

Booty and the Beasts



MONSTERS AND TREASURES FOR
FANTASY ROLE-PLAYING GAMES

OTUS '79

Daniel Rertz

DEDICATED TO:

NASA
Truth
Justice
and
Capitalism
(The American Way)

Booty and the Beasts

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FOREWORD

Contained in this volume are new monsters, including demons, robots, and parasites, and new magical and technological treasures. Many of these monsters and treasures are of a more powerful nature than will be found in most fantasy role-playing campaigns. This is intentional, for we feel that this will provide a greater challenge and incentive to those more experienced players who, since fantasy role-playing has been around now for a number of years, must be acquiring higher and higher level characters. We also include less powerful monsters such as Fungus Men, Termite People, Goons, etc., and low power items such as the Doorknob of Unrestrained Entry, Vibroblade, Breathing Device, etc. In addition, we provide several charts and lists in the back of this book to aid in the playing of these monsters and treasures. Finally, these monsters and treasures are not intended to stand by themselves but rather to add to the hundreds of monsters and treasures already available.

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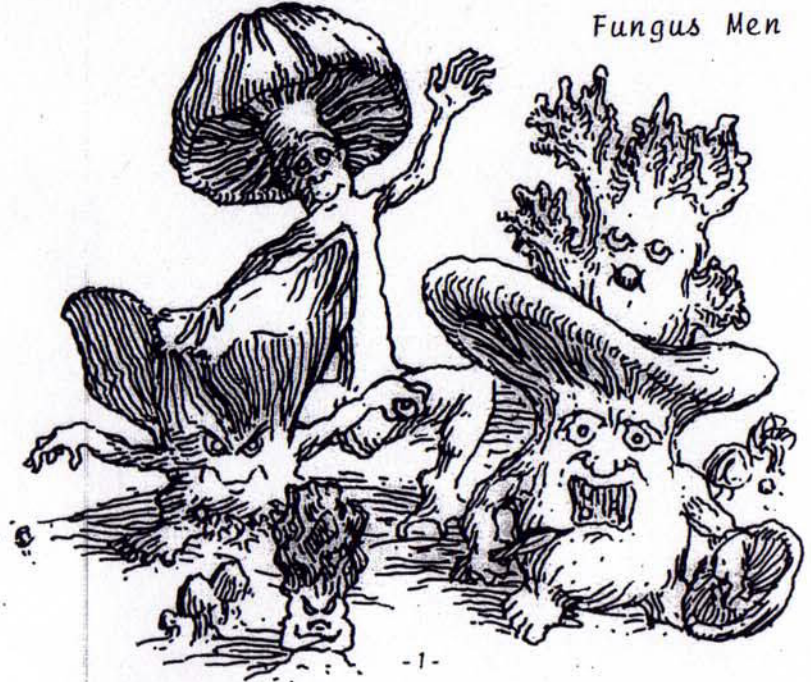
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The Beasts

CREATURES OF THE LAND

FUNGUS MEN: Hit Dice 1-3. Armor Class 6. Dexterity 3-18. Movement 12". These grungy little creatures look like a cross between midgets and toadstools. They generally stand between two and four feet tall and inhabit dim, wet caves going out of doors only at night. The Fungus Men use stalagtites for weapons which hit as daggers and giant mushroom tops for shields. When in greatest danger they are capable of emitting an opaque cloud of spores 15 feet in diameter which serve only to obscure vision to cover their escape. Fungus Men are encountered in numbers from 3-30.

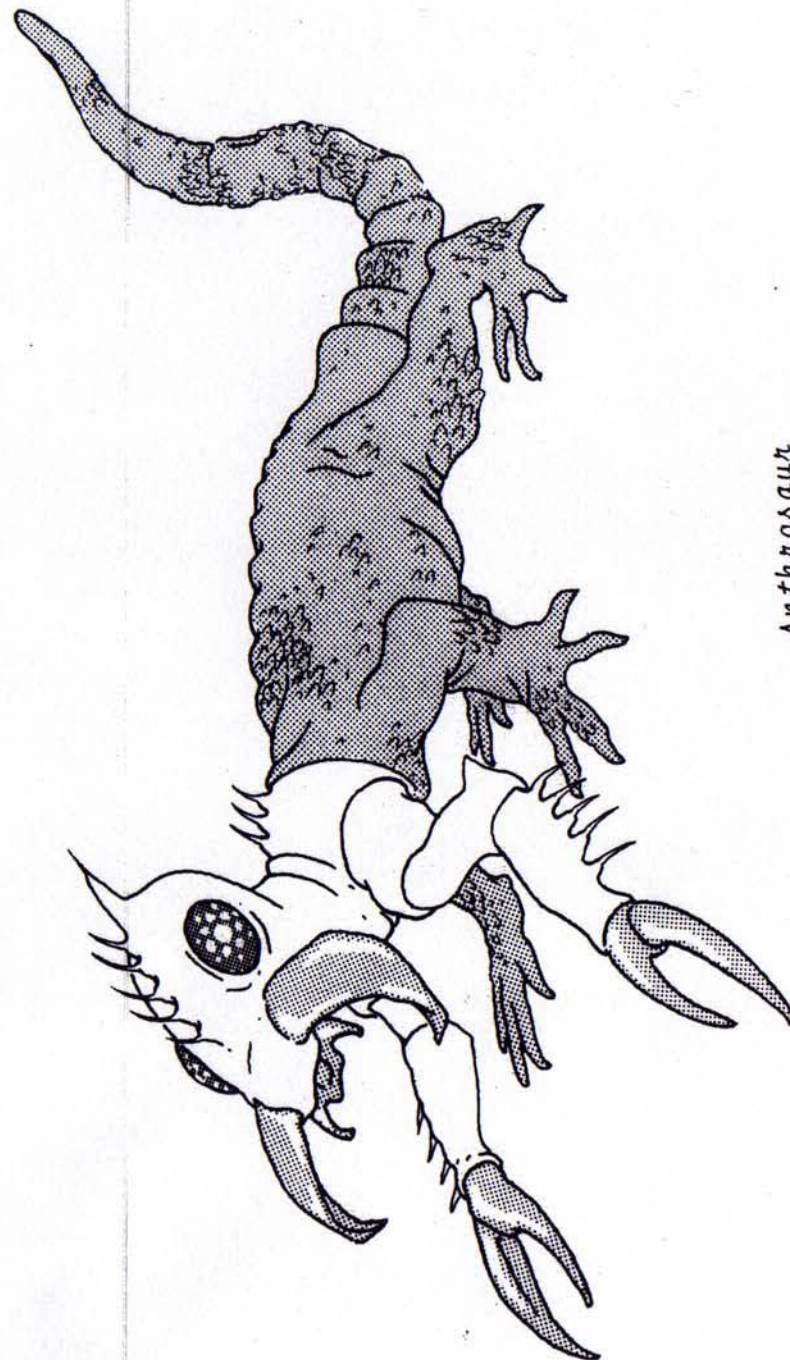
Fungus Men



DEODAND: Hit Dice 7. Armor Class 5. Dexterity 13-18. Movement 18". The Deodand is a tall jet skinned, humanoid beast who is the product of a cross between human and demon. They prowl the forest mainly but on occasions have been known to enter villages late at night in search of unsuspecting peasants. Their black skins make them extremely hard to see during the hours of darkness and when fighting them in the dark, one attacks and defends at -2. Their gleaming claws rend for 2-16 points and there is a 10% chance that on any slash they will slit the opponent's eyes or belly (roll) resulting in blindness and death in 1-6 melee turns respectively. Deodands travel in groups of 2-8.

LIVING HILLS: Hit Dice 20 per hill. Armor Class 9. Dexterity 3. Movement stationary. The Living Hills are a combination of plant and animal which exist in great sessile herds. Herds are, to all outward appearances, normal grassy hills in areas varying from 1-100 miles in diameter. They feed upon unwary travelers who camp upon their seemingly benign summits. While the campers sleep the hill opens its hidden mouth and swallows one character drawing the unfortunate victim into its gastric system, incapacitating him and dissolving him completely in 10 melee rounds. The Living Hills swallow nearly soundlessly and unless someone is looking directly at the Hill's victim, there is only a one in six chance that his absence will be noticed.

ANTHROSAUR: Hit Dice 27. Armor Class -8. Dexterity 17-22. Movement 24". One of the most fearsome land beasts in existence, the Anthrosaur has the lower body of a fat, heavily scaled lizard and the torso of an insect. Extending over 25 feet in length, this monster can attack with its two giant claws for 7-70 points each. If a 16 or over is rolled when attacking with its claws, the Anthrosaur will have pinned its opponents' arms to its sides, incapacitating them. To escape the beast's grasp, one must roll the percent dictated by dividing the victim's hit dice by the Anthrosaur's. For example, if Lothar, a ninth level fighter, wishes to escape, he must roll 33% or less which is equal to 9 divided by 27. This roll is allowed once per melee round. The creature's mandibles bite for 7-56 points. There is a 30% chance that the jaws will cut their opponent completely in half just below the navel. This beast may also slap with its heavy tail for 8-96 points, throwing the target (if ogre sized or smaller), 3-30 feet, and snapping a random bone. Finally, the Anthrosaur may breath fuming formic acid in a cone 30 by 20 feet. All within the cone will be blinded and will take 6-36 continuous damage; i.e., one will continue taking the initial damage every melee round until the person is either dead or has the acid neutralized. A save will result in blindness for but 1 melee round and the initial damage only. Because of this creature's extremely hard armor, any weapon striking it has a 50% chance of breaking -5% per weapon plus. Anthrosaurs

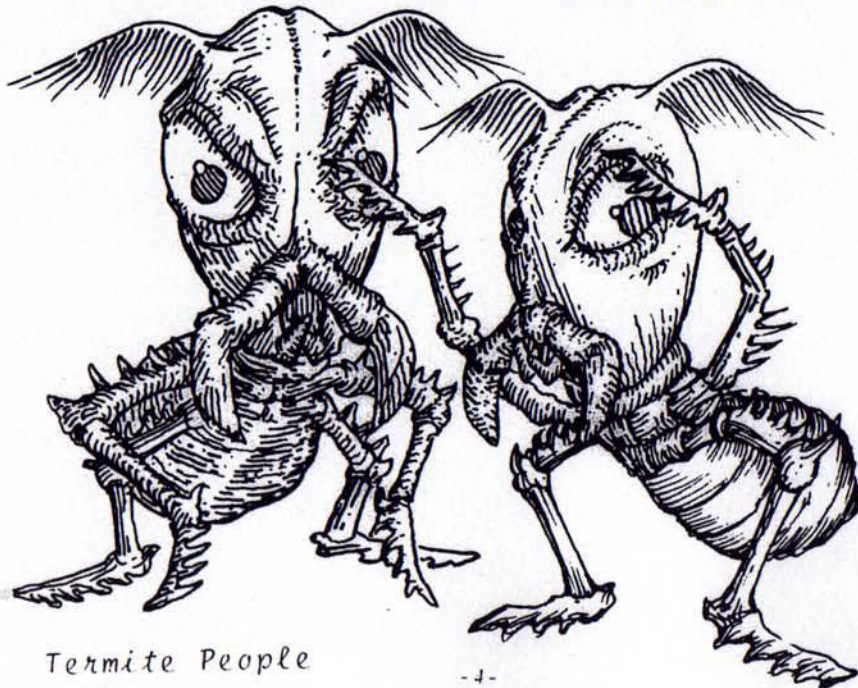


Anthrosaur

are always found alone.

LEUCOMORPH: *Hit Dice 14. Armor Class 4. Dexterity 6-13. Movement 12".* A degenerate descendent of Cthulhu and the old ones, the Leucomorph is about the most disgusting and repulsive creature around. Its misshapen torso looms over 7 feet tall. At its base, in place of legs are thick sucker-lined tentacles. Hundreds of inch-thick cilia writhe obscenely in its huge drooling maw, and crowning the beast's head are many waving antenna. Any intelligent creature viewing a Leucomorph must save or flee in horror for one hour. If a save is made the viewer will merely wretch uncontrollably for 1-4 melee rounds, causing him to attack and defend at -5. If there is a target within five feet, the Leucomorph may strike with 1-6 of its tentacles constricting for 3-18 points each. It may punch with its fists which do 4-32 each and knock a man-sized victim 20 feet backwards. This creature can also attempt to remove an opponent's spine by draping its many cilia over an enemy's head and then sucking the spine out through the cranial region, causing instant death, of course. Because of the difficulty of this task, there is only a 20% chance that on any hit the spine will be removed. If unsuccessful, the victim will still take 2-12 alkaline damage.

THE TERMITE PEOPLE: *Hit Dice 2. Armor Class 5. Dexterity 3-18. Movement 12".* The Termite People are intelligent, roughly dwarf-sized creatures who live



Termite People

either in trees in groups of 2-12 or in tall earthen mounds in larger colonies of about 100. Believing discretion to be the better part of valor, the Termite People will attack only when they outnumber their opponents, and will often flee from battle at the first signs of defeat. Where Fungus Men are concerned, this is a different story. The mushroom creatures are the favorite food of this small insect race and this has understandably led to great animosity between the two groups. Whenever they espy a member of the opposite race they will go into +1+1 berserk fury. Termite People can strike either with their claws for 1-6 or bite for 1 point plus 1 die acid damage.

THE FLINGING FERN: *Hit Dice 8. Armor Class 7. Dexterity 7-12. Movement stationary.* This plant creature resembles a large weeping willow. However, at the end of each branch there is an apple-sized purple gray fruit. When something living comes within 30 feet, the tree will draw back its branches and fling its fruit at it. The fruits hit as armor class 9 and will do 4-24 fragmentation damage, implanting seeds within the target. In addition, the ruptured bulbs release a noxious vapor causing all within 5 feet of the point of impact to save or fall into unconsciousness. During any one melee round the tree may release 1-8 fruit. When the tree is killed all of the creature's remaining explosives (usually 1-10 are left) fall to the ground and can be used as grenades with the above effects. Flinging ferns are usually encountered in small groves of 1-4 trees.

COERL: *Hit Dice 16. Armor Class 3. Dexterity 17-22. Movement 24".* The Coerl has the appearance of blue black feline, twice the length of a Bengal tiger. Sprouting from the beast's massive shoulders are two smooth tentacles, each 10 feet in length, and able to manipulate any machine or weapon. Possessed of above-human intelligence and a high level of technological advancement, the Coerl race are kept from creating an advanced civilization only by their intense territoriality and hunger, which keep the members of the species spread far apart. The Coerl can mentally detect any living creature within 240 feet and will attempt to surprise its opponent doing so 5 times out of 6. They can either manipulate a technological weapon or strike with their tentacles, the latter attack doing 6-36 constriction damage each. Their front claws can slash for 3-24 each and they may bite for 2-16 plus (drain %) body phosphorus on which they feed. The effects of the phosphorus drain vary with the amount removed:

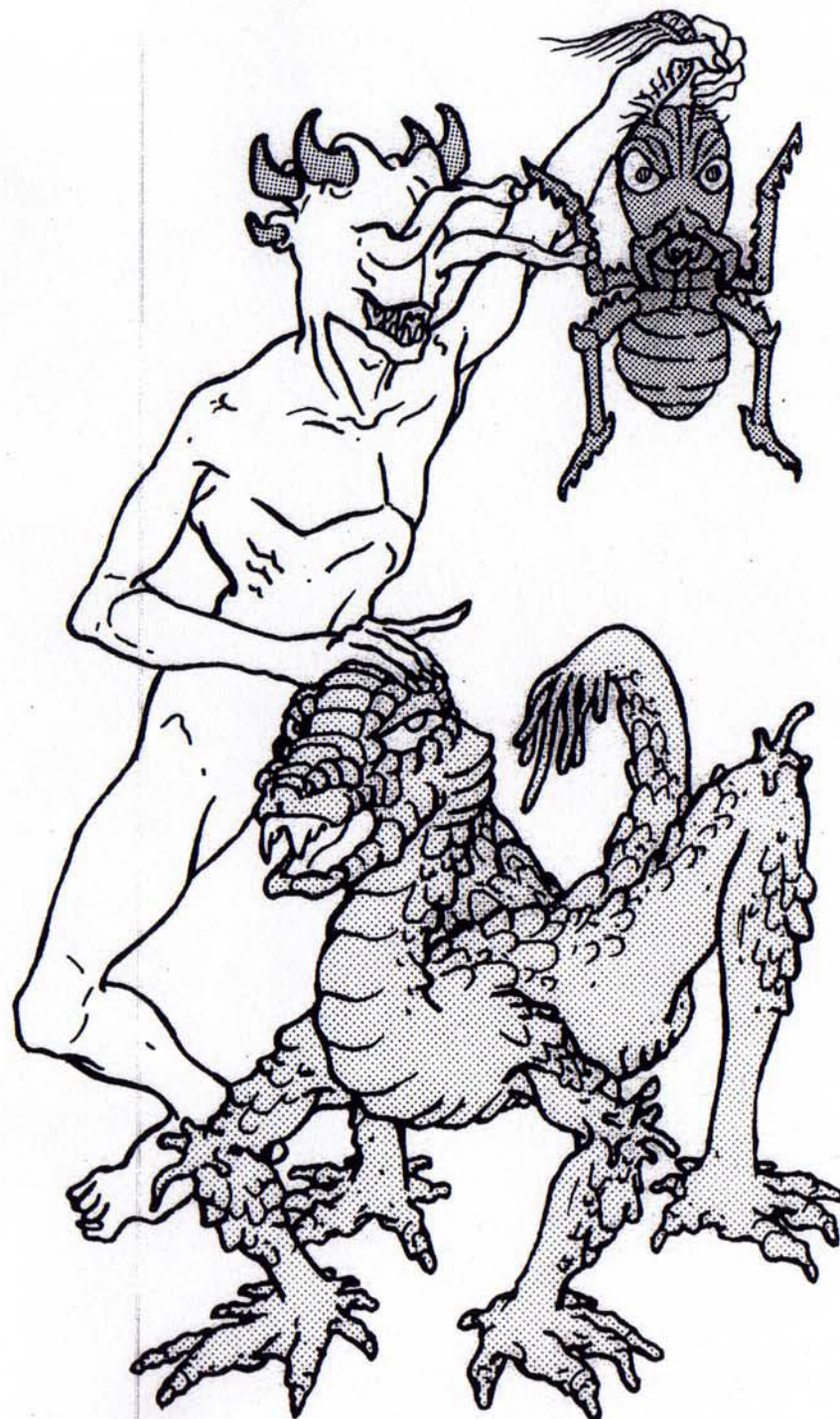
Roll Percentile Dice	
1-25%	no effect
26-50%	stun - 1-4 melee rounds
51-75%	paralysis 1-10 hours
75-100%	death

A save will result in the effect of the previous increment. Coerls live alone except during their mating season (10% chance) when pairs will be found.

ERB: Hit Dice 8. Armor Class 4. Dexterity 13-18. Movement 12". Often found lurking in dimly lit forests, the Erb appears as a tall, gray green humanoid, reaching 8 or 9 feet in height. From its forehead project 1 foot long stalks on which the Erb's eyes are situated. With these independently functioning visual organs, the Erb is always aware of its surroundings and so is never surprised. Possessed of a near human level of intelligence, the Erb attacks with great cunning, ambushing its opponents whenever possible. When attacking the Erb will attempt to bite its opponent for 1-10 and then lower its head, bringing its six daggerlike horns into play. After penetrating the target's chest area, the horns close in and lock like the jaws of a steam shovel. The Erb will then withdraw attempting to pull out its opponent's rib cage. The initial penetration and withdrawal of the horns inflict 3-24 points, but if 4 over the number to hit is scored, the Erb will have succeeded in removing 1-10 ribs, adding 1-4 points damage per rib removed. Erbs often can be found in the company of Grues, not only for hunting purposes, but also for recreation. The two creatures have developed a game similar to rugby. However, instead of using a pigskin ball, they use a living Termite Person, adding extra excitement to the game. Erbs are found in groups of 1-4.

GRUE: Hit Dice 9. Armor Class 3. Dexterity 9-14. Movement 6". Grues are dim witted reptilian creatures who roam forests, deserts and plains in search of slow, unwary prey. Although quadruped, they shift constantly from two to four legs, comfortable in neither position. They attack with their massive mouths for 3-30 and whack with their flail-like tails for 2-20. In addition, their tails secrete a gooey enzyme which when smeared across a victim's body will enter through his pores and attack the victim's blood cells. This will cause the person to become anemic; i.e., he will lose all his hair, turn pale white, and lose 1-6 points of his strength and constitution that will last until a neutralize poison is cast. Grues will often be found with an equal number of Erbs for the Grues admire Erbs for their stature and intellectual ability.

MOUTH MONSTER: Hit Dice 14. Armor Class 3. Dexterity 3-8. Movement 12". This beast is named after its most prominent feature, his tremendous mouth. The body of this creature resembles a mix of a fat toad and a rhinoceros. Lacking all but a rudimentary intelligence the Mouth Monster relies on the axiom "if it moves, eat it," and will attack any moving target within sight. The animal's single form of attack is a bite with its huge, toothless maw, doing 8-64 points damage and smashing 1-4 bones. If 5 over the number needed to hit is scored, the Mouth Monster has succeeded in swallowing



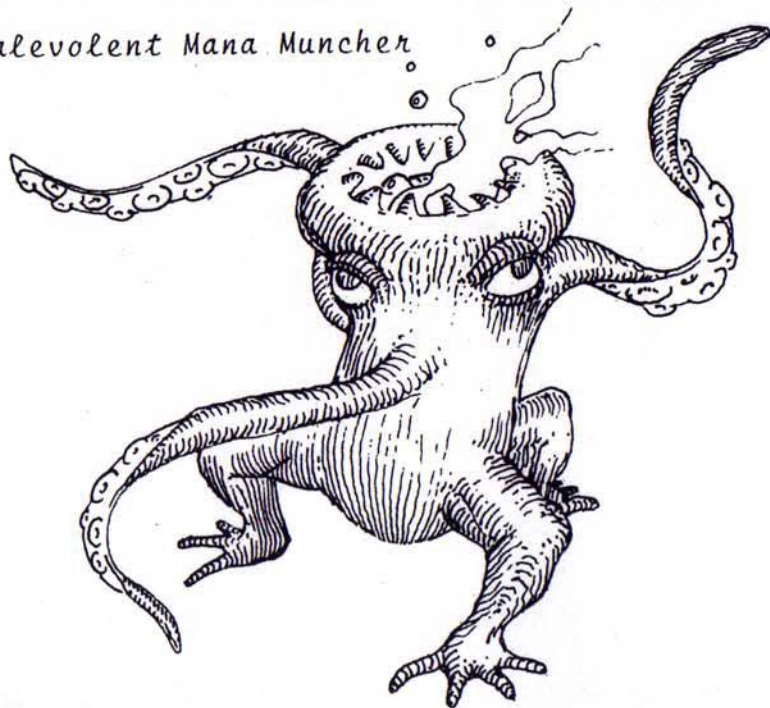
Erb and Grue

its victim (up to ogre size), giving the victim an additional 5-30 acid damage, save to half. The only way to remove a swallowed character is by cutting him from the carcass of the beast. Anyone inside the belly of the creature will continue taking the acid damage each turn until he is rescued.

DEATHSPINNER: Hit Dice 13. Armor Class 2. Dexterity 15-20. Movement 24". The Deathspinner is a 5 foot tall, 15 foot in diameter silver spider. This arachnid makes its home in derelict spacecraft and similar areas of once high technology. In battle the Deathspinner can strike with 4 of its 6 legs per melee round for 2-12 each, but relies on its highly specialized web as its main offensive weapon. Each strand of this web is one molecule thick, but possesses high tensile strength and so is nearly invisible, yet when passed through, will slice a person into french fry-like segments. These webs are usually strung randomly about the beast's lair. However, once a day the spider may, instead of attacking with its legs, turn and fire a 15 foot by 15 foot web. All within the dimensions of this net must roll one-half their dexterity or less or be trapped under the web with the previously listed effects.

MALEVOLENT MANA MUNCHER: Hit Dice 11. Armor Class 0. Dexterity 17-22. Movement 36". This irritating creature is totally unoffensive to characters themselves,

Malevolent Mana Muncher



for its only desire is to steal the characters' magical items, as it eats them. Its 3 extremely dexterous tentacles can snatch off any loosely held item (amulet, crown, etc.) on a roll of 6 or better, then stuffs it into its frothing innards. The item must then save versus acid and crush. The Muncher suffers no ill effects from exploding staves, wands and the like, and it feeds off the magic they produce. If the creature attempts to grasp a firmly held item like a sword, staff or ring, the target of the beast's attack must roll his strength or less on a 20 sided die or lose hold of said item. Mana Munchers snatch only magical items, leaving technological and other items alone. These beings travel in numbers from 1-4 and are found rummaging through old temples and ruins.

REACTOR BEAST: Hit Dice 12. Armor Class 1. Dexterity 3-5. Movement 6". Ambling slowly along, the Reactor Beast appears as a 20 foot long gray skinned hippopotamus-like reptile, which eats constantly. Inside the creature there exists a raging atomic furnace which breaks down any material into nuclear energy on which the beast feeds. Although normally docile, if provoked, the Reactor Beast gets quite angry and belches forth a cloud of radioactive plasma. This breath is a cone 40 feet long and 20 feet wide. All within the area affected must save or be disrupted. If a save is made, the victim takes 10-60 initial points damage plus one point of damage which will continue every melee round thereafter until the damage is totally healed or the victim is dead. The continuous radiation damage may not be regenerated. Reactor Beasts are found in herds of 2-12.

THE DARA: Hit Dice 4. Armor Class 6. Dexterity 13-18. Movement 12". The Dara are a race of hermaphroditic creatures who outwardly look like sweet and innocent young girls 8 or 9 years old. In actuality, they possess a highly malevolent and devious mind and internally, closely resemble a cockroach. Their single form of attack is their hidden sting which can lash out up to 5 feet away. The sting does 1-6 points damage in addition to injecting a poison which will paralyze an opponent unless a save is made. If made, the victim will have one-half dexterity and movement for 10 minutes. The Dara always work alone, using their deceptive appearance to trap unwary travelers. They are always found wandering aimlessly, apparently lost.

STAR SPECTER: Hit Dice 15. Armor Class 5. Dexterity 13-18. Movement 12". Found gliding soundlessly across dim moors and through deep caverns, Star Specters search for the living. A Specter can detect any life within 640 feet and will always attack, approaching its victim soundlessly, surprising 5 out of 6 times. The appearance of this undead is that of a large bent and crippled man, wearing a shroud of dead black flecked with stars. In battle, the specter will strike its opponents with its two misshapen hands for 3-30 each. On any successful



Dara

hit the victim must save or have his intelligence and wisdom drained completely. If a save is made the statistics are merely halved, the effect lasting for 1-10 melee rounds. Any creature approaching within 10 feet of this creature must save or be teleported into the heart of the nearest star. The Star Specter is unaffected by non-magic weaponry and technological attacks (lasers, phasers, etc.)

TORTILLA: Hit Dice 3-5. Armor Class 2. Dexterity 3-18. Movement 12" on foot or swinging through trees. The Tortilla usually travel in large packs (10-40), roaming across savannahs and through jungle in search of the rare juju fruit which they consider a great delicacy. They look like large yellow gorillas with tortoise-like shells covering their chests. They attack by grasping an opponent and smashing them against their tough carapace for 3-12 points. In addition they bite for 1-6 points. Their shells provide the Tortilla with a great deal of protection as any normal weapon striking them has a 50% chance of breaking, doing no damage to the Tortilla. These creatures have been known to carry off beautiful women into the deep jungle for unprintable acts, returning them only for large amounts of juju fruit.

THE THRESHER: Hit Dice 10. Armor Class 2. Dexterity 14-19. Movement 12". Genetically engineered by an

insane magician for infantry troops, the Thresher is a man-sized insectoid monster equipped with two scythe-like hands with which it slices up its opponents. These sickle-like claws hit for 5-30 points each. In addition, on each successful attack, there is a 25% chance that this creature will have sliced an opponent's appendage off. Roll to determine appendage sliced off:

- 1-2 Head
- 3-4 Left arm
- 5-6 Left leg
- 7-8 Right leg
- 9-10 Right arm

To find how far up the limb the sever occurred, roll for percentage: 1% at finger, 100% at shoulder, etc. Threshers travel in groups of 6.



Thresher

DRILLBEAST: Hit Dice 6. Armor Class 5. Dexterity 9-14. Movement 12" on surface, 6" through the ground. A strange mixture of beast and machinery, the Drillbeast was originally created for the construction of caverns, tunnels, and dungeons. With their metallic drill noses, they can burrow through soil or rock with ease. Their favorite form of attack is to wait just below the surface pointed upwards. When it detects the vibrations of footsteps approaching, it drills upwards, spearing its victim

for 3-24 points damage. There is a 30% chance that the drill will impale its opponent doing double damage and throwing the victim 1-20 feet in a random direction.

JOVIAN: Hit Dice 8. Armor Class 3. Dexterity 13-18. Movement 12". The Jovian's lowly stature and seemingly comic construction belies this race's great physical as well as mental abilities. A land going extraterrestrial people, the Jovians come from a world with many times the gravity of our own, giving them a tremendous musculature. Because of this, they are able to jump up to 60 feet with a maximum height of 30 feet. Their favorite form of attack, aside from their many technological weapons, is to leap upon their opponent (hit vs. A.C. 5) giving the target 3-24 points and there is a 50% chance that the impact will bowl over a man-sized opponent. The Jovian will then punch its adversary for 2-16 with each fist. There is a 25% chance that each strike will pulverize a bone in the victim's body. A standard Jovian exploration team consists of 10 men who clear areas for colonists to live on. Their favorite technological weapons are the laser guided rocket gun and the massive plasma gun, both of which they easily wield singly.



Jovian

SLAVER SUNFLOWER: Hit Dice 1 point per blossom. Armor Class 9. Dexterity 10. Movement stationary. Created

by the ancient slaver race for the protection of their homes, the shoulder-high wild flowers will flourish upon almost any surface in numbers around 1,000. When something comes within 120 feet, the plants will swivel so that their highly reflective petals focus the sunlight upon it. At any one time, 1-100 flowers will focus properly doing 1 point each. A save results in half damage. The Sunflowers use the ashes of their victims for fertilizer. In order for the flowers to operate effectively, the sun must be out and shining upon them.

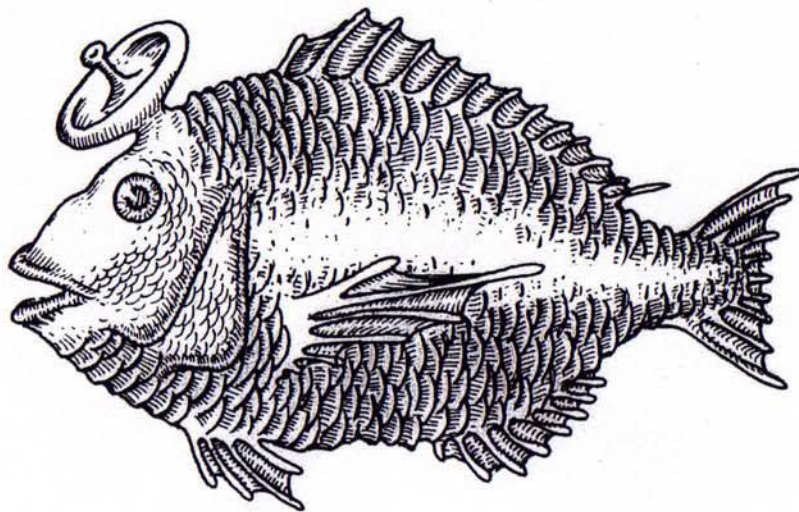
NEUTRONIUM GOLEM: Hit Dice 40. Armor Class 2. Dexterity 6. Movement 12". This animated creature is constructed of neutronium, a metal made of solid neutrons and so dense that a teaspoon of it would weigh as much as a mountain. This metal can be found only at the heart of a degenerate star. The Golem's immense weight is held in check by powerful magnetic fields and so retains a man-shaped figure 12 feet in height. This creature can strike with its two fists for 20-200 points damage as each of his hands weigh as much as a small planetoid. Each successful hit will shatter 1-10 bones and will throw an opponent up to the size of a small skyscraper 1-100 feet backwards. Once per day the Neutronium Golem may cause the magnetic fields surrounding its body to flicker off for a nano second, causing all within a 30 foot radius to be sucked onto the Golem. A save is allowed on an 11 or greater. If the save is failed, the being will be crushed onto the Golem evenly distributed over its entire surface and adding infinitesimally to the Golem's mass. All items upon the flattened person must save versus crush -4 or be destroyed. If a save is made the victim is merely drawn violently against the Golem with the following effects varying with the distance from the Golem:

1-10 feet	2-20 points plus stun - 1 melee round
11-20 feet	4-40 points, stun 1-6 rounds, break 1 bone
21-30 feet	16-160 points, stun 1-20 round, break 1-6 bones

The Neutronium Golem is immune to charms, stunning, paralysis, poison (venom), life level loss, diseases, and any attacks involving movement; i.e., telekinesis, gravitational effect, tractor-pressor rays, etc. In addition, anything coming into physical contact with the creature must save at its present level with no protection, resistance, or pluses, or be crushed onto the Golem. When and if this creature is killed, it instantly crushes in upon itself until nothing remains.

CREATURES OF THE SEA

SONIC FISH: Hit Dice 4. Armor Class 7. Dexterity 12-15. Movement 18. The Sonic Fish is a dweller of tide pools and sea shores. Because of this he is often the victim of the Giant Shore Anemone. However, he has a very effective weapon he can use when defending himself, or when he hunts his prey, usually small children and an occasional dog. The weapon is a high frequency sound generating organ which can blast an opponent in water for 4-32 points of sonic damage up to 120 feet away. It can also stick its head up out of the water to blast the aforementioned children and dogs who may be frolicking on the beach or among the tide pools. In the open air, the organ delivers 2-16 points of damage up to 60 feet away. The Fish can use this attack but 3 times a



Sonic Fish

day or it can bite inflicting 1-3 points of damage. These Fish are found in schools of 1-6 and will usually flee from a group of man-sized opponents, but if surprised or cornered, will attack fiercely. Sonic Fish are approximately 4 feet in length and will keep a cache of shiny objects nearby their hunting grounds, in which will be found bits of colored glass, children's teeth (with fillings), and occasional pearls and gems.

THE HELLSHADOW RAY: Hit Dice 4. Armor Class 0. Dexterity 16-21. Movement 18 under water, 36 in the air. As this monster swims through the ocean depths, it resembles a dead black manta ray, essentially a silhouette. However, when it leaves the sea and takes to the air, which it can do for 6 full turns, it bursts into crimson flames. It usually leaves the sea to attack the crews of ships, targets on a beach, or a sea-side castle. It is completely non-corporeal, so that only magical attacks will affect it; i.e., silver weapons do it no harm. Hellshadow Rays have two methods of attack: first, the ray can fly right through a person (unless he is wearing magical armor or clothing) causing him to burst into flames which will inflict 3-18 points a melee round until a dispell magic is cast upon him. If the victim saves the damage is halved but still continues to burn. The second mode of attack used by these creatures is a tail sting which drains 2-12 points from the victim's constitution. When a Hellshadow Ray drains 7 constitution points, it splits into two rays, each with full strength. These fiends are usually encountered in groups of 1-10; however, double this number will usually be found aiding Devil Krakens in mindless slaughter. These Rays are immune to fire, poisons, life drains, diseases, sleep and charms.

OYSTER PEOPLE or WATER WEFKINS: Hit Dice 2. Armor Class shell 4, body 9. Dexterity 11. Movement 3. A variety of mollusk which possesses a humanoid upper body while retaining the lower body and shell of an oyster, they live on the bottom of oceans in colonies of 10-100. They are fairly benign; however, adolescent Oyster People have been known to hang out on sea shores and play tricks on unsuspecting land dwellers. They have no possessions other than a giant pearl which is worth from 500-5,000 gold pieces each. They are great philosophers and psychologists, but tend to be a bit neurotic by our standards. In spite of this, they have managed to befriend many of the bottom dwelling creatures, such as Masjenadas and Mingo Snails, who will come to the aid of the Oyster People if some greedy adventurer is trying to wrest from them their valuable pearls. Most of the time they will be found speculating upon metaphysical matters and providing each other with psychiatric service. They seldom do battle, preferring to snap their shells shut and hope their enemies go away. However, if this fails, they can attack delivering 1-3 points with their wildly flailing arms.



Water Wefkin

VOLTO-CHELONIANS: Hit dice 11. Armor Class 4. Dexterity 13-16. Movement 18". This is a carnivorous variety of sea turtle which attacks in a manner very similar to a barrage of tasers. The shells of these turtles have crater-like openings from which the beasts launch darts which are connected to them by wires. These darts do 1-6 points of damage when they hit and transmit 3-36 points of electrical damage to the target. In addition, there is a 10% chance per dart that the victim will suffer one of the following effects:

1. Loss of voluntary muscles, victim is paralyzed.
2. Loss of cognitive abilities, victim becomes a mental vegetable.
3. Memory loss, victim loses 1-4 experience levels.
4. Heart failure, victim dies.

If a save is made there are no half effects. The range of the Volto-Chelonian's darts is 60 feet under water and 120 feet on the surface. These turtles have one dozen darts which can be used over and over again unless cut off, in which case they regrow in 1-8 days. The beasts are found in small groups of 1-3, and they are completely immune to all electrical attacks.

THE LURE OF THE DEEP: Hit Dice 31. Armor Class 3. Dexterity 19. Movement 24". This creature has the shape of a giant primordial shark with one addition: a long tendril protrudes from its forehead to a length of 40

feet. At the end of this tendril is an organ which can mimic a treasure chest, maiden in distress, or magical item of any sort. It is impossible to detect this deception in any way other than by touch. The creature will wait 40 feet below the surface of the water with its tendril projecting just above the water, imitating a floating chest, etc., until someone comes along. If this someone tries to salvage the chest, save the maiden, or pick up the magic item, the sea monster swoops up instantaneously and if he hits the target (as if it were A.C. 7) he swallows him. This inflicts 10-120 points of digestion damage every melee round after that. The Lure of the Deep can crush and swallow anything up to the size of a rowboat and its occupants with its huge jaws and mouth. This beast is 50 feet in length and is found in all parts of the ocean. They are usually found hunting singly, but occasionally a mated pair will be encountered.

DEADLY DIATOMS: Hit Dice 1 point each. Armor Class 9. Dexterity 18. Movement 6". These voracious creatures are each a fraction of an inch in diameter. They travel in packs of about a million, floating on the top of the ocean feeding on anything that they come in contact with: seagulls, wooden ships, surfacing whales, etc. They can completely devour a man in 10 melee rounds. However, he usually dies in about 4. They eat through



Deadly Diatoms

the hulls of wooden ships in about the same amount of time. With one well-aimed sword swipe at the surface of the water, one can usually kill about 3-30 at a time. Deadly Diatom packs commonly cover an area of 75 feet by 75 feet, and are most commonly found in equatorial regions. One can usually escape them by swimming underneath the surface of the water; however, they will try to swim over their target so that when he surfaces for air, they eat him. NOTE: These creatures are not confined to the oceans and can also be found in tropical rivers and lakes.

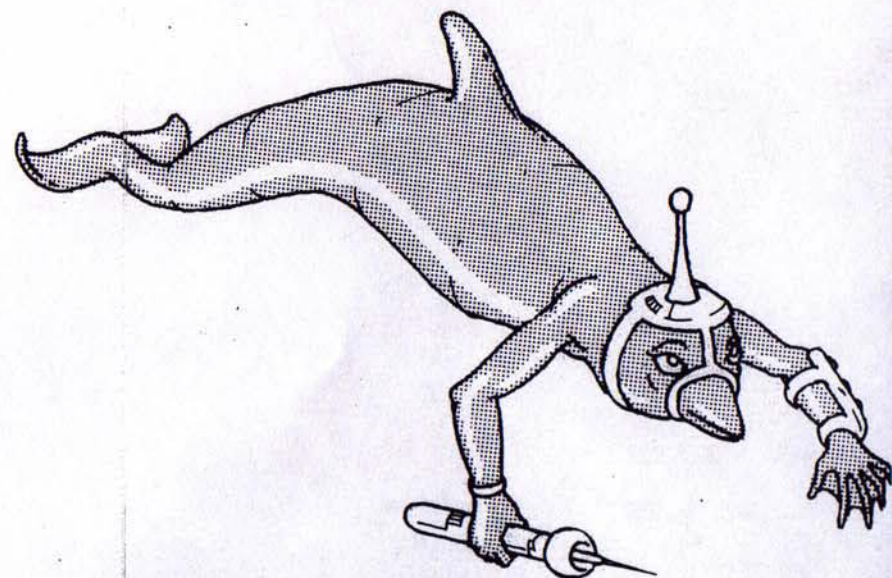
SINISTER SEAWEED: Hit Dice $\frac{1}{2}$ die per strand. Armor Class 7. Dexterity 13. Movement none. This sea plant looks like nothing more than the kelp that grows in profusion off the California coast. However, if a creature brushes against its strands, the seaweed will attempt to twine around and strangle it. If the seaweed hits, roll on the hit allocation chart to determine where it has grabbed the victim. If it grabs the victim around the neck it will choke him to death in 1-4 melee rounds. If it grabs the victim around a leg or arm he will be unable to use the entwined limb, unless the seaweed is severed. The seaweed can grow in forests up to five hundred strands, but usually only about a dozen will be in a position to attack any one target.

GIANT SHORE ANEMONE: Hit Dice 6-8. Armor Class 9. Dexterity 9-11. Movement none. Giant Shore Anemones resemble their smaller cousins very closely, except they are commonly about 10-12 feet high and they have 14 very long mobile tentacles which can reach out of the tide pools onto the beach to grab sunbathers, fishermen, and other unfortunate people. The tentacles wrap around the legs or waist of the victim and drag him into the Anemone's maw on the following melee round. The tentacles have 8 hit points each and are A.C. 5. They are also covered with poison barbs which will cause the victim to fall asleep unless he saves. Once the tentacle has dragged the victim into the Anemone's mouth, hundreds of small tentacles close over him and hold him in place as he is digested, taking 4-24 points of acid damage a melee round.

DEVIL KRAKEN: Hit Dice 44. Armor Class 0. Dexterity 18. Movement 24". This sea monster is essentially a giant octopus with black skin and flaming yellow orange eyes. It swims through the ocean doing battle with everything it comes in contact with, be it a defenseless Oyster Person or a fearsome Leviathan. However, its favorite targets are humans, for all humans killed by the Devil Kraken are transformed into Lost Souls of the Sea. The Kraken is 150 feet from the top of its head to the end of its 8 tentacles, each of which can crush an opponent doing 8-96 points of damage. In addition, it can bite with its beak, inflicting 14-84 points of damage. The creature can crush wooden ships up to 100 feet in length in 2-8 melee rounds and often haunt well traveled trade routes waiting for vessels to come along.

The Kraken are very rare and only encountered singly.

NEPTUNIANS: Hit Dice 7. Armor Class 5. Dexterity 14-19. Movement 24". These creatures hail from, as their name implies, the planet Neptune, whose surface is actually completely covered by a vast ocean (a fact carefully hidden by the Neptunians with the aid of their advanced sciences). They are present on Earth with colonization as their ultimate goal. Usually the Neptunians will be performing various tests on the plants, animals and elements of the planet, and will avoid contact with land dwellers who venture into the sea. However, if provoked, or if they wish to take specimens, they will react using various technological weapons, such as the de-ionizer and the particle beam weapon. In form, the Neptunians resemble dolphins with slightly humanoid arms and head. They communicate telepathically and can use their mental powers to control a single mentally inferior being, like a human, per melee round. The being must make a saving throw or come under the complete control of the alien, doing his bidding without question. These aliens will be encountered in exploration teams of 2-12, unless by some very minute chance their carefully hidden base is located in which case 2-200 along with spacecraft and underwater structures will be found. Neptunians are immune to all charms, holds, telepathy attacks, and E.S.P.



Neptunian

LOST SOULS OF THE SEA: Hit Dice 1. Armor Class 9. Dexterity 6-13. Movement 6". These are soulless animated bodies created when a human being is slain by a Devil Kraken. They are found mostly in the service of Devil Kraken. However, they can be found by themselves swimming aimlessly through the sea until they come across a source of living humans, a ship, a fishing pier, etc. Then they attack by climbing onto the beach or boat and attempting to touch, hit as A.C. 9, one of the humans. If they succeed, the humans must make a saving throw or they lose their souls and they become Lost Souls of the Sea. The monsters who touched them regain their souls and disintegrate, freed of their unnatural existence.

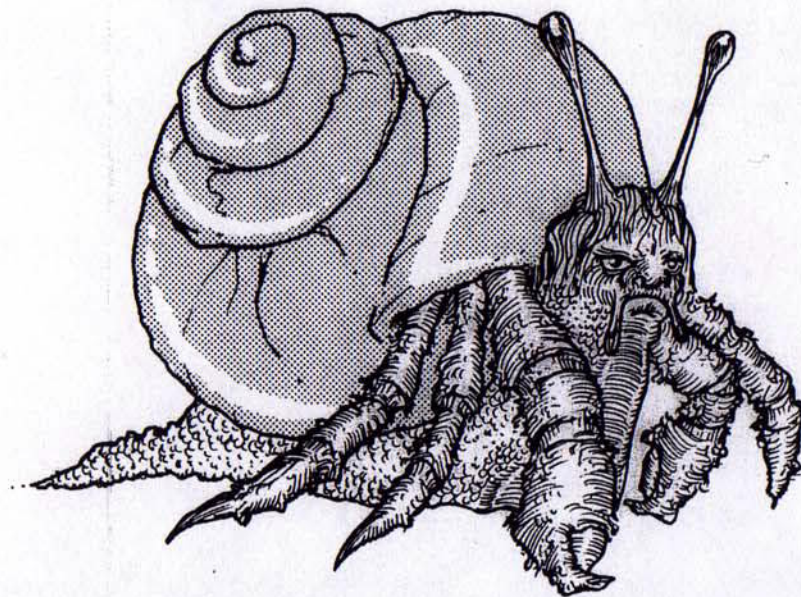
THE LAKE STRIDER: Hit Dice 6. Armor Class 5. Dexterity 20-25. Movement 48". This giant insect skims across the surface of large fresh water lakes and rivers in packs of 2-12 searching for prey, which consists of ducks, crayfish, large frogs, and an occasional water skier. They attack with a spiny proboscis that does 1-10 points of damage. In addition, if the Lake Strider gets 3 over what he requires to hit, his proboscis will have penetrated the target and on the following melee round, it will suck out all of the victim's bodily fluids, leaving him nothing but a dry husk. This creature is very quick and agile and can dodge physical blows and missiles directed at it on a roll of 11 or better, provided the Strider is aware that the attack is being made.

SEA SLIME: Hit Dice 20. Armor Class 9. Dexterity 3. Movement 3". Sea Slime is a giant colony of bacteria about 20 feet by 20 feet and about 3 feet high as it travels across the ocean floor, but it can rise up to a height of 15 feet and slam down upon an object, delivering 3-18 points of damage. Anything living that the Sea Slime touches must make a saving throw or be completely transformed into more Sea Slime, adding to the hit dice of the original Slime (1 hit die for every 2 of the victim's). Sea Slimes are immune to poisons, diseases, life drains, charms, chops, cuts and smashes.

WHALETS: Hit Dice ¼. Armor Class 7. Dexterity 14-17. Movement 6". These stream and river-dwelling creatures resemble narwhales quite closely except that they are only about 18 inches long, with a 6-inch horn protruding from their foreheads. They are carnivores and wait in packs of 2-24 for a creature to wade or swim through the stream at which point they fire off their horns, hitting their targets as if they were A.C. 9 doing 1-8 each.

MINGO SNAILS: Hit Dice 5. Armor Class 0. Dexterity 9-14. Movement 6". The Mingo Snail, as illustrated, is a giant snail with a 5 foot diameter shell, hermit crab appendages, and a semi-human face. The creature is a scavenger, and eats carrion and offal that falls upon the ocean floor. However, if his life is endangered, he can attack with his pinchers doing 2-16 each or he can

use his bite which inflicts 1-4 points of damage and which injects a poison that causes the victim to throw up his entrails and lose his eyeballs, which fall out onto the ground. If the victim saves vs. the poison he is merely induced into a fit of vomiting for 1-6 melee rounds, during which time he is blind. Also, due to the filthy eating habits of the creature, there is a 33% chance per successful attack that the Mingo Snail's victim will contract a random disease or parasite from contact with the Snail. In addition, to ensure its own survival, the monster will also attack to save its good friends, the Oyster People, from harm, for Mingo Snails are in desperate need of psychoanalysis and only the Oyster People can provide this service. These creatures can be found in groups of 1-8 near Oyster People and large sources of carrion. Elsewhere, groups of 1-3 will be encountered.



Mingo Snail

MASJENADA: Hit Dice 9. Armor Class 1. Dexterity 13-17. Movement 6/18". A type of crustacean which frequents the ocean floor or occasionally the sea shore, the Masjenada is a 12 foot long lobster with the torso of a human female. They are adept magicians, commonly 6-11th level, and they can use magical items usable by mages. The Masjenadas are usually fairly civilized and will not always attack a stranger. However, they are good friends with the Oyster People (Masjenada delight in philosophical

theories and the Oyster People are masters in this field) and if the Oyster People are attacked the Masjenada, who are found in groups of 1-8, will aid them. In addition to spells, these creatures can slap an opponent with their tails, inflicting 3-30 points of damage. They move by crawling on the bottom at a rate of 6, but can propel themselves, backward, through the water at 18 with their powerful tails.

CRYOGENIC JELLYFISH: *Hit Dice 13. Armor Class body 7, tentacles 3. Dexterity 8-13. Movement 6.* This variety of jellyfish floats beneath the surface of the water searching for various types of prey to swim into one of its 101 dangling tentacles at which point the victims must make a saving throw or they will be frozen into immobility while taking 6-36 points of cold damage. If the victims save they are not frozen stiff and merely take one-half damage. The Cryogenic Jellyfish can attack ships sailing overhead by firing a special cold-beam which freezes the ocean all around the ship in up to a 360 feet diameter circle. Once the ship is immobilized the creature's tentacles rise up out of the water to attack the crew of the vessel. The frozen victims of the Jellyfish can be thawed out; however, they must make a constitution roll (roll their constitution or less on a 20-sided die) or they will not survive the ordeal. These monsters are usually alone, but in arctic/antarctic waters groups of up to a half-dozen have been reported.

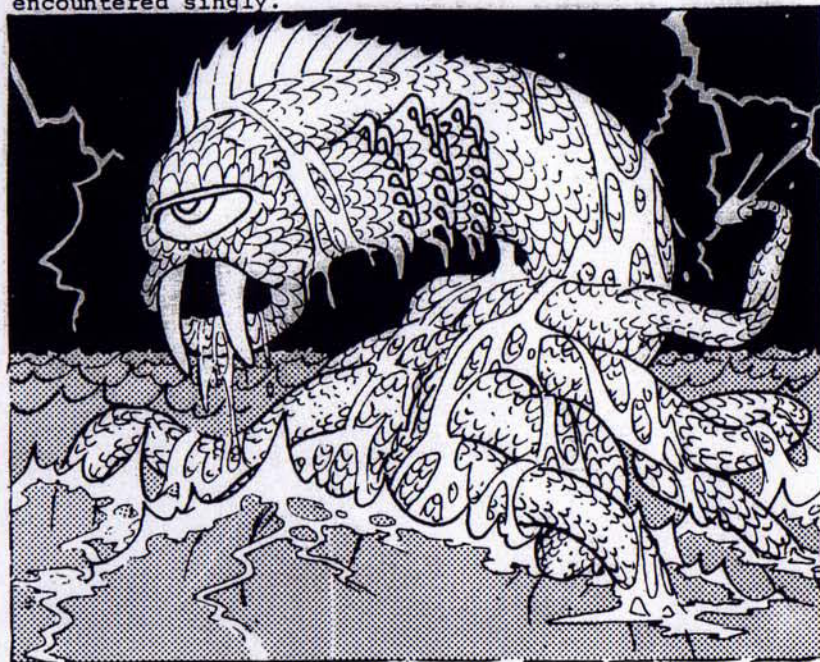
BOTHERSOME BARNACLES: *Hit Dice 1 point. Armor Class 5. Dexterity 20. Movement none.* These creatures are very similar to normal barnacles except that, when in larval state, they will affix themselves, not to boats, piers or rocks, but to human beings who may be swimming and wading in oceans, streams, or lakes (these barnacles are found in fresh and salt water). After attaching themselves to the person, they will grow to full size in 1-4 melee rounds. Once attached, they are very difficult to remove as they use an incredibly strong adhesive to maintain their position. For each barnacle removed, the human will take 1 point of damage, and since the barnacles will cluster upon an individual in groups of 1-100, removing these crustaceans is not always a good idea. They do not harm the human they attach to; however, they transform his respiratory system so that he can only breath under water. They also lower his charisma by 1-6 points. This is due to the fact that a dozen or so barnacles will usually cluster upon his face.

THE LEVIATHAN. *Hit Dice 58. Armor Class 6. Dexterity 14-17. Movement 36".* This is perhaps the largest and most feared of all sea monsters. It is essentially a giant sea serpent 200 feet in length. It can crush ships up to 250 feet long by winding its body around the vessel. It can swallow boats up to 25 feet in length in one bite and can crush boats up to 50 feet



Masjenada

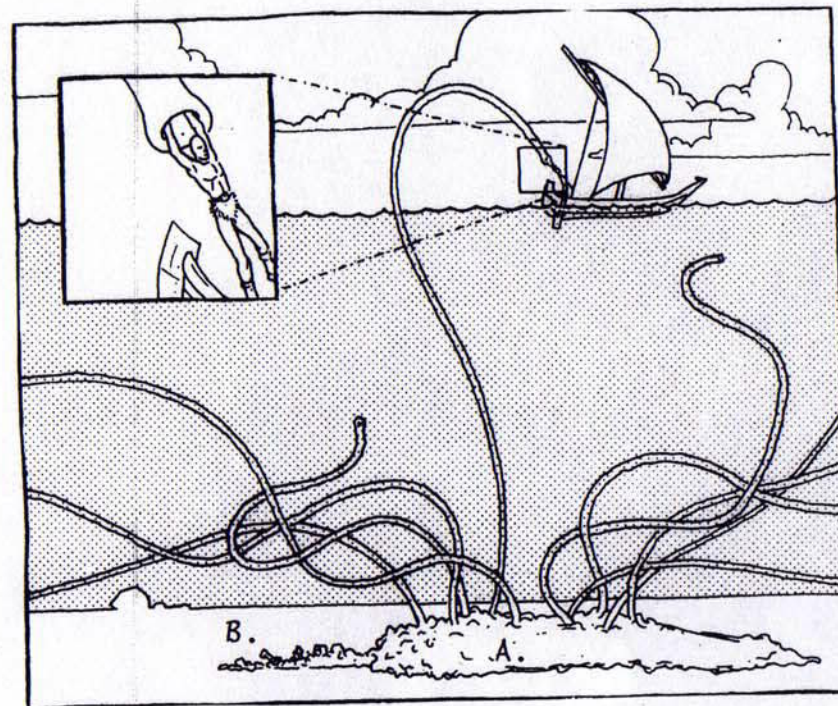
long in its huge jaws. The damage done to a single opponent by its constricting coils is 5-500, while its jaws deliver 10-200. If it does not bite, it may breathe a vast cloud of superheated steam, dimensions 300 feet in length, 50 feet in height, and 100 feet wide, which does 30-360 points of damage. Fortunately, this fearsome creature considers itself above attacking puny humans unless provoked. It does, however, do battle quite frequently with the evil Devil Kraken. They are only encountered singly.



Unknown sea-beast spotted by Captian Quango on one of his many voyages

VACUCUMBER: Hit Dice 67. Armor Class body 4, tentacles 0. Dexterity 15. Movement body 0, tentacles 36". This creature is a gargantuan sea cucumber with one addition: it has 11 huge tentacles 5 feet in diameter and 500 feet long. With these tentacles it combs the ocean around it for bits of food (sailors, scubadivers, large fish, etc.) to suck down into its immense stomach. The tentacles position themselves right next to or on the target, hitting vs. A.C. 9, and if successful, they vacuum up the victim, transporting him along the entire length of the tentacle and deposit him into the creature's digestive area. This delivers 10-100 points of damage from the friction the target receives as it travels down the entire length of the tentacle and the impact with the stomach of the monster. Once the victim reaches the stomach, he dissolves completely. If he

makes a saving throw, only one part of his body dissolves, roll on the hit allocation table. These creatures only digest organic material so there usually can be found mounds of treasure collecting along with waste material at one end or another of the Vacucucumber. Damaging the tentacles does not hurt the body of this monster, which has hit points separate from its eleven arms, each tentacle having 7 hit dice. The creature buries its body about 10 feet below the sea bottom so some digging is required before damage can be done to it.

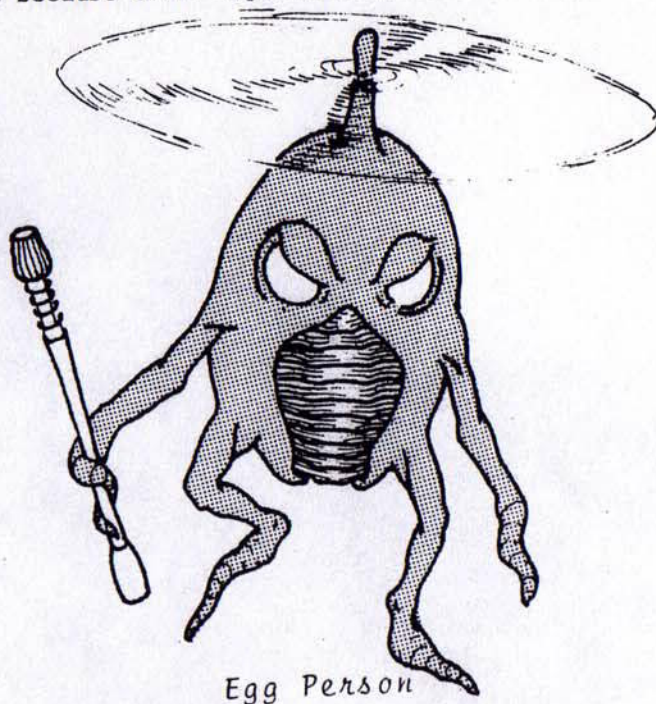


A. Vacucucumber.

B. Pile of treasure and excrement.

CREATURES OF THE SKY

EGG PEOPLE OF VENUS: Hit Dice 3. Armor Class 3. Dexterity 17-24. Movement 18" in the air, 3" on the ground. The extremely intelligent, technologically advanced Egg People of Venus are egg-shaped beings with 2 undersized feet, 2 large pupilless eyes, an odd mouth or nose of sorts, and 2 highly dexterous tentacles which are capable of manipulating the most delicate devices. Its prominent distinguishing feature, however, is the copter-like extension fixed upon the top of its head, allowing it to fly through the air quickly or hover in one spot if it so wishes. They are the epitome of inconspicuousness, preferring to have as little contact with intelligent beings as possible. Unfortunately, the Venusians find it very difficult to completely avoid others because their imperialistic desires require that



Egg Person

they deal with other beings. Their solution to this problem is dealing with only a few select natives of the world they are visiting or constructing androids that fit the environment in order to manipulate the natives as they desire. They will often contract with the inhabitants of the planet they covet to go on missions for them to obtain things they desire, ranging from information to entire castles. They rarely are involved in a confrontation but are ready to defend themselves utilizing, among their other devices, the Rod of Cellular Disruption, and the Gas Gun. Finally, due to their high intelligence, far above that of men, they are highly resistant, 95%, to all charms, controls, and all attacks affecting their minds.

PELGRANE: Hit Dice 4. Armor Class 6. Dexterity 8-17. Movement 28" in the air, 4" on the ground. Soaring through the skies scanning the surface in search of prey, the Pelgrane consumes all up to man-size, finding human flesh, in particular, a true delicacy. After spotting its prey below, the Pelgrane swoops from the skies attacking its prey with its bite that does 1-12 points of damage, and with his two claws that do 1-6 points of damage each. If attacking larger groups the Pelgrane will be satisfied in obtaining one item of food. It soars from above, surprising 3 times out of 4, and carries its victim off, consuming it in its roost. The victim, if he rolls one-quarter of his strength or less on a twenty-sided die, may break free, of course falling to the ground. Pelgranes are dull witted and can do little more than hunt for food. Finally, Pelgranes are usually encountered singly, though occasionally they are found in mated pairs.

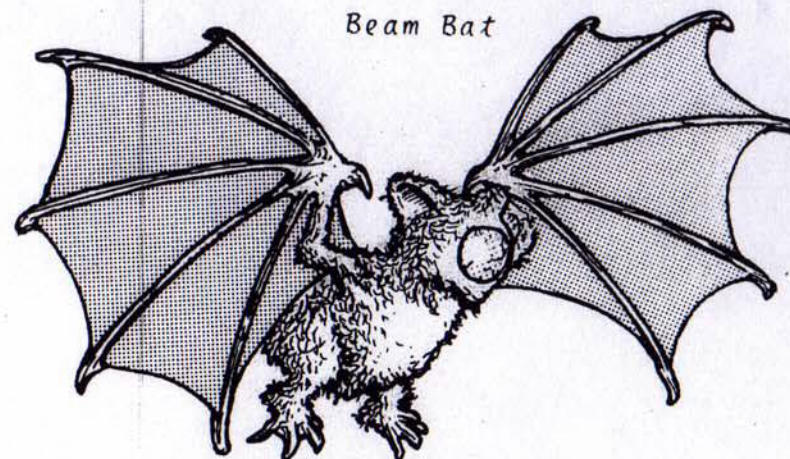
UNDEAD WASP. Hit Dice 5. Armor Class 4. Dexterity 12-19. Movement 15" in the air, 3" on the ground. Appearing as a giant black wasp with a human skull in place of its head, this fearsome creature hunts for the living, for it thrives on the life force of its prey. The Undead Wasp attacks its victim draining two life levels and doing 1-6 points of damage with its sting and 2-12 points of damage with its mandibles. These creatures maraud singly or in larger groups of 2-16, usually in darkness, although sunlight does not affect them adversely. Their nests usually house from 50-100 wasps and they are often found in the employ of powerful liches and demons. Finally, only weapons that are magical in nature will affect these creatures, normal weapons are useless.

GOONS: Hit Dice 1. Armor Class 6. Dexterity 10-15. Movement 6" on the ground, 18" in the air. Described as the "goblins of the skies," Goons live in colonies in trees or cliffs numbering from 50-250. Oftentimes encountered in groups of 3-18, many adventurers have found that the favorite pastime of these flying goblins is to drop various objects ranging from dung and sticks to spears and rocks upon unsuspecting land dwellers. These creatures will normally avoid direct confrontation, but are capable of attacking with weapons doing appropriate

damage, or weaponless, doing 1-6 points of damage.

RADIUM DRAGON: Hit Dice 20. Armor Class -6. Dexterity 17-22. Movement 36" in the air, 18" on the ground. Named for the white glowing scales that cover its body, the Radium Dragon is hunted for his highly valuable radium hide. Because of his extreme radioactive nature, all within 30 feet must make a saving throw or succumb to radiation sickness, causing eruption of sores on the victim's body doing 1-6 points of damage for 1-10 melee rounds, and nausea, incapacitating the victim for 1-6 melee rounds. If the victim makes his save, he suffers only from mild nausea, subtracting 2 from all his subsequent attacks. Four times per day the Radium Dragon can breathe a 100 by 40 foot cone of superheated radioactive fallout, giving all caught within the dimensions of the cone 120 points of heat damage, save to half damage. In addition, the breath causes all to succumb to the radiation sickness, a save resulting in half the damage for half the time, and incapacitation for half the time. In melee, the Radium Dragon is a fearsome beast indeed, since everything that comes in contact with the creature's must save vs. heat. All normal weaponry that fails its save is destroyed, but magical items are unaffected. All beings take 3-18 points of damage, saving to half damage. The Radium Dragon may attack with each of its two front claws delivering 4-32 points of damage per claw to the victim who must then make two saves, one for the heat damage described previously, and the second, at -2, to determine whether the victim develops an immediate cancer. Should he fail this save, one simply rolls upon the hit allocation chart to determine the body part affected which immediately becomes totally cancerous, rendering the body part useless and killing the victim in 1-6 hours. A save, of course, results in no effect. Finally, the Radium Dragon may, instead of breathing, bite for 5-50 points of damage which will also cause the victim's entire body to instantly become cancerous, killing him immediately unless a save is made, in which case the victim is subject to the claw cancer effects. The Radium Dragon is immune to all radiation effects and heat.

BEAM BAT: Hit Dice 6. Armor Class 5. Dexterity 12-17. Movement 18" in the air. One of the more uncommon creatures of the night, the Beam Bat looks like a giant bat with a large red jewel in place of its face. It has the ability to project from this jewel a red beam once per melee round, affecting one target draining all the blood from the victim's body unless a save is made, in which case the victim has his constitution halved for 1 week. A victim's constitution may only be halved once, so additional hits by the beam on a target will not affect the victim's constitution. The Beam Bat may also attack with its claws doing 1-3 points of damage per claw. These creatures can be encountered in groups at night numbering from 1-4 and can be found in larger groups in vast dark caverns. Finally, Beam Bats are not affected by normal weapons, only silver and magical weapons having effect.



Beam Bat

GLIDING LEMURS: Hit Dice 3. Armor Class 6. Dexterity 15-20. Movement 36" gliding, 16" on the ground. Found primarily in forested areas, this nocturnal beast does not actually fly, rather it launches itself from its high roost and glides through the air with the help of its wings. Its range is limited only by the heights that the Lemur can climb since it has a 15 to 1 glide ratio; that is, for every foot the Lemur falls, it can glide up to 15 feet forward. For example, a Lemur from a 100 foot high tree could glide up to 1500 feet away, if it so desired. The Gliding Lemur is extremely territorial and will attack those who violate the boundaries of its domain by swooping silently from above, surprising 5 times out of 6, and attack its foes with its two claws doing 1-4 points of damage each, and with its bite doing 1-6 points of damage. In addition, Lemurs have excellent vision and are able to see as well in night as in day.

AERIAL OOZE: Hit Dice 14. Armor Class 9. Dexterity 3. Movement 6". This 30 x 30 x 30 foot viscous blue glob of liquid lumbars along through the air searching for sources of moisture, for this is its sustenance. This creature hunts its victims as A.C. 9 enveloping the targets within its form, leaving them unable to escape but able to attack. The Ooze retains its prey until it has sucked the victims' bodily fluids from their bodies, the victims making saves once per melee round and if one should fail his save, he loses all his body moisture to the creature, causing instant death. Otherwise there is no effect. Unfortunately, breathing beings can survive only for 1-6 melee rounds within the Aerial Ooze, and the creature must be killed in order to escape it. The Ooze is not affected by chops, cuts, acid or lightning.

WHIMSICAL GARGOYLE: Hit Dice 5. Armor Class 4. Dexterity 15-20. Movement 12" on the ground, 24" in the air. Notorious for their odd and whimsical behavior, these highly intelligent Gargoyles (18+) derive their pleasure by playing pranks upon unsuspecting victims. They are able to turn invisible and may perform any of their attacks in this state. The Gargoyle is a master of ventriloquism, able to duplicate anything's voice and language, projecting it up to 100 feet away. The Gargoyle may cast a charm upon any being within 300 feet up to 3 times per day, which allows him to control all of the victims' actions. A save by the victim results in no affect. The favorite prank of the Gargoyle is to soar from above with a 4 in 6 chance of surprise, grab his victim, needing to hit successfully with +3 hit probability, and then fly back up into the air and release his victim, usually from a height of 100 feet, all the while laughing maniacally. The Whimsical Gargoyle usually will not attack, but if cornered he is capable of defending himself with his two claws, each doing 1-4 points of damage, his bite doing 1-6 points of damage, and his horn which does 1-8 points of damage. One must remember that since the Gargoyle does not want to destroy those he "plays with," as they are really his playmates, he is not an enemy and will not be detected as such.

FLOATERS: Hit Dice 15. Armor Class 8. Dexterity 10-12. Movement with the wind or at 3". Appearing as a cloud with long metallic tentacles hanging from the bottom of its body, the Floater meanders through the skies at a height of usually 300 feet, riding with the winds, very seldom using its self-motivated movement. It nourishes itself by feeding off the sun's rays, absorbing the energy and storing it. Although normally docile, if provoked the Floater is capable of retaliating by either concentrating sunlight with its tentacles upon its antagonists doing 5-40 points of damage per tentacle, save to half damage, or it may use its stored energy to project a beam, doing 5-30 points of damage per tentacle, save to half damage, to any target up to 500 feet away, both hitting on a 7 or better. In any one melee round the Floater may use only 2-8 tentacles, the number determined randomly, for either attack, due to the limited number of tentacles the Floater is able to present to the sunlight, or, in the case of the energy attack, the Floater is limited by the amount of energy available to project through the tentacles. Floaters are often hunted for their tentacles since the highly reflective properties of the material are extremely useful in industry. Finally, the Floater takes only half damage from normal melee attacks since its cloudlike body is not affected to any great degree by these sorts of attacks. In addition, it is not affected by any sort of light or energy attack.

SKY FUNGUS: Hit Dice 87. Armor Class 1. Dexterity 8-15. Movement 6". Traversing the skies upon its pressor



beams at a height of usually 500 feet, the dreaded Sky Fungus leaves a wake of desolation and destruction wherever it may go. Utilizing its tractor pressor capabilities, the Sky Fungus grazes by attracting all desirable organic matter, usually flora and fauna, directly below its 120 foot diameter form up into its digestive sac in the period of one melee round. There the victim takes 4-24 points of damage from crashing into the digestive sac, a save is allowed resulting in one-half damage. The following melee round all within the digestive sac are subject to the Sky Fungus' digestive enzymes which dissolve the victims doing 10-100 points of damage per melee round, save to half damage, until the victims are completely digested. If antagonized, this massive mushroom may utilize its eight pressor beams on targets up to 500 feet away either by pushing away its foes at 25-200 miles per hour, or crushing them into the ground for 4-80 points of damage. Each of the beams will affect a single target and saves are allowed, a save resulting in half effect. Fond of human flesh, Sky Fungus can often be found razing hamlets, smashing and dismantling houses and buildings and then ingesting all the beings occupying the area. They will, however, seldom attack well established towns and cities, since their simple minds understand that this could be dangerous for them.

BUTTERFLY PEOPLE: Hit Dice 3. Armor Class 5. Dexterity 14-18. Movement 6" on the ground, 18" in the air. Living in an idyllic life style, the human-like Butterfly People keep mostly to themselves. If provoked, however, these creatures are capable of wielding magical items of any kind and, in any case, can attack ferociously with their many legs, doing 2-12 points of damage.

METEOR BEINGS: Hit Dice 1-10. Armor Class 3. Dexterity variable. Movement 200 miles per hour falling upon prey, 24" returning to the ionosphere. Dwelling in the upper ionosphere, the Meteor Beings use their super-keen senses to detect potential fodder below, for they feed by crashing upon their prey, usually some sort of animal, and sucking the bodily fluids of their victims into their own bodies through the many pores that cover their surfaces. When hit by one of these creatures, the victim takes impact damage and is stunned for the appropriate number of melee rounds, a save resulting in only impact damage and no stun effect. In subsequent melee rounds the Meteor Being will attempt to remain in contact with the victim by either imbedding itself within the victim's flesh, as in the case of the smaller creatures, or by incapacitating the victim with its mass, as in the case of the larger beings. The victim takes damage as his bodily fluids are slurped up by the Meteor Being until the victim either escapes the beast by scoring the amount shown or less on the escape table with a twenty-sided die, or until the meteor being is killed. Once separated from the victim, or when the victim is dead, Meteor Beings will float up into the air, unable to attack until they have returned to the ionosphere. This process usually takes several hours.

Hit Dice	Dex.	Size (Inches)	To Hit	Impact Damage	Suck Damage	Stun	Escape Roll
1	25	1/4	6	1	1	1	16
2	23	1/2	7	1-3	1-2	2	13
3	21	1	8	1-4	1-3	3	11
4	19	2	9	1-6	1-4	4	8
5	17	4	10	1-12	1-6	5	6
6	15	8	11	3-24	1-8	6	6
7	13	16	12	4-40	1-10	7	9
8	11	32	13	5-60	1-12	8	11
9	9	64	14	10-80	2-16	9	14
10	7	128	15	12-144	3-18	10	16

ANGEL: Hit Dice 17. Armor Class -4. Dexterity 19-24. Movement 36" in the air, 12" on the ground. Referred to as the "standard" Angel, this being appears as a man with white wings, white robe, and angelic halo. The Angel's job is to purge the world of evil and he accomplishes this task by utilizing his various abilities. He is able to immolate an angelic flame and all who come in contact with it suffer different effects, depending on how one is aligned. Those of good alignment become +3+3 in combat and are +3 on all saves for 1-6 turns. Neutrals take 2-20 points of damage save to half damage. Evils take 5-50 points of damage, save to half, and undead take 15-90 points of damage, save to half, and must make another save at -3 or disincorporate. The Angel may strike with each of its hands doing 3-18 points of damage plus the angelic fire effects, or he may cast forth a stream of angelic flame at any single target up to 180 feet away, hitting on a 5 or better, with each of his hands, the targets suffering the effects of the angelic fire. Once per day the Angel may utilize the 60 foot radius Blast of Brilliance which causes all undead to save or disincorporate, a save resulting in the undead running away. The Angel has the ability to cure damage up to a total of 150 points per day, cure disease five times per day, remove curses three times per day, and raise the dead as if nothing had happened to them 4 times per day. This raise, however, since it is a raise from Heaven, will make the recipient of the raise totally good, a save at -5 is allowed, a save resulting in the victim returning to life without changing his alignment. Angels can teleport with no chance of error and usually travel alone on missions of God, but have been seen in larger groups.

THUNDERBIRD: Hit Dice 9. Armor Class 4. Dexterity 15-20. Movement 48" in the air, 6" on the ground. Careening through the skies, this giant gray bird's main activity is, as the name implies, that of creating thunder and lightning, much to the consternation of land dwellers. On occasion, Thunderbirds have been known to use their abilities to supplement their carnivorous diet. Up to 5 times per day they can deliver their hit dice in electrical damage to a single target by spitting a 60 foot long lightning bolt, hitting as A.C. 9, a save resulting in half damage. If the creature desires, it may use its wings to create a thunderclap affecting all

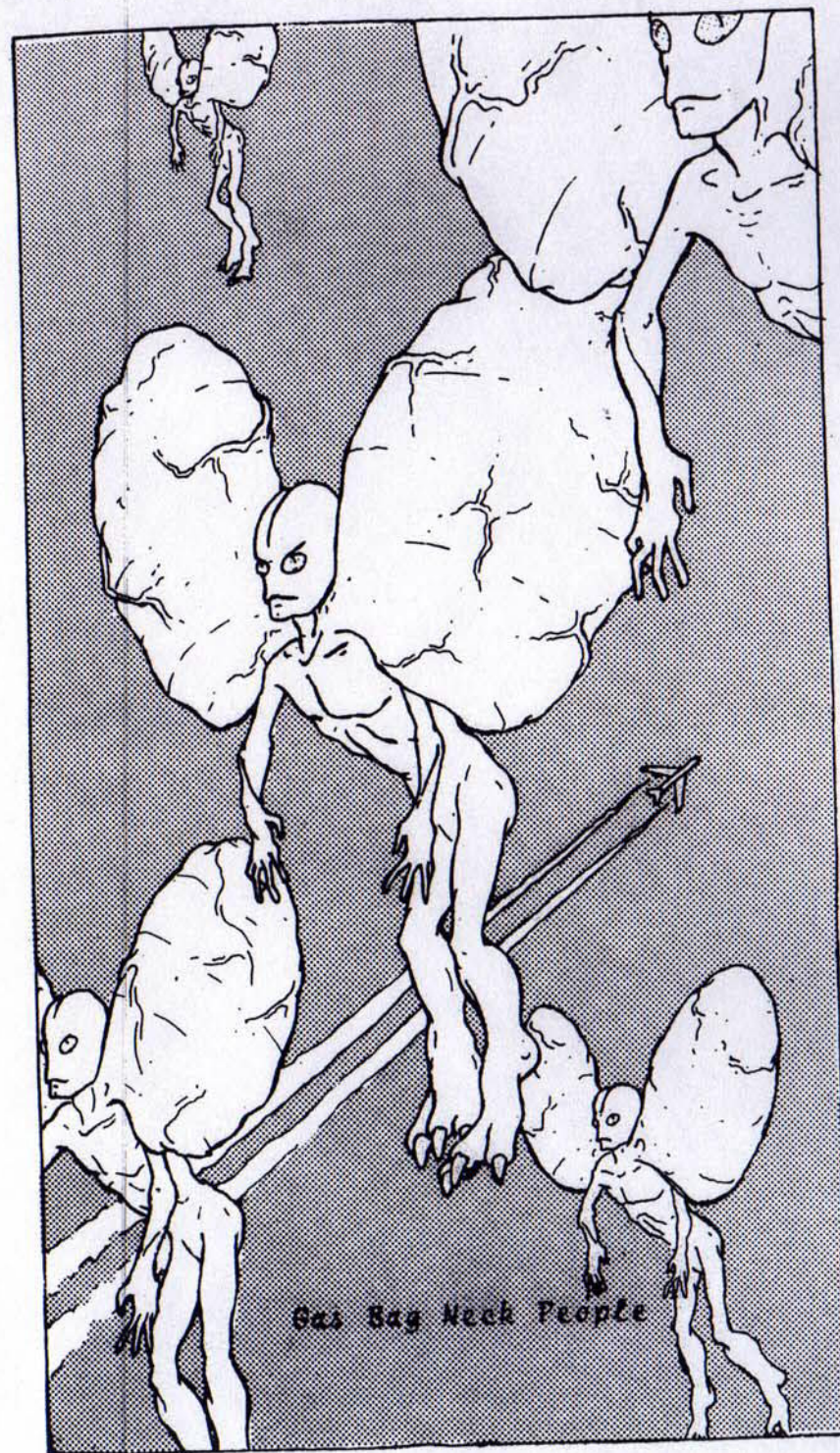
within a cone 50 feet long and 40 feet wide in front of the Thunderbird, doing 4 dice of sonic damage and deafening all within the cone for 1-6 turns, save to half damage and no deafness. These creatures are often found in thunderstorms supplementing the natural phenomena that occur.

GAS BAG NECK PEOPLE: Hit Dice 1-4. Armor Class 6. Dexterity 9-16. Movement 3" on the ground, 12" in the air. Found in parties of 2-12 or in nomadic colonies of 40-100, these creatures are noted for their ability to fly by inflating their large neck pouches with a quickly manufactured, lighter than air, non-flammable poisonous gas. These beings can breathe this gas in a 20 by 20 foot cloud causing all within the cloud to save or have movement and dexterity halved for 1-6 turns. In addition, the gas will do the breather's dice in damage, save to half damage. The Gas Bag Neck People can also attack with their feet, as they float from above, kicking for 1-6 points of damage. They are unable to attack with their atrophied arms.

PHOENIX: Hit Dice variable. Armor Class variable. Dexterity variable. Movement 36". This famous creature is an air beast which closely resembles the pre-historic bird Archeopteryx, except its plumage is a fiery orange. When initially encountered, this creature is relatively weak and easy to slay. However, when killed, the Phoenix explodes into a 20 by 20 foot fireball and then becomes a larger Phoenix. This process will continue five times, and with each incarnation, the Phoenix gets larger and more powerful. When killed a fifth time, instead of a sixth Phoenix emerging from the fireball, a white worm comes forth. The worm cannot attack and has but one hit point. If the worm is killed, it becomes the smallest Phoenix again which, if slain, will begin the cycle all over again.

Incar- nation	Dex.	Hit Dice	Armor Class	Fireball Damage	Claw Damage Each	Bite Damage	Breath 3TPD Points
1	20	1	9	1-4	1-3	1-6	5
2	19	2	7	2-12	1-4	2-12	10
3	18	4	5	3-24	1-6	3-18	15
4	17	8	3	4-40	1-8	4-32	20
5	16	16	1	5-60	1-10	5-40	40

BEEGLE: Hit Dice 6. Armor Class 4. Dexterity 5-16. Movement 15" in the air, 3" on the ground. Appearing as an eagle with the head of a bee, this creature's humorous name belies its true vicious nature. The carnivorous Beegles hunt for food in packs of 1-10. Upon location of their prey, they soar from above, surprising their victims 50% of the time. They can attack with their mandibles doing 1-6 points of damage; however, their main attack is their sting which they are capable of using three times per day. The sting does 2-10 points of damage. In addition, the body part stung, determined by rolling an eight-sided die, will swell up and become paralyzed for 2-12



Gas Bag Neck People

turns: 1 indicates head; 2-4 indicates torso; 5-6 indicates an arm; 7-8 indicates a leg. In addition, if the victim's torso is hit there is a 20% chance that the venom will not only paralyze the victim's voluntary muscles, but also the involuntary muscles, such as the heart, which, of course, results in death. A save results in damage only, and no paralysis. After a successful hunt, the Beegles carry their dead and paralyzed prey back to their hive where they feed the other members of the colony, which number from 3-300.

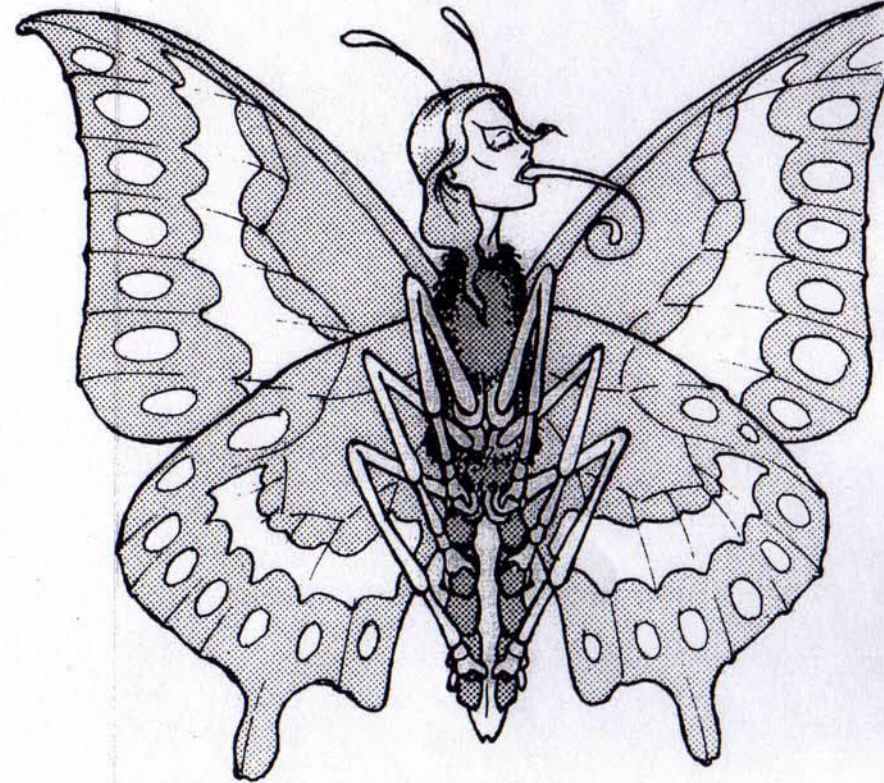
KODUKA: Hit Dice 7. Armor Class 4. Dexterity 12-17. Movement 9" on the ground, 15" in the air. Appearing as a bear with an eagle's wings and a scorpion's tail, the Koduka is capable of making several attacks. His tail will strike one opponent per melee round doing 7 dice of poison damage, stunning the victim for 1-6 melee rounds. If the victim makes his saving throw, he takes only half damage and suffers none of the stun effects. In addition, the Koduka may hit either with his front claws, doing 2-16 per claw, or attempt to hug his opponent for 3-18 points of damage, and hold the victim there for additional sting attacks with a +4 hit probability, due to the target's immobility. To escape, the victim must roll one-half his strength or less. If successful, the victim is free from Koduka's grasp.

GALACTIC DRAGON: Hit Dice 272. Armor Class 0. Dexterity 12. Movement light speed. Feared even by Gods, this extremely rare and legendary beast can be found roaming through interstellar space, foraging for debris, small asteroids, starships, and other fodder. Using its vast fins to catch the solar winds and its ability to manipulate gravity, the Galactic Dragon is able to sail up to light speed, but remains in space, never landing or entering atmosphere for fear of damaging its frail body. The Galactic Dragon feeds by breathing, up to three times per day, a 20 foot diameter blob of diffuse anti-matter that expands to a one-mile diameter blob at the range of five miles, which then dissipates. Everything caught within the blob must make a save at its base level with no pluses, protects, or resistances. If the saving throw is failed, the object is totally annihilated, needing 1-10 simultaneously cast wishes performed at the place where the object was annihilated to retrieve that which was lost. If the saving throw is made, one of the following will occur, determined randomly:

1. Teleport 1-10 light years away.
2. Move away at light speed.
3. Disintegrate.
4. Become anti-matter.

The energy released by the matter-anti-matter reaction is collected by the colossal fins that wreath the Galactic Dragon's body. (NOTE: the matter-anti-matter reaction will not destroy the universe or have any other effects than those listed.) In addition, once per melee round,

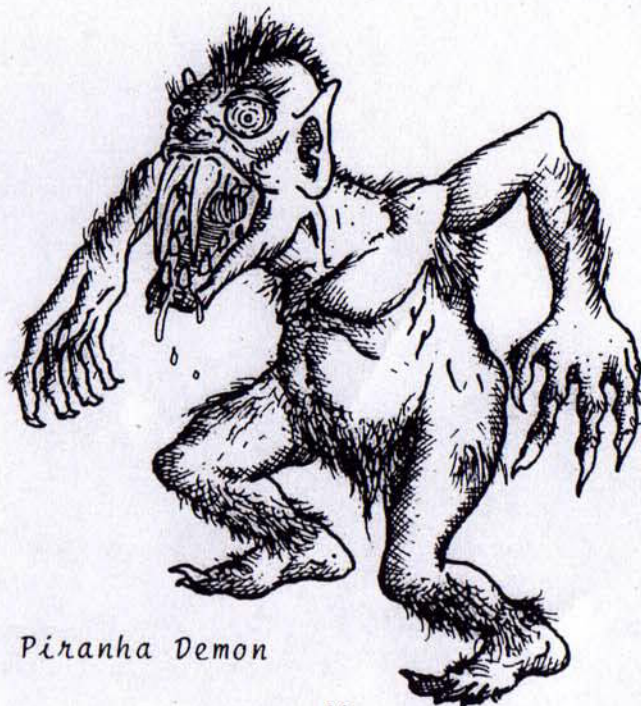
the Dragon may use its fins to focus light into beams, hitting as A.C. 9, and delivering 20-400 points with each of the two large fins and 7-42 points of damage with each of the eight small fins. A save results in half damage for both large and small fin attacks. Finally, the Galactic Dragon is capable of biting antagonists with its massive maw, easily engulfing objects the size of a Lunar Landing Module, doing 15-300 points of damage to those bitten. The Galactic Dragon saves vs. everything on a 6 to no effect regardless of minuses, cuts and resistances, and is immune to energy, heat, cold, disintegration, poison gas, diseases, gravity attacks, and all charms and controls.



Butterfly Person

DEMONS

THE PIRANHA DEMON. Hit Dice 13. Armor Class 4. Dexterity 22 or +1 over fastest opponent. Movement 36. This voracious creature must consume 10 times its own weight every day to survive. This is, however, not very difficult for if the Piranha Demon hits his target he will rend it to pieces, devour, digest and then expell him as waste material, all during his attack, a fraction of a melee round! If the target is larger than man-sized it will take from 1-4 melee rounds. Although these creatures are dangerous in the extreme, they are avidly sought out by adventurers because the demon's two large fangs can be used as +3 daggers or spearpoints. These beasts travel in hunting packs of 1-8 which move very quickly over any sort of terrain. They are 75% magic resistant and can dodge physical blows on a roll of 11 or better at the rate of 4 blows a melee round.



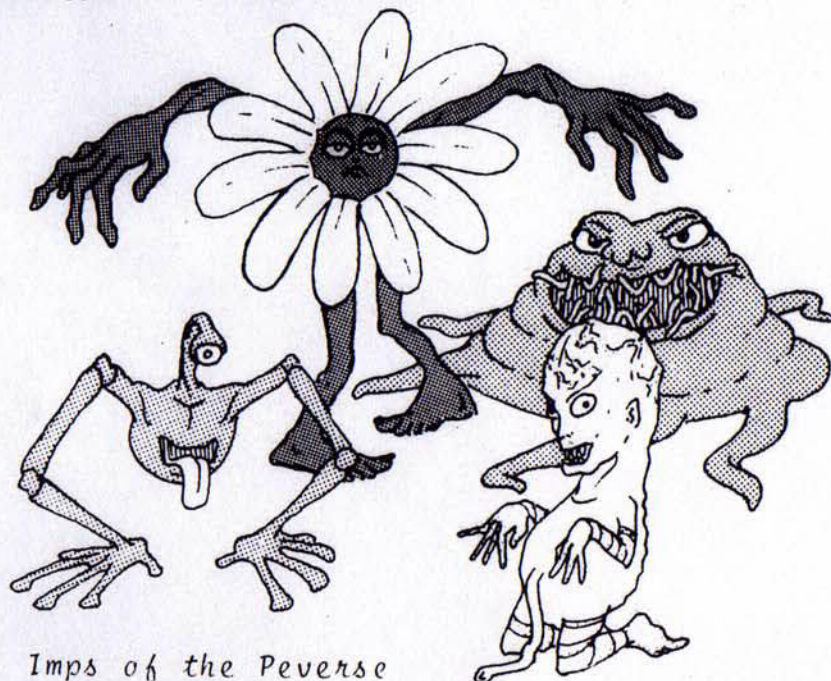
Piranha Demon

GUARDIAN OF THE SEPULCHER: Hit Dice 13. Armor Class -2. Dexterity 13-18. Movement 12" on the ground, 18" flying. Often found guarding tombs and graveyards, these demons are usually subordinates to other, larger demons and sometimes Lucifer himself. They are highly intelligent and exist solely for the propagation of evil. They have the appearance of a man just over 10 feet tall with the head and legs of a ram. Extending from their shoulders are dark bat-like wings with which the Guardians propell themselves. During battle these creatures exude a sphere of darkness 20 feet in radius which negates all sight, sound, taste, smell and feeling within its confines. This makes the use of weapons and similar activities much more difficult than normal, giving a -6 to all attacks and defenses to those within the circle. The demons are, of course, immune to these effects. The demons butt opponents with their spiral horned heads for 5-40 points which knock the opponents 1-20 feet backwards, as well. The Guardians' serpent arms may either bite for 2-12 plus poison (save or die) or breathe purple flame for 8-48 plus save vs. insanity. A save versus the flame results in one-half damage and no insanity. If flying these beings may kick with their cloven hooves for 4-24 each, but may not butt. Guardians of the Sepulcher can teleport with no chance of error and can see and travel on the ethereal and astral planes. They are immune to all poison, venoms, diseases, life level drain, fire (of all kinds), and reflect all magic directed towards them back to the sender.

THE METAL FIEND: Hit Dice 18. Armor Class -6. Dexterity 16. Movement 12". This demon is often found looting the treasure troves of dragons for gold or silver, and in mines looking for all kinds of metal for its diet consists exclusively of any and all metal elements. They will often attack heavily armored characters, tanks, or other sources of metal by firing eyebeams which cause metal in amounts up to one ton to oxidize instantly, flaking into dust. The range of these beams is 60 feet and magical items are allowed a saving throw. In addition, their terrible claws deliver 2-24 points of damage each, plus they lace the wounds they inflict with molten lead which does 4-24 points of damage which will continue for 1-6 additional melee rounds. This demon can also bite, delivering 4-32 points of damage or breathe a 10 by 10 foot blob of mercury, which will travel 50 feet then disperse. Anything hit by this blob must make a saving throw or die as the victim's body will absorb fatal amounts of this poisonous metal. A save results in no effect. These creatures are usually solitary but near huge sources of metal, 1-4 can be encountered.

IMPS OF THE PERVERSE: Hit Dice 1-3. Armor Class 9-7 Dexterity 3-18. Movement 6-18". These abominations vary greatly in form (see illustration), and they attack biting, clawing, kicking and stinging for from 1 point to 1-8 points. However, when viewing any type of these Imps, one must make a saving throw or be confused and

nauseated for 1-4 melee rounds. During this time the victim will not know who he is, what he is doing, or where he is. In addition, he will be wracked by convulsions, vomiting up his latest meals. These Imps are usually found in the service of larger, more powerful demons, such as the Demon of Pestilence. However, occasionally, they can be found cavorting around old evil temples, fetid swamps, tombs, etc. In any case, they will appear in groups of 2-20.



Imps of the Perverse

THE STELLAR DEMON: Hit Dice 17. Dexterity 10-15. Movement 6". The Stellar Demon has an ever shifting ameboid shape 15 feet in diameter which appears to be made of interstellar space. It is in actuality a malignant energy being who attacks its victims by creating a mobile gate between its location and deep space. The vacuum existing between the stars sucks huge quantities of air through the demon causing hurricane force winds toward the creature from all directions, reducing visibility to 30 feet and drowning out all sound within 120 feet of the Stellar Demon. Anything not firmly attached to the ground (small huts, grazing cattle, people) within 60 feet of the demon must roll their dexterity or less or be sucked through the demon into space, killing them instantly if unprotected (vacuum causes one's blood to boil, lungs to explode out mouth, etc.). The Stellar Demon may also extend up to four pseudopods out up to

20 feet (hit on a 6 or better) and pass them across its opponents. The area hit (roll on hit allocation chart) by a pseudopod will momentarily pass through space and must save or be crystalized by the near absolute 0 temperature found there. Upon return to our relatively warm climate, the frozen area will shatter explosively. If the save is made the victim will take 5-20 points of cold damage. Since the demons have no true physical form they are unaffected by impact attacks such as sword cuts, chops and pounding. Projectiles will simply pass through the creatures' one way gates. Stellar Demons are only affected by magical or technological attacks that do damage; i.e., fireballs, cold, etc., not "effect" attacks like disintegration, teleportation, and the like.

PENTAGOTH: Hit Dice variable. Armor Class variable. Dexterity variable. Movement limited teleport up to 480 feet. These creatures have perhaps the most bizarre appearance of any demon: picture a grayish purple pentagonal pillar, five feet per side and 15 feet high. From each side protrudes a different monster. Protruding from the first side is the head of a giant black lion. It has 10 hit dice, armor class 5 and a dexterity of 19. It can bite opponents doing 3-30 points of damage at the same time injecting a poison which turns the victim's intestines into a gray fluid (see organ removal chart for results). A save results in no effect. If it does not bite it may breathe, up to twice a day, with the effect of Flogiston's Flame! As described in *The Necromancer*, this flame takes the shape of a cone 10 feet by 5 feet, up to 240 feet by 120 feet. All within the cone suffer the following effects: lose 1-6 life levels, save to 1-3; lose 2-12 points from constitution, save to 1-6; age 50 years, save to 25; lose 1-6 senses, save to 1-3; and finally, take 10 dice of cold damage, save to 5 dice. Upon the second face of the pillar is just the face, not the entire head, of an insane undead wizard. He has 8 hit dice, armor class 9, and a dexterity of 17 or equal to fastest opponent. He has the capability to cast 10 spells per day of up to the 12th level. He is completely unaffected by all forms of magical attack.

From the third face of the pillar protrudes the torso, arms and head of an animated jade statue. It has 14 hit dice, an armor class of -8, and there is a 50%, -5% per plus, that any weapon striking him will shatter. Finally, it has a dexterity of 11. It can smash its opponents with its fists, each one doing 6-36 points, or it may attempt to grab its opponent with both hands and break one of the victim's bones. Roll on the bone chart to determine which one.

Emerging from the fourth side of the pillar is the head and neck of a giant orange and brown newt. It has 12 hit dice, armor class 2, and a dexterity of 15. It attacks using its tongue, which flicks out, wraps around a man-sized or small victim, and then pops it into its mouth, all during its attack. This delivers 2-12 constriction damage, 3-24 bite damage, and 1-10 acid damage, which will continue until a neutralize poison is

cast upon it. If this does not kill the victim, the newt will spit it out and try again next round. If the victim is dead the newt swallows and digests it, adding the victim's original hit points to its own. It is immune to acids and regenerates all damage at 10 points a melee round.

From the fifth and final face of the Pentagoth protrudes the thorax, front legs, and head of a giant praying mantis. It has 16 hit dice, an armor class of 0, and a dexterity of 20 or +1 over fastest opponent. This part of the Pentagoth can strike with its two spiny forelegs each of which does 4-40 points of damage, and if the mantis gets two over the required number needed to hit, his forelegs will chop off a part of the target's body. Use the hit allocation chart to determine where the victim's body is severed. The mantis is immune to all charms, holds, and his shiny, hard exoskeleton reflects all beams, bolts, and rays of both technological and magical origin.

As a whole, the Pentagoth is unaffected by area effects: fireballs, grenades, spells which effect more than one victim (mass flesh to stone, etc.). In addition, the Pentagoth cannot be attacked from above. Finally, the monster can forfeit all its other attacks and instead teleport so that a victim is caught within the central pillar. If the victim saves, he merely dies so when the Pentagoth teleports away, or is slain, the victim's body may be recovered and raised. However, if the victim fails his save, he is absorbed into the Pentagoth and only a wish will recover him.

THE DEMON OF PESTILENCE: Hit Dice 21. Armor Class -3. Dexterity equivalent to fastest opponent. Movement 12". The Demon of Pestilence appears as a gaunt, crippled humanoid whose gnarled limbs are clothed in mold covered black cloth. Any person coming within 30 feet of the creature must save or succumb to one of the following diseases:

1. Influenza. Infects lungs, blood and lymphatic systems. Symptoms include sudden fever, chills, shivering headache, sore throat, and cough. This disease lasts 1-6 days during which the afflicted person will fight, defend, and save at a -2. There is a 5% chance that the person will contract pneumonia and die in 1-4 days.

2. Rabies. Initial symptoms include irritability, restlessness and depression. After 48 hours the infected individual will become hysterically violent and seemingly insane. During the following 24 hours the violence will subside to be replaced by epileptic-like convulsions. These fits will be especially intense if the person is exposed to food or water. At the end of this period the victim will die, mainly due to exhaustion.

3. Bubonic Plague. Also known as "The Black Death," this ailment is a massive infection of the lymphatic system. The glands beneath the arms and at the neck and groin swell to form pouch like sacs called buboes. After 2-4 days the buboes contract suddenly, releasing large quantities of the virus into the blood stream,

killing the person in seconds. There is a 10% chance, however, that before this occurs, the swollen sacs will burst, emitting a foul smelling liquid. The infected person will then return to full health in 1-8 days.

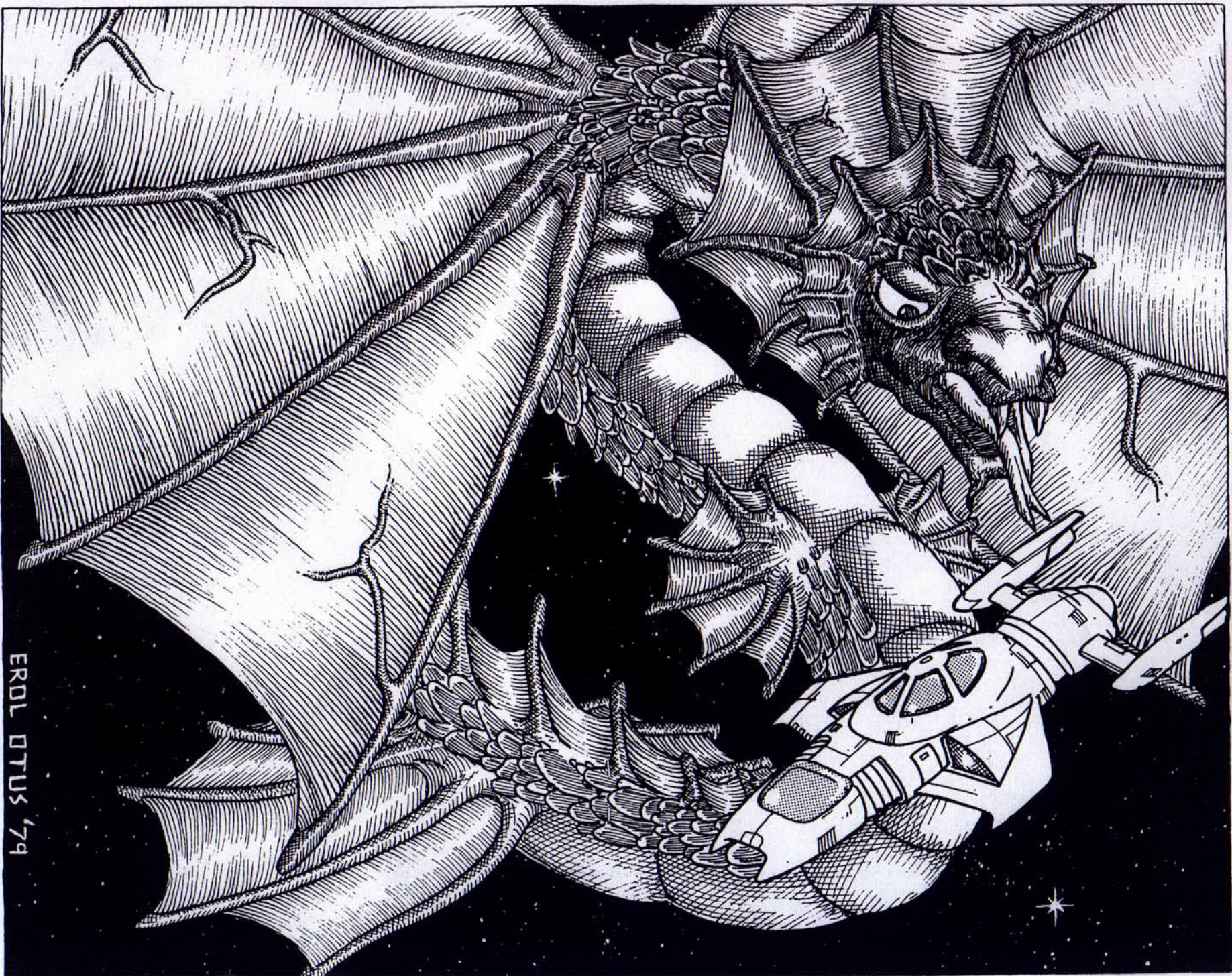
4. Leprosy. A bacterial infection, leprosy infects the skin, mucous membranes and nerves of the victim. The skin hardens and large white patches appear upon areas of the body. After 1-6 days, the skin of the face becomes loose and often (70% of the time) the nose and ears will fall off, leaving open holes. In addition, the infected individual loses most of his sense of feel, so if he attempts to fight or defend, he does so at -6. Although not usually fatal, the disease continues indefinitely and will decrease the character's strength, constitution, dexterity and charisma by 1-8 points.

5. Spinal Meningitis. This virus causing inflammation of the spine and brain tissue, develops in the cerebro-spinal fluid of the individual. Initial symptoms include vomiting, headache, shivering and stiffness of the neck. In the next 24 hours, the victim will develop severe back pains, sensitivity to light, and will finally become unconscious. He will remain in a comatose state for 1-8 days. There is a 50% chance of death occurring due to cardiac failure, but if not, the victim will regain his strength over a period of two weeks, returning to full health.

6. Cholera. The onset of symptoms is sudden and explosive: severe gripping pains in the abdomen, followed by vomiting and very watery diarrhea. The victim becomes very dehydrated, the eyeballs become sunken, skin wrinkled and his voice becomes weak and husky. During these symptoms, which last 1-10 days, the victim is incapacitated. After this time, the patient sinks into a coma and has a 70% chance of death. If he does not die, he will recover completely in 1-4 weeks.

In a 15 foot circle about the demon, there exists a field of "Damnation." As described in The Necromican, all who die in this field lose their souls to Lucifer and the only way a character may be brought back to life is through a deal with the Devil himself. Such a deal might include an exchange of souls; i.e., 3 souls of living beings for the one Lucifer possesses, or the performance of a near impossible task for the Devil. The Demon's two misshapen arms strike for 3-36 points each, and upon any strike an opponent must save or contract an accelerated disease. Such an ailment will run its full course in 1-4 melee rounds unless a remove curse and cure disease are cast simultaneously. These demons are often found in corpse-strewn battle fields, chuckling over the carnage, or in large cities propagating plagues, for they greatly enjoy the sight of grief stricken parents and body clogged gutters.

QUEEN OF LUST: Hit Dice 15. Armor Class 0. Dexterity 19 or equal to fastest opponent. Movement 18". This lascivious demon appears as the dream girl of any male character; that is, it appears different to different characters, conforming to their female ideal. When



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Queen of Lust



viewing the demoness, males must make a wisdom roll (roll their wisdom or less on a 20-sided die). If they fail, they fall totally under the control of the Queen and will carry out her every command. If they make their save, they will merely fall in love with her and will perform accordingly. That is, they will not obey her commands but they will not harm her and will probably try to impress and protect her. She will not harm the males under her control but will rather induce them to perform lewd and depraved acts of all sorts, for the Queen of Lust feeds on orgasmic energy and will keep her men around as long as they can provide such. Unfortunately, the men are kept going at such a pace that they lose 1-3 points of constitution per day and when their constitutions reach 0 they die of exhaustion. Where female characters are concerned, it's a different story. This demoness despises them all and will always attempt to do them harm by ordering the males under her control to attack them, or by using her own offensive capabilities against them. The Queen of Lust can fire 3 beams 3 times a day each. The first is a black ray which causes females to fall into a deep sleep from which nothing but a kiss from their true love will awaken them, not even wishes. The second is a white beam which causes females to change into males. The last is a red beam which will increase certain hormones within the target. This causes the target to sexually assault the nearest being. Each beam is 120 feet long and affects but one target. If the target saves vs. any of the beams, there is no half effect. This demon is immune to all charms, holds, and mental attacks. In addition, she is unaffected by the blows of all but silver weapons. She can teleport with no error, see invisible and all planes, and can move freely on all planes.

ARCHFIEND OF ANTIPERCEPTION: Hit dice 45. Dexterity 24 or +1 over fastest opponent. Movement 48" or teleport at will. Often classified as a "major" or "greater" demon, the Archfiend of Antiperception is an extremely rare creature and there will often be only one in the entire world. In their natural form, they exist in a noncorporeal state, imperceptible to all but gods and demons of similar strength. In this state, the Archfiend will always surprise its victims (no chance of knowing, regardless of items, personal or magical abilities), causing all within 60 feet of it to save at a -4 or have their eyes burst, eardrums puncture, nose crunch and nervous system burn out, and tongue turn into a pulpy white worm, effectively negating the five main senses. If a save is made the victim merely loses 1-6 senses (the sixth being psychic, esper or like abilities), blanked while within 60 feet of the demon. In addition, all within 20 feet of this being must make an additional saving throw. If failed, the person will lose 1-4 experience levels that can only be restored by experience (all protections are bypassed). If the saving throw is made the life level may be restored by either a clerical restoration spell or through the use of a wish. Although

formidable in its natural state, the demon will always attempt to take over another's body (the most powerful being present) and use it as a vessel for its heinous purposes. The victim of the demon's attack must save or be forever under the control of the Archfiend. A save will result in control for but 1-10 melee rounds. The demon will know everything that his victim knew. He will have all of the abilities, magical and otherwise, of the victim and he will be able to use all of the victim's items, regardless of purpose or alignment without harm. There will be no outward evidence of the control as the takeover is instantaneous and complete. The Archfiend will not attack immediately but rather will wait for the most opportune moment for his move. The possessed person will have double his number of hit points as death will no longer affect his capabilities. Now, only the total destruction of his body will stop him. If the demon's vessel is destroyed, the Archfiend will be released to attack, flee, or attempt control of another body. While possessed, the character gains the ability to breathe gray translucent jelly three times per day in a cone 30 feet long and 20 feet wide. All affected by the breath must remove the jelly within 3 melee rounds or die of asphyxiation. The only way to remove the viscous jelly is to subject it to over 25 points of either acid, alkaline, sonic, electric, fire or cold damage, determined randomly for each person affected. The Archfiend of Antiperception will not usually deal with mere characters as it will usually possess the body of a king or similar high advisor of state in an attempt to conquer the entire world for its own evil ends. In its natural state, the demon can teleport any distance at will with no error and is immune to all physical attacks, as well as disease, venom-poison, acid, alkaline, electricity, fire, cold, life level loss, and disintegrate. In addition, he is 75% immune to all magic, and 50% to all technological attacks.

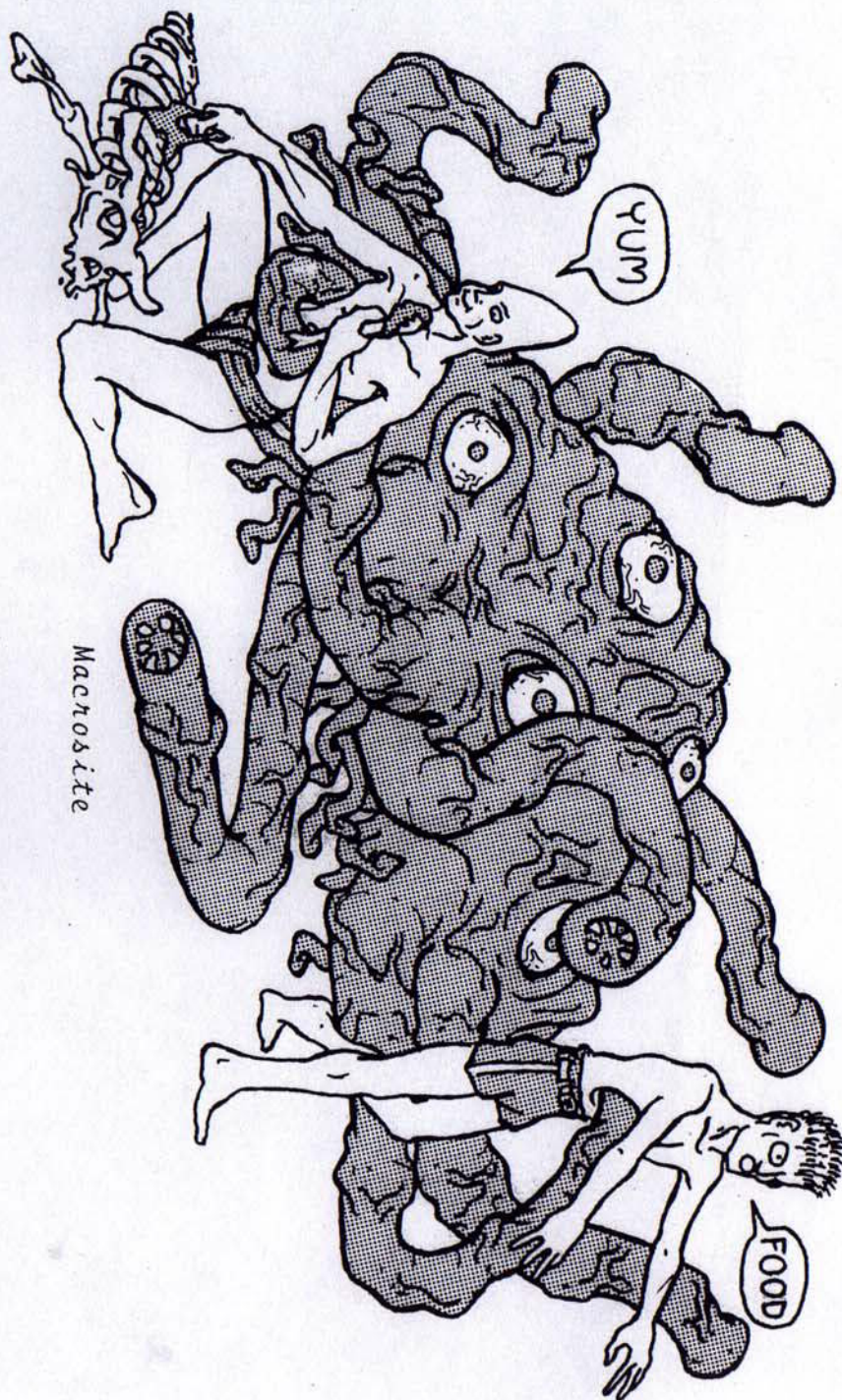
PARASITES

SPINE CRAB: This parasite is very minute in its larval stage and can be inhaled by adventurers traveling through swamps where the air is often thick with them. Once in the body these little crustaceans crawl to the spinal cord where they nestle in between two vertebrae. Once in place they begin to grow until they resemble a very thin flat crab stuck within the spine. At this point they begin to intercept and absorb a small amount of the energy present in the electrical impulses which travel up and down the spinal cord. This causes the host's dexterity and movement to be cut in half as long as the Spine Crab is in place. Removing this parasite will kill or paralyze the host because the absence of the crab leaves a gap in the spinal cord.

AMORPHOSITE: This creature takes the form of invisible, undetectable vapor which drifts along until it detects a magic using being. It then surrounds and clings to him; when the mage casts a spell the manna used is absorbed by the cloud and the spell has no effect. The only way to free the host magic user of the Amorphosite is to starve it; i.e., the mage should avoid doing anything magical for about a week, after which the parasite will have either starved to death or gone looking for more fertile fields. The Amorphosite is encountered in all regions, but only rarely. However, on the astral and ethereal planes it is quite common.

THE ITEM IMPOSTER: A deceptive creature indeed, it alters its form so that it resembles any sort of magical item, sword, ring, wand, etc., and will be detected as such. However, when picked up by a character, its true nature manifests itself; this creature feeds on the strength of adventurers and will drain this statistic at the rate of 1-6 points a day. Once the victim grasps this parasite, he cannot release it unless he chops off the part of his body that is in contact with it, his finger, hand, etc. The Item Imposter itself is completely unaffected by all forms of physical, magical and technological attacks except magic negation, which slays it instantly.

THE MACROSITE: Hit Dice 25. Armor Class 5. Dexterity 7-12. Movement 6". This beast has no means of ingesting or digesting its own food. Instead it uses its ten large tentacles to hook up to the stomachs of humanoid



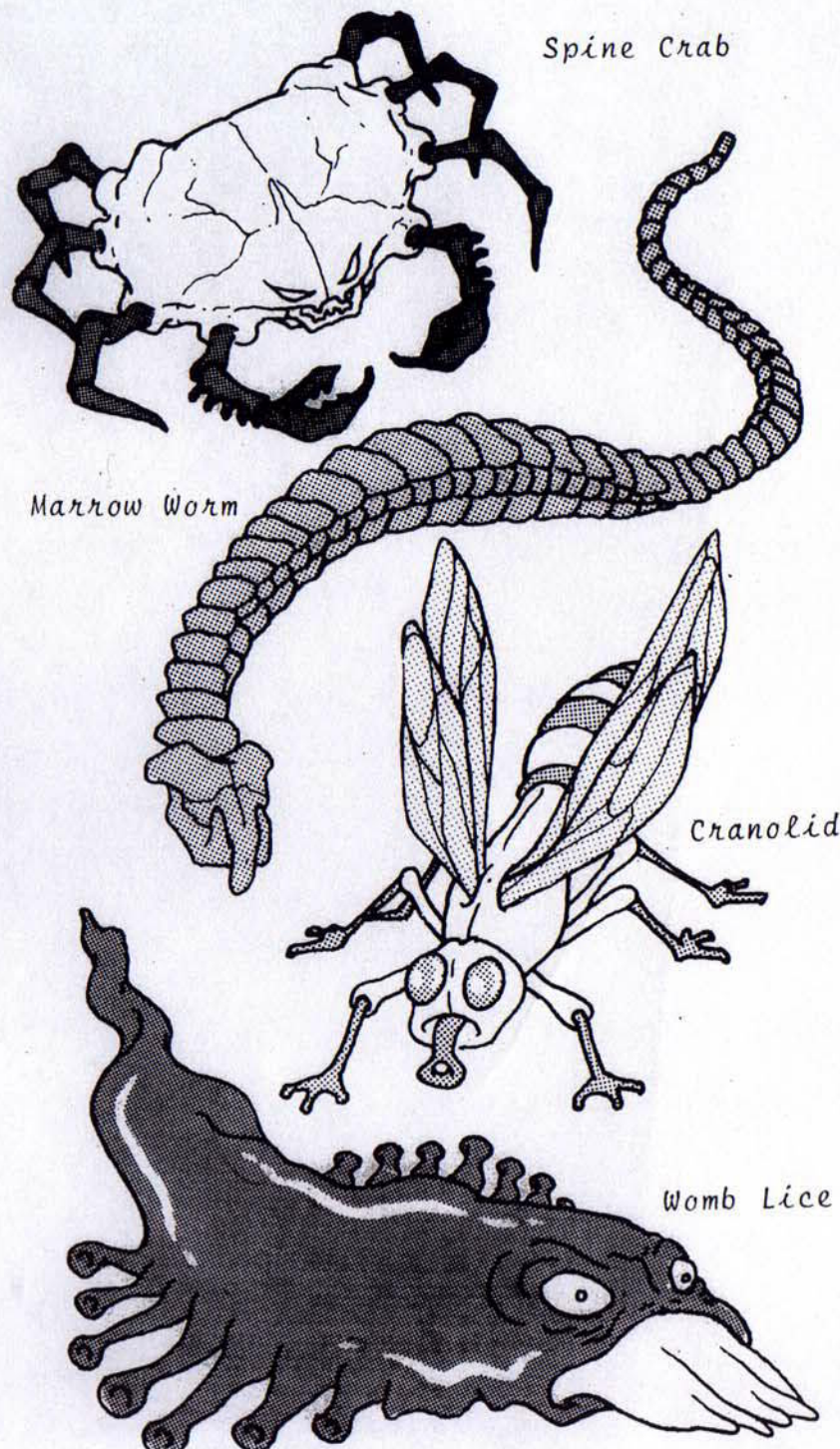
beings and suck out digested material for nourishment. If the Macrosite hits the victim the tentacle lodges itself in his stomach doing 1-6 points of damage. It then injects an enzyme which causes the victim to become completely docile and very hungry. Thus, the victim will not attempt to attack the Macrosite or try to free himself of the tentacle. Rather, he will merely eat, eat and eat, thus providing the monster with a steady source of food.

MARROW WORM: A very tiny annelid which waits on the soil until someone steps on it, it then burrows up through shoes, if necessary, into the host's foot. However, the victim feels nothing because contained in the Worm's saliva is a very strong anesthetic. Once within the body the parasite burrows into the bones of the victim, feeding on the marrow within. It takes the Worm, which eventually grows up to a yard long and 1/8 inch thick, about a month to devour all of the host's bone marrow. The victim will then die after about two weeks unless he loses blood through injury, in which case, being unable to manufacture more blood, he would perish very quickly. The only way to remove Marrow Worms, other than surgically is to eat the wings of Butterfly People, whose chemical composition is fatal to Marrow Worms.

CRANOLID: A parasite which flies through the air until it lands upon the head of an intelligent being, once nestled securely in the hair of the host, it activates its strangely shaped tongue, which drains the memories of the victim at the rate of 10% of total memory per day. Not only will this affect the personality of the victim, but also, since he is losing all memory of learned abilities, spells and methods of fighting, he will lose 10% of his levels, a minimum of one per day. This will continue until he reaches 1st level. The Cranolid is relatively easy to remove since one must merely shave all the hair off one's head and then smash the exposed parasite. Cranolids can be contracted in most regions except those where the temperature drops below freezing.

WOMB LICE: These parasites exclusively infest large female mammals including humans. They crawl up the womb and lodge themselves in the walls of the uterus until an ovum arrives; then they fertilize the egg so that, in 1-8 days, it develops into 1-100 more womb lice which the female mammal then gives birth to. If the female is already pregnant, the Womb Lice will devour the fetus. Because of this fact several primitive cultures use these parasites as a method of aborting unwanted pregnancies. Womb Lice are found exclusively in hot humid equatorial regions.

THE NEILA PARASITE: This nightmare creature is, as its name implies, not from our world. Rather, it hails from some dark corner of our universe where morals are unknown and the only law is the law of survival. Its life cycle consists of four stages: first, it exists as an egg. The egg is about two feet high and has a rough, very



Spine Crab

Marrow Worm

Cranolid

Womb Lice

thick and soft shell. If a likely host approaches within five feet of the egg, the top of it opens up like a flower. Then the Neila, now starting its second stage, leaps upon the victim and forces a two-foot long probiscus down his throat. The parasite is now a sort of crab with a tail, completely covering the face of the victim. It maintains its position using a tail wrapped around the host's neck, and with its legs which hold onto the victim's head. During this time the host is in a comatose state. The beast remains in this position for 24 hours, then it drops off and dies. However, inside the host it leaves its probiscus which now develops into the third stage of the Neila.

After the second stage of the parasite leaves the face of the host, he awakens and is possessed of a great hunger. However, during his first meal, the Neila burrows out of his stomach killing him. The thing, now a wormlike reptile with a piranha-like mouth, races away with lightning speed to some secluded spot so that it can grow into its final stage. This growth takes about 8 hours.

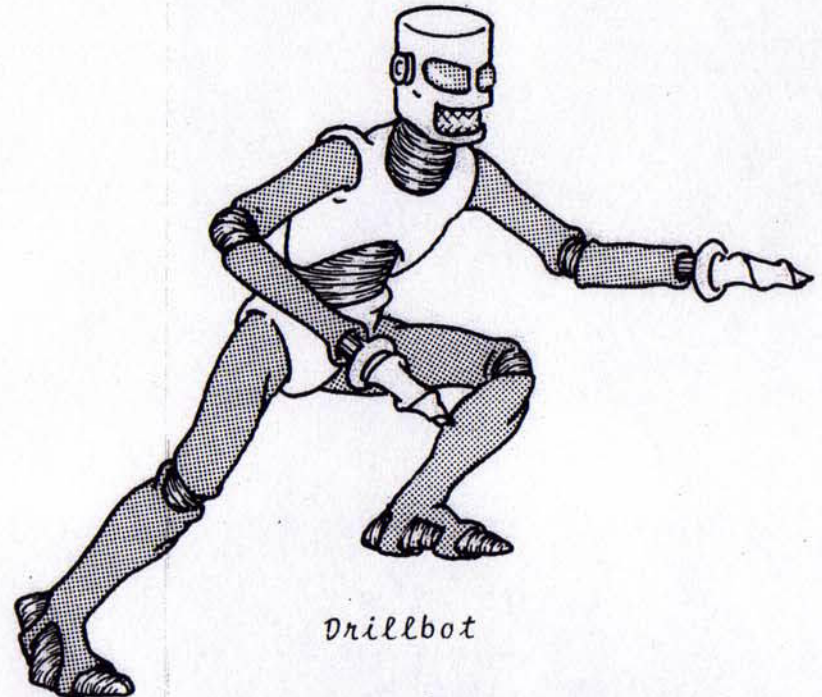
In his final stage this creature is truly terrifying. He stands 8 feet tall and is humanoid in shape (see illustration). It now requires mass quantities of food to provide energy for the creation of an egg. Thus, it slays anything edible it comes in contact with and devours it. After it has consumed 500 pounds of food, it rests for 12 hours, then brings forth one egg. It then begins killing and eating until it has again devoured the required 500 pounds. It then rests and lays another egg, and so on.

In all stages of its life cycle, the Neila Parasite is immune to poisons, diseases, life drains, heat, cold, sonic, electricity, and it is unaffected by vacuums. In addition, acid damage heals any injuries the Neila may have sustained. Further, in all stages (except the egg) it can dodge physical attacks, including projectiles, on an 11 or better. Also, even if the physical blow strikes the monster, the object striking him must save vs. acid at -5 or it will dissolve and the parasite will take only 1/2 damage from the blow. Finally, the beast saves vs. magic and technological energy weapons on a 4 or better. If it does save, it takes no half effect.

Stage	A.C.	Hit Dice	Dex.	Tail Damage	Claw Damage	Bite Damage	Move
Egg	2	1	--	--	--	--	0
Crab	-4	3	23	1-3	--	--	24
Worm	0	5	21	1-4	--	3-12	36
Humanoid	-8	34	19	2-20 25% Strangle	3-36 and Break 1 Bone	9-54 and tear out heart	12

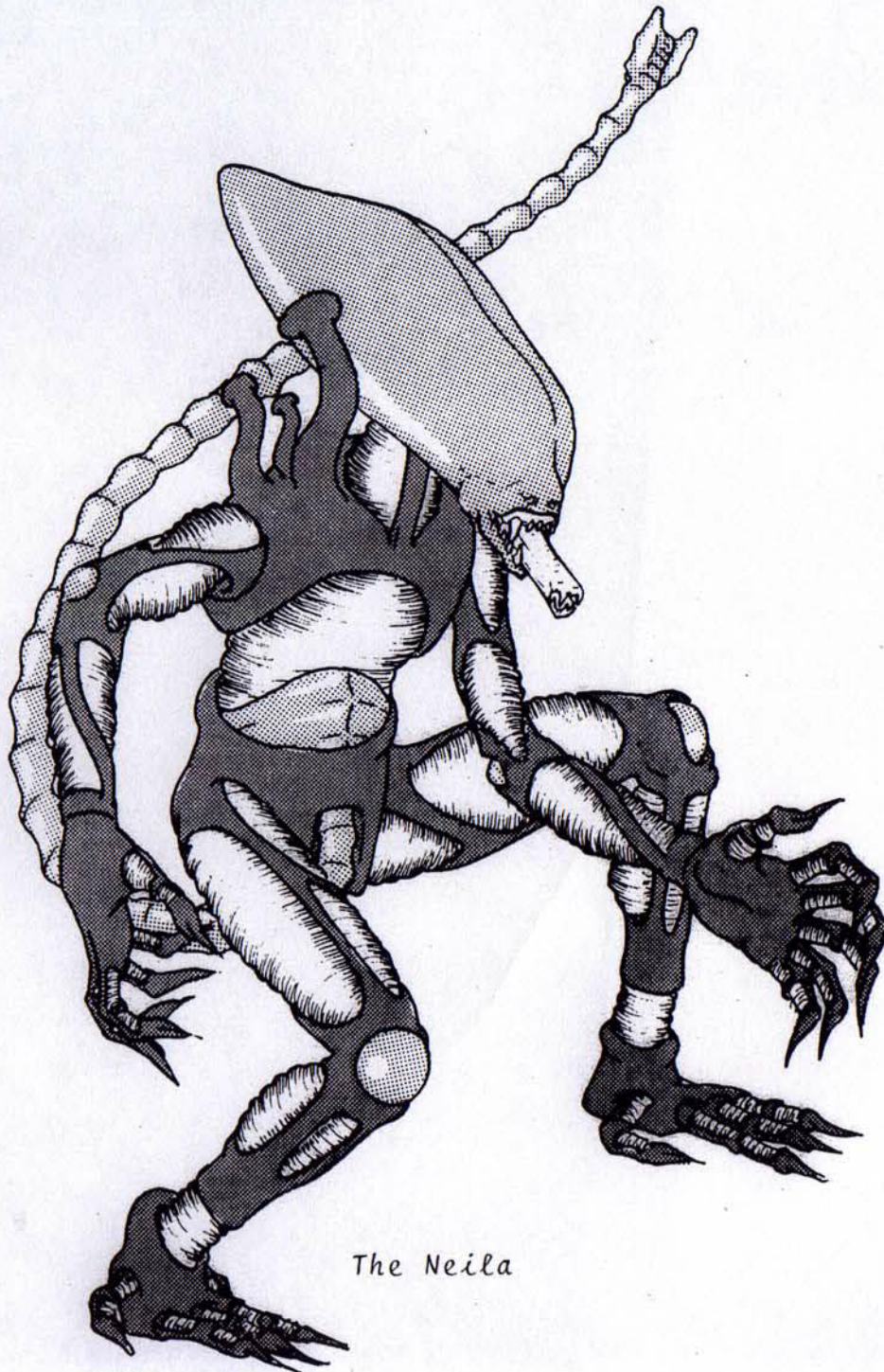
ROBOTS

DRILLBOT: Hit Dice 6. Armor Class 5. Dexterity 16. Movement 18". A warbot designed specifically for hand-to-hand combat, the Drillbot possesses no range weapons. It relies entirely on its two fearsome drilling appendages to kill its opponents. It hits opponents with a +5 hit probability and if it succeeds, it drills a hole through the target's body, destroying the part it hits. Roll on the hit allocation chart to determine which part of the body is drilled.



Drillbot

CYBORG: Hit dice 3. Armor Class 3. Dexterity 15-20. Movement 18". Cyborgs are a combination of man and machine. Although they retain the outward appearance of normal humans, inside they are mostly metallic. Their skeletons are constructed of immensely strong carbide steel and the muscles are made of platinum mesh. These



The Neila

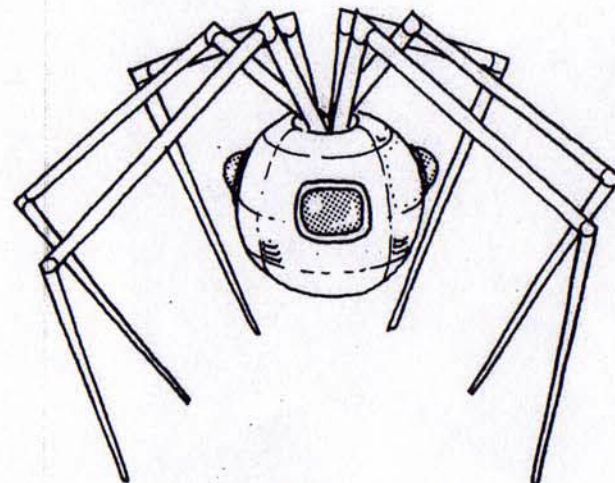
mechanical additions allow Cyborgs to move faster than men and give them +5 to all attacks. They can strike with their fists for a total of 2-16 points, but will usually use either the vibroblade or pulseler rifle. Cyborgs are found in small units of 8 individuals, or in larger squads of 64.

MEDI-ROBOT: Hit Dice 4. Armor Class 2. Dexterity 25. Movement 6". This mobile medical unit is capable of curing almost any kind of damage or disease incurred by any animal form. The Medi-Robot may administer a spray heal up to 15 times per day that will cure 10 points of damage. It will also cure any disease like influenza, leprosy, radiation sickness, cancer, etc., through the use of a variety of injections and exposure to radiation, and is capable of this disease cure up to 5 times per day. Up to 5 times per day it can instantly manufacture and administer any anti-venom or anti-poison which will neutralize the offending substance immediately. The Medi-Robot is also capable of more extensive body repair, like surgery. However, in order to properly repair a body, the Medi-Robot must have access to correct blood type, organs, limbs, and tissues which the user must supply. It has an organ and blood bank which are capable of storing indefinitely one of each organ, limbs, and skin grafts for replacement and repair. It can do any operation in 10 minutes using its laser scalpel and other manipulative appendages. Since each person must have a certain type of blood, tissue, and so on, extensive operations are available to only one being: the Medi-Robot is essentially keyed to one being as far as operations go. The Robot can, however, treat any being as long as it is supplied with the proper organs and blood. Finally, the Medi-Robot is capable of administering a variety of anesthetics and stimulants to kill pain and to keep a person going. These last for 8 hours. If the stimulants are used, after the effect wears off the user must rest for twice the amount of time he normally rests.

THE ELECTROID: Hit Dice 7. Armor Class 3. Dexterity 16. Movement 6". This unearthly contraption is a dark gray sphere, about 5 feet in diameter, glowing a smoldering orange through grills in its sides. Floating slowly through the air on some strange mission, this robot is not usually aggressive. However, if attacked or prevented from traveling where it desires, it will respond using its offensive capabilities. First it can use massive static electricity to charge individual parts of an opponent's body with the same charge, resulting in the pieces violently repelling one another, tearing the victim apart. If the victim saves, there is no effect. If it does not use the first attack, the Electroid may opt to bump an opponent. If it hits the target takes 7-56 heat damage resulting from the static charge of the Electroid.

ARACHNATROID: Hit Dice 5. Armor Class 2. Dexterity 20. Movement 24". This robot is used mainly for light

fighting on difficult terrain or for scouting and reconnaissance. They look very similar to spiders, having a central sphere 2 feet in diameter, with 6 thin legs projecting outward. With these legs the Arachnatroid is able to traverse any type of terrain without impairing its speed. It attacks by jabbing with its legs, 3 of which can attack any one melee round. Each leg does 2-12 points and there is a 33% chance that the sharp point of the leg will penetrate an opponent, impaling him. This doubles the damage of the attack and causes the area it hits to dysfunction; i.e., if it strikes a leg or arm, the limb will be useless until healed; if the chest then roll for individual organ, and if head or neck, the individual dies. Standard teams of Arachnatroid consist of 1-10 robots.



Arachnatroid

AQUATRON: Hit Dice 14. Armor Class -3. Dexterity 15. Movement 12" on land, 24" through the water. Primarily a subsurface robot, the Aquatron is most frequently used to patrol beaches near the underwater cities of the Dolphin-like extraterrestrial Neptunians. They are disk-shaped, about 15 feet in diameter, bulging in the middle and flattening at the edges. At regular intervals about the perimeter of the Aquatron are grills through which the robot expels compressed air and thereby propels itself through the depths. The Aquatron must surface at

least once a day to replenish its air supply. It can travel across land by employing its solar powered repulsion beams. However, they may only function for 10 minutes before completely draining the battery of its charge. If encountered in the ocean, the Aquatron will always be accompanied by 1-6 sea creatures, as it can fire probes into the brains of these creatures with which it can control them. Some beasts often used by the Aquatron are:

1. Electric Eels. Hit Dice 1. Armor Class 7. Dexterity 16. Movement 6". Electric shock for 3-18 points, plus stun for 1-6 melee rounds. A saving throw results in 1/2 damage and no stun effect.
2. Giant Squid. Hit Dice 12. Armor Class 9. Dexterity 8. Movement 12". Attacks with 10 tentacles for 1-6 each, plus 1 bite with beak for 1-10.
3. Killer Whale. Hit Dice 8. Armor Class 7. Dexterity 14. Movement 18". Attacks, bite or ram for 2-24 + 30% chance random limb bitten off and 3-36 respectively.
4. Great White Shark. Hit Dice 16. Armor Class 4. Dexterity 10. Movement 24". Bite for 5-50; if 3 over the number needed to hit is scored, the shark has bitten its opponent in half.

If fired into a human brain (1 per melee round, hit as A.C. 2, a range of 30 feet in water, 60 feet on land), the probes will control him totally (a save is allowed on a base level with no plusses). However, due to the mechanism's incompatibility with land creatures' brains, there is a 10% chance that the probe will burn out the opponent's nervous system in any case. The Aquatron can at will cause the water in a 20 foot radius around it to instantly raise to 212° F. (water boiling point) doing 7-56 to all within the radius. When on land the robot may expell superheated steam out of its grills. Those within 10 feet take 10-60 scald damage and will be blinded for 1-10 melee rounds, save to half of both. Those 11-20 feet away take 5-30 points save to half. This can only be done three times without the robot returning to the ocean to obtain more water.

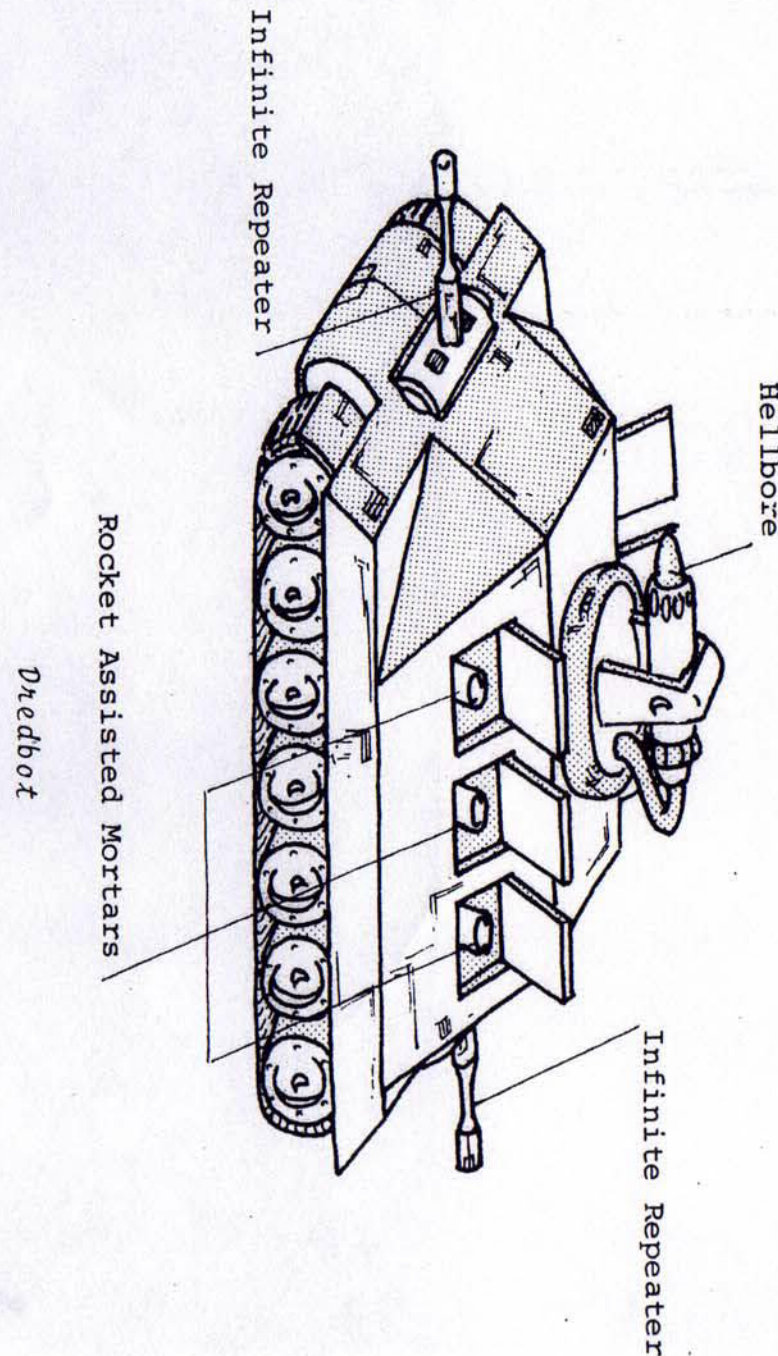
SCORBOT: Hit Dice 17. Armor Class -6. Dexterity 18. Movement 18". The Scorbob is the sole surviving remnant of a once highly advanced reptilian civilization. In design the Scorbob is similar to its creators, reaching 13 feet in height, balanced on its two legs and tail. The weapons of this robot include a gun attached to the machine's left arm which fires a high velocity slug that will penetrate (hit on a 6 or better, range 240 feet) and explode doing 3-36 points, with a 50% chance of annihilating the area it hits (roll on hit allocation chart). The right arm ends with a gleaming crystalline claw, so hard that it can rend through the hardest armor (+1 and lower must save vs. crush, above that a hit merely indicates penetration). The claw does 4-40 points and has a 25% chance of slicing an opponent as per the Thresher. The robot's fanged mouth bites for 2-24 and the creature's tail may lash out up to 15 feet away in any direction for 2-16. It also injects a selective acid which, if a save

is failed, eats out the victim's entire insides. If a save is made, only one organ is dissolved.

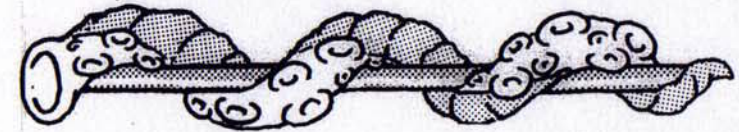
DREDBOT: Hit Dice 35. Armor Class -8 and a 75% chance of breaking weapon, -5% per plus. Dexterity 25. Movement 36". Its devastating variety of weapons, more than respectable movement, compact size, excellent armor and superior intelligence, make the Dredbot one of the most effective warbots ever manufactured. Mounted on a 20 by 10 foot frame, the arsenal of the Dredbot consists of the Hellbore, two infinite repeaters, and six independently targetable rocket-assisted mortars, with variable magazines. Each infinite repeater is capable of firing at any one target at a maximum range of 720 feet within a 90 degree cone directly in front of the gun. Requiring a 4 or better to hit, each repeater will hit each target with 1-6 .75 caliber anti-personnel shells doing 1-12 points of damage per shell. With a maximum range of 360 feet, the mortars hit on a 12 or better, all firing once per melee round, and are capable of firing any one of the three different shells. The Dredbot can mask its trail or carry out complex tactical maneuvers with the aid of its smoke shells that fill a 40 x 40 x 40 foot volume with dense, opaque smoke. Its explosive shells blow up with a 20 foot diameter, each doing 4-24 points of damage to all caught within the explosion radius, a save resulting in half damage. Finally, the Dredbot can elect to fire napalm shells which will explode in a 10 foot diameter coating all with the blast radius with a burning jelly-like substance doing 2-12 points of damage for 1-6 melee rounds, a save results in the victim taking only the initial 2-12 points of damage. A fully loaded Dredbot will generally carry 24 of each kind of shell. The infinite repeaters and mortars, however, exist only to protect the primary offensive battery of the Dredbot, the Hellbore. This mighty weapon actually focuses a nuclear blast into a cone 1250 feet long and 250 feet wide at its base. All those caught within the cone suffer varying effects, corresponding to the distance they are from the Dredbot. All caught within the blast at close range, within 50 feet, are completely and totally disintegrated unless they make their save, in which case the blast merely turns the victims into twisted and charred corpses. Those caught within the medium range, from 51 to 250 feet, die instantly from the blast, a save resulting in 1-100% of the victim's total hit points blasted away, being knocked 10-120 feet and being stunned for 1-6 turns. Finally all caught within the cone at long range will take 6-48 points of damage and be thrown 3-30 feet. If a victim makes his save, he takes half damage and suffers no throwing effect. Finally, one must remember that the Dredbot is a highly advanced fighting machine with great reasoning capacity and will act accordingly: that is, not letting people board it, rather throwing them off and crushing them with its treads and so on.

The Booty

MAGICAL ITEMS



WAND OF THE MARROW SQUID: Through some dark wizardry, an amputated tentacle of the dread Marrow Squid has been affixed to a rod of copper, animated, and placed under the control of the user of this item. Once pointed at a single target up to 60 feet away and squeezed, this wand will suck out all of the target's bones, unless he makes his saving throw. However, the wand sucks out his bones very gently and even though he loses his skeleton, if he makes a 1/2 constitution roll (roll 1/2 his constitution on a 20 sided die) he will remain alive. Of course, he will now be a pile of organs and muscle unable to do anything except gurgle.

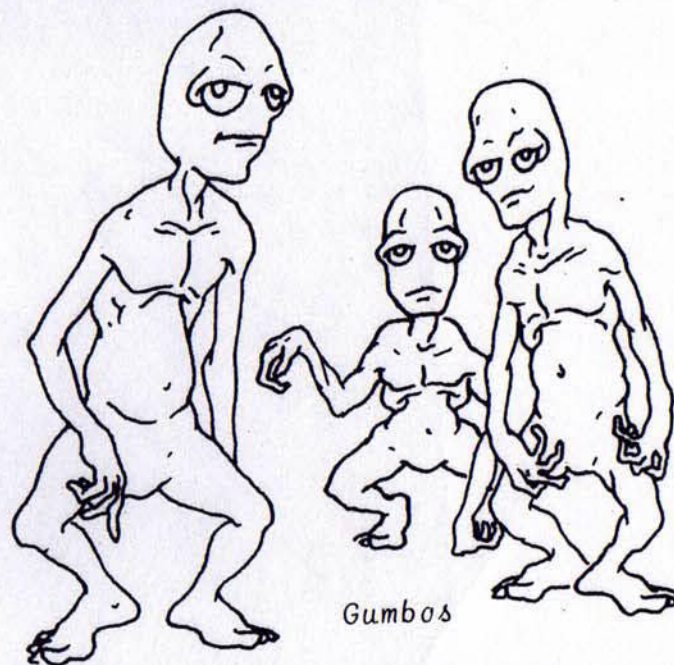


Wand of the Marrow Squid

THE UNPILFERABLE POUCH: Any character who has had an experience with thieves will realize the usefulness of this item. The bag appears as a completely mundane cloth sack about a foot and a half long and will be detected by any means magical or otherwise as such. In actuality the pouch is a small entryway into another dimension which is exactly 20 x 20 x 20 feet in size. In this space one can store his/her objects of value without fear because of the bag's excellent anti-thievery ability. When anyone other than the owner looks into the bag, he will see a normal pile of random gems and coins. However, when someone attempts to grab the booty, the gate between the bag and the storage area momentarily closes, trapping part of the fiend's arm and, of course, separating it from the rest of his body. If the owner of the bag is killed, the sack will "key" to the next individual who touches it.

RING OF GUMBOS: Made of dull sheened pewter, the Ring of Gumbos is carved into the shape of many Gumbos holding

hands. Upon command the wearer may call forth one Gumbo from the ring. These creatures stand about 4 feet in height, have pale, near translucent skin and have large bulbous eyes (see illustration). They have no mind whatsoever and so follow any orders without question. For this reason, Gumbos may be used in a variety of helpful fashions: for example, one could order a Gumbo to open an obviously trapped door, unlock a cursed chest, or distract the attention of a demon while the holder of the ring escapes. Gumbos have one hit point, armor class 9, dexterity 3 and a movement of 6". They have absolutely no offensive capabilities. Rings of this type will usually have from 3-36 Gumbos stored in them.



AMULET OF CONSTRUCTION: Carrying the signet of crossed shovel and pick, this Amulet simply performs the work that 10 men equipped with shovels, picks and hammers could do in 10 days. This is done in one melee round. This item is highly effective in making defenses or escape routes quickly. An Amulet of Construction will have from 1-20 charges.

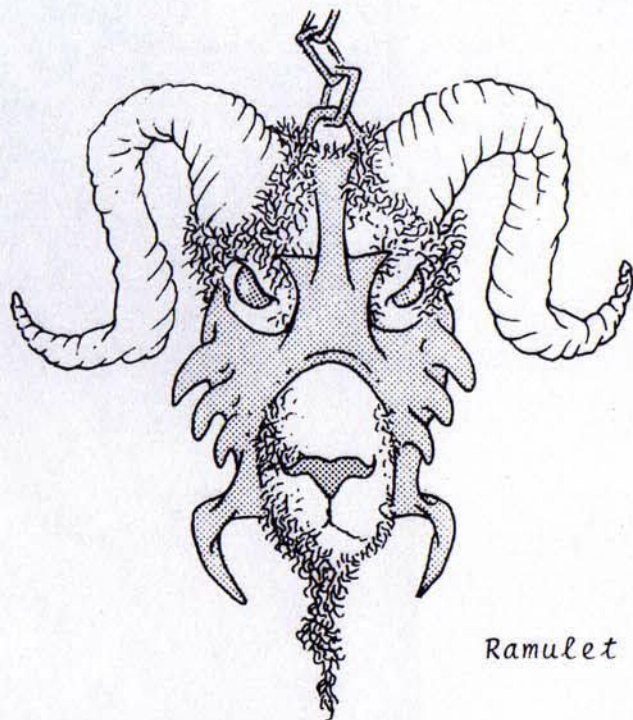
DOORKNOB OF UNRESTRAINED ENTRY: Appearing to be simply an unattached doorknob, the Doorknob of Unrestrained Entry is actually a magical device that allows its user to open any mechanically locked or magically sealed door, chest or other closed item, as if the normal opening procedure

were used. The user simply places the knob upon the item he wishes open, turns the knob and opens the object in a normal fashion. One must note, however, that this doorknob will not open doors or other items that are sealed with some sort of physical obstruction like a doorbar, a cave-in, stone wall, etc.

AMULET OF OCTODEFENSE: These highly prized and extremely rare devices were created long ago by an advanced eight armed species known as the Makiem. The body of the Amulet is an eight faced disk encrusted with rare jewels and covered with indecipherable glyphs. The singular power of this item is defensive in nature. It limits the damage the wearer can take per attack to one-eighth his total number of hit points. For example, Cugel is peacefully swimming along the coast when he is attacked by a large luminous lamprey. The lamprey bites Cugel for 50 points damage. Cugel has only 24 hit points, but he is wearing an Amulet of Octodefense and can therefore take only one-eighth his total hit points, which equal 3 points damage. This item cannot minimize damages above eight times the user's total number of hit points and would therefore not protect him from falling moons, hydrogen bombs, and similar immense damage events. The Amulet also would not protect the user from non-damage attacks like disintegration, teleportation or disease.

RAMULET: This item is an amulet in the shape of a ram's head. When worn around the neck it gives the wearer the ability to butt his opponents with his head, doing damage to them. The effect on his opponents varies according to how much of a running start he gets before contact. (Of course, the user's head remains intact and unharmed while using the Ramulet.)

Distance Run Before Impact	Damage	# of Feet Tar- get is Knocked	# of Broken Bones
Butt from Standing Start	1-12	0	1
10 feet	2-20	10	1-2
30 feet	4-32	30	1-4
90 feet	8-48	90	1-8

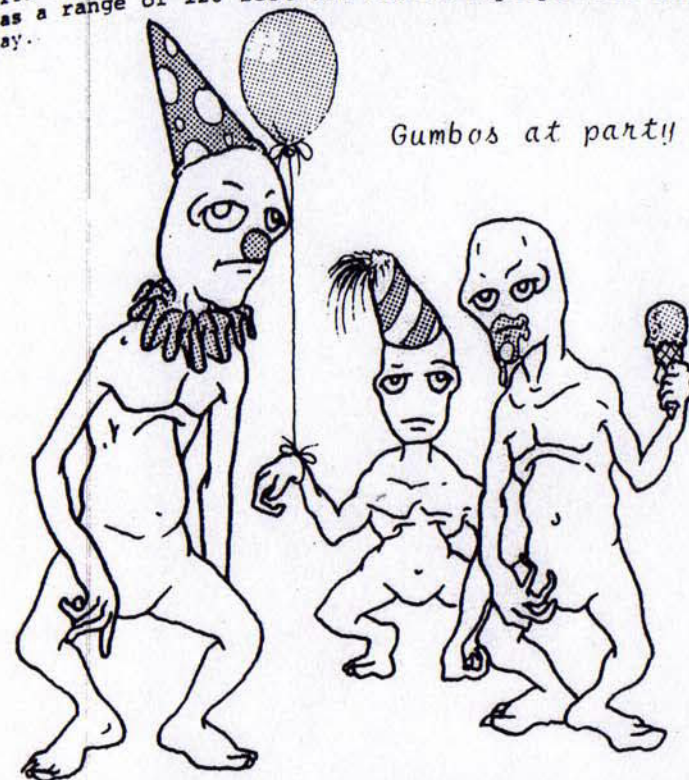


Ramulet

NEEDLE OF MYSTIC MENDING: Used mainly in the creation of flesh golems and similar constructs, this highly magical needle has the power to sew back on lost body parts like severed arms, etc. All one must do is sew the part back on and/or close the wound and the damage will be gone without scar or dysfunction. However, if the wound has been fatal or the missing part has been eaten, destroyed or otherwise removed, the needle will not bring the being back to life, merely repair the unsightly openings.

THE EMBRYIZOR: This item takes the shape of an embryo carved out of a pale opal three inches across. To employ the Embryizor, the user must grab the item in one hand while pointing to a target with the other. He must then cry out, "Return to the womb." The target must now make a saving throw or lose 1-100 years off his present age. If he does save, he loses but half the number of years. For example, Phlendo the magician faces off against a young and confident warrior who is about to carve out Phlendo's left kidney. However, Phlendo is quicker and brings into play his trump card, The Embryizor! He rolls a 44; however, the warrior saves and loses only 22 years off his present age. But, alas, the warrior is but 21 years old. Therefore, he has been reduced to an embryo. Phlendo, being somewhat unmerciful, now squishes

life out of the warrior under his heel. The Embryizor has a range of 120 feet and can be employed but once a day.



Gumbos at party!

GAUNTLET OF ACQUISITION: By employing this item the user is able to grab things with a velocity of up to that of an arrow or spear suffering no ill effect. He may try to catch up to 5 items per melee round, having a 75% chance of catching the first item, decreasing 15% per subsequent try during the melee round, regardless of his success in catching the item. For example, for the first item, the user has a 75% chance of catching the projectile; a 60% chance of catching the second item; a 45% chance of catching the third item, and so on. He may try only once per item, and objects that he misses continue upon their courses unaffected.

SHEATH AND POMMEL OF VARIABLE EFFECT: This item is a sheath and pommel connected together by a cord which never becomes entangled with itself or the user. The sheath and pommel can be attached to the right side, left side or back of the user. When he draws the pommel from the sheath, the user will wield one of three different weapons, depending on which position the sheath is in. If drawn from the right side, a two-handed sword is brought forth. The sword does 3-24 points of damage and gets an additional plus +2 to hit for every target

in a sweep; i.e., the first target in a sweep would give the sword a +2 to hit against it; the second target would be +4, etc. If drawn from the left side, a 10 foot long glowing whip is brought forth. It can strike targets up to 10 feet away from the wielder and delivers 3-18 points of electrical damage and stuns it for 1-6 melee rounds. If the victim makes its save, the damage is halved and there is no stun effect. The whip has no pluses to hit; however, it hits all targets on a 6 or better. If drawn over the shoulder, a +4 throwing knife is brought forth. The knife has a range of 60 feet and will return to the user upon command. NOTE: When using the knife, the cord which normally connects the sheath and pommel disappears.

AQUAMARINE GEMS: These small light blue gems have the unique property of expanding into a 30 x 30 x 30 foot volume of water upon command. Immediately after the cube of water appears, it will slosh to the ground running as if normal water. These gems are highly prized since they are extremely effective against creatures of fire (fire elementals, efreet, etc., but not red dragons and other similar beasts), giving them 12-72 points of damage, save to half.

SWORD OF SILENCE: This blade possesses several magical attributes. First, it can generate an area of silence 3 times per day, with a radius of 60 feet extending outward from the sword. Within this area no sound can exist. The field lasts for one full turn. Second, any opponent struck by the sword becomes deaf and dumb. If the opponent saves, the deafness and dumbness last but one day. Finally, the Sword protects the wielder from all sonic and sound related attacks. The Sword of Silence has no pluses to hit; however, it does 2-24 points when it does hit.

WAND OF THE INTENSE MANDIBLE: This item is a wand which creates two arms of irresistible force which crash together from opposite directions upon a single target in a manner very similar to the jaws of an insect. If the target fails his save, he receives 8-48 points of damage and 1-12 of his bones are broken (use the bone chart to determine which bones break). If he saves, he receives but 4-24 points and none of his bones break. The wand has a range of 90 feet and will commonly have 4-48 charges.

TUBE OF IMMOBILITY: Usable 5 times per day, this item enables the user to blow from the tube a stream of translucent blue concentrate at any one target up to 60 feet away. The user requires a 6 to hit successfully. Unless the victim makes his save, he becomes covered with the blue ichor which immobilizes him completely for 2-16 melee rounds. Should the victim make his save, he suffers half movement and dexterity for 2-16 melee rounds in place of the immobility effects.



Gumbos at convention

THE MOTE OF GALVANIC SCINTILLATIONS: This magical orb is made of highly polished azurite, veined with amethyst. When held high above the head, the fist sized globe will emit a myriad of crackling bolts of golden lightning. These bolts extend up to 60 feet away and will strike all targets above one foot in height within range 1-20 times. Each bolt does 1-8 points. Since the nervous systems of most creatures are electrical in nature, such an introduction of a massive electric charge will tend to confuse the victims of this attack. If they fail their saving throws, they will do one of the following for 1-10 melee rounds:

1. Wander about aimlessly, talking backwards.
2. Flop about on the ground like a dying fish.
3. Become paralyzed (if this lasts more than 6 melee rounds, the victim will die because of oxygen deprivation).
4. Believe friends to be enemies and vice versa.

For every 4 bolts that strike a single target, a -1 is added to his saving throw. For example, if Tyler the Gnome was hit 16 times, his saving throw, normally 11, would be 15. A save results in 1/2 damage and no confusion effect. This item is usable only by pure

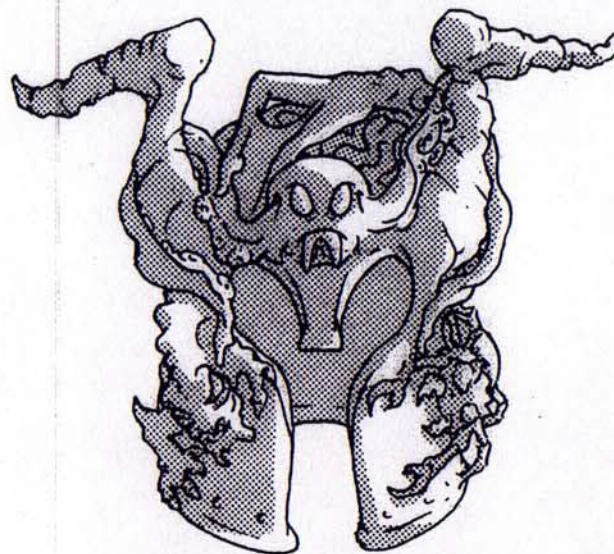
magicians and then but once per day.

WRISTBAND OF ACCURACY: A handy gadget, this device closely resembles a rifle scope with straps so that it can be attached to the wrist. However, it is much more, for when in position, the mage may look through it while firing spells. This will double the range of his spells and increase their accuracy. Spells which require the mage to roll to hit now hit automatically. The Wristband is truly a great addition to any mage's collection of magic items.

BRACERS OF DEFLECTION. These magical bracers, appearing as gold hued metal cylinders inlaid with obsidian, allow the wearer to deflect any physical, non-projectile attack. For example, the user would have a chance to avoid sword blows, mace clubbings, claw attacks and bites, but would be unable to deflect attacks by arrow, thrown spear or other projectiles. The user has a 75% chance of deflecting one blow per melee round, but can, if he wishes, attempt to deflect more than one blow per melee round at a lowered percent of success for each blow. To determine the possibility of success of diverting more than one blow per melee round, one simply divides his base percent, 75%, by the number of attacks he wishes to deflect and the result is the wearer's percent chance of diverting each blow. For example, while strolling upon the beach, Grenlap the fighter encounters three tentacles of the dreaded Giant Shore Anemone. Having no desire to deal with any of these tentacles, Grenlap elects to attempt to deflect all three of the tentacles as they converge upon him. His chance of diverting each blow is determined by dividing 75% by 3, which results in Grenlap's having a 25% chance of deflecting each of the three blows if he had prior knowledge of their intent.

HELM OF THE HEINOUS: This rare and arcane piece of magic is sought with fervor by all manner of evil beings, for it possesses several magical attributes, none of them trivial. First, it enables the wearer to speak with the dead, no matter what their state of decomposition may be. Further, undead will probably, 60% chance, not attack the wearer. Second, it enables the user to solicit the aid of demons whenever he meets them. The demons will not obey all of the wearer's commands, but will take suggestions if they like them. Finally, it endows the wearer with the power to fire a beam of sickly yellow light 240 feet long at one target. If the target fails his saving throw, he will attempt to kill himself using the most effective means at his disposal. If the victim makes his saving throw, he will only lapse into unconsciousness for 1-6 melee rounds. The wearer of the Helm can fire this beam 3 times per day. The Helm of the Heinous will only serve those who work toward evil ends and will not function for anyone else.

Helm of the Heinous



THE CORUSCUTRON: Appearing as a 5 foot long staff of clear crystal, this item has the magical ability to transform the light given off by heavenly bodies into coruscant beams of energy, with which the user may attack his opponent. If the staff is exposed to sunlight it will generate a 10 six-sided die heat beam, 20 dice at exactly noon. A save results in half damage. If the staff is exposed to moonlight, it will generate a 5 six-sided die cold beam, 10 dice if the moon is full. Again, a save results in half damage. The range of these beams is 120 feet and they affect but one target.

DURIAN FINGERNAIL POLISH: Believed to have been developed long ago by the ancient race of the Durians for the protection of their womenfolk, this fingernail polish is highly prized for not only its pleasing visual qualities, but also its interesting offensive properties. Each color has a different effect and is activated when the wearer claps her hands.

Fuchsia. Upon clapping her hands, a 100 foot long 40 foot wide cone of brilliant fuchsia flame erupts from the wearer's fingertips doing 10-60 points of damage to all caught within the cone, a save resulting in half damage.

Pearl. When employed, the pearl varnish negates all magic and magical items within its 60 x 30 foot

dimensions, originating from the user's hands, for 1-10 melee rounds, save to half the time. All magic is negated. This includes magicians' abilities to cast spells, magic swords, magic items and the like.

Ebony. By striking her hands together, the user envelops all within an 80 x 30 foot area cone in a shimmering black frost which withers all 1-100 years, save to half effect.

Each application is usable but once, the polish disappearing upon use. Thus, one must reapply the polish to her fingertips in order to once again have the abilities the polish grants her. This process takes one full turn. The polish does not have fractional or multiple effects: one must coat all of her nails on both hands, and then only the effects listed will occur. Also, multiple coats will not have greater effect. Each bottle contains up to ten applications of varnish.

TORQUE OF NECK PROTECTION: This torque is fashioned from bronze and inlaid generously with onyx. When worn, the torque will protect the wearer's neck and throat from any kind of damage, causing all attacks that do affect the neck area, like vorpal attacks, to bounce harmlessly away.

ARMOR OF PURITY: Once donned, this bluish-white metal suit of armor grants the wearer the honor of combatting evil with the aid of its offensive and defensive capabilities. Defensively, the user is granted an armor class of -2 and becomes 75% immune to all undead attacks and 50% immune to all demon attacks. To determine if the wearer is affected by the undead or demon attack, simply roll percentile dice for each attack, a roll over the percent shown indicates that the wearer is affected by the attack, while a roll equal to or less than the percent listed indicates the wearer is totally unaffected by that attack. In addition, the wearer is granted the ability to cast a powerful light spell up to 60 feet away three times per day, which bathes all in a 50 foot diameter circle in light which is indistinguishable from the sun's own. The armor provides the user with but a single offensive property: the Blessed Bolt. The user may employ this power only once per day, and its effects as described in The Necromican are as follows:

Lawfuls:	5-30 points of damage, save to half damage
Neutrals:	10-60 points of damage, save to half damage
Evils:	20-120 points of damage, save to half damage

For undead and demons, use only this chart:

Undead:	Disincorporate, save to undead turn
Demons:	Return to hell, save to stun for
(Lesser)	1-10 melee rounds
Demons:	Stun for 1-10 melee rounds, save to
(Major)	no effect

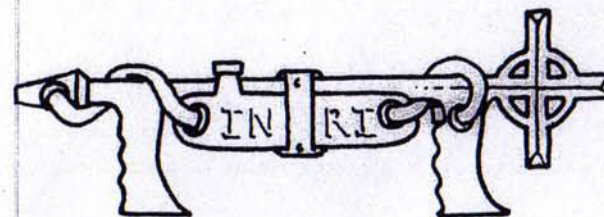
The bolt measures 100 feet long by 10 feet wide, springing from the caster's hand, and all caught within the bolt suffer appropriate effects. Finally, those wearing the armor will feel obliged to purge the world of evil and especially undead and demons, using most of their time to achieve these ends.

MAGIC MINES: These devices are extremely handy to have around camp on those dangerous wilderness journeys and dungeon adventures, since they can be instructed by the user to either emit a shrill warning or blow up upon intrusion by those surly unwanted types that always appear when one least expects them. The mines burrow into the ground with only their bulbous eyes barely exposed, to detect the presence of intruders. The mines see everything, whether visible, invisible, or traveling on a different plane. They can be instructed to utter warning if anything approaches within 20 feet of them, or to explode if anything passes within the 10 foot diameter explosion that does 7-56 points of damage, affecting all planes, save to half damage. The Mines will allow only the user within the detection range without reacting and will, in fact, be happy to be with their master once again.

GLOVE OF DENSITY: When worn, this glove allows the user to "pack quite a punch" due to the properties of the plain black material from which the glove is manufactured. With the glove, the wearer may smash easily through 5 feet of solid wood, 2 feet of stone, or 6 inches of steel. Woe to those who incur the wrath of the wielder of the Glove, since his punch delivers 8-64 in damage and knocks the unfortunate victim 10-100 feet.

URN OF ETERNAL IMPRISONMENT: Forged many ages ago by ancient and powerful forces, these plain metal urns are capable of holding any one being's soul trapped within them, making it completely impossible for the victims to be brought back to life, wishes notwithstanding. Trapping a being's soul within the urn is accomplished by reducing the entire victim to ashes and then placing these ashes within the urn. From the time the ashes are placed within the urn until they are released, the victim is rendered completely unraisable.

Instrument of the Sacred Spray



INSTRUMENT OF THE SACRED SPRAY: This weapon resembles a golden heavy caliber weapon. However, instead of a normal butt, the gun ends in a glowing cross. Rather than firing solid slugs, the Instrument of the Sacred Spray releases a stream of specially blessed holy water (Hit as A.C. 9, range 60 feet, one target). If the target is an undead with 4 or less hit dice, it must save or disincorporate. If the saving throw is made, the undead are turned as per clerical turn. If the creature struck by the holy water is an undead with more than 4 hit dice, it will take 2-24 unregenerable points of damage. If the target is a demon with 15 hit dice or less, it must save or flee to whatever hell it came from, save to 5-20 unregenerable points. If it is a demon with above 15 hit dice, it takes 5-50 points unregenerable damage, save to no effect. These weapons commonly have enough of the special holy water for 4-32 sprays.

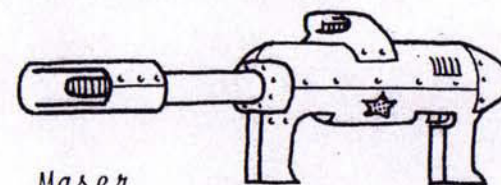
TECHNOLOGICAL ITEMS

UNITED STATES ARMY PULSE LASER RIFLE: Introduced by American troops during the Third World War, the U.S.A. Pulse Laser Rifle played a major role in the complete defeat of the Soviet forces. Although inexpensive to manufacture and deadly at close range, the Russian maser weapons were no match for the long range effectiveness of the well-machined Winchester coherent beam weapon. At close range (1-400 feet) the weapon needs a 6 or better to hit. At middle range (401-800 feet) an 11 or greater is required, and from 801 to 1200 feet, a 16 or better is needed. Any target hit by the weapon's beam will be hit by 1-3 laser pulses, each of which do 1-8 points damage. A rifle of this type will have enough energy for 1-100 shots.

United States Army Pulse Laser Rifle



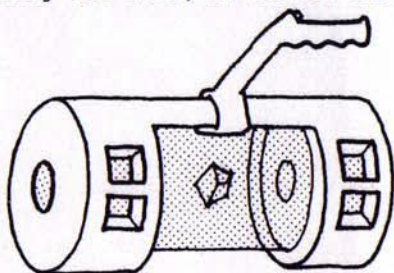
MASER: Alias "Soviet Sizzler." Opted for by the Russians in WWII, due to its inexpensive production aspects, this weapon is also very deadly at short range. However, it was no match for the U.S. Pulse Laser with its greater range and accuracy. The maximum range of this micro-wave amplification weapon is 240 feet. It hits all up to this range on an 11 and then delivers 6-36 points of heat damage. A Maser will have from 3-36 charges on it.



Maser

BREATHING DEVICE: For use in environments where the atmosphere is harmful to oxygen-breathing beings, this device takes the form of a diaphanous, elastic membrane which stretches to cover the respiratory orifices of the user. As the wearer of the membrane breathes in the poisonous atmosphere, it is transmuted, as it passes through the membrane, into a safe breathable gas mixture.

NEUTRONIUM GUN: Harnessing the dread gravitational energy present in the dense material Neutronium, this weapon contains a small piece of Neutronium held in a magnetic field. This field can be momentarily negated causing all within a cone, originating from the muzzle of the weapon, to be sucked into the chunk of Neutronium. The cone is 40 feet long and 30 feet wide at the base. If the target saves, there is no effect. The piece of Neutronium lasts forever; however, the magnetic field generator will wear out after the weapon has been used 1-100 times. When this happens, everything within 40 feet, including the user, is sucked into the Neutronium.

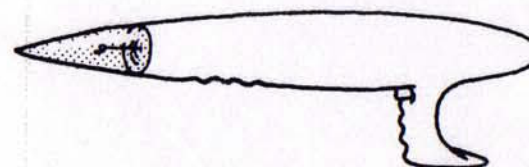


Neutronium Gun

FORCE BRACELET: Found by the Neptunians among the ancient and crumbling towers of that sunken empire of Atlantis, the Force Bracelet is capable of encasing the wearer within a field of protection that moves as he moves. The wearer may select to employ the physical protection mode which protects the wearer from any sort of physical attack, or, he may employ the energy protection mode which protects the wearer from any sort of energy attack. He can, if he wishes, employ both modes at the same time. In the physical protection mode, the field will allow no physical objects to penetrate it in either direction so that although unaffected by physical harm, except for events of great force like colliding planets, the wearer cannot attack physically from within his shell of protection. In a similar fashion, the energy shield will not only protect the user from all forms of energy attack, but also keep the user from performing any kind of energy attack himself. Neither of these shields will restrict air flow but will allow gas to diffuse slowly through their fields in both directions. Use of one shield costs one charge per melee round and use of two shields simultaneously costs four charges per melee round. A fully charged bracelet has a total of 50 charges.

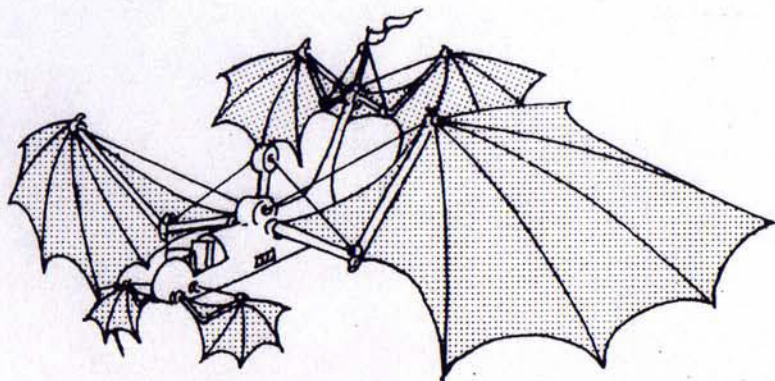
PARTICLE BEAM WEAPON: Designed by the semi-corporeal twisters of Jensens Planet, this gun fires a beam (1 target, hit on a 6 or better, 60 foot range) of high speed gamma particles which, unless a save is made, pass through the individual's cells destroying the chromosomes in them. This will result in immediate gastrointestinal syndrome, causing the victim to lose all his hair and immediately begin vomiting violently. This action will continue for 1-10 melee rounds, during which the victim expels his stomach and entrails, killing him. If, however, a save is made the gamma particles will only partially alter the target's cells, causing the victim to age at five times normal speed. This gun is a favorite among Neptunians because its effectiveness is unimpaired by the presence of water. Particle Beam Weapons store enough energy for 1-20 uses.

Particle Beam Weapon



TASPER: Used mainly by the Pacific Kangaroo people of Mobius Nebulae, the Tasper is the end product of many centuries of non-violent defense. When the tube-shaped weapon is pointed at a target and the activation stud is depressed, the weapon will emit an invisible beam of energy that will stimulate the pleasure of the target. For 2-12 melee rounds, the victim will writhe in pleasure, oblivious to his surroundings. If a save is made, the ecstasy lasts only 1 melee round. It should be noted that this weapon will only affect those creatures with brains and would be useless against animated statues, metallic demons, or non-corporeal undead. A Tasper has from 5-40 charges.

ORNITHOPTER: These winged airships once filled the sky above Atlantis, but with the fall of that great empire, the knowledge for the construction and repair of the crafts was lost. Only a few of the great ships remain. A standard Atlantean "thopter" is nearly 20 yards long. Equipped with three sets of wings, one each fore, aft and amidships, this craft may fly up to an elevation of 15,000 feet. Powered by a crew of 10 men, the Ornithopter can fly 40 miles per hour, plus or minus the wind present, depending upon its direction. The ship can comfortably transport 15 people, not including the crew.



Ornithopter

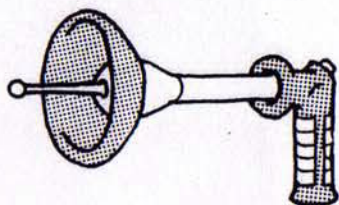
UNIVERSAL TRANSLATOR: Used mainly for diplomatic relations between different species, the Universal Translator is capable of interpreting any language, regardless of type, into any other. The device picks up the mental emanations of one creature, translates them, and then re-emits the message in a telepathic fashion. In this way, creatures with totally different types of communications (vocal, hand signals, flashing of lights) can converse freely. Due to an extremely durable dry cell battery, this unit can function indefinitely.

EXOSKELETON: Developed for use in close combat situations, with physically superior aliens, the Exoskeleton's main function is its power to provide the wearer with the strength of a small bulldozer. It comes in one size which will adjust itself to fit humanoids who are 5 to 7 feet in height. Once in place it enables the user to jump 60 feet in one gravity. Further, it enables him to smash his opponent delivering 4-40 points of damage. If he does not smash, he may opt to grab his opponent and, if he hits, break one of its bones. Roll on bone chart to determine which bone. The Exoskeleton is powered by an efficient and clean fusion power source, which will last forever. The wearer must merely add water once a day.



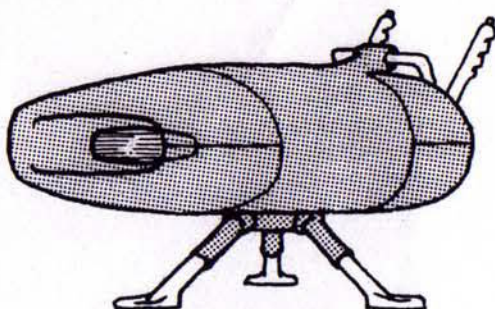
Exoskeleton forces battling the Multi-Eye People of Algol IV.

THE DEIONIZER: Designed by the Neptunians, this weapon functions equally well above and below the water. It has a maximum range of 120 feet. If the target is from 1-60 feet away an 11 or better is required to hit. If the target is from 61-120 feet away, a 16 is required to hit. If the target is hit, this weapon will negate the ionic charges involved with neural processes. In other words, the target is completely paralyzed--he dies. If the target saves only his voluntary muscles are paralyzed, thus he is still alive but he cannot move, talk, etc. This half-effect is only temporary, lasting but 1-10 full turns. A Deionizer will commonly have 2-200 charges.



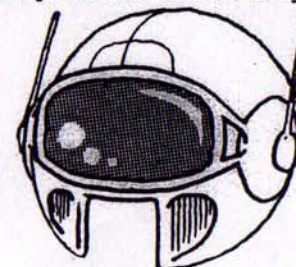
The Deionizer

PLASMA GUN: Controlled by magnetic force, the Plasma Gun projects a glob of super-heated plasma that rolls from the muzzle of the gun, expanding as it moves, affecting everything within a 120 foot long, 20 foot wide cone. The blob of liquid sun inflicts 12-144 points of damage to all caught within the cone, a save resulting in half damage. Unfortunately, this massive weapon can only be fired every other melee round, for the fearsome heat this device generates makes the gun literally too hot to operate. It requires one melee round to cool back down to suitable handling temperature, and can fire a total of three times without recharging.



Plasma Gun

STANDARD ISSUE HELMET OF THE UNITED EMPIRE OF AMERICA: These devices, common among the occupation forces on conquered planets, are a superlative example of the United Empire's brilliant combination of technology and practicality to create an unsurpassed piece of equipment, both in price and operation. The helmet provides excellent head protection in addition to the visual assisting properties and communication equipment. The helmet has a 75% chance of turning any blow aimed at the wearer's head, leaving him unharmed. The helmet is also equipped with three vision assisting operations which may be employed in any combination. The first mode magnifies the wearer's vision up to 10 times, allowing him to spot and examine things that he normally would not see. The second mode allows the user to spot any one object within line of sight and determine how far away it is with the built-in range finder. The third mode equips the wearer with excellent night vision which allows the user to see as well in nighttime as during the day, with a maximum range of 1,000 feet. In addition, the visor will automatically protect the wearer's vision from bursts of light, flak and dust. Finally, the helmet is equipped with a set of communications gear that allows the troops of the United Empire of America to keep in contact with fellow compatriots and commanding officers wearing similar headgear up to 100 miles away.



Standard Issue Helmet of the United Empire of America

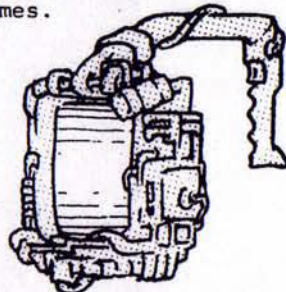
VARIABLE BLADE: A relic of the Slaver Empire, the Variable Blade consists of a monomolecular wire held rigid by a stasis field. The thread-like blade of this weapon can pass through any substance except +3 or more metal. The entire unit is comprised of the blade which can be varied in length up to 3 feet, and a cylindrical haft covered with odd bulges and grooves, obviously designed for one of the Slaver's subservient warrior races. Because of this strange grip, an 11 or better is required to hit. Any successful strike will sever a part of the target's body (roll on hit allocation chart). The weapon's butt contains enough power to keep the blade extended for 100 melee rounds.

TRACTOR PRESSOR PLATE: This device allows the user to manipulate objects weighing up to 500 pounds, the maximum

distance the object can be moved corresponding to the weight of the object.

Weight (pounds)	Maximum Distance	Maximum Distance
	Thrown	Transported
500	10 feet	20 feet
250	60 feet	120 feet
125	120 feet	240 feet
50	240 feet	480 feet
5	360 feet	720 feet

The user may select either to throw the object violently or move it gently, up to the maximum number of feet shown on the table. If the user decides to throw the object, he may determine exactly how far he will throw the item by adjusting the controls on the Tractor Pressor Plate. If the wielder of this item wishes to move an object gently, he can do so transporting it at a constant speed of 5 miles per hour, up to the maximum distance shown on the table. All objects thrown or transported either move directly away from the user in the "pressor" mode, or directly toward the user in the "tractor" mode. Saves are allowed for all effects, resulting in half effect. Finally, the Tractor Pressor Plate can be utilized a maximum of 25 times.

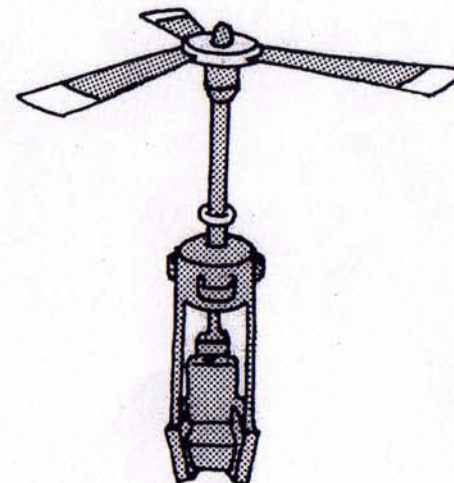


Tractor Pressor Plate

ELEMENTAL TRANSMUTER: This two-foot-long, one-foot-wide and one-foot-deep container can transmute anything into an equivalent amount either of gold, silver, copper, iron, wood, water or oxygen. To operate, one simply places the object to be transmuted within the device, selects the appropriate setting, closes the lid, and waits. In 5 melee rounds, the device will have completed its operations and signal the operator by flashing indicator light. During operation, the Transmuter cannot be opened. The transmuted objects will retain their original shapes unless, for obvious reasons, the objects must change form, as in the case of transmutation from rock to water. When filled, the Transmuter can change whatever was placed within it into enough oxygen for one person to breathe for one turn. Finally, the box has a maximum of 100 charges at any one time and requires 2 charges to transmute anything into one of the metals, and 1 charge to transmute anything into wood, water or oxygen.

LIFT BELT: Used by the United Empire of America infantry in the interstellar war against Algol IV, the lift belt compensated for the immense gravity found on the Algol Home World. However, when employed on single gravity worlds, the antigravity belt permits the wearer to leap up to 500 feet, reaching an apogee of 250 feet. The total time for one jump is 15 seconds. Through the use of highly advanced solar cells, the belt can be recharged by setting it in the full sunlight for 8 hours. A charge lasts one hour.

WHIRLY CHAIR: This contraption is used mainly for recreational purposes. It has a maximum speed of 30 miles per hour, and a range of 300 miles on a tank of alcohol. It seats one person and has a small cargo section in which the driver may store one small overnight bag, or something of equivalent size.



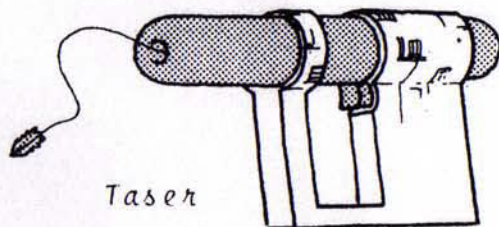
Whirly Chair

PERSONAL TELEPORTER: This teleporter is a small, flash-light-sized device which can transport any object up to man-size up to 100 miles away. The location at which the person is to appear must be programmed into the machine. This is done by standing upon the spot desired and pressing the button marked "set." From any time thereon, the personal teleporter will return the user to the site selected, as long as the person is within range of the pre-set site. Each device has enough energy to

perform this task 20 times.

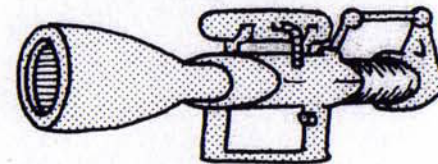
VIBROBLADE: This item appears to be nothing more than a sheath knife with a six-inch blade, but when activated it becomes something a great deal more powerful and deadly. By pressing the stud near the grip of the knife, the user is able to cut easily through almost anything including rock, iron and most other common metals, at a rate of 3 feet per melee round. In combat, the Vibroblade can be used unactivated, hitting regularly, doing 1-6 points of damage to man-sized targets, and 1-4 points to larger than man-sized targets. Activated, this blade hits all as A.C. 9, and does 3-18 points of damage. At maximum charge, the Vibroblade will act for a total of 20 melee rounds.

TASER: The Taser is a fairly common weapon used to disable rather than kill opponents. It fires a small dart connected to the gun with a long, thin wire. Upon impact a powerful electric charge travels down the wire and zaps the victim. This does 3-18 points of damage, but more importantly, it renders the target unconscious for 10 full turns. If the target saves, he takes one-half damage and is not rendered unconscious. The Taser has a range of 60 feet and hits targets on a 6. Unfortunately, Tasers cannot hit armor classes greater than 4 because they cannot penetrate thick armor or skin.



GAS GUN MODEL Q3: Designed by Earthlings for use against the Multi-Eye People of Algol IV, this particular model gas gun emits two different types of gas. The first is a dense black cloud which coats all within with a sticky black film which will totally block the victim's vision and hearing. It can only be removed by freezing it, then chipping it off. The second type of gas is phosgene which will paralyze humans unless they make their saving throws. When used against the Multi-Eye People, it causes them to dissolve, unless they save. Both kinds of gas are emitted in a cloud 30 by 30 by 30 feet which dissipates in 2-8 melee rounds. A Gas Gun Model Q3 contains enough compressed gas for 8 shots of each type.

Gas Gun Model Q3



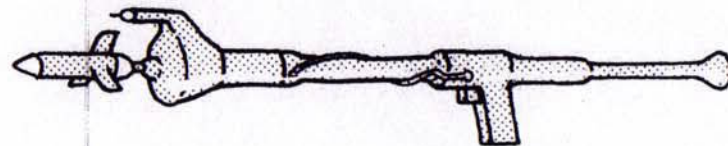
LASER GUIDED ROCKET GUN: Chosen by the Jovians for its versatile characteristics, the Laser Guided Rocket Gun is a formidable weapon due to its accuracy, range and interchangeable magazine. It is limited to line-of-sight targets and the range varies, depending upon the type of missile used. To determine if one hits, use the following table.

Range in Feet	To Hit
0-100	7 or better
101-250	10 or better
251-1000	14 or better
1001 and up	17 or better

Explosive Shell. Upon hitting the target, the shell will explode, affecting all in a 10-foot radius, doing 4-32 points of damage, save to half. If one rolls 5 over the needed to hit number, or a 20 in any case, the individual target aimed at has suffered a direct hit and takes double damage, save to half damage. All others within the 10-foot radius are subject only to the normal effects.

Solid Shell. When hit with this solid rocket-powered slug, the target takes 4-24 points of damage. This variety of slug has a maximum range of 1500 feet.

The one drawback to this weapon is that it takes 1 melee round to load this device; the user may fire, at most every other melee round.



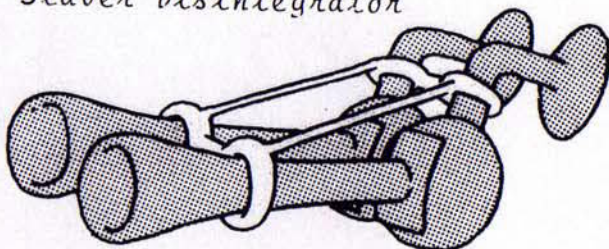
Laser Guided Rocket Gun

SLAVER DISINTEGRATOR: This double-barreled weapon fires twin beams of gray energy which cause the molecular bonds of whatever the weapon is pointed at to dissolve into monatomic dust. Because the grips of this weapon were designed for the three-fingered hands of the Slaver warriors, the device is unwieldy and cumbersome. Therefore, an 11 or better is required to hit.

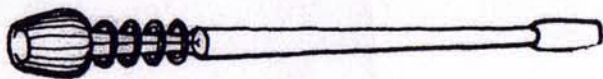
Range of Target	Area Affected	Saving Throw
1-10 feet	5 x 5 feet	16
11-30 feet	10 x 10 feet	12
31-60 feet	20 x 20 feet	7

Drawing power from an unknown source the Slaver Disintegrator will never run out of charges. However, it may be fired only once per four melee rounds.

Slaver Disintegrator



ROD OF CELLULAR DISRUPTION: A favorite of the Venusians this weapon, upon touching the target, will disrupt every cell in the victim's body--instant death. If the victim saves his cells are disrupted only in the one area of the body hit by the rod. Use the hit allocation chart to determine the area disrupted. This weapon will usually have 2-20 charges.

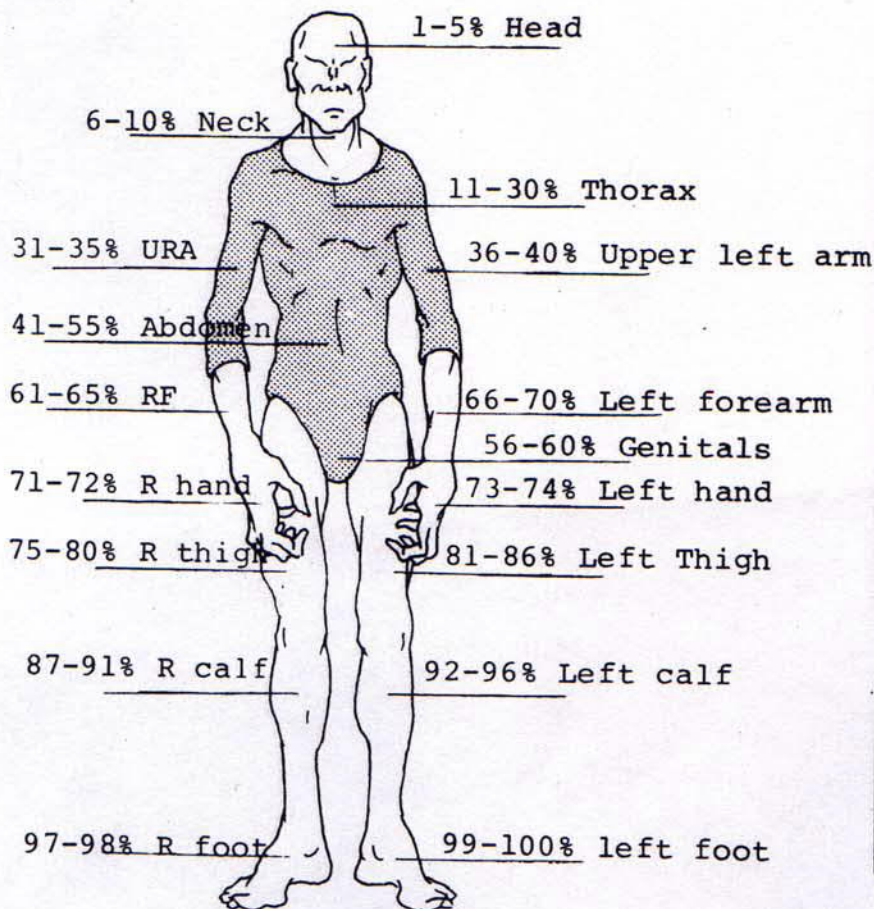
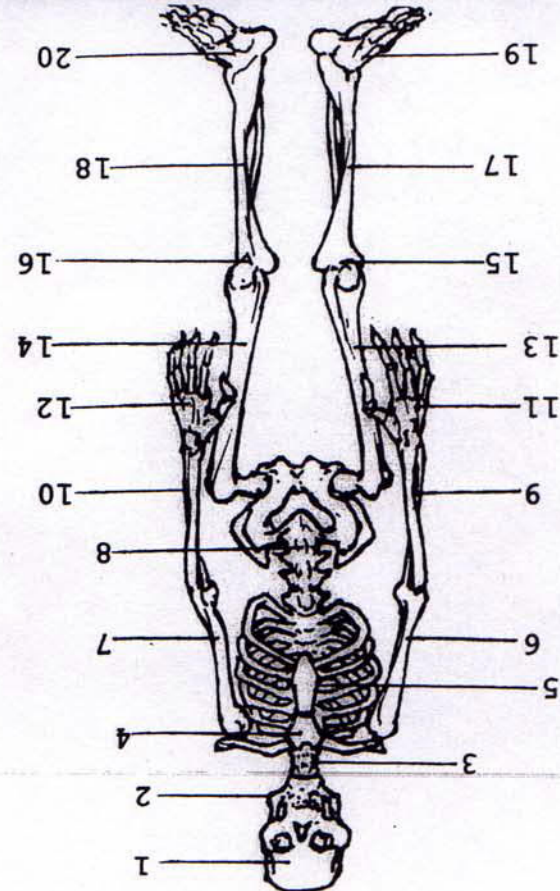


Rod of Cellular Disruption

ORGAN	LOCATION	PURPOSE	% DEATH	DYSFUNCTION EFFECTS
Lungs	Upper chest left and right of breast bone	Oxygenates blood	50% per lung	Loss of 1 lung results in one half constitution strength and movement. Loss of 2 lungs is lethal
Heart	Beneath breast bone	Pumps blood	100%	Absence of heart is always fatal
Liver	Below ribcage on right	Interconverts muscle, fat and sugars	70%	Individual cannot process food and dies in 1 day of starvation.
Small intestine	Coiled mass behind navel	Extracts nutrients from digested food.	60%	Nutrients in food cannot be absorbed. Constitution drops 4 points per week until death.
Large intestine	Coiled around sm. intestine	Absorbs water and stores solid wastes	50%	Death from dehydration in 1-4 days.
Kidney	Above hip on either side of spine	Purifies blood	40%	1 Kidney loss: saves -6 and takes double damage from poison. Loss of 2 is fatal
Stomach	Below ribcage on left	Digests food into milky substance	50%	Death occurs in 1-3 days as solid food clogs small intestine.
Brain	In upper head	Coordinates entire body	100%	75% death. Otherwise person is vegetable.

This chart details the location, and purpose of many organs as well as the effects of their removal or dysfunction. If the body part has been merely damaged only the "Dysfunction effects" result. If however the organ has been removed (cut out, eaten, or the like) there is a chance of instant death resulting from blood loss and shock. Assuming a person survives the removal he will still suffer the effects of dysfunction.

- | | | | |
|--|-------------|-------------------|-------------------|
| Unconsciousness for 1-10 minutes. | 1. Skull | 6. Right humerus | 20. Left foot |
| Cannot talk or eat. | 2. Jaw | 7. Left humerus | 19. Right foot |
| 50% death, otherwise, paralysis. | 3. Neck | 8. Pelvis | 18. Left tibia |
| Cannot move arms. | 4. Clavicle | 9. Right radius | 17. Right tibia |
| 25% chance of causing organ dysfunction. | 5. Ribs | 10. Left radius | 16. Left kneecap |
| Right arm incapacitated. | | 11. Right hand | 15. Right kneecap |
| Left arm incapacitated. | | 12. Left hand | 14. Left femur |
| Right hand is useless. | | 13. Right femur | 13. Right femur |
| Left hand is useless. | | 14. Left femur | 12. Left hand |
| Cannot stand. | | 15. Right kneecap | 11. Right hand |
| Right leg incapacitated; | | 16. Left kneecap | 10. Left radius |
| quarter-movement. | | 17. Right tibia | 9. Right radius |
| Left leg incapacitated; | | 18. Left tibia | 8. Pelvis |
| quarter-movement. | | 19. Right foot | 7. Left humerus |
| Limps, half-movement. | | 20. Left foot | 6. Right humerus |
| Limps, half-movement. | | | 5. Ribs |
| Limps, half-movement. | | | 4. Clavicle |
| Limps, half-movement. | | | 3. Neck |
| Limps, half-movement. | | | 2. Jaw |
| Limps, half-movement. | | | 1. Skull |



Hit Allocation Chart

For use in determining the areas effected by certain attacks. For example: Tyler the Gnome confronts a angry Drillbot. Defenseless as usual Tyler is hit by the robot. In determining the location of the affected area a 57% is rolled, thus Tyler's genitals have been drilled off.

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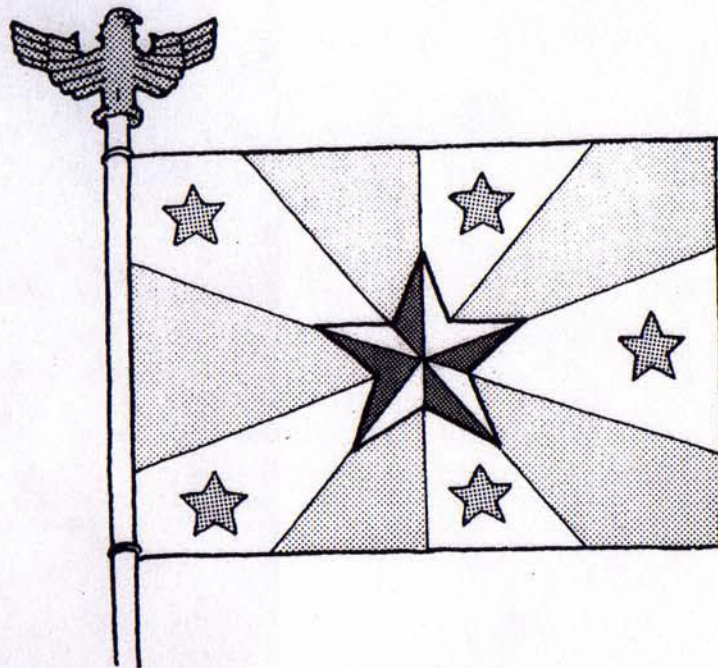
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The Flag of the United Empire of America



The central star of this figure represents the United Empire's home star, Sol while the surrounding stars stand for the five solar systems colonized by the Empire. Wherever this flag flies it symbolizes mankind's inalienable rights; the freedom of speech, press, religion, and enterprise as well as the right to conquer the weak.

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