to summon champions instead, if it would be appropriate to the world and to the diety. Centaur champions should be treated as Type III demons, winged champions as Type IV, royal champions as Type V, and high champions as Type VI, for purposes of those spells.

Centaur: (-)-EK-7; strength yields x2 damage; continuous "Aura" (open channeling list); spells (3xlv PP); 8'-9' tall; use Large creature critical table.

Winged: (-)-EK-8; strength yields x2 damage; continuous "True Aura" (open channeling list) and "Holy Aura" (Paladin base list, RMC); spells (3xlv PP); magical weapons are needed to harm; 6'-7' tall, 25' wingspan; use Large creature critical table.

Noble: (-)-EK-9; strength yields x3 damage; continuous "True Aura" (open channeling list) and "Holy Aura II" (Paladin base spell, RMC); spells (4xlv PP); magical weapons are needed to harm; 8'-9' tall, 30' wingspan; use Large creature critical table.

High: (-)-EK-9; strength yields x4 damage; continuous "Alcar" (open channeling list) and "Holy Aura III" (Paladin base list RMC); spells (5xlv PP); magical weapons needed to harm; 9'-10' tall, 35' wingspan; use Super Large creature critical table.

A champion is a servant of a diety who represents the concepts of goodness and/or order and strongly opposes evil and/or chaos. They are very powerful beings, usually very single-minded, always noble, charitable, true, and right, and so are often sent on missions by their masters to help hold back the tide of evil, and to help those who are deserving or in need. They are terrible to behold when angered.

NON-DEMON ENTITIES

Type	Lvl	Base Rate	Max. Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook (IQ)
Champion												
Centaur	15E	130	Dash/20	VF/VF	L/LA#	190G	17(70s)	170We(2D)/150LBa/150LTs/Spells	1	y	F	Good(HI)
Winged (fly)	20F	200	Dash/20	VF/VF	M/LA	220H	14(80s)	200We(2D)/Spells/Special	1	uy	H	Good(VH)
Noble (fly)	30G	220	Dash/30	VF/BF	L/LA#	260H	17(90s)	250We(3D)/230LBa/Spells/Special	1	uyy	J	Good(EX)
High (fly)	40G	230	Dash/30	BF/BF	L/SL@	350H	17(100)*	300HMst(4D)/270HMsw(4D)/200HHo/Spells/200We(4D)/Special	1	uxyz	L	Good(EX)
Absorber	6A	60	Spt/5	MD/MF	M/I	60A	1(20)	80MGr[acid]	5-50	-	C	Hostile(IN)
Blacar	7D	85	Dash/30	FA/VF	S/I@	75E	1(45)	90MBa(Cold)/Special	1-8	-	D	Belig(MD)
Clostoph	12H	-	-/10	-VF	L/SL	155E	4(30)	110LBi[Acid]/100MGr/120MHo(1-6x)/poison«	1	-	F	Hungry(HI)
Crystyl	15E	1	Walk/0	IN/MF	L/LA@	300G	20(10)	150LBa/120sp	1	e(gems)	H	Aloof(EX)
Dictic	5A	1	Spt/10	IN/VF	T/-	60A	20(40)	60SPi/50ro(200')	1-50	-	A	Hungry(NO)
Discord	9D	60	Dash/10	MF/FA	M/LA@	100D	1(25)	Special	1	-	D	Normal(AV)
Dreadwing	7C	180	Dash/20	FA/FA	L/LA	120D	4(20)	80MCI/85MBi	1-6	-	C	Bellig(LO)
Flame Beast	6E	90	Dash/10	MF/FA	L/II	115E	1(25)	105MCI[Heat]/110MBi[Heat]	1	-	C	Hungry(NO)
Gem Entity	13G	80	Dash/10	MF/MF	M/-	135C	1(30)	125We/Spells	1	-	G	Inquis(HI)
Hoard	10C	55	Jog/10	SL/MD	L/LA	300B	4(10)	100MBa[Shock]/90LGr[shock]/Spells	1	-	F	Hungry(AV)
Lithaba	4B	50	Dash/0	MD/VF	S/-	80B	1(20)	60MGr[electricity]	1-6	-	B	Agress(LO)
Mrem	6B	100	Dash/20	FA/FA	M/-	95A	1(40)	Special	1	-	C	Hungry(AA)
Nightwing	5C	170	Dash/10	FA/VF	M/-	65B	1(30)	85MCI/Special«	1-100	-	C	Cruel(AV)
Nycorac	11F	250	Dash/0	BF/BF	L/LA@	100E	1(60)	Spells/60LGr/Special«	1	-	F	Hungry(AA)
Oran	8F	80	Dash/5	MD/FA	L/LA	200H	1(15)	180We(4D)/Special«/90ro(300')	1-10	h	D	Normal(AV)
Sligguth	12D	20	Run/0	CR/MD	L/LA@	130E	4(10)	90LGr[Disrupt]/70We(1-6x)/both	1	-	G	Cruel(AA)
Traag	7C	95	Dash/15	FA/FA	L/II	195D	3(25)	100HBI/Poison«/95LCL/Poison«/Spells	1-2	-	D	Cruel(AV)
Vultrim	9F	75	FSpt/5	FA/MF	M/-	95B	9(15)	130We/50PBolt/Spells	1-10	u	E	Agress(HI)
Xaastyl	15G	65	Run/0	MD/FA	L/LA	200F	8(30)	110HGr(1-8x)/130HPi√/Spells	1-4	-	G	Protect(EX)

A centaur champion is a magnificent golden horse with a human torso, head and arms where the horses head and neck should be. The human portion is muscular and perfect (always male), the face handsome with a firm jaw, sometimes adorned with a neatly trimmed snow white beard. A centaur champion's hair is usually long, and always pure white. They wield swords and bows of a magical nature (usually +15) and magical shields. They wear breastplates of mithril. The spell lists that they know are "Concussion's Ways" (open chan.), "Exorcism" (Paladin base, *RMC II*), and "Channels" (Cleric base).

The winged champions appear as beautiful humans with golden eagle's wings. Their hair is long and golden as well. They usually wield swords, spears and shields, all of which are highly enchanted (+20). They normally wear chain armor of mithril with a long, snow white robe over their whole body. The spells they know are all the Paladin base lists (*RMC II* only) and "Light's Way" (open chan.). They inflict additional holy criticals vs. demons.

Noble champions appear much like centaur champions, except that they can be male or female, they have golden hair, and they have golden wings which carry them through the heavens. They wield two-handed weapons such as two-handed swords and battle axes in one hand and a shield in the other, both powerful magic items (+25) and often possessing additional powers (determined by GM). Their spell lists are the open and closed channeling lists, and the Paladin base lists (*RMC II* only). When attacking evil creatures of any type they inflict an additional holy critical.

High champions are almost demigods themselves, these are the most powerful of the deities' servants. They appear as noble champions save that they are almost always bald and always have a golden unicorn horn spiraling out of their foreheads. They disdain weapons, but if they were to use one, it would certainly be an artifact. They never use shields. Poisons are neutralized within 10' of these beings, and evil items at that range must make an RR or be destroyed. They have access to all open and closed channeling lists, Paladin base lists (*RMC* and *RMC II*), and all clerical lists.

WINGED CHAMPION



They also know the "Guardian's Ways" (RMC) list with all evil being treated as "enemies". All evil beings struck by high champions are inflicted with *holy fire* doing both additional holy and heat criticals.

SPECIFIC NON-DEMON ENTITIES

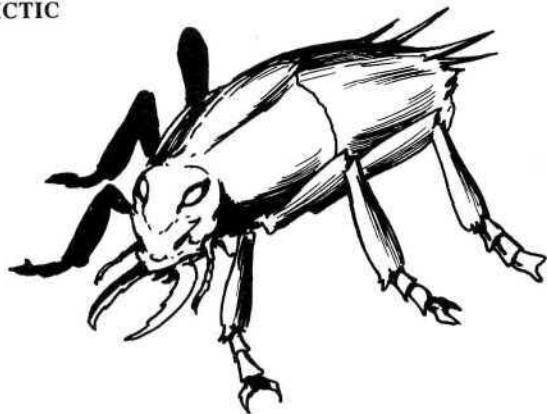
Absorber: (-)-EK#,M-8; touch is acidic, all grappled victims receive an additional acid crit (if not using RMC III, use heat crit); slain victims are "absorbed" in one round. If enough flesh is absorbed (about a man sized amount), the creature will split in two creating another absorber identical to it; any normal object touching its flesh must make an RR or be destroyed; 5'-5.5' tall; reduce critical severity by one level.

Absorbers are fat, bluish-purple beings that secrete an acid all over their body through large open pores. They have no facial features save two dark eyes. They absorb into their flesh whatever they kill, and use that extra mass to split into two absorbers, thus asexually reproducing. The new absorber will be identical to its creator and will be at full hits. The flesh of one man, two dwarves, three dogs, etc. will be enough for an absorber to split. Both absorption and the splitting process take but one round each. Their main mode of attack is to grapple a foe, thus burning him with their acid. They will then try to hold the victim, doing an acid critical of the same severity as the previous round for every round held. Even when struck by a weapon, the weapon may be harmed more than the absorber because of the creatures caustic secretions. Absorbers are very anxious to get to other planes to obtain more "food". They will usually come in great numbers if given the chance (e.g., a portal opening, etc.)

Blacar: (-)-(-)-7; touch drains 1-4 Self Discipline points; touch inflicts cold crits rather than normal crit; non-solid form, magical weapons needed to harm; 1'-1.5' diameter; reduce critical severity by 1 level.

Blacar are energy creatures who appear on this plane as floating black spheres. They feed on resolve, mental strength, will power and self control. They drain the Self Discipline of intelligent living creatures to sustain themselves. When intelligent beings are encountered, the blacar will simply fly towards a victim and swoop through them with their non-solid form. This attack does cold damage in addition to the stat draining power. Blacar can be summoned to this plane through a variation of the demonic gate spells. Treat blacar as Type III demons for this purpose.

DICTIC



Clostoph: (-)-EK-9; spines are coated in a 10th level (var. C) nerve poison; magical weapon needed to harm; acidic saliva adds an acid crit to bite attack; 10' from tentacle tip to tentacle tip; use super-Large creature critical table.

Little is known about these other planar beings. They are referred to by some conjurors and magicians as "Gatecrashers." Apparently they seek out areas of the mortal plane where huge amounts of magic have weakened the fabric of space, then they "punch a hole" into other universes through some means which is still unknown. Coming through the newly made hole is a large tooth-filled mouth surrounded by tentacles, half of which are covered in spines which literally drip poison. This "head" is connected to a stalk which extends back through the hole. No one has ever seen the rest of a clostoph, although it has been theorized that it is a fantastically huge creature of which, the part that is extended into our world is but a very small part. It is thought that perhaps there is actually only one clostoph which possesses many of these "heads", making it seem as though there were many such beings. This theory goes on to say that the clostoph makes up its entire plane (i.e., it is an entire plane to itself) and that when it needs to feed it reaches into another plane with one of its "heads". In any event, the statistics given here are only for the part of the clostoph which comes into a world to feed. It either bites with its horrible mouth, which is filled with acidic saliva, or it grapples prey which is then raked with the spined tentacles, causing 1-6 small horn attacks, each coated with poison. If it has eaten all organic beings within 50' of the breach, or if it takes the amount of hits given as its hit total (or if it receives a "kill crit") it will retreat back through its gate and close the portal. There is no known way to summon the creature intentionally, and there is no known control spell for it.

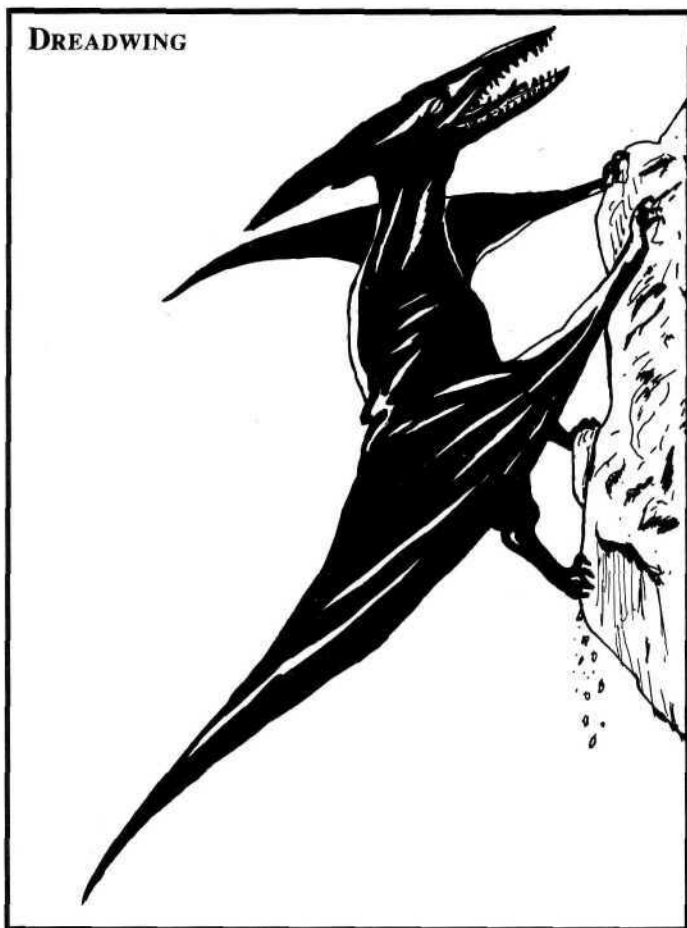
Crystyl: (-)-EK,U-8; softer weapons must make an RR each time they deliver hits (wood -30, bone -10); 10'-20' in diameter; use the Super Large creature critical table.

Thought to be related to earth elementals, crystyls are actually large crystal formations, having no uniform structure from one specimen to another. Physically, they move very little, and very slowly at that, however, they can exist on many planes at one time or even many different places on the same plane, and therefore are incredible sources of information. In combat, they use part of their form as a mighty fist with which to bash opponents, or stab out with a sharpened crystal shard, doing damage as a spear. If things go badly, they simply shift to another plane or another place on their present. They do not speak, but can be communicated with via mental spells. Note that a crystyl can cast no such spells intrinsically, and probably would never initiate such a conversation anyway. They cannot be summoned or controlled. They like to add different colored gems to their form, however, and often will accept some in exchange for information.

Dictic: (-)-EK#-8; 1"-6" long.

These insects are from some other plane, obviously where the natural conditions are much harsher than those here. They are unintelligent as are the insects we are familiar with, but they will eat anything, including humans. And unlike the common insects of this plane, they are fully capable of killing humans and large animals. They have an incredibly dense structure, weighing 10-60 lbs despite their small size. This accounts for their high number of concussion hits. Their chitin is the equivalent of fine steel, giving them a high AT and DB. They have the strength of 5 men, and can lift up to 300 lbs and move it a considerable distance. They look like normal insects at first glance, but if examined closer, their other-planar nature will be betrayed by their high number of eyes or legs, their multiple heads, their strange shape and color, etc. They are all very different from each other, unless more than one

DREADWING



is encountered — in which case all in the group will be the same type of dictic. Theory has it that they simply wander into this world through portals and gates to other planes carelessly left open by spellcasters, or they are brought into this world along with summoned creatures by accident. Either way, they are on this plane with no way back, and they are hungry. So think twice before stepping on a bug — it might throw you across the room.

Discord: (-)-EK-9; *can become sound and move through objects; can project intense sound waves doing damage as an icebolt (IBolt; 1x/rnd; 100' range; no cold crits); can project very loud sounds in a 20' R, stunning as a "Mind Shout" (Mentalist base spell); 5'-6' tall; use Large creature critical table.*

A discord is a being of living sound who can solidify the sound it is made of, and make itself appear as a humanoid figure without hair and very small facial features. Alternatively, a discord can revert to normal sound waves and move through objects at incredible speeds. In combat, they can project waves of concussive sound doing impact damage, or they can radiate very loud sounds in all directions stunning those within 20'. It can also eliminate all sounds within 20' of its body. Note that it can only use these powers when in solidified form. It has no odor or sense of smell, is immune to poisons (as are most entities from other planes), and only magic weapons will harm it. When a discord speaks, it sounds as though three to five people are speaking at the same time. Special versions of the "Dark Summons" spells are required to summon discords, but they are not as inherently hostile as demons. In fact, they require little in exchange for a service, for they actually like being summoned (no control spell is needed). They are good messengers or long-range assassins.

Dreadwing: (-)-EK-7; *can turn itself and rider (if any) invisible (1x/day); carrying capacity 300 lbs; riding bonus -5; 8' body, 30' wingspan; use Large creature critical table.*

These horrible beasts are either huge, pitch black or blood-red pterodactyl-like creatures, although they are capable of full flight and not just gliding. They are sometimes called demon mounts, although they do not necessarily come from the same planes as demons do (if you wish to treat them as demons, consider dreadwings as being Type II). It is a fact though, that demons do use them frequently when they need a flying mount, although the vultrim are also known for using dreadwings. These creatures use their talons and tooth filled mouths in combat. Dreadwings' eyes always glow an eerie, pale blue.

Flame Beast: (-)-KV-8; *leaves a trail of fire wherever it goes, all within 5' R take "A" heat crits; all attacks inflict additional heat criticals; immune to heat; 10' long; reduce critical severity by two levels.*

These alien beasts resemble giant rodents enshrouded in flame. The plane they are native to is evidently a fiery one, although there is no known connection between flame beasts and fire elementals. Sages and loremasters who study the planes are still trying to discover the true nature of the flame beast. These creatures are carnivorous, though they evidently do not mind eating burned meat, as everything around them bursts into flame. They have a savage bite and mighty claws — each of which delivers a heat critical as well. They are loners. It is possible to summon a flame beast with a demon summoning spell; treat it as a Type IV demon for these purposes. There is rumored to be other types of flame beasts, giant flaming cats, dogs, birds, etc. All can be treated as giant creatures giving heat crits and leaving trails of flame.

Gem Entity: (-)-K-9; *can take any humanoid form desired; telepathy with all in a 20' R; spells (3xlvl PP).*

Gem entities come from a universe very alien to ours. In this plane intelligent beings inhabit nicely carved gems, projecting corporal forms to carry out physical tasks. They can make any one humanoid form to carry the gem which houses their consciousness and deal with things in the physical world. Often, one will use its telepathic contact with those around it to discover what form would be most pleasing to its immediate company. Gem Entities are extremely curious about the material plane, and are generally eager to please other entities that are not hostile. They are intelligent and powerful in their home dimension, but in ours their power and knowledge only translate into an ability to cast spells off of the following lists: "Brilliance" (open ment.), "Past Visions", "True Perception", and "Future Visions" (Seer base lists). Gem entities are sent to our plane by other beings in their universe, for reasons that are not readily apparent to those from this realm. They cannot be summoned.

Hoard: (-)-EK-8; *can divide into four separate entities; spells (4xlvl PP); inflicts additional shock criticals with touch (treat as a "Stunning" spell if RMC III is not used); ignores slash and puncture crits; 12'; use Large creature critical table.*

When a hoard comes to this plane, it appears to be a humanoid creature which is grey in color, and made of a thick, mud-like substance. The creature is actually composed of a multitude of organisms forming a collective entity, called a hoard colony. Each organism is the size of a single cell, and is completely aware of what happens to all the other hoard organisms. This applies not only to the organisms which make up the colony (the humanoid creature) but to all hoard organisms in all colonies. So, if one hoard colony experiences something, all hoard colonies will be aware of

the fact, irregardless of intervening spacial or interplanar distances. A hoard colony can divide itself in half, each half being able to act independently and being half the size of the original with half the hits and PP (but all other stats remaining the same). These 6' halves can also divide in half in a like manner, but hoard colonies can get no smaller, as 1/4 of the original mass is the minimum size for the colony to maintain itself. Of course, when a hoard entity splits itself, it can re-join its parts at any time. These beings require flesh to nourish their colony members. When formed in the collective entity of any size, hoard organisms can utilize spell-like powers including "Major Pain" (Sorcerer base spell), "Long Door 100" (closed ess.), "Presence" (open ment.), "Darkness 10'R" (Magician base), and the entire "Essence Hand" list (open ess.). Some scholars believe that they have access to all the powers within the Dream Lord base lists (*RMC III*) — this is optional. Due to the alien nature of the hoard, even their touch causes damage to those of the material plane. When a Hoard colony is "killed" the organisms are dispersed, each one dying within an hour without the colony to support it. If a hoard colony is destroyed while in its full 12' form, there is a 5% chance that enough dispersed organisms will come together to form a new colony, although it will be the 3' tall version with 1/4 the original's PP and hits. They cannot be summoned, but have a strange ability to sense dimensional warps and holes which they can travel through. They are encountered on many different planes of existence, and seem to be dimensionally nomadic, having no home plane. They cannot be summoned.

Lithaba: (-)-EK-8; delivers an electricity crit when hit equal to the one it receives; delivers an additional electricity crit with grapple attack; 1'-3' in diameter.

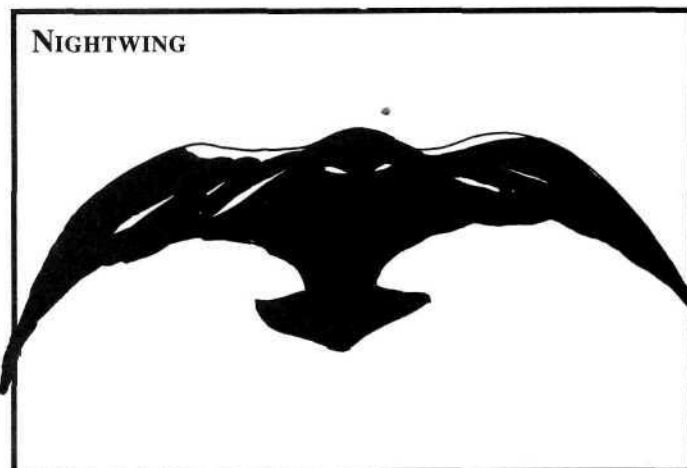
Lithaba, also known as Lightning Balls, resemble light servants as they are small balls of intense light, composed entirely of electricity. When they attack foes, or when they are struck in combat, they discharge large amounts of energy. They "die" when all their charge is gone, which is when they lose all their hits (note that they take themselves all the damage that they inflict on others). To mannish beings, their behavior is erratic, sometimes they attack, sometimes they do not. They also seem to have no sense of self preservation, not caring whether they lose all of their charge or not. They are thought to be intelligent creatures, but no communication has ever been established with them. A special, very rare spell will summon them to this plane, and they usually come in groups of 5-14 (1D10+4).

Mrem: (-)-K#-7; sees invisible, in the dark, through water, all 100' range; sees through solids, 2' range; absorbs 11-20 concussion hits from all within 10'R; 4'-5' in diameter.

Mrem are large hovering eyes from another plane. They absorb energy in the form of concussion hits from all those around them. This seems to be their only goal. These apparently mindless beings can see through most substances and thus it is very difficult to hide from them. They use their enhanced visual capabilities to find prey from which they can steal energy. They have no form of physical attack. Mrem may inhabit any area where living prey is available. They are summoned to this plane via demon summoning spells, treating a mrem as Type III demons.

Nightwing: (-)-EK\$#-7; touch drains 1-3 Con pts or 1 life essence level (see *RMC II*); can become non-solid for 10 minutes per day; 4'-8' wingspan.

The nightwings are summoned through a dark ritual that brings 10-100 of the creatures to feast on the souls of the summoner's enemies, or they can be summoned individually via a demonic gate, treating the nightwing as a Type II demon. Nightwings look like shadowy winged shapes in the night sky. They attack by raking with their talons, which drains the living as the touch of the undead. They are remarkably intelligent, but do not mind serving others (such as powerful demons). Anyone killed by a nightwing will have his soul eaten (i.e., destroyed) at the time of soul departure, if the nightwing is there at the time.



Nycorac: (-)-EK-7; spells (3xlv PP); touch drains 1-10 points in all mental stats; non-solid form; invisible at all times; magic weapons needed to harm; 5'-10' in diameter; use Large creature critical table.

These beings are composed of an unknown energy that is beyond the comprehension of mannish creatures. They are invisible, non-solid, with no odor and make no sound that humans can hear. Animals and monsters with heightened senses such as those possessed by dogs can perceive them 10% of the time. Spells such as "Detect Invisible" will only work 75% of the time. A nycorac will choose a human or other mannish being as its victim and follow him wherever he goes. The victim may feel cold chills at times, and feel as though he is being watched. The beast will wait until its chosen victim is alone and will not be disturbed for a significant amount of time, and then strike. All nycorac know the "Light Law" list and will use these spells to attack their prey. Note that the energy manipulated by these spells is the same unknown type of invisible energy and that the "Darkness" spells on the list will create invisible darkness, befouling all detection spells in its radius (i.e. those seeing invisible will see darkness). When the victim is sufficiently wounded by these spells, the nycorac will grapple with lightning-like tendrils. Grappled foes lose 1-10 points in each of the mental statistics (SD, Me, Re, Pr, In and Em), as the nycorac feeds upon its victim's intellect. When a victim reaches 0 in all mental stats, he dies. Battling a nycorac is difficult, since it cannot be seen nor can its attacks and spells be seen. No bonuses due to the target's agility, shield or other defensive measure he could take apply to elemental attacks by the nycorac unless the target can somehow see the attack coming. Nycorac cannot be summoned, though they travel from plane to plane at will.

Oran: (-)-EK-8; strength yields x4 damage; can break or bend most any object (object gets RR); blows inflicted are treated as "Cleaving" (as per "Cleaving Rune", "Bladerunes" list, RMC); 8'-10' tall; use Large creature critical table.

The oran are another planar race who are extraordinarily strong (120 strength stat) and huge. They have tan skin covering their muscular humanoid bodies. They are hairless, and have long, almost horse-like heads with flat, protruding teeth. These beings are herbivorous, and yet are very warlike. They enjoy becoming involved in a conflict in which their side is the "noble" one, so they are often summoned to this plane via a special spell by spell casters involved in a large battle or even a war. Honor is more important than life to the oran. They wield two-handed weapons in one hand or huge weapons (additional x2 damage) in both hands. They can throw rocks like a giant. They regenerate 1 hit/round. Unfortunately, because of the small amount of active magic in their universe, oran are especially susceptible to it; -10 on all spell RRs.

Sligguth: (-)-K,M-8; touch causes additional disruption crit (if RMC III is not used, use electricity); slain foes become undead, slime covered beings (treat as Class III created undead doing additional disruption crits); can change shape to form pseudopods which can wield weapons or dexterously manipulate objects, 10'-15' in diameter; use Large creature critical table.

These strange creatures are intelligent, animate slime. They are grey and green in color. They grapple prey with slimy pseudopods, inflicting disruption criticals as the slime interacts violently with flesh. They can also wield weapons with these arms, forming up to six arms at a time. If a foe is slain, the slime creature will engulf the victim and eat its brain. The victim will then become a Class III created undead, covered in the disruption slime. Sloggoths cannot be summoned by any method known to the mannish races, but the Elder Worms (see Entities From Deep Space) have discovered how.

Traag: (-)-EK\$#-7; bite and claws inject 8th level (var. E) conversion poison; casts "Demonic Possession II" (Sorcerer base spell 1x/day); 10' long; reduce critical severity by two levels.

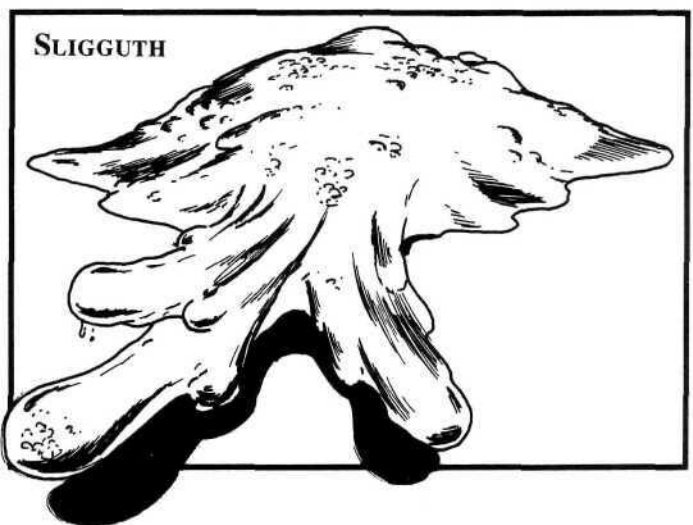
Traags are huge extra-planar cats, looking much like giant black panthers with a pair of grayish horns protruding out from their forehead. They have an oversized mouth and especially large claws, both of which are coated in the same sort of poison. Each of the traag's many (double-rowed) teeth has a poison sac like a cobra's fangs. The beast's paws also secrete the poison constantly, keeping the claws coated. A traag is a surprisingly intelligent creature, and though it is not technically a demon itself, it seems to have some rapport with demonkind, as a demon will never harm a traag and a traag will never harm a demon. Occasionally they will work together for some goal, the traag even allowing a powerful demon to ride it as a mount. All traags know the spell "Demonic Possession" and will possess a foe with a Type II demon (which will not cause harm to the traag) if the need arises. There are said to be traag lords somewhere on an unknown plane which know all the spells to summon and control demons, and perhaps even some other spells. Such traags would probably have 2PP/lvl. Despite the rumored existence of traag lords, the creatures are usually predatory loners, preferring darkness and subterranean atmospheres.

Vultrim: (-)-EK-8; can fire plasma bolt (1x/10 min; 10x/day; use fire bolt if RMC III is not used); 20% are Seers (2xlv PP); can glide for up to 100'; 5'-6' tall.

Vulture headed with vestigial wings that now serve as arms, these humanoids come from a very obscure plane, the location of which a vultrim will never voluntarily reveal. They cannot be summoned. These creatures build up energy from the surrounding essence of the plane they are in and can release it in the form of power blasts (treat as a plasma bolt). On the normal, material plane these bolts do normal damage, but on other planes where the essence is stronger, the blasts will cause x2 or x3 damage. Likewise, if the world has less essence, the bolts will be less powerful. Most of these intelligent beings are fighters, using pole arms, scimitars, crossbows and spears. They use magical items of all types (including the special items that transport them from dimension to dimension). Some vultrim can cast spells as Seers of their level, selecting base spells, open and closed mentalism lists, etc. They can use their feathered arms as wings that can be used to glide short distances. Vultrim are a violent people, and choose one race, group, or society in each plane to war against. In the mortal realms, they seem to have chosen the Elder Worms (see Entities From Deep Space).

Xaastyl: (-)-(-)-7; 40% are spellcasters (4xlv PP); 8' head, 30' tentacles; use Large creature critical table.

Dwelling in an interdimensional realm known as Phriagh, these beings are also known as the Keepers of the Arcane. They appear as mottled red, green, blue and black octopi. Their mode of locomotion is to float in the air and guide themselves along the ground with their tentacles. They detest water. The xaastyl have collected books compiling all of the various spell lists and magical skills in existence, and stored them in tall towers. Many xaastyl learn these list and become masters of spellcasting, casting spells as archmagi (they can learn any spell list). The rest act as guards for the towers, as well as servants for the spellcasters. Although long ago they traveled all the planes to collect spells and knowledge, they now never leave Phriagh. They cannot be summoned. They are very intelligent and civilized creatures who revere knowledge and learning.



THE UNDEAD

Note that if a GM uses *RMC II*, life essence levels can be drained by undead instead of Constitution points. If this method is desired, these guidelines are suggested: if an undead drains 1-6 pts of Constitution, it will drain 1 life essence level, with a -5 RR modification for every point of Con that was to be drained over 2 (and 1 point drained equaling a +5 RR modifier). If a creature drains 7+ pts. of Constitution, two life essence levels are drained, with an RR modification of -5 for every Constitution point to be drained over 7 (and 7 points drained equaling a +0 modification). For example, if an undead was to drain 4 pts of Constitution, it would drain 1 life level with a RR mod of -10. If an undead drains 7 pts of Constitution, it would drain 2 life levels with a +0 modifier. Vicious GMs can require that when an undead is supposed to drain two life levels and the victim makes his RR that the victim should have to make another RR to see if he loses one life level. Note that life essence draining undead are probably going to be more powerful than Constitution draining undead.

UNDEAD MONSTER

Animate skeletons or roaming spirits, these beings are monsters that have had their existence extended beyond their normal life through some sort of dark magics. Often, powerful Necromancers enjoy having undead monsters as their guards or "pets." Given here are two examples of how a familiar monster can be treated as an undead being. Note that not all undead monsters will necessarily be as powerful as these examples.

Skeletal Tyrannosaurus: *Class IV; hnawms-EV,FQ,DHP-6; all within 100' must make an RR vs. fear; all within 10' lose 2 Con pts/rnd (RR); bite drains 6 Con pts; 40'-50' body including 15'-22' tail; use Super Large creature critical table.*

These dinosaurs, so terrible in life, are even more fearsome in death. Their huge maw is filled with 5" teeth, and drains away life as it delivers its awesome bite. They are encountered while still roaming the places they frequented in life, or as the monstrous pets of evil Necromancers.

Spectral Tyrannosaurus: *Class V; hnawms-V,FQ,DHP-8; all within sight must make an RR vs. fear; all within 20' take "B" cold criticals, touch drains 6 pts of Con; damage done can only be healed by magic; non-solid form; only magic weapons will harm them; use super large critical table.*

These spirits of the dead were once powerful dinosaurs, but now roam the earth at the behest of evil magics in order to destroy the living. Luckily, Spectral Tyrannosaurs are quite rare. They appear as ghostly apparitions, sometimes only with their eyes and maw visible. Their mere presence causes fear and chills the soul, but their bite is still their main weapon, as it was in life. Wounds inflicted by their wraith-like bite do not heal normally — only magic will help them. These beings do not seem to be any more intelligent in this form than they were when they were alive, but now they possess an overwhelming drive to slay all they encounter.

VAMPIRES

Vampirism is not a disease confined to humans alone; many different races can be so cursed. All vampires have certain things in common: they are only harmed by magic weapons, silver weapons, puncture criticals from wooden weapons, water and electricity elemental spells, RR spells and sunlight. Drained victims always become vampires that are under control of their killer. They must rest during daylight hours in a coffin, tomb or mausoleum, they drain the blood of the living to continue their existence, and they are thoroughly evil. They all do extra cold criticals when striking with weapons. Here are some examples of non-human vampires.

Vampiric Centaur: *Class V; namsktc- $\$$ #,CDP-8; bite drains 21-30 hits; touch drains 2-4 Con pts; casts Evil Cleric lists to level (2xlvl PP); strength yields x2 damage; use Large creature critical table.*

This vampire is similar to human vampires in terms of power and personality, although a vampiric centaur can change its shape to that of a human (treat as a lesser vampire) and while it is in centaur form it has great strength. It can also turn into mist, or a small spiderbat (see Composite Monsters).

Vampiric Drake: *Class VI; (-)(-)-9; touch drains 4-7 Con pts; touch inflicts additional cold criticals; breathes nether (NBr; cone length 100'; cone base 30'; bolt range 200' treat as coldbreath if RMC III is not used); spells (3xlvl PP); does not drink blood in this form; use Super Large creature critical table.*

This undead creature is extremely rare. It can take the form of a dragon (use the stats given, but realize that it closely resembles a spajlen-tier), a human (treat as a greater vampire), a bat, mist or a snake. It knows the following open and closed essence spell lists: "Spirit Mastery", "Spell Reins", "Dispelling Ways", "Essence's Perceptions" and all Evil Magician spells. Note that it feeds on the living only in human form (the dragon form is just too big) and uses its natural form only when alone or sleeping, or perhaps in self-defense. No one knows how the first vampiric drake came to be — whether there was once a vampire powerful enough to slay a dragon, or whether it came from a foul spell cast by a Necromancer.

Vampiric Gorgon: *Class VI; (-)-EN $\$$ #-9; gaze turns to stone (duration depends on RR failure: mild, 1-100 minutes, moderate, 2-20 hours, serious, 1-100 days, extreme, 1-100 years); snake's bite injects an 8th level nerve poison; spells (3xlvl PP); bite drains 21-30 hits; touch drains 2-4 Con pts; use Large creature critical table.*

Combining the abilities of two of the most feared beings, these terrible undead fiends are always careful to sneak up on a victim and drain him before they are seen (so the victim does not turn to stone before his blood can be taken). They use the petrification attack only after they have had their fill of blood, or in self defense. They know all the Evil Mentalist spell lists to their level, as well as "Lofty Bridge" and "Spell Reins" (closed essence lists). They can change either into mist or a snake.

Vampiric Trolls: *Class IV; (-)-X@,U-7; bite drains 21-30 hits; touch drains 2-5 Con pts; strength yields x2 damage; use Large creature critical table.*

The life of a vampire comes fairly easily to a troll. They already have a natural aversion to sunlight, and they are accustomed to hunting for prey in the darkness of night. These are some of the least intelligent vampires, however, and a normal vampire's subtlety is lost on vampiric trolls. They have no spells to use, but their combative skills and strength are impressive substitutes. They very often eat the rest of their victim once drained of blood. They only propagate their vampirism among other trolls.

Vampiric Unicorn: *Class V; (-)-E,CD-9; bite drains 11-20 hits; casts spells (3xlv PP); touch drains 2-4 Con pts; horn attack inflicts additional cold crit; reduce crit severity by 2 lvls.*

A foul perversion of what was once good and fair in the world, vampiric unicorns are the work of very evil vampires. Once the guardian of all that was pure in the woods, vampiric unicorns have now become a menace, feared by all within the sylvan realms. They retain their use of the open and closed essence lists of "Shield Mastery", "Lofty Bridge", "Elemental Shields", and "Spell Reins", but now also cast spells from the Sorcerer base lists; "Soul Destruction" and "Flesh Destruction". They can change into a mist or a bat. There is no readily discernable difference between a vampire unicorn and a normal one, although a vampiric unicorn's horn loses its poison neutralizing powers.

Vampiric Werewolf: *Class VI; (-)-N#-9; bite drains 31-40 hits, casts Mentalist base spells (2xlv PP); touch drains 1-3 Con pts; wounds have a 10% chance of infecting the victim with lycanthropy; use Large creature critical table.*

Perhaps the most cursed individuals in the history of the world, these poor souls become infected with both lycanthropy and vampirism at different times in their existence (they would have had to contract the lycanthropy first — vampires are immune to diseases, being dead after all). These individuals can be in human form (treat as lesser vampires), or in were-form, which looks like a wolf-man with long claws and huge bat wings (15' wingspan) — use the stats given here. They can also change to mist, and of course, into wolves. Their huge bite can drain more blood than a normal vampire. Vampiric werewolves have complete control over any and all changes, regardless of the phase of the moon or their current situation.

SPECIFIC UNDEAD

Bloodbeast: *Class III-IV; (-)-Y\$#-7; spells (2xlv PP); all bleeding within a 50' R around the creature is at x2 hits/round — Lesser: all within 10' must make an RR or be thoroughly revolted (-30 actions while in its presence); reduce critical severity by 1 level — Greater: all within 50' must save or be revolted (-30 actions while in presence); reduce critical severity by 2 levels.*

This undead entity is created when a victim dies a remarkably bloody death. It appears as an animate corpse that is completely covered in fresh blood. It is one of the most revolting beings in existence. It usually has 1-6 lesser undead types such as skeletons or zombies with bladed weapons around it to fight foes. All bleeding wounds around it bleed twice as fast, and all the blood is drawn into its body (it receives the hits for its own) as long as the victim is within 50'. A bloodbeast knows the healer list "Blood Ways" to its level, but it casts the spells in reverse with a 10' range. Again, all blood will fly through the air to the entity and it will absorb the hits. These beings are very intelligent and crave blood even more than a vampire. If it is forced to melee, it does so with a very sharp (+5) bladed weapon.

Bone Golem: *Class III; (-)-EX\$#-8; drains 1 Con pt./rnd 10' R (RR); 6'-9' tall; reduce critical severity by 2 levels.*

This creature is not put in the artificial beings section because of its special undead nature. It is a statue made completely of bone by a process only a few liches and necromancers know. Then an undead spirit possessed the statue, animating it and giving it Constitution draining ability. Not as mindless as other golems, it does not need to be commanded to attack the living; it will attack whenever it detects one. Otherwise it should be treated as a normal golem. Liches often use them to guard their fabulous treasures.

Dark Apparition: *Class II; (-)-\$#-5; all within 100' must make an RR vs. fear at -25; can take whatever frightening form it desires; non-solid form; magic weapons needed to harm; reduce critical severity by 1 level.*

Dark apparitions are dead spirits who exist only to spread fear. They can alter their appearance to look like anything they want, usually choosing horrible, disgusting forms that look like mutilated, animate corpses or monstrous forms not even resembling humans. Any of their forms will be ghostly and frightening in appearance. No matter what image taken, they attack with their magical claws and bite in melee with the same bonus.

Deathwoode: *Class IV; (-)-M,CDHJ-7; touch drains 4 Con points; non-solid form; magic weapons needed to harm; use Large creature critical table.*

The spirits of slain animate trees, these beings are vengeful and ruthless in their pursuit of forest travellers. They often protect the living trees from those who would do them harm, or sometimes they simply slay any who would enter the forest at night. They appear as large trees with black eyes and a tooth-filled mouth. They attack either by bashing their foes, or biting them.

VAMPIRIC WEREWOLF

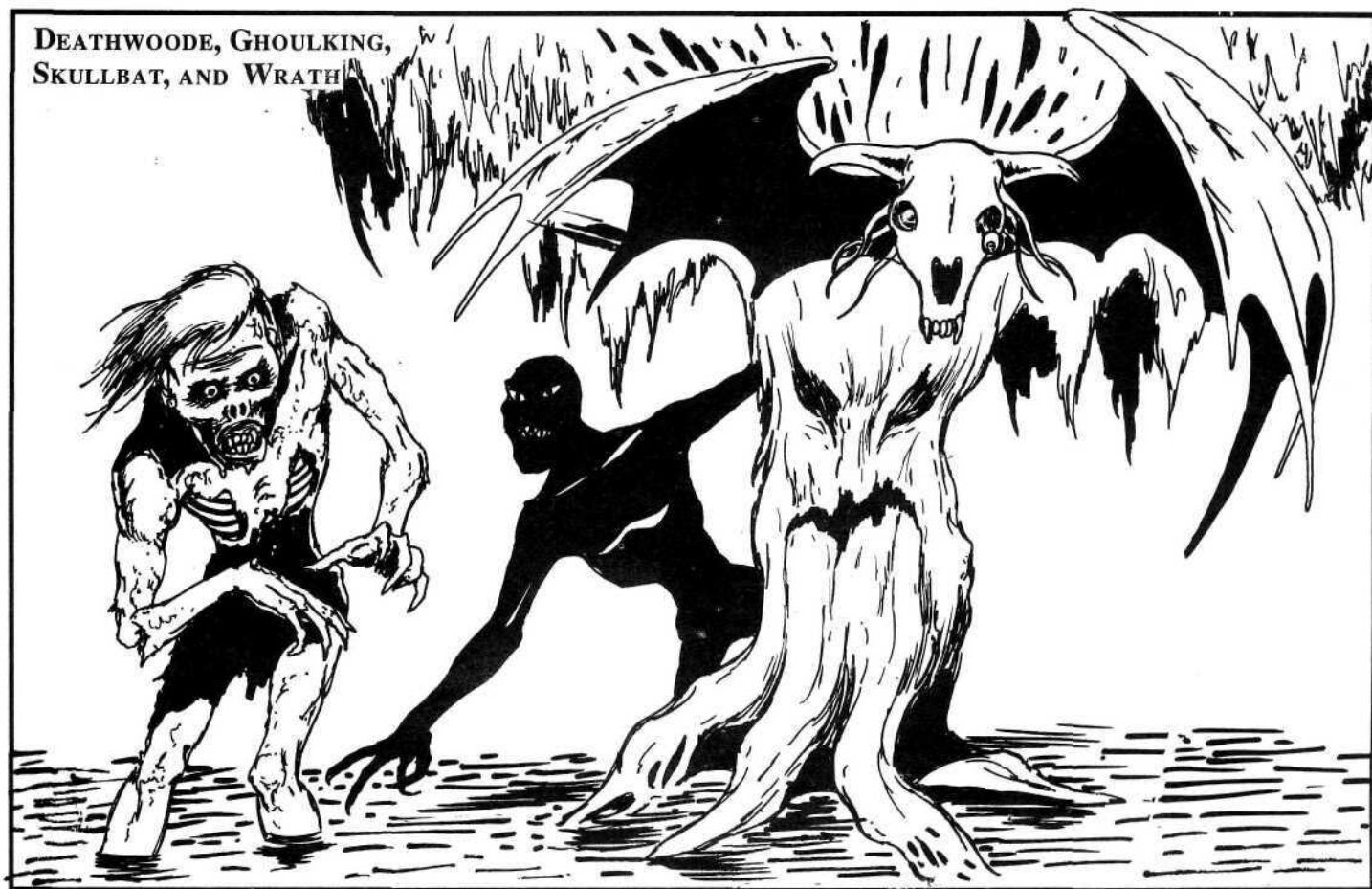


THE UNDEAD

Type	Lvl	Base Rate	Max. Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Undead Monsters												
Skeletal Tyran.(IV)	14H	60	Spt/0	MD/FA	H/SL#	400G	1(40)*	200HBi/Special	1	-	H	Berserk(LO)
Spectral Tyran.(V)	20H	90	Dash/10	VF/VF	H/SL#	500H	11(80)*	200HBi/Special	1	-	H	Belig(LI)
Vampires												
Centaur (V)	15G	100	Dash/10	VF/VF	M/LA#	140F	1(85)*	120We[Cold]/(2D)/90MBi/Special/Spells	1	r	H	Domin(HI)
Drake (VI)	28G	110	Dash/20	VF/BF	H/SL#	350H	20(80)*	100HBi[Cold]/140HCl[Cold]/110HBa[Cold]/110HHo[Cold]/60NBr/Special/Spells	1	y	K	Domin(EX)
Gorgon (VI)	25G	90	Dash/10	FA/VF	M/LA#	160G	1(80)*	140We[Cold]/60Sbi(1-6x)/Poison«90MBi/Special/Spells	1	x	J	Cruel(VH)
Troll (IV)	10G	100	Dash/10	VF/VF	L/LA#	130E	11(80)*	90We[Cold]/(2D)/100LCl/75MBi/Special/Spells	1	l	G	Domin(AA)
Unicorn (V)	16G	110	Dash/20	VF/BF	L/II#	120E	1(90)*	110HHo[Cold]/90MBi/90LBa/100LTs«/Special/Spells	1	r	H	Cruel(VH)
Werewolf (VI)	22G	100	Dash/20	VF/VF	L/LA#	230G	3(90)*	130We[Cold]/170LCl/135Lbi/Special	1	w	I	
Specific Undead												
Bloodbeast												
Lesser (III)	6C	50	Spt/0	MD/MD	M/I#	100F	1(20)	Spells/50We/Special	1	n	F	Hungry(AA)
Greater (IV)	10E	60	Spt/0	MD/MF	M/II#	160G	1(40)*	Spells/95We/Special	1	s	G	Belig(HI)
Bone Golem (III)	8H	50	Spt/0	MD/MD	M/II	#120F	12(30)*	90MBa/60MGr/100MCr	1	-	F	Varies(NO)
Dark Apparition (II)	5C	80	Dash/10	FA/FA	M/I#	80C	1(30)*	60MCl/45MBi/Special	1	c	E	Cruel(AA)
Deathwoode (IV)	12F	40	Run/0	SL/MD	L/LA#	190H	3(50)*	100LBa/90Lbi/Special	1-12	m	F	Protect(AA)
Desert Spirit (III)	7D	60	Spt/0	MD/MF	M/II#	110F	1(45)*	85MBa/Special	1	m	E	Belig(AV)
Dirge												
Minor (II)	4C	60	Spt/0	MD/MD	M/I#	50C	1(40)*	Spells/40We/Special	1	l	D	Hostile(AA)
Lesser (III)	8E	80	Spt/10	MF/MF	M/II#	110F	1(50)*	Spells/60We/Special	1	m	E	Belig(HI)
Greater (IV)	16G	100	FSpt/10	FA/FA	M/LA#	120G	1(60)*	Spells/80We/Special	1	n	F	Cruel(VH)
Major (V)	22G	100	Dash/10	FA/FA	M/LA#	200H	1(60)*	Spells/100We/Special	1	s	G	Domin(EX)
Disembod. Head (III)	8E	90	Dash/20	VF/VF	S/I#	80F	1(35)	85MBi/Special	1-6	-	RE	Berserk(AV)
Drake, Undead (VI)	30G	130	Dash/25	VF/VF	H/SL#	400H	1(80)*	120HBi/130HCl/150HBa/90HHo/75NBr/Spells/Special	1	yyz	K	Cruel(VH)
Giant Skeletons												
Lesser (III)	7D	80	Spt/0	MD/MD	L/LA#	200H	1(20)	100LBa/90We(3D)/Special	1-6	d	F	Berserk(MD)
Greater (IV)	12F	110	FSpt/10	MF/FA	L/LA#	300H	1(40)*	120HBa/110We(3D)/Special	1-2	n	G	Belig(AA)
Giant Skull (IV)	15G	100	Dash/10	FA/VF	M/LA#	180H	12(50)*	130HBi/Special	1	n	F	Berserk(AV)
Gloombird (I) (fly)	1A	80	Dash/10	MF/VF	S/I#	20B	1(15)	20SPi/10SCI/Special	1-20	-	A	Agress(NO)
Ghouling (IV)	16G	60	Spt/0	MD/FA	M/II#	150H	4(60)*	110LBa/90MCl«/100We/Special	1	t	G	Domin(HI)
Iron Skeleton (III)	8E	40	Jog/0	SL/MD	M/LA#	130H	20(40)*	70MBa/50We/Special	1-20	h	D	Berserk(NO)
Living Ghoul	5C	50	Spt/0	MD/MD	M/-	70D	1(10)	50MCl/40Sbi/Spells	1-30	b	C	Hungry(MD)
Monastic Lich (VI)	30G	100	Dash/40	BF/BF	M/LA#	200H	1(100)*	130HMs[Slash][C Cold]/120HMT[Slash][C Cold]/Spells/Special	1	yz	K	Cruel(EX)
Necros (I)	2B	50	Run/0	MD/FA	S/I#	40B	1(20)	30MBi/Poison«	1-10	a	B	Berserk(NO)
Nightgaunt (III) (fly)	9E	100	Dash/20	FA/FA	M/I*	120G	4(35)	80MBa/70MCl«l90MBi/Special	1-20	m	D	
Belig(LI)												
Phantom Steed (II)	6C	80	Dash/15	FA/FA	L/I#	120E	3(40)*	60MBa/70MTs«/Special	1-6	-	C	Hostile(LO)
Roaming Hand (II)	5C	30	Run/10	SL/MD	S/I#	60D	1(15)	60MGr[Disrupt]/Special	1-2	-	C	Berserk(MD)
Rotting Corpse (II)	5C	40	Jog/0	SL/SL	M/I#	50C	1(10)	65MBz/70MCl/Special	1-30	b	C	Berserk(NO)
Shadow Assassin												
Lesser (IV)	12F	100	Dash/15	VF/VF	M/II#	180G	1(50)*	110We/Special/Spells	1	r	G	Mission(HI)
Greater (V)	18G	110	Dash/25	VF/BF	M/LA#	200H	1(60)*	150We/Special/Spells	1	x	H	Mission(VH)
Major (VI)	24H	120	Dash/30	BF/BF	M/LA#	230H	1(70)*	190We/Special/Spells	1	y	J	Mission(EX)
Skullbat (fly)												
Minor (I)	1A	70	Spt/0	MF/MF	S/I#	35B	1(10)	30Sbi/Special	1-12	a	B	Berserk(NO)
Greater (II)	4C	80	FSpt/0	FA/FA	M/II#	60D	1(30)	60MBi/Special	1-8	g	C	Berserk(NO)
Major (III)	7D	90	FSpt/10	FA/VF	L/II#	100E	1(60)	90Lbi/Special	1-6	h	D	Belig(LO)
Skullbeast (IV)	15G	30	Run/0	SL/MD	L/LA#	200H	1(35)*	100LBa/75MBi(5-11x)/Special	1	o	F	Belig(MD)
Skullpack (III)	8D	80	Dash/5	FA/VF	M/I#	120F	1(40)*	75MBi(4-16x)/30NBolt	1	-	E	Berserk(AV)
Spajlen-Tier (VI)(fly)	35G	180	Dash/35	BF/BF	H/SL#	400H	20(60)*	125HBi[Cold]/135HCl[Cold]/150HBa[Cold]/95HHo[Cold]/75NBr/Spells/Special	1	yyz	L	Cruel(EX)
Spiderskull (I)	2A	50	Spt/10	MD/MD	S/I#	45C	1(15)	40Sbi/Poison«	1-6	-	A	Berserk(NO)
Undead Mass (V)	20G	60	FSpt/0	MD/MF	L/LA#	260H	1(40)*	Spells/100MCl(1-3x)[Cold]/Both	1	t	G	Belig(AV)
Belig(HI)												
Veyrr (VI)	50G	110	Dash/20	VF/VF	L/SL#	500H	1(100)*	200HGr[Cold][Disrupt]/180HBa[Cold][Disrupt]/Special/Spells	1	z	L	Cruel(EX)
Wrath												
Minor (IV)	10F	90	Dash/10	FA/VF	M/LA#	110F	1(40)*	90MCl/Spells/Special	1	-	F	Cruel(HI)
Greater (V)	15G	100	Dash/15	VF/VF	M/LA#	150G	1(50)*	110MCl/Spells/Special	1	-	F	Cruel(VH)
Major (VI)	20G	110	Dash/20	VF/BF	M/LA#	200H	1(50)*	120MCl/120We/Spells/Special	1	-	H	Cruel(EX)

* — Special.

**DEATHWOODE, GHOULKING,
SKULLBAT, AND WRATH**



Desert Spirit: *Class III; (-)-Z-6; animates sand for form; causes sleep to all who fail an RR within 10' R; ignores slash and puncture crits; reduce critical severity by 2 levels.*

The spirits of those who have died in the desert from the unbearable heat, lack of water, and choking sands now haunt the dunes to bring more desert travelers to untimely ends. They can animate sand to give themselves any humanoid form they wish, appearing as a fluid sand sculpture. Often they take the sand form of a large human's upper torso jutting out of a dune. Bladed, slashing and stabbing weapons simply pass right through them, causing no critical damage, while crushing weapons inflict full damage. The sand that is churned up by the desert spirit's presence is enchanted so that if it enters a victim's eyes, they must make an RR or fall into a natural sleep. Because of this, a desert spirit is sometimes referred to as a sandman.

Dirge: *Class II-V; (-)-E#-7; Bard spells (3xlv PP); non-solid form — **minor:** drain 1 Con pt/rnd 10' R after 3 rounds; reduce critical severity by 1 level — **lesser:** drain 2 Con pts/rnd 10' R after 3 rounds; reduce critical severity 2 levels — **greater:** drain 3 Con pts/rnd 10' R after 3 rounds; use Large creature critical table — **major:** drain 4 Con pts/rnd after 3 rounds; use Large creature critical table.*

A dirge is a spirit that is somehow tied to the physical world through music. They often carry with them an instrument of some sort, playing deathly depressing funeral music wherever they go. They know the bardic spell lists, "Controlling Songs", "Sound

Control", and "Sound Projection". Minor dirges know the lists to 5th level, lesser to 10th level, greater to 20th level, and major dirges know the entire lists. They all are dark-eyed musicians with only a vague form.

Disembodied Head: *Class III; (-)-EY#-6; all within 30' must make an RR vs. fear; bite drains 1-4 pts. of Con and 10-20 extra concussion hits; reduce critical severity by 1 level.*

Floating heads with eyes dangling from black sockets and sharpened teeth filling their mouths, these horrible things are animated by the spirit of one who was beheaded either in battle or by execution. They fly quickly, often with organs and blood vessels trailing from their severed neck. They attack their prey by biting like a vampire, enjoying the taste of a fresh victim's blood.

Drake, Undead: *Class VI; (-)-E#-8; can breathe coldfire (FBr; 1x/min. 30x/day; Bolt range 300'; Cone length 150'; Cone base 60', inflicts cold crits); touch drains 3 Con pts.; spells (3xlv PP); 60% winged; 30'-90' body, 50'-120' wingspan; use Super Large creature critical table.*

This dragon hangs on to life even after death through the same process a lich uses to remain here in the physical world. They no longer possess the armor-like scales and acidic blood that they had in life, being just skeletons now, but their additional undead powers make up for the loss. Even though their wings are skeletal, they can still fly magically with them. They know spells as other dragons, as well as either the Sorcerer or the Necromancer base lists. They still hoard treasure after death, but they no longer need the long periods of sleep, so they are always on guard. They are greatly feared, even by other dragons.

DISEMBODIED HEAD



Giant Skeletons: *Class III-IV; (-)-VX@,FILMOS,ARU,CDJ-8 — lesser: drain 2 Con pts 10'R after 3 rnds — greater: drain 3 Con pts. 10'R after 3 rnds; spells (3xlv PP); 10'-22' tall; use Large creature critical table.*

The skeletons of giants are thankfully rare. In life these giants were of many varieties, but now they are treated as if they were in one of two groups: lesser and greater. Those who are lesser are unintelligent brutes, simply animate skeletons with no minds of their own. The greater are more intelligent and most retain the spells they possessed in life. Most also dwell in the areas where they resided before their demise. Living giants fear these undead versions greatly.

Giant Skull: *Class IV; (-)-\$#-7; surrounded by winds, all within 10' take "A" impact or cold crits (01-40 impact, 41-90 cold, 91-00 both); bite drains 1-6 Con pts; 4'-9' tall; use Large creature critical table.*

Loresmasters of the undead are not sure how these horrible beings came to be. They appear to be gigantic skulls, with rotting matter coming out of the eyes, nose and mouth. Giant skulls are surrounded at all times by a swirling cold wind that gives them a high DB as well as inflicting damage on any who stray too close. Its only means of attack is its huge bite. Bitten victims have a 10% chance of catching a disease from these beings. Giant skulls are reclusive, preferring to haunt areas where people rarely go.

Gloombird: *Class I; (-)-NY\$#-6; all within 30' take "C" depression crits (see RMC III); 1.5'-2.5' wingspan; reduce critical severity by 1 level.*

Undead carrion birds, these creatures are not known for their combat abilities so much as the gloom they bring. Seeing one is an extremely bad omen. They often frequent graveyards and battlefields, but also travel to populated areas, particularly sites of past murders or atrocities. They can appear as skeletal vultures, or wraith ravens, but their eyes are always black voids.

Ghoulking: *Class IV; (-)-EY\$#,FLMS-6; fear at sight (RR); all within 10' take "A" cold crits; 80% of all wounds become infected; reduce critical severity by two levels.*

Extremely powerful ghouls, these undead beings will usually lead a group of lesser and/or greater ghouls. Powerful ghouls have been known to try to raise up armies of undead (mostly ghouls) to attack cities and feast on the flesh of those who are unfortunate enough to dwell there. They appear as twisted corpses, dwelling mostly in wet, marshy areas. Ghouls are much more intelligent than their lesser fellows, and wounds delivered by them almost always become infected. When encountered, they are likely to be wielding a magical weapon of some sort.

Iron Skeleton: *Class III; (-)-E\$#-5; all within 10' lose 2 Con pts/rnd after 3 rounds; ignores puncture crits; use Large creature critical table.*

These monsters are normal animate skeletons that have been coated with molten iron. The iron was magically sealed to their bones so that every part is coated in a protective casing. This accounts for their remarkable AT and number of hits. They use weapons in combat and are often encountered with other skeletons. Some GMs may want to make them more or less powerful by using other metals such as copper or brass (to make them weaker) or steel, mithril or even eog (to make them more powerful).

Living Ghoul: *(-)-N\$-7; 15% cast spells (2xlv PP).*

These beings are not really "undead", but rather are the depraved humans who have decided to give up life in normal society and live in cemeteries, to feed upon the corpses of the newly dead. Their diet has horribly altered their appearance, so that they appear as grey-skinned, hunch-backed humanoids with long teeth and claws. Eating the flesh of the dead oddly makes them exceptionally long-lived, as well. It does not take long, however, for most of them to forget what it was like to be normal humans. A few retain the spell casting abilities they had in their former lives; these being for the most part Necromancers, Evil Magicians and Clerics. They normally will only remember their base lists to their level. Because they are not truly undead, they do not have a class, and are not affected by "Repulsions" spells.

Monastic Lich: *Class VI; (-)-EN#-9; fear on sight (RR); touch delivers a "C" cold critical; touch drains 5 Con pts; Monk base spells (4xlv PP); use Large creature critical table.*

Few Monks discover the rituals and spells which enable Evil Clerics, Magicians and Sorcerers to become liches, and fewer still decide to cross the threshold into the unlife. The Monks that do so become an extremely rare undead type known as the monastic lich. These men were obviously very twisted and evil in life, and appear as robed, animate skeletons in death. Monk liches retain all of their martial arts abilities and Monk spells, and gain the claws which deliver extra slash attacks plus their cold, soul-numbing touch. A hit from one of these horrors can be devastating. They are often found in abandoned monasteries or other ruined structures.

Necros: *Class I; (-)-E\$#-4; bite injects a 5th level (var. F) muscle, nerve, or circulatory poison (equal chance for each); 2.5'-3' long; reduce critical severity by 1 level.*

This horrible creature is the undead result of a man who had died from the venom of serpents. It consists of a mannish skull atop a spinal column which now slithers and writhes like a snake. The skull is possessed of two fangs which still carry the poison which originally killed the man. They can often be found in numbers around the nest of a powerful serpent (like a wyvern), or singly among other undead, or the places that undead frequent.

Nightgaunt: *Class III; (-)-Y\$#@,RW-5; screech causes all within 50' to make an RR vs fear; 15' wingspan; reduce critical severity by 1 level.*

These carrion-eating, winged undead fly from their caves in the rugged hills to dine on the corpses found on nearby battlefields, in graveyards, or other places of death. The high pitched screech of their voices is enough to send the bravest man running. These nocturnal horrors have no eyes, are not very intelligent, and resemble large, haggard carrion birds.

Phantom Steed: *Class II; (-)-EY\$#R-6; causes fear to all within 75' (RR); breathes vapors that act as a cold bolt (IBolt; 15' range; all criticals are cold); carrying capacity 250 lbs; riding bonus +10; reduce critical severity by 1 level.*

Often used as a mount by powerful undead (vampires, liches, ghoulings, etc.), they may also be found roaming among ruins, haunted hills or old battlefields. These undead spirits of horses are spectral in appearance and quite frightening. They glow with an eerie blue or grey radiance while their eyes burn red. The stead's breath is composed of foul hellish vapors which chill the living, while their physical attacks differ little from those horses of a more corporeal nature.

Roaming Hand: *Class II; (-)-NY\$#-4; touch gives "A" disruption criticals (use cold crits if RMC III is not used); does not let go of a grappled victim until he dies or the hand is destroyed; reduce critical severity by 1 level.*

This undead entity is a simple one. It consists of a severed hand and the spirit of the person that the hand once belonged to. It roams graveyards, ruins and places of the dead, walking with its fingers, and looking for prey. When it encounters living beings, it grabs one, disrupting his flesh with its touch, and will not let go until its victim is dead or it has been destroyed. The hand inflicts a disruption critical each round, along with its small crush attack. An encounter with a pack of these beings is a truly terrifying prospect.

Rotting Corpse: *Class II; (-)-Y\$#-5; touch spreads disease (RR); only magic weapons will harm; regenerates 8 hits/round; reduce critical severity by 1 level.*

Not known so much for the terrible damage they inflict (although their touch carries the disease that killed them), these mindless killers are known for how hard they are to destroy. They ignore all critical effects (except for heat and slaying crits), not even noticing lost limbs or heads. Their bodies repair themselves with amazingly speed, and even if they lose all concussion hits, they may be up again the next round. Their regeneration does not stop or even slow down until their bodies are consumed by fire; the only way to permanently destroy them. They feed on the fear they spread and the bodies of those too slow to escape their fetid grasp.

Shadow Assassin: *Class IV-VI; (-)-N#-8; invisible at will; spells (3xlv1 PP); ambush bonus equal to level; non-solid form; magic weapon needed to hit.*

The spirits of dead assassins and nightblades, these entities are often conjured up by foul necromancers and dark priests or magi to slay their enemies. These beings are shadowy in form, sometimes holding weapons, and always with yellow, piercing eyes. They wield magical weapons, preferring knives and short swords to slay their victims. They know all the Nightblade base lists to their level, and are apt to use poison. They use their non-solid form to walk through walls and barriers — there are few ways to hide from their relentless pursuit. They are never encountered without a mission, and they disorpeate after completing it. They are crafty, shrewd and have no mercy. A shadow assassin has no qualms about slaying anyone that gets in the way of its mission.

Skullbat: *Class I-III; (-)-\$#-5 — minor: bite drains 1 Con pt; 3' wingspan — greater: bite drains 2 Con pts; 5' wingspan — major: bite drains 3 Con pts; 9' wingspan; reduce crit severity by 1 level.*

These undead creatures are animate skulls with leathery wings. They are animated by cruel and vicious spirits that delight in killing and mayhem. Minor skullbats have human, humanoid or small animal skulls (elves, orcs, goats, etc.) with small bat wings. Their bite is not very powerful, but in large numbers they are quite deadly. Greater skullbats have the skulls of larger creatures (bulls,

horses, trolls, etc), larger wings, and a more powerful bite. Major skullbats have the skulls of large beasts and beings (giants, small drakes, etc), large wings and a very powerful bite. 15% of major skullbats (those having drake skulls) have a breath weapon of nether bolts (+40 NBolt; 100' range; use ice bolts if RMC III is not used).

Skullbeast: *Class IV; (-)-E\$#-6; touch gives disease (RR); has 5-11 skulls that can all bite, up to 3 per opponent; bites act as a "Touch of Disruption" (Sorcerer base spell); 8'-9' tall; use Large creature critical table.*

Skullbeasts are humanoid-shaped mounds of filth and decay, with humanoid skulls jutting out of the rotting mass. The skullbeast bashes foes with disease-ridden limbs, and then bites with its boney jaws. It dwells in cemeteries and ruins, formed from the foul stench of death and the rot of corpses. Many undead spirits animate its form, so the skulls can act independently, though they are mindless in their pursuit of the living.

Skullpack: *Class III; (-)-E\$#-5; 4-16 skulls; each skull can work independently, but all remain a unit; bite drains 2 Con pts; each skull can fire a nether bolt (NBolt; 100' range; treat as a ice bolt if RMC III is not used) one time per day; no skulls fall until all their hits are gone, and then they all fall; reduce critical severity by 1 level.*

When a group of people all die at once in the exact same way, it is possible that they will remain in this world as a skullpack. A skullpack is a group a 4-16 skulls that can magically fly. They can operate independently, but never are separated more than 10' from each other. They often swarm, attacking everything in their path with bites, and blasts of nether.

SHADOW ASSASSIN



Spajlen-Tier: *Class VI; (-)-E#-9; all within sight must make an RR vs. fear; breathes nether (NBr; cone length 300'; cone base 100'; bolt range 500' use coldbreath if RMC III is not used); spells (5xlv PP); all within 20' lose 1-3 Con pts/rnd; touch delivers additional cold critical; non-solid form; magical weapons needed to harm; use super large critical table.*

A very magical spirit, these undead dragons roam the waking world and those of dreamers, looking to cause trouble, misery, chaos, death and destruction; its undead essence thrives on such things. The spajlen-tier know all open and closed essence lists as well as the Dreamlord base lists and the Illusionist base lists. They are fearsome in combat, attacking with all the benefits of being a dragon, along with the horrible powers granted to them in the unlife. They can make any portion of their body invisible at will. They have no lair in this world, but on some spirit realm they dwell in huge castles with incredible treasures.

Spiderskull: *Class I; (-)-N\$#-4; bite injects a 4th level (var. C) conversion poison that turns its victims to spiderskulls 1-3 days after their death; reduce critical severity by 1 level.*

A poison-blackened skull with eight spidery legs is a spiderskull. Their kind was started as a foul experiment, and now they propagate by killing the living and converting them also. Their victims' skulls sprout spidery legs and leave their bodies after they are dead, roaming their resting place in search of foolish prey.

Undead Mass: *Class V; (-)-E\$#-W-7; spells (2xlv PP); 50% of all wounds become infected; all within 10' lose 2 Con pts/rnd (RR); touch delivers additional cold critical; produces as many limbs as needed, up to a total of eight; 5'-9' in diameter; use Large creature critical table.*

This horrid creature is a mass of rotting flesh and bone, maggots, filth and decay. It is shapeless and ever-changing, producing rotting limbs as needed. It can cast spells from the Evil Cleric list "Diseases" and the Evil Mentalist lists "Mind death" and "Mind Domination." It can cast spells and attack with up to three limbs on the same round with up to three melee targets. Its arms can claw, inflicting cold crits as well as infecting the wounds they make.

Veyrr: *Class VI; (-)-K\$#-9; unaffected by "Repulsions" or "Control Undead" spells; commands any other sort of Class I-V undead; all within 100' must make an RR vs. fear at -10; all within 10' lose 5-10 Con pts; touch inflicts disruption and cold criticals of the same severity; bite slays outright (RR); spells (4xlv PP); non-solid form; only magical weapons will harm; use Super Large creature critical table.*

When a demigod or a similar being dies or is destroyed (an extremely rare event) an incredible amount of energy is released into the universe. If a foul spirit harnesses that energy, it does not take long for it to be corrupted, and that spirit becomes a veyrr: Entity of Undeath. A veyrr appears to be an ethereal white spirit or a curtain of blackness with a hideous face.

There is only one such being known to exist, but theoretically, there could be more. Even more powerful than the various liches, vampires or the several types of undead drakes, this being has complete control over all its lesser brethren. Often, it will have veritable undead armies at its command. It knows all the Evil Cleric base, Necromancer base, and Evil Mentalist base spell lists. In combat it envelopes foes, or simply floats into them inflicting both disruption and cold criticals. Its bite instantly kills anyone failing their RR, turning them into some sort of lesser undead after 1-20 minutes.

Wrath: *Class IV-VI; (-)-EK\$#-9; all within 20' lose 1-3 Con pts; spells (4xlv PP); use Large creature critical table.*

When a demon is destroyed, its material form usually simply fades. But rarely, it lingers long enough for a Necromancer to attempt to cast a spell which creates an undead. Though it only works occasionally, this procedure can create a wrath: an undead demon. They are black-skinned, gaunt humanoids, with long talon-like claws. They can cast spells from the "Darkness" list (Evil Magician), and greater wraths can use the "Dark Summons" list. Major wraths use all the Evil Magician base lists. Major wraths also use weapons; usually powerful artifacts

ENTITIES FROM DEEP SPACE

NATHARL'NACNA

Eons ago, before the days of man, horrible beings dwelled in the world, although they were not native to it. They came from dark worlds, far away in the deep reaches of space. They built strange and twisted city-fortresses, alien in construction and organization. When the mannish races came to be and began to spread throughout the world, the creatures, who were called the Natharl'nacna, sought to enslave them. The mannish races were quick to realize the creatures were not native to this world and did not belong. The presence of the natharl'nacna corrupted and befouled the world and all things in it. Terrible wars ensued, and through the help of the gods and the fact that the power of the natharl'nacna (whom the men of that day called the Elder Worms) was on the wane, the foul beings were banished into prison-like pocket dimensions, magical containment devices, and back into deep space from whence they came. Their cities were razed, and records of them were destroyed in hopes that future generations would never have to know that such corruption of life and disfigurement of body and soul existed.

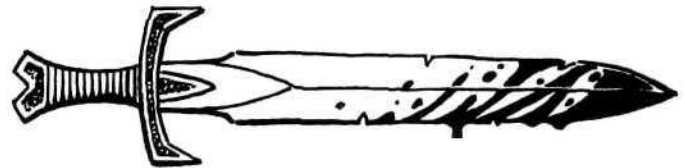
However, explorers and adventurers still occasionally come upon the horrible beings in ancient ruins and foul temples where they were left and forgotten. Worse yet, those that worship death, chaos and mayhem seek to open the pathways through the dark void to bring these beings back. The Elder Worms now wait in their other-dimensional prisons and their lairs within the dark nebulae and black holes of space. They wait for the day when they will once again be freed to wreak their havoc and rule the world, twisting it to fit their unspeakable desires and needs.

The Elder Worms are varied in form and power, but all of them have some things in common. All cause severe stress on living things around them due to their foul, alien nature. They are resistant to spells common in this world, though they are susceptible to the arcane magics (which were used to rid the world of them in the first place). Most utilize the principles of arcane magic as well as a form of mental power that is totally different than anything used in this world. If the GM has access to *Space Master*, it is recommended that psion lists be used for this power; if not, the GM should simply use mentalism lists, but describe the spells as being totally different from any type of mental spell his players are familiar with. The same holds true with arcane spells. If the GM does not have access to the arcane lists in the *Rolemaster Companion* books, he should simply use normal lists that he feels appropriate, but describe them as being different from other types of spells and spellcasting the players would be familiar with. Above all, it is important to stress the alien nature of the natharl'nacna. The GM should vividly describe the foul and twisted forms of these beings and the perceptible "wrongness" that people feel when they see them. Everything they do should be weird or alien, making them all the more frightening and challenging as foes. Although they will fit into most campaigns as just rare single encounters in ancient, forgotten temples or the like, notes on their organization as a whole are given on the off chance that a GM might want to have them return to the world as a group.

Shock and stress critical tables are presented in *RMC III*, and RRs do apply. If GMs do not use these books, a "Mind Shout" (Mentalist. base) spell can be substituted for shock criticals and a "Distraction" (Mentalist. base) spell can be used in place of a stress critical.

Carac'rin: (-)-(-)-9; 10' high; all viewing receive "B" shock crits, all within 30' take "C" stress crits; bite acts as "Dark Absolution" (Evil Cleric); use Large creature critical table.

Carac'rin act as assassins for the other elder worms. They are sent out by their masters to slay potential enemies who might stand in the way of their incomprehensible plans. They appear to be a mass of tentacles surrounding a huge tooth-filled mouth and two eyes connected by a large trunk-like neck to an insectoid body with six legs. Four of the tentacles have large sword-like claws which they use with great skill, inflicting damage (and parrying) like broadswords. They can also use their huge mouth to bite, or grapple with their tentacles and then inflict an even deadlier bite. Carac'rin do not eat flesh; instead they feed on life essence. When a victim is caught within their tentacles and a successful bite is delivered, the foe must make a successful RR or their soul will be devoured as per a "Dark Absolution" spell. Their insectoid legs allow them to walk on any surface, even walls and ceilings. Like all natharl'nacna, these beings are highly resistant to all but arcane spells, giving them a +50 on their RRs vs such attacks, and a +80 to DB vs non-arcane elemental attacks. Carac'rin are usually sent out alone, but occasionally they are encountered in small numbers. A carac'rin lair has never been found, nor have they ever been encountered in the company of any other entity.



Cresh'urim: (-)-(-)-9; all living beings within 30' take a "C" stress critical; stinger injects a 15th level (var. G) conversion poison; spells (3xlv PP); bite acts as a "Major Pain" spell (Sorcerer base); 10' tall; use super large critical table.

A powerful physical combatant, a cresh'urim is often a commander of an attack force. This would probably be a command over many ni'hashbin warriors as well as legions of elder brood. The cresh'urim has a spider body with ten legs of various sizes, and a scorpion-like tail with a huge stinger. Where the spider's head would be there is a humanoid upper torso with rough, jagged skin. This torso has two long arms with huge razor sharp claws and a vaguely wolfish head with two horns and a fanged mouth. Its eyes are multi-faceted like an insect's. Its whole body is a grayish-blue color. In combat (which they love and literally feed on), they use their stinger and claws or a weapon (usually an axe). They can also use their vicious bite with great effect. They know all the Evil Mentalist base lists (if desired, pick six or seven appropriate psion lists) and the arcane list "Mana Fires" (RMC). It can see through all spectrums and can actually see into more than one plane at a time, viewing different planes at will. They are highly resistant to non-arcane magic and receive an RR bonus of +50 vs such spells. Versus non-arcane elemental attacks, they have a +75 DB modifier. A cresh'urim lair would contain all of its various battle trophies and a multitude of weapons, most very alien in design. They are never encountered in numbers.

Dark Rythsisth: (-)(-)-9; *touch slays (additional slaying critical with touch); all within 20' lose 3 Strength pts (RR); sight gives all viewing a "B" shock critical; spells (5xlv1 PP); all solid matter within 10' must make an RR or have its form altered or twisted in some way (GM's discretion); 6' tall; use Super Large critical table.*

Actually an entity from another plane, the dark rythsisth are listed under this section because they dwell on a plane that only natharl'nacna magic can reach. It is said to be a plane so unimaginably foul that its denizens scoff at beings such as demons, thinking them to be pristine in comparison. It is theorized that perhaps different areas of space in this universe have access to different planes altogether. This theory is based on the fact that dark rythsisth are very much like the natharl'nacna, and so many entities from planes that people of this part of space have contact with are like (at least in some ways) mannish creatures. Dark rythsisth cannot actually exist in this universe, but can project an extension of themselves to interact with beings here. This extension looks like a human-shaped hole in the fabric of reality through which a fraction of their true form can be seen. This true form appears to be a huge mass of small grayish worms that writhe and move. The extension is three dimensional and can fully interact with matter in this universe (such as hold objects, speak, be struck, etc.), but from any angle it looks like a hole into another reality in which can only be seen the mass of grey worms. Since their form is only an extension, when the form is destroyed, the dark rythsisth is not. However, the extension can only be brought into this plane at the point in space where the natharl'nacna originated, and its a very long journey from there to this world. A dark rythsisth whose form is destroyed will not be seen on this world again for a very

long time, even if it comes right back into this universe with another extension of itself.

The material plane extension of a dark rythsisth is so foul that anything it touches receives a slaying critical. It drains strength from all those around it, converting the strength points to concussion hits (10 hits gained per strength point drained) with no maximum number of hits. Even solid matter (including creatures' bodies) will be twisted and altered in various ways once in the being's presence (for example, a character might find his arms twisted so that they are on backwards, or a table's surface might warp; this effect is totally dictated by GM discretion, whim and imagination). Dark rythsisth use spells, having access to the Sorcerer and open and closed essence lists of this world. It also knows the "Darkness" list (Evil Magician). Dark rythsisth work with the other natharl'nacna and often serve as heralds for the coming of the Elder Worms.

Glonn: (-)(-)-9; *changes shape to any form desired; all living things within 50' receive a "D" stress critical; freely use "Lofty Bridge" (closed essence) and "Nether Law" (RMC III); humans viewing true form lose 1-10 Reasoning pts; use Super Large creature critical table.*

These beings are among the high-ranking Elder Worms. They very often appear as just a dark colored, floating cloak with a hood, with a few visible tentacles coming from the cloak's sleeves, bottom or hood. If an intelligent being from this world views their true form (i.e., when their cloak is removed), he must make an RR or lose 1-10 from the Reasoning stat because of its alien appearance and structure. Like many natharl'nacna, their presence causes stress to all other living things. Their resistance to non-



ASTORITH, CRESH'URIM, BRAIN Z'HIM, AND
NIHASHBIN WARRIOR

ENTITIES FROM DEEP SPACE

Type	Lvl	Base Rate	Max. Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Natharl'nacna												
Carac'rin	20H	100	Dash/20	FA/VF	L/LA	250G	12(70)*	120bs(2x)/130HbI/100LGr/180HbI/Special	1-4	-	L	Cruel(SU)
Cresh'urim	25H	110	Dash/30	VF/BF	L/SL#	300H	20(80)*	130HSt/Poison«/150LCl(2x) or 200We/Both/130LbI/Special/Spells	1	z	L	Cruel(VH)
Dark Rythsisth	30G	90	Dash/20	FA/VF	M/SL@	350G	1(100)*	150LBa[Slaying]/Spells/Special	1	z	L	Crue(EX)
Glonn	35H	120	Dash/40	BF/BF	M/SL@	400H	1(110)*	Spells/Special	1-10	z	L	Cruel(EX)
Gon Abatha	20H	80	Dash/20	FA/FA	L/LA	230G	3(60)*	100MBi/Special/Spells	1-2	z	L	Cruel(VH)
Meleth'scor												
Small	20H	100	Dash/30	FA/VF	L/LA#	250G	3(40)*	100MGr(6x)[Disrupt]/Special/Spells	1	-	L	Cruel(VH)
Large	35H	130	Dash/40	BF/BF	H/SL#	500H	3(60)*	100HGr(6x)[Disrupt]/Special/Spells	1	z	L	Cruel(EX)
Nihashbin Warrior	15H	80	Dash/10	MF/FA	M/LA	200G	17(40)*	120LbI(1-3x)/Poison«/190We(2D)/Both	1-20	-	I	Cruel(AA)
Pred Yrric	40H	100	Dash/40	VF/BF	L/SL@	450H	3(110)*	200HGr/Special/Spells/130LbI/Poison«/All	1	z	L	Cruel(EX)
Rancor	30H	100	Dash/40	FA/VF	M/LA@	300H	1(90)*	150MBi(1-3x)/130MCl/Both/Spells/Special	1	-	L	Cruel(VH)
Wren'tac	25H	110	Dash/20	VF/VF	M/LA@	250G	1(90)*	160We(4x)/130LHo/Special/Spells	1	-	L	Cruel(HI)
Elder Brood												
Astorith (fly)	5E	100	Dash/10	VF/VF	S/-	80C	3(35)	60SHo(5x)/Poison«/50MBi/Special	1-20	-	D	Belig(NO)
Brain Z'him (fly)	8F	90	Spt/10	FA/FA	S/I	100E	3(30)	80MGr/90MBi/Special	1-12	-	E	Hungry(LO)
Cthugan	15G	80	FSpt/15	MF/MF	M/I	150F	2(20)	Spells/100LGr/120MBi/Poison«/70We/Special	1-20	s	H	Cruel(VH)
Kraken-Drake	20H	60	Spt/20	MD/VF	H/SL	400H	12(30)	150HbI(2x)/100HGr(10x)/130HCr«/Both/80PBr	1	-	I	Belig(MD)
Mric'atic	10G	60	FSpt/10	MD/FA	L/LA	200F	3(30)	150HGr[Elec]/130LbI	1-6	-	F	Belig(MD)
N'abis	7E	60	FSpt/5	MD/MF	S/I	100F	3(20)	80LbI	1-8	-	D	Belig(LO)
Octobat (fly)	5D	80	Dash/10	MF/MF	S/I	60D	3(35)	60MGr/70MBi/Poison«	3-30	-	D	Belig(LO)
Pic'tarin	10F	70	Spt/10	MD/FA	L/LA	180G	3(20)	90LbI/Poison«	1-4	-	F	Cruel(AV)
Runi'ruptos	6E	40	Run/20	SL/VF	S/-	80E	3(20)	50MGr/60MSt/Poison«/70MBi^	2-8	-	E	Belig(MD)
Slog Beast	12F	70	FSpt/15	MF/VF	S/LA	190G	3(30)	80MBi(2x)[Acid]120HbI[Acid]/Both50ABolt(2x)	1-3	-	G	Cruel(AA)
Independent Creatures												
Fungiss (fly)	10E	100	Dash/10	VF/VF	L/LA@	200G	1(40)	110HCl(2x)[Acid]/Poison«	1-20	-	G	Agress(LI)
Jirlon	8G	150	Dash/20	BF/BF	T/-	80E	3(60)	60SSt/Poison«/Special	1	-	E	Domin(HI)
* — Special												

arcane spells gives them a +60 bonus on RRs and their DB against non-arcane elemental attacks is increased by +90. Magical weapons lose 10 from their magical bonus when striking at a glonn, although this will not lower an enchanted bonus below zero. They use their shape-shifting abilities to make themselves look as horrible and fearsome as they can to those around them. They seem to be loathe to expose their true form to others for reasons unknown. In combat, they shapeshift into something powerful, and often something alien never seen on this world before. The glonn (singular and plural) often act as a group, and spend much of their time plotting for their return to this world. If freed, they would find a suitable fortress to congregate in.

Gon Abatha: (-)-(-)-9; bite drains 1-6 Empathy pts (RR); all within 20' take a "C" stress critical; spells (3xlv PP), 10'-12' wide (including legs); use Large creature critical table.

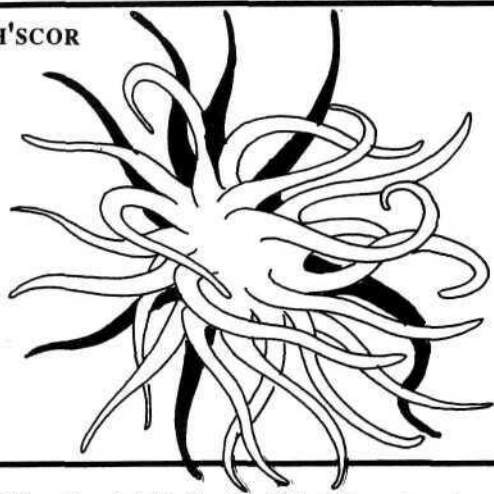
Gon Abatha are bizarre in appearance with three long, spindly legs angled upwards as an insect's and ending in suction cup-like feet. Their bodies are broad and flat and their single-eyed heads are at the end of long, snake-like necks. A small, tentacle-filled mouth is on the underside of the head. They are usually pale beings who are very intelligent and have access to all SM psion or mentalism lists. In the chain of power and importance among the natharl'nacna, these creatures fit in somewhere in the middle. Subsisting on essence, these creatures drain Empathy from their foes, and are actually healed when essence spells are thrown at them and then successfully resisted. The amount of hits they are healed is equal

to the PP cost of the spell cast. They resist non-arcane spells with a bonus of +40 and they get a DB modifier of +50 against non-arcane elemental attacks. They can perceive invisible objects with their large eye.

Maleth'scor: (-)-(-)-9; touch inflicts a "C" disruption critical; all within 20' take a "C" stress critical; free use of "Plasma Law" (arcane, RMC III); foes grappled for more than 2 rounds are drawn into the main body and take an "E" acid critical each round until digested — **small:** 10'-15' in diameter; use Large creature critical table — **large:** 16'-30' in diameter; use Super Large creature critical table.

Huge, grey, tentacled spheres, these beings are some of the few natharl'nacna that feed on flesh. They attack with up to six of their hundreds of tentacles (each is about 20' long when fully extended) per foe, grappling them and pulling them in, disrupting their flesh with its alien touch. Grappled victims are grabbed by even more tentacles to assure a firm grip. When a victim is pulled into the main body, its body is broken down with powerful acidic secretions and then absorbed into the flesh of the Maleth'scor. It can also use various powers dealing with plasma — throwing bolts and balls in combat at the same time as it attacks with its tentacles. It resists non-arcane spells with a +45 RR bonus and its DB against non-arcane elemental attacks is increased by +70. This being is immune to plasma and disruption criticals. Maleth'scor have a high seat in the natharl'nacna hierarchy.

MELETH'SCOR



Ni'hashbin Warrior: (-)(-)-8; all within 10' must make an RR or take an "A" stress critical; all bites inject a 10th level (var. G) muscle and nerve poison (combined effects); strength yields x2 damage; 7'-7.5' tall; use Large creature critical table.

Lowest of all the natharl'nacna (but still far above the Elder Brood in importance), these are also some of the most common elder worms. Reptilian creatures, they have a snake-like head and snake-like arms with snake heads, instead of hands. They use these snake heads to grip objects such as weapons as dexterously as any other being. They use pole arms and long axe-like weapons in combat, these are often enruned with spells from the "Bladerunes" list (arcane, RMC) and made from a special alien metal giving them a bonus of +25. Possessing incredible strength despite their appearance, they inflict twice normal damage with weapons. Unarmed, they can bite with any or all of their snake-heads, injecting a special poison into their victims that has both the effects of nerve and muscle poisons. Very often they wear armor (AT 17) that is enruned like their weapons, and made from the same material. They are resistant to non-arcane spells, receiving a +30 bonus on their RRs and a +40 DB modifier against all non-arcane elemental attacks. Any mental attack or mind-affecting spell must be cast three times on them to be effective because of their three-headed nature. They are very often used as special guards or elite soldiers, as well as scouts and bodyguards.

Pred Yrric: (-)(-)-9; all within 50' take "E" stress criticals; sight gives "A" shock criticals; continuous "Mirrormind" (closed ment. list); free use of "Spell Coordination" (arcane list, RMC); spells (6xlv1 PP); touch drains 10 PP/rnd (if victim does not have PP, hits are drained instead); bite injects a 15th level (var. G) conversion poison; 15' high; use Super Large creature critical table.

The Pred Yrric (singular and plural) are among the highest ranking natharl'nacna. They are spell casters of rarely encountered skill and power. They have huge bodies with two arms ending in three-fingered hands. Their lower torso ends in large tentacles and their heads are vaguely spider-like with a mandibled mouth and eight eyes. They can use any of the "Spell Coordination" spells, allowing them to cast more than one spell at a time, among other things. They know all arcane lists and all mentalism lists (or psion lists if the GM uses SM) and any other lists the GM deems appropriate. They drain PP from all they touch, absorbing them for their own use. Grappled victims are usually held until they can be dealt with through spells, all the while draining PPs. Their poisonous bite is only used in desperate situations. They reflect back any mental spells cast upon them ("Mirrormind") due to their

mind's alien nature and strange configuration. All other non-arcane spells are at -100 to effect them. Magic weapons lose -15 from their bonuses while in use against a pred yrric. (Pronounced yer-rick.)

Rancor: (-)-N-9; all within 100' take "A" depression criticals; all within 10' take "B" stress criticals; sight of the creature gives "E" shock criticals; free use of "Mind Disease" and "Mind Subversion" lists (Evil Mentalist) with tripled ranges; can become invisible at will; bite infects victim with rancor disease; 6'-8' long; use Large creature critical table.

There is a disease among the natharl'nacna that is akin to lycanthropy among humans. It causes any of these beings to become a rancor, although a rancor can assume its old form and all its abilities approximately 1 hour per day. The rest of the time a rancor has the stats and abilities given here, and looks like a floating mass of grey flesh covered with mouths and eyes with two small arms placed asymmetrically somewhere on the body. This disease is spread like lycanthropy, through the bite of the infected creature, although it only has a 1% chance of infecting a non-Elder Worm. These creatures thrive on emotions such as greed, malice, depression, fear, hate, worry, spite, and lust. To that end, they float through populated areas causing all sorts of bad feelings, urges and desires. They corrupt the minds of all they encounter with their spells, and then feed on emotions generated by the mind and the resulting circumstances of its corruption. They do not physically fight unless discovered. A rancor keeps the immunity to spells that it had before its transformation. Rancor flee natharl'nacna "society" as soon as they are infected and become loners causing havoc among a wide variety of people.

Wren'tac: (-)(-)-9; all within 20' take "C" stress criticals; all within 10' take "B" cold criticals; touch drains 8 Con pts or 2 life essence levels (see RMC II); non-solid form; uses "Death Mastery" (Necromancer base) with 3xlv1 PP; 6' tall; use Large creature critical table.

The wren'tac is a undead natharl'nacna. Occasionally when an Elder Worm dies, its spirit (which is very unlike mannish spirit) lingers on to bring death and destruction to those who still live. This being is a phantom, white in color, with only an upper torso visible as it floats through the air. Five arms with four opposing thumbs (no fingers) make them able to manipulate objects very dexterously. It can wield a weapon in each hand, though it can only make up to four attacks against a single opponent. Despite the forward placement of its eyes on the front of its horrid face, it can detect beings in 360° arc. Its head has a horn which it uses in combat as well. The wren'tac is icy cold, and its mere touch quickly drains life out of its victims. Natharl'nacna resistance to spells is still present in these beings, as they have a +35 bonus on all RRs vs. non-arcane spells and a +45 DB modification against all non-arcane elemental attacks. It is also still highly intelligent, even after death. (Pronounced ren-tack.)

ELDER BROOD

The Elder Brood are the foul legacy of the natharl'nacna. Some are creatures that were spawned by strange and twisted spells or technologies, and left here when the Elder Worms were banished. Others are newer creations of the evil beings, waiting with their dark masters for the time when they can be unleashed upon the world once again. The GM should decide which of these creatures he wishes to have still remaining in the world, although the cthugans are one suggested adversary that should be left with power, always plotting to bring back their horrible creators.

Astorith: (-)(-)-8; horns are poisoned with a 9th level (var. E) muscle poison; bite drains 1-3 (temp) Strength pts; 3.5'-4' wingspan.

Astorith are mindless creatures, flying with their insect wings. Their body is small, and most of it is taken up by its large, tooth-filled mouth. An astorith has five tentacle-like eyestalks, each with one large eye and two small poisoned horns that it can use to attack. It has no legs and no arms, or anything like them. Astorith are used as attack beasts by their powerful masters; they feed on a victim's strength, draining it from their foes with every bite.

Brain Z'him: (-)(-)-8; bite drains 1-2 pts from a random mental stat/round (temp and pot); 3'-4' long; reduce critical severity by 1 level.

These creatures are ruddy colored snakes with fan-like wings and a mouth surrounded by small tentacles. A brain z'him is eyeless, using a continual "Presence" (Mentalist base) spell to find its prey and some sort of very crude internal radar to avoid hitting obstacles. It grapples foes' heads with its tentacles and drains their brain fluids and chemicals. When a character is reduced to 0 in one mental stat, he is put into a coma. Losing all mental stats kills him. They are rather mindless in their hunt for food.

Cthugans: (-)-XU-8; tentacle's touch acts as a "Hold True" spell (closed ess. list, "Spirit Mastery"); bite injects an 8th level (var. D) nerve poison; spells (4xlv PP); reduce critical severity by 1 level.

Cthugans are the most populous of the elder brood, and the most dedicated and intelligent of the servants of the natharl'nacna. They appear to be humans with an octopus for a head, the tentacles projecting from where the chin would be. The touch of its tentacles will render a victim nearly motionless, giving the cthugan a chance to bite with its mouth (which is underneath the tentacles). Rarely, cthugans will use weapons, but most of the time they rely on their spells for combat situations. They have access to all the mentalism lists (or psion lists), and will know 11-20 of them.

Cthugans live underground in deep caverns, carving huge cities out of the earth. They wait for the return of their masters, and do everything they can to make that day come sooner. Meanwhile, they kill any and all humans and similar races they come upon, but generally try to keep their existence a secret. They often work with others of the elder brood.

Kraken-Drake: (-)(-)-8; both heads breathe plasma (PBr; cone length 300'; cone base 100'; bolt range 500'); 10% are winged; 60'-80' long, 100' wingspan; use super-large critical table.

Kraken-drakes are huge unintelligent beasts resembling giant squids with dragon necks and heads where the squid's eyes would be. The entire beast is black in color. The drake heads breathe plasma as a normal dragon would, but there the similarities end. A kraken-drake does not have caustic blood, does not cast spells, nor does it hoard treasure. In combat it grapples foes with its tentacles, crushing held victims until they are dead. It can bite or breathe plasma at the same time it uses its tentacles. Some of these creatures have huge, black wings to fly. These beasts are often used as shock troops for the Elder Worms.

Mric'atic: (-)(-)-8; grapple attack is accompanied by an electric shock giving additional electricity criticals; 12' long; use Large creature critical table.

This beast is a sickly grey-green color, although some are black. It has smooth, mannish skin covering its quadrupedal body. Four human legs support its tail-less torso. Its neck is long and snake-like, and its head is comprised of a mouth surrounded by tentacles.

It attacks prey by grappling with these tentacles, which give an additional electric critical due to the powerful charge that runs through the creature's body. It then bites its prey if necessary. Mric'atic can also use the electricity within them to send out tiny signals through their tentacles, allowing them to sense presences within 500'. It is not an intelligent creature, and is usually used like a hound by a more intelligent type of elder brood member or natharl'nacna.

N'abis: (-)(-)-8; body can vertically rotate 360 degrees while legs remain stationary; 3' tall; reduce critical severity by 1 level.

One of the least powerful brood members, a n'abis is a two legged creature with a small roundish body that has two large eyes in front and a large mouth on top. Its feet have nasty claws, and its bite is formidable. It can bite foes with its mouth by rotating its body vertically while its legs remain stationary. It can do a full 360 degree rotation, but then must rotate back in the opposite direction. It is unintelligent and its only concern is eating. It is carnivorous with an insatiable appetite. It makes an effective ward because of this, and is often used as such.

Octobat: (-)(-)-8; bite injects a 6th level (var. C) reduction poison; 3' long, 4' wingspan; reduce critical severity by 1 level.

These creatures are always encountered in numbers. They appear to be air-breathing octopi with bat wings. Their octopus beak is replaced by a fanged mouth and a bite that carries a powerful poison. They are unintelligent, although they serve their masters dutifully. When hungry, they prefer elves, unicorns and other "magical" creatures. They see well under all visibility conditions.

CTHUGAN



Pic'tarin: (-)(-)-8; bite injects 10th level (var. E) reduction poison; 10' long (including neck); use Large creature critical table.

This creature is a giant spider with a long serpent's neck and head. It is entirely black in color, with red eyes. Like a spider, it can cling to any surface, but it does not spin webs. It is fairly intelligent, and is a fantastic hunter. Using these hunting skills, it is useful as a tracker for its masters, hunting down enemies of the natharl'nacna.

Runi'cryptos: (-)-XU-7; stinger injects a special 6th level (var. C) paralysis poison (paralyzed 1 rnd/5% failure); 3' long.

Strictly a subterranean creature, a runi'cryptos is a small-bodied creature with a snake tail ending in a powerful stinger that injects paralysis poison. It has four long tentacles about 2.5' long that cling to any surface. These tentacles are used for movement along cavern and tunnel walls, or for grappling foes. Its head has three eyes and a mandibled mouth with a long tongue. It can see perfectly in either light or dark situations, even through magical darkness or "Brilliance" spells. Once a victim is paralyzed, it will leap upon him and deliver a fatal bite. It will often grapple victims first, but not always. It usually lives in small natural alcoves or short tunnels from which it will leap out of and attack any passersby. Cthugans often use these creatures to guard important areas, entrances, temple sites, and the like.

Slog Beast: (-)(-)-9; small heads breathe acid streams (treat as water bolts with additional acid crits, 100' range); acidic saliva gives extra acid crit with all bites; 4' long; use Large creature critical table.

Slog beasts are large grey-green or blackish-green frog-like beings with two large snakes jutting from their backs. These snakes spout acid streams which not only knock down opponents but also burn them with acid. If RMC III is not used, heat criticals can be substituted for the acid. All three heads bite, the largest being especially fearsome because of its size (it has a 3' wide mouth) and the rows upon rows of serrated teeth. It is carnivorous, and breaks down its meat with acid from its spittle before eating it. Occasionally used for guards by their masters, most of these creatures escaped the natharl'nacna and now operate on their own.

INDEPENDENT CREATURES

Fungiss: (-)(-)-8; immune to cold, vacuum, nether, slash and puncture criticals; touch is toxic as per a 10th level (var. A) reduction poison plus an additional acid critical; regenerates 5 hits/round; 10'-15' long, 10'-15' wingspan; use Large creature critical table.

Whether these beings were spawned on another world, or whether they are native to the cold reaches of space itself is not known. Composed entirely of an alien fungus, these creatures can "fly" through the vacuum of space or through the air by using some magical power in their wings. They look vaguely like winged worms with long antennae instead of eyes. They leave bits of their fungal body wherever they go, constantly regenerating any lost body parts. Huge clawed talons located on their underbody are their main means of attack, catching fleshy prey when they are hungry — which is most of the time. They simply absorb dead animal material into their bodies, as they have no mouth. Their touch is caustic to beings of a more normal nature. These creatures are rare, coming to this world only occasionally to feed. There is said to also be a foul ritual or spell to summon these beings from space. They have no connection to the natharl'nacna.

SLOG BEAST



Jirlon: (-)(-)-9; sting injects special 7th level (var. F) poison, RR failure: mild: paralyzed for 1-10 rounds; moderate: paralyzed for 1-100 rounds; severe: paralyzed for 1-100 minutes; extreme: paralyzed for 1-10 hours; once inside a victim's body, they can completely control his actions; cold attacks inflict double damage; 5" long.

These insectoid creatures are from a far distant world, traveling here by some unknown means. They are six-legged creatures with small bodies, long stinger-tipped tails, and almost human faces with large eyes. They attack their prey with their stingers, paralyzing them. Then they enter the victim's body through its mouth and take control of all body actions (including speech) by lodging themselves at the base of the brain. After that, they use this new body to accomplish whatever end they seek. Their ultimate goal is still unknown, but they seem to be taking control of political and magical power bases. They can control a victim no longer than 21-30 days before the victim dies (the jirlon sustains the victim for that long in some unknown way). If the jirlon leaves a victim before that period, the victim can be saved with healing spells but will die in 4-8 rounds if unattended. A jirlon can be forced out of a body by any sort of cold damage (which it fears). Upon leaving the body, the creature will rapidly flee. Like fungiss, they have no connection to the natharl'nacna.

DANGEROUS PLANTS

Battleweed: *wmk-DJ-6; 2"-9" tall; emits anger inducing spores (RR) causing battle; victor must (RR -10) stay and fight next victim.*

Black, leafy weeds found in patches, these plants feed on the anger of sentient creatures. When a being comes within 20' of a patch of these plants, those failing their RR after inhaling the spore-filled air will become very angry and anxious to fight any "enemies". There is a 75% chance that there will be a previous victim (type must be determined by GM, but it should be a creature or person indigenous to the area) there already, wishing to fight. The battleweeds will feed on all anger in the ensuing battle. The victor(s) of the battle must make another RR at -10 or remain among the battleweeds for another victim to battle. If there is no enemy around when a victim initially inhales the spores, another RR (modified by Self Discipline) must be made or even the best of friends will fight.

Bloodbloom: *nwmk-†,R,P-7; 5'-8' tall; shoots needles that automatically cause all wounds to bleed at 1 hit/round or will increase bleeding by 1 hit/round; reduce critical severity by two levels.*

Bloodblooms are tall, flowering weeds that frequently grow in rural areas, in cultivated fields and alongside roads. They feed on blood, absorbing it through their extensive root system. They obtain the blood by waiting for a victim to come very close to them (within 10'), firing 2-8 needles that are treated as light crossbow bolts. When these spines hit, they will cause a bleeding wound, making the target bleed at 1 hit/round. If a critical result already states that bleeding will occur, the needle will increase the rate of bleeding by 1 hit/round. The bloodbloom will then absorb all the blood that falls to the ground, through their roots. These stalked red flowers are the scourge of fertile farming areas and are greatly feared by country-folk.

Chillvine: *kic-DHPT-5; 9'-15' long; touch causes additional cold criticals; heat damage heals; reduce critical severity by one level.*

Pale green or white leafy vines that are animate enough to stretch out and grapple victims, these plants feed on heat in cold climates. When a victim is grappled or even touched, the plant will draw heat out of him or her (treat as though the victim takes an additional critical). Fire attacks will actually heal these plants — they do not burn.

Fireflower: *(tcf)-V,RW,HP-7; 3'-5' tall; shoots "Fire Bolts" (1x/2 rounds; range 100'); immune to fire; reduce critical severity by one level.*

Fireflowers are orange and yellow blooms that feed on meat. To slay their prey, they shoot "Fire Bolts". They will then reach out with venus fly trap-like leaves and "eat" slain victims, absorbing nutrients after they digest them with acidic fluids. Fireflowers are immune to heat and flame. Needless to say, they are very magical in nature. It is reported that the petals of the fireflower will give temporary resistance to fire if eaten.

Horasos: *hw-M,J-6; 6'-7' tall; takes no puncture criticals; touch drains 3 Con points or 1 life energy level (if RMC II is used); reduce critical severity by one level.*

Strange magics animate mounds of decaying plant material — leaves, roots, vines, stalks, etc., and these mounds take vaguely humanoid form. These creatures are considered "undead" plants by some sages and scholars. These hulks of rotting plants wander through swamps and jungles seeking prey. They attack either by bashing them with a leafy limb, or grabbing them and squeezing the life out of them. Horasos feed on life energy, draining it with their touch. Due to their strange bodily forms, puncture weapons simply pass through them, doing little serious damage.

DANGEROUS PLANTS

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Battleweed	1A	-	-/-	-/-	S/-	10A	1(0)	Special	4-40	-	-	Hungry(NO)
Bloodbloom	8E	-	-/-	-/BF	M/II@	75F	1(25)	100lcb(2-8x)	1-6	m	E	Hungry(VL)
Chillvine	5C	-	-/-	-/MF	M/I@	60D	11(15)	50MGr[cold]	1-4	g	C	Hungry(NO)
Fireflower	6D	-	-/-	-/MF	M/I@	50D	11(10)	40Bolt	1-8	g	D	Hungry(VL)
Horasos	6E	50	Jog/10	SL/MD	M/II@	110G	11(0)	75LBa/60MGr/80LCr«/Special	1-3	-	D	Hungry(LI)

CENTAURS

Bull: *wmskt-(AU),HP-5; 7'-8' tall from front hooves to head; suggested professional limitations: no mentalism or essence spellcasters; average lifespan: 120 years.*

Deer: *(haf)-(U)-5; 5'10"-6'8" tall from front hooves to head; suggested professional limitations: no Barbarians, Cavaliers or Bashkars; average lifespan 150 years.*

Lion: *(f)-(U)-6; 5'6"-6'7" tall from front paws to head; no suggested professional limitations; average lifespan: 100 years.*

Lizard: *(tcf)-(A),(T)-6; 5'3"-6'10" tall from front feet to head; no suggested professional limitations; average lifespan: 110 years.*

Scorpion: *ahmns-V,BFQZ,R,(T)-7; stinger attack carries a 6th level respiratory poison (var. C); 5'4"-6'2" tall from front feet to head; suggested professional limitations: no channeling spell users; average lifespan: 90 years.*

Spider: *(cf)-BFLMQZ,R,(T)-6; 5'4"-6' tall from front feet to head; no suggested professional limitations; average lifespan: 100 years.*

With the upper torso of a dark-haired muscular man (or woman) perched on top of a black bull's body, bull centaurs possess exceptional strength. They make great warriors and highly value honor and sacrifice, and place great significance on scars gained in battle. They hardly ever see eye-to-eye with their horse-bodied counterparts, but get along with some men and lion-centaurs. They are usually nomadic and dwell in tents made from the skin of great beasts. They rarely wear armor or use shields in battle, but often use large weapons. Unarmed combat is a favorite discipline of theirs; they have perfected the martial arts head-butt to a science.

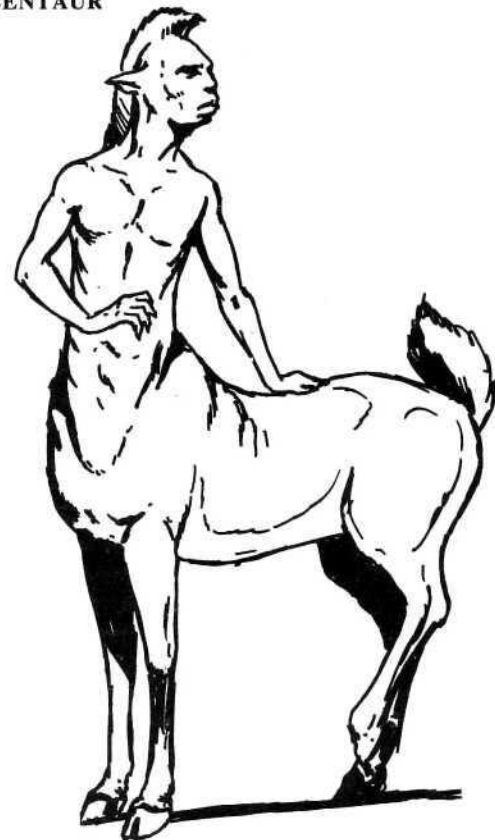
Graceful and quick, deer centaurs with slim mannish upper torsos and lower deer bodies usually dwell in forests, avoiding humans and other races if possible. Not timid, but cautious in outlook, deer centaurs can defend themselves quite well if need be. They cherish family life and friendship, and will easily give even their lives for their families or close friends. They are a very gregarious society, dwelling in wooden lodges built in secluded areas. They are experts with a short bow, but dislike melee combat.

Long fair hair cascades down from the head of lion centaurs, men and women with their lower bodies being those of lions. They dwell in most every locale, although the color of their pelt changes depending on where they call home. Northern lion-centaurs are white while others may be tan or dark brown. Those dwelling within the hot jungles are said to be black or even striped like a tiger. Lion centaurs are a prideful race, and are often considered boastful and haughty by others. Lawful by nature, these beings use contests (often, but not always, combative in nature) to settle their disputes. They place an extreme emphasis on victory and success, with losers often being self-exiled pariahs or even suicide victims. Lion centaurs live in large structures, often with open air courtyards. They are surprisingly good builders, but dislike doing anything underground or in close-quarters. Claustrophobia is a common racial psychosis. They like to stay in large groups, often with a very dominant leader which oversees all.

Green, black, grey and even blue are the colors of the scales on the lizard centaur's lower body, which is that of a large four-legged reptile. The head atop their mannish torso is usually kept shaved by both males and females. They do not usually live in large groups, and in fact it is not uncommon for them to live alone, coming together as a group only once a year or so for a social gathering in a specified place. Usually this place is holy to them, being a secluded isle or a stretch of coastline where they worship their gods, exchange information, and mate. Alone, they wander the world, seeking new knowledge, excitement, and sometimes wealth. They are commonly found among the lizardmen (just passing through), and speak their tongue. In ancient fables there was said to be a more powerful version of the lizard centaur that had a man's upper torso perched upon the body of a dragon with huge wings and powerful claws and tails. These being were even said to have breath weapons. Whether such a being existed or still exists, no one knows.

The multi-legged body of a red scorpion, complete with stinger, makes up the lower portion of the scorpion-centaur. Its mannish head is always covered with jet-black hair and has piercing red eyes. In this society, the weak and injured are killed and eaten to serve the group rather than hinder it. One member usually rules the group, although he is most likely often challenged by other would-be leaders, and scorpion centaur society is constantly torn apart by inner conflict. They seem to thrive on competition, strife and conflict, and only stop fighting themselves when there is an external foe to contend with. However, it is said that this constant

DEER CENTAUR



conflict in their society is making them one of the strongest races because of the constant natural selection process going on, although this also keeps them from increasing to numbers that would actually pose a threat to other races. Besides their sting and large pincers, they use long pole arms, spears and lances in battle. They do not wear armor or carry shields.

Spider centaurs have black, red, white and/or grey spider bodies with human upper torsos, having dark hair, skin and eyes. Spider centaurs are usually greedy and vicious. They greatly value wealth, both magical and monetary. Loners most of the time, they will stop at nothing to protect their hoard or to gain more. They often use poisons, especially on their weapons, and creatures such as giant spiders often accompany them as pets. Spider centaurs are often victims of vampirism: treat as a normal vampire except that they can transform themselves into mist, a giant spider, or a small spiderbat.

GRATAR

Green: (f)-NVX†@#,(GO),(T)-3; 5'-5' 10" tall; suggested professional limitations: warrior types only; average lifespan: 85 years.

Yellow: (f)-NVX†@#,(GO),(T)-4; 5'-6' tall; suggested professional limitations: no spellcasters; average lifespan: 100 years.

Black: (f)-NVX†@#,(GO),(T)-5; 5'-6' tall; suggested professional limitations: non and semi spell users only; average lifespan: 120 years.

Grey: (f)-NX,(GO),(T)-6; 5'-6' tall; no suggested professional limitations; average lifespan: 150 years.

Red: (f)-NX,(GO),(T)-7; 5' 6"-7' tall; no suggested professional limitations; average lifespan: 200 years.

Gratar are frog-like humanoids, about man sized in height, and predominantly evil. Possessing wide drooling mouths and large bulbous eyes, these creatures are amphibians, but spend most of their time out of the water, and even dwell underground occasionally. The color of a gratar's skin indicates their type and their approximate level of power.

Green gratar are the weakest and most common. They walk hunched over and often drag their arms on the ground. They use pole arms, scimitars, spears, javelins and shields. Green gratar almost never wear armor, preferring rags for clothing and battle-dress. Green gratar rarely have much of value because whatever they manage to obtain is usually taken from them by more powerful gratar, or other beings. They are not very bright and are easily bullied or cowed. They like to spend at least some part of each day in the water, but it is not a physical requirement.

Yellow gratar often paint their bodies to make themselves appear more fearsome. They use the same weapons as green gratar, and spend even less time in the water. Some occasionally wear leather armor, but most like to expose their body paint. They walk in more of an upright fashion and are generally larger and stronger than green gratar, being the equivalent of the average man.

Black gratar are large and strong, with powerful claws and teeth, although they also use weapons, preferring two handed swords, battle axes, and falchions. They are intelligent and some even cast spells, and they often lead large groups of green and yellow gratar. They wear chain armor most of the time.

Grey gratar are lean, yet strong. Assassins and killers, these beings usually work alone. They use poisoned weapons, usually long knives and cleaving swords. Grey gratar wear dark clothing and cloaks and occasionally chain or plate armor. They are employed by evil humans or other foul beings to assassinate

VARD ORC



enemies, or perform other covert work. They are generally not encountered with other gratar, unless one of their secret lairs is found; then many grey gratar will be discovered, and possibly some of the lesser types working as guards, and servants.

Red gratar are also known as royal gratar. They are very rare, and are found usually leading large forces of other gratar. Red gratar are actually mutant green gratar and are not a "race" unto themselves. They are very large, and are usually great warriors wielding huge weapons, but can also be found leading gratar societies when they are old, decrepit and shrivelled.

ORCS

Grey: (-)-X@#ARU-7; 4' 6"-5' 10" tall; partially blinded by direct sunlight (-50 to all activities); suggested professional limitations: only spellcasters; average lifespan: 300 years.

Scrug: (-)-X@#ARU-7; 7' 6"-9' tall; partially blinded by direct sunlight (-50 to all activities); suggested professional limitations: warrior types only; average lifespan: 100 years; use Large creature critical table.

Vard: (-)-X@#ARU-7; 5'-6' tall; dislike, but can operate normally in direct sunlight; no suggested professional limitations; average lifespan: 90 years.

Differing from normal orcs in some ways, these orcs are just like their more common brethren in personality and habits. They are beings most foul, possibly tracing their ancestry back to twisted and evil elves. Grey orcs are a variant strain of lesser orcs, differing physically from them in that they are larger and have smokey grey skin. Grey orcs are highly intelligent, although they use that genius for evil and dark things. They are all spellcasters of any and every

type, but most are Sorcerers, Evil Clerics and Magicians, and Necromancers. They often work in small numbers with other types of orcs. There is a connection between the grey orcs and the rhodintor (see Entities From Other Planes), although exactly what that link is, no one knows for sure.

Scrugs are another strain of lesser orcs. These beings are huge, dwarfing even the largest men. Their strength is remarkable, and they are often mistaken for ogres or trolls at a distance. While most are not disposed to being chieftains, scrugs can often be found as the bodyguards of orc chieftains, although they have no regard for any other living being, even other orcs, and have been known to use one of their lesser brothers as a weapon when there is no other to be found. They can also be encountered on their own, usually a group of scrugs will be hunting, raiding or resting in their lair. They are very ambitious and hard-working as orcs go. They wear armor and wield large weapons like clubs, axes, flails, and so on.

Vards are a mutation of the greater orcs. They have four arms and can use them all with great dexterity. They can use a shield and three weapons, or four different weapons. They are usually encountered on their own and not among other orcs, although there are exceptions. Their skill in combat makes them well respected and/or greatly feared among beings of their ilk (orcs, goblins, gratar, hobgoblins, etc.). This new mutant strain is not perfected yet, and most are born horribly deformed with six or more arms, two heads, multiple legs, no arms, or worse.

SPECIFIC RACES

Avinarc: (-)-N⁺-7; 5'6"-6'2" tall; no suggested professional limitations; average lifespan: 80 years.

Once a proud and noble race that once had entire lands to themselves, these bird people have slowly dwindled in number due to a powerful curse placed on them by a great witch in ages past. A hood pulled off a dark-cloaked stranger in the back corner of a tavern may reveal an avinarc, with its hawk-like head and its feather-covered skin. They are reclusive now, quietly blending in with human society, quite often becoming involved with the shadier side of humanity. They use their bird-like quickness and agility to aid them in thievery and skullduggery. Though they are not inherently evil, humans are a lesser race to them (though they never say so) and they do not care what becomes of men or their society. Their once powerful wings have become arms with dextrous hands. Only their heads and their feathers would give them away as a non-human. With a cloak covering them, their form is that of a lightly-built human. An ancient prophecy states that the avinarc will one day overcome the curse and rise up again in numbers and power, but until then, they are content to wile away the days with the flotsam of mankind.

AVINARC, GREEN GRATAR, NYCAMERITH, SIBBICAI, AND SHUIKMAR



RACES													
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)	
Centaurs													
Bull	4C	50	FSpt/10	MD/MF	M/-	90F	3(10)	70Melee/30Missile/40MBa	*	*	D	Agress(AV)	
Deer	2C	100	Dash/20	FA/MD	M/-	50D	3(50s)	10Melee/40Missile	*	*	C	Varies(AV)	
Lion	4C	90	Dash/10	MF/MF	M/-	80E	3(30s)	75Melee/40Missile/50MCi	*	*	D	Varies(AV)	
Lizard	3C	60	FSpt/0	MD/MF	M/-	75D	10(25s)	50Melee/30Missile	*	*	C	Varies(AV)	
Scorpion	4C	60	Spt/5	MD/FA	M/-	70D	12(10)	50Melee/40Missile/60LSt/40LPi	*	*	D	Belig(AV)	
Spider	3C	65	FSpt/10	MD/MF	M/-	60D	3(30s)	40Melee/40Missile	*	*	C	Greedy(AV)	
Gratar													
Green	2A	50	Spt/0	SL/MD	M/-	40C	1(15s)	30Melee/20Missile/20MBi	*	*	B	Belig(MD)	
Yellow	4C	60	FSpt/0	MD/MD	M/-	70D	9(25s)	60Melee/50Missile/30MBi	*	*	C	Belig(AV)	
Black	8E	70	FSpt/5	MF/MF	M/-	100F	14(35s)	100Melee/100Missile/ 60MBi/60MC	*	*	E	Cruel(AV)	
Grey	12F	75	Dash/15	MF/FA	M/-	150G	17(35s)	130Melee/130Missile/ 50MBi/Spells	*	*	G	Cruel(AA)	
Red	15G	60	FSpt/10	MD/MF	M/-	200H	18(25s)	155Melee/155Missile/ 70MBi/Spells	*	*	H	Cruel(AA)	
Orcs													
Grey	8E	50	FSpt/0	SL/MD	M/-	90F	8(20s)	Spells/80Melee/50Missile	*	*	E	Cruel(AA)	
Scrug	4C	50	FSpt/0	SL/MF	L/LA	150G	17(20s)	100Melee/80Missile	*	*	D	Cruel(MD)	
Vard	4D	60	Spt/0	MD/MD	M/-	75F	17(40s)	80Melee(1-3x)/80Missile	*	*	D	Cruel(AV)	
Specific Races													
Avinarcs	3C	70	FSpt/20	MF/FA	M/-	60D	1(35s)	40Melee/40Missile/60LPi/Spells	*	*	C	Aloof(AV)	
Cherubim (fly)	5D	100	Dash/25	FA/FA	M/-	70B	1(45s)	40Melee/50Missile/Spells	*	*	D	Varies(AV)	
Dragonians (fly)	5D	70	Dash/10	MF/MF	M/-	95F	12(30s)	70Melee/60Missile/ 40MBi/40SCI/30FBolt	*	*	E	Belig(AV)	
Minoths	5D	1	Dash/10	IN/MF	T/-	1A	1(40)	Spells/40We(1 pt damage)	*	*	B	Aloof(AA)	
Nycamerith	2B	40	Run/0	SL/MD	M/-	40C	1(0)	10Melee/20Missile/Spells	*	*	A	Varies(AV)	
Plynos	3C	70	Dash/10	MF/MF	M/-	60D	13(40s)	50Melee/50Missile/40MHo/Spells	*	*	C	Varies(AV)	
Quishad	5E	70	Spt/20	FA/FA	M/I	100F	18(30s)	80Melee/80Missile/Spells	*	*	D	Varies(EX)	
Rancids	4E	20	Jog/10	VS/MD	M/-	80E	1(0)	Spells/60MBa(1-5x)	*	*	D	Agress(HI)	
Shuikmar	3D	70	Spt/10	MF/MF	M/-	70E	4(30s)	60Melee/40Missile/Spells	*	*	C	Cruel(AV)	
Sibbicai	3D	80	FSpt/5	MF/MF	M/-	65D	3(30)	50Melee/50Missile/Spells	*	*	C	Varies(AV)	
Scrav	4D	60	Spt/5	MD/MD	M/-	70E	12(10)	70LSt/50MBi/25We/Spells	*	*	D	Cruel(AV)	
Troll, Sea	9E	70	Spt/0	MD/MD	L/II	200G	11(20)	100LCI/75LBi/50We	*	*	F	Hostile(LI)	
Urloc	7G	65	Spt/10	MF/MF	M/II	130G	3(20)	50Melee/40Missile/Spell	*	*	F	Cruel(EX)	
Zrax	4D	90	Dash/10	MF/MF	M/-	65D	1(20)	60Melee/60Missile	*	*	D	Agress(AV)	
* — Special.													

Cherubim: (af)-A-7; 6'-7' tall, 14'-16' wingspan; no suggested professional limitations; highly resistant to extremes of natural heat and cold; death occurs only through violence.

Dwelling in gleaming cities floating high in the clouds, these beings appear very much like winged elves. They are in fact, distant relatives of the elven races, and are always on good terms with them. They do not deal with humans often, and simply prefer to avoid them. Among the members of this race are those who resemble the dark-haired high elves and those of the lighter fair elves (without a visible aura). They are far more somber than elves, but still more light-hearted and gay than most humans. Their bones are hollow like a bird's, and their bodies are structured for flying, so cherubim are not as strong of arm as many other races. They are as adept at magic as elves are.

Dragonians: (-)-VX,(O),CDWP-7; breathe fire (1x/min; 30x/day; as a "Fire Bolt" with 100' range); 6'-8' tall, 12'-18' wingspan; no suggested professional limitations; average lifespan: 900 years.

Dragonians are sometimes called were-drakes, but they are nothing of the sort. They are humanoid reptilians that greatly resemble fire drakes in that they have large leathery wings and can breathe fire. They have a good relationship with dragons of all types and they may be a type of humanoid fell beast. Dragonians live in ancient cities below the ground, on high mountain peaks, or among the clouds, and can be encountered in groups within forests

or rough wastelands,. They generally avoid civilized areas where they would be attacked on sight. The cherubim are their life-long enemies, and many great wars have been fought between them among the clouds. Dragonians are more evil in their ways than dragons, greedy and warlike to the extreme. While drakes sleep away the years or sit in their lairs and ponder great riddles, dragonians prefer to constantly plunder and destroy.

Minoths: (f)-(T)-7; 3"-4" tall; suggested professional limitations: no channeling or essence spellcasters; most know Mentalist base lists through 5th level, even if they are another class; average lifespan: 40 years.

Tiny humans that are often mistaken for insects, these beings are intelligent and have a highly advanced culture despite their small size. The only way they can communicate with larger races is through the use of telepathic spells. A Minoth will often use his mentalist powers to take over the mind of a larger creature and control him in order to accomplish some specific task. Rarely are they discovered as the perpetrators of these mental takeovers, simply because they are so small. Their tiny cities are usually underground for fear of a Large creature crushing them accidentally. They often capture insects and use them as mounts or beasts of burden. Minoths are generally peaceful and avoid contact with other races unless they need to use a large individual, or need to communicate with them for some reason.

Nycamerith: (a)-(OZ)-4; 4'-4'8" tall; no suggested professional limitations; average lifespan: 600 years.

Although many wonder if they are akin to gnomes or even halflings, these short, fat, blue-skinned beings are most likely an entire race unto themselves. Their ears are large and pointed and their eyes dance to the music that they continually play. Nycamerith are known far and wide as the greatest musicians and musical instrument crafters in the world. They are sometimes skilled as great craftsmen of other delicate constructions as well. Making their way through life following The Great Song, they are a cheerful and pleasing people, rarely getting involved in anything violent, dangerous or risky. Rarely armed, they simply do not go into hostile or dangerous areas. They are content to entertain in taverns and work their craft. They dwell in secluded villages located in deep valleys or on high mountains.

Plynos: wmskt-AR,CDH-7; 5'6"-6'4" tall (not including antlers); no suggested professional limitations; average lifespan: 80 years.

A regal buck's or lithe doe's head graces a human's body making this being easily identifiable as a plynos. They are sometimes encountered in the company of deer centaurs, but are generally more aggressive than the centaurs. The deer men are herbivorous, but they (particularly the bucks) enjoy combat and battle if it is noble and honorable — they do not abide cruelty or senseless violence. They dwell in wooden cabins of their own construction and live in family clans of six to eight individuals.

Quishad: (-)-EKNX#,S-7; 5'11"-6'3"; suggested limits on profession: no channeling users; even non-spellcasters know spell lists 30% of the time; 2 hours of meditation per day equal mortal sleep; average lifespan: immortal.

The Quishadi are a magical race, created by the Urloc, but now a race unto themselves. They rebelled against their creators hundreds of years ago, and now exist only to make war on their enemies. The Quishadi-Urloc wars are infamous for the destruction that they wrought, and the mighty magics that they unleashed. Entire lands were laid waste — particularly by the demons that were conjured by each side. The Quishadi finally managed to break away from the Urlocs, and now dwell independently, albeit often times in the ruins left by their former masters.

Quishadi appear to be skeletal humans, being originally created to parody that race. A quishad's hair is black and often long. Their black skin is covered with yellow blotches, and it is drawn tightly across their bony form: they are often mistaken for undead of some sort. Quishadi can be members of any profession, but are most frequently Warrior Mages, Cavaliers, Assassins, Mystics, Mentalists, Magicians and a form of the Witch profession (replacing the "Nature's Mastery" list with the "Gate Mastery" list). The quishadi witches make the potions and magical candles that most of the race possess. If *RMC II* and/or *III* are not used, use Magicians, Mentalists, Mystics, Alchemists, Fighters and Rogues for the quishadi professions. Even a non-spellcaster quishad has a 30% chance to know 1-3 essence or mentalism open lists. Most members of the race wear plate armor into battle, and use bows and wavy-bladed scimitars called *kris*.

Quishadi do not serve a deity of any kind. Clothed, females and males can only be identified as such by their hair length: females wear theirs even longer than the males. Both sexes appear to be equal in status. Their society is based on the number 11, rather than 10 as in human society. Like their Urloc creators, they dwell along the coastlines of large seas. They do not, however, have great skill in seamanship or shipbuilding, thus they are almost never encountered at sea.

Rancid: hnwmm-X,IMS,RU,HJ-7; 3'-8' in diameter; mutable form; suggested professional limitations: no channeling or essence spellcasters; average lifespan: 300 years.

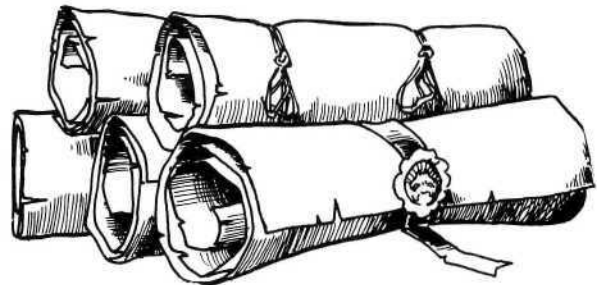
Large amoebas able to produce psuedopods as needed and possessing a mutable form, these creatures can be found near the ocean above ground or in sea caverns and caves. They exist just as easily in or out of the water. Rancids are extremely alien to man, in thought as well as in biology. Rancids think of all other races as no different than animals and will eat them both without question. The single-celled creatures eat by covering their food with their opaque white form and slowly absorbing the nutrients they need. Rancids are very adept at the skills and disciplines of the mind, and most are Mentalists. They never use weaponry, but defend themselves with their psuedopods of which they can produce up to five at a time. A rancid construction or home has never been found, and it is thought they simply dwell in caves.

Shuikmar: (-)-OS-7; 5'7"-6'8" tall; no suggested professional limitations; average lifespan: 90 years; must totally immerse once per day in saltwater, -10 to all activities for each missed day (at -80 coma ensues, at -100 death occurs).

Ancient enemies of the mermen, shuikmar are also known as sharkmen. They are hairless humanoids with thick, grey, shark-like skin, webbed hands and feet, a dorsal fin-like crest on their heads, and a shark's tail. They dwell in fortress-cities deep below the sea. They can come up out of the water as mermen do, but do not care to unless it is necessary. They raid mannish settlements, ships crossing the sea, and mermen cities for booty, food, and slaves. They are cruel and merciless to other races, and have the hunting instincts and senses of a shark. They often use sharks as pets and/or mounts. Weapons used by these raiders are usually tridents, spears, and other thrusting weapons, along with weighted nets. Among themselves, however, they are civilized and cultured. They have fantastic undersea universities and libraries filled with knowledge, for theirs is an ancient race much older than man. Many are spellcasters and their priests spread the doctrine of some strange shark god.

Sibbicai: msktc-CDHP-6; 5'10"-6'5" tall; no suggested professional limitations; average lifespan: 70 years.

Most likely distant kin of the vulfen (*C&T*), these humanoids have a jackal's head and smooth, oily black, short haired coats covering their muscular bodies. Their hair is long only on their heads, like a human, and they usually wear it either up in a crest, or long, down their backs. In battle, they wear armor and use a variety of weapons. Groups of sibbicai often hire themselves out as mercenaries, but they are very expensive. An intelligent and cultured people, they fit in well with other mannish races, assuming the other races have no prejudices. Sibbicai are generally quiet and subdued, yet they are quick to anger. (Pronounced sib-ick-eye.)



Scrav: (hf)-(GOZ),(T)-6; 6'-7' tall, 10'-12' wingspan; suggested professional limitations: no channeling spell users; average lifespan: 30 years.

Found in many areas but preferring dark marshes and deep jungles most, these insectoids make their lairs from a web-like secretion that they produce. They have four small legs which they use for short distance locomotion and for manipulating objects. They also have two very large legs that they use to stand upright. They have wasp wings on their backs for longer journeys. At the end of their abdomen, they have a semi-prehensile sword-like stinger. Scrav skin is brown or black, and chitinous. Their head is large and crested, with small white eyes and a large, ridge-filled mouth. On their head they often paint a symbol to show rank or status. They dwell alone, but never very far from others, and they can be organized by a queen (which is usually the mother of all in an area) to perform some task. Occasionally a queen will be a very ambitious sort, and she will raise an army to conquer surrounding lands, capturing those they do not eat and making them slaves. The queen will usually live in a larger structure with 10-100 scav attending her.

Scrav are voracious meat eaters, usually killing animals such as deer, cattle, or mannish peoples and eating them. A scav needs such a meal every other day at least. They attack with their stingers, to which they often apply poisons. Sometimes a scav will use a large weapon, but they find them to be clumsy and awkward compared to their natural weaponry. Occasionally they will set up web-traps as a spider would, to capture prey. Scrav are cruel and merciless to others and even to each other if they are not supervised by a queen. The queen lays her eggs in the bodies of large creatures (cattle, humans, etc.) wrapped in the web-like secretion that they produce.

Trolls, Sea: (-)-FLOS-7; 8'-10' tall; suggested professional limitations: no spellcasters; average lifespan: 80 years; reduce critical severity by 2 levels.

Both salt water and fresh water breeds of this variety of troll exist, the fresh water variety are usually known as lake trolls. Their large clawed hands are webbed and their wild, unruly tresses are green and look ever so much like patches of seaweed. Their rough, rocky skin is black or dark green. They dwell in dark, murky waters terrorizing fish schools and merman settlements. Like mermen, they have the ability to come out of the water, but only for about an hour at a time, and they abhor the sun (though they operate normally in its light). They use this amphibious ability to raid an occasional fishing villiage or ship. At times they work with the sharkmen, combining their brawn with the shuikmar's brains (which all trolls are short on).

Urloc: (-)-EKNX#,OS-8; 5'5"-6'; suggested limits on profession: no non-spellcasters; no sleep requirements; average lifespan: immortal.

The urloc are a magical race that has inhabited the world eons longer than the human races. They most often dwell on the coasts of mysterious oceans in huge fortress cities. Their magic has created many enchanted servants (constructs, golems, viles, etc.) to help and protect them. Urlocs are large, grayish-blue humanoids with stout bodies and wide mouths. Their eyes are yellow and without pupils. While they are mostly Magicians, Evil Magicians, Evil Clerics and Mentalists, they can be of any spellcasting profession. A GM may want to reserve some class or special spells for Urloc, as they are known to have mysterious and rare magics.

SCRAV



Clad in robes, these beings rarely wield weapons. They are known for their fantastic constructions, both cities and ships, so urloc are often found on ships sailing the sea. The most powerful members of this race display their status by wielding incredible relics of power. Many known artifacts are of urloc construction.

Asexual, the society of these beings is based totally on magical procreative power. Rulers are always the strongest, and are often challenged by would-be usurpers. The urloc are cruel and heartless by human standards. They worship the abstract concept of chaos. Certain humans try to learn urloc magics and philosophies and attempt to obtain their artifacts. Such humans who have survived their teachings are called wizard-priests.

Zrax: (cf)-(GO),(T)-6; 5'6"-6'7" tall, 6'-7' wingspan; immunity to many poisons and diseases; no suggested professional limitations; average lifespan: 5 years.

These short-lived people have human bodies and the head and wings of a common housefly. Because of their short lives, they are a quick and impatient race, and they never need to sleep. They are omnivorous, but prefer meat. Zrax use weapons of all types, and often employ toxins, being immune to most poisons and diseases themselves. Their wings are small, but they beat so quickly that they are able to keep a zrax aloft. They dwell in large communal structures that they construct like adobe buildings. They do not value wealth, but do thrive on excitement and danger.

CREATING YOUR OWN MONSTERS

Often a Gamemaster wishes to create new and unique creatures to add flavor and inject excitement into his world. This section provides some guidelines and suggestions which may help in this process. Three basic approaches to creating creatures are discussed: combining or modifying the capabilities of existing creatures, adding a new capability to an existing creature, and designing an original creature. These approaches may be used individually or collectively. Herein, you will also find a section on giantism, another easy way to create new monsters — just take existing creatures and make them bigger.

12.1 COMBINING CREATURES

The composite monsters presented in Section 5.0 are good examples of how to combine and modify other creatures. An Arachat has the body of a spider, but the head of a panther. A Dracacus combines the properties of a fell creature and a pegasus. There are many other examples.

The composite monsters of Section 5.0 involve basic modifications to base creature forms; actually any of the *C&T* or *C&T II* statistics (Lvl, Base Rate, Size, Crit, etc.) provided for a given creature may be modified or replaced with statistics from another beast.

Remember, minor changes can often provide great variety. Just increasing a creature's intelligence (IQ) or changing its Outlook can alter a dull, boring animal into a powerful, exciting "monster" (or at least make it a more interesting conversationalist). Section 12.4 gives some guidelines for giantism, a method for turning small, non-dangerous animals into huge potential "man-eaters". Giantism involves increasing a standard creature's size and thus a number of its other statistics.

12.2 ADDING NEW CAPABILITIES

Adding new capabilities to existing creatures can produce a seemingly familiar creature which provides real novelty and surprise for those encountering it. Standard additional capabilities include:

- 1) Special movement powers: flying, leaping, swimming, burrowing, "Leaving", "Longdooring", "Wind-walking", etc.
- 2) Special defensive powers: unusual Armor Types, the use of the Large and Super Large Critical table by smaller creatures, and immunity from certain types of attacks, special magic resistance, etc.
- 3) Special offensive powers: breath weapons, element attacks, poisons, death gazes, gas cloud attacks, etc.
- 4) Professions: creatures can be given professions (and the resulting capabilities) from *Rolemaster*.

- 5) Spell casting powers: either inherent powers equivalent to spells or the ability to cast actual spells. Random spells and spell lists for creatures can be obtained by using the Master Spell List Chart in Section 14.2. If casting actual spells, creatures should be given 1-5 Power Points per level.
- 6) Special mental powers: this can be handled by giving the creature the proper mentalism spell casting capability, or if *Space Master* is available, Psion lists may be given.

12.3 CREATING AN ORIGINAL CREATURE

Of course, it is impossible to tell someone how to "create something original"; because if you could, then the result would not be "original". However, there are a few hints and suggestions which can help the process:

- 1) Balance strengths given a creature with weaknesses.
- 2) Balance the power of a creature with the rewards (i.e., treasure and EP) received from defeating it.
- 3) Do not always view a creature's power in terms of brute strength and offensive capabilities; subtle factors such as speed, spells, special item use and intelligence can often lead to more interesting encounters.
- 4) Use sources from mythology and literature to guide you.
- 5) Try not to be too heavily influenced by already existing creatures found in this and other FRP products; be creative and design your own creatures that fit into your world.

12.4 GIANTISM

In a FRP game, using monsters that can be easily visualized by the players adds detail and flavor to a game. This is often accomplished by using pictures of the creatures from mythological sources, FRP products, and personal sources. Another useful method is to create monsters that resemble familiar animals from our own world. This can be accomplished by using some of the techniques presented in Section 12.1. When using *C&T* or *C&T II*, one of the easiest and most rewarding of these techniques is to take a normal animal and make it a "giant animal", thus increasing its power and its potential danger to characters.

The Size classifications in *C&T II* are Tiny, Small, Medium, Large, and Huge. When describing the effects of giantism, one "size step" is Tiny to Small, Small to Medium, Medium to Large, or Large to Huge; a two size step is Tiny to Medium, Small to Large, or Medium to Huge; a three size step is Tiny to Large or Small to Huge; and four size steps are Tiny to Huge. Below, we present suggestions for how to modify each creature's statistics when its size is increased.

Level: For each size step increase, add one to the creature's level; then multiply the resulting total by 2. For example, a Tiny creature (with a level of 0) made into a Medium creature (2 size steps) by giantism would have a level of $(0+1+1) \times 2 = 4$.

Movement Stats: Giantism does not normally modify a creature's Max Pace, MM Bonus, MS, or AQ; it does affect its Base Rate however.

Base Rate: For every size step increase, add 20 to the creature's Base Rate.

Combat Stats: Giantism affects each of the creature's combat statistics.

Size: Straightforward.

Crit: When the size of a creature is increased to Large, the creator of a "giant" creature must decide on a Crit type to use: L/I, L/II, or L/LA. When the resulting size is Huge, he must decide on H/LA or H/SL. He can base this on the actual size of the "giant" creature or on some of its special properties.

Hits: For each size step increase add 10 to the creature's hits; then multiply the resulting total by 2. For example, a Tiny creature (with 5 hits) made into a Medium creature (2 size steps) by giantism would have $(5+10+10) \times 2 = 50$ hits.

AT(DB): Most ATs will not change due to giantism, but some Tiny creature with ATs of 1 may be given other ATs, like 3 or 4, at the Gamemaster's discretion. For each size step increase, a GM may wish to subtract 10 from the creature's DB. This represents the loss of dodging ability that a giant creature undergoes. Alternatively, GM's may increase a giant creature's DB by 10 for each size increase to represent the toughening of its hide.

Attack Type and Size: All attack Types and Patterns remain unchanged. Increase the attack Sizes by the same number of steps that the creature's size changed by.

Offensive Bonuses: For each size step increase, add 20 to the creature's original OB. For example, a Tiny creature, with a 10SBI attack, made into a Medium creature (2 size steps) by giantism would have a Large Bite OB of $(10+20+20) = 50$.

Encounter Stats: How to change most of these statistics (# Enc., Treasure, Outlook, and IQ) is up to the Gamemaster on a case by case basis. We suggest that the EP Bonus be increased at least one step (i.e., one letter code) for each size step increase.

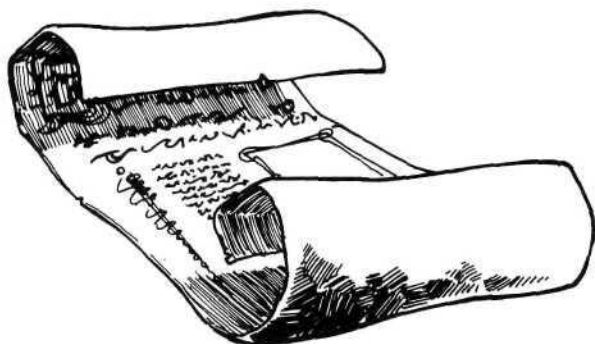
13.0 POISONS AND THEIR EFFECTS

Poisons come in many forms and involve myriad effects. Actually, they count any substance which destroys life or impairs health from within the victim, regardless of the ultimate result.

The guidelines here relate to the design of poisons suitable for an FRP game and specifically associated with living creatures. In this case, a poison's source and form will depend on plant, animal, or monster that uses it. Creature-based poisons are described using the following criteria:

- 1) The attack level (in terms of a base level and a variability factor);
- 2) The type of effect; and
- 3) The degree of severity (which includes restrictions, modifications, or ranges pertaining to the severity of effect).

Often the attack level of a poison is given as a base attack level and a variability code (A-H) in parentheses. This variability refers to the Poison Level Variability Chart to the right.



POISON LEVEL VARIABILITY CHART

Roll	Poison Level Variability Code							
	A	B	C	D	E	F	G	H
≤ 01				Poison is Ineffective				
02-10	-1	-2	-3	-4	-5	-6	-10	-2
11-15	0	-1	-2	-3	-4	-5	-8	-2
16-20	0	0	-1	-2	-3	-4	-6	-1
21-25	0	0	0	-1	-2	-3	-4	-1
26-35	0	0	0	0	-1	-2	-2	-1
36-45	0	0	0	0	0	-1	-1	0
46-55	0	0	0	0	0	0	0	0
56-65	0	0	0	0	0	+1	+1	0
66-75	0	0	0	0	+1	+2	+2	+1
76-80	0	0	0	+1	+2	+3	+4	+1
81-85	0	0	+1	+2	+3	+4	+6	+1
86-90	0	+1	+2	+3	+4	+5	+8	+2
91-100	+1	+1	+2	+4	+5	+6	+10	+2
101-140	+1	+1	+2	+5	+6	+7	+11	+3
141-170	+1	+2	+3	+6	+7	+8	+12	+3
171-190	+1	+2	+4	+7	+8	+9	+13	+3
191-200	+2	+3	+5	+8	+9	+10	+14	+3
201-250	+2	+4	+6	+9	+10	+11	+15	+3
251-300	+3	+5	+7	+10	+11	+12	+16	+4
> 300	+4	+6	+8	+11	+12	+13	+17	+4

To determine the actual attack level of a poison, first roll (1-100 open-ended) and cross-index the result with the poison's "variability" code letter. The resulting modification is then added to the "base attack level" of the poison to obtain the actual attack level. For simplicity purposes, a Gamemaster may wish to just use the base attack level as the actual attack level.

When designing your own poisons, you need to consider these factors, as well as noting any peculiarities the poison might have (e.g., attack bonuses).

13.1 TYPES OF EFFECTS

For convenience's sake, we classify poisons in six effect categories:

- Circulatory Poisons
- Conversion Poisons
- Muscle Poisons
- Nerve Poisons
- Reduction Poisons
- Respiratory Poisons

Each is a grouping of substances which share common symptoms and means of attack, and work toward the same detrimental aim. All poisons in a given category affect a given system in the victim's body. Essentially, circulatory poisons disturb the system which moves blood and lymph through the body. Conversion poisons transform fluids or tissue into a new form, muscle poisons attack the tissues and organs which produce movement, and nerve poisons disrupt the body's signalling mechanisms. Reduction poisons dissolve tissue, while respiratory poisons retard a victim's ability to take in oxygen and give off carbon dioxide.

13.2 SEVERITY OF EFFECTS

Within these categories are four levels of severity that determine the degree of harm to the victim: mild, moderate, severe, and extreme. Normally, the degree of severity is based on the potential victim's resistance roll (RR), but the description of the poison or circumstance may dictate otherwise. If two or more means of determining severity are specified (e.g., the victim must make a RR and a roll based on his Constitution), resolve each and apply the most severe result.

RR-BASED SEVERITY

Generally, a person receiving a critical strike in an attack that is accompanied by a poison must make a RR (using the standard RR table), comparing his own level with the level of the poison. When an unfortunate soul fails a RR, the GM should determine how much of a failure is involved by comparing the adjusted RR with the number needed to succeed. Generally the victim adds his Constitution stat bonus and his Race bonus to the RR. Unless the poison attack is described otherwise (e.g., the poison delivers only mild effects or the effects are not RR dependent), the difference indicates the resulting level of severity.

RR failure		Severity level
01-25	=	Mild
26-50	=	Moderate
51-100	=	Serious
101+	=	Extreme

CONSTITUTION-BASED SEVERITY

Some poisons affect the victim in ways which are independent of his level. Instead, the victim's fate is a factor of his constitution, or even his luck.

In the case constitution-based results, the determination begins with a single closed-end D100 roll that determines whether or not the poison affects the target. Individual poisons may modify the roll (e.g., a +20 venom would subtract 20 from the roll). The potential victim adds his Con stat score to the roll, hoping for an adjusted result of 101+. Should he get result of 100 or less, the poison affects him and another closed D100 roll is made. Severity levels are based on the second roll:

Roll		Severity Level
01-15	=	Extreme
16-40	=	Serious
41-80	=	Moderate
81-100	=	Mild

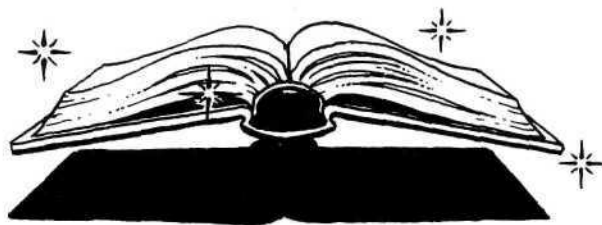
LUCK-BASED SEVERITY

Luck-based effects are determined by a single closed-end D100 roll. These poisons are often very powerful substances which will harm anyone unfortunate enough to experience their penetration. Typically, the poison will effect anyone, should the roll fall into affect range. For instance, a poison which will effect anyone on roll of 01-10 attacks a 20th level lord with the same vigor as it does a 1st lvl peasant, and each target is equally vulnerable. As with any poison, however, the effects of such an attack can be negated if the victim possesses special powers, items, or immunities.

The severity of effect may be specified, or it can be a function of the roll; the lower the roll, the more severe the result. We suggest the following ranges for severities versus rolls. They serve as handy examples.

Affect Range	Severity Ranges
• 01-50	01-05 = Extreme; 06-15 = Severe; 16-30 = Moderate; 31-50 = Mild
• 01-25	01-03 = Extreme; 04-10 = Severe; 11-17 = Moderate; 18-25 = Mild
• 01-10	01-02 = Extreme; 03-05 = Severe; 05-07 = Moderate; 08-10 = Mild.
• 01-05	01 = Extreme; 02 = Severe; 03 = Moderate; 04-05 = Mild.

The GM should remember that, while most poisons are limited by their purity or concentration (i.e., level), some yield effects restricted to lesser severity levels (e.g., the effects are never worse than moderate).



13.3 DESCRIPTIONS OF EFFECTS

The following descriptions delineate the impact of each variety of poison, based on severity level. Effects are generally cumulative, so a victim beset with two impairments reducing his activity by -25 each, is actually at -50. A victim experiencing severe effects must also weather moderate and mild effects. In other words, the effects of upper level severities include all the lower severity results in the same category.

Time of Effect: The time at which an effect sets in is variable; however, greater effects cannot precede lesser effects, although they can be simultaneous. GMs should roll the time for the most severe effect first, thereby dictating the upper limit for lesser symptoms.

Area of Effect: The area affected by a poison often varies as well. Sometimes the victim's actions, or the location of the poison attack, dictates the point of entry and the area first affected (e.g., a maneuver or critical strike indicates that the snake injects the nerve poison in the victim's leg), but occasionally there will be no indication of the initially affected spot. In this case, use the following Poison Effect Location Chart.

POISON EFFECT LOCATION CHART	
Poison Variety	Areas Affected (Suggested Sequence)
Circulatory	Feet, legs, hands, arms, abdomen, chest, neck, and head.
Conversion	Kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, and arms.
Muscle	Hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, and heart.
Nerve	Extremities, eyes, mouth, and brain.
Reduction	Kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, and arms.
Respiratory	Lungs, throat, and brain.

POISON EFFECT DESCRIPTIONS

The following descriptions are general in nature. Specific effects of certain poisons will vary, even if classified according to these categories. For poison descriptions located elsewhere in *Rolemaster*, *Space Master*, or *Shadow World*, treat the stated effect as extreme, only applying the mild, moderate, or severe effects from this chart if the victim's RR indicates that a lesser severity level is justified.

Circulatory Poisons

Mild: Beginning in 1-50 rnds and lasting 1-50 hours: swelling around the point of injection or ingestion; drowsiness (-15); slightly blurred vision (-25).

Moderate: Beginning in 3-30 rnds: lessening of motor coordination in legs (-25 for leg maneuvers) and arms (-25 for hand maneuvers); mild euphoria (-20).

Severe: Beginning in 5-50 rnds: discoloration and chills; incapacitating headaches (no activity; 1-10 hits/rnd until unconsciousness or coma).

Extreme: Beginning in 10-100 rnds: death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning).

Conversion Poisons

Mild: Beginning in 5-50 rnds: Queasiness and an upset stomach (2-20 hits; -20).

Moderate: Beginning in 10-100 rnds: painful vomiting (3-30 hits; 10% chance of incapacity each round).

Severe: Beginning in 2-200 rnds: partial conversion (1-100%) of bodily tissue to another form (with associated disability; death if area affected is a critical organ); victim at -51 to -100; lapse into unconsciousness 1-50 rnds after initial severe effect.

Extreme: Beginning in 20-200 rnds: complete transformation of bodily tissue to another form; death if area affected critical to survival.

Muscle Poisons

Mild: Beginning in 3-30 rnds: lightheadedness and swelling (-10); pain (1-5 hits/rnd).

Moderate: Beginning in 5-50 rnds: moderate loss of overall coordination (-30); in any given round, there is 5% chance muscles necessary to given action will not operate.

Severe: Beginning in 1-10 hours: fever and sweating; lapse into unconsciousness for 1-10 days.

Extreme: Beginning in 1-50 hours: death due to overall muscle failure (e.g., cessation of heart activity).

Nerve Poisons

Mild: Beginning in 1-10 rnds: mild loss of thought and motor coordination (-30).

Moderate: Beginning in 1-20 rnds: nervous system shock (5-50 hits; -75).

Severe: Beginning in 2-20 rnds: stroke (-100); temporary stats reduced by 1-80 (D100 roll, ignoring 81-100).

Extreme: Beginning in 2-50 rnds: death due to brain failure.

Reduction Poisons

Mild: Beginning in 10-100 rnds: great pain (4 hits/rnd until unconscious).

Moderate: Beginning in 20-200 rnds: bleeding through pores (3 hits/rnd).

Severe: Beginning in 30-300 rnds: incapacitation; after 1-100 minutes lapse into coma lasting 1-100 days.

Extreme: Beginning in 1-10 hours: death due to dissolution of vital tissue and destruction of associated organs (e.g., liver reduced to fluid).

Respiratory Poisons

Mild: Beginning in 1-20 rnds: mild euphoria (-20).

Moderate: Beginning in 2-20 rnds: significant euphoria (-50); choking pain (1-5 hits/rnd for 1-100 rnds).

Severe: Beginning in 1-100 rnds: uncontrollable coughing (1-10 hits/rnd for 1-10 rnds); lapse into unconsciousness; 50% chance of coma for 1-10 days.

Extreme: Beginning in 2-200 rnds: death due to respiratory failure and associated oxygen starvation.

RANDOM POISON DETERMINATION

If you want to randomly determine a poison for any reason (e.g., for a monster you are creating, or for a poison potion, for instance), roll twice and consult the Random Poison Chart. The first roll generates the poison type, while the second roll indicates the poison severity factors.

RANDOM POISON CHART			
First Roll	Poison Type	Second Roll	Severity Factors
01-05	Special	01-30	RR-based: Creature's Lvl
06-20	Circulatory	31-50	RR-based: Lvl 3, var.-H
21-35	Conversion	51-60	RR-based: Lvl 8, var.-H
36-50	Muscle	61-65	RR-based: Lvl 13, var.-H
51-65	Nerve	66-67	RR-based: Lvl 25, var.-G
66-80	Reduction	68-75	Constitution-based (-20)
81-95	Respiratory	76-80	Constitution-based (+0)
96-100	Special	81-84	Constitution-based (+10)
		85-87	Constitution-based (+25)
		88-89	Constitution-based (+50)
		90	Constitution-based (+75)
		91-94	Luck-based: Range (01-05)
		95-97	Luck-based: Range (01-10)
		98-99	Luck-based: Range (01-25)
		100	Luck-based: Range (01-50)

GENERATING TREASURES

Most of the time a Gamemaster will choose a treasure that is appropriate for a particular adventure site. However, it is often useful to be able to quickly generate a random treasure, or part of a treasure.

This section provides guidelines and tables which can be used to create and generate treasures for a variety of FRP situations. Section 14.1 describes the basic classifications of treasure, while Section 14.2 provides a set of tables for generating random treasures. These treasures may either be keyed to the creature descriptions provided in Sections 3.0 through 11.0 of this book, or by a "richness" rating decided upon by the GM.

Magic items, an significant feature of any hoard, can be generated with the charts provided in Section 14.2, Generating Random Treasures. However, these will be of a very generic nature. For more specific and interesting magic items, GMs and players are urged to proceed to Section 15.0, where many listings and descriptions of enchanted relics can be found.

ARMOR AND WEAPON BONUSES

Many treasures will contain offensive and defensive items with bonuses. Examples include +10 shields, +25 swords, +5 armor, and the like. Bonuses for armor and shields, as well as helms, protection amulets and other defensive items, add their value to the wearer's Defensive Bonus total. Likewise, bonuses for weapons are added to the wielder's Offensive Bonus for the weapon type.

However, bonuses for these items may be imparted in one of three ways: due to the item's quality, material, or imbedded magic. It is possible for a single item to be composed of a superior material, be crafted with a guildmaster's quality, and be enchanted by an alchemist all at the same time. But would the resulting bonuses be cumulative or exclusive? In answering this question, a GM may use the following guidelines if they suit him.

- 1) Quality and material bonuses may be cumulative on the same offensive or defensive item. However, the GM should note that while material bonuses are set by the given element used in the construction of an item, quality workmanship bonuses are more difficult to assign. GMs should never let a quality bonus exceed +10 for a mortal creator, while the most skilled immortals may be able to impart up to a +20 quality bonus.
- 2) A magic bonus should only be cumulative with a negative material or quality modifier. For example, a -10 bronze dagger may be given a +15 magic bonus to become +5.
- 3) An item may have a positive quality or material bonus, in addition to a magic bonus, but the wearer/wielder may only use one of these bonuses at any given time — usually the highest unless circumstances require the use of a different one. For example, a sword has a +10 (fine steel) material bonus and a +15 magic bonus. The sword's wielder will always use the +15 bonus unless he runs across a creature which is immune to magic weapons, in which case he may use the +10 bonus.
- 4) Enchanted materials, such as mithril or laen, should have their bonuses considered to be both material-based and magic-based at the same time. Although it is suggested that their adds should not be allowed to increase through the embedding of an additional magic bonus, GMs may make exceptions for master smiths or alchemists.

14.1 TREASURE CLASSIFICATIONS

Most treasure hoards will contain one or more of the following components. It is important for GMs to realize that coins, jewels, and magic items provide only one aspect of a valuable treasure. The importance of quality equipment, maps and manuscripts should not be overlooked. The basic categories of treasure are described below.

Gems and Jewelry: Gems and jewelry are forms of wealth that are more portable than most money. They are also more easily identifiable and more difficult to assess. Loose cut gems will normally be found squirreled away in small containers of some sort. However, they could form the basis of currency in some areas, in which case they may be found with greater frequency.

Money: The Gamemaster should keep in mind that most money in the world at large is in the form of tin pieces (tp) and copper pieces (cp), followed in decreasing frequency by; bronze pieces (bp), silver pieces (sp), gold pieces (gp), and mithril pieces (mp). A GM should not feel restricted by these denominations, however. Jade pieces, precious coral, or even gold rings could form the basis of a land's monetary currency. Often the sheer weight of money in a treasure will limit the amount which can be carried away by successful adventurers.

Normal Equipment: Many treasures will include lots of normal equipment. Examples of such items include weapons, rope, tools, clothing, books, and manuscripts.

Light Equipment: The weight of equipment, such as weapons, armor, shields, and food, is often a big hindrance to a character. A piece of equipment which is lighter than normal is often very valuable.

Maps: Renderings of surrounding countryside, underground passages, and the locations of other hoards provide an adventurer with valuable information; and possibly the catalyst for further journeys. Maps should not be neglected as viable treasure items.

Items with Non-Magic Bonuses: Superior items made with special material or by means of a special construction method add their bonus to the total skill bonus of any skill that normally utilizes an item of that type. For example, a +10 fine steel scimitar adds 10 to its wielder's OB, while a +5 high quality lock pick set adds 5 to the characters total add for his picking locks skill. In the same way, +15 mithril-alloyed chain mail would increase its wearer's DB by 15.

Items with Magic Bonuses: Items with magic bonuses are treated like items with non-magic bonuses for the purposes outlined above. However, they also have special properties due to their magical nature. For example, weapons with magic bonuses use the "Magic" columns on the Large and Super Large critical strike tables. Certain very powerful creatures can not be harmed at all by non-magic weapons.

Bonus Spell Items: There are two types of bonus spell items, each of which enable a character to cast more spells than he normally could. As described in Spell Law, these are spell adders and spell multipliers. Each bonus spell item is keyed either to hybrid spell-user spells, or to spells from one of the three realms of power: Essence, Channeling, and Mentalism. Such an item can only be used to cast spells which it is keyed to. A +1 *spell adder* allows a character to cast one extra spell between 8 hour periods of rest, in

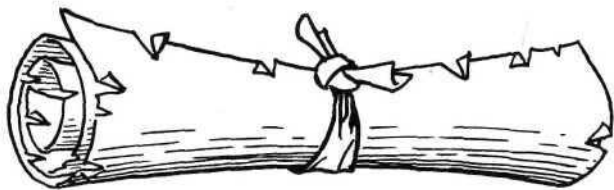
addition to those which he can normally cast by using his regular allotment of Power Points; a +2 spell adder allows 2 additional spells to be cast; a +3 spell adder allows 3 additional spells, and so on. On the other hand, a x2 *spell multiplier* doubles the number of Power Points available to a character between 8 hour periods of rest; a x3 spell multiplier triples his Power Points and so on.

Magic Items Containing Spells: Certain magic items contain spells which a wielder may cast. Such spells do not require Power Points, and the caster needn't have learned the list which they come from. The various types of spell items include: rune paper, potions, single use items, daily items, wands, rods, staves, and constant items. Certain extraordinary items may have unique properties, but the general characteristics of these items are summarized on the Spell Items Chart.

Tomes: These are books which usually contain all or part of a given spell list. Depending upon how a Gamemaster handles learning spells, tomes can be used in two general ways. If the Gamemaster requires that texts be used to "learn" spell lists, tomes can fulfill this requirement. In any case, each spell in a tome can be cast once as if it were a rune. Such use of a tome spell destroys that spell description, so it can not be used again to "learn" the spell or cast it. The pages of tomes are not "reusable" like rune paper. Tomes usually have a special protective cover, and weigh between 5 and 50 pounds each.

Special Items: These items do not always fall completely into the categories above. To determine the exact nature of a "special" item, the Gamemaster may create any magic item that he deems appropriate, or he may use the randomizing systems presented in Sections 15.6 through 15.8 to get a "modest", "potent", or "most potent" item.

Artifacts: Artifacts are special items that are very powerful and often contain multiple powers and/or abilities. The One True Ring and the Elven Rings of Power found in *The Lord of the Rings* are examples of very powerful artifacts. Usually these items have a history and a cultural or political significance, and should be included in the GMs campaign with care.



14.2 GENERATING RANDOM TREASURES

The charts provided in this section are included to help the Gamemaster generate random treasures. The Gamemaster must assign a relative richness to the treasure's monetary wealth, (in terms of coins, gems and jewelry), and to the treasure's item content (including equipment, non-magical and magic items). Relative richness is classified into five categories: "very poor", "poor", "normal", "rich" and "very rich". The relative richness of monetary wealth and item content may differ from one another within a single hoard; for example, a treasure might be "very rich" in terms of wealth, but "poor" in terms of its items.

The relative richness of a given creature's hoard may be assigned by the Gamemaster, or determined by using the creature's treasure code (found in all creature listings, Sections 3.0 through 11.0, and explained in Section 2.5).

TREASURE GENERATION

When randomly generating a treasure, a GM should proceed through the following steps:

- 1) Determine the relative richness of the treasure's *wealth* in terms of coins, gems and jewelry. Is the wealth factor "very poor", "poor", "normal", "rich", or "very rich"? This rating may be found using a creature's treasure code in Section 2.5.
- 2) Determine the relative richness of the treasure's *items* in terms of equipment, non-magical and magic devices. Is the item factor "very poor", "poor", "normal", "rich", or "very rich"? This rating may be found using a creature's treasure code in Section 2.5.
- 3) Proceed to the Hoard Component Size Chart. Roll for the treasure's *wealth* component first. Find the appropriate Relative Richness column, then roll to find the Size # (which will range from 0 to 10). The Size # indicates the number of times to roll on the Wealth Composition Chart.
- 4) Proceed to the Wealth Composition Chart. Find the appropriate Relative Richness column, then make a number of rolls equal to the treasure's wealth component Size #. Tally up the results — this will be the hoard's monetary/gem/jewelry component.
- 5) Go back to the Hoard Component Size Chart. Now roll for the treasure's *item* component. Find the appropriate Relative Richness column (which may be different than that used for the treasure's *wealth*), and roll to find the Size #. The Size # for the item component indicates the number of times to roll on the Item Composition Chart.
- 6) Proceed to the Item Composition Chart. Find the appropriate Relative Richness column, then make a number of rolls equal to the treasure's item component Size #. Each result will require that the GM proceed to subsequent random generation charts to determine the exact nature of each item in the hoard. The other charts that will have to be referred to include the Item Specs Chart, the Additional Capabilities Chart, the Items With Spells Chart, and the Master Spell List Chart. GMs may also be directed to generate a miscellaneous item(s) from Sections 15.6 through 15.9. Finally, tally up the results — this will be the hoard's item/equipment component.
- 7) Add together the hoard's *wealth* component(s) and *item* component(s). This comprises the total treasure found. A GM should remember, however, that he is the final arbiter on any reward dispensed in a game. If a randomly generated treasure is inappropriate, the results should be altered.

EXAMPLE OF RANDOM TREASURE GENERATION

The Elven mage, Xi, and his fighter friend Rhangor manage to slay a vampiric unicorn. Shortly thereafter, the two adventurers find the evil beast's lair and begin to rummage through the treasure. The GM, amazed that the player characters could have knocked-off such a powerful beast, is caught off guard: he hadn't bothered creating a hoard for the creature. Thinking quickly, the GM turns to the Random Treasure Generation system.

He first notes that the vampiric unicorn's Encounter Stats show that its treasure code is an "r". Referring to Section 2.5, the GM sees that this indicates that the beast's *wealth* richness is "Normal", while its *item* richness is classified as "Rich".

"How much money do we find?" asks Rhangor's player, greedy by nature.

The GM rolls on the "Normal" column of the Hoard Component Size Chart. The result is 54 — he will have to roll once on the Wealth Composition Chart. Moving there straight away, he rolls on the "Normal" column with a result of 60 — 350 bp.

The GM states confidently, "Rhangor, you find a box containing a heap of bronze coins. Once you've finished counting them, you'll discover that there are 350 or so."

Knowing that Xi will be interested in the hoard's item content, the GM proceeds to generate that. He goes back to the Hoard Component Size Chart, but this time he rolls on the "Rich" column. A 55 results in two items.

The GM moves on to the Item Composition Chart this time, and rolls twice on the "Rich" column. A 41 and a 20. Xi finds an item with a bonus, and a light item. Knowing that this just isn't enough information for Xi's player (he's the inquisitive sort), the GM rolls for each on the Item Specs Chart. The item with a bonus comes up a 22 — 10 arrows, just what Xi needs for his empty quiver! A roll on the "Bonus" column is a 96; its a +Special result. The GM will have to wing this one. He decides that the arrows are +10 normally, but will be +20 when fired against undead opponents. Before he hands the arrows over to Xi, the GM rolls on the Additional Capabilities Chart. The result is a 78 — "Item has Spell". Rather unusual for arrows, so the GM decides that one of the arrows will possess a special spell effect upon impact. Instead of rolling on the Master Spell List Chart with a high probability of getting a lot of inappropriate results, the GM simply decides that one arrow will deliver a 5th lvl "Break Limb" Sorcerer spell if it hits a foe.

Now for the light item. On the "Type B" column of the Item Specs Chart, the GM rolls a 66 for a suit of plate armor. The lightness roll is a 63 — the plate only weighs 50% of normal! Rhangor will like that. A second roll in the Key section of the chart is a 68 — AT 19; that's a suit of Half Plate for the fighter. As with the arrows, the GM rolls for additional capabilities. Under the "Light Item" column, the result is 61 — the armor also has a bonus. Rhangor's player watches all of the frantic dice rolling and begins to get excited, while Xi wonders why he didn't find a staff. Under the "Bonus" column back on the Item Specs Chart, the GM rolls a 35. The Half Plate possesses a +10 Material bonus.

The GM turns to his players and sums everything up. "Well, that's 350 bronze pieces, a quiver of 10 arrows (he doesn't tell Xi about their bonuses, or about the one with the embedded spell — yet), and a suit of Half Plate. The armor weighs only half of normal, and Rhangor can tell that its made of fine, reforged steel — so it probably has a +10 defensive bonus to boot."

Xi settles for the arrows, while Rhangor grabs the coin box and armor.



HOARD COMPONENT SIZE CHART

Roll	Relative Richness				
	Very Poor	Poor	Normal	Rich	Very Rich
01-20	0	0	0	0	0
21-40	0	0	0	1	1
41-55	0	0	1	2	2
56-70	0	1	1	2	3
71-80	0	1	2	2	4
81-90	1	1	2	3	5
91-94	1	2	3	3	6
95-97	2	3	4	4	7
98-99	3	4	5	6	8
100	4	5	6	8	10



WEALTH COMPOSITION CHART

Roll	Relative Richness				
	Very Poor	Poor	Normal	Rich	Very Rich
01-10	50 tp	500 tp	1000 tp	5000 tp	10000 tp
11-20	100 tp	1500 tp	3000 tp	7500 tp	5000 cp
21-30	500 tp	2500 tp	5000 tp	1000 cp	10000 cp
31-35	1000 tp	500 cp	1000 cp	1750 cp	1500 bp
36-40	2000 tp	750 cp	1500 cp	2500 cp	2000 bp
41-45	300 cp	1000 cp	2000 cp	400 bp	250 sp
46-50	400 cp	1250 cp	250 bp	500 bp	300 sp
51-55	500 cp	150 bp	300 bp	600 bp	400 sp
56-60	600 cp	200 bp	350 bp	70 sp	60 gp
61-65	70 bp	250 bp	40 sp	90 sp	80 gp
66-70	80 bp	30 sp	50 sp	110 sp	100 gp
71-75	90 bp	35 sp	60 sp	15 gp	125 gp
76-80	100 bp	40 sp	70 sp	25 gp	150 gp
81-85	12 sp	50 sp	8 gp	35 gp	2 mp
86-90	15 sp	60 sp	10 gp	45 gp	Gem(30-300)
91-94	20 sp	7 gp	15 gp	Gem(1-100)	Gem(50-500)
95-97	3 gp	8 gp	Gem(2-20)	Gem(10-100)	Jw(10-1000)
98-99	5 gp	Gem(1-10)	Gem(1-100)	1 mp	Jw(100-1000)
00	Gem(1-10)	Jw(3-30)	Jw(10-100)	Jw(10-1000)	Jw(100-1000)

KEY

tp: tin pieces

sp: silver pieces

Jw: Jewelry

cp: copper pieces

gp: gold pieces

(#-#): range in value in gold pieces

bp: bronze pieces

mp: mithril pieces

ITEM COMPOSITION CHART

Roll	Very Poor	Poor	Relative Richness Normal	Rich	Very Rich
01-05	Normal Item	Normal Item	Normal Item	Normal Item	Normal Item
06-10	Normal Item	Normal Item	Normal Item	Light Item	Light Item
11-20	Normal Item	Normal Item	Light Item	Light Item	Map
21-30	Normal Item	Normal Item	Light Item	Map	Item w/Bonus
31-40	Normal Item	Light Item	Light Item	Item w/Bonus	Item w/Bonus
41-50	Normal Item	Light Item	Map	Item w/Bonus	Item w/Bonus
51-55	Light Item	Light Item	Item w/Bonus	Item w/Bonus	Item w/Bonus
56-60	Light Item	Light Item	Item w/Bonus	Item w/Bonus	Item w/Bonus
61-65	Light Item	Map	Item w/Bonus	Item w/Bonus	Item w/Bonus
66-70	Map	Map	Item w/Bonus	Item w/Bonus	Item w/Bonus
71-75	Map	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus
76-80	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus
81-85	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus
86-90	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus
91-94	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus
95-97	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus
98-99	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus	Item w/Bonus
00	Potent Item	Potent Item	Potent Item	Potent Item	Potent Item

KEY

Normal Item: A normal non-magic item, roll on column "Type B" of the Item Specs Chart to determine what it is.

Light: These are items which weigh less than normal. Roll on column "Type B" of the Item Specs Chart to determine what it is. Then roll on the "Light" column of the Item Specs Chart to determine the percentage of the item's normal weight. Finally, roll to see if item has an additional property on the Additional Capabilities Chart.

Map: The treasure item is a map or drawing of some sort decided upon by the GM.

Item w/Bonus: These are items which have a bonus for certain activities. Roll on column "Type B" of the Item Specs Chart to determine what it is. Then roll on "Bonus" column of the Item Specs Chart to determine the actual bonus for the item. Finally, roll to see if the item has an additional property on the Additional Capabilities Chart.

Item w/Spell: These are enchanted items which contain embedded spells or produce spell-like effects. Proceed to the Items With Spells Chart. Roll to determine the type of item across the top of the chart, then roll down the indicated column to determine the level of spell contained in the item. Then go to the Master Spell List Chart to determine the spell list which the spell comes from. The Spell Items Chart is provided to give additional information on items with spells.

Spell Bonus Item: These are items which provide spell users with additional spellcasting capabilities. Roll on column "Type A" of the Item Specs Chart to determine what form the item takes. Then roll on the "Spell Bonus" column of the Item Specs Chart to determine the effect of the item. Finally, roll to see if the item has an additional property on the Additional Capabilities Chart.

Tome: This is a tome of magic spells. Roll on the "Tome" column of the Items With Spells Chart to determine the level range of the tome's spell list. Next, roll on the Master Spell List Chart to determine the spell list that the tome contains.

Modest Item: This is an item of modest power which may be selected from Section 15.6.

Potent Item: This is an item of potent power which may be selected from Section 15.7.

Most Potent Item: This is an item of most potent power which may be selected from Section 15.8.

Artifact: This is an artifact which may be selected from Section 15.9.

SPELL ITEMS CHART

Item	Size	Maximum Charges	Maximum Spell Level	Composition	Requirements to Use
Rune Paper	varies	1/100%	10	Organic	Touch/look at
Potion	4 oz.	1/100%	10	Liquid	Ingested
Single Use Item	varies	1/100%	10	Varies	Held in hand
Daily Item	varies	Daily #	10	Varies	Touch/look at
Wand	1'	10/10%	2	Organic	Held in hand
Rod	2.5'	30/4%	5	Organic	Held in hand
Staff	5'	100/1%	10	Organic	Held in hand
Constant Item	varies	Constant	10	Varies	Worn

KEY

Maximum Charges: There are two methods for keeping track of the number of spells castable by an item: keep track of the number of "charges", or roll after each use to determine if the item is used up. The first number given is the maximum number of charges that such an item can contain, while the second number is the chance of exhausting the item whenever it is used. A Daily # item may be used to cast a spell a number (#) of times each day. For example, a Daily III item could be used 3x/day, and may take any for that the GM desires (e.g., a ring, weapon, bracelet, rod, etc.)

ITEM SPECS CHART

Roll	Light	Bonus	Spell Bonus	Type A	Type B
01-07	80%	+5 Quality	+1 Essence	Staff	Weapon, 1-H Slashing
08-11	80%	+5 Quality	+1 Essence	Staff	Weapon, 1-H Concussion
12-15	80%	+5 Quality	+1 Essence	Staff	Weapon, 2- Handed
16-19	80%	+5 Material	+1 Channeling	Staff	Weapon, Pole Arm
20-22	80%	+5 Material	+1 Channeling	Staff	Weapon, 10 Arrows
23-25	80%	+5 Material	+1 Channeling	Staff	Weapon, 10 Quarrels
26-30	70%	+10 Quality	+1 Mentalism	Staff	Weapon, Bow/Thrown
31-35	70%	+10 Material	+1 Hybrid	Rod	Weapon, Special
36-44	70%	+10 Material	+2 Essence	Rod	Shield
45-50	60%	+15 Material	+2 Channeling	Rod	Soft Leather Armor
51-53	60%	+15 Material	+2 Mentalism	Rod	Rigid Leather Armor
54-56	60%	+15 Material	+2 Hybrid	Rod	Helmet
57-62	60%	+20 Material	+3 Essence	Wand	Chain Armor
63-68	50%	+5 Magic	x2 Essence	Wand	Plate Armor
69-72	50%	+5 Magic	+3 Channeling	Wand	Lockpick Kit
73-75	50%	+5 Magic	x2 Channeling	Wand	Disarm Trap Kit
76-77	50%	+10 Magic	+3 Mentalism	Ring	Gloves (Martial Arts)
78-79	50%	+10 Magic	x2 Mentalism	Ring	Glasses (Perception)
80-81	40%	+10 Magic	+3 Hybrid	Ring	Cloak (Hiding)
82-83	40%	+10 Magic	x2 Hybrid	Ring	Boots (Stalking)
84-85	40%	+10 Magic	+4 Essence	Robes	Bridle (Riding)
86-87	40%	+15 Magic	+4 Essence	Robes	Clothes (DB if no armor)
88-89	40%	+15 Magic	x3 Essence	Headband	Bracers (DB)
90	40%	+15 Magic	x3 Essence	Earrings	Brace (Adrenal Def.)
91	30%	+20 Magic	+4 Channeling	Armband	Belt (DB)
92	30%	+20 Magic	x3 Channeling	Gauntlet	Mat (Meditation)
93	20%	+25 Magic	+4 Mentalism	Necklace	Gauntlets (OB)
94	20%	+Special	x3 Mentalism	Pendant	Pitons (Climbing)
95	Special	+Special	+4 Hybrid	Amulet	Saddle (Riding)
96	Special	+Special	x3 Hybrid	Bracelet	Ring (DB)
97	Special	+Special	+5 Essence	Charm	Pole (Balance)
98	Special	+Special	x4 Essence	Belt	Book (Linguistics)
99	Special	+Special	+Special	Hat	Shovel (Digging)
00	Special	+Special	xSpecial	Crown	GM's Choice

KEY

Light: Equipment weighs the indicated percentage of normal. "Special" items might, for example, float on water or have no encumbrance, as determined by the GM.

Bonus: Item imparts the indicated bonus to the relevant activity. Quality bonuses reflect expert workmanship of otherwise normal materials. Material bonuses are imparted due to superior or enchanted construction material(s). Magic bonuses indicate that the item is magical. "+Special" items will may be +10 normally, but be +30 versus a certain creature. Weapons may be "slaying", "holy", or have "throw and return" capabilities. These properties must be determined by the GM.

Spell Bonus: Item is either a spell adder or PP multiplier, as indicated. A hybrid spell bonus item will be usable by one of the following professions, as indicated by an additional roll: Sorcerer(01-30), Astrologer(31-60), Mystic(61-90), Other (91-100). A "+Special" or "xSpecial" result would result in an item with extraordinary bonuses, or items keyed to a specific profession or culture, as desired by the GM.

Type A: These are the spell bonus items, and must usually be held or worn to be effective.

Type B: These are general item types which may have bonuses or a lightness classification associated with them. Bonuses for weapons are applied to OB; bonuses for armor, shields and helms affect DB; the other item types are self-explanatory or have the activity they affect in parentheses.

Weapons, shields and armor are included as group categories as presented in Arms Law. To determine the specific item, the Gamemaster may choose a item which is used by local inhabitants, or he may choose to roll (1-100) on the listings below. The Gamemaster may want to make up additional weapons for his world and add them to these lists.

One-handed Slashing Weapons: Bastard Sword(01-05), Broadsword(06-21), Cutlass(22-23), Dagger(24-43), Dirk(44-45), Falchion(46-49), Foil(50), Handaxe(51-57), Long Sword(58-69), Main Gauche(70-73), Rapier(74-77), Sabre(78-79), Scimitar(80-86), Short Sword(87-98), Tomahawk(99-00).

One-handed Concussion Weapons: Armored Glove(01-04), Blackjack(05-08), Cat of Nine Tails(09-10), Club(11-15), Mace(16-50), Morning Star(51- 65), War Hammer(66-90), Whip(91-00).

Two-handed Weapons: Battle Axe(01-25), Claymore(26-29), Cudgel(30- 33), Flail(34-42), War Mattock(43-50), Quarterstaff(51-70), Two-handed Sword(71-00).

Pole Arm Weapons: Boar Spear(01-05), Harpoon(06-10), Javelin(11- 20), Medieval Lance(21-30), Mounted Lance(31-40), Pilum(41-45), Pole Arm(46-70), Spear(71-95), Trident(96-00).

Bow & Thrown Weapons: Blow Gun(01-02), Bola(03-07), Boomerang(08- 09), Composite Bow(10-23), Darts(24-27), Heavy Crossbow(28-38), Lasso(39-42), Light Crossbow(43-54), Long Bow(55-68), Net(69-72), Short Bow(73-90), Sling(91-00).

Special Weapons: Baw(01-05), Cabis(06-10), Dag(11-15), Ge(16-20), Irgaak(21-25), Jo(26-32), Katana(33-39), Kynac(40-44), Long Kynac(45- 49), No-Dachi(50-56), Nunchaku(57-63), Sai(64-70), Shang(71-75), Shuriken(76-83), Tonfa(84-90), Typh(91-95), Yarkbalka(96-00).

Shields: Target Shield(01-15), Normal Shield(16-55), Full Shield(56-85), Wall Shield(86-00).

Helmets: Leather Helm(01-15), Superior Leather Helm(16-35), Plate Helm(36-50), Pot Helm(51-65), Full Helm(66-85), Visored Helm(86-00).

Soft Leather Armor: AT-5(01-15), AT-6(16-30), AT-7(31-65), AT- 8(66-00).

Rigid Leather Armor: AT-9(01-35), AT-10(36-70), AT-11(71-85), AT- 12(86-00).

Chain Armor: AT-13(01-25), AT-14(26-50), AT-15(51-75), AT-16(76- 00).

Plate Armor: AT-17(01-30), AT-18(31-60), AT-19(61-80), AT-20(81- 00).

ITEMS WITH SPELLS CHART												
	01-30	31-50	51-65	66-70	71-75	76-80	81-85	86-94	95-98	99	100	
Roll	Rune Paper	Potion	Single Use Item	Daily I	Daily II	Daily III	Daily IV	Wand	Rod	Staff	Constant Item (Ring)	Tome
01-20	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st-5th
21-25	2nd	1st	2nd	1st	1st	1st	1st	1st	1st	2nd	2nd	1st-5th
26-30	2nd	1st	2nd	1st	1st	1st	1st	1st	1st	3rd	2nd	6th-10th
31-35	2nd	2nd	3rd	1st	1st	1st	1st	1st	2nd	3rd	3rd	6th-10th
36-40	2nd	2nd	3rd	2nd	1st	1st	1st	1st	2nd	4th	3rd	6th-10th
41-45	3rd	2nd	4th	2nd	2nd	1st	1st	1st	2nd	4th	4th	6th-10th
46-50	3rd	2nd	4th	2nd	2nd	2nd	1st	1st	2nd	5th	4th	1st-10th
51-55	3rd	2nd	5th	3rd	2nd	2nd	1st	1st	2nd	5th	5th	1st-10th
56-60	4th	3rd	5th	3rd	2nd	2nd	2nd	2nd	3rd	6th	5th	1st-10th
61-65	4th	3rd	6th	4th	3rd	2nd	2nd	2nd	3rd	6th	6th	1st-10th
66-70	5th	4th	6th	4th	3rd	2nd	2nd	2nd	3rd	7th	6th	1st-10th
71-75	5th	4th	7th	5th	3rd	3rd	2nd	2nd	3rd	7th	7th	11th-20th
76-80	6th	5th	7th	5th	4th	3rd	2nd	2nd	4th	8th	7th	11th-20th
81-85	7th	6th	8th	6th	4th	3rd	2nd	2nd	4th	8th	8th	11th-20th
86-90	8th	7th	9th	7th	5th	4th	3rd	2nd	4th	9th	8th	1st-20th
91-94	9th	8th	10th	8th	5th	4th	3rd	2nd	5th	9th	9th	1st-20th
95-97	10th	9th	HL	9th	6th	5th	3rd	2nd	5th	10th	10th	1st-25th
98-99	HL	10th	HL	10th	7th	5th	3rd	2nd	5th	10th	10th	1st-30th
100	HL	HL	HL	HL	HL	HL	HL	2nd	5th	HL	HL	1st-50th

KEY
HL: Higher than normal level spell. The Gamemaster may either choose a spell level himself, or he can roll 1-20 for spell level.
Note: After the item type and spell level is determined, roll on the Master Spell List Chart to determine what list the spell effect is derived from.

ADDITIONAL CAPABILITIES CHART			
Roll	Light Item	Item w/Bonus	Spell Bonus Item
01-40	None	None	None
41-50	Item has Bonus	Item is Light	None
51-75	Item has Bonus	Item is Light	Item is Light
76-88	Item has Spell	Item has Spell	Item has Spell
89-92	Item has Spell Bonus	Item has Spell Bonus	Item has Bonus
91-93	Item has Bonus & Spell	Item is Light & has Spell	Item is Light & has Spell
95-96	Item has Spell Bonus & Spell	Item is Light & has Spell Bonus	Item is Light & has Bonus
97-98	Item has Bonus & Spell Bonus	Item has Spell Bonus & Spell	Item has Bonus & Spell
99	Item has Bonus & Spell Bonus & Spell	Item is Light & has Spell Bonus & Spell	Item is Light & has Bonus & Spell
00	GM's Choice	GM's Choice	GM's Choice

KEY
None: Item has no additional capabilities.
Light: Item is light. Roll on the "Light" column of the Item Specs Chart.
Bonus: Item has a bonus. Roll on the "Bonus" column of the Item Specs Chart.
Spell: Item has an embedded spell effect which may be used 1x/day (or more often, if the GM allows). Roll on the Master Spell List Chart to determine the relevant spell list, then randomize or chose a specific spell from that list (usually 1st to 10th level, GM's choice).
Spell Bonus: Item has a spell bonus. Roll on the "Spell Bonus" column of the Item Specs Chart.
Note: Only roll once on this chart for an item's additional capabilities.

MASTER SPELL LIST CHART

Roll	01-25	26-74	75-90	91-100
01-03	Channeling Open Lists	Essence Open Lists	Mentalism Open Lists	Evil/Semi/Hybrid
04-06	Spell Defense	Spell Wall	Delving	Evil Magician Base Lists
07-09	Barrier Law	Essence's Perception	Cloaking	Physical Erosion
10-12	Detection Mastery	Rune Mastery	Damage Resistance	Matter Disruption
13-15	Lofty Movements	Essence Hand	Anticipations	Dark Contacts
	Weather Ways	Unbarring Ways	Attack Avoidance	Dark Summons
				Darkness
16-18	Sound's Way	Physical Enhancement	Brilliance	Monk Base Lists
19-21	Light's Way	Lesser Illusions	Self Healing	Monk's Bridge
22-24	Purifications	Detecting Ways	Detections	Evasions
25-27	Concussion's Ways	Elemental Shields	Illusions	Body Reins
28-30	Nature's Law	Delving Ways	Spell Resistance	Monk's Sense
	Closed Lists	Closed Lists	Closed Lists	Body Renewal
31-33	Blood Law	Invisible Ways	Sense Mastery	Evil Cleric Base Lists
34-36	Bone Law	Living Change	Gas Manipulation	Disease
35-39	Organ Law	Spirit Mastery	Shifting	Dark Channels
40-42	Muscle Law	Spell Reins	Liquid Manipulation	Dark Lore
43-45	Nerve Law	Lofty Bridge	Speed	Curses
				Necromancy
46-48	Locating Ways	Spell Enhancement	Mind Mastery	Ranger Base Lists
49-51	Calm Spirits	Dispelling Ways	Solid Manipulation	Path Mastery
52-54	Creations	Shield Mastery	Telekinesis	Moving Ways
55-57	Symbolic Ways	Rapid Ways	Mind's Door	Nature's Guises
58-60	Lore	Gate Mastery	Movement	Inner Walls
	Cleric Base Lists	Magician Base Lists	Mentalist Base Lists	Nature's Ways
61-63	Channels	Fire Law	Presence	Sorcerer Base Lists
64-66	Summons	Ice Law	Mind Merge	Soul Destruction
67-69	Communal Ways	Earth Law	Mind Control	Gas Destruction
70-72	Life Mastery	Light Law	Sense Control	Solid Destruction
73-75	Protections	Wind Law	Mind Attack	Fluid Destruction
76-78	Repulsions	Water Law	Mind Speech	Mind Destruction
	Healer Base Lists	Illusionist Base Lists	Seer Base Lists	Flesh Destruction
79	Surface Ways	Illusion Mastery	Past Visions	Mystic Base Lists
80	Bone Ways	Mind Sense Molding	Mind Visions	Confusing Ways
81	Muscle Ways	Guises	True Perception	Hiding
82	Organ Ways	Sound Molding	Future Visions	Mystical Change
83	Blood Ways	Light Molding	Sense Through Others	Liquid Alteration
84	Transferring Ways	Feel-Taste-Smell	True Sight	Solid Alteration
	Animist Base Lists	Alchemist Base Lists	Lay Healer Base Lists	Gas Alteration
85	Nature's Movement	Enchanting Ways	Muscle Mastery	Astrologer Base Lists
86	Plant Mastery	Essence Imbedding	Concussion Mastery	Time's Bridge
87	Animal Mastery	Ment-Chan Imbedding	Bone Mastery	Way of the Voice
88	Herb Mastery	Organic Skills	Blood Mastery	Holy Vision
89	Nature's Lore	Liquid-Gas Skills	Prosthetics	Far Voice
90	Nature's Protection	Inorganic Skills	Nerve/Organ Mastery	Starlights
				Starsense
91	Special/Other	Special/Other	Special/Other	Evil Mentalist Base Lists
92	Special/Other	Special/Other	Special/Other	Mind Erosion
93	Special/Other	Special/Other	Special/Other	Mind Subversion
94	Special/Other	Special/Other	Special/Other	Mind Death
95	Special/Other	Special/Other	Special/Other	Mind Disease
				Mind Domination
96	Special/Other	Special/Other	Special/Other	Bard Base Lists
97	Special/Other	Special/Other	Special/Other	Lore
98	Special/Other	Special/Other	Special/Other	Controlling Songs
99	Special/Other	Special/Other	Special/Other	Sound Control
100	Cursed	Cursed	Cursed	Sound Projection
				Item Lore

KEY

Special/Other: The Gamemaster may make up a spell list, or use one from a profession not listed here (e.g., one of the *Rolemaster Companion* professions).

Cursed: The spell generated by another roll is somehow cursed; it may effect the wrong target, or have the reverse of the desired effect. A cursed spell might also cause a disease, generate a poison, produce a drop in stats, or create a phobia. The Gamemaster has great flexibility in this matter.

15.0 MAGIC ITEMS

Despite the fact that magic items in a treasure hoard probably should not be randomly generated, there always seems to arise a need for a quick selection. Whether it be to deck out one of the GM's NPCs or add a few more items to an already existing hoard, this entire section is dedicated to the randomization and description of hundreds of magic items. GMs may also find the following listings useful for creating random items brought into the world through the use of "Lord Research" spells, or to determine what magic items are for sale in a particular shop or town.

Many "standard" magic items, like a +10 shield or +20 mithril plate, have been excluded from the following listings. GMs who wish to be able to generate such stock items should refer to the treasure generation charts in Section 14.0, or those provided in the original *C&T*.

Feel free to alter these tables or reroll any result that seem inappropriate. It is, after all, your world.

To generate a random item, first consult the Master Magic Item Randomization Chart. This will direct you to one of Sections 15.1 through 15.9. Once there, roll on the chart at the beginning of the section, then find the corresponding description which follows in the text.

MASTER MAGIC ITEM RANDOMIZATION CHART	
Roll	Item Type
1	Potion (15.1)
2	Rune (15.2)
3	Weapon (15.3)
4	Armor (15.4)
5	Shield (15.5)
6	Modest Item (15.6)
7	Potent Item (15.7)
8	Most Potent Item (15.8)
9	Artifact (15.9)
10	GM's Choice, or Roll Twice

THE PROPERTIES OF LAEN

"Laen itself is neither rock nor metal, but magic, the trapped energy of the unmaking of the world in a mineral. Impurities in the host rock give varied colors and properties, as a rainbow depends on dust for its beauty. Conjure an image of frozen light and you behold Laen, the greatest natural treasure of the world"

Elor Once Dark

From the chronicles of the Iron Wind

Laen is an indestructible volcanic glass used as a prime component in the creation of jewelry, weapons, and even huge architectural structures throughout ICE fantasy products. Though this short summary is not intended to be the last word on the properties of the various kinds of laen, GMs may look to this as a guide, and may change the information to suit a particular game.

There are two main categories of laen: *smokey* and *white*.

Smokey laen is naturally dark, and must be chilled to freezing temperatures in special cold forges before it is malleable enough to shape. At these bitter temperatures, the laen can be cleared with treatments and tinted with a number of transparent colors. As the forged laen warms, it gains the strength and rigidity which are the hallmarks of this enchanted glass.

White laen, on the other hand, is actually clear and may only be caressed into form after blasting it with incredibly hot forging fires. So difficult to shape (for it can not be cast), even in the hottest flame, eog tools are required. White laen is the purest of all laen forms, and is thus the strongest. Within the white laen family, there are naturally occurring colored varieties (as opposed to the tinting required of smokey laen). These naturally colored laens have special intrinsic properties. Red laen resists fire, and is thus the most difficult to forge. Green laen has anti-magic properties, being most unreceptive to embedded spells. Blue laen resists cold, and finally, silver laen is particularly receptive to enchantments. Note that it is possible to tint even naturally colored laens.

All laen weapons, whether derived from smokey laen or one of the white laen varieties, possess a +25 bonus based on the material alone. Tinted smokey laens, common white laen, and especially silver laen can easily be enchanted with special capabilities. Unless otherwise prepared by alchemists or great magicians, laen weapons should always be treated as "magic" for all purposes. Holy arms and slaying weapons are not out of the realm of possibility for this most magical of elements. Laen is a popular medium for other magical devices, such as amulets, lenses, and enchanted jewels.

LAEN CHART	
Laen Type	Special Properties
Smokey	Cold forged. May be cleared and/or tinted.
White (Clear)	Heat forged. Strongest variety.
Red	Resists heat.
Green	Resists magic.
Blue	Resists cold.
Silver	Receptive to embedded magic.

15.1 POTIONS

Potions generally come in 4 oz viles, but the GM is free to alter the quantity required in order to bring about the specific effect.

RANDOM POTION CHART	
Roll	Potion
01-10	Agility
11-15	Animal Growth Serum
16-20	Asmud's Oil
21-25	Deafness
26-30	Drakeform
31-35	Endurance
36-40	Extend Duration
41-45	Gemfinding
46-50	Goldfinding
51-55	Hate
56-60	Intimidation
61-65	Invulnerability
66-70	Love
71-75	Maturation
76-80	Passing
81-85	Plant Growth Serum
86-90	Truth
91-95	Quickness
96-99	Water of Salmasis
100	Youth

POTION DESCRIPTIONS

Agility: This potion gives the drinker an additional +20 Agility bonus for 24 hours.

Animal Growth Serum: If given to an animal, that animal will grow to twice its size if man sized or larger, four times its size if its between man sized and dog sized, eight times its size if dog to mouse sized, and sixteen times its size if smaller than that. The effects of more than one vial are cumulative, and growth takes about three minutes. The effects last 2-20 hours.

Asmud's Oil: If this oil is spread upon the body of a victim of a petrification attack (a basilisk's stare, etc.), they will be turned back into normal flesh, but will be weakened (1 concussion hit left) and groggy for 2-20 minutes.

Deafness: This cursed potion acts as a seventh level poison. If the RR is failed, the drinker goes permanently deaf.

Drakeform: Drinker grows bat-like wings (fly at 150'/round) horns and scales (AT 12) and can breathe fire as a +30 "Fire Bolt" 3 times. Potion lasts for 12 hours.

Endurance: Imbiler may run with a full load of normal equipment for three days without need for food, water, rest, or sleep.

Extend Duration: Mixing this potion with any other potion will double the duration of the other potion. This potion is useless by itself.

Gemfinding: Drinker detects all gems of at least 1 gp worth within 100' for one minute.

Goldfinding: Drinker detects all gold within 100' for 1 minute.

Hate: Drinker permanently hates the next 1-3 people seen after drinking.

Intimidation: This potion makes the drinker's eyes glow red for 12 hours.

Invulnerability: This potion gives the following benefits: Drinker is immune to non-magic weapons, takes half concussion hit damage, and uses the large creature critical table when affected by a critical. Lasts 15 minutes.

Love: Drinker falls in love with the first person of the opposite sex seen after drinking. Effects are permanent.

Maturation: This potion ages any youth to adulthood (about 21 years old for humans, varies for longer or shorter lived creatures like dwarves, elves, dragons, orcs, etc. GM must decide what age is appropriate). Temporary stats will increase, as will height and weight. The amount of increase depends on how young drinker was to begin with. Personality and mental characteristics will remain the same (although if this is given to a baby, he will have matured enough to be able to speak and reason somewhat). Lasts for 24 hours, although 1% of these potions are permanent. There is no way of knowing whether it is permanent or not until the 24 hours have passed.

Passing: The imbiler of this potion may pass through up to 5' of normal material with an array of normal equipment.

Plant Growth Serum: Permanently increases the size of one plant from two to seven times its size (1D6+1).

Quickness: Drinking this potion gives one an additional +20 Quickness bonus for 24 hours.

Truth: The imbiler of this potion must speak the truth, to the best of his knowledge, for 10 hours.

Water of Salmasis: The water from the natural fountain where the powerful St. Salmasis committed his soul upon his death. This water, when imbibed, will instantly heal all wounds, and even give life if sprinkled over a corpse which has been dead for no longer than a day.

Youth: Restores any older creature to its prime (about 25 for humans, varies for creatures with different life-spans. GM must decide what age is appropriate for races in his world.) Stats, hits, etc. return to what they were when the creature was that age, as determined by the GM. Personality and mental characteristics do not change. Potion lasts for 24 hours, although 1% of these are permanent. There is no way of determining if it is permanent until the 24 hour duration is up.

15.2 RUNES

Runes are spells inscribed by spellcasters upon special Rune Paper. Any character may use them with a successful runes skill roll. Use the following chart to determine the type of rune found. First roll for the list type that the rune comes from, then roll for the spell's level. GMs should select the specific spell from the one of the lists available with another random roll. Alternatively, GMs may use the Master Spell List Chart provided in Section 14.2, to determine the exact spell list that the rune comes from.

RANDOM RUNE CHART			
Roll	List Type	Roll	Spell Level
01-03	Cleric	01-10	1st
04-06	Healer	11-15	2nd
09-12	Animist	16-20	3rd
13-15	Evil Cleric	21-25	4th
16-18	Magician	26-30	5th
19-21	Illusionist	31-35	6th
22-24	Alchemist	36-40	7th
25-27	Evil Magician	41-45	8th
28-30	Mentalist	46-50	9th
31-33	Seer	51-55	10th
34-36	Lay Healer	56-60	11th
37-39	Evil Mentalist	61-65	12th
40-42	Sorcerer	66-70	13th
43-45	Mystic	71-75	14th
46-48	Astrologer	76-80	15th
49-51	Ranger	81-85	16th
52-54	Monk	86-90	17th
55-57	Bard	91-95	18th
58-60	Open Channeling	96-125	19th
61-63	Open Essence	126-150	20th
64-66	Open Mentalism	151-200	25th
67-69	Closed Channeling	201-250	30th
70-72	Closed Essence	251-300	50th
73-75	Closed Mentalism	301+	50th+
76-78	Alternate Pure Channeling		
79-81	Alternate Pure Essence		
82-84	Alternate Pure Mentalism		
85-86	Alternate Chan/Ess Hybrid		
87-88	Alternate Chan/Ment Hybrid		
89-90	Alternate Ess/Ment Hybrid		
91-92	Alternate Semi Channeling		
93-94	Alternate Semi Essence		
95-96	Alternate Semi Mentalism		
97-100	Arcane		

15.3 WEAPONS

Here is a list of a variety of weapons.

RANDOM WEAPON CHART	
Roll	Weapon
01-02	Armorslaying Sword
03-04	Arrows of Summoning
05-06	Assasinslayer
07-08	Backbiting Sword
09-10	Battle Axe of Foul Summons
11-12	Belt Fed Crossbow
13-14	Blackwand
15-16	Bloodchill
17-18	Bonebane
19-20	Bow of Dual Foes
21-22	Chaos Sword
23-24	Crystal Knife
25-26	Dagger Glove
27-28	Dagger of Detections
29-30	Dagger of Fine Splitting
31-32	Dishani Weapon
33-34	Energy Bow
35-36	Expert's Mattock
37-38	Finger-needle
39-40	Flail of Fire and Ice
41-42	Flare Arrow
43-44	Flesh Harrower
45-46	Foefriend
47-48	Force Claws
49-50	Forestfriend
51-52	Hammer of Frost
53-54	Heartseeker
55-56	Homing Arrows
57-58	Javelin of Armor Piercing
59-60	Lightning Crossbow Bolt
61-62	Lightning Lance
63-64	Mace Spikethrower
65-66	Mageblade
67-68	Mirrored Blade
69-70	Off-hand Dagger
71-72	Parrying Falchion
73-74	Plasma Sword
75-76	Prism Sword
77-78	Replicating Blade
79-80	Scimitar of Throwing
81-82	Screaming Arrow
83-84	Scythe of Death
85-86	Spear of Battle Spells
87-88	Spiritslayer
89-90	Sword of Kalis Pathon
91-92	Sword of the Power Vampire
93-94	Sword-shield
95-96	Vibroblade
97-98	Whip of Beast Mastering
99-100	Zephyr's Sword

WEAPON DESCRIPTIONS

Armorslaying Sword: This +10 longsword, on command, can destroy a worn set of armor upon striking it if the armor fails its RR. It can destroy 4 sets of soft leather, 4 sets of rigid leather, 4 sets of chain armor, and 4 sets of plate armor before it loses this power.

Arrows of Summoning: These are arrows that do normal damage. However, the round after they hit something, the arrows burst apart and summon a 1-6 level creature for 1 minute. The creature is viscous and attacks the nearest creature.

Assasinslayer: This +10 broadsword slays assassins and strikes at foes behind the wielder without penalty. It detects invisible within 20'.

Backbiting Sword: Also called a 'porter blade. Three times per day, this +25 short sword can create a small, invisible magic gate that only its blade can pass through. The gate leads to a point anywhere (wielder's choice) within 50' and stays open for only 1 round. This is just long enough for the wielder to stab through the gate and ambush a victim with a +10 ambush bonus. Alternatively, it can be used in normal combat to achieve a rear attack.

Battle Axe of Foul Summons: This +10 battle axe will open up an instantaneous gate to the demon dimensions when so willed and it is sliced through the air six times. Simply roll a six sided die to determine the demon's "type". There is a 40% chance plus the wielder's presence bonus that he can control the demon, otherwise, unless he has the proper control spells at his disposal, he is in trouble.

Belt Fed Crossbow: This modified heavy crossbow fires two bolts per round without penalty as it is fed from the bottom by a belt of twenty bolts (like a machine gun) and magically re-cocks itself. The belt can be refilled with more bolts when empty.

Blackwand: These two-handed swords are +50 and inflict slaying crits upon anything 6 times per day. They are also known as Deathblades or Slayswords. There are supposedly five of these swords and some of them are in the hands of demigods.

Bloodchill: This +20 longsword made of magical ice does additional cold criticals. It comes with a special glove and scabbard of cold protection, as anything touching the sword (including the hilt) without special protection receives a C cold critical. It freezes liquid by touch at a rate of 1 cu' per round. It is very intelligent and seeks to slay anyone, for a foe killed by this blade has their soul "frozen" and devoured by the sword. On an attack roll of 66 (unmodified), a piece of ice breaks off and is lodged within the victim. It melts in 2-12 rounds doing 10 hits of damage per round that it is lodged. The melted ice will flow through the victim's veins and if an RR is not made, the heart will freeze in 1-4 hours, killing him. The sword instantly freezes water vapor from the air to replace the missing piece.

Bonebane: This +10 broadsword casts a "Break Limb" (Sorcerer base) spell on foes that it hits if the critical determines that it hits a limb.

Bow of Dual Foes: This bow is able to fire two arrows at once. They can be shot at one foe or two that are within 10' of each other. Full offensive bonus can be used on both attacks. Otherwise it is a normal bow.

Chaos Sword: This +20 two-handed sword acts as a x2 PP multiplier for chaotic lords and allows two spells from the "Chaotic Weapons" list to be cast upon it at once.

Crystal Knife: This +10 knife is sacred. It will serve any good channeling user as a +3 spell adder and will allow him to parry elemental bolt spells as any other melee attack.

Dagger Glove: This glove produces throwing daggers made of light which can be thrown with a +10 bonus and double normal maximum range. They do normal damage, but inflict electricity criticals instead of normal ones.

Dagger of Detections: This +5 dagger is a x2 PP multiplier for the sleuth class and it doubles the range of all detection spells (if *RMC III* is not used, use this as a multiplier for any class).

Dagger of Fine Splitting: This +5 dagger is able to split any non-magical item weighing less than 30 pounds exactly in half.

Dishani Weapons: A person who is slain by such a weapon cannot ever be restored. These evil weapons can be of any type, although most are bladed, with swords and long knives being the most common. Assassins crave these weapons, along with the alchemical process to forge them which was lost long ago.

Energy Bow: This bow has no string. Five times per day on command, a string and arrow of plasma appear, ready to fire. Though attacks are rolled normally, the arrows do damage as a plasma bolt (or a lightning bolt if *RMC III* is not used).

Expert's Mattock: This +10 war mattock is only fumbled on a 01 roll.

Finger-needle: This weapon resembles a thimble for the forefinger with a 1" needle on the end. It is always coated with a 10th level muscle poison, but can only be used 3x/day. It can be used in conjunction with martial arts strikes, but only a light touch is actually required to inject the poison. The needle does only 1 hit damage.

Flail of Fire and Ice: This flail does normal damage, but inflicts a heat and a cold critical instead of the normal one indicated. It appears as a flail with a ball of fire and a ball of ice at the end of its two chains. When not in combat, the elemental balls disappear.

Flare Arrow: This arrow burns as a torch once fired, lighting up both its flight path and the area where it lands. It will burn for up to one hour.

Flesh Harrower: This +10 two-handed sword does additional acid criticals of the same severity as the normal ones (use heat criticals if *RMC III* is not used). It drips with acid, so it requires a special magical protective scabbard.

Foe-friend: This cursed broadsword is +10 and does double damage, but every 6th foe that is slain will be brought back to life and completely healed and rejuvenated one round after his demise. Note: GM's should try to not give away the fact that the sword is the cause of the life-giving.

Force Claws: These steel gauntlets produce claws of force around them that allow the wearer to attack (using either martial arts striking, dagger, or any other skill the GM thinks appropriate) with a Huge Claw attack.

Forest-friend: This +20 longsword has special abilities in the hands of a Ranger. It allows him to use the Druid base list "Animal Mastery" to 20th level with 50 PP/day (to use on that list alone). When set point first into the ground, it halts the movement of all hostile animate plants within 100 yards. Any sylvan creature will have a +20 reaction modifier to the wielder of this blade.

Hammer of Frost: This +15 warhammer throws cold balls. It has 10 charges (but can be recharged with a "Charge Rod" spell).

Heartseeker: This +5 broadsword is invisible and adds 2 to the user's ambush level.

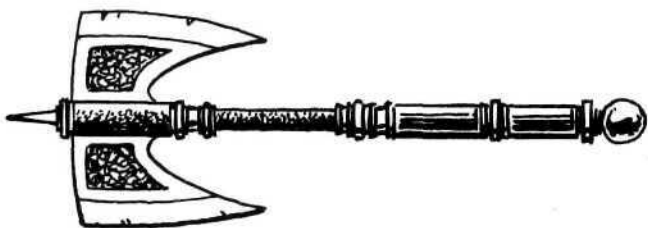
Homing Arrows: These arrows are normally found in a quiver of 5-14 (1D10+4). They are +10 arrows, but if one arrow successfully hits a target, the archer is at +50 to hit that same target again with another homing arrow. Subsequent hits do not cause additional +50 bonuses to accrue.

Javelin of Armor Piercing: This +15 javelin treats armor-suited foes as if they were AT 4.

Lightning Crossbow Bolt: This powerful crossbow bolt turns into a lightning bolt after it is fired. Use the lightning bolt table adding half of the crossbowman's OB for the normal weapon.

Lightning Lance: This lance fires a +10 lightning bolt twice per day.

Mace Spikethrower: This functions as a normal spiked mace +15 (50% chance of doing a puncture instead of a crush critical), however, three times per day, it can fire one of its spikes as a +100 light crossbow bolt. A new spike will appear to take the place of each spike that is fired.



Mage Blade: This longsword will seem poorly made and unwieldy to anyone but a pure spell caster. In their hands, it is a +30 weapon and the wielder uses his best weapon skill bonus as an OB, even if that weapon skill is not with a longsword.

Mirrored Blade: This silvery +15 broadsword is polished so well that its surface reflects as a mirror. Three times per day, it can be made to reflect an attack (melee, missile, or spell) back on its source, with all the same modifiers it had before.

Off-hand Dagger: This dagger can be used with full proficiency in the wielder's off-hand (not the hand in which he trained with a dagger). If used in conjunction with another weapon in the two weapon combo skill, the wielder can add 20 to his normal parry.

Parrying Falchion: This +5 falchion adds 30 to its wielder's DB.

Plasma Sword: This +20 sword is surrounded with energy upon command and inflicts an additional plasma critical every time it is used (see *RMC III* for the critical chart or use the electricity critical table).

Prism Sword: This crystal broadsword will absorb light, creating a 5'R sphere of darkness. It takes one round to absorb the light, and the darkness lasts 10 rounds. This captured light can then be shot out as a shock bolt. It takes one round to absorb that much light.

Replicating Blade: This +10 longsword can create a duplicate of itself for up to 10 minutes per day. The duplicate hovers next to the real blade as if it were held by an invisible wielder. When an attack is made by the real sword, the duplicate attacks the same foe. The attacks are rolled separately, but all modifiers are the same. Any damage to one blade affects both blades.

Scimitar of Throwing: This +15 scimitar can be thrown with user's normal scimitar OB using spear ranges.

Screaming Arrow: This otherwise normal arrow will scream as it flies, causing fear to all within 10' of its path. Treat RRs as versus a 5th level effect.

Scythe of Death: Three times per day, this +10 scythe will inflict an additional slaying crit on any creature. Treat this scythe as a war mattock that does damage as a broadsword.

Spear of Battle Spells: This +20 spear is a x2 Warrior Mage PP multiplier (treat this as a Bard or Ranger item if *RMC II* is not used). It will add +10 to any spell cast during a combat, and will add +20 to any battle spell cast directly on the spear.

Spiritslayer: This +20 broadsword is +30 vs. all spirits, demons, and ethereal-type undead (wraiths, ghosts, etc.). It is also "Of Slaying" against such creatures. The sword is intelligent and is aware of all spiritual presences within 20'.

Sword of Kalis Pathon: This +30 longsword's blade is incredibly thin. Therefore, if you look at the flat of the blade, it appears normal, but turn it sideways, and the blade will be practically invisible. This remarkable thinness also gives it awesome capabilities. It ignores armor, simply cutting right through it, so all attacks are treated as if the foe is unarmored (AT 1). It does x2 damage, and its criticals are always slashes, no matter what the broadsword table says. Against inanimate objects, it can be treated as being able to cut through nearly anything. However, if the sword is ever fumbled, there is a 10% chance that it will break due to its thinness. Remember that if it makes a cut, the cut is so thin it may not even be seen (of course, if the cut is in a living thing, it will surely be felt).

Sword of the Power Vampire: This sword's blade is actually non-material. It attacks on the normal broadsword attack table, ignoring any criticals it delivers, but all concussion hit damage it should inflict indicates the number of Power Points absorbed from the foe if he has them; if not, he is unharmed. Later on, these PPs can be traded to the wielder for concussion hits: the wielder allows the sword to absorb 1 hit for every 2 PP it gives him. It feels and is wielded like a normal broadsword.

Sword-Shield: This +5 broadsword can change into a +5 full shield at will.

Vibroblade: This short sword vibrates rapidly, inflicting an additional impact critical. In addition, three times per day, it can blast out vibratory waves, inflicting a "C" impact critical on all those within 20' (or a single target within 100' can be given an "E" impact critical instead) failing an RR vs. 10th level essence magic. The wielder is immune to the effects of the vibratory waves.

Whip of Beast Mastering: This +5 whip will act as a +2 Beastmaster spell adder and will add +5 to any beast mastery skills or spells.

Zephyr's Sword: This blade is the reverse of the prism sword, being exactly identical except that it absorbs darkness rather than light (creating a 5'R of light) and the darkness can be fired out as a darkbolt (treat as a "Shock Bolt" with cold criticals).

15.4 ARMOR

Here is a listing of magic armor.

RANDOM ARMOR CHART	
Roll	Armor
01-05	Adamantine Helm
06-10	Arm Greaves of Power
11-15	Armed Breastplate
16-20	Armor of Heroics
21-25	Breastplate of Gems
26-30	Breastplate of Thonian
31-35	Circlet of Protection
36-40	Darkling Leather
41-45	Drake Armor
46-50	Gauntlets of Resilience
51-55	Great Laen Collar
56-60	Helm of Stature
61-65	Hero's Girding
66-70	Leather Armor of Slickness
71-75	Mighty Gauntlets
76-80	Plate of Maneuvering
81-85	Plate of the Deep
86-90	Red Armor
91-95	Rhino Armor
96-100	Sea Helm

ARMOR DESCRIPTIONS

Adamantine Helm: This visored helm adds +10 to DB and negates 25% of all head criticals, and negates pierce and 75% of all slash crits.

Arm Greaves of Power: These arm protectors negate 30% of all arm criticals against the wearer, and 1 time per day doubles the concussion hits the wearer delivers in melee for 5 rounds.

Armed Breastplate: This +5 plate breastplate (AT 17) has two small clawed metal arms sprouting from the sides below the arm holes. These arms can be used by the wearer as if they were his own. They can make a 75MCI attack, and can manipulate small items. They cannot wield weapons, carry a shield effectively or lift anything over 30 lbs. each (60 lbs together). There is a 5% chance that this item will be cursed, attacking the wearer at an inopportune time.

Armor of Heroics: This chain armor is AT 16, but when doing a "heroic deed" (GM's complete discretion) it will not encumber the wearer at all.

Breastplate of Gems: This metal breastplate is AT 17 with a +5 Defensive Bonus due to superior quality construction. Encrusted in the chest are three clear crystals. Three times per year, the wearer can force an opponent to reroll his missile or melee critical result. If a jewel is ever removed, this special capability will be forever lost.

Breastplate of Thonian: The Champion of Law wore this +10 breastplate (AT17) which had the following powers: "Fly (150'/md)" once per day for 30 minutes, "Reverse Spells" one time per day, and chest criticals are ignored 50% of the time when worn.

Circlet of Protection: This unassuming mithril tiara protects its wearer as AT 13 with a full helm. There are no encumbrance penalties.

Darkling Leather: This leather jerkin is AT 5. While worn, the wearer may add +30 to stalking rolls made under poor lighting conditions.

Drake Armor: This set of AT 12 armor was made from an air drake's hide. Once per day, the armor can sprout wings and fly at the speed of an air drake (280'/round). The wings remain for 1 hour. Also, once per day, it can sprout a dragon's clawed forearm and attack with a 110HCL attack. The claw lasts only 1 round.

Gauntlets of Resilience: A pair of leather-bound metal gloves which add +5 to the wearer's Defensive Bonus, and negate 25% of hand and wrist critical results.

Great Laen Collar: An intricately crafted collar of natural green laen. While worn the wearer becomes resistant to the magic bonuses of missile and melee attacks. Any weapon with a magically generated bonus attempting to hit the wearer has that bonus cancelled for the attack. Thus a +10 magic sword attacking would be considered to be a +0 magic sword attacking instead.

Helm of Stature: This superior helm adds +10 to the wearer's Defensive Bonus, while adding +20 to leadership or influence-based maneuvers.

Hero's Girding: A wide leather belt set with laen plates. It protects as AT 17 with no encumbrance penalties. By a quirk of the item's construction, the wearer becomes more susceptible to essence-based magic attacks. Therefore, the wearer must subtract 25 from all RRs caused by essence magic.

Leather Armor of Slickness: This is a suit of rigid leather AT 10 that subtracts 30 from any grapple attack made against the wearer. It also helps get out of "sticky situations" like being trapped in tight places, etc.

Mighty Gauntlets: These mailed gauntlets add +15 to the wearer's DB, and +10 to his Strength stat bonus.

Plate of Maneuvering: This suit of half plate (AT19) has no maneuver penalty; in fact, it adds 10 to all maneuvers it might have subtracted from.

Plate of the Deep: This suit of +15 full plate (AT20) allows the wearer to move underwater with no maneuver penalties. The wearer is less hindered underwater than he is above — add 5 skill levels of maneuvering in plate while under water.

Red Armor: This +10 suit of chain (AT 15) is red in color. The wearer is immune to fire and heat. Once per day, the wearer can immolate, doing "A" heat crits to all within 10'.

Rhino Armor: This rigid leather armor is AT 9 and made from rhino hide. It gives the wearer a +30 OB bonus when charging.

Sea Helm: This coral-crested helm causes its wearer to be encased in a glittering phantasmal armor, not unlike fish scales, once donned. The wearer is protected as AT 15 with a +10 to DB and no encumbrance penalties. In addition, the wearer may breathe either air or water at will.

15.5 SHIELDS

Unless specified, all of these are normal-sized shields.

RANDOM SHIELD CHART	
Roll	Shield
01-05	Absorber Shield
06-10	Biting Shield
11-15	Channeling Shield
16-20	Crushing Shield
21-25	Floating Shield
26-30	Mage Shield
31-35	Mirrored Shield
36-40	Overlord's Shield
41-45	Paladin Shield
46-50	Portal Shield
51-55	Rune Shield
56-60	Shield of Death
61-65	Shield of the Gate
66-70	Shield of Troll Skin
71-75	Shield/Rod
76-80	Spine Shield
81-85	Spinning Shield
86-90	Vanishing Shield
91-95	Void Shield
96-100	Winged Shield

SHIELD DESCRIPTIONS

Absorber Shield: Any weapon which makes an attack against the wielder of this shield must make an RR against 1st lvl essence magic or be sucked into the shield. A weapon so trapped may be brought forth by the wielder later on, at will. However, only one weapon may be absorbed in the shield at a time.

Biting Shield: This +5 shield has a lion face in bas relief on its front. The lion will roar in combat and bite with a +85 LBi attack every other round.

Channeling Shield: The wielder may add 5 skill ranks of channeling while this shield is possessed. The shield has a golden cast, and will never show the scars of battle.

Crushing Shield: The owner of this shield may use it to make a +50 Large Crush attack while engaged in combat — handy if a weapon is fumbled.

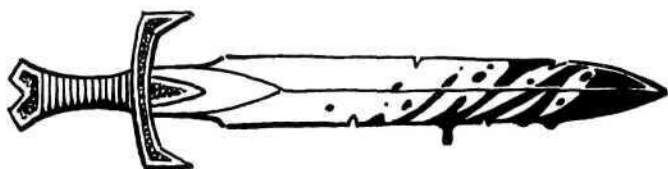
Floating Shield: A +20 magic shield. Once released, the shield will float, remaining in place unless blown by a strong wind. It is weightless and unencumbering in battle.

Mage Shield: This +20 full shield will float in the air on command, protecting its owner while he is casting a spell or doing something else besides attacking or parrying.

Mirrored Shield: This +15 silver alloyed target shield reflects as a mirror. Three times per day, it can be made to reflect any attack (spell, melee, missile) back on the attacker with all the original modifications.

Overlord's Shield: A +35 solid adamantine shield. When first engaged in combat, an opponent must pass a 10th lvl RR, or be at -20 for the duration of the battle. At the end of a fight, 1x/day, the shield will heal its owner of all non-bleeding concussion hit damage.

Paladin Shield: This +20 silver alloyed full shield will act as a x3 PP multiplier for Paladins (or a Ranger — thus, a Ranger Shield, if RMC is not being used).



Portal Shield: Once per day, this +10 shield will allow its wielder to create a 6' high, 3' wide, 10' long portal through any non-enchanted, solid material. The portal will last for 1 hour.

Rune Shield: The back of this +10 shield acts as a reusable sheet of "Rune Paper X" (Alchemist base spell).

Shield of Death: This white, skull-shaped +15 shield will cast "Major Pain" (Sorcerer base spell) three times per day and act as a +2 spell adder for any evil spellcaster.

Shield of the Gate: A black +20 shield. The wielder may use it to create a "Greater Demonic Gate" once per week.

Shield of Troll Skin: If the bearer of this +10 troll skin shield wears no armor, this shield will protect him as if he were wearing AT11 without encumbrance penalties.

Shield/Rod: This 1' iron rod will strike as a +10 mace and will elongate into a 10' pole. It will also become the handle for a +20 full shield.

Spine Shield: This spine covered +10 shield will shoot out 1-4 of its spines (treat as +50 light crossbow bolts) on command three times per day. It regenerates lost spines so it is never "out of ammo".

Spinning Shield: The bearer of this round shield may set it spinning in mid air for one minute per day. All who look upon it while it is spinning must make an RR vs 5th lvl essence magic or become stunned until the spinning stops.

Vanishing Shield: Once per day, the owner of this +10 shield may cause it to become invisible for one hour. It will remain so, even if struck in combat.

Void Shield: Once per week, this +15 shield may be set down, and any one object less than 300 lbs placed on it may be sent straight to oblivion. Living matter and enchanted items may receive an RR vs 20th lvl essence magic.

Winged Shield: This +15 shield looks like an oval with birds wings on each side. Twice per day, the wings will animate and fly at 200' per round for 30 minutes, carrying the wielder of the shield.

15.6 MODEST ITEMS

Here is a listing of a number of items having only a modest power level. If randomizing an item, roll 1D10. If the result is 1-5, roll on the first chart; if the roll is 6-10, randomize on the second chart.

RANDOM MODEST ITEM CHARTS			
CHART 1		CHART 2	
Roll	Item	Roll	Item
01-02	Acrobatic Band	01-02	Linchul's Bottle
03-04	Amulet of Acting	03-04	Linchul's Super Solvent
05	Amulet of Presence Detection	05	Linchul's Ultra-adhesive
06-07	Bands of Tumbling	06-07	Lockpick Extraordinaire
08-09	Bedroll of Sleep	08-09	Longboat Sail of the Northmen
10	Beggar's Cup	10	Lumbering Ax
11-12	Belt of Weather Prediction	11-12	Manacles of Pain
13-14	Board of Flight	13-14	Medallion of Hypnosis
15	Boomerang of Entrapment	15	Meditation Crystal
16-17	Boots of Agility	16-17	Message Sphere
18-19	Boots of Landing	18-19	Minstrel Cloak
20	Boots of Leaping	20	Montebanc Cape
21-22	Boots of Silence	21-22	Needle of Stitching
23-24	Bowyer's Oil	23-24	Non-skid Boots
25	Bracelet of Time	25	Noseplugs of Protection
26-27	Bracers of Yadomejutsu	26-27	Numor's Brush
28	Carpenter's Gloves	28	Oil of Perception
29-30	Carpet of Meditation	29-30	Perfume of Seduction
31	Change Pouch	31	Phase Gems
32-33	Chimes of Communication	32-33	Pole of Balance & Acrobatics
34	Chisel of the Stonemaster	34	Potion of Change to Wind
35-36	Cloak of Ledgerdmain	35-36	Potion of Flame Breath
37	of Appearance	37	Preservation Spray
38-39	Clothes of Contortions	38-39	Quicksilver
40	Cooking Pot	40	Quill of Dictation
41-42	Cosmetics of Allurement	41-42	Rice of Turug-chuok
43	Creature Catalogue	43	Rin's Voice Enhancer
44-45	Crock of Cookery	44-45	Ring of Medicine
46	Dice of Divination	46	Ring of Orientation
47-48	Divining Rod	47-48	Ring of Sculpting
49	Dust of Fiery Nerves	49	Ring of Swimming
50-51	Fire Pellets	50-51	Ring of The Lady
52	Flame Bolt Arrows	52	Rod of Potion Identification
53-54	Flash Bomb	53-54	Rodi's Everfull Cup
55	Flask of Many Potions	55	Scabbard of Iaijitsu
56-57	Flint of the Gods	56-57	Scabbard of Sword Preserv.
58	Food Pouch	58	Scalpel of Surgery
59-60	Forester's Helm	59-60	Scarab of Poison
61	Grayjenni Sling Stones	61	Shamman's Mask
62-63	Gauntlet of No Fumbles	62-63	Skates of Speed
64	Gauntlets of Marnoc	64	Skeleton Key of Opening
65-66	Gem of Aura Detection	65-66	Skis of Movement
67	Glasses/Lenses of Infravision	67	Sleep Sand
68-69	Glasses/Lenses of Microvision	68-69	Slippers of Dancing
70	Glasses/Lenses of Nightvision	70	Sound Box
71-72	Glasses/Lenses of Protection	71-72	Spider Shoes
73	Glove of Subdual	73	Staff of Lengthening
74-75	Gloves of Trickery	74-75	Stockings of Silence
76	Glowglobe	76	Stone of Ages
77-78	Golden Butterflies	77-78	Stun Cloud Crystals
79	Headband of the Blind	79	The Four Flowers of Sonakar
80-81	Heating Stone	80-81	The Warming Tub
82	Honi's Music Box	82	Time Alarm
83-84	Icon of Admin. & Org.	83-84	Touch Alarm
85	Idol of Lore	85	Trinkets of Dancing
86-87	Illusion box	86-87	Vacuum Helm
88	Imbedding Spike	88	Wand of Powdering Potions
89-90	Ink of Falsification	89-90	Wand of Warp Sensing
91	Javelin of Lightning	91	Wand of Weakness Detection
92-93	Jona's Scroll of Healing	92-93	Wardearth's Armored Gauntlet
94	Kerik's Saddle	94	Watching Icon
95-96	Keyboard of Shail	95-96	Weatherproof Tent
97	King's Flagon	97	Web Bomb
98-99	Knife of Fletching & Carving	98-99	Wind Chime of Infiltrators
100	Lens of Appraisal	100	Witch's Eye

MODEST ITEM LISTING

Acrobatic Band: This simple silver ring allows its wearer to add +25 to all acrobatics and tumbling rolls as long as he concentrates for 1 round prior to attempting the maneuver. There is a drawback however; any unbalancing criticals received by the wearer due to combat results are increased by 1 severity level (maximum result of "E").

Amulet of Acting: This amulet has the masks of tragedy and comedy carved on it. One is laughing and the other is crying. It gives the wearer five levels in acting skill.

Amulet of Presence Detection: This is a flat disc of clear laen set in silver on a heavy silver chain. The laen jewel is embedded with a permanent "Presence" spell. When any sentient presence comes within 10' of the amulet, the laen disc will glow with a soft white light while it gives off a subtle humming vibration. The wearer of the amulet is masked from this detection effect.

Bands of Tumbling: These cloth bands fit around the elbows and knees. They aid in all tumbling maneuvers, giving a +10 bonus. They reduce concussion hit damage from falling by 10%.

Bedroll of Sleep: Sleeper never has a bad night's sleep. One is always comfortable and never suffers from insomnia. Doesn't protect against nightmares.

Beggar's Cup: Passersby feel more sympathetic and inclined to give to the user. Gives a +25 reaction in such situations.

Belt of Weather Prediction: The wearer of this belt will be able to predict the next 24 hours of weather, 1x/day, with a 70% chance of accuracy.

Board of Flight: This surfboard flies 1 time per day at 500'/round for 1 hour. It must be ridden using surfing skill.

Boomerang of Entrapment: This is a small boomerang with 50' of thin cable attached to it. When thrown, it gives a +5 SGr attack as the cable wraps around its target. If the target is moving, he must succeed at an Extremely Hard maneuver or fall. Immobile targets are always hit, so this item could save its owner during a long fall if he were able to throw the boomerang in time.

Boots of Agility: Wearer receives an additional +5 Agility bonus.

Boots of Landing: Gives a +20 bonus to all landing maneuvers. If the wearer does not receive a critical for a fall, it means he has landed on his feet and is ready and alert.

Boots of Leaping: Allows wearer to leap twice as far as normal, 5 times per day.

Boots of Silence: A pair of dark brown boots which add +20 to the wearer's Stalking rolls due to their quiet footfall.

Bowyer's Oil: When rubbed on a bow, this oil will confer a +5 bonus for 24 hours. It is usually found in a container with 1-6 applications.

Bracelet of Time: Always tells exact time of day with a small display on one side of the bracelet.

Bracers of Yadomejutsu: Gives wearer 4 levels in yado skill. Oriental in design.

Carpenter's Gloves: These gloves allow wearer to push nails into wood or even stone effortlessly, with his thumb.

Carpet of Meditation: A finely woven 4'x4' carpet. When laid out and sat upon it adds +20 to the user's meditation rolls. If the user rolls less than 0 on a meditation attempt while using the carpet, he will fall into a deep sleep for 24 hours from which he may not awaken — regardless of spells or physical force used.

Change Pouch: This small pouch will, upon command, make change. For example, if a gold piece is placed inside and the command word is given, 10 silver pieces will replace the gold, in the same national currency as the original coin(s).

Chimes of Communication: These two sets of chimes are magically linked so that notes played on one set are also produced by the other, no matter how far apart they are. A code system can be used to carry messages across any distance with these items.

Chisel of the Stonemaster: This chisel adds 15 to any stoneshaping skill that it is used for.

Cloak of Ledgerdemon: Filled with hidden pockets of all sizes, this cloak allows the wearer to hide (even from a close inspection or frisking) up to three items smaller than or equal to a longsword in size.

Clothes of Appearance: This suit of man's clothes (not really fit for adventuring) will increase Appearance by 10, to a maximum of 90.

Clothes of Contortions: This is a fine pair of leather pants, coupled with a cloth tunic. They add +15 to contortion rolls while worn. Both garments must be worn at the same time to get the benefit.

Cooking Pot: When the command word is given, any food in this 24" diameter pot (even things not normally cooked in a pot) will be cooked/baked/prepared instantly and deliciously.

Cosmetics of Allurement: Use of these cosmetics will increase a male's Appearance by 5 and a female's by 10, to a maximum of 99. There is enough for 7 days of use.

Creature Catalogue: This book is iron-bound and has a key lock on its cover. It is written in a beautiful flowing script and is filled with pictures. It contains general information about the creatures in the GM's world, while having detailed information on 11-20 creatures of the GM's choice. While this is not necessarily a magical work, it is a very useful tome for adventurer and scholar alike.

Crock of Cookery: This fired clay crock adds +20 to cookery rolls when it is utilized for creating stews and soups. Meals created in the crock may be of an enchanted nature. The crock can be used to cook meals for up to five people at a time.

Dice of Divination: One means of divination through numerology, these magical dice will add +10 to any divination attempt made with them.

Divining Rod: This Y-shaped rod gives wielder 4 skill levels in dowsing when held forth with both hands.

Dust of Fiery Nerves: This silvery dust is kept in a small leather pouch. There is enough in the pouch to cover a 5' diameter area. Once sprinkled on the ground, the first being to step in the dust is affected by a "Fire Nerves" spell at 10th lvl effect (i.e., +40 to the BAR; +10 for lvl and +30 for point blank range). The dust is consumed when the spell takes effect.

Fire Pellets: These pellets are usually found in groups of 3-30. If broken on a flammable surface, they have a 90% chance of starting a fire.

Flame Bolt Arrows: These are short bow arrows which appear normal in all respects. However, once fired, they change into Flame Bolts and are resolved as the elemental attack at x1 damage. Range modifications are as per Short Bow. Although they produce elemental attacks, only normal missile combat OBs and DBs are used, except where fire resistance is involved. Flame bolt arrows are not reusable. They are usually discovered in bundles of 1-5.

Flash Bomb: Usable once. This small round orb explodes on impact with a flash and smoke. All within 10' must make a RR vs. a 5th level attack or be blinded for 1-10 rnds. It also gives off a smoke cloud that has a 20' diameter and lasts for 1-10 minutes under normal wind conditions.

Flask of Many Potions: This normal sized flask can contain up to five magic potions at once. When a potion is desired, that particular potion is the one that will be poured out, no matter what order they were put in. These flasks are found with 0-5 random potions in them (1D6-1).

Flint of the Gods: This inexhaustible and indestructible piece of flint will instantly produce flame as desired.

Food Pouch: Any food placed in this normal sized pouch will not spoil.

Forester's Helm: Gives a +10 tracking bonus in the woods, and the wearer can cast "Hues" (Ranger base) 3 times per day.

Grayjenni Sling Stones: These are magical sling stones, each of which may only be used once. Although normal in appearance, these stones, once hurled, produce razor-sharp spikes all over their surface. They strike with a +10 magic bonus and do puncture criticals instead of crush criticals.

Gauntlet of No Fumbles: This chain gauntlet reduces the fumble range of any one-handed weapon to 01-02.

Gauntlets of Marnoc: Tough leather gloves with light scale sewn over the upper surfaces. This pair of gauntlets allow a channeling spell user to add +20 to his BAR when casting F-class spells. Such spells fail on an unmodified 01 as opposed to the normal 01-02.

Gem of Aura Detection: This is a large, enchanted diamond set in a silver brooch. It assists its wearer in discerning the alignment of one being which remains within 15' for at least 10 minutes. To the wearer, the gem will appear to assume a color which keys with the target's aura. Auras include dispositions such as; good, neutral, scheming, cruel, and so on. The gem is not powerful enough to "see through" spells which cloak the target's true identity/disposition.

Glasses/Lenses of Infravision: Allows wearer to see in the infrared spectrum with a range of 60' if there are no bright light sources nearby. 55% likely to be glasses.

Glasses/Lenses of Microvision: Allows wearer to see very small details. Adds +25 to perception rolls involving locating secret doors, hidden seams, minute print, etc. Usable four times/day. 75% likely to be glasses.

Glasses/Lenses of Nightvision: Allows wearer to see at night as if it were day. 100' range. 60% likely to be glasses.

Glasses/Lenses of Protection: Gives wearer immunity to eye damage and blindness from bright lights. 80% likely to be glasses.

Glove of Subdual: This glove gives wearer 3 skill levels in unarmed subdual.

Gloves of Trickery: Adds +10 to wearer's slight-of-hand skills.

Glowglobe: This item lights and floats on command, illuminating a 50' radius. It can be commanded to follow its owner as well.

Golden Butterflies: These butterflies are made of gold. They are normal sized and of normal weight. They simply fly around, but are quite beautiful and last forever. Royalty will pay huge sums to possess them.

Headband of the Blind: Gives the wearer 5 levels in spacial location awareness skill when in complete darkness.

Heating Stone: On command, this round stone can give off heat equal to a large camp fire (although it will not give off light or start other materials on fire). While activated, touching it with bare flesh will deliver an "A" heat critical.

Honi's Music Box: When opened, the box plays one song. The item knows three songs, and can play each once per day. 6"x8"x3" wooden box, inlaid with ivory.

Icon of Administration and Organization: Small statue of a king contemplating on a throne. It will mentally give its owner advice, granting him a +30 bonus to all matters of administration and organization.

Idol of Lore: These statues come in all different types. There are Idols of dragon, demon, faerie, elvish, and dwarvish lore (plus any the GM wants to include for his specific campaign). An Idol of Dragon Lore is a small statue of a dragon, an Idol of Demon Lore is a small statue of a demon, etc. Each idol knows 5-10 skill levels (1D6+4) of their specific lore that they will share if asked.

Illusion box: Gives free use of "Lesser Illusions" list, but all illusions and phantasms created must be contained within this 1'x1'x1' wooden box.

Imbedding Spike: This spike will imbed itself, without the need for pounding, into stone or any softer material.

Ink of Falsification: Falsified documents and forged writings are more likely to be believed when this ink is used. Gives a +25 bonus to any such attempts. Inkwell contains enough ink for 1-10 attempts.

Javelin of Lightning: This throwing javelin appears to be normal, but if it strikes a target in missile combat and achieves a critical result, it will turn into a bolt of lightning. If the javelin does turn into a bolt of lightning, ignore the normal javelin damage delivered (including the critical), and immediately reroll a Lightning Bolt elemental attack at x1 damage — only modified by +35 (point blank modifier) and the lightning resistance of the target. If the target is missed by the javelin, there is a 50% chance that the weapon will be ruined. Once converted into a bolt of lightning, the javelin may not be reused.

Jona's Scroll of Healing: An ebony tube with gold fittings holds this special parchment. On the sheet is a single rune of "Healing 1-10" which continually reappears 1 day after it is used.

Kerik's Saddle: Adds a +30 bonus to any riding maneuver. There is a maximum 10% chance that the rider could fall out of the saddle, no matter what the circumstances.

Keyboard of Shail: This normal-sized organ can produce any type of sound known by the keyboardist. It can also shrink down to a size small enough to fit in any pocket.

King's Flagon: Any liquid put into this cup is instantly purified from all contaminants and toxins, including poisons. All liquids are chilled, and the flavor is improved as well.

Knife of Fletching and Carving: Adds +15 to any skill involving the shaping of wood with this knife. Never dulls.

Lens of Appraisal: Gives a +10 bonus to any appraisal or evaluation of goods if the object is looked at closely through this lens. It can be fit onto the eye for short periods, like a monocle.

Linchul's Bottle: Once he developed the formulas for his adhesive and solvent, Linchul had to produce a means of storing them. He came up with a material (which he called linchilium) which is immune to the effects of adhesives, acids, and is nigh indestructible once forged. Unfortunately, linchilium was extremely hard to produce, so the only things he made out of it were a few bottles to put his other discoveries in. The bottles appear to be of a grayish clay and are about 3" high. His Ultra-adhesive and his Super Solvent are always stored in these bottles.

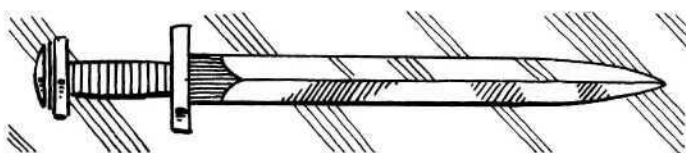
Linchul's Super Solvent: Linchul the alchemist was forced for obvious reasons to come up with a remedy for his adhesive, and he did. This super solvent will dissolve any adhesive — and in fact, almost anything else. Only the most magical of substances can resist this acid. There is but one dose in a bottle.

Linchul's Ultra-adhesive: A bottle of this glue contains 1-10 applications. One application will cement any two objects (up to 10 lbs each) together permanently. It is an Absurd strength maneuver to try to break such a bond, once made. The adhesive takes one minute to dry.

Lockpick Extraordinaire: Adds a +20 to any lock picking attempts.

Longboat Sail of the Northmen: This special longboat sail is paired with the symbol of a black hawk. When the sail is unfurled from a longboat's mast in open water a stiff breeze will fill it, propelling the craft in the desired direction at a speed of at least 10 knots. The effectiveness of the sail is reduced in increasingly bad weather.

Lumbering Ax: This +10 battle axe fells trees in one-half the average time.



Manacles of Pain: These manacles come with a ring. The wearer of the ring can make the wearer of the manacles receive a "Pain" (Evil Magician base) spell.

Medallion of Hypnosis: This shiny medallion gives a +30 bonus when used as an aid in hypnosis. It should be swung back and forth in front of the target.

Meditation Crystal: While concentrating on this crystal, one gets a +10 bonus on any form of meditation.

Message Sphere: This 1" diameter sphere can contain an illusion with sound-producing capabilities that will last for one minute. The illusion can be no bigger than 6"x6"x6", and projected up to 2' away from the sphere. This illusion (not meant to fool anyone, but to carry a message with sounds and visuals) will be stored until the sphere is activated. Once "empty" a new message can be stored.

Minstrel Cloak: This colorful garment acts as a +2 Bardic spell adder and produces music appropriate to the wearer's current situation at will (action music during a battle, suspenseful music during a stealthy maneuver, etc.).

Montebanc Cape: This cape acts as a +2 Montebanc spell adder and "Longdoors" the wearer one time per day. Wearer disappears and reappears in a puff of smoke. If *RMC III* is not used, this can be treated as a spell adder for Bards.

Needle of Stitching: this needle will sew up clothing and cloth by itself when commanded to. It can follow complex tailoring instructions.

Non-skid Boots: These boots will not allow the wearer to skid, slide or slip on any non-enchanted surface.

Noseplugs of Protection: With these noseplugs in, a person can breathe poison gases safely. They look ridiculous, however.

Numor's Brush: Paintings painted with this brush are uncannily realistic. No paint is needed with this brush as it paints any color the artist wills.

Oil of Perception: A lidded ceramic dish contains this slick, clear liquid. Rubbing a dose of the liquid on the eye lids grants the user "Long Eye"; on the ears grants "Long Ear"; and on the forehead grants "Presence". These spells are at the 10th lvl of effect. From 11-20 doses will be found in the dish.

Perfume of Seduction: A female wearing this perfume may add +30 to one seduction roll made within 5 hours of putting it on. A vial holding this perfume will contain 1-10 doses.

Phase Gems: Set into the wrist of gauntlets, each of these gems can store one weapon or similarly-sized object in a small pocket dimension. Object disappears and reappears when a gem is pressed. One gem per glove.

Pole of Balance and Acrobatics: Adds 20 to any balancing, acrobatic, pole vaulting, tightrope walking, or similar maneuver. Can change its length from 1' to 15'.

Potion of Change to Wind: The round after this potion is drunk, the imbiler will turn into an equal volume of air which will maintain its form for 10 minutes, at which time the imbiler's body will reform — wherever that may be. The imbiler in air-form may not control his movements and will drift with the slightest gust of wind. None of the imbiler's equipment is affected by the potion.

Potion of Flame Breath: The round after drinking this potion, the imbiler may breathe a normal Fire Bolt (100') at x1 damage, with his level as the attack modifier.

Preservation Spray: This liquid comes in an atomizer spray bottle. When applied to something subject to deterioration, it will preserve it until it is needed. It takes three applications to cover a dead human body, one to cover food, etc. There are 2-11 applications found at a time.

Quicksilver: Magical Quicksilver is the most slippery substance known, although something about its composition allows it to be coated onto surfaces which it will cling to (somehow passively applying it to a surface negates its slipperiness). It is found in vials containing enough to coat a 5'x5' surface each. It is an Absurd maneuver to try to stand, walk or even crawl over such a coated surface without slipping and falling. Weapon sheaths whose insides have been coated add +10 to quickdraw maneuvers. Armor coated with quicksilver is Sheer Folly to try to grab or grapple. Its various uses may be endless. If put on a substance where it is exposed to much wear (like a suit of armor) it will probably only last for a few hours. In a weapon sheath, it would probably last three to four days. Just coating a floor, however, could allow it to last indefinitely, depending on the amount of traffic.

Quill of Dictation: This quill will write whatever it is told to, all by itself.

Rice of Turug-chuok: A fired clay container of black rice. If the rice is sprinkled in a line, and an essence spell user "casts" 1PP at it from no further than 30' away, it will form a "Wall of Fire" for 5 minutes. One dose of rice will form a 10' long line. If the rice is placed in a pile, and the spell user "casts" 1PP at it (30' range again), it will detonate as a "Fire Ball". For every dose of rice used beyond 1, +10 is added to the fire ball attack. A container will contain 1-10 doses of rice.

Rin's Voice Enhancer: This spray bottle contains 1-100 applications of a voice enhancer spray which adds a +10 bonus to singing skills and +5 to Bard BAR rolls.

Ring of Medicine: Gives a +25 bonus to any skill involving healing, animal healing, first aid, surgery, etc.

Ring of Orientation: Onyx band set with several small diamonds. The wearer of this ring may add +25 to all orientation rolls, and any unbalancing criticals taken are reduced by one severity level (e.g., "A" criticals are ignored).

Ring of Sculpting: This ring grants the wearer 4 levels in sculpting skill.

Ring of Swimming: Gives wearer 3 levels of swimming skill. Wearer can breathe underwater for 10 minutes per day.

Ring of The Lady: This ring bestows a +30 bonus to any wearer's gambling skill.

Rod of Potion Identification: This thin glass rod, 6" long, will identify certain potions when they are stirred with it. A certain part of the rod (having the corresponding potion name carved on that part) will turn color if the potion is one of these types: healing (hits), healing (bone), healing (blood), healing (other), flying/levitation, invisibility, strength, heroism or speed. If the potion tested is none of these, the rod will do nothing. It works two times per day.

Rodi's Everful Cup: this cup fills with good ale upon command.

Scabbard of Iaijitsu: These scabbards can be found with any type of sword. They give the wielder 3 skill levels of the iaijitsu technique.

Scabbard of Sword Preservation: This magic scabbard will accommodate most broadswords measuring 3' in length. A sword kept in this scabbard will always remain sharp and never rust.

Scalpel of Surgery: This instrument gives the user 5 levels in surgery. Patients recover in half the time.

Scarab of Poison: Allows caster to have a +10 bonus in perceiving, identifying and handling poisons. Gives a +5 to RRs vs. poison.

Shamman's Mask: This is a x2 spell multiplier for Shamman's, and modifies animal and spirit reactions to the wearer by +20. If *RMC II* is not used, this can be an Animist multiplier.

Skates of Speed: These ice skates allow the skater to move at twice his normal speed.

Skeleton Key of Opening: Will immediately open 10% of all locks encountered.

Skis of Movement: These skis move along snow covered ground or ice, under their own power at 10mph.

Sleep Sand: This sand comes in small packets, each containing one dose. When thrown at a target, he must pass an RR vs 1st lvl essence magic or will fall asleep and not be able to wake up for ten minutes. Anyone attempting to slay or cause harm to sleeper will not only find such efforts futile (the sleeper is immune to all harm) but will take an "A" electricity crit if within 5'. After the ten minute period, sleep will become normal.

Slippers of Dancing: Gives wearer 3 additional levels in dance skill.

Sound Box: this 4"x6"x3" lidded wooden box will store any sound desired by the owner that is produced while the lid is open. The sound can then be let out and heard at a later time. Only one sound can be stored at a time. Note that even magical sounds, such as item command words, words of power, and so on can be stored.

Spider Shoes: These appear to be normal black leather footwear, but on command, once per day, they will sprout eight 4" long spidery legs each. These legs will allow the wearer to move up walls and ceilings at his normal walking pace (the spider legs will be doing the actual walking of course). The legs have a maximum 20 minute duration each day.

Staff of Lengthening: The normal length of this wooden staff is 6'. For the cost of one charge (of which it has 1-100 available), its length can be cut in half or doubled. This can be done many times until it is either about 1" long or 96' long. It is made of magical wood and is almost unbreakable.

Stockings of Silence: When the wearer of these stockings takes off his boots, his stalking skill gets a +30 bonus while moving quietly indoors.

Stone of Ages: This ordinary looking rock gets warmer in direct proportion to the age of any nonliving object which it touches. If it is touched to a brand new object, it will feel cool. Likewise, something a few years old will make it warm, and an ancient artifact will make it red hot.

Stun Cloud Crystals: These clear rock crystals are found in an enchanted rosewood and gold box. When a crystal is removed from the box, it sublimates over the course of 3 rounds, then produces a "Stun Cloud 5'R" with a duration of 6 rounds. From 1-10 crystals will be found in the box.

The Four Flowers of Sonakar: These four red roses, wrapped in a soft burlap cloth, always look freshly cut. When they are placed on solid ground and arranged on their wrapping cloth while speaking the words "Fistusa, elda Sonakar" (Protect us great Sonakar) — a "Protection II 10'R" will come into effect for 1 min/lvl of the speaker. Double the duration if the speaker is a channeling spell user. This magic will not work for Evil Clerics, and the protection bonus is not cumulative with other magical protections. This magic may be invoked 1x/day.

The Warming Tub: A beautiful marble bath, large enough for one large-sized man or two playful hobbits. Water placed in this bathing tub warms to a comfortable temperature, or cools it if the water is initially very hot. The water will maintain its temperature until the tub is emptied.

Time Alarm: This small necklace will make a soft noise when a certain time period (decided by the wearer) has passed. It can be used to wake up at a specific time, alert the wearer when a duration is over, etc.

Touch Alarm: This small, 1" square ivory block will produce a very loud wailing sound when it is set onto an object and the object is touched. There is a command word to turn it on and off. When it is turned on, it will cling to any surface.

Trinkets of Captivating Dancing: This set of trinkets includes a tooled leather headband, along with golden bracelets and anklets. The set adds +10 to the wearer's Appearance (not to exceed 100), and +25 to all dancing rolls. If 101+ is rolled for a dancing attempt in front of a captive audience, members of that audience must make an RR vs the dancer's level in order to take any action other than watching the dancer.

Vacuum Helm: This helm only functions in a vacuum. In such an environment, it forms an air-filled field around the wearer, allowing him to breathe indefinitely and protecting him from the rigors of vacuum.

Wand of Powdering Potions: This wand will dehydrate any magical potion or liquid for easy transport and storage. Mixing the powder with water will produce the potion once again. This wand is found with 2-20 charges.

Wand of Warp Sensing: Detects all reality warps and disturbances in the fabric of the universe within 10 miles. Contains 1-10 charges.

Wand of Weakness Detection: Has 10-19 charges. Detects the weakest point in a wall, door or other construction. Gives a +10 bonus to any attempt to damage the construction from the weak point.

Wardearth's Armored Gauntlet: This iron mailed glove covered with fine steel plates will only fit a relatively large mannish right hand. Its wielder may use it to make an attack on the Bare Fist table with a +10 bonus to his Martial Arts Striking Rank I OB.

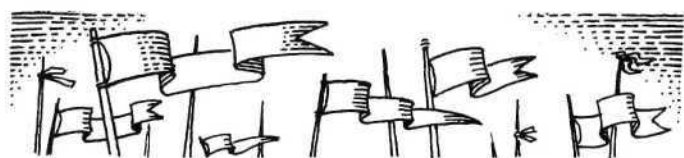
Watching Icon: A 2' tall dark marble statue of a great bird having red tinted glass eyes. The item's sole property is that it is capable of acting as the focus for various "Sight Through Other" spells. That is, beings capable of seeing through the eyes of others may see from the eyes of the statue. The item is imbedded with a minimal intelligence which may be "Mind Stored" and possibly detected with a "Presence" spell.

Weatherproof Tent: This 10'x20' tent is totally immune to the effects of natural weather: cold, wind, rain, hail, etc.

Web Bomb: This bomb appears to be a black glass globe 1" in diameter. Upon impact, this globe will explode and cover everything within 10' in spider webs (treat as a 80 MGr attack) that cannot be broken with less than a Sheer Folly strength maneuver. The webbing dissolves in 10 minutes.

Wind Chime of Infiltrators: This is a brass wind chime which will detect the presence of camp infiltrators. Before going to sleep, the chime may be hung (if the air is calm), and all within 10' will be "Mind Typed" by the device. If, during the next 8 hours, a new sentient presence with an unshielded mind comes within 100' of the chime, it will clang wildly, alerting those nearby. The effectiveness of the device will depend on the prevailing wind conditions; for if a stiff breeze kicks up, the item will be all but useless. The Wind Chime of Infiltrators may only be used in the outdoors.

Witch's Eye: This eye-shaped amulet is a +1 spell adder for Witches, and one time per week its wearer can turn one target to stone as a gorgon. This item can be used as a Magician adder if *RMC II* is not used.



15.7 POTENT ITEMS

Here is a listing of items having a potent power level. If randomizing an item, roll 1D10: 1-5, roll on Chart 1: 6-10, roll on Chart 2.

RANDOM POTENT ITEM CHARTS			
CHART 1		CHART 2	
Roll	Item	Roll	Item
01-02	Aeriada's Periapt	01-02	Kynac of Returning
03	Amulet of Beastform	03	Lamp of Shadows
04-05	Aphestasia's Veil Changes	04-05	Lered's Balloon
06	Aramedi Shuriken	06	Lyre of Theola Forest
07-08	Armband of Strength	07-08	Mated Rings
09	Arrow Straightener	09	Medallion of Sir Galloway
10-11	Arrows of Impaling Foes	10-11	Membrane Ring
12	Assassin's Ring	12	Mentalist Rod
13-14	Attack Spider	13-14	Mirror of Wish Revealing
15	Bell of Summoning	15	Mnemonic Stone of Miula
16-17	Black Coffin	16-17	Evading Clothes
18	Bookstand of Learning	18	Motion Tracking Bracer
19-20	Bracelet of Charms	19-20	Muldek's Long Kynac
21	Bracelet of Friendsummons	21	Necklace of Barandol
22-23	Bracer of Elem. Deflection	22-23	Nemesis Amulet
24	Bracer of the Spider	24	Nerros' Displacer
25-26	Bracers of the Lycead	25-26	Neural Bomb
27	Candle of Blessing	27	Oil of Stone Merging
28-29	Choker of Whispers	28-29	Pact Runes
30	Choko-da	30	Plaguestone
31-32	Circlet of Leadership	31-32	Plate Mail of Puncture Resist.
33	Clawclasp	33	Potion of Gargoyle Form
34-35	Cloak of Defense	34-35	Power Booster
36	Cloak of Insignificance	36	Power Matrix
37-38	Collar of Loudness	37-38	Psychic Flare
39	Combat Gauntlets	39	Ram Staff
40-41	Conjuror's Carpet	40-41	Red Shield of Diif-Marash
42	Crystal of Reflection	42	Reed Implant
43-44	Cyclone Sphere	43-44	Ring of Lammoth
45	D'Arwooden's Ring	45	Ring of Notions
46-47	Dakrean Velum	46-47	Ring of Self Sustaining
48	Dervish Drum	48	Rod of Exchange
49-50	Drakehelm	49-50	Rod of Spirit Detection
51	Dreamviewer	51	Saddle of Imagination
52-53	Dwarven Great Cleaving Axe	52-53	Saddle of the Horse Lords
54	Earrings of Truth	54	Scythe of Bloody Reaping
55-56	Energy Absorber	55-56	Selkar's Girdle
57	Everfull Quiver	57	Shadow Hook
58-59	Eye of Thunder	58-59	Shamman Skin
60	Eye of True Sight	60	Shield of the Green Woods
61-62	Eye Spy	61-62	Shimmering Cloak
63	Eye Staff	63	Shock Ring
64-65	Fang of the Long Sleep	64-65	Shoola
66	Fighter Staff	66	Shrinking Chest
67-68	Fireball Orbit Stones	67-68	Singing Bird
69	Flute of the Fair Elves	69	Skillstone
70-71	Flying Gauntlets	70-71	Skullmask
72	Focusing Lens	72	Skyrider
73-74	Gateway Lantern and Tapestry	73-74	Sparrow Feather Earring
75	Gem of Storing	75	Spellbomb
76-77	Geordani's Bracelet	76-77	Spellstone
78	Geordani's Earrings	78	Spellwand
79-80	Glasses of Gaze Immunity	79-80	Spirit Trap
81	Glove of Storing	81	Staff of Missiles
82-83	Glove of Unbarring Ways	82-83	Stingwand
84	Gloves of the Thief	84	Swan of Ithi Tinuvia
85-86	Gum Wad of Healing	85-86	Talisman of Extrapolation
87	Half-Rod	87	Talon Grapnel
88-89	Headband of Hierarchy	88-89	Tears of the Gods
90	Headband of Non-detection	90	Tele-link Gems
91	Headband of Silesh	91	Telloch, the Defender
92	Helm of Darkness	92	Tentacle Staff
93	Helm of Sense Mastery	93	Tooth of Shark Form
94	Hoop Gates	94	Tracers of Palis
95	Impulse Wire	95	Tracker's Ring
96	Indestructible Boots	96	Wand of Acid
97	Indestructible Gloves	97	Warning Stones
98	Janik's Belt of Movement	98	Warrior's Helm
99	Jardanian Necklace	99	Were-ring
100	Khalid's Boots	100	Zacary's Rune Paper

POTENT ITEM DESCRIPTIONS

Aeriada's Periapt: An amber tiger's eye stone set in silver feline claws on a silver chain necklace. The wearer of this enchanted stone may transform himself into one of three feline forms — a black cat, black panther, or war panther — with the duration of the transformation being dependent upon the form chosen. The wearer may change into a black cat up to 9x/month and the total sum of the duration of this form may not exceed 90 hours/month. The form of a black panther may be taken 3x/month with a sum duration not to exceed 3 hours/month. Finally, the wearer may make one change into a war panther every month for up to 1 hour. No equipment will change form, and the periapt will appear around the neck of each feline form. The transformed wearer retains his mind, but no other capabilities (e.g., speech, spell casting, etc.). If the periapt is lost while in any cat form, the wearer will quickly lose his identity and shortly become just another member of the species chosen. Any form change with the periapt takes but 1 round. The stats for the three feline forms follow.

Black Cat; Lvl 1, Max Rate 80, Max Pace/Mn Bon Fspt/40, MS/AQ FA/FA, Size/Crit S/-, Hits 10, AT(DB) 1(40), Attacks 10TC150/0TBi20/Both30. **Panther;** Lvl 5, Max Rate 100, Max Pace/Mn Bon Fspt/30, MS/AQ FA/VF, Size/Crit M/-, Hits 100, AT(DB) 3(40), Attacks 50MC140/50MBa60/60MBi√. **War Panther;** Lvl 7, Max Rate 110, Max Pace/Mn Bon Spt/30, MS/AQ FA/VF, Size/Crit L/I, Hits 160, AT(DB) 4(30), Attacks 80LC140/100MBa60/120 LBi«.

AERIADA'S PERIAPT



Amulet of Beastform: Each of these amulets is keyed to a specific animal. The wearer can become this animal at will (but his possessions do not change). The change and the change back take one full round each. If the animal form is larger than man-size, the wearer's clothes will be destroyed. If the wearer is wearing metal armor, he will do himself 1-10 hits damage as he bursts the straps of the armor. The wearer gains all the animal's abilities in that animal's form. Each amulet is silver with its corresponding animal engraved on it.

Aphestasia's Veil of Mystical Changes: A pale silk scarf with well over 100 very small diamonds sewn into it. A mentalism spell user who pulls the scarf over his or her face may "Face Shift" (unstudied) 2x/day, "Change to Kind" 2x/day, and "Misfeel Kind" 2x/day.

Aramedi Shuriken: Such shuriken are double forged and are enchanted with a +10 magic bonus. If they are left stuck in a wound for 1 round they spontaneously combust, delivering a heat critical of the same severity as the original critical. The shuriken is consumed in the burst.

Armband of Strength: Wearer receives an additional +10 Strength bonus. The cloth has a red clenched fist embroidered into it.

Arrow Straightener: This tube straightens and improves any arrow or crossbow bolt passed through it. The device adds a +5 (non-magical) bonus to any such arrow or bolt. It can be used 3 times per day.

Arrows of Impaling Foes: These arrows have adamantite/mithril alloyed heads and shafts of hollow steel. They have a +10 quality bonus, and are enchanted so that non-grazing "E" puncture criticals impale the victim. An impale pins the target to any convenient nearby structure. Thus, the foe's own shield could be pinned against him, or he could be immobilized against a tree or wall. Disimpaling will usually result in extra bleeding or concussion damage. If the arrows pass an RR assigned by the GM, they are reusable. 1-2 will usually be found at a time.

Assassin's Ring: This ring will sprout a 1/2" needle coated with a 8th level muscular poison. The needle can come out of the palm side or the backhand side. The needle can be retracted back into the ring at will. The needle does no damage, but anyone touched by it must make an RR or be affected by the poison.

Attack Spider: This tiny metal spider will, once every three days, go forth and attack anyone of the owner's choosing within 1 mile. It has a +60 SS attack and a 7th level circulatory poison.

Bell of Summoning: This hand bell summons 1-4 5th level creatures which would be indigenous to the area. It can be rung one time per week.

Black Coffin: This evil item seems to be a normal black coffin with a red lining. It cannot be opened while the sun is up, is immune to heat and fire, and anyone damaging it must make an RR vs. 12th lvl channeling magic or be cursed by a "Dark Thoughts" (Evil Cleric base) spell. Needless to say, vampires and other undead would *die* to have such an item.

Bookstand of Learning: Any book placed on this bookstand will be easier to read and study. Lore skills, spell lists, and languages can be studied with 1/2 the normal development point cost (with a minimum of 1 development point) if learned from a book sitting on this bookstand.

Bracelet of Charms: A simple bronze charm bracelet with 9 links set to receive charms. Unless otherwise noted, all charms for this bracelet are made of bronze, and any bonuses they impart are non-cumulative with other spells or items. Here are six sample charms — the GM is encouraged to design others. Eagle's Head; the modifier for consenting receipt of essence spells increases from -50 to -75. Coiled Snake; as the Eagle's Head, except that it is aligned to the channeling realm. Wolf's Claw; Wards lycanthropy, granting a +20 to any RR against the disease. Orb; Wards Class I undead, who must make an RR vs a 1st lvl essence spell in order to take any action against the wearer. Silver Dagger; Wards gaze attacks, granting a +10 RR bonus. Cat; Proof against contact poisons, granting a +10 bonus.

Bracelet of Friendsummons: This bracelet has 2-7 charms. Each charm can summon one person whom the owner believes to truly be a friend. There is no range limit, although the friend must be on the summoner's plane. Each charm can only be used once, and a truly unwilling target can resist with a +50 on his RR (the friend will know he is being summoned and by whom)

Bracer of Elemental Deflection: Deflects elemental Bolt attacks as "Deflect 1" when held forth defensively. It is engraved with a shield symbol and is made of silver and gold.

Bracer of the Spider: This small silver bracer fires a strand of thick spider's webbing that requires the user to make a Hard maneuver roll to hit a target. This roll is modified by subtracting the target's Quickness bonus and adding the firer's Agility bonus. If the result on the maneuver table is a number, that is the percentage of the target's body that is covered in webbing (i.e. if a result of 60 is obtained from the table, 60% of the target's body is covered, 40% is freed). Actual body parts should be determined randomly. Covered portions could only be moved if the target were to succeed at a Hard Strength maneuver. The firer can opt to web the target to something immobile (like the floor or a wall). The immobile object can be assumed to be automatically webbed, but the Hard maneuver roll to hit the target would then be modified by an additional -20. The webbing can be used for other purposes. It can support up to 500 lbs per strand (one blast equals one strand for this purpose). The wearer of a web blaster is immune to its adhesiveness (but not to natural spider webs). A web blaster can be fired up to twenty times. It can be refilled with a magical web cartridge made by a lord level alchemist using a small metal box (which fits into the bracer), 20 lbs of spider webs, and twenty "Charge Staff" spells. The bracer is silver engraved with a spider and web motif.

Bracers of the Lycead: A set of bronze forearm bracers. When worn by a Monk or Warrior Monk with Martial Arts Striking skill, they may be used to invoke a magic which allows the wearer's right forearm to strike as a mace, and the left forearm to defend with a +5 to melee attacks. OB with the mace attack equals the wielder's Striking Rank I bonus.

Candle of Blessing: While this candle is burning, all within 10' who worship good deities receive the effects of a "Bless III" spell, while demons and evil spirits take "A" heat criticals every round. The candle burns for a total of 3 hours with a light blue flame.

Choker of Whispers: A coral bead choker set with a topaz stone. For Bards it acts as a +2 spell adder, and doubles the range of any "Long Whisper" spell cast. For non-Bard wearers, the choker allows the casting of "Long Whisper" 100' 1x/day.

Choko-da: Mentalists' Bracers of Defense. These rigid leather forearm greaves have a flexible steel trim and soft leather straps. Any mentalism spell user wearing a set of these bracers can cast "Shield" 2x/day, "Deflect I" 1x/day, and "Blade Turn" 1x/day. Casting the "Shield" spell requires that one of the caster's arms be free to manipulate the force field.

Circlet of Leadership: This silver head adornment adds 5 to the wearer's Presence bonus, plus all followers have a +30 bonus to any morale checks they need make. All attempts at skills such as leadership, administration, organization, public speaking, etc., are at a +30 bonus.

Clawclasp: This cloak clasp is made from a demon's claw and acts as a x2 PP multiplier for any class. It also gives the wearer AT 10, if he wears no armor.

Cloak of Defense: A travelling cloak of supple leather, ornately decorated along its edges. It covers the back, and is tailored so that its trailing edge wraps around to a gathering on the left side. Attacks against the wearer's back or left flank are modified by +10 increase in DB. In lieu of a shield, the cloak's gathering may be wielded by the wearer's left hand as a target shield (+20 to DB). This, however, leaves the wearer's back exposed.

Cloak of Insignificance: This grey cloak is activated when the hood is drawn over the head. After that, any being viewing the wearer must make an RR vs. 10th lvl essence magic or simply not notice the wearer. The viewer will see him, but his mind will register the cloak wearer as being insignificant and not of the viewer's concern. This is so effective that the viewer will completely forget even seeing the person the moment he is out of view. If the wearer does something that would normally bring notice to himself (making an attack, stealing an item, etc.) the viewer can make another RR, modified as the GM sees fit in the situation.

Collar of Loudness: This leather collar will allow the wearer to increase the volume of his voice 5 times per day. This will allow him to cause all within 20' to take "A" impact criticals, shatter normal glass, be heard at very long distances (up to 5 miles), etc.

Combat Gauntlets: These armored gloves allow their wearer to subtract 1 from his melee weapon fumble range. The range (if greater than 01) can never be reduced below 01-02, and the magic is not cumulative with other magic or natural factors favorably affecting fumble range.

Conjurer's Carpet: This 5'x5' rug can be inscribed with any one Conjurer or Runemaster magic circle. It can be rolled up and moved (it weighs approximately 15 lbs and is cumbersome), despite the rule that circles must be immobile. 75% of these that are found will already have a circle inscribed on them. Once inscribed, a circle cannot be erased from the carpet.

Crystal of Reflection: This small mirror-like crystal reflects all "Shock Bolts" and "Lightning Bolts" back at the caster automatically with a net +0 bonus. The 2nd to 10th reflected bolt will shatter the crystal.

Cyclone Sphere: This item has 1-20 charges when found. When a charge is expended, this small metal sphere can be thrown and it will produce a small (15' high and 8' wide at the top) cyclone with its base coming out of the sphere. Anyone within 10' of the sphere must make an RR each round or take a "B" impact critical and be knocked off their feet. The cyclone will last 10 rounds. If two charges are expended, two small cyclones are created, the impact radius is expanded to 20', and the criticals are "C"s. For three charges, three cyclones are created, the impact radius is 30' and the criticals are "D"s. No more than three charges can be expended at once.

D'Arwooden's Ring: Gives any pure spell user a +30 OB with any hand held melee weapon.

Dakrean Velum: Special sheets of Rune Paper X. These durable rune sheets are specially enchanted so that any spell inscribed on them may be cast two times before the spell rune disappears and is unusable.

Dervish Drum: This drum beats in any desired rhythm without physically beating it. It acts as a x3 Dervish PP multiplier. Three times per day the beating of the drum can cast a "Lord Sleep" spell on anyone within hearing range. If *RMC II* is not used, this can be a Monk PP multiplier.

Drakehelm: This helm is shaped like a dragon's head. It allows the wearer to breathe fire as a dragon (as a fireball, but in a 30' cone) 3 times per day and cause invisible dragon claws of magical force to strike (80HCl attack) foes within 10' 5 times per day.

Dreamviewer: When this glass sphere is held to a dreamer's head, the dream will be projected three dimensionally into the air for all around to see; useful in conjunction with dream spells, or for Dreamlords. 10% of these items are also x3 Dreamlord PP multipliers (if *RMC III* is not being used, treat as a Seer multiplier), another 10% of them work while awake as well, allowing someone to show a memory or idea visually.

Dwarven Hand Axe of Great Cleaving: This sturdy product of the Dwarven art holds a surprise for uninitiated foes. Although a hand axe for purposes of determining OB, fumbling and throwing characteristics, all attacks delivered by the weapon are resolved on the battle axe table instead.

Earrings of Truth: Wearer cannot hear lies; he will simply see a liar's lips move. Lip reading skills may be useful with this item.

Energy Absorber: When activated, all forms of magical energy (magic items, active spells, spellcasters, etc.) within 10' must make an RR vs 1st lvl essence magic or have their energy absorbed by this 1' diameter sphere. Spellcasters whose energy is absorbed must rest one full night to recover their PPs. Usable once.

Everfull Quiver: When an arrow is drawn from this normal-looking quiver, another appears to take its place, up to one hundred arrows per week.

Eye of Thunder: This artificial eye, when placed in an empty eye socket, will allow the owner to fire three "Lightning Bolts" with a +10 bonus, two "Lightning Bolts" with a +20 bonus, or one "Lightning Bolt" with a +30 bonus, per day. The wearer can see through this eye normally when not firing bolts.

Eye of True Sight: This glass eye must be placed in an empty eye socket (in which case it will graft itself there permanently). It must be covered (as with an eye patch) for normal sight to be possible, but if it is uncovered and the real eye is closed or covered, all invisible, ethereal, and otherwise unperceivable creatures and objects can be seen, but nothing else.

Eye Spy: This appears to be a floating 1' diameter eye made of a soft fleshy material (it can take only 20 hits before it is destroyed). It is magically linked to a command bracer, and if the wearer of the bracer is with 1 mile of the eye, he can see through the eye. It will move at a rate of 30'/round if verbally commanded by the wearer.

Eye Staff: This staff 1-100 charges when found. It is 4' long and wooden, ending in a 2' long tentacle which is topped with a large eye. The eye can fire a "Plasma Bolt" (a "Lightning Bolt" of *RMC III* is not used) for a cost of 2 charges. It can also see through 1' of solid matter per charge expended, and detects invisible objects, traps, or secret doors within 25' for a cost of 1 charge each.

Fang of the Long Sleep: A +20 magic arrow whose shaft is made of black dyr wood and a head composed of razor-sharp eog. Being very heavy and long for an arrow, the Fang may only be fired from a long bow, and then the maximum range is limited to 250'. When the Fang hits a target, it delivers 3x normal concussion hits. The Fang makes RRs at 10th lvl.

Fighter Staff: This rune-covered staff will only work in the hands of a non-spell caster. It can cast spells from any three lists, but the owner must decide which lists when he first takes up the staff, and they cannot be changed until the ownership changes: even if the staff is given away and then it is returned to the previous owner, the three lists will be the ones that owner originally picked. GM's must decide which lists the character would have knowledge of to pick from. Arcane lists are discouraged. It has 20 PP/day.

Fireball Orbit Stones: These red stones orbit the owner's head and come in groups of 1-6. On command, one of the stones will shoot out and become a fireball with a range of 100' and have a 10'R.

Flute of the Fair Elves: This fine flute of enchanted wood can be heard out to 2x normal range, and when used in conjunction with the "Controlling Songs" spell list, it doubles the range of those spells. The flute will also act as a +1 spell adder for Elves and Half Elves who are mentalism spell users.

Flying Gauntlets: Once per day, each of these metal gauntlets can fly off the wearer's hands and attack on their own. The left gauntlet attacks with a 80MGr attack, and the right can use a Rank III Martial Arts Striking attack with a +60 OB. Each can attack 1x/week for 10 rounds.

Focusing Lens: This 3" diameter glass lens will intensify any "Shock Bolt" cast through it so that it does x3 concussion hits. Note that this is not cumulative with and damage multiplication provided for by the caster.

Gateway Lantern and Tapestry: These items work in conjunction. The tapestry depicts a landscape of some location in the world (GM must decide where). If the lantern (it is a bullseye lantern) is shone upon the tapestry, the picture becomes a gateway to the location depicted. There is no limit to how often it can be used, but it takes at least 5-10 minutes to set everything up and activate the gateway.

Gem of Storing: This appears to be a normal 100 gp gem. However, when the command word is given ("Naronhah", for example), the gem will grow to be 3'x3'x3' and will open easily revealing a hollow interior filled with different sized compartments, handy for potions, valuables, etc. Will shrink down again with the command, storing everything inside securely.

Geordani's Bracelet: This electrum bracelet is composed of multiple plate links. Each plate is covered with a thin, natural blue laen jewel. The wearer of the bracelet is continually protected by a "Resist Cold" spell.

Geordani's Earrings: These golden earrings hold natural red laen jewels. When both are worn, the wearer is continually protected by a "Resist Heat" spell.

Glasses/Lenses of Gaze Immunity: Gives immunity to gaze attacks from gorgons, basilisks, etc. and gives a +30 RR vs. a Warlock's "Evil Eye" and similar spells.

Glove of Storing: This leather glove can shrink down any object that the wearer can pick up in one hand. The shrunken item can be brought back to the wearer's grasp with literally a flick of the wrist. The items must be non-living and are placed in a sort of stasis among the folds of the glove, so that if a burning torch was shrunk and stored, it would still be burning when it is brought back — exactly as it was when stored. Up to 10 items can be stored per glove, although this rule can be circumvented, (i.e., a bag of 100 silver pieces is one item).

Glove of Unbarring Ways: This single left handed glove is made of goat-kid leather and dyed a very dark grey. Anyone wearing the glove and satisfying the essence spell user encumbrance restrictions is able to cast 10PP worth of 1st to 5th lvl spells from the "Unbarring Ways" spell list every day. Thus, the spells available include "Lock", "Magic Lock", "Locklore", "Opening I" and "Traplore".

Gloves of the Thief: Gives a +20 bonus to trickery, lockpicking, trapfinding and removing, climbing and all other thief-related hand skills.

Gum Wad of Healing: The magic of this bland gum wad lasts for 10 rounds after the user first starts chewing it. Every round, 1-10 hits are healed and the person is effected by a non-cumulative "Stun Relief I". If a particular power is not applicable during a given round, it effect is lost.

Half-Rod: There are two half-rods. Alone, they have no powers. But when the two owners of the rods put them together, the owners can become one entity. This combined being will contain both consciousnesses, and both owner's abilities, skills, PP, etc. (For example, if a mage and a bard joined together, the entity could cast bard spells from its bard PP and magician spells from its mage PP and would have the bard's weapon skills, the mage's academic skills, both sets of memories, etc.) The being can appear as either owner. There is a cumulative 1% chance per 10 minute period that the combination will become permanent. The biggest drawback is the fact that both people's minds will be within the entity, and if they cannot agree on an action, the being will do nothing.

Headband of Hierarchy: This headband will fire a harmless red beam from the front of it, always hitting the desired target. The wearer will then know whoever or whatever the target works for, swears allegiance to, etc. If there is a chain of command, the wearer will not necessarily know the top of the chain, just the next step above the target. Of course, if the target works for no one, then this will reveal nothing (5% chance the headband will tell the wearer that the person does work for someone and will make something up).

Headband of Non-detection: The wearer of this headband can not be sensed by magic unless the detection-like spell or effect used can overcome the 10th lvl defense generated by the headband.

Headband of Silesh: A tooled leather headband set with 20 small garnets in silver settings. The headband is a +2 Mentalist spell adder, and has the additional power of allowing a Mentalist wearer to cast "Mind Tongue" 3x/day. Any other pure or hybrid mentalism spell user may use the headband as a +1 spell adder.

Helm of Darkness: When activated, this normal-looking full helm will produce horns out of its sides and the wearer's eyes will glow red. The wearer will have free use of the following spells: "Darkness 10'R", "Darkvision" (himself only), and "Dark Stunning" 3x/day.

Helm of Sense Mastery: An open-faced helm of leather and steel, which has a nose guard. Donning the helm allows the wearer to cast "Sly Ears" 1x/day, "Night Vision" 1x/day, and "Scent" 1x/day.

Hoop Gates: These items come in pairs. They look like 1' diameter metal hoops. Anything passing through one hoop will come out the other. They are too small for a person to go through, but a head or an arm can be stuck through (if the need arises). Simply looking through a hoop will reveal nothing. They have no set range limit, although for every 10 mile distance over the first 10 miles, there is a 5% chance an item will be lost in transit. This percentage is not cumulative, so if something is transported through the hoops 50 miles, four dice rolls must be made, with a 01-05 result on any of them indicating the item is lost. The GM can decide where it is the item has ended up (which could be anywhere in the Omniverse) or he can simply say it is lost forever.

Impulse Wire: This 25' metal wire can transmit "touch" spells through its length. The wire can become invisible and non-corporeal for up to 1 hour per day, but can still transmit spells in that state. In that way, the wire can be stretched between two people to transmit spells, but will not catch on anything or be a hindrance.

Indestructible Boots: Appearing at first to simply be boots that never wear out, it is soon discovered that these boots cannot be harmed by anything less than the direct action of a great demon or lesser demi-god. All feet criticals are ignored, as is all damage from walking in or on dangerous substances such as fire, acid, etc.

Indestructible Gloves: Identical to the Indestructible Boots except that hand criticals are ignored and dangerous substances can be handled safely.

Janik's Belt of Movement: This is a leather belt with a buckle of mithril set with a large diamond. The wearer of the belt can cast "Leap" 3x/day, "Land" 1x/day, and "Fly" 75/rnd 1x/day. Twisting the diamond in its setting will cause the belt to turn invisible.

Jardanian Necklace of Strangulation: An exquisite diamond and Mithril pendant necklace, often left as a gift for an unsuspecting matron of great influence who has overstepped her authority, or a princess who must be discretely disposed of. Every time the necklace is put on, there is a non-cumulative 2% chance (roll 01-02) that it will constrict its wearer. The necklace's strangulation attack yields 1-10 hits/rnd and the victim will suffocate in a number of rounds equal to her Constitution stat divided by 10. A successful Sheer Folly maneuver will allow the wearer to undo the necklace's stubborn clasp, otherwise little short of powerful magic will prevent the victim's untimely death. As a goad for the vain to don the necklace, it has the additional property of raising the wearer's Appearance by 10 (to a maximum of 100) while worn.

Khalid's Boots: This pair of soft leather boots grant's their wearer a +20 to climbing rolls and balancing maneuvers.

Kynac of Returning: This kynac, composed of keron, has all the properties of a normal kynac. In addition, it will "Long Door 100" back to its thrower on mental summons 2x/day.

Lamp of Shadows: When this lamp is lit, it will cast eerie shadows on everything around it. These shadows will turn into 1-4 undead shadows (see *Creatures & Treasures*) that will attack every living thing around the area. The shadows will disappear 10 minutes later, whether the lamp is still lit or not. The lamp will function in this manner 1 time per day.

Lered's Balloon: Upon command, the 20' diameter canvas balloon will magically fill with hot air to lift the 6'x6'x4' basket underneath and up to 1000 additional pounds. It will move in any direction that it is commanded to, but its speed depends heavily on whether the wind is with it or against it, and the speed of the wind. There is no limit to how long it can be used, but if so much as 10 concussion hits are delivered to the balloon itself, it must land and be patched. If it takes as many as 50 hits while still in the air, it will crash and will not be repairable.

Lyre of Theola Forest: This magical lyre is constructed of the finest laminated fruitwoods and has fittings of gold. The instrument is always in tune, though extremes in temperature will vary its pitch. In addition, anyone using this instrument will have his music skill with lyre increased by 4 skill ranks and his singing skill raised by 2 skill ranks. A Bard who uses the lyre may cast up to 10 PP's worth of spells/day from the "Sound Projection" list as long as such spells are "Song" related.

Mated Rings: Rings of Friendvision. This pair of rings allows the wearers to sense through each other. For example, one person could look through the other's eyes, hear through his ears, feel what he feels, and so on. This can be done at will with no range limit. They can sense through each other's senses at the same time, or just one can share the other's senses, so that they would be seeing, hearing, smelling, tasting and feeling the same things. There is no way of knowing the sharing is going on if there is no communication between the two people. Note that if one person is sharing the senses of another and that person takes damage, the one sensing through him takes the damage as well.

Medallion of Sir Galloway: This is a crystal medallion which grants its wearer x4 melee weapon damage for 10 consecutive rnds per day.

Membrane Ring: There are three types of this ring. One type covers the wearer in a membrane (40%). The second covers other things or beings in a membrane (40%). The third, and rarest kind, does both (20%). The first type operates three times per day. It can cover the wearer with a membrane of some unknown, rubbery material, which encases his whole body, although he can breathe normally through it. While it covers him, he cannot drop what he is holding or pick up anything new. He cannot eat or drink, though he can act and fight and cast spells (the blade of a weapon is assumed not to be covered, so it can strike normally). The transparent substance absorbs up to 10 points of damage from every attack the wearer receives. If the concussion hits he receives in an attack are all absorbed by the membrane, then the critical, if any, is ignored. The membrane lasts until dispelled or until it absorbs a maximum of 100 hits of damage. The second type of ring, usable 2x/day, encases an object or person in such a membrane (unless they make a successful RR), but they cannot move or act except to struggle within the membrane "prison". They will remain imprisoned until the membrane takes 100 points of damage as well. If the victim was armed when he was covered, then he can strike at it, otherwise, it must be struck from the outside, and the membrane only takes 10 points of each attack. The third type creates both types of membranes once/day.

Mentalist Rod: This item allows a mentalist to cast one spell/day which will affect two targets instead of one. The rod is 1' long with a red gem at each end.

Mirror of Wish Revealing: Anyone who would normally be reflected in the mirror must make an RR or they will have their ultimate wish, goal or fantasy shown in the mirror for any looking at it to see. The mirror is 18"x24".

Mnemonic Stone of Miula: This gold-flecked, smooth black stone aids one's memory. When held and concentrated upon, and a successful meditation roll is made, the holder's Memory stat is raised from its temporary level to potential maximum for one week before falling back to the temporary score again. If the temporary stat equals the potential stat when the stone is used, the potential score is permanently increased by 1 (to a maximum of 100). This stone may only be used once by any being.

Monk's Evading Clothes: This set of martial arts robes allows a Monk to increase the duration or effect of any spell cast from the "Evasions" list up to 10th lvl.

Motion Tracking Bracer: This bracer will allow the wearer to be aware of all motion within 100', irregardless of normal barriers. It will not reveal what is moving, or even the size or shape of the moving object.

Muldek's Long Kynac: As are all kynacs, this blade is composed of keron which gives it an oily black appearance. In addition to the normal properties of a long kynac, this one is embedded with a "Blur" spell which may be cast on the wielder 1x/day. Duration is based on the wielder's level.

Necklace of Barandol: An electrum chain necklace set with 9 amethyst stones and 6 small dragon teeth. This is a cursed Evil Mentalist item. When worn by any mentalism spell user, he may freely cast up to 10PP worth of spells from the "Detections" spell list (up to 5th lvl) every day. Each month that a non-Evil Mentalism spell user possesses the necklace he is subjected to a 5th lvl "Dull Mind I" attack cast by the necklace. For Evil Mentalists, the necklace acts as a x2 PP multiplier, and allows its wearer to cast "Dull Mind" I 1x/day, "Confusion" 1x/day, and "Mind Blank" 1x/day. Non-mentalism spell users possessing the necklace are subject to the "Dull Mind I" attack once per year.

NECKLACE OF BARANDOL



Nemesis Amulet: This cursed item creates an exact duplicate of the wearer as soon as it is put on. All equipment will be duplicated, as well as magic items (but see below). However, the duplicate will be of the opposite alignment or outlook as the wearer. In any event, the duplicate will hate the wearer and do whatever it can to destroy, humiliate and hurt the wearer (not necessarily in that order). The "nemesis" may fight the wearer on the spot, or it may try to get away to plot a horrible demise. These duplicates have a way of quickly gaining powerful allies, especially if the wearer already has many enemies. If slain, all the duplicated magical items lose their power, but any new items the nemesis has acquired since its creation will still operate.

Nerros' Displacer: A fine but durable dark grey surcoat. Due to the optical displacement effect caused by the cloak's magic, any combat strike vs the wearer has a straight-up 20% chance of missing. Thus an unmodified attack roll under 21 results in a miss regardless of OB modification.

Neural Bomb: This gem is set into the owner's right temple, and cannot be removed once placed without slaying him. If the person wearing it ever dies, the gem will cause a chain reaction within his brain, and his head will explode as a 15'R "Fire Ball" doing x3 damage. Of course, the person's body will be destroyed beyond all hope of "Lifegiving" spells.

Oil of Stone Merging: When this oil is poured over a man-sized being and his equipment, he is capable of backing into any thick stone surface and staying within it for up to 15 minutes. He can see out of the stone surface, and is able to hear some muffled noises, but all other senses are deprived. No turning within the merged stone is allowed.

Pact Runes: These runes are special in that when they are activated, they disappear from the rune paper and reappear on the user's hand. Pact runes come in pairs so that they can be used by two people who partakes of the pact. Simply, the two users of these runes state their part of the pact (covenant, agreement or deal), and then the rune will appear on their hand. When the agreement is stated and the runes are on the user's hands, they must fulfill their part of the deal or take 10 "E" criticals of the other pact member's choice. When both parts of the covenant is fulfilled, the runes disappear. Time limits and the exact parameters of the agreement are up to the user's of these runes.

Plaguestone: This fell item appears as a bruised and festering stone — it is as if the rock itself were covered with diseased patches of flesh. Any person touching the stone becomes a carrier of one of the following diseases (from the Evil Cleric “Disease” list): (01-25) “Tongue Rot”, (26-50) “Leprosy”, (51-75) “Malaria”, (75-95) “Pneumonia”, (96-100) “Plague”. After the infection, any person who subsequently has close and extended dealings with the carrier must pass a 10th lvl channeling-based RR or catch the disease. The disease will thereafter be transmitted normally by these subsequently infected persons.

Plate Mail of Puncture Resistance: This otherwise normal suit of half plate (AT19) resists some puncture critical results. If the wearer of the armor is subject to a puncture critical strike with 10 or less accompanying concussion hits (i.e., a combat result of 1XP to 10XP), the critical is resolved as a tiny animal critical instead.

Potion of Gargoyle Form with Vial: Contained in a special vial, carved out of jade in the form of a snake, is a magic liquid which, when imbibed, changes the drinker into a gargoyle for 1 hour +/- 1-10 minutes. The gargoyle will have a general knowledge of friends and foes, but is disposed towards wanton violence; reasoning is very limited. If the gargoyle is killed, the imbiber is forever lost. If the gargoyle has damage when he reassumes the form of the imbiber, all wounds are transferred. The potion can be recreated in the vial by filling it with the blood of a recently sacrificed human and then waiting 1-10 days.

Power Booster: This item appears to be a small 1/2"x1"x1" metal box. If willed to, this box will cling to any magic item and not come loose until so willed. The power booster has 1-100 (open ended) charges and if the item it is clinging to uses charges, the booster's charges are used first. It can be used on any number of items, but once its charges are gone, it turns to powder. Great for wands, staves, etc.

Power Matrix: These items are usually gems of at least 100 gp value, though power matrix wands, staves, weapons, armor or almost any item are possible. They can store up to 1-100 (open ended) PP which can be used by the owner. PP are put in and taken out by the power projection secondary skill. Use channeling skill if RMC II is not used. Every time PP are put in, there is a 2% chance the item will explode as a “Fire Ball” as it has been overloaded. GM's should note that these items can alter play balance, especially if given to low level characters.

Psychic Flare: This appears to be a leather covered wooden ball, about 1" in diameter. When concentrated on, this ball will send out one emotion or a one word message (e.g., help, pain, fear, come, etc.) to all mentally receptive minds in a radius of 100' x Pr stat of the user. For these purposes, a mentally receptive mind is a friendly, intelligent mind, a neutral mind with a Presence stat of 90+, or an unfriendly Mentalist's mind. This is up to the GM's discretion, however. When someone “hears” the message, he will know who is sending the message and his approximate location. This item can be used three times per week.

Ram Staff: This wooden staff has a ram's head on the end of it. It can strike an object like a battering ram when held forth and is within 5' of its target. Assume normal wooden doors to be battered down, wooden walls to have a hole punched through, metal doors battered down with three strikes, etc. Living targets take an “E” impact crit if they fail their RR. Each strike consumes a charge, and the staff will have 41-50 charges when found.

Red Shield of Diif-Marash: This normal shield is made of wood reinforced with iron, and has a +10 magic bonus. In addition, its special enchantments allow the wielder to ignore shield arm criticals 25% of the time, and cast “Deflections” I 1x/day.

Reed Implant: This magical reed, when implanted into the neck of a humanoid creature, will allow it to breath water as well as air. An expert in surgery skill (preferably a Lay Healer) is needed to implant the 1/2" tube in the person's throat.

Ring of Lammoth: A band of purest gold set with a single large ruby. Whenever the wearer of this ring is the unwilling recipient of an essence-based spell, that spell must make an RR against a 10th lvl attack (with the spell's defensive level based upon the number of PPs used to cast it). This special RR is made before spell resolution and target RR, but after the BAR or EAR is made. If the spell fails its special RR, 1-10 PPs are subtracted from the PPs used to cast it. If this PP subtraction reduces the spell below the minimum PP total required to cast it, it is totally negated and no further resolution is required; otherwise the spell is resolved at its new PP level. Thus, with this ring, the wearer could reduce the damage multiplier of an elemental attack, or reduce the power level of a spell for resistance purposes. In order to reduce the PP total of an elemental “Ball” attack, the wearer of the ring must be targeted as the center point of the attack.

Ring of Notions: This ring will help a character when he is totally stumped and does not know what to do. By expending one of the six charges of this ring, the character can receive one “notion” or idea or hint from the gods, the fates, out of the blue, etc. The GM should be careful about being too generous with these notions.

Ring of Self Sustaining: This jade band, while worn, allows the wearer to cast “Sustain Self” 10 days/month. The ring must be worn continuously to ensure that it functions as desired.

Rod of Exchange: This 2' long rod will allow two people who are grasping the rod to exchange PP, concussion hits or exhaustion points in any manner they desire. Maximums cannot be exceeded.

Rod of Spirit Detection and Communication: This rod glows in the presence (i.e., within 20') of spirits, ghosts, phantoms, wraiths, other planar entities, and any other non-corporeal or similar creatures. It also allows the wielder to communicate with any such being.

Saddle of Imagination: If the user of this saddle has a good imagination (GM's discretion), it can be ridden as though there was an actual horse underneath it. The saddle will float at the height that it would be if it were on a horse, move at the same speeds as a horse, etc. It will even make horse-like sounds if desired.

Saddle of the Horse Lords: This intricately tooled dark brown leather saddle, embossed in untarnishing bronze, grants its mount and rider many powers. While in the saddle, 4 skill ranks in riding are added to the horseman's present skill level. Mounted Arms fumble resolution rolls are modified by -20 (though a natural 100 remains unmodified). Unbalancing criticals are reduced in severity by one level (e.g., “A”s are ignored). Orientation rolls for both the horse and rider are modified by +10 and the DB of the horse (not the rider) is increased by 10. Finally, if the rider is killed or knocked unconscious, he will not fall from the saddle, but remain there until physically manhandled out of it.

Scythe of Bloody Reaping: A devastating bladed, one-handed weapon which is considered to be a “similar weapon” to the hand axe, war hammer, and baw. Its blade is of +10 superior steel and uses the scimitar attack table. When a slash critical is achieved during an attack, there is a special critical resolution process. Roll the critical normally but then look at all possible critical results which fall within +/-5 from the roll on the column. If any of these results indicate that one of the victim's limbs is cut or severed, apply that result to the target; otherwise, use the original roll. A natural critical roll of 100 is never modified.

Selkar's Girdle: This wide brown leather belt assists its wearer with unarmed melee attacks. The wearer may attack a normal-sized opponent using the “large” result threshold on the grapple attack table. The wearer's OB for the attack is equal to his own grappling bonus, or (5 x lvl) + (lvl and stat bonuses), which ever is greater.

Shadow Hook: This 1' long hook will create a sphere of “Darkness 10'R” at will. It can also “hook into” any magical darkness, so that if the hook is pulled, the darkness can be moved.

Shamman Skin: Each of these 1'x1' squares of animal hide is keyed to the specific animal that it is the skin of. This animal skin will allow the owner to control any one animal (of the specific animal type). If the skin is torn, a specimen of that species will appear to serve the owner for one week. The skin will be useless after that.

Shield of the Green Woods: This normal wooden shield has a boss and rim of dulled steel. The shield is enchanted so that when its wielder is in foliated woodland and/or thick vegetation he may cast "Camouflage" 1x/day. This effect lasts for a duration of 10 minutes per level of the wielder, causing invisibility while motionless and adding +50 to stalking rolls. Damage to the shield will cause it to repair itself as it always "grows" back to its original form, unless burned.

Shimmering Cloak: Once per day this cloak will reflect any spell back on its caster with doubled potency. It is a Warlock x3 PP multiplier, and adds 10 to any light related spell or any spell requiring eye contact cast by the wearer. The cloak shimmers and sparkles, fascinating any viewer and magnifying the light around the wearer. If *RMC II* is not used, this can be treated as a Sorcerer PP multiplier.

Shock Ring: This ring contains 1-50 charges. At will, wearer can inflict "C" electricity crits by touching an opponent with his hand. This uses one charge. The charge can also be sent through a metal weapon allowing the weapon to deliver electricity crits in addition to normal damage.

Shoola: The Orbs of Cold Fires. The essence of cold fire is held within these crystal orbs. When a shoola is broken (and they are very fragile), the cold fire ignites and the orb becomes the center of a "Cold Ball" elemental attack delivering x1 damage. The orbs are colorless, translucent, 3" in diameter, and weigh about 1 lb each. They are cold to the touch and fell as though they are filled with a heavy liquid. From 1-2 Shoola will be found at a time.

Shrinking Chest: This 3'x3'x6' wooden, watertight box with a hinged lid shrinks upon command to 1"x1"x2" along with any non-living material within.

Singing Bird: A tiny metal construction made like a bird, this can be made to sit and sing once per day, for up to ten rounds. The song depends on the color of the bird: blue — "Charm Song", black — "Stun Song", gold — "Sleep Song", silver — "Fear's Song", red — "Forgetting Song". All songs are Bard spells and are sung at tenth level of ability for RR purposes.

Skillstone: Contains one skill at a random skill level that the possessor can use as if he had learned the skill himself. The skill cannot be improved, but the possessor's own stats are used to determine the final bonus.

Skullmask: This skull-shaped mask will, one time per day, fly off the wearer's face and attack the foe of his choice, striking as a mace with an OB of 90, and if a critical is scored, the foe must make an RR vs. 10th level channeling magic or die instantly. It will return to the wearer's face after 10 rounds of attacking, or after it has killed someone.

Skyrider: Usually appearing as huge birds, bats or even winged drakes, these magical metal vehicles fly through the air with their mighty wings. Their open-air cabins can hold a pilot at the controls, (a staff-like object connected to the floor that must be attuned too) and five other passengers. They can fly at speeds of up to 80 mph with a good tail wind.

Sparrow Feather Earring: Anyone who wears this earring may assume the form of a sparrow 1x/week for up to 10 hours. The sparrow is AT1(60), takes 5 hits, dies at -10 hits, and has normal motive capabilities. However, the mind, sense perception faculties, and spell casting abilities (up to 5th lvl), are as per the wearer's norms. The level of the sparrow is that of the wearer for all purposes. Thus, the wearer of the earring has many advantages while in avian form, but is very susceptible to death. The wearer must be conscious to change form and the change takes 3 rounds of concentration to affect.

Spellbomb: A spell can be placed in one of these small glass globes. Half of those bombs found will be of the type that release the spell instantly when they are shattered. The rest can be mentally set to go off at a specific time. The spell will go off normally once triggered.

Spellstone: This gem contains one spell of any level (choose or roll randomly) that the possessor can use as if it were on a list he already knew (i.e., it will cost him the normal amount of PPs, take the normal time to cast, require ESF if it is over his level, etc.). The spell does not have to come from the caster's own realm but the PP cost must come from his normal total. Even a non-spell caster can have a spellstone, as long as their stats allow them to have PPs.

Spellwand: This wand will give any BAR or EAR spell roll a +20 bonus, three times per day. This bonus can apply to ESF rolls as well.

Spirit Trap: This small metal box may be set by pushing a button on its side. When a spirit, ghost, or similar creature comes within 10', it must make an RR vs a 10th level essence attack or be trapped within the box. Once six spirits are trapped within, one will be released for each new entrapped spirit as no more than six entities can be contained within. Spirits can also be released individually by pushing the other button on the trap. In any event, released spirits are usually very angry. Spirits as detailed in *RMC III* become very tainted in the trap.

Staff of Missiles: This item is a 5' long wooden staff with a brass ball at one end. Upon command, the brass ball will sprout 1" spikes in all directions (poisoned with a 6th level circulatory poison) and the spiked ball can be flung from the staff with the range of a spear, doing damage as a light crossbow. They will attack with a +75 modifier, but no skill bonus may be added. A new ball will appear to replace thrown missiles.

Stingwand: This wand has 51-60 charges. When activated, it fires a poisoned dart from its tip which strikes as a 60SS attack and is coated with a 8th level muscle poison. A single shot uses one charge. At a cost of three charges, two stings can be shot out in one round. At a cost of five charges, three can fire in one round, at a cost of seven charges, four can be fired, and so on to a maximum of eight shots fired in one round, costing 15 charges. All shots discharged in a single round must be directed towards the same target.

Swan of Ithis Tinuvia: An utterly strange and wondrous relic of the Elven legacy. While inert, the swan is an ivory and silver statuette of about 6" in length. When placed in a fresh water pond or small lake (not to exceed an area of 1 square mile), the statuette will float and soon drift to the center of the water body. Within a few days, observers will note that the statuette has disappeared, and a large snow-white swan has taken its place. This swan will remain in or near the pond, and within a week temperatures within 100' of the shore line will moderate and become noticeably pleasant, regardless of prevailing weather conditions. The air around the pond will become unusually calm, and beings will begin feeling happy and at peace when near the water, even though outside concerns may be causing great anxiety. Beings bent on the perpetration of evil deeds will find it difficult to approach the swan's lake, having to make an RR vs 10 lvl essence magic to do so. If the water body was at first stagnant and dirty, it will shortly be cleansed by an inflow of sparkling clear water. Plant life in the vicinity will proliferate, and there will be a preponderance of wild flowers growing near the shore. The swan, being magical in nature, can sustain itself indefinitely, but while incarnated it is subject to a violent end. If the swan is killed, this relic will be forever lost. Note that it can be coaxed out of the water by any Wood Elf, and by mental command can be turned back into its statuette form. When the swan leaves its enchanted realm, natural conditions will return within a few weeks.



Talisman of Extrapolation: This appears to be a small 2"x1"x1" wooden block that has been nicely carved. Four times per day, it can make things it touches larger. It can double the actual size of something for 10 minutes in all three dimensions, triple the size in two dimensions, or quadruple the size of something in one direction. For example, it could make a chest twice as big in height, width and depth, it could make a ladder three times as long and wide, or it could make a piece of wire four times as long. It only works on inanimate objects.

Talon Grapnel: This very handy device looks like a 1' rod, sharpened to a point at one end, and a having large bird-like talon on the other. Upon command, the talon will shoot out, trailing up to 500' of strong cable behind it. The talon will grip any surface, holding fast. The pointed end of the rod can be implanted into any surface as well. A second command will reform the rod.

Tears of the Gods: These small crystals each store 50 PP which can be utilized by any spell caster. They cannot be recharged or renewed in any way, and when all the PP are gone, they shatter.

Tele-link Gems: This pair of gems are identical. When set into the temples of two people, those people are in constant telepathic contact. The range is three miles.

Telloch, the Defender: This normal broadsword of unassuming appearance harbors a power appreciated by most warriors. When the wielder of Telloch converts at least 5 from his OB for placement in DB, the sword will supplement the parry by adding an additional +10 to DB. The sword has no attack bonus.

Tentacle Staff: The end of this wooden staff is an actual tentacle that can stretch out 10'. It can attack if willed to, with a +80 LGr attack. 3 times per day it can inject a 10th level sleep poison into a grappled victim. The number that the victim missed his RR by is the number of rounds he will sleep.

Tooth of Shark Form: This serrated shark tooth is set in silver on a silver chain. The wearer of the shark tooth necklace can transform himself and the necklace (but no equipment) into a *large shark* when immersed in salt water. The wearer retains his own mind and consciousness while in the shark form. The shark form can be taken on indefinitely, but when normal form is assumed once again, the magic of the tooth may not be invoked for a period of time equal to the time in shark form x10. If the wearer is killed while in shark form, there is no way of recovering the necklace or his normal body.

Tracers of Palis: These tiny medallions will cling to any surface. The wearer of the ring that accompanies them will know the location of all of these medallions. 2-7 tracer medallions will be found with a ring.

Tracker's Ring: A simple silver band which harbors powers for Rangers and their ilk. The ring will add +20 to its wearer's tracking rolls, and it will allow him to cast "Path Tale" 1x/day. If a Ranger wears the ring, it acts as a x2 PP multiplier.

Wand of Acid: This wand has 10-100 charges when found. It inflicts acid criticals on foes out to a 50' range with the following charge expenditure: 1 charge = "A" crit, 2 charges = "B" crit, 3 charges = "C" crit, 4 charges = "D" crit, 5 charges = "E" crit. A small amount of a powerful acid will appear on the area specified by the critical, doing the damage specified. If *RMC III* is not used, treat the acid criticals as heat criticals.

Warning Stones: These two stones are square, about 3" on a side. If placed anywhere from 1' to 50' apart, the wearer of a ring that accompanies the stones will know if any being passes between the stones. There is a 20% chance he will know the identity of the being, a 15% chance that he will know the profession of the being, and a 10% chance that he will know the being's level. The wearer of the ring must be within 1 mile of the stones.

Warrior's Helm: This full helm adds 20 to the melee OBs of the wearer and is a x3 PP multiplier for Noble Warriors. It is weightless. If *RMC III* is not used, this can be treated as a Ranger PP multiplier.

Were-ring: Wearer receives 10 levels of control lycanthropy if already a lycanthrope. If not, there is a 10% chance that wearer will become a were-beast (determine type randomly) without control lycanthropy skill.

Zacary's Instantaneous Rune Paper: The great mage Zacary developed a way to make any spell instantaneous by inscribing them on special rune paper. Zacary (despite all the rumors) is long gone, and the process for creating the paper has gone with him, but some of the sheets remain. The sheets are the equivalent of "Lord Rune Paper", but any inscribed spell can be cast instantaneously. As with other types of Rune Paper, an inscribed rune disappears after its use.

15.8 MOST POTENT ITEMS

Here is a listing of Most Potent items.

RANDOM MOST POTENT ITEM CHART	
Roll	Item
01-02	Abrol, the Elf Drinker
03	Akarah, Slayer of Fire Spirits
04-05	Amulet of Lifekeeping
06	Amulet of Limbo
07-08	Attack Sphere
09	Belt of Non-corporeality
10-11	Boots of Wind Walking
12	Breastplate of Channeling
13-14	Cauldron of Mists
15	Choker of Azerak
16-17	Clay Tablets of Herasthenese
18	Cloth of Magic Bane
19-20	Collar of Unpain
21	Crowga's Quarterstaff
22-23	Dagger of Assassination
24	Delving Text of Yol
25-26	Demon Armor
27	Demon Orb
28-29	Divine Tome of Stellar Bodies
30	Fireball Thrower
31-32	Forest Mask of the Wood Elves
33	Funeral Mask of Upanashadrak
34-35	Gauntlets of Hasted Attacks
36	Great Mace of Tung
37-38	Half-Face
39	Healing Orb of Marchae
40-41	Helm of the Weapon Master Akol
42	Incense of Power
43-44	Ithamar, Fist of Vinusa
45	Jereg's Combiner
46-47	Juggernaut
48	Ki-neida's Stone of the Stars
49-50	Necklace of Translation
51	Ny'Calinbraithe, Longsword of the Elven Smiths
52-53	Ointment of Joining
54	Pandakar's Ring of the Power of Light
55-56	Power Revitalizer
57	Psychic Skiff
58-59	Red Spear of Diif-Marash
60	Ring of Essence Spell Storing
61-62	Ring of Extension
63	Ring of Proof Against Open Wounds
64-65	Robes of the Elements
66	Rod of Animating the Dead
67-68	Rod of Melting
69	Scarab of Absolution
70-71	Scroll of Knowledge
72	Shinvakalii
73-74	Skorbaas, The Heart Seeker
75	Skull of Rie-talin
76-77	Soul Labyrinth
78	Spectral Blade
79-80	Staff of Ice
81	Staff of Mastering Spirits
82-83	Staff of Portals
84	Sword of Akasnu the Young
85-86	Sword of the Golden Orb
87	Tarpan Dag
88-89	Tattooing Ink of Power
90	Tivendeloch's Wand
91	Trochan-et-Mekii's Amulet
92	Vial of Imprisonment
93	Voral's Staff
94	Wand of Elemental Change
95	Wand of Replication
96	Watery Weird of Ulos-numara
97	Whip of Grappling
98	Wizard's Stone
99	Woodmen's Bow of Good Aiming
100	Yarkbalka of the Yreck

MOST POTENT ITEM DESCRIPTIONS

Abrol, the Elf Drinker: This is a bronze broadsword which appears worn and tarnished. Although bronze (-10 material penalty), the sword is enchanted with a +10 bonus, creating a +0 weapon. Upon slaying an Elf, the sword will gleam and the corrosion will flake off. In addition, its magical bonus will increase. For every level of an Elf slain, the sword will gain an additional +1 bonus which will last for 1 week. This specially imparted bonus may not exceed +20. If the blade does not slay an Elf for 1 year, it will revert back to its corroded state.

Akarah, Slayer of Fire Spirits: A hollow, enruned wooden rod. This is a Rod of "Water Bolts 100". The rod can be charged normally and produces x1 damage "Water Bolts". However, the bolts produced are "Of Slaying" fire creatures.

Amulet of Lifekeeping: This is a tiny crystal orb (actually white laen) set in a golden claw held on a fine gold chain. If the wearer of the amulet dies, his soul is kept in the orb for up to 20 days, and will immediately return to the body if it is healed before that time — regardless of the separating distance. If the wearer succumbs to an "Absolution", the soul will merely transfer itself to the amulet and will return after a number of rounds equal to the PPs used for the "Absolution" spell. If a soul is absolved from the amulet, only "Lifegiving" will return the soul to the body.

Amulet of Limbo: Anyone touching this item will be transported to a timeless "limbo" dimension. There he will be taken in by a powerful mage and taught 1-6 various spell lists to 10th level, no matter what class the character may be. He will stay there for years, but will then discover that the mage (who's name is Directoni) is evil and has always had the means to return to the character's home plane by way of another amulet. Directoni is actually a Thonis Demon who has altered his appearance. A battle will ensue, and if the character wins (using his new spell lists), he will return to his home dimension. However, no time will have passed at all on his home plane, though he will have aged at least six years and gained the new lists. The character will also have the amulets with which, one time per day, he can travel to this limbo plane and back. Directoni and his house will disappear upon his death, so the entire plane will be an empty, featureless void.

Attack Sphere: Usable one time per day. This 6" diameter sphere will fly up into the air upon command and attack an opponent (owner's choice), first by firing a +50 "Lightning Bolt", and then by extending dozens of razor-sharp blades in all directions and engaging in melee on subsequent rounds. Its attacks can be treated as a +70 longsword attack, and it is AT 20 with a DB of 40. It takes super large crits ignoring stuns, bleeding, etc. If it takes more than 50 points of damage in a single round, it will be destroyed. It will never travel more than twenty feet from its owner, but will otherwise fight until there are no opponents in range or is commanded to stop by its owner.

Belt of Non-corporeality: The wearer of this belt will be able to become non-corporeal 3 times per day. The wearer will be immune to non-magical weapons, will be able to walk through walls and floors, and perform other activities as befits this unusual form.

Boots of Wind Walking: These soft doe-skin boots allow the wearer to "Wind Drift" 3x/day. In perfectly still air, the wearer may walk on air as desired while the "Wind Drift" ability is in use.

Breastplate of Channeling: An ornate yet functional mithril alloyed +15 breastplate — AT 17(15). It encumbers as AT 13. Any channeling spell user who wears this piece or armor does not have to make an ESF check due to wearing the armor while casting spells. The breastplate will not negate the ESF effects of additional armor worn.

Cauldron of Mists: An evil 3' diameter cast iron cooking pot with four handles. Any evil spell user may use the cauldron in one of the following ways at a time. 1) Boiling water while adding chicken blood and "casting" 1PP will grant the user a "Dream I" spell. 2) Boiling oil while adding ox blood and "casting" 2PPs will grant the user "Death's Tale". 3) Boiling goat milk while adding human blood and "casting" 3PPs will allow the user a "Commune I" spell. Each effect requires an hour's preparation time. All spell effects will come in the form of misty images.

Choker of Azerak: This is a x3 PP multiplier for any class. If the wearer ever receives a critical that severs his head or neck, he will instantaneously grow a new one.

Clay Tablets of Herasthenese: Demona Herasthenese, the high priest of a popular cult, created these two fired-clay tablets measuring 2'x1' and weighing 15 lbs each. The faces of the tablets are inscribed with the runes of the cult and dictates of the diety. Whenever the tablets are held by a cleric of the cult with their inscribed faces outward, certain magical effects can be created. If the cleric concentrates and expends 1 PP every round, every being in a 100' radius is subjected to a 30th lvl "Clam" spell. Once per month, the user of the tablets may cast "White Lore". Once per year, the user may cast "Greater Disease Purification" or "Greater Poison Purification" at 30th lvl of effect. All spell effects must be cast as Class III spells regardless of the user's level.

Cloth of Magic Bane: This dark cloth measures 4'x4' and glistens strangely. Sewn into it are hundreds of kregora threads. Any enchanted item wrapped in the cloth must undergo a 1st lvl attack every day while it remains wrapped. When the item has failed a number of RRs equal to its power level (as decided by the GM), it is permanently drained of its magical properties, regardless of its realm of power.

Collar of Unpain: This is a piece of mithril collar armor which may be worn in conjunction with any type of chainmail suit. The collar can cast "Unpain 50%" 1x/day on its wearer. In addition, the collar has a 25% chance of negating any neck critical.

Crowga's Quarterstaff: When wielded as a weapon by a Sorcerer, this staff will deliver one of two spells against a target. If the wielder achieves a critical against an opponent's limb, the staff will cast "Sprain Limb". On any other critical strike, the staff will cast "Touch of Disruption". The attack level of these spells are equal to the level of the wielder. The staff becomes drained of its magic on a roll of an 01 after a "Sprain Limb" is cast, or on an 01-03 after a "Touch of Disruption".

Dagger of Assassination: A bronze -10 dagger enchanted with +10 magic for a net +0 bonus. The dagger will add 1 skill rank to its wielder's stalk and hide abilities prior to a premeditated assassination attempt and adds 10 ambush skill ranks for the assassination. These powers only apply when the dagger is the assassination weapon.

Delving Text of Yol: This huge hardbound manual is a magical guide used to determine the various properties of acquired items. Within the text at various locations are assorted reusable (1x/week) runes. The runes available are 2 x "Metal Analysis", 3 x "Delving", and 2 x "Text Analysis III".

Demon Armor: This suit of full plate armor is made of an alloy found only in the infernal regions. It is AT 20 but encumbers as AT 9. It has a magical bonus of +25 and is fashioned so that the wearer will vaguely resemble a demon. The helm looks like a demon's head with a large mouth and horns, while the suit is spined and scaled. The gauntlets have built-in 3" claws that attack on the claw table (maximum result is large) with a +25 bonus. The wearer of this armor resists fire with a +20 RR bonus or -20 EAR subtraction, and it allows him to see through all magical darkness without penalty. The only drawback is that the wearer is subject to all "Control Demon" spells.

Demon Orb: Created by some powerful demon lord, this orb has the following powers: user has access to all Evil Magician spells up to 20th level (but he must use his own PPs), the orb's touch causes a "Lightning Bolt" attack to any "good" creature, and if it is thrown and broken, it will cause a permanent trans-dimensional rip that opens into another plane of existence. The GM must determine what plane would be appropriate in his world or determine randomly as well as the effects of such an event — i.e., things being drawn into the other plane, things coming from the other plane, the effect on the general reality of the surrounding area, the effect on magic, and so on.

Divine Tome of Stellar Bodies: This arcane work plots the location and significance of every major star in the sky. This is of such importance in the study of astrology that any person studying the tome may add 4 free skill picks when trying to acquire a set of spells from either the "Holy Vision", "Far Voice", "Starsense", or "Starlights" spell lists.

Fireball Thrower: Usable five times per day. This item appears as a rod with an open hand with fingers curving inward on one end. On command, a small fireball will appear in the hand which can be flung by the wielder. It has a range of 200' and does double damage.

Forest Mask of the Wood Elves: A superbly crafted facial mask constructed of laminated strips of wood painted in various green hues, and held on the face with straps. The wearer of the mask may "Self Cloak" at will while in a forest or jungle, and he may "Plant Form" 2x/day.

Funeral Mask of Upanashadrak: This golden mask, bearing the likeness of King Upanashadrak III was an artifact of power made for him in life and worn in death. When worn by a living host, the mask becomes malleable and transforms its visage to resemble the facial features of the wearer. Such a wearer has his acting, meditation, public speaking, star gazing, and perception skills raised by 5 ranks each. Channeling skill is granted a +20 bonus. In addition, the wearer, once having mastered the mask's powers, will be able to cast up to 20 PPs worth of spells/week from the following lists (up to 20th lvl); "Spell Defense", "Lofty Movements" (with no "Merging Organic" abilities), "Concussion's Ways", "Locating Ways", "Lore", "Communal Ways" and "Dark Channels". The wearer of the mask may cast these spells while in normally restricting armor without the required ESF roll, but the maximum level of a spell cast while so encumbered is 5th lvl. When a wearer delves into the "Dark Channels" spells, a special effect will be triggered. For each "Dark Channels" spell cast using the mask, the number of PPs available for casting over the following week is increased by 1, until an absolute maximum of 30 PPs/week is reached. The "Black Channel I" capability is "Eye of Nur", while the "Black Channel II" ability is "Urulic Eye". As a wearer's PPs increase from 20 to 30, his actions should reflect increasingly evil tendencies in all facets of life. Essence and mentalism spell users may use the mask, but while worn, their intrinsic PPs/lvl are reduced by 1. Once the mask has been worn, its removal will trigger a 20th lvl "Ugliness of Orn" spell cast on the wearer. If the mask is left on the wearer upon his death, he will eventually turn into a major wight who wears the mask on his haunts, but is incapable of using its powers. A faintly evil emanation can be detected from the mask.

Gauntlets of Hasted Attacks: These steel plate gauntlets allow their wearer to make 2 melee attacks per round 3x/day.

Great Mace of Tung: A great mace is a two-handed weapon, 5' in length and weighing 12-16 lbs. Its fumble range is 01-05. It attacks on the mace table with the following modifiers based on the target's AT; 20-17(+10), 16-13(+10), 12-9(+5), 8-5(+5), 4-1(0). It is a similar weapon to long spikes and maces. The Great Mace of Tung is made of mithril alloyed steel, so it has a +15 material bonus. When the weapon strikes a normal sized target, it delivers an additional unbalancing critical. Strikes vs Large and Super Large creatures use the mithril column. The Great Mace of Tung may also be the source of a "Light" spell (10'R, 30 minutes) 3x/day.

Half-Face: Through some dark ritual, half of the face and head of a powerful destroyed demon has been preserved. If the demon's flesh is touched to a human face, it will graft itself to that person, never to be removed. The person's appearance will decrease by 75%. This person will also become resistant to heat (+30 on all RRs and DBs against heat), will know the "Dark Summons" list, the "Dark Contacts" list and the "Darkness" list to 30th level each (all Evil Magician). It will multiply the PP of any class by x3, and if the wearer's essence stat is not high enough to have PPs, temporary and potential Empathy will be raised to 75. The demon's face will slowly turn the person evil, corrupting his every design, if he is not already evil. As to what happens to the person's soul when he dies... that's really unfortunate.

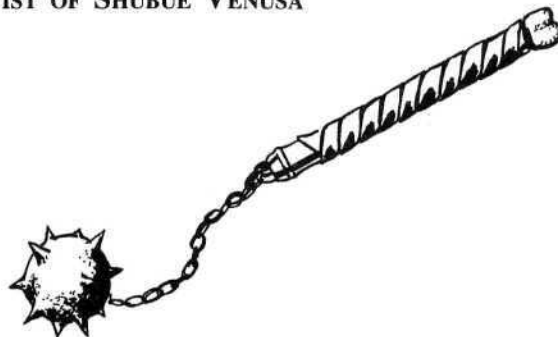
Healing Orb of Marchae: Only pure channeling spell users are capable of using this orb; a perfect sphere of natural silver laen girt with gold. The orb allows its user to cast up to 20 PPs worth of spells per day (up to 10th lvl) from the following lists; "Blood Law", "Bone Law", "Organ Law", "Muscle Law", "Nerve Law", and "Concussion's Way". It may be used a maximum of 7 days per month. The orb is stored in a cherry wood box inlaid with gold.

Helm of the Weapon Master Akol: The eog alloyed open helm allows its wearer to use any weapon with at least a +25 skill bonus. In addition, the helm negates 25% of all head criticals. The helm will only work when worn by a pure arms realm user.

Incense of Power: Inhaling this incense for one hour will give the inhaler a +10 bonus to all rolls, he will inflict twice normal damage on all attacks (weapons, spells, etc.) and will take half damage from all attacks. Lastly, the inhaler will receive a +100 RR bonus vs all spells of 5th level or lower. The effects will last for 1-3 hours. There is only enough incense for one person to inhale.

Ithalmar, Fist of Vinusa: An adamantine and steel alloyed morning star. It has an intrinsic +15 quality bonus and a +20 magic bonus (the wielder may use one, but not both of these bonuses at a time). The hand grip is actually the enamelled and magically hardened upper arm bone of the late Evil Magician, Shubue Vinusa. Special enchantments allow the wielder of Ithalmar to "cast" up to 10PPs of spells off of the "Matter Disruption" spell list per day. This is done by striking the desired target area/object with Ithalmar. Thus, the range of all spells is "Touch". Any spell up to 10th lvl can be "cast", and if the 8th lvl spell "Shatter" is chosen, the wielder of Ithalmar also takes the "C" impact critical.

ITHALMAR, FIST OF SHUBUE VENUSA



Jereg's Combiner: This is a round 10' diameter chamber made of wood with a single door. When two or more non-living objects are placed within, a magic item of some sort is placed in a small compartment on top and the lever on the outside is pulled, the chamber spins for three minutes. At the end of that time, the objects inside will have been combined into one object. There is a 60% chance that they will be combined in a beneficial way, but just how they are combined is up to the GM. In any event, the magic item in the upper compartment will be drained of all magic.

Juggernaut: This magical vehicle greatly resembles a steamroller with 2" spikes on its roller. There is enough room for three people on top: one to mentally command the Juggernaut (it requires full concentration) and one person on each side to defend him. There is 90% cover in front (only an eye-slit to see through), but only 50% cover on the sides and back. The top is open. The Juggernaut can easily run over and crush any wood or even stone construction. Living creatures run over (a Light maneuver to avoid unless the controller is "aiming" — then his target must make a Hard maneuver to avoid) receive a +100 HCr attack plus 1-10 "C" puncture crits. Devastating in a large battle. 200 concussion hits (treat as AT 20) will stop it and 400 will destroy it. Spells are needed to repair it.

Ki-neida's Stone of the Stars: A large black opal with silver flecks imbedded in an ornate gold setting on a heavy gold chain. The necklace acts as an Astrologer's x2 PP multiplier. While worn under the open sky at night, an Astrologer may use the following additional capabilities; "Star Paths" 1x/day, "Star Merge" 1x/day, "Self Aura" 2x/day, "Light Eruption" 1x/day, and a +10 "Shock Bolt" 1x/day.

Necklace of Translation: Wearer can understand any spoken language and can be understood by any intelligent being while speaking.

Ny'Calinbraithe, Longsword of the Elven Smiths: This finely crafted longsword is composed of mithril for a +20 quality material bonus, and is enchanted for a +20 magic bonus (either, but not both bonuses may be used in combat). Against normal sized foes, the sword delivers an additional impact critical of the same severity as the original. Ny'Calinbraithe is "Of Slaying" Orcs, Trolls and Undead (Classes I-IV). The sword may be thrown out to a range of 50' with the following range modifiers; 1'-10'(0), 11'-25'(-10), 26'-50'(-25). 1x/rnd the wielder may "parry" a frontal elemental Lightning or Shock Bolt. This parry is performed by subtracting 20 from the EAR along with any of the wielder's OB that he wishes to forfeit for the rest of the round. The sword will also cast "Stun Relief III" 3x/day on its wielder. Finally, any Elf-Demon which can be affected by stun results will be stunned for double the period indicated by any critical result delivered by the sword.

Ointment of Joining: When the jelly contained in this pot is rubbed on a recently severed limb, and the limb is rejoined to the stump, any bleeding from the wound stops and 12th lvl "Joining" spells from "Blood Law", "Bone Law", "Muscle Law", and "Nerve Law" as immediately cast. 20-200 days are required for recovery. The pot containing the jelly is capped with wax. After this seal is broken, the ointment must be used within 1 day, or its magical properties are annulled.

Pandakar's Ring of the Power of Light: A simple platinum band with an engraved life rune. A Magician who casts a "Shock Bolt" or "Lightning Bolt" at any undead target while wearing the ring can consider it to be a slaying attack.

Power Revitalizer: This 10'x10' metal platform has a 10' pillar at each corner with a rod mounted on top of each, angled so that it points towards the center. Any spell user that stands in the center and commands "Revitalize me!" will receive his full amount of PP back (if he has lost any). Usable only every other day. It is very hard to move, as it weighs 4000 lbs.

Psychic Skiff: This 12'x6' platform must be powered by a Mentalist. For a cost of 5 PP, he can make it fly at 35 mph. It can carry up to 1000 lbs weight. At a cost of 15 PP, it can travel to another plane of existence (if already in flight). It is very fragile.

Red Spear of Diif-Marash: This 6' spear has a superior steel +10 blade. It is enchanted so that when it achieves a critical strike, all bleeding damage is doubled. The spear can be thrown to double normal range (100' at -30 range penalty), and is "Of Slaying" Orcs.

Ring of Essence Spell Storing: An onyx stone in a silver band. Any pure essence spell user may store a spell in the ring while worn by casting the spell using double the required number of Power Points. The spell will be stored for a number of number of days equal to the caster's level.

Ring of Extension: All of the wearer's spell durations will be doubled. If the wearer receives a critical result that states that he will die within a certain amount of time, that time period is doubled. The wearer's natural lifespan is also doubled.

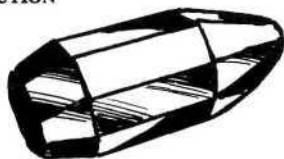
Ring of Proof Against Open Wounds: This heavy electrum ring is set with a central sapphire and several smaller blue-green tinted laen gems. When the wearer is given a wound which delivers "hits per round" from a pierce or slash critical, this ring will completely heal 1 hit/rnd of bleeding each round. Accumulated "hits per round" results must be repaired sequentially; no more than one wound may be healed in this way at a time.

Robes of the Elements: A Magician who wears these AT 2 robes may add +25 to their overcasting rolls for spells from their base spell lists. Elemental spells directed at the robes' wearer are modified by -30. The wearer of the robes also makes RRs vs essence and hybrid essence spells at 5 levels higher than his own. While the elbow tapers of the robes are still attached, the garment acts as a +2 spell adder for Magicians. With respect to natural element protection, the robes continually radiate "Resist Light", "Resist Heat", and "Resist Cold".

Rod of Animating the Dead: An ebony rod with fittings of silver. This is a charged device which will allow the wielder, who must be a channeling spell user, to cast "Animate Dead". In addition, the rod is a +3 spell adder for Evil Clerics.

Rod of Melting: This 18" long black iron rod can fire an intense beam of heat, doing damage as a +50 "Fire Bolt". Against inanimate targets, it melts non-magical items into slag at a rate of 10 cubic feet per charge. Magical items get an RR adding their bonus, if any. The rod has 41-50 charges when found.

SCARAB OF ABSOLUTION



Scarab of Absolution: A large topaz stone with a flat underside engraved with several strange runes. Touching the scarab is enough to trigger a 13th lvl "Absolution" spell. This can be triggered up to 1x/week. Evil Clerics are immune to this effect, and can use the scarab as a x2 PP Multiplier.

Scroll of Knowledge: A large yet portable scroll-book which can aid any essence spell user. The scroll, wrapped around two rollers of ebony, is a +4 spell adder for I-Class essence spells. The scroll "Resists Heat", as per the spell of the same name.

Shinvakalii: A special mithril set of "body blades". Shinvakalii are dagger-like blades attached to the wielder's wrists, elbows, and shins. As long as their wearer dons no armor, they may be used in a special attack form; the wielder may make two dagger attacks per round against his opponent, and if either misses, the wielder may immediately follow up with a Martial Arts Striking Rank I attack. Because of this set's special construction, the dagger attacks are at +20. In addition, a Haste I (usable 2x/day) is embedded in the blade set. This could effectively allow for 4 attacks per round in 2 sets of 2, twice per day. Shinvakalii may not be used as missile weapons.

Skorbaas, The Heart Seeker: A dagger whose blade is made of common iron enchanted to a +15 magic bonus. When ever a strike from Skorbaas achieves an "E" puncture critical against a normal sized opponent, the critical roll is automatically assumed to be a "99" — heart strike. It will usually take 1 round to remove the dagger from the foe's rib cage. Skorbaas is considered to be nothing more than a "magic" weapon when used against Large and Super Large foes. Skorbaas can be thrown out to a range of 100' with the 51'-100' range modifier being a mere -30.

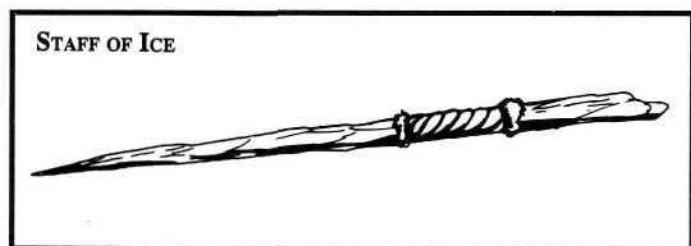
Skull of Rie-talin: Reputed to be the skull of a great Elven king, he was killed by members of an evil cult who turned his skull into a relic of power. It is a x2 PP multiplier for Sorcerers while carried. When held forth, it adds +40 to overcasting attempts for spells from any Sorcerer base list. Anyone destroying the skull will receive a permanent +20 RR bonus against Sorcerer base spells.

Soul Labyrinth: This crystal, when activated, casts a special form of "Absolution" one time per day. The victim of the "Absolution" (assuming he misses his RR) will have his soul imprisoned within the crystal. It will seem to the victim that he is trapped within a huge labyrinth. If a player character is imprisoned within, the GM should feel free to draw out an actual labyrinth, perhaps even possibly populating it with strange creatures, (assume that the character's soul has all the character's normal abilities and equipment within the crystal, even though all physical elements of the victim actually remain where they were when his soul was taken) and he and the player can play out the adventure within the maze until he finds his way out. If not, the GM can simply allow the character to make an open-ended roll, adding his Reasoning bonus every hour to see if the victim finds his way out. Souls finding their way out return immediately to their body or, in the event that their body is destroyed, go to the nearest available empty body. There is a maximum of five souls that can be placed in the labyrinth (placing more will simply "push out" the soul that has been trapped the longest). There is a 5% chance that two souls will meet within the labyrinth per hour. If the two souls are friendly and help one another, each may add a +5 bonus on his next roll to get out. If they stay together, if one makes a successful roll, then they both get out.

Spectral Blade: Silver hilts are magically fused to the virtually immaterial blade of this broadsword. When used in combat, this weapon is incapable of delivering normal concussion or critical damage, however, critical results will drain a foe of his Constitution. If the critical result is an "A", the target loses 2 points of temporary Constitution; if it is a "B", 4 Con pts are lost; a "C" drains 6 pts; a "D" drains 8 pts; and an "E" drains 10 pts. When an opponent's temp Con stat reaches 0, he will die. Because of the nature of the weapon, only half of any OB converted to a melee parry is actually added to DB.

Staff of Ice: This is a 5' long spike of ever-cold, enchanted ice. Close inspection of the staff in darkness will reveal that it burns with a low blue flame (cold fire). The staff's hand grip is a leather thong wrapped around wolf's fur. Handling any other portion of the staff will cause an "A" cold critical/rnd. The staff has the following general properties. 1) If the wielder receives bleeding damage, he may reduce the hit per round total by 1 for each wound taken. 2) Placing the end of the staff in a water body

will reduce the water's temperature by 10 degrees/rnd in a 15' radius. Once the surface freezes, the ice will be thick enough to support a 200 lb man in about 30 seconds. 3) The staff can be utilized as a thrusting spear, delivering a cold critical in addition to any other critical result obtained. The staff has the following specific properties when wielded by a Magician. 4) +5 spell adder for the "Ice Law" spell list only. 5) A +30 DB to incoming fire-based elemental attacks and a +20 to RRs vs other heat related spells. If the staff is ever subjected to a heat critical it may be destroyed if it fails its RR. Consider the staff to be 20th lvl with the attacking critical level being 1st("A"), 5th("B"), 10th("C"), 15th("D") or 20th("E"). If the staff is destroyed, it will burst into a "Cold Ball" with 5x damage.



Staff of Mastering Spirits: A 5' long staff of dyr wood, set on the top by a clear pink laen orb, and capped at the bottom with a spike of iron. The staff allows an essence spell user to cast up to 50 PPs worth of spells from 1st to 10th lvl from the "Spirit Mastery" spell list. The level of a "Spirit Mastery" spell cast may not exceed the wielder's current level unless a regular overcasting attempt is made.

Staff of Portals: This staff has 31-40 charges. One charge will create a glowing portal, 4'x6'. This portal can lead to anywhere the wielder has seen before, although for every 50 miles over the first 100 miles the spot is away from the staff and its wielder, it will cost an extra charge. For an extra charge, the size of the portal can be doubled. At a cost of 10 charges, the staff can open a portal to another plane, if the caster has seen the spot where it opens to. The portal will last 1 round + 1 round for every extra charge used to keep it open longer.

Sword of Akasnu the Young: This steel broadsword has a +5 quality bonus, but is also imbedded with the spirit of a Pale II demon. This spirit is very reluctant to power-up the sword's magical capabilities, while wielded by any other than the sword's true owner. To simulate this, the sword's current wielder must dominate the sword using whatever *will* or *ego* rules prevail in the GM's game over several consecutive rounds. For the first 3 rounds of successful domination, the sword's bonus raises by +5/rnd. The 4th round of domination allows the wielder to raise a "Shield" spell (max 3x/day) for 6 minutes or the duration of the domination, whichever comes first. Every time a domination attempt fails, the sword's Demon takes back one power; either the "Shield" or a +5 bonus. At the GM's option, the sword is capable of speaking, and will insult any wielder not strong enough to dominate it.

Sword of the Golden Orb: This is normally a -10 bronze broadsword, but under direct sunlight, it takes on a bonus of +15 (total magic bonus of +25). Under the sun, it also burns with a faint reddish flame and delivers an additional heat critical of the same severity as that delivered by an attack.

Tarpan Dag: To all appearances, this is a normal dag. However, it is "Of Slaying" Elves, and gives any Orc that wields it a special +10 Strength stat bonus.

Tattooing Ink of Power: A simple, small jar contains this enchanted ink which helps mentalism spell users. When the indelible fluid is used to create a tattoo of the bearer's "device" or "sign" on his forehead or temples, he receives the following benefits. 1) A defender will never receive a BAR bonus based on "Cover", and 2) the "Level of Spell Caster" BAR bonus is permanently raised to +2 per level. There is only enough ink in the jar to tattoo 1 mentalism spell user.

Tivendeloch's Wand: An ebony and gold wand of "Fire Bolts". This charged device is specially enchanted so that "Fire Bolts" discharged from it are considered to be "Of Slaying" Men. This wand is a powerful enough medium to hold 10 "Fire Bolt 100" charges, but the Alchemical "Charge Staff" spell is required to recharge the item.

Trochan-et-Mekii's Amulet: A rock crystal orb set inside a square cage of silver, held on a silver chain. It will only work for an essence spell user. Every week, the wearer of this amulet may conjure one of the following spell effects. 1) "Flash"; all within 10' are struck by a point blank "Shock Bolt" with the wearer's level as a modifier. 2) "True Aura"; +15 to DB, 10 min/lvl. 3) "Resist Light"; this power has a 1 week duration if selected. The amulet must be exposed to sunlight at least 1x/week if one of its powered is to be used for the upcoming week. If deprived of sunlight for 1 month, the amulet will be forever useless.

Vial of Imprisonment: This iron vial has a silver stopper and runes carved all over its sides. Inside, a demon, spirit, ghost, or the soul of a mortal can be imprisoned. When the command word is spoken the target must make an RR vs. a 20th level attack or be imprisoned within until the stopper is removed. While inside, the spirit, demon, soul, etc. can be questioned, and all questions must be answered truthfully.

Voral's Staff: This enruned wooden staff with golden bands will drain all of the powers of all the magic items that a person possesses and confer those powers to itself. For example, if a person had a +10 broadsword, a potion of "Flying", a wand of "Lightning Bolts" with 10 charges and a rune of "Delving" before he obtained the staff, the staff would hit in combat like a +10 broadsword, allow the wearer to "Fly" one time (with the duration of the potion), allow the wearer to throw ten "Lightning Bolts", and would have a "Delving" rune inscribed on its side so that the user could read as a normal rune. When the wielder obtains a new item, if he wishes to keep it he must allow the staff to absorb it (takes 4 rounds). The staff will not function at all if the wielder has any other magic item. The powers of the staff will only work for the current owner. If the owner dies or if the staff is in another's possession for ten days (powerless, of course), it will lose all its former powers and be ready for a new owner and to absorb new powers.

Wand of Elemental Change: Changes 10 cu' of one element into its opposite. For these purposes, the elements oppose thusly: Fire/Water or Cold, Earth/Air, and Light/Darkness. The change costs one charge. To effect a sentient mass of the element (i.e., an elemental), 5 charges are needed, and there is a 50% chance that the elemental will simply cease to be when so effected. Otherwise, it will go insane and attack mindlessly in its new form. These wands have from 21-30 charges when found, and have a range of 20'.

Wand of Replication: This powerful wand usually has only 1-10 charges. When activated, it creates an exact replica of the wielder. The replica will have all the abilities, items, hits, PP, etc. that the original has. The wielder will be in command of both the original and the replica (he will actually "be" both of them). The replica cannot move more than 20' away from the original. After 5 minutes, both the replica and all his items (even if he is no longer holding them) will disappear.

Watery Weird of Ulos-numara: A strange device indeed. This is a huge bronze basin on a pedestal shaped like a spouting fountain. The whole contraption weighs well over 200 lbs. When the Weird is brought to the bank of a river and the basin is filled with the river's water, people may drink from the basin and then be mystically transported upriver to its source. To enable the magic, a person drinks from the basin then walks into the river. The person, along with a modest amount of equipment will dissolve and immediately begin moving upriver at a speed of 20 miles per hour. When the river's source is reached (a mountain lake, large spring, glacier, etc.), the person and gear will reform. Up to a total of 50 lvls worth of beings may be transported by the Weird every month. Legend has it that there once existed a Weird of Returning, to take people back downstream to the first basin, but its location or fate is unknown.

Whip of Grappling: This whip delivers an additional grappling critical on each strike that obtains a normal krush critical. The severity of the grappling critical is the same as the krush critical delivered. Because of the whip's magic, any wielder has at least a +25 OB when using the whip. This item is immune to the effects of heat, cold, and acid.

Wizard's Stone: This is a mighty talisman constructed around a single diamond set in silver with the whole thing locked in a clear crystal. The stone allows any elemental attack spell cast by the bearer to be considered a slaying spell for critical resolution. A normal sized target hit by such an attack would have any normal critical(s) resolved, followed by a roll on the Slaying column of the Large Creature Spell Critical Table.

Woodmen's Bow of Good Aiming: Not only can this bow be fired every round without penalty, but 1x/day the bow can cast a 10th lvl "Aiming" spell which adds +50 to an arrow's attack.

Yarkbalka of the Yreck: A great blade of enchanted keron metal, this is a standard yarkbalka with the following special capability; it is "Of Slaying" Elves and is considered magical for all purposes.

15.9 ARTIFACTS

The following is a list of Artifacts.

RANDOM ARTIFACT ITEM CHART	
Roll	Item
01-04	Armor of Golspre
05-07	Black Heart
08-11	Brush of Creation
12-14	Caprayi, the Eternal Wind
15-18	Chesspieces of Balance
19-21	Dagger of Nidhogar
22-25	Deathcrown
26-28	Device of Cimirandar
29-32	Dreaded Staff of Count Astoc
33-35	Gauntlets of Regal Adora
36-39	Heart of Gold
40-42	Irgaak Stone
43-46	Kirae Shang, Black Laen Blade of Souls
47-49	Krist-archa, Axe of the Woodmen Kings
50-53	Loxmaster's Amulet
54-56	Lughurth's Death Spear
57-60	Lusan's Mirror
61-63	Ring of Vitrification
64-67	Rod of Desytsyo
68-70	Scepter of Orr
71-73	Shianul
74-76	Singing Harp
77-79	Spellbreaker
80-82	Spider Walker
83-85	Staff of Time Travel
86-88	Swan Boat
89-91	Tesra'amvir, the Staff of Three Parts
92-94	Throne of Tesoro
95-97	Varne's Cage
98-100	Zun's Rune

ARTIFACT DESCRIPTIONS

Armor of Golspre: This armor is AT 20, but encumbers like AT 6. It allows the wearer to breathe and move freely underwater and similar environments, gives wearer immunity to natural elemental damage (cold, heat — even lava) and gives a +30 bonus to DB and RRs vs magical elemental attacks.

Black Heart: The Black Heart is a multifaceted gemstone which is so dark, it absorbs light, causing it to ever appear in shadow. It is as large as a clenched fist, and weighs about 4 lbs. As a powerfully evil artifact, it functions as a x4 PP multiplier for Evil Clerics and Evil Magicians, or as a x5 PP multiplier for Sorcerers. If any other person should so much as touch the gem, he will be subjected to a 30th lvl "Absolution" spell. The possessor of the Heart is continually protected by an "Essence Shield" and a "Channeling Shield". All heat and cold critical results inflicted on the bearer are reduced by 1 severity level (e.g., "A"s are ignored). If the possessor of the Black Heart can arrange it, the gem can be substituted for his own heart through the use of a 13th lvl "Organ Transplant" spell with no chance of rejection. While so emplaced, the gem grants its normal powers in addition to the following. The host gains a +100 bonus to resist demonic possession. He may add +20 to overcasting rolls. He resists fear at 10 lvls above his own, all BAR rolls receive a special +10 modification, and critical strikes to the heart will never kill in and of themselves. If the host should die and the Black Heart remains in place, the possessor will become a lich of at least 20th lvl within 1-10 months. The gems powers remain the same while the host is in lich form, but the Black Heart will fall out of the body if the lich is destroyed. The Black Heart/lich combination has one drawback; if struck with a Holy Arm, any critical will be resolved on the Slaying column instead.

Brush of Creation: This paintbrush is incredibly powerful. Whatever it paints becomes real. If it is used to paint a door in the wall, the door will become real. If the painter painted the door open and a barren plain beyond it, the door would be a gateway to a barren plain like that in the picture (painters should be careful about that — there's no guarantee that the world or plane that barren plain is in would be on the painter's home world). If a beautiful maiden is painted, a beautiful maiden will be created (or perhaps summoned). Paintings must be done on something (like canvas, or a wall, etc.). They usually take from 10 minutes to 10 hours to 10 days to complete, depending on the subject matter and complexity. The brush can only be used 3-12 (1D10+2) times, and each painting costs the painter 1 point of Empathy from his temporary stat. GMs must be warned — players can only paint what their character would know about (no paintings of blaster cannons, unless of course the painter has seen one), and yet, creative players will still make this a very powerful item.

Caprayi, the Eternal Wind: This white longbow is constructed of laminated yew and dyr woods, with fittings of silver and mithril. Utterly beautiful to behold, it is equally deadly. Arrows fired from Caprayi do 2x damage and an additional impact critical of the same severity as the normal one. If the target is Large or Super Large, the Normal column is used, but arrows receive a special +10 bonus to the critical roll in lieu of the additional impact critical.

Chesspieces of Balance: Always found as a set, these appear as a set of chess pieces, either white or black (the two sets are never found together); eight pawns, two rooks, two knights, two bishops, a queen and a king. When the king is touched, it is absorbed into that person and disappears. That person then "becomes the king" of that set and is quested (cannot be removed) to destroy the king of the opposing color pieces. He is also then able to command the other pieces of his set and use their various powers as follows. Pawns: Each can become a 5th level Fighter for 5 minutes 1 time per day with 50 hits, AT 17, large shield, mace and crossbow with 20 bolts (OB +75 for both). Rook: Can become a stone tower upon command 1 time per day for up to eight hours. It is 20' in diameter and 60' high with three floors. The top two floors have eight arrow slits each for archers and the roof has battlements. The door on the main level is reinforced wood and can take 100 hits. Knight: Can become a 10th level Cavalier 1 time per day with 120 hits, AT 20, full shield, longsword, lance (OB +150 for both), and a warhorse with plate barding. Lasts for 1 hour or until killed. (if RMC III is not used, treat them as Fighters). Bishop: User can cast 50 PP worth of spells from the "Concussion's Ways" open channeling list per day and can cast "Lifegiving" (20th level Cleric base) 1 time per week. Queen: User can cast 50 PP worth of Sorcerer base spells per day. When one king is dead, all the pieces of both sets disappear — to be found by someone else some other time as the Lords of Balance see fit — and the winner is usually rewarded on how well he carried out his quest. Rewards are usually in the form of wishes, magic items, treasure, and so on.

Dagger of Nidhogar: A demon constructed this dagger from the tooth of one of the largest drakes ever to live. It slays humans, has a +40 bonus, and casts "Bladeturn III", "Stun Relief III" and "Haste X" each three times per day. It inflicts double damage against good beings.

Deathcrown: This white crown is inlaid with black gems (worth 5,000 gp for jewelry value alone) is a x6 Necromancer PP multiplier (or an Evil Cleric if the GM does not use Necromancers). It also allows free use of the Evil Cleric lists to 50th level, and adds 20 to the wearer's DB. All elemental attacks cast by the wearer (such as "Darkbolts" and "Darkfire Bolts") will do x2 concussion hits damage.

Device of Cimirandar: This magical device consists of a small icon (to a powerful diety of the GM's choosing) which holds a small wooden disc in its chest. There is also an amulet with a receptacle for the disc in its center. When a prayer to the icon's god is offered in a shrine to that god, and the disc is then transferred from the icon to the amulet, the wearer will be protected by a 50th lvl "Resistance True" for 1 day.

Dreaded Staff of Count Astoc: This +20 wooden staff has glowing runes all down its sides. One time per day it can cast "Repel Undead True", three times per day it can cast a firebolt of "Holy Fire" that is x2 damage vs undead, and x3 damage vs demons, and inflicts additional holy crits against evil foes. Once per week it can banish a demon for 1 year (10' range). In the presence of demons or undead, it flames, doing additional heat and holy criticals. Note that since the flames are "holy" flames, so even heat resistant demons and undead take full damage.

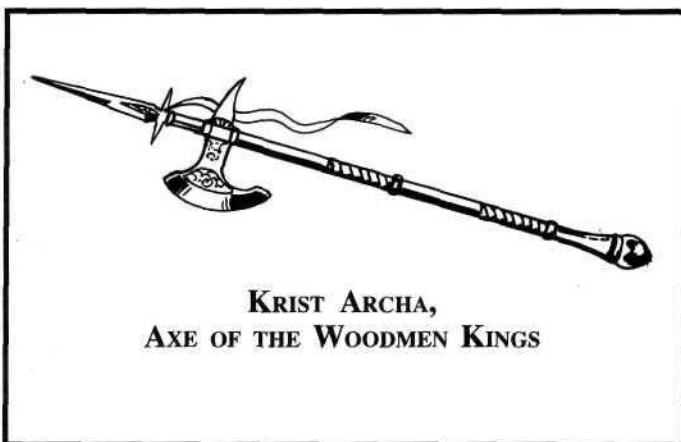
Gauntlets of Regal Adora: These gauntlets do damage as maces (treat as a mace weapon kata for martial arts with no penalties) with additional heat crits. They also increase the wearer's strength so that he does double damage. The wearer can deflect missiles as though he had a +90 yado bonus, and they serve as a x4 PP multiplier for Monks.

Heart of Gold: this was the heart of the Holy Warrior Kalerecent, dipped in gold by some unknown alchemist after the warrior's death. Possession of this heart will make the owner immune to bleeding damage from criticals as all wounds instantly close. The owner will be immune to fear, mind control and possession. It will always lead its owner to his full potential and ultimate destiny.

Irgaak Stone: A pale blue stone set in a silver pendant. These artifacts, of which ten are known to exist, were created in ages past to combat powerful, evil factions of giants and their kin. When the stone is held, and a magic phrase is chanted (e.g., "Almeno Keberus Mon, Sestifon Men Dirnay"), the stone will become an irgaak for 30 rounds. The wielder's OB with the irgaak will be his similar weapon add, or his (lvl x 5) + (lvl and stat bonuses), which ever is greater. The irgaak can not be used in a "Hasted" mode. It does not do double criticals against Large and Super Large creatures, but due to its enchanted nature it strikes on the Magic column of those critical charts. Each stone's irgaak has a bias vs a certain giant race. An irgaak which strikes its specific giant type is considered to be a Holy Arm. Once manifested from a stone, an irgaak may not be summoned again for 1 week. The GM may specify that an Irgaak Stone will only function for a specified "champion" or his direct descendants.

Kirae Shang, Black Laen Blade of Souls: A bastard sword whose blade is composed of silver laen, tinted black. The pommel is forged of the finest steel and the grip is wrapped in brown leather. There are fine runes engraved in the blade which tell of the sword's maker and purpose; "I am Kirae Shang Drinker of Souls forged by Akasnu in the depths of Sakath Shrenar" and on the other side is written "I am Kirae Shang Drinker of Souls empowered by Akasnu to slay the immortal Elves". The sword is +25 and is "Of Slaying" Elves. Whenever a victim of the sword receives a death-blow, he must resist a 20th lvl essence-based attack or have his soul depart immediately. The blade has the additional power of catching an elemental Bolt attack directed at the wielder 1x/round and reflecting it back at its caster with a 0 attack modifier. Kirae Shang's personality is malevolent and cruel, and will attempt to direct the actions of its wielder, if possible. It will always try to convince its wielder to attack Elves. If an Elf is present and Kirae Shang's wielder does not attack him, the sword will hurl itself at the target (Range = 25', OB = 50). An Elf who touches the sword is subject to a point blank "Shock Bolt".

Krist-archa, Axe of the Woodmen Kings: This Great Battle Axe was a gift from Dwarves to their Woodmen allies. A truly magnificent weapon, the axe has a blade of natural green laen (anti-magic) and a spearhead tip of mithril with a green laen core. In melee, the weapon strikes as a battle axe with a +25 material-based bonus. In addition, the weapon can negate up to 25 points of a defender's magically generated DB (spell and/or magic armor/shield). As a missile, Krist-archa can be thrown as a +20 mithril spear, and up to 20 points of a defender's magically generated DB can be cancelled for the attack. A magic emerald in the haft of the weapon allows Krist-archa's wielder to summon it to hand at a velocity of 10'/second from a maximum range of 100'. While held, the wielder may add +25 to essence-based RRs.



Loremaster's Amulet: This is a multifaceted silver laen jewel in a gold setting. Attuned to the realm of essence, this amulet's powers are manifold, but dependent upon the strength of its wielder. On the most common of levels, the amulet will impart a +10 to Defensive Bonus. To any wearer who draws his PPs, at least in part, from his Empathy stat, overcasting attempts are made with a +25 bonus. To any hybrid essence spell user, the amulet acts as a x3 PP multiplier, while for pure essence spell users, the amulet is a x5 PP multiplier. Any wearer who can intrinsically cast a directed elemental attack spell gets a +10 directed spell bonus, and if the caster is a pure essence spell user, this bonus is increased to +20. Any essence spell user of at least 20th lvl will have all elemental attack damage increased by an additional x1 multiplier. 20+ lvl users may also cast an additional 10 spells of up to 10th lvl off of any of the following lists every day; "Spell Wall", "Essence Perceptions", "Essence Hand", "Unbarring Ways", "Physical Enhancement", "Lesser Illusions", "Detecting Ways", "Elemental Shields", "Delving Ways", "Invisible Ways", "Living Change", "Spirit Mastery", "Spell Reins", "Lofty Bridge", "Spell Enhancement", "Dispelling Ways", "Shield Mastery", and "Rapid Ways".

Lughurth's Death Spear: An expertly crafted spear, having a dyr wood shaft and an eog head. It is a +30 weapon which can be wielded normally in melee, or thrown to double normal maximum range with a 51'-100' range modifier of -30. If an attack from the Death Spear scores a critical, the target receives an immediate "Absolution Pure". For purposes of the BAR and RR, this is considered to be a 20th lvl attack.

Lusan's Mirror: Has 25 charges. At a cost of 5 charges, the mirror can be made to show any location — even another plane. It will continue to show that location until it is changed again. At a cost of one charge, something can be transported from the location of the mirror to the image it shows, or brought out of the image to the mirror's location. This includes living things, but it must be noted that beings cannot move from the mirror's image to its actual location of their own will — they must be brought through. The mirror recharges itself every 10 years — it cannot be recharged any other way.

Ring of Vitrification: The wearer of this ring can turn any inanimate object to glass. Normal items are turned automatically, but magic items get to make an RR, adding their pluses (if any) to their roll. Items that have been turned to glass do not necessarily lose their powers (GM discretion), but they are very fragile.

Rod of Desytyso: This red iron rod is about 2' long. It allows the wielder to cast any spell from the following lists: "Light Law", "Darkness", "Necromancy" and "Essence Perceptions" with a total of 100 PP per day. There is a 2% chance per day that the wielder will become possessed by a demon. If the wielder dies, there is a 66% chance that he will become a lich.

Scepter of Orr: This bejewelled scepter is about 14" long. It casts "True Aura" on its wielder at will. It increases the elemental attack damage multiplier from spells that the wielder casts by 3. Three times per day, the wielder can make any spell that he can cast into an instantaneous spell.

Shianul: The Chaos Cleaver. This white alabaster longsword is +30, +40 vs. chaotic beings, doing double damage to everything, and triple damage to chaotic creatures. It allows the wielder to fly 250'/round at will and casts spells as a 20th level Magician with 60 PP and all Magician base spell lists. In addition, it has the following powers: heals wielder 30-300 hits 3x/day, raises the wielder from the dead, 1x/week, heals any one wound of wielder's choice (muscle, bone, nerve, etc.) 2x/day. It is highly intelligent, and its purpose is to slay the Lords of Chaos, in whatever form such beings take in the GMs world. It was forged by the Lords of Order.

Singing Harp: This golden harp stands eighteen inches tall and the front portion is a figure of a beautiful human woman. The harp is very intelligent and can play itself and sing any song. It can speak and sing in all human languages. It knows all Bard base spells to 20th level, casts spells as though it were 20th level, and has 80 PP. It is good in alignment, and prefers to be thought of as an individual.

Spellbreaker: This +35 broadsword is a slaying weapon versus spellcasters, detects and identifies all spells cast with 100', casts "Cancel True" at will, and "Unessence", "Unmentalism" and "Unchanneling" each 1 time per week. The sword is intelligent and determined.

Spider Walker: This huge construct appears as a huge metallic spider. It is 30' long, 20' wide, and 25' high — including legs. The control room is within the spider's head and can hold two people. The controls are very simple. The abdomen chamber can hold six more passengers comfortably and is entered by way of a door on the spider's underside, although there is a hatch on top as well. The spider can move up to 30 mph over good terrain, and can travel through almost anything (at a slower speed) such as mountains, swamps, shallow water (less than 6' deep), etc. If attacked, it should be treated as AT 20 with a DB of 40 due to its metal hull. It takes no criticals. It can withstand overall 1000 pts of damage, although 100 pts of damage in one concentrated area will produce a 1'-3' diameter hole. 100 hits will destroy a leg. Only magic will repair it. It has two mounted ballistae on top that can be magically fired and loaded via the control room. They do damage as a +10 spear with x4 range and have 10 spears each that can be fired one per round. The Spider Walker is often used as the command vehicle during battle, or as a transport for an important noble or treasure. It is also useful for exploring hostile areas. These vehicles are listed as "artifacts" even though there are more than one of them. They represent one of the greatest achievements of modern magic and alchemy.

Staff of Time Travel: Wielder of this staff can take himself and up to five others back or ahead in time. The amount of charges the trip takes depends on how many years are traveled. For every 10 yrs, the trip costs 1 charge until 100 yrs have been traveled. For every 100 yrs beyond the first 100, the costs is 1 additional charge. So a trip of 300 yrs costs (10 charges for the first 100 years and 2 charges for the next 200 =) 12 charges. Always round to the nearest year when determining charge cost. The staff has 41-50 charges when found. What the different times will be like and whether or not the time travelers can change the course of history, is up to the GM.

Swan Boat: This 10' long craft is said to be elvish in design, made by the finest boatwrights for their fey queen. It moves in the direction of the owner's command which can be a spoken word or a simple thought. This boat and its passengers are immune to all effects of weather and the elements. It never rocks nor is it influenced by wave motion or wind speed. All who ride in the boat (its maximum capacity is six, seated comfortably) are healed 1 hit per minute and receive an additional RR vs. any poison that is currently within their systems. The ride is always a peaceful one, and anyone attempting to attack someone in the boat is at an additional -50 on all attack rolls. As could be guessed, this boat is made to look like a swan.

Tesra'amvir, the Staff of Three Parts: This is a dark hardwood staff composed of three separate pieces. Each of the three separate parts of the staff is attuned to one of the realms of magic, and when combined, they form a powerful multi-realm device. Each piece is connected to its adjacent section by a modified version of the "Magic Lock" spell. As such, when an individual portion of the staff is joined to its adjacent section, they

become locked together unless the "Magic Lock" is dispelled. The bottom third of the staff is a wand-sized section capped with mithril and attuned to the realm of mentalism. A mentalism spell user holding this section will find that it acts as a +4 spell adder, and casts a continuous "Presence 100'R". The middle section, capped with mithril at both ends and girt with a golden hand grip, is attuned to the realm of channeling. It is a +4 spell adder for channeling spell users, and doubles the duration of any channeling spells cast. The top section of the staff is capped at one end with mithril, while the other end holds an egg-shaped laen jewel. This section is a +4 essence spell adder which increased the damage multiplier of any elemental attack spell cast by 1x. If all three parts are used together, the staff acts as a +5 spell adder for any spell user, and all other powers work concurrently. In addition, to wielder makes spell related RRs at 10 levels above his own; spells cast by him only fail on an unmodified 01; overcasting attempts are made with a +20 modifier; DB is increased by 25, and the wielder's BAR rolls are modified by +10.

Throne of Tesoro: This huge stone throne is inlaid with 10,000 gp worth of gems. It weighs approximately five tons. Once per day, the person sitting upon the throne and grasping its arms can command it to do each of the following: "Teleport" (no chance of error) up to 100 miles, "Fly" at 250'/md, create a "Wall of Force" that lasts 20 minutes and is impervious to harm, fire two x3 "Fire Bolts" (they must be fired at the same time) from gems above the head of he who sits on the throne, create a "Spell Shield True", and summon a creature as per a "Lord Summons" spell. The person seated on the throne can always see invisible objects, identify objects as per a "Delving" spell, and know the basic alignment of all whom he sees.

Varne's Cage: The owner of this bird cage can command the cage to shrink down a victim and his possessions to about 6" tall. The victim will then be teleported inside the cage. The cage is virtually unbreakable, and it is impossible to cast spells from the inside of the cage. The cage will only hold five victims, but they do not require food or water. They cannot leave until the owner of the cage commands them to go free.

Zun's Rune: This extremely powerful rune can only be used once. It will, when read, allow two people to exchange potential stat points. For example, one character can receive points of Strength from another while he gives him points of Empathy. Up to 10 points can be given and/or received by one person, but there are no restrictions on how many stats can be effected, (e.g., 5 points of Strength, 3 points of Constitution and 2 points of Agility can be received, and 10 points from other stats can be given in any combination). Note that the transfer does not have to be two-way, one person can receive up to 10 pts without giving anything if that is what is desired. The exchange is permanent. No potential stat may be raised above 101 in this way. After participating in the exchange, one must rest for one day per point given.

16.0 ENCOUNTERS

One of the key elements of fantasy role playing is adventuring. This often involves a group of characters exploring unusual locations or traveling through dangerous territory. When this occurs there is a chance that the group will "encounter" other creatures, who may be friendly, neutral or hostile. Since a Gamemaster cannot keep track of the movements and locations of all of the myriad of creatures that inhabit his world, it is often necessary for him to be able to generate "random encounters".

In this section, we present a system for generating encounters keyed to an adventuring party's location and environment.

USING THIS ENCOUNTER SYSTEM WITH C&T

It is suggested that GMs use the following encounter charts in conjunction with those provided in *C&T*. If a "special" result is rolled on one of the original *C&T* encounter tables, then the GM should roll again on the appropriate *C&T II* chart. This system of encounter generation will allow for a wide variety of encounter

types — incorporating standard animals, races, and more common monster types into the encounter probabilities.

Alternatively, GMs may wish to roll 1D10 whenever an encounter is called for in his game. A result of 1-7 would indicate that the encounter be rolled on one of the *C&T* charts. A result of 8-10 would mean that the GM should roll the encounter on the appropriate *C&T II* chart.

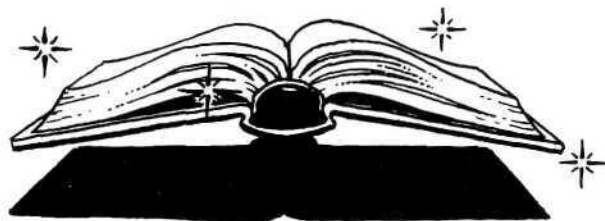
USING THIS ENCOUNTER SYSTEM AS IS

The following encounter charts are keyed to four primary location types: Terrain, Vegetation, Water Sources, and Special Features. The monsters and races indicated on the charts are all found within this book. Therefore, these charts can be used on their own, without the addition of *C&T*. Just find the location most appropriate for the encounter and roll, then cross-index to find the creature type encountered. Go to that creature's description in the book to discover the number encountered, and their outlook code to judge a reaction of the creature(s) to the encountering party.

16.1 ENCOUNTERS KEYED TO LOCATION AND ENVIRONMENT

The system is designed to allow a Gamemaster to key an encounter to his group's location and the environment it is in. When using this system, there are four factors which determine the nature of encounters: special features, water sources, terrain, and vegetation. A specific "encounter chart" covers each of these factors.

Simply put, if a group is rummaging through some decrepit ruins and the GM needs to generate an encounter there, he should go to the "Ruins" column of the Special Feature Encounter Chart and roll for the result.



16.2 ENCOUNTERS KEYED TO A SPECIFIC SITUATION

When creating his world for a campaign game, a Gamemaster may want to develop an encounter generation system keyed to the unique situations inherent in his own world. Of course, we can not provide such a system, but the Gamemaster can create it by modifying the charts provided in here and in *C&T*.

First he should determine and eliminate any location or environment features that are inappropriate for his world and game. For example, he might not want to have "cross-over points between dimensions", or his world might be a desert world with no open water, leaving only "oasis/isolated water sources" and "desert" as the only "Water Sources".

Next the Gamemaster should add any new location and environment features by creating encounter columns for them and adding them to the appropriate charts. For example, he might add an "enchanted ruins" column to the Special Features Encounter Chart.

Finally the Gamemaster should eliminate inappropriate encounters (usually creatures) and add encounters unique to his world and game. For example, he might eliminate golems and constructs from his world, but add the concepts of robots, cyborgs, and androids.

WATER SOURCE ENCOUNTER CHARTS

Roll	"B" Breaks and Wadis	"F" Freshwater Coasts	"G" Glaciers and Snowfields	"I" Islets & Atolls	"L" Lakes and Rivers
01-05	TERRAIN	Gabbit	Gabbit	Gabbit	Gabbit
06-10	TERRAIN	Didex	Crison	Trivren	Didex
11-15	VEGETATION	Crison	Gabbit	Gabbit	Serpentus
16-20	VEGETATION	Serpentus	Ihl Wolf	Electric Wasps	Allibat
21-25	Gabbit	Regal Stag	Crison	Didex	Ihl Wolf
26-30	Trivren	Ihl Wolf	Horribar	Mercat	Horribar
31-35	Electric Wasp	Horribar	Ice Spider	Sky Manta	Spined Giant Slug
36-40	Didex	Bounder	Ihl Wolf	Bounder	Regal Stag
41-45	Ihl Wolf	Sky Manta	Crison	Spined Giant Slug	Sky Manta
46-50	Serpentus	Panthershark	Giant Furred Snake	Carnivorous Giant Slug	Bounder
51-55	Regal Stag	Arachat	Panthershark	Thraxx	Carnivorous Giant Slug
56-60	Sky Manta	Thraxx	Ihl Wolf	Mergryph	Thraxx
61-65	Bounder	Mist Monster	Giant Furred Snake	Panthershark	Acarva
66-70	Panthershark	Young Dark Drake	Ice Spide	Acarva	Mist Monster
71-75	Thraxx	Acarva	Sky Manta	Young Dark Drake	Lake Worm
76-80	Young Dark Drake	Lesser Giant Skeleton	Mist Monster	Mist Monster	Young Dark Drake
81-85	Greater Basilisk	Greater Basilisk	Panthershark	Greater Basilisk	Mature Dark Drake
86-90	Mature Dark Drake	Mature Dark Drake	Mist Monster	Mature Dark Drake	Lake Worm
91-95	Old Dark Drake	Old Dark Drake	Behemoth	Old Dark Drake	Old Dark Drake
96-100	GM's Choice	GM's Choice	GM's Choice	GM's Choice	GM's Choice
Roll	"M" Marshes and Swamps	"O" Ocean	"Q" Isolated Water Sources	"S" Saltwater Shores	"Z" Desert
01-05	Allibat	Mercat	Trivren	Serpentus	Serpentus
06-10	Ihl Wolf	Sky Manta	Didex	Horribar	Small Spiderbat
11-15	Swamp Octopus	Mergryph	Electric Wasp	Regal Stag	Ihl Wolf
16-20	Sky Manta	Acarva	Serpentus	Mercat	Serpentus
21-25	Bounder	Mercat	Ihl wolf	Spined Giant Slug	Small Spiderbat
26-30	Lesser Giant Skeleton	Sky Manta	Regal Stag	Sky Manta	Ihl Wolf
31-35	Vorasis	Mergryph	Bounde	Bounde	Large Spiderbat
36-40	Darkhunter	Acarva	Sky Manta	Carnivorous Giant Slug	Sky Manta
41-45	Thraxx	Thraxx	Thraxx	Mergryph	Bounder
46-50	Mist Monster	Mercat	Acarva	Thraxx	Desert Spirit
51-55	Young Dark Drake	Sky Manta	Panthershark	Mergryph	Vorasis
56-60	Tracha	Mergryph	Mist Monster	Acarva	Desert Spirit
61-65	Sligguth	Acarva	Lake Worm	Mist Monster	Darkhunter
66-70	Deathwoode	Thraxx	Young Dark Drake	Young Dark Drake	Desert Spirit
71-75	Ghouling	Mist Monster	Skeletal Tyrannosaur	Lake Worm	Panthershark
76-80	Greater Basilisk	Lesser Giant Skeleton	Spectral Tyrannosaur	Greater Giant Skeleton	Young Dark Drake
81-85	Mature Dark Drake	Mist Monster	Greater Basilisk	Ghouling	Mature Dark Drake
86-90	Old Dark Drake	Lesser Giant Skeleton	Mature Dark Drake	Mature Dark Drake	Old Dark Drake
91-95	Behemoth	Greater Giant Skeleton	Old Dark Drake	Old Dark Drake	Behemoth
96-100	GM's Choice	GM's Choice	GM's Choice	GM's Choice	GM's Choice

VEGETATION ENCOUNTER CHART

Roll	"C" Coniferous Forest	"D" Deciduous/Mixed Forests	"H" Heath & Scrublands	"J" Jungle & Rain Forest	"P" Plains & Grasslands	"T" Tundra
01-10	Gabbit	Gabbit	Gabbit	Electric Wasp	Gabbit	Gabbit
11-16	Electric Wasp	Electric Wasp	Didex	Allibat	Didex	Crison
17-19	Didex	Trivren	Electric Wasp	Small Spiderbat	Crison	Horribar
20-22	Small Spiderbat	Didex	Scra Pren	Regal Stag	Electric Wasp	Giant Furred Snake
23-25	Scra Pren	Gabbit	Small Spiderbat	Carnivorous Giant Slug	Strider Bird	Ice Spider
26-28	Tentmorse	Electric Wasp	Allibat	Electric Wasp	Small Spiderbat	Arachat
29-31	Didex	Trivren	Regal Stag	Alliba	Gabbitt	Gabbit
32-34	Regal Stag	Scra Pren	Horribar	Small Spiderbat	Didex	Crison
35-37	Giant Furred Snake	Small Spiderbat	Arachat	Regal Stag	Crison	Horribar
38-40	Horribar	Horribar	Large Spiderbat	Carnivorous Giant Slug	Electric Wasp	Giant Furred Snake
41-43	Large Spiderbat	Tentmorse	Sky Manta	Large Spiderbat	Strider Bird	Ice Spider
44-46	Sky Manta	Kraeguth	Garthis	Aracha	Horribart	Arachat
47-49	Klugala	Carnivorous Slug	Bounder	Garthis	Large Spiderbat	Panthershark
50-52	Bounder	Regal Stag	Kraeguth	Vorasis	Klugala	Gabbit
53-55	Aracha	Large Spiderbat	Klugala	Klugala	Bounder	Crison
56-58	Garthis	Bounder	Vorasis	Bounder	Sky Manta	Horribar
59-61	Darkhunter	Vorasis	Darkhunter	Darkhunter	Darkhunter	Giant Furred Snake
62-64	Kraeguth	Klugala	Panthershark	Vorasis	Garthis	Ice Spider
65-67	Panthershark	Darkhunter	Mist Monster	Swamp Octopus	Panthershark	Arachat
68-70	Mist Monster	Garthis	Young Dark Drake	Panthershark	Mist Monster	Panthershark
71-73	Young Dark Drake	Arachat	Leocorn	Kraeguth	Darkhunter	Gabbit
74-76	Leocorn	Panthershark	Tracha	Mist Monster	Garthis	Crison
77-79	Deathwoode	Leocorn	Deathwoode	Dark Drake	Leocorn	Horribar
80-82	Tracha	Deathwoode	Skeletal Tyrannosaur	Deathwoode	Tracha	Giant Furred Snake
83-85	Blacksnake	Greater Giant Skeleton	Blacksnake	Tracha	Skeletal Tyrannosaur	Ice Spider
86-88	Vampiric Centaur	Skeletal Tyrannosaur	Quetzlquotl	Blacksnake	Tracha	Arachat
89-91	Vampiric Unicorn	Spectral Tyrannosaur	Mature Dark Drake	Quetzlquotl	Spectral Tyrannosaur	Panthershark
92-94	Mature Dark Drake	Vampiric Centaur	Old Dark Drake	Mature Dark Drake	Vampiric Centaur	Construct
95-97	Old Dark Drake	Vampiric Unicorn	Behemoth	Old Dark Drake	Behemoth	Elemental Savant
98-100	GM's Choice	GM's Choice	GM's Choice	GM's Choice	GM's Choice	GM's Choice

TERRAIN ENCOUNTER CHART

Roll	"A" Alpine and Mountains	"R" Rough and Rugged Hills	"U" Underground	"W" Waste and Barren
01-10	VEGETATION	Gabbit	Small Spiderbat	Gabbit
11-16	VEGETATION	Trivren	Large Spiderbat	Didex
17-19	VEGETATION	Crison	Ice Spider	Crison
20-22	WATER SOURCE	Serpentus	Arachat	Nasti
23-25	WATER SOURCE	Strider Bird	Garthis	Small Spiderbat
26-28	WATER SOURCE	Nasti	Small Spiderbat	Strider Bird
29-31	Trivren	Small Spiderbat	Large Spiderbat	Gabbit
32-34	Gabbit	Horribar	Bounder	Didex
35-37	Kraeguth	Large Spiderbat	Darkhunter	Crison
38-40	Didex	Scra Pren	Klugala	Nasti
41-43	Panthershark	Vorasis	Lesser Giant Skeleton	Strider Bird
44-46	Didex	Garthis	Leorgon	Serpentus
47-49	Gabbit	Darkhunter	Bounder	Horribar
50-52	Crison	Sky Manta	Darkhunter	Sky Manta
53-55	Gabbit	Arachat	Klugala	Arachat
56-58	Trivren	Sky Shark	Lesser Giant Skeleton	Kraeguth
59-61	Didex	Lesser Giant Skeleton	Panthershark	Bounder
62-64	Crison	Klugala	Lake Worm	Garthis
65-67	Small Spiderbat	Bounder	Young Dark Drake	Sky Shark
68-70	Giant Furred Snake	Phantom Steed	Young Plasma Drake	Vorasis
71-73	Horribar	Kraeguth	Tracha	Darkhunter
74-76	Ice Spider	Panthershark	Greater Giant Skeleton	Panthershark
77-79	Kraeguth	Nightgaunt	Vampiric Troll	Nightgaunt
80-82	Lesser Giant Skeleton	Young Dark Drake	Crystyl	Young Dark Drake
83-85	Panthershark	Greater Giant Skeleton	Greater Basilisk	Undead Mass
86-88	Young Dark Drake	Tracha	Mature Dark Drake	Tracha
89-91	Mature Dark Drake	Mature Dark Drake	Mature Plasma Drake	Mature Dark Drake
92-94	Old Dark Drake	Old Dark Drake	Old Dark Drake	Old Dark Drake
95-97	Elemental Savant	Behemoth	Old Plasma Drake	Behemoth
98-100	GM's Choice	GM's Choice	GM's Choice	GM's Choice

SPECIAL FEATURES ENCOUNTER CHARTS

Roll	"#" Ruins	"E" Enchanted Areas	"K" X-over Points	"S" Burial Areas	Roll	"N" Near Urban Areas	"V" Volcanic Areas
01-02	Gloombird	TERRAIN	TERRAIN	TERRAIN	01-05	Normal Frzzzm	Small Spiderbat
03-04	Normal Frzzzm	TERRAIN	TERRAIN	TERRAIN	06-10	Gloombird	Large Spiderbat
05-06	Minor Skullbat	TERRAIN	TERRAIN	TERRAIN	11-15	Nasti	Flame Beast
07-08	Necros	TERRAIN	TERRAIN	TERRAIN	16-20	Spiderskull	Panthershark
09-10	Small Spiderbat	VEGETATION	VEGETATION	VEGETATION	21-25	Roaming Hand	Large Spiderbat
11-12	Corvox	VEGETATION	VEGETATION	VEGETATION	26-30	Living Ghoul	Flame Beast
13-14	Tlaque	VEGETATION	VEGETATION	VEGETATION	31-35	Darkhunter	Young Plasma Drake
15-16	Minor Dirge	WATER SOURCE	WATER SOURCE	WATER SOURCE	36-40	Sky Manta	Panthershark
17-18	Greater Skullbat	WATER SOURCE	WATER SOURCE	WATER SOURCE	41-45	Garthis	Mist Monster
19-20	Acid Demon	Necros	Corvox	Gloombird	46-50	Sky Shark	Young Plasma Drake
21-22	Smoke Demon	Small Spiderbat	Lithaba	Minor Skullbat	51-55	Mist Monster	Blacksnake
23-24	Large Frzzzm	Gromoz	Dictic	Small Spiderbat	56-60	Lesser Shadow Assassin	Tracha
25-26	Roaming Hand	Small Spiderbat	Normal Frzzzm	Necros	61-65	Darkhunter	Skeletal Tyrannosaur
27-28	Rotting Corpse	Necros	Small Spiderbat	Living Ghoul	66-70	Greater Shadow Assassin	Blacksnake
29-30	Large Spiderbat	Gromoz	Corvox	Spiderskull	71-75	Vampiric Werewolf	Mature Plasma Drake
31-32	Lesser Bloodbeast	Corvox	Lithaba	Gromoz	76-80	Vampiric Gorgon	Quetzlquotl
33-34	Phantom Steed	Tlaque	Large Frzzzm	Corvox	81-85	Major Shadow Assassin	Spectral Tyrannosaur
35-36	Absorber	Lithaba	Large Spiderbat	Minor Dirge	86-90	Vampiric Troll	Mature Plasma Drake
37-38	Mrem	Minor Dirge	Dictic	Tlaque	91-95	Monastic Lich	Old Plasma Drake
39-40	Sky Manta	Large Spiderbat	Smoke Demon	Spiderskull	96-100	GM's Choice	GM's Choice
41-42	Rashtar	Phantom Steed	Nightwing	Minor Dirge			
43-44	Thorned Demon	Acid Demon	Absorber	Living Ghoul			
45-46	Nightwing	Nightwing	Mrem	Greater Skullbat			
47-48	Dark Apparition	Flame Beast	Flame Beast	Nightwing			
49-50	Ice Demon	Phantom Steed	Nightwing	Acid Demon			
51	Darkhunter	Garthis	Rashtar	Smoke Demon			
52	Traag	Thorned Demon	Traag	Rotting Corpse			
53	Major Skullbat	Absorber	Dreadwing	Dark Apparition			
54	Arachat	Plague Demon	Ice Demon	Roaming Hand			
55	Panthershark	Iron Skeleton	Acarva	Living Ghoul			
56	Acarva	Dreadwing	Plague Demon	Rotting Corpse			
57	Plauge Demon	Bone Golem	Oran	Rashtar			
58	Smoke Demon	Mist Monster	Vultrim	Thorned Demon			
59	Bone Golem	Lesser Dirge	Giant Frzzzm	Phantom Steed			
60	Lesser Dirge	Disembodied Head	Crystyl	Lesser Bloodbeast			
61	Iron Skeleton	Skullpack	Quetzlquotl	Major Skullbat			
62	Skullpack	Discord	Discord	Dreadwing			
63	Disembodied Head	Leorgon	Young Plasma Drake	Ice Demon			
64	Nightgaunt	Giant Frzzzm	Hoard	Phantom Steed			
65	Giant Frzzzm	Minor Wrath	Minor Wrath	Skullpack			
66	Greater Bloodbeast	Young Plasma Drake	Nycorac	Bone Golem			
67	Mist Monster	Nycorac	Tracha	Lesser Dirge			
68	Leorgon	Clostoph	Clostoph	Nightgaunt			
69	Young Plasma Drake	Skullbeast	Sligguth	Iron Skeleton			
70	Lesser Shadow Assassin	Shade Demon	Shade Demon	Acarva			
71	Blacksnake	Centaur Champion	Gem Entity	Plague Demon			
72	Minor Wrath	Skeletal Tyrannosaur	Centaur Champion	Nightgaunt			
73	Giant Skull	Greater Wrath	Huntaar	Demonic P-plasm			
74	Minor Wrath	Blacksnake	Blacksnake	Minor Wrath			
75	Vampiric Centaur	Crystyl	Centaur Champion	Blacksnake			
76	Greater Wrath	Minor Dirge	Demonic Protoplasm	Greater Bloodbeast			
77	Shade Demon	Quetzlquotl	Tracha	Shade Demon			
78	Blacksnake	Ghoulling	Many-Eyed Bish	Blacksnake			
79	Quetzlquotl	Vampiric Unicorn	Greater Wrath	Giant Skull			
80	Greater Dirge	Winged Champion	Winged Champion	Skullbeast			
81	Huntaar	Undead Mass	Huntaar	Vampiric Centaur			
82	Greater Shadow Assassin	Major Dirge	Eraditor	Greater Wrath			
83	Undead Mass	Major Wrath	Major Wrath	Quetzlquotl			
84	Major Dirge	Storm Demon	Storm Demon	Demonic P-plasm			
85	Vampiric Werewolf	Vampiric Gorgon	Rhodintor	Greater Dirge			
86	Major Wrath	Rhodintor	Thonis	Huntaar			
87	Major Shadow Assassin	Thonis	Demon Scourge	Many-Eyed Bish			
88	Vampiric Gorgon	Noble Champion	Elemental Savant	Undead Mass			
89	Rhodintor	Elemental Savant	Noble Champion	Major Wrath			
90	Demon Scourge	Undead Drake	Terrorite	Eraditor			
91	Undead Drake	Demon Scourge	Mature Plasma Drake	Major Dirge			
92	Monastic Lich	Monastic Lich	Demon Drake	Terrorite			
93	Spajlen-Tier	Terrorite	Elemental Savant	Storm Demon			
94	Mature Plasma Drake	Mature Plasma Drake	Rhodintor	Rhodintor			
95	Terrorite	Demon Drake	Demon Scourge	Vampiric Gorgon			
96	Demon Drake	Spajlen-Tier	High Champion	Terrorite			
97	Veyrr	High Champion	Old Plasma Drake	Demon Drake			
98	Old Plasma Drake	Old Plasma Drake	Veyrr	Veyrr			
99	Demon Lord	Demon Lord	Demon Lord	Demon Lord			
100	GM's Choice	GM's Choice	GM's Choice	GM's Choice			

Roll	"X" Cavern Complexes	"Y" Battlefields
01-05	Bone Worm	Bone Worm
06-10	Small Spiderbat	Gloombird
11-15	Large Spiderbat	Small Spiderbat
16-20	Garthis	Large Spiderbat
21-25	Darkhunter	Roaming Hand
26-30	Sky Manta	Rotting Corpse
31-35	Ice Spider	Phantom Steed
36-40	Lesser Giant Skeleton	Lesser Bloodbeast
41-45	Bone Golem	Disembodied Head
46-50	Mist Monster	Nightgaunt
51-55	Leorgon	Greater Bloodbeast
56-60	Giant Frzzzm	Nightgaunt
61-65	Tracha	Greater Bloodbeast
66-70	Young Plasma Drake	Disembodied Head
71-75	Greater Giant Skeleton	Ghoulling
76-80	Blacksnake	Blacksnake
81-85	Quetzlquotl	Quetzlquotl
86-90	Mature Plasma Drake	Ghoulling
91-95	Old Plasma Drake	Blacksnake
96-100	GM's Choice	GM's Choice

Roll	"@" Rural Areas	"@" Cave Entrances/Lairs
01-05	TERRAIN	Small Spiderbat
06-10	TERRAIN	Large Spiderbat
11-15	VEGETATION	Bounder
16-20	VEGETATION	Sky Manta
21-25	WATER SOURCE	Large Spiderbat
26-30	WATER SOURCE	Garthis
31-35	Nasti	Lesser Giant Skeleton
36-40	Small Spiderbat	Arachat
41-45	Large Spiderbat	Panthershark
46-50	Sky Manta	Tracha
51-55	Large Spiderbat	Arachat
56-60	Garthis	Klugala
61-65	Panthershark	Lesser Giant Skeleton
66-70	Garthis	Leorgon
71-75	Sky Manta	Nightgaunt
76-80	Blacksnake	Vampiric Troll
81-85	Quetzlquotl	Greater Giant Skeleton
86-90	Construct	Blacksnake
91-95	Elemental Savant	Quetzlquotl
96-100	GM's Choice	GM's Choice

INCORPORATING MAGIC ITEMS INTO ADVENTURE NARRATIVE

The following is a short story which details a colorful *Rolemaster*-style combat. Following it is a magic item index which details the capabilities of 4 of the items used by the characters in the story. The purpose of this section is to show GMs one way of incorporating the dry, statistical nature of many magic items into a good narrative flow — something which should be the hallmark of all fine role playing sessions.

THE PRICE OF PASSAGE

"They'll be on us in a half mile." I told Hurmgar flatly as we topped the hill.

Dour Hurmgar nodded once as he looked back at the rolling hills behind us. The baying of our pursuers sounded off in the distance, and the crashing roar of surf and breakers boomed in those hounds' voices.

"We'd do best to turn and stand there," he replied iron-voiced, and gestured with one thick finger at a copse of trees a hundred yards down the lee, "best you ready your wizard's curse."

I peered back over my shoulder as we descended the slope, for the howling of the pack grew closer. Gerendil caught my eye as I turned, though his face held no expression or message. I knew his thoughts well enough. He muttered something under his breath and I half fancied that the cudgel he carried dangling from wrist answered him.

We stopped under the eaves of a stand of fifteen trees and looked back whence we came. I felt no great fear in my heart though we faced a hard fight, for the hulking form of mighty Hurmgar loomed to my right, and hard-eyed Gerendil stood to my left. Lorambok I felt some concern for, as he was young and little used to his steel, but the dwarf beside him I knew was sturdy.

"Here they come," Gerendil said, laying his cudgel at his feet and opening the old leather draws to a homespun bag. Was that a grin on his face?

Eyes narrowed, I regripped my staff, and then the ravening pack came crashing surf-like over the hill. A dozen or more great hounds bayed in that swirling tide, blue-furred and furious. Down the hill they raced for us and in their wake strode their master. Seven feet tall he stood, naked save for a string of shells about his neck. His body was too perfect to be human, and he covered ground with strides like a giant. Short cropped hair colored blue-black framed his beautiful face and flawless smile, with other hair on his body sparse and similarly hued. He bore a long pike carelessly in his right hand and a great net hung from his left.

Anger smoldered in the merman's blue on blue eyes, for we had slain his thralls when we forced passage at the ford. A half dozen gilled trolls had demanded a toll for our crossing, and we'd objected to their fee. With the River Lord away they'd chosen to fight, a decision ill-made. We'd forged across the river despite them and left five trolls sinking behind us. The sixth had fled — with one arm hewn off — for his master's manor in the cool depths.

"Stand fast," tall Hurmgar muttered deeply, and he readied his heavy blade. They were nigh upon us.

As I spoke the words to a spell, Gerendil took a step forward. The battered sack he turned upside down and shook vigorously; from its opened mouth tumbled two burly Ogres. I heard both Lorambok and Browd, the Longbeard, gasp in surprise as the two brutes bounded to their feet and turned to the merchant for their task.

He spoke to them in their own hoarse and ugly tongue, and they faced about to glare at the charging Zephyr Hounds. He thrust the wadded bag into his belt. As I discovered later, he spoke the Ogres' tongue only so long as he carried the sack, and they would have to return to it soon.

The howling of the river pack was thunder in our ears. When they had hurled themselves to a distance just thirty paces from me I wrought my magic. Lightning crackled scream-like from my throat, and shrieked forth

from my mouth and outstretched hands to strike amidst the River Lord's vanguard.

Two of those hounds took my charge and dropped blackened to the earth. Smoke rose with steam from their mouths, eye sockets and burnt coats, but their fellows raced over them unheeding. Another tumbled shrieking with Lorambok's spear in its breast, and then they were upon us.

A half score mouths gaped. With a gurgling rush and a roar, the hounds retched forth seething bolts of water. I spoke a Word and Gestured, and half that attack was turned. Some burst through to strike an Ogre in the chest and send it reeling, while more knocked Gerendil sprawling. Lorambok screamed as his shield arm was wrenched around and broken by the force of the onslaught.

Hurmgar, Browd, and the two Ogres charged the pack to meet it at the very fringe of the wood, where the impetus of the pack's rush would be broken. Spray rose and cold water shocked my comrades' legs as the hounds coursed among them. I stood guard over Gerendil and incanted another curse whilst he regained his feet. Lorambok dashed around the swirling melee before us and threw himself at the River Lord, who'd staid his advance to mourn his two slain dogs.

The fight was brief and vicious.

Ogre's fists rose and fell like hammers while Hurmgar and Browd laid about them with sword and axe. Browd stood well protected by a coat of matchless dwarven Lamellar, and Hurmgar, though unmailed, was equally ward by the chain that hung gleaming around his corded neck. Hounds teeth rent and tore while their watery breath belched and roiled. I slew one hound menacing Hurmgar's broad back with a spell termed Stun Cloud.

Gerendil cursed and threatened them while he splinted a broken thigh bone.

Lorambok's screams rent the air, piercing the tumult of our fight, and I turned to look for him then swore. The River Lord had handled the youth with ease. Grinning, the towering merman had speared Lorambok with his pike, not even bothering to use his off hand. The thrust was too strong to parry, and the lad's shield hung useless from a broken arm. He hadn't even come close enough for his own stroke before the River Lord's lance had split his byrnie's chain links and run him through.

I could but watch as Lorambok was hefted into the air on the pike's end, and while the lad dangled there, kicking and screaming, the Zephyr Hounds' master hurled his great net upon Browd.

The dwarf had broken free of the pack and was hastening to avenge Lorambok when the whirling net struck him like a giant's fist. The force of the blow knocked him stunned to the earth and flung a fine mist of water droplets for yards all around.

Gerendil broke a hound's back with his gnarled cudgel and my attention was wrenched back to the fight about me. One growling brute of a hound was in mid-leap for my head. I sidestepped, called a broadsword of roaring flame to my hand, and cleft its blue-furred skull as it snapped past.

One of the Ogres laid unmoving with its fellow looking lornly over it. Hurmgar hacked the last hound down, standing with feet planted apart amidst a pool of crimson splashed, blue-pelted bodies. Now only the merman remained.

Hurmgar and the remaining Ogre moved slowly to face him while Gerendil hobbled over to look at Browd. The River Lord's pike was planted like some standard, with Lorambok a limp banner at its point. I shouted, enraged, and blood pounded in my ears.

Taking quick action, I cocked my burning sword back and hurled it over my fellows' heads to smite the merman full in the chest. He bellowed and staggered as my stroke of flame seared his breast. Hurmgar and the Ogre leapt upon him while I chanted out a canticle of power.

Even wounded as he was, the River Lord was hardy. Though thin wisps of smoke curled up coyly from his breast, he twisted away from Hurmgar's stroke and smote the Ogre a terrific blow with his fist. The Ogre dropped like a poleaxed steer, unconscious with a shattered jaw. Hurmgar struck him across the thigh and cut him deeply. The merman's return buckled Hurmgar's shield and went it into useless shape.

The air cooled about me as I sang my paen, and when I clapped my hands together a whirling blizzard stormed shrieking about the merman, leaving Hurmgar untouched. The screaming gale battered him mercilessly for bare moments — then departed as quickly as it came, leaving him tottering in its wake.

Hoarfrost rimed the River Lord's flesh, and ice hung from his hair in the middle of summer. He bled from countless places where swirling shards of razor ice had played his skin.

I struck him in the eyes with a shockbolt hard after the storm, and when he reeled back blinded, mighty Hurmgar roared and cleft him from crown to teeth.

The merman toppled slain to the earth.

An awful hush descended over us.

"Browd is slain," Gerendil said grimly. The dwarf lay soaking wet and dead in the merman's net, with the waxen pallor of one long drowned. His Lamellar armor was twisted, and his back broken.

Hurmgar took Lorambok down, then went to check Gerendil's broken leg. With little else to do, I coiled the River Lord's net and stowed it in my pack.

Browd we burned and Lorambok we buried. The hounds and their master we left to rot and whither in the sun.

No scar did that terrible fight leave me, but I've seen Lorambok atop the merman's pike in many dreams since.

MAGIC ITEM INDEX

The following items were used by characters in *The Price of Passage*:

Cudgel of Smiting: This weighty cudgel, a short and twisted hardwood staff (knobbed on one end) was the prize and then favored weapon of the renowned merchant Gerendil. The cudgel's origins are lost, but it is said that Gerendil and his comrades liberated it and much treasure from the Raging mountain when they explored its depths long ago. The cudgel strikes as a +15 mace, and will never roll less than a 10 on any Krush critical. It has a normal fumble range. The cudgel is, in fact, sentient, and

can speak from a mouthlike twist of bark on the knobbed end. The cudgel knows the "Power Word" spell list to 10th level, with 18 PP/day. It will, over time, adopt the personality of its owner — though it loves a good fight, seeks information on the unknown, and believes in the merchants' credo of fair profit for fair toil. **Potent.**

Hurmgar's Chain: This is a 21" necklace of 14 1-1/2" links. The fourteen links are of the finest dwarven steel, and the 7th and 14th links have tracteries of moon-fired Ithildin upon them. Wearing the chain protects the wearer as AT 5, and provides 35% resistance to neck criticals. The most advantageous protection it offers, however, is an enchantment that makes all weapons wielded against the wearer use the Large Creature critical table. It cannot be worn with armor and still function. **Potent.**

Net of Drowning: This is a gladiator-style net woven of unknown materials. The net is +30, with a +150% range used underwater. The net always feels wet, and will extinguish most normal fires. It is +50 vs. creatures of flame. If the Net inflicts a critical of "C" severity or better, the victim must make a RR vs. 7th level essence magic or die by drowning in one round. **Potent.**

Ogre Sack: The sack is a simple, homespun cloth bag with drawstrings of worn old leather. It has an altogether uninteresting appearance, looking to be no more than any other peasant's bag. However, when opened at the mouth, turned over, and shaken vigorously, two Ogres of the largest sort will tumble out and come to their feet. They require no Orientation roll to instantly and faithfully do the bidding of the sack's owner. So long as the Ogres have left the sack (which they may do thrice per week for up to 15 minutes each time), the sack's owner may fluently speak the Ogre tongue. Ogres heal at a normal rate inside the sack, and may be confined therein for 1-14 days depending upon the severities of criticals they sustain. Slain Ogres may be stuffed back into the sack (somehow they fit) to be restored to health. Complete revival from death takes a full month of incapacitation. Note that the Ogres cannot be seen when in the sack — it appears empty. Anything placed in the sack besides its two Ogres will disappear forever. **Potent.**

18.0

RACE ABILITIES TABLE

Type	Stat Bonus Modifications										Resistance Roll Mods					Healing and Injury					
	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re	Ess	Chan	Men	Poi-son	Dis-ease	Soul Dep.	Stat. Det.	Rec. x	Dice Lang.	Type	Max Hits
Avinarcs	-5	+5	0	0	0	-5	+10	0	0	0	0	0	0	0	0	6	0	.7x	2	1-8	110
Cherubim	-5	+5	+5	0	+5	-5	+5	-10	+5	0	-5	-5	-5	+10	+100	3	+3	1.5x	3	1-8	100
Centaurs																					
Bull	+15	0	0	0	0	+10	-5	0	-5	-5	+5	+5	+5	+5	+5	10	0	1x	1	1-10	180
Deer	-5	+10	0	+5	0	-5	+5	0	0	0	0	0	0	0	0	8	+1	1x	2	1-8	110
Lion	+10	+5	+5	-5	0	+5	-5	0	-5	0	0	+5	-5	+5	0	12	0	.8x	2	1-10	150
Lizard	+5	+5	-5	0	0	+5	0	0	-5	0	0	0	+5	+5	+10	10	+3	1x	2	1-10	140
Scorpion	+5	+5	+5	0	0	+5	0	-5	0	0	0	0	0	+5	+20	15	0	1x	2	1-10	150
Spider	0	+10	-5	-5	+5	0	+5	0	-5	+5	-5	+5	+5	+10	0	6	+1	1.2x	4	1-8	120
Dragonians	+10	+5	-5	-5	+10	+10	-5	-5	+5	0	+20	+20	+20	+15	+50	15	0	2x	3	1-10	200
Gratar																					
Green	0	-5	-5	-10	-5	+5	-5	-5	-5	-5	0	+5	0	0	+5	2	0	.5x	1	1-8	90
Yellow	0	0	-5	-5	-5	+5	0	-5	-5	0	0	0	0	0	+5	3		.5x	1	1-8	110
Black	+5	0	-5	-5	-5	+5	0	-5	0	0	+5	+5	+5	0	+10	4		.5x		1-10	150
Grey	+5	+5	-5	0	0	+5	+5	0	0	+5	+5	+5	+10	+5	+10	6	0	.5x	3	1-10	170
Red	+10	+5	-5	0	+5	+10	+5	0	0	+5	0	+5	+10	+10	+20	10	0	.5x	3	1-10	200
Minoths	-50	+5	+15	0	0	-20	+5	+10	+5	+5	0	0	-5	0	0	5	0	.3x	4	1pt.	10
Nycamerith	-5	+5	+5	0	+5	-5	0	-5	0	0	0	0	0	0	0	6	0	1x	4	1-6	90
Orcs																					
Black	+5	0	+5	+5	+10	0	-5	-5	0	0	-5	-5	-5	0	0	1	0	.5x	2	1-8	90
Scrug	+20	0	-5	-10	-5	+10	-5	-10	-10	-10	0	0	0	+5	+10	1	0	.5x	1	1-10	250
Vard	+10	0	-5	-5	-5	+10	0	-5	-5	-5	0	0	0	+5	+10	1	0	.5x	1	1-10	120
Plynos	0	+10	0	+5	0	0	0	0	0	0	0	0	0	+5	+5	10	0	1x	2	1-8	150
Quishadi	0	0	+10	0	+20	0	+5	+10	+10	+5	-5	+10	-5	+50	+100	4	0	1.3x	4	1-8	150
Rancids	+5	-5	+10	-5	-5	+5	-5	+5	+5	+10	+5	+5	-5	+50	+100	3	-1	.3x	3	1-10	200
Shuikmar	+5	+5	-5	0	-5	+5	-5	+5	-5	-5	+5	+5	+5	+5	+10	8	0	1x	2	1-10	180
Sibbicai	+5	0	0	+5	-5	+10	0	+5	0	0	+5	+5	+5	+10	+10	12	-1	.5x	2	1-10	150
Scrav	+5	+5	-5	-10	-5	0	+5	+10	0	0	+5	+5	+5	+10	0	10	0	1x	1	1-8	140
Trolls, Sea	+15	-10	-10	-10	-10	+15	-10	-10	-10	-10	0	0	0	+10	+10	1	0	.5x	1	1-10	250
Urloc	0	0	+15	+15	+15	0	-5	+5	+10	+10	-10	-10	-10	+30	+100	3	+3	2x	4	1-10	180
Zrax	+5	+10	-5	+5	0	+5	+5	+5	0	0	0	0	0	+5	0	15	0	.7x	1	1-8	140

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