

Quest of the Ancients

MONSTERS, MAGIC & SORcery

0003



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Introduction

Apart from an editor friend of mine you all know who gets embarrassed whenever praise is directed his way, the most creative gamer I've ever had the privilege of knowing is Bill Mercer. Now, none of you reading this know who Bill is because he hasn't written magazine articles or had his name appear on the cover of modules. But anyone who's ever played in one of his campaigns can tell you what an inexhaustible wellspring of ideas he is. Bill can make an encounter with orcs or a walk through a dungeon door an encounter that'll become a conversation topic at game sessions for years afterward. There is nothing I wouldn't give to be half as imaginative as he is. But, as things often work out, the guy with the most ability remains an unknown while someone less talented goes on to develop his own reputation.

I mention him because I think there are a lot of Bill Mercers out there in the world--players/GMs who can make a game system come alive by injecting some of their ideas into it. And that's why UGP was formed by yours truly--to give unknown gamers who enjoy fantasy but aren't professional writers a forum to share their ideas with others.

Monsters, Magic & Sorcery is but the first supplement to QA. We plan others--and I hope they'll feature far more contributors than we have this time around. Vince Garcia, after all, doesn't have a monopoly on good ideas, and he does have his limitations and prejudices. More than one person, for instance, has noted my work tends to be witch-oriented. In some part this is understandable for the witch was the first part of QA, written over 10 years ago, is the best developed, and became the impetus for writing the rest of the game. But not everyone looks upon this one aspect of QA with the same degree of fondness as the author--and that's good. So--you like druids, necromancers, knights or assassins better? Great! Maybe some of *your* ideas can help make these parts of the game better. The saracen, for example, is a profession I've never been happy with. It, the cossack and the knight are too similar, though each has a justification for existing. If some creative person has some ideas on how to revise the saracen to make it a bit more distinctive, I'd like to hear from her (or him). Apart from that, how many of you GMs have unique magic items that would really add color to the QA campaign world? Or, how about writing up that neat demon or monster that really challenged your group without being ridiculously powerful? Or, what about designing a short adventure scenario for *Faerie Tales™ Vol .1*, our first module anthology planned for 1992 release? It's up to you. If you would like to try your hand at writing for us, you will need a set of writers guidelines. They cost \$2 'cos we ain't rich enough to send 'em out for free. To get a set, render unto us the aforementioned amount at the following address:

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We are also considering the possibility of doing up a newsletter where players can rap back and forth, sharing ideas. If it happens and you would like to get it, drop us a line.

Ciao til next year!

Vince Garcia
September, 1991

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Part one

Monsters

Herewith are over 80 new denizens to inflict upon your gaming group. In addition, all monsters from the QA game manual have also been included to make things more convenient for the GM.

All monsters follow a standard outline as shown below.

Armour rating. Most monsters have an armour rating of 0. Many, due to their small size, camouflage, or other factors, are even harder to strike. But some have higher ratings and are easier to hit. This is often because of the monster's bulk, or because of natural armouring or armour scraps that may be worn. These factors also permit the monster a degree of damage absorption equal to its AR. This absorption applies to any non-spell damage, but to balance that bonus a successful hit by a character always inflicts at least one point of damage. Also, monsters with a positive AR apply appropriate bonuses to poison resistance rolls.

Tactical move. This is the tactical speed of the monster per phase. Naturally, monsters can *charge*--i.e. increase their speed to 10 times that of normal for brief periods (generally 1-3 minutes).

Level. This primarily represents the number of dice rolled to generate Stamina points. Some monsters have a range of levels possible. Orcs, for example, while usually level 1 monsters, can range even higher at the GM's option. Stamina points are normally determined by rolling a D10 for each indicated level. However, some especially large or small creatures may use different Stamina dice to reflect their size. A fairy, for example, might possess D4 Stamina dice while a dragon has D12s. In such cases, an appropriate Stamina die will be (bracketed).

A shortcut for the GM when generating Stamina points is to tag the figure at exactly half the maximum possible for a monster of that level.

Also, should a GM desire a formula to see if a monster loses morale and retreats, the method of doing so is roll against twice the creature's level on a D20. A score above that--or a natural 20--means a loss of morale.

BAR. This is the monster's *base attack roll*, or the number or less it needs to strike AR 0. The first number is for using the D30 combat table; next is the D20 score; and finally the D100 combat table. A given number can be bettered in the case of monsters that are higher in level than the basic creature of that sort.

BP/SP ratio. This figure shows how many of the monster's indicated Stamina points are to be considered Body points. A monster having a BP/SP ratio of 1/4, for instance, means that one of every four of its normal Stamina points are actually Body points. More specifically, a 13 Stamina point monster with this ratio would be considered to have exactly 3 Body and 10 true Stamina points. (Had the creature 16 "Stamina" points, four equal divisions could be made, and thus it would have 4 Body points and 12 true Stamina points.) However, use of this formula can be somewhat of a hassle, and a GM may not want to bother with constant checking of the BP/SP ratio, nor mental math work when he is using several different monsters. A shortcut is to use a combined Body/Stamina point rating. That is, Body points are not considered when rolling the Stamina dice. However, attacks that would inflict Body damage--such as missile weapons--are handled by inflicting double damage (as Stamina points are lost in a 1 to 1 ratio with Body points it will be recalled). Thus, a 20 Stamina point monster struck by an arrow fired from a recurved bow would suffer 1D6 points of damage multiplied by two. This still

gives a monster a slight advantage but is workable. Naturally, against monsters so cumbersome that they lack Stamina points (i.e. a BP/SP ratio of 1/1), damage would be treated normally.

Some monsters--spirits, for example--have no Body points. Such creatures usually require BF 1 or better weapons in order to be harmed.

If using "Normal" character races in an encounter--elves, dwarves, humans, etc.--a handy formula is for the GM to assume flat Body points of 10.

Creatures with any sort of positive BP/SP ratio always have at least 1 Body point.

Average Body/Stamina. This lists the average Body and Stamina points of a typical monster. The first number is the monster's Body points; the second is the Stamina listing; and the (bracketed) figure represents the monster's average wound potential for groups using a combined Body/Stamina point rating. In the case of monsters that either lack Body points or have a BP/SP ratio of 1/1, only a combined total of Body and Stamina is given.

Last of all, note that beasts whose weight-bearing limits are based on "Stamina points" actually consider a combined total of Stamina and Body.

Average stat. This indicates the usual range of a monster's stats for purposes of detailed resistance rolls. (Because Appearance and Charm play no part in combat, they are not considered.) Once more, a GM may want to avoid constantly checking the monster descriptions to note stats. In such a case, there is a shortcut, requiring that he memorize three numbers: 5, 10, and 15. These are flat scores representing *below-average*, *average*, and *above-average* resistance roll targets for quick handling. In a given instance, the GM makes a ruling into what category a creature's stat would fall within and rolls against the target number. Example: a witch casts *beguile* at an ogre, suggesting he let her go so she can fetch some treasure for him. The GM knows ogres are relatively stupid, and so he assumes a *below-average* IQ, making the resistance roll against the target number of 5. Thus, a 5 or lower on a D20 indicates a successful IQ roll. At the same time, an ogre has a good Con, and so the GM would use a 15 as the target number against a poisoned arrow.

Monsters are presumed to have a Luck rating of 6, although this applies only to resistance rolls. They should not be allowed the option of expending Luck to guarantee survival except in special cases.

In the case of throwaway GMCs, the GM can presume average stats of 10 for convenience.

Optional game variant: GMs wishing to drop the concept of using stats to determine resistance rolls may instead presume that the target number of any resistance roll is 5, to which a bonus factor of 1 is applied for each level of the monster. **Table 1** at the end of this chapter is offered for this method of resistance roll determination.

Special stat. This category is for especially high or low stats a monster might have. Most of the time, however, no adjustments apply to attack or damage rolls by virtue of high or low stats; this is considered in the range of possible damage, or in other ways.

In the case of certain powerful creatures, GMs may wish to treat some stats as high as 25 for purposes of resistance or stat rolls. Another option for him is to do away with the idea of making some stat rolls on percentile dice. Instead, special stat rolls could be made on a D30. Example: A human knight wants to force his way through a barred doorway. The GM rightfully insists the player roll under the knight's Strength on a D100. A 50' drake attempting a similar action

could logically make a Strength roll on a D30 to perform the same action.

Attacks. This tells the number and sort of attacks a monster has.

Dmg. This shows how much damage the attacks inflict.

Ethics. This indicates the general ethics of the monster.

Size. This reveals the size of the monster. Since publication of the first QA game manual, the size listings have been streamlined as follows: *small* (under 3'), *medium* (3'-10' tall), *large* (11'-30'), *extra-large* (31'+).

Special note. This category covers any special abilities of the monster--withering, spell immunity, etc. This optional category can also show any particular character profession a monster might possess. (Tree sprites, for example, function as druids.) However, unless they are being used as an alternate campaign race, monsters, regardless of profession, use the monster combat table to determine their BAR.

Common knowledge. This is the knowledge that some of the public might know or believe about a particular monster. Comparable information is also imparted by a successful *trivia* roll.

Detailed knowledge. This is more specific knowledge which might be possessed by a bard or sorcerer with the proper *fields of knowledge*. Others might through first-hand experience know comparable information.

A special note regarding druids banishing a colony of creatures: A "Colony" is defined as a group of creatures which instinctively have a coordinated manner of movement and/or behavior (such as a flock of birds moving in perfect unison), or which are broken down into *workers*, *breeders*, *queens*, etc. The level of a normal colony (for purposes of *banishing*) is treated as five levels higher than that of a single member. It may occasionally be necessary for a GM to do some mental math work to figure the effective level against which the druid must contend in order to *banish* a colony. Note, however, that some creatures over 5th level, while they meet the criteria for being considered a colony, are not treated as such because of their high level and/or IQ. Optionally, the GM may allow a *banishing* roll against these, ruling that the druid each turn may affect one or more creatures in the group whose total levels do not exceed her own. Colonies, by virtue of their numbers, usually attack en masse at a combat value equal to level of the colony itself.

Animal (normal)

Generic animals may be created by the GM off the following table.

Size of animal	S	M	L	XL
Armour rating:	0(-3)	0	0	2
Tactical move:	15'	10'	10'	5'
Level:	1(D4 SD)	1-2	3-10	11+
BAR:	Variable			
BP/SP ratio:	1/4	1/3	1/2	1/1
Average stat:	3	3	5	5
Special stat:	As determined by the GM			
Attacks:	(as determined by the GM--a bite; a claw; a claw/claw/bite, etc.			
Dmg:	1 point or 1D4	1D6	2D6	3D6
Ethics:	I	I	I	I
Special note:	As determined by GM			

Naturally, these are mere guidelines the GM should modify as he sees fit. Also, one option to reflect superior ferocity and attack skill while avoiding the potential of exceptionally high Stamina points is to give an animal a high level but limit it to D4 Stamina dice. A wolverine, for example, is small and would have low Stamina points. However, its ferocity justifies making it a 5th level monster. By giving it D4 Stamina dice, the wolverine will still have limited Stamina points in keeping with its small size. Fine-tuning the BP/SP ratio can also aid in this.

Ant (warrior)

Armour rating: 2
 Tactical move: 10'
 Level: 1+
 BAR: 15/8/40
 BP/SP ratio: 1/1
 Average Body/Stamina: (5)
 Average stat: 5
 Special stat: St--20
 Attacks: 1 bite
 Dmg: 1D10
 Ethics: I
 Size: M
 Special note: Can be *banished* by druids

Common knowledge: Warrior ants are some 3'-5' in length, and are usually encountered in packs of up to 10 individuals. Their jaws inflict a vicious bite.

Detailed knowledge: Warrior ants can be encountered outdoors searching for food, or underground in mines or natural caverns. While the typical warrior is 1st level, each 10 are led by a level 3 specimen, and every 100 will be overseen by a 6th level ant.

These ants tunnel deep underground, avoiding areas of solid stone in preference of building their passages and nests through dirt or hardpan. In the nest, 3D4 chambers housing 10-40 mature ants and thrice that number of helpless young will be found. The queen herself is treated as a giant ant (see the monster following).

Because of their high level, these and the following ants are not treated as single colonies for purposes of being *banished* by druids.

The ant's tough exoskeleton accounts for its natural armouring.

Ant (giant)

Armour rating: 5
 Tactical move: 15'
 Level: 5+
 BAR: 17/10/50
 BP/SP ratio: 1/1
 Average Body/Stamina: (25)
 Average stat: 20
 Special stat: IQ--7
 Attacks: 1 bite
 Dmg: 3D6 (or 18)
 Ethics: I
 Size: L
 Special note: Can be *banished* by druids; mandibles lock if the monster rolls 5 or more below its target number to hit

Common knowledge: Giant ants are 10' long monsters native to Hocwrath. They can be found above or below ground, and their tough shell makes harming them difficult.

Detailed knowledge: Giant ants dwarf their warrior cousins, and fortunately for adventurers they are rarely encountered outside of Hocwrath's Land of Shadows. However, the fact that young queens may fly at a 50' tactical movement accounts for nests occasionally being formed elsewhere. These monsters build large tunnel complexes through any sort of dirt or stone, which can easily be penetrated by adventurers. Scouting parties consist of 1D4 ants, with nesting chambers housing 3D6 others along with twice that number in young (which are treated as level 1 warrior ants).

In combat, the monster bites with its powerful mandibles, which lock about a character if it rolls 5 or more under the number it needs to strike that opponent. If the mandibles lock, the victim sustains 18 points of damage each turn thereafter until either he or the ant dies.

The queen is a level 10 monster.

Anub

Armour rating: 0
 Tactical move: 15'
 Level: 1+
 BAR: 15/8/40
 BP/SP ratio: 1/3
 Average Body/Stamina: 1/4 (5)
 Average stat: 11
 Special stat: St or IQ-17
 Attacks: 1 bite or swing
 Dmg: 1D6, or as per weapon + 2
 Ethics: I
 Size: M
 Special note: Can function as necromancer or sorcerer

Common knowledge: Anubi are jackal-headed humanoids that dwell in the Arwinian deserts.

Detailed knowledge: These monsters are an odd race of reclusive humanoids dwelling in the underparts of Arwin. Their origin is a mystery to all, though some connect them to the Karnaki deity Anubis. Their society is extremely advanced, and some bedouins tell of buried Karnaki cities which have become home to the anubi.

Anubi society is broken down into three social classes:

Workers. These are level 1-3 anubi which are little more than slaves undertaking tasks of construction, earth-moving or hunting, for workers sometimes are encountered in raiding or foraging parties. As anubi are xenophobic creatures, *workers* need little provocation to attack surface-dwellers they encounter. They are noted for their superior Strength, and if wielding arms a bonus of 2 points is applied to damage rolls. They may also bite their their enemies.

Nobles. These are level 4-7 anubi, occupying positions as architects, scholars, craftsmen or overseers. All lack exceptional strength but have a strong IQ. 7th level males of this caste belong to the *D'val*, a quasi parliamentary assembly. There is a 10% chance of a noble's functioning as either a necromancer or sorcerer.

Masters. These are level 8+ anubi which function as either necromancers or sorcerers. Each anubi city will have three to five such masters acting as joint presidents over the *D'val*. Apart from their spellcasting, anubi masters have the ability to enact some unique magical effects with their howls as shown hereafter.

Fear. This forces the anub's enemies to make IQ rolls or run in terror for 2D4 minutes; or, if this is impossible, to cower helplessly.

Healing. This howl heals 2D10 points of Body damage upon the anub or another creature of its choosing.

Shattering. This acts somewhat like the rank 7 witch spell of the same name, inflicting 1D4 points of Body damage per level of the anub.

Each howl is usable once daily. JA

Banshee

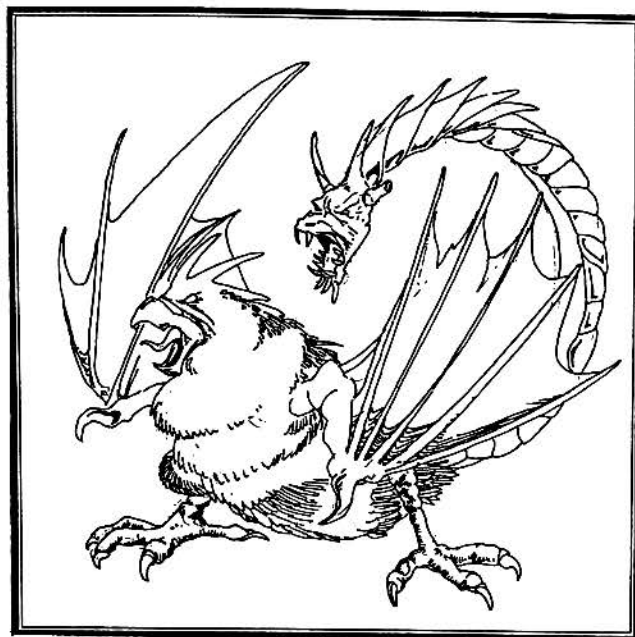
Armour rating: 0(-5)
 Tactical move: 20'
 Level: 8
 BAR: 18/11/57
 BP/SP ratio: 0/1
 Average Body/Stamina: (40)
 Average stat: 12
 Special stat: N/A
 Attacks: 1 withering touch, or fear
 Dmg: 1D6 Stamina wither
 Ethics: E
 Size: M

Special note: Magic weapon needed to hit; immune to *exorcism* and Type A & H spells; withers Stamina

Common knowledge: Banshees are ghost women whose wailing foretells doom.

Detailed knowledge: Banshees are the spirits of women cursed for holding back information in life that could have saved an innocent. In death they now bemoan their unrest and foretell doom to the living. Their name literally means "Woman of the wood", and this is usually where the spirit is encountered. When the banshee appears, she emits a horrid wail causing those failing IQ rolls to flee in terror for 2D4 minutes. Others may take what action they desire, although the monster if attacked may respond with a withering touch that transfers 1D6 Stamina points to itself.

If ignored, the banshee will vanish on phase 6 of the following turn. Shortly thereafter, the group or person will become involved in an encounter invariably far more deadly a threat than the banshee itself--a drake; devil; group of withering undead, etc. If, however, the banshee is slain, the encounter will be avoided. Thus, a banshee should be employed by the GM only with prior thought.



Basilisk

Armour rating: 0 or 0(-3)
 Tactical move: 5/20' (flying)
 Level: 4 (D4 SD)
 BAR: 16/9/47
 BP/SP ratio: 1/1
 Average Body/Stamina: (8)
 Average stat: 11
 Special stat: St-6
 Attacks: 1 gaze/1 breath
 Dmg: Special/2D6
 Ethics: I
 Size: S
 Special note: Gaze attack (40' range); immune to fire

Common knowledge: Basilisks are rooster-like monsters with a dragon-headed tail and reptilian wings. The rooster's head slays those upon whom it gazes.

Detailed knowledge: These monsters can be found in virtually any sort of terrain, though rarely are they seen. The creature attacks first with a deadly gaze, which causes a person looking at it to make a Luck roll or die. Naturally, this gaze can only affect someone not averting his eyes during the course of the turn (and suffering a penalty factor of 3 to attack rolls). The monster's other attack consists of breathing a cone of fire 10' long with a 5' base in any direction. Those caught within it endure 2D6 points of damage, doubled with a successful attack roll.

Apart from ground movement, the basilisk is able to fly, bettering its armour rating by 3 factors, although it cannot enact its gaze. BM

Bat (normal)

Armour rating: 0(-3)
 Tactical move: 10'
 Level: 1 (D4 SD)
 BAR: 15/8/40
 BP/SP ratio: 1/1
 Average Body/Stamina: (2)
 Average stat: 2
 Special stat: Ag--15
 Attacks: 1 bite
 Dmg: 1 point
 Ethics: I
 Size: S
 Special note: Can be *banished* by druids; possess the equivalent of *sonic sight*

Common knowledge: Bats are commonly found in underground areas. Many carry disease.

Detailed knowledge: Bats generally are not aggressive. However, if their nesting chambers are penetrated with a light source, the creatures will swarm and seek escape. Swarming has the effect of frustrating spellcasting as well as subjecting characters to 1D4 bite attacks per turn. Druids also may attempt to *banish* a swarm, including one brought forth by the rank 4 witch spell *bat swarm*.

The floor of a bat nesting chamber is covered with droppings, and the overwhelming stench forces those in the area to make Con rolls to avoid functioning with a penalty factor of 3 to attack and resistance rolls.

Giant bats congregate in colonies of under 20 individuals, and are level 3 monsters which inflict 1D4 points of Stamina damage with a successful bite. In all cases, persons bitten by bats have a 5% chance per bite of becoming infected with rabies, which causes a painful death in approximately 30 days.

Bat (vampire)

Armour rating: 0 or 5
 Tactical move: 15'
 Level: 1
 BAR: 15/8/40
 BP/SP ratio: 1/1
 Average Body/Stamina: 2/3 (5)
 Average stat: 8
 Special stat: N/A
 Attacks: 1 bite
 Dmg: 1D4
 Ethics: I
 Size: S
 Special note: Can be *banished* by druids; possess the equivalent of *sonic sight*

Common knowledge: Vampire bats are blood-sucking creatures that lair within caves or dungeons in packs of 2D6 individuals.

Detailed knowledge: Vampire bats are larger than their normal cousins. However, they are more lethal in that they target a vulnerable body area to suckle on when they attack. Their damage thus equals a blood drain of 1D4 Body points/turn. However, while

attached to the body, the bat's armour rating is the equivalent of 5, although it has no damage absorption.

Each bat drains blood equal to its own Body points before being sated and departing.

Bear (brown)

Armour rating: 2
 Tactical move: 10'
 Level: 4+
 BAR: 16/9/47
 BP/SP ratio: 1/2
 Average Body/Stamina: 10/10 (20)
 Average stat: 18
 Special stat: IQ/Ag-6
 Attacks: 2 claws/1 bite
 Dmg: 1D6/1D6 (or 12/1D4+1)
 Ethics: I
 Size: M
 Special note: Inflicts 12 points of damage if both claws hit

Common knowledge: Brown bears are common throughout the forests of Islay. They hibernate during winter.

Detailed knowledge: These are the smallest true bears found in Islay. They tend to shun man and fight only if protecting young or if under threat. As do most of their species, brown bears lair in caves or under outcroppings of rock, and during the cold weather months fall into a comatose slumber. They are solitary creatures, and pairs are only found together during the brief summer mating season. Females generally give birth the following winter to a litter of 1D4 cubs.

When they fight, bears make two claw attacks along with a bite. If both claw attacks hit, the creature is considered to have made a hug, which delivers the maximum damage possible for both claws.

Islay is home to various other bears. All are generally similar but for their level and the damage they inflict as shown hereafter.

Bear type/level	Avg. Body/Stamina	Damage done
Black/5	12/13 (25)	1D6/1D6/1D6
Grizzly/7	17/18 (35)	1D8/1D8/1D6
Kodiak/9	22/23 (45)	1D8/1D8/1D8
Polar/10	25/25 (50)	2D6/2D6/2D6

Note the latter two bears are found only in the far north of Torrencaia, Scandia or Naz-Al.

Black whirlwind

Armour rating: 0(-5)
 Tactical move: 30'
 Level: 8
 BAR: 18/11/57
 BP/SP ratio: 0/1
 Average Body/Stamina: (40)
 Average stat: 15
 Special stat: IQ--2
 Attacks: 1
 Dmg: 2D6 Stamina wither
 Ethics: I
 Size: L
 Special note: BF 1 or better weapon needed to hit; immune to *exorcism* and *shadow dart/sword* spells; take maximum damage from light-based attack spells; 90% chance to *ambush* in dark areas

Common knowledge: Black whirlwinds are vaporous spirits that envelop and wither living opponents.

Detailed knowledge: Black whirlwinds are a possible repercussion when a druid casts a *well*. If a Nether creature uses that spell to enter the Nexus, at the GM's option the merging of power from the Nexus with the Nether planes may result in a black

whirlwind being formed within 1D10 minutes after the spell is cast. The monster is part spirit/part energy, and attacks living creatures by enveloping them. If the monster's attack roll succeeds, an opponent is drawn inside a nil-space, to endure a withering of 2D6 points of Stamina each turn until he is consumed. While the monster may be attacked effectively from without, those inside may only fight the creature by spell, or achieve egress through *shadow travel*.

Black whirlwinds appear as swirling clouds of utter darkness. This fact makes them all but invisible in dark areas.

Blob

Armour rating: 0
 Tactical move: 0 or 5'
 Level: 3+
 BAR: 16/9/45
 BP/SP ratio: 1/1
 Average Body/Stamina: (15)
 Average stat: 6
 Special stat: N/A
 Attacks: 1 or 4
 Dmg: 2D6
 Ethics: I
 Size: M or larger
 Special note: See below

Common knowledge: Blobs are gelatinous creatures lairing in caves and dungeons. They often inflict acid damage, and are only affected by certain attack forms.

Detailed knowledge: Blobs abound in abandoned underground areas, and are perhaps the ultimate annoyance to adventurers. Some are mobile, and they can be of any color (a few can even camouflage with their surroundings), but the damage they inflict and the means to harm them often vary, and are determined by random die roll on the tables following.

Damage	Harmed by
1--acid squirt (10' range)	1--anything
2--pseudopod	2--blunt weapons
3--cold-damage pseudopod	3--edged weapons
4--acid cloud (20' AoE)	4--electricity
5--four pseudopods	5--fire
6--metal-corrosive pseudopod	6-- <i>cure (disease)</i> spell

Blob (cave)

Armour rating: 0
 Tactical move: 0
 Level: 3
 BAR: 16/9/45
 BP/SP ratio: 1/1
 Average Body/Stamina: (15)
 Average stat: 6
 Special stat: N/A
 Attacks: 1 cloud
 Dmg: 2D6 (base)
 Ethics: I
 Size: M
 Special note: Only harmed by blunt weapons

Common knowledge: Cave blobs are slimy monsters that emit an acidic cloud.

Detailed knowledge: Cave blobs are a plant colony of no particular color, resembling the normal slime patches found in caves or dungeons. These monsters are sensitive to the vibrations given off by creatures walking past them and presumably as a defense mechanism emit an acid cloud in a 20' hemisphere when something approaches within 5'. This cloud causes 2D6 points of damage to the exposed epidermis of creatures, though armour absorption may be applied against the harm (the acid will not damage metal but forces

those in leather or a jerkin to make a resistance roll to see if their armour is destroyed).

Blob (crawling)

Armour rating: 0
 Tactical move: 5'
 Level: 7
 BAR: 18/11/55
 BP/SP ratio: 1/1
 Average Body/Stamina: (35)
 Average stat: 6
 Special stat: N/A
 Attacks: 1
 Dmg: 1D8/phase after creature can no longer hold breath
 Ethics: I
 Size: M
 Special note: Only harmed by fire

Common knowledge: Crawling blobs are transparent, spheroidal monsters that roam about caves and dungeons, enveloping and suffocating creatures.

Detailed knowledge: Crawling blobs are semi-transparent monsters generally 8'-10' in diameter. They attack by enveloping up to three man-sized creatures (one each turn). However, their digestive secretions are extremely weak, so prey die of suffocation long before being dissolved.

Crawling blobs cannot digest wood or metal, and occasionally such items can be found within the creature's body before the blob excretes them.

Blob (marsh)

Armour rating: 0
 Tactical move: 5'
 Level: 3
 BAR: 16/9/45
 BP/SP ratio: 1/1
 Average Body/Stamina: (15)
 Average stat: 6
 Special stat: N/A
 Attacks: 1
 Dmg: 2D6
 Ethics: I
 Size: M
 Special note: Only harmed by fire; 90% likely to *ambush*

Common knowledge: Marsh blobs resemble carpets of grass or weeds. Those stepping upon them become wrapped within, suffering acid damage.

Detailed knowledge: Marsh blobs are an outdoor species which present the appearance of normal woodland grasses. The typical blob is approximately 5' square, and often places itself directly atop a trail to maximize its chances of capturing prey. When a creature steps atop the blob, the monster rolls up, trapping its prey (indicated by a successful attack roll). Trapped victims endure 2D6 points of damage per turn from the monster's digestive secretions.

As noted, this sort of blob is only harmed by fire. Blunt weapons have no effect whatever, and attacks with sharp weapons while harmless to the blob inflict half their damage upon one trapped within the monster.

Blood bees

Armour rating: N/A
Tactical move: 10'
Level: 5 as a whole (1 point each)
BAR: 17/10/50
BP/SP ratio: 1/1
Average Body/Stamina: (1)
Average stat: 2
Special stat: Ag--20
Attacks: 1 group of stings each phase
Dmg: 1D4
Ethics: I
Size: S
Special note: Cannot be *banished* by druids

Common knowledge: Blood, or vampire bees, suck blood from the living.

Detailed knowledge: Blood bees resemble large bees. They are feared for the fact that whole swarms will attack and sting living creatures, drawing their blood into a storage sack within the creature's abdomen to later be rendered into royal jelly.

When swarms of blood bees attack, they descend upon all creatures within a 40' circle, preferring humanoids. Thereafter, numerous bees attack each phase, inflicting a total of 1D4 points of damage with each hit. And while blood bees have but 1 Body point, they attack in such numbers that killing them en masse is possible only through spells such as *energy blast*. *Greater slumber* also renders those within the area of exposure inert without a resistance roll.

After all their targets are dead or else have escaped, the bees return to their hive, where the stored blood is made into royal jelly. This jelly is greatly prized, and 2D6 doses may be found in a hive. If eaten, the jelly restores all lost Stamina points. If instead rubbed onto wounds, a dose heals all normal Body damage.

Bull dog

Armour rating: 0
Tactical move: 15'
Level: 5 (D4 SD)
BAR: 17/10/50
BP/SP ratio: 1/1
Average Body/Stamina: (10)
Average stat: 6
Special stat: St--15
Attacks: 1 butt/1 bite
Dmg: 1D8/1D10 (or 10)
Ethics: I
Size: S or larger
Special note: Can be *banished* by druids; jaws lock if it rolls 5 or more below its target number to hit

Common knowledge: Bull dogs are horned dogs inhabiting deserts.

Detailed knowledge: Bull dogs are aggressive carnivores who prefer lairing in caves located in dry, hot areas including deserts. The typical male is solitary, while females may occasionally be found with 1D4 pups (value 100 gd each). The beast has two attacks, the first of which is a butt with its bull-like horns, followed up by a vicious bite. When biting, if the monster rolls 5 or more points below the score needed to hit, its jaws lock in a death grip. Thereafter, the dog cannot butt, although it inflicts 10 points of bite damage automatically at the beginning of each turn of combat until either it or its prey is dead.

Cairbhinn

Armour rating: 0
Tactical move: 10'
Level: 5+
BAR: 17/10/50
BP/SP ratio: 1/2
Average Body/Stamina: 12/13 (25)
Average stat: 10
Special stat: St--20
Attacks: 2 withering claws
Dmg: 1D4/1D4 (or 8) Strength wither
Ethics: E
Size: M
Special note: Inflicts 8 points of Strength withering if both claws hit; immune to *exorcism* by its betrayer(s)

Common knowledge: Cairbhinnns are a corporeal undead who animate in order to gain revenge on someone.

Detailed knowledge: These loathsome creatures resemble zombies. However, they are not created through magic spells. Instead, cairbhinnns are persons of level 10 or higher who were betrayed and murdered by those they once trusted. In a few rare cases (01% of the time), the betrayed's anger and force of will are so great, that within seven days of his death the spirit forces the remains to animate. The resulting monster, which is treated as half the level it was in life, then seeks out its betrayers, never resting until it has slain them--and anyone else who stands in its way.

In combat, the cairbhinn attacks with two claws, attempting to strangle its prey. These claws inflict 1D4 points of Strength withering, although the monster's Stamina is never increased beyond its starting point. Should both claws hit, the victim suffers an automatic 8 points of withering per turn until either the cairbhinn or its prey is dead. BM

Camel

Armour rating: 0
Tactical move: 10'
Level: 5
BAR: 17/10/50
BP/SP ratio: 1/1
Average Body/Stamina: (25)
Average stat: 16
Special stat: Ag/IQ--5
Attacks: 1 bite
Damage: 1D6
Ethics: I
Size: M
Special note: Carries 20 lbs per SP; cost is 1 gd per SP (or 10 times this outside of Arwin)

Common knowledge: Double-humped camels are the burden beast of choice in Arwin, although they are sometimes seen further west. They are famed for their ability to go many days without water.

Detailed knowledge: These camels are indeed well suited to deserts, although they can endure colder climates. The camel's ability to store water within its fatty tissue lets the beast go up to 10 days without water intake. After this, the camel loses two Stamina points daily until it waters and replenishes its fluids. The camel's usual form of attack is through a bite, although it can and does expunge a frothy spittle with a 20' range over little or no provocation.

Camel (dromedary)

Armour rating: 0
 Tactical move: 10'
 Level: 3
 BAR: 16/9/45
 BP/SP ratio: 1/1
 Average Body/Stamina: (15)
 Average stat: 12
 Special stat: Ag/IQ-5
 Attacks: 1 bite
 Damage: 1D4
 Ethics: I
 Size: M
 Special note: Carries 20 lbs per SP; cost is 1 gd per SP (or 10 times this outside of Arwin)

Common knowledge: Dromedary camels are smaller cousins of the double-humped variety.

Detailed knowledge: These camels function best in the hot climate of Arwin, though again some can be seen as far west as Hocwrath or Krella. They can range up to seven days without water, though beyond this the camel loses one Stamina point daily until it replenishes its fluids.

Cat

Armour rating: 0
 Tactical move: 20'
 Level: 1 (D4 SD)
 BAR: 15/8/40
 BP/SP ratio: 1/1
 Average Body/Stamina: (2)
 Average stat: 11
 Special stat: St/IQ-3
 Attacks: 2 claws
 Damage: 1 point/1 point
 Ethics: I
 Size: S

Common knowledge: Cats are cats.

Detailed knowledge: Normal cats are popular throughout Islay, except in Arwin, where their prominence in the ancient Karnaki religion marks them as remnants of a rejected past. Elsewhere, cats are favored for keeping the rat population down.

Apart from the traditional cat, there are a number of unusual felines in Islay as shown hereafter.

Cat (devil)

Armour rating: 0
 Tactical move: 20'
 Level: 3 (D4 SD)
 BAR: 16/9/45
 BP/SP ratio: 1/2
 Average Body/Stamina: 3/3 (6)
 Average stat: 11
 Special stat: Ag-15
 Attacks: 2 claws/1 bite, or withering
 Damage: 1D3/1D3/1D4 or 1 Con point/turn
 Ethics: (E) I
 Size: S
 Special note: Cannot be *banished* or *exorcised* by ability; cannot *possess* familiars

Common knowledge: Devil cats are Evil felines that suck the breath from the living as they sleep.

Detailed knowledge: Devil cats are Nether spirits drawn to the Nexus through a failed *seance* spell. On occasion when a mischievous spirit masquerades as the one summoned, at the end of the *seance* there is a 10% chance that the entity will remain on the Nexus,

seeking a habitation. The spirit is able to *possess* small cats at will, and upon encountering a (normal) cat usurps its body. Thereafter, the cat retains its Indeterminate ethics unless the spirit actively attempts to harm an individual. It does this by placing its mouth over that of a sleeping victim and drawing the life essence forth in a withering that inflicts loss of a Con point each minute until its victim dies. A Luck roll is allowed to awaken; failure indicates that the cat has successfully made its attack, and thereafter it can be dislodged only by an outside source. When fighting, the devil cat makes two effective claw attacks and a nasty bite. If its feline body is "killed", the creature is driven back to the Nether planes, something that also happens with a successful *exorcise* spell.

Cat (sun)

Armour rating: 0(-5)
 Tactical move: 20'
 Level: 1
 BAR: 15/8/40
 BP/SP ratio: 1/4
 Average Body/Stamina: 1/4 (5)
 Average stat: 6
 Special stat: Ag-20
 Attacks: 2 claws or 1 gaze
 Dmg: 1 point/1 point or special
 Ethics: I
 Size: S
 Special note: Can be *banished* by druids; see fully in any sort of darkness

Common knowledge: Sun cats are hairless felines from Arwin that emit a flaming gaze upon those they encounter.

Detailed knowledge: While identical to other hairless Arwinian felines, sun cats are a legendary breed that store the power of the sun or other light within their eyes. The cats are extremely shy and fearful of man. It is thought this fear accounts for their apparent aggression toward humanoids, and it is known that the cats can be calmed by druids making a successful *banishing*. If encountered, the cat will either seek escape (60% chance) or unleash its deadly gaze. This gaze functions by taking ambient light, focusing it, and then projecting it back to a target within 20'. The damage is treated as heat and varies with the surrounding light:

Sunlight: 4D6 points

Torchlight or light spells: 3D6 points

Candlelight/glow moss/starlight: 2D6 points

If either cornered or protecting a litter of up to four kittens (valued at up to 500 gd each), the cat will automatically enact the gaze. It otherwise can make two normal claw attacks.

At GM option, sun cats can be made into familiars. However, its fear of humanity may require an occasional IQ roll to keep it from attacking an otherwise harmless stranger.

Cave urchin

Armour rating: 4
 Tactical move: 10' or 5' (climbing)
 Level: 4+
 BAR: 16/9/47
 BP/SP ratio: 1/1
 Average Body/Stamina: (20)
 Average stat: 11
 Special stat: IQ-6
 Attacks: 1
 Dmg: 3D6 or 1D6
 Ethics: I
 Size: M
 Special note: 90% likely to *ambush*

Common knowledge: Cave urchins are spiny creatures that blend in with the roofs of caves. They attack by firing their stalactite-like spines at those below.

Detailed knowledge: Cave urchins are carnivorous creatures able to alter their form and appearance within areas of natural caverns. Unlike urchins found in the sea, cave urchins may elongate and flatten out. At the same time, the creature possesses camouflage abilities which permit its spines to look identical to stalactite formations. This grants the urchin a 90% chance of making an *ambush*, and when a creature passes near to it, the monster unleashes a barrage of spines which inflict 3D6 points of Body damage to one struck. On the next turn, it drops to the ground and assumes a spherical shape. Thereafter, it attacks by unleashing a single spine each turn at a target within 30', delivering 1D6 points of Body damage. If its prey is slain, the monster then settles and feasts. It afterward pulls itself up the side of the cavern wall and reattaches itself to the roof, awaiting other victims.

The tough caprice and spines of the monster account for its armour rating and accompanying damage absorption.

Centaur

Armour rating: 0
 Tactical move: 15'
 Level: 1+
 BAR: 15/8/40
 BP/SP ratio: 1/1
 Average Body/Stamina: (5)
 Average stat: 15
 Special stat: Ag-7
 Attacks: 1 strike or kick
 Dmg: As per weapon, or 1D6
 Ethics: G
 Size: M
 Special note: Allowable as character race

Common knowledge: Centaurs are horse-like beings from Avalon with the upper torso of a human. They range in size from mere ponies to that of a great warhorse.

Detailed knowledge: Avalonian legend asserts that in ages past there lived a man and woman named Cullen and Anyria, a childless couple whose greatest joy lay in raising horses. So great was the pair's devotion to their steeds, that even the Queen of Fairies was touched. One day, as Cullen and Anyria rode through the forest, a transformation came upon them, and the two ever after roamed the forests of Avalon as centaurs. Since then, their descendants have multiplied. And while most centaurs prefer isolation, a handful have taken up the path of adventuring, functioning best as woodsmen or druids. If forced to fight, centaurs can employ weapons, or make a kick with their hindquarters. If used as a character race, stat details follow:

St:	1D12+8
Ag:	5D4
Cn:	1D12+8
IQ:	5D4
Ch:	5D4
Ap:	1D12+8
Lk:	2D6

Chameleoid

Armour rating: 0(-5)
 Tactical move: 10'
 Level: 1+
 BAR: 15/8/40
 BP/SP ratio: 1/2
 Average Body/Stamina: 2/3 (5)
 Average stat: 11
 Special stat: Ag-20
 Attacks: 1
 Dmg: As per weapon
 Ethics: I or E

Size: M

Special note: Function as assassin or cutpurse (but without *disguise* or *information* skills); blend into background terrain

Common knowledge: Chameleoids are humanoids able to blend into the surrounding terrain without being noticed. They are noted for their skills at thievery.

Detailed knowledge: Chameleoids are a reclusive race, and none know from whence they come, though one Avalonian tale has it they originate from a pair of human tricksters who dared to hide from the Faerie Queen when she caught them spying on her as she held court in a forest. Since then, their descendants have remained apart from human society, stealing food and other items in order to survive. All have a natural ability (or curse) to blend into surrounding terrain as a *chameleon* spell. Thus, those who notice them often presume they are normal persons under that spell.

Corr

Armour rating: 0
 Tactical move: 10/1' (through stone)
 Level: 6
 BAR: 17/10/52
 BP/SP ratio: 1/2
 Average Body/Stamina: 15/15 (30)
 Average stat: 12
 Special stat: IQ-5
 Attacks: 1 bite
 Dmg: 3D6
 Ethics: I
 Size: M
 Special note: Destroys metals and stone which touch it

Common knowledge: Also known as *dwarves bane*, corrs are armadillo-like creatures native to the under parts of jewel. They live on ferrous metals, and weapons that strike them are eaten away by acid.

Detailed knowledge: Corrs do resemble man-sized armadillos, and they are occasionally mistaken for such creatures. However, these monsters eat ferrous metals rather than meat, and they spend their time tunneling through the earth, following veins of iron. Corrs are unique in that they secrete a powerful acid which eats through stone and also causes metals making contact with the creature's shell to be eaten away. However, magic items have a 5% chance per bonus factor of resisting this effect.

Corrs are attracted by the smell of iron and steel, and when faced by adventurers, the creatures will seek to devour swords, armour or other ferrous metal they can reach. If forced to fight, the monster's teeth inflict a nasty bite.

Dancing star

Armour rating: 0(-5)
 Tactical move: 20'
 Level: 4+
 BAR: 16/9/47
 BP/SP ratio: 1/3
 Average Body/Stamina: 6/14 (20)
 Average stat: 7
 Special stat: St-15; Ag-20
 Attacks: 3 whips
 Dmg: 1D6/1D6/1D6
 Ethics: I
 Size: M
 Special note: 90% likely to *ambush*

Common knowledge: Dancing stars are carnivorous, star-shaped creatures dwelling within caverns. Able to become invisible, their whip-like arms spell death for those passing near. Most stand about seven feet tall.

PART ONE - Monsters

Detailed knowledge: This bane to adventurers is so named because it resembles a giant starfish with a lumbering, but fast gate. It lairs within natural caverns, disappearing against the stone through its chameleon-like abilities. When a creature passes near, the star launches out or drops from a cavern roof, *ambushing* 90% of the time. Its arms then lash out in whip-like fashion, inflicting 1D6 points of damage each strike until its prey is slain. The monster then feasts, preferring bones and marrow over meat.

Dark delver (black gnome)

Armour rating: 0(-2)
Tactical move: 15'
Level: 1+
BAR: 15/8/40
BP/SP ratio: 1/3
Average Body/Stamina: 1/4 (5)
Average stat: 11
Special stat: Ag-17
Attacks: 1
Dmg: As per weapon
Ethics: E
Size: S
Special note: See fully through any but magic darkness; 90% invisible in shadowy areas; can function as cutpurse or necromancer

Common knowledge: Dark delvers are a subterranean race of small humanoids. They lay traps for creatures from the world above who penetrate into their caverns, and are noted for the fact that some employ magic.

Detailed knowledge: Dark delvers are found primarily in the western lands of Islay. As they present an appearance similar to emaciated gnomes with dark skin, some have dubbed them *black gnomes*. Their origin is a mystery, though it is widely thought that they are the descendants of gnomes seduced to the side of Evil by Serpen in the First Age, something true gnomes emphatically deny.

These creatures live in colonies of up to 500, and are typically encountered in deep caverns or old dwarven mines, where they labor in quest of valuable minerals and gems. Because of this, each usually is found in possession of 100-600 gd in valuables, ranging from tools inlaid with precious materials, to uncut gems. Dark delvers also have incredible sight, being able to see fully in any but magic darkness. They have a 90% chance of remaining unseen in shadowy areas.

Dark delvers are masterful workers of metal, and they often cooperate with morloks, the one race they tolerate, bartering arms and armour for food and clothing brought from the world above. They otherwise treat foreigners with hostility, killing them outright or taking them as slaves.

Most dark delvers are mere workers, armed with daggers or short-swords. A few, however, have the abilities of a cutpurse, and often set pit or wall traps within their tunnels to capture or kill intruders. The most feared are dark delvers with rank as leaders (roughly 1 in 50). These possess the abilities of a necromancer.

Demons & devils

Armour rating: 0 (base)
Tactical move: 10' (base)
Level: 1+
BAR: Variable
BP/SP ratio: Variable
Average Body/Stamina: Variable
Average stat: 15+
Special stat: As determined by GM
Attacks: 1 or more
Dmg: Variable
Ethics: E
Size: S or larger
Special note: See hereafter

Common knowledge: Demons and devils are inhabitants of the Hells. Their appearance on the Nexus is usually traceable to powerful spellcasters who summon them.

Detailed knowledge: The Hells are indeed home to these powerful monsters. Of the two, demons are the weaker, ranging from small imps to 20th level gargantuans. True devils are overlords of the hells, being no less than level 10 monsters with extra powers. As the gods, these monsters are forbidden to directly interfere in the affairs of mortals. However, those who summon them override this universal constant, permitting them to work their evil on the Nexus, albeit under the "Authority" of a mortal. It is best not to force them into servitude, but to make a mutually beneficial deal for their aid. All level 10+ devils and demons have true names that can aid in their summoning.

Demons/devils have the following benefits in common:

99% *trivia* skill.

500' *heat sight*.

Immunity to Type A spells not specifically meant for them.

Shift between the Ethers, Astral and Nether planes at will.

Exist without need of oxygen.

In creating demons or devils, the following steps should be followed:

1. Roll percentile dice to note the monster's size. (True devils are no smaller than *medium* size.)

01-20:	S (under 3')
21-85:	M (3'-10')
86-98:	L (11'-30')
99-00:	XL (31'+)

2. Roll percentile dice to note the monster's form.

01-60:	Humanoid
61-90:	Reptilian (or GM choice)
91-00:	Nebulous/non-corporeal

3. Roll 1D20 to note the monster's level, adjusting the roll by size, to a minimum of 1st and a maximum of 20th level. (True devils, remember, are no less than level 10 monsters, and the GM may roll a D10, adding 10, to fix their level.)

S:	-10
M:	None
L:	+10
XL:	+15

4. Determine the base damage it inflicts with physical attacks by rolling percentile dice and adjusting the result by the amount indicated on the following table based on the monster's size. (The monster's number of attacks is left to GM discretion.)

XX +/-

Size Adjust.

S:	-40
M:	0
L:	+20
XL:	+50

Check the result against the table below to note the range of the monster's damage.

1-20:	1D6
21-40:	2D6
41-65:	3D6
66-85:	4D6
86+ :	5D6

5. Roll 1D6 to note the number of extra powers for demons; roll 1D8 to note the number of extra powers for devils.

6. Roll a D100 to note the type of powers, applying adjustments to the roll based on the monster's form as shown hereafter. (Duplications may be rerolled or combined if the GM prefers.)

01-15:	Function as spellcaster of equal level. (Those with this power know all normal spells allowed the profession, and may teach one to a summoner for proper remuneration.)
16-25:	Immune to 1st-3rd rank spells.
26-30:	Immune to 1st-4th rank spells.
31-33:	<i>Possess</i> .
34-37:	Cast random spell at will.
38-40:	Regenerate 1D10 points of Body and Stamina damage on phase 1 of each turn.
41-50:	10%-90% spell immunity (i.e. there is a percent chance that magic spells of one or more types--B, C, etc.--determined by the GM will not affect the monster). An exception is the spell <i>Nether bolt</i> .
51-55:	1D10 point AR bonus.
56-58:	Permanent wither. (Roll to note type)
01-60	Stamina
61-80	Con
81-00	Strength
59-65:	Normal wither (See above)
66-70:	Only hit by BF 1 or better weapon.
71-73:	Only hit by BF 2 or better weapon.
74-75:	Only hit by BF 3 or better weapon.
76-80:	<i>Demon flame</i> (i.e. surrounded by a fiery umbra inflicting 2D6 Stamina damage to creatures within five feet, and 1D4 Body points to those who touch it. Melts all non-magical weapons striking it while making the demon immune to even magical fire damage.)
81-85:	4-armed (and thus four attacks).
86-90:	1D4 points of damage absorption potential
91-98:	Winged (50' + tactical movement rate).
99-00:	Special talent of GM's choice

Form--

Humanoid:	No adjustment
Reptilian (or GM choice):	+10
Nebulous:	-15

The prince of all devils and demons is Asmodeus, a level 30 monster.

Some selected devils and demons are detailed hereafter.

Black spot

Armour rating: 0(-10)

Tactical move: 20'

Level: 4

BAR: 16/9/47

BP/SP ratio: 0/1

Average Body/Stamina: (20)

Average stat: 20

Special stat: St--5

Attacks: 1

Dmg: 1D4 Con wither or *possession*

Ethics: E

Size: M

Special note: BF 1 or better weapon needed to hit; 90% spell immunity but for *Nether bolt* and *magic dart*; generate fear; immune to *exorcism* by ability; withers Con; can *possess*

Common knowledge: Black spots are formless spirits which haunt dungeons and other places.

Detailed knowledge: Black spots are a specific demon type sometimes mistaken for a kemp due to their nebulous form. Their

appearance on the Nexus is usually a result of being summoned by a necromancer. In other cases, black spots may come forth through a druid's use of a *well* spell or a gypsy's failed *seance*.

Being non-corporeal, black spots can penetrate solids, allowing them a quick means of egress if threatened. The monster generates a fear aura, causing those failing IQ rolls to run away or quiver in terror (80%/20% chance) for 1D6 minutes. Black spots can also wither living opponents, draining 1D4 Con points with a successful attack roll. Optionally, they may attempt to *possess* someone, utilizing the host to attack their enemies or to cause other mischief.

Diabolos (kemp of Asmodeus)

Armour rating: 0(-12)

Tactical move: 10' or 50' (flying)

Level: 17

BAR: 23/13/80

BP/SP ratio: 1/4

Body/Stamina: 30/90 (120)

Average stat: 20

Special stat: St--15

Attacks: 2 swings or 1 spell

Dmg: 3D6 or by spell

Ethics: E

Size: M

Special note: BF 3 weapon needed to hit; function as necromancer/sorcerer; invoke *witchfire* or *mind read* spells at will; immune to Type A spells

Common knowledge: Diabolos is a major devil.

Detailed knowledge: Diabolos is actually the kemp (see the demon description) of Asmodeus. As such, he is generally as close to the Prince of Hell as mortals are likely to come. When he is on the Nexus, Diabolos appears as a man in a hooded brown robe, holding a scythe. At his will, however, he may assume the insubstantial form of a normal kemp (altering his BP/SP ratio to 0/1). Diabolos' task is to represent his master; to bargain in his name; and to collect the souls of those who have made a pact with Asmodeus. His temperament when he is encountered varies from charm and wit, to terrifying, for he is immediately provoked to wrath by the discourteous.

Apart from his spellcasting abilities, Diabolos may once daily summon 1D4 specific 1st-8th level demon types, to serve him. (These monsters return to the Nether planes after 13 hours have elapsed.) However, Diabolos will not battle mortals upon the Nexus except under unique circumstances. If he does fight, his deadly scythe, which can strike any non-deity, inflicts 3D6 points of damage and forces those struck by it to make a Luck roll to avoid having their soul stolen, causing their body to crumble to dust as the *transmute creature to dust* spell. Thus, those who summon him generally do so only to make a pact with his Infernal master. The cost for summoning him naturally includes one's soul along with other suitable tribute.

Grotesque

Armour rating: 0(-8)

Tactical move: 20'

Level: 3

BAR: 16/9/45

BP/SP ratio: 1/3

Average Body/Stamina: 5/10 (15)

Average stat: 11

Special stat: IQ--16

Attacks: 1

Dmg: 1D8

Ethics: E

Size: S

Special note: Immune to Type A spells

Common knowledge: Grotesques are misshapen imp demons up to 3' tall.

Detailed knowledge: Grotesques are small demons summoned to the Nexus by necromancers. All are marked by their ugly

appearance, exhibiting various sorts of deformities—hunchbacks, grotesquely large heads, arms of differing length, and so on. The monsters attack by a variety of means, ranging from claws or bites, to swords (which are occasionally poisoned with *light* toxicity venom).

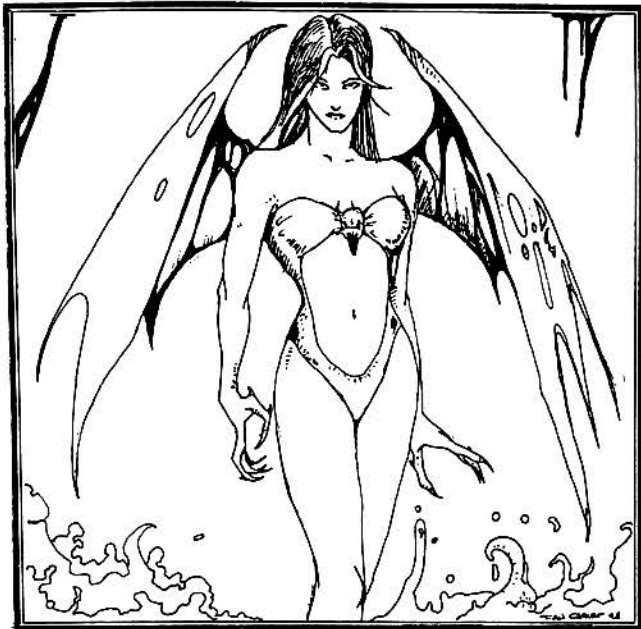
Kemp

Armour rating: 0(-5)
 Tactical move: 10' or 50' (flying)
 Level: 5+
 BAR: 17/10/50
 BP/SP ratio: 0/1
 Average Body/Stamina: (25)
 Average stat: 20
 Special stat: St--5
 Attacks: 1 spell
 Dmg: As per spell
 Ethics: E
 Size: M
 Special note: BF 2 weapon needed to hit; function as necromancer or sorcerer; invoke *witchfire* or *mind read* spells at will; immune to Type A spells

Common knowledge: Kemps are demons who serve devils or powerful demonic masters. They appear as humanoid shapes of black with eyes of fire.

Detailed knowledge: Kemps are the demonic familiars of certain devils or demon lords above 10th level. Their function is to represent their master upon Jewel when he is invoked by his followers, a sorcerer, or by a foolish mortal seeking demonic aid. The kemp thus has the authority to bargain in his lord's name, and to deliver his pronouncements. On rare occasions, a kemp may also be assigned as an advisor to a high-level necromancer serving the Dark Gods.

The creature's attack consists of invoking a *witchfire* spell against an enemy within 50', by other spellcasting. As it is non-corporeal, the kemp may penetrate solids at will.



Lilith (the Queen of Succubi)

Armour rating: 0(-10)
 Tactical move: 20' or 50' (flying)
 Level: 20
 BAR: 24/17/87
 BP/SP ratio: 1/4
 Body/Stamina: 25/75 (100)
 Average stat: 20
 Special stat: N/A
 Attacks: 2 claws
 Dmg: 3D6+5/3D6+5
 Ethics: E
 Size: M
 Special note: BF 3 weapon needed to hit; function as necromancer; regenerate 1D10 points of Body & Stamina each turn until slain; cast *summon nether creature* at will; *mesmerizing gaze*

Common knowledge: Lilith is the demon queen of succubi and vampires.

Detailed knowledge: Though referred to as a demones, Lilith is a true devil, and within the Hells she is overlord of succubi and other spirits of lust and seduction. She appears as a beautiful, but fanged, winged woman with extremely intense eyes that emit a *mesmerizing* upon characters within 30'. The mistaken belief that Lilith is queen of vampires is traced to her cults in the First Age, who invoked her presence and then offered up high-level enemies as a sacrifice. The men who died under Lilith's bloodsucking lips did in fact arise as the powerful Lilitian vampires, though none are known to exist in the present day. And while some vampires do follow her, Lilith has no inherent power over non-Lilitian vampires or those not directly created by succubi.

Serpen himself was said to be a follower of Lilith's, and it is believed by many that his *mind sapphire* was fashioned with her aid.

If she engages in physical melee, Lilith employs her talon-like hands. Her symbol is a bat centered within a pentagram.

Succubus/incubus

Armour rating: 0(-5)
 Tactical move: 20' or 30' (flying)
 Level: 4+
 BAR: 16/9/47
 BP/SP ratio: 1/3
 Average Body/Stamina: 6/14 (20)
 Average stat: 19
 Special stat: N/A
 Attacks: 2 claws
 Dmg: 1D6+4/1D6+4
 Ethics: E
 Size: M
 Special note: BF 1 weapon needed to hit; function as witch; *mesmerizing gaze*; alter to bat form

Common knowledge: Succubi are demons who steal the souls of righteous men by seducing them.

Detailed knowledge: Succubi are demon spirits who are enabled to enter the Nexus through the dreams of sleeping persons of Good character. Within these dreams, the spirit appears as an attractive creature of the opposite sex and attempts seduction. If the initial seduction succeeds (indicated by a failed IQ roll), the victim endures the loss of a Con point. Nightly thereafter, the succubus returns to its victim's dreams, progressively draining him until death. From this point, the succubus is enabled to physically shift to the Nexus to work further Evil. She may then be battled normally, although her spellcasting abilities are a considerable aid, and she may also project a *mesmerizing gaze* upon a victim within 30' of her.

Once physically on the Nexus, succubi resemble females sporting vampire-like fangs, although they can alter their form to that of a normal human woman or a large bat. They also require blood, and

often use living hosts to obtain it. Those slain by the creature's bite arise as normal vampires.

Prior to appearing on the Nexus, the succubus can only be opposed by the *exorcise* spell, which if successful permanently frees the victim from her harassment.

While succubi are female spirits, they may take the form of an *incubus* in order to seduce mortal females in their dreams.

Dog (guard)

Armour rating: 0
 Tactical move: 20'
 Level: 5 (D4 SD)
 BAR: 17/10/50
 BP/SP ratio: 1/2
 Average Body/Stamina: 5/5 (10)
 Average stat: 10
 Special stat: IQ-4
 Attacks: 1 bite
 Dmg: 1D10
 Ethics: I
 Size: S

Common knowledge: Guard dogs are hounds trained to kill.

Detailed knowledge: Guard dogs are trained to obey simple vocal, whistle or gesticular commands--"attack"; "stop"; "guard", etc. They may be of any breed and cost between 100-300 gd, depending on how many commands can be followed.

Dragger

Armour rating: 5
 Tactical move: 10'
 Level: 4+
 BAR: 16/9/47
 BP/SP ratio: 1/1
 Average Body/Stamina: (20)
 Average stat: 20
 Special stat: Ag/IQ--7
 Attacks: 1
 Dmg: 3D4/turn after being swallowed
 Ethics: I
 Size: M or L
 Special note: 90% likely to *ambush*; take minimum damage from blunt weapons; can be *bound* by earth priests

Common knowledge: Draggars are rock monsters some seven feet long that eat people. They are noted for their ability to swim through rock, and their chameleon-like camouflage that renders them nearly invisible.

Detailed knowledge: A creature native to the earth, draggars are usually encountered in natural caverns. They are boulder-shaped creatures whose limb-like appendages and ability to alter their molecular structure permit them to move through solid stone unhindered.

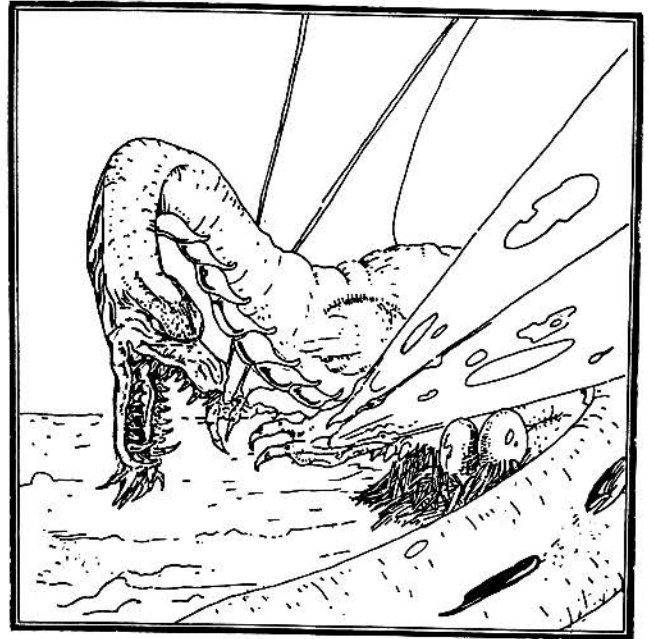
The dragger typically "floats" in a section of flooring, camouflaging its presence by creating an illusion of stone in a 10' square area centered on itself. Anything stepping upon the hidden dragger risks being swallowed by the creature's gaping maw. If its initial attack fails, the dragger will submerge beneath the ground to a place of safety, returning to its lair 10-40 minutes later. But if the attack succeeds, the dragger's target will have one or more appendages (usually feet) trapped within the creature's mouth. On the following turn, the dragger will momentarily loosen its grip as it attempts to draw the victim deeper within itself. At this time, the prey may attempt escape, indicated by a successful Agility roll, to which a bonus factor of 1 is applied for each person assisting. Should the roll fail, the prey will be swallowed into the dragger's gullet.

On the third turn, the dragger will submerge into the ground to enjoy its meal safe from harm. Should the creature be slain, the

captured prey can be freed in 1D4 minutes, suffering 3D4 points of damage per turn from the dragger's corrosive digestive juices.

Dragger's can digest virtually anything except gems, and any treasure of theirs will consist of gems possessed by previously swallowed victims.

The only spells that affect them are: *Magic/elemental dart*; *earthquake* (which causes the dragger to immediately depart for 10D6 minutes, releasing any prey not already swallowed); and *stoneform*, which fully heals the creature.



Dragon

Armour rating: 5
 Tactical move: 30'/500' (flying)
 Level: 10+ (D12 SD)
 BAR: 20/12/62
 BP/SP ratio: 1/1
 Average Body/Stamina: (60)
 Average stat: 20
 Special stat: Ag-2
 Attacks: 2 claws/1 bite/1 tail whip; or breathe fire
 Dmg: 5D6/5D6/8D6/3D6; or breathe fire for 1D10 points per level
 Ethics: Any
 Size: XL
 Special note: Immune to poison and forces similar to its breath

Common knowledge: Dragons are extinct flying lizards that breathe fire.

Detailed knowledge: Rare even in the First Age, true dragons are now thought to be entirely extinct. Like their drake cousins, they can move no faster upon the ground than twice their normal speed. At will, they may breathe fire (or another elemental force of the GM's choosing) affecting in a 180 degree arc all creatures within 40'. Or, they may direct a cone of fire up to 100' in length ending in a 20' circle. In doing either, however, the dragon momentarily exposes itself, and all characters in melee with the beast may automatically strike it. When breathing, the damage equals 1D10 points for each level of the beast, doubled with a successful attack roll.

The scales of a dragon are desirable for the fact they can be made into a set of partial plate that grants the wearer half damage to forces similar to its breath.

Dragon (medusan)

Armour rating: 2
 Tactical move: 20'/300' (flying)
 Level: 8+
 BAR: 18/11/57
 BP/SP ratio: 1/1
 Average Body/Stamina: (40)
 Average stat: 20
 Special stat: Ag--4/IQ--10
 Attacks: 2 claws/1 bite or breath
 Dmg: 2D6/2D6/3D6 or turn to stone
 Ethics: E
 Size: L
 Special note: Immune to poison; breath turns opponents to stone; only doubles its speed when *charging*

Common knowledge: Medusan dragons are creatures that turn people to stone with their breath.

Detailed knowledge: Medusan dragons are small in comparison to normal dragons, being only about 20' long. Unlike traditional dragons, these creatures are not extinct, though extremely rare. All prefer lairing in large caverns or old dungeon complexes of sufficient size to provide adequate space for them.

Against intended prey, it will make claw or bite attacks. But if seriously threatened, the dragon can emit a deadly breath affecting in a 180 degree arc all creatures within 20'. Or, it may direct a cone of up to 50' in length ending in a 10' circle. This breath forces all subjected to it to make Agility rolls to avoid turning to stone.

Medusan dragons do not hoard treasure, and any valuables they may possess can be traced to previous victims of the creature.

Drake

Armour rating: 3
 Tactical move: 20'
 Level: 10+
 BAR: 19/12/62
 BP/SP ratio: 1/1
 Average Body/Stamina: (50)
 Average stat: 20
 Special stat: Ag--3/IQ--8
 Attacks: 2 claws/1 bite or breathe fire
 Dmg: 3D6/3D6/5D6 or 1D6 per level
 Ethics: I or E
 Size: XL
 Special note: Immune to poison and forces similar to its breath

Common knowledge: Drakes are wingless dragons that breathe fire.

Detailed knowledge: Drakes are some of the most powerful adversaries characters might face. Common in the First Age, only a handful remain. Drakes, as mentioned, lack the ability to fly. Their enormous size, however, permits them an excellent movement rate, although in *charging* they merely double their speed. At will, drakes are able to breathe fire (or another elemental force of the GM's choice) affecting in a 180 degree arc all creatures within 20' of it. Or, the drake may direct a cone of fire up to 80' in length ending in a 10' circle. (As a dragon, the beast may automatically be struck by those in melee with it when it breathes, and the breath damage is doubled with a successful attack roll). Drakes have no scales and the leather of their wings is highly desirable to fashion armour from as it grants the wearer half damage to forces similar to its breath.

Drake (forest)

Armour rating: 2
 Tactical move: 30'
 Level: 5+
 BAR: 17/10/50
 BP/SP ratio: 1/1
 Average Body/Stamina: (25)
 Average stat: 20
 Special stat: Ag--4/IQ--7
 Attacks: 2 claws/1 bite
 Dmg: 2D6/2D6/3D6
 Ethics: I
 Size: L
 Special note: Camouflage in natural terrain (90% chance to *ambush*)

Common knowledge: Forest drakes are a smaller version of the normal drake, that do not breathe fire.

Detailed knowledge: Some 15'-20' long, forest drakes dwell in isolated woodland areas and mountains. As noted, the creature does not breathe fire. However, it possesses an unusual ability to blend into natural surroundings akin to a *chameleon* spell. It does this as a means to aid in *ambushing* prey, or to hide from the few creatures it is threatened by.

Unlike dragons and true drakes, forest drakes often lair in outdoor surroundings, occasionally in a nest made of large trees. Mated pairs are common among the species.

Eel

Armour rating: 0(-5)
 Tactical move: 20'
 Level: 1+
 BAR: 15/8/40
 BP/SP ratio: 1/2
 Average Body/Stamina: 2/3 (5)
 Average stat: 5
 Special stat: Ag--15
 Attacks: 1 bite
 Dmg: 1D4 + possible poison or special
 Ethics: I
 Size: S or M
 Special note: Can be *banished* by druids

Common knowledge: Eels are water serpents.

Detailed knowledge: There are a number of eel-like creatures in Islay. The most common are the level 1 fresh water variety, which usually congregate in packs of 3D6 individuals. Eels of this sort can dwell in any large body of water including a swamp, and many consider them a delicacy. The creature defends itself with a bite that delivers 1D4 points of damage.

Electric eels are level 2 monsters which in addition to biting can generate a current inflicting 1D4 points of Body damage to any creatures within 10'. This ability is usable once every five minutes. Eels of this sort are most often found in swamps, although marine specimens have been encountered. Electric eels often exist in groups of 1D8 individuals. They are unaffected by electricity.

Moray eels are level 3 monsters found only in warm salt water. Typically solitary, morays lair in apertures large enough to remain hidden. Morays thus *ambush* 90% of the time, and bite for 2D4 points of damage.

Striped eels are level 2 creatures who also inject poison when they bite. This has the effect of causing 1D6 points of Strength loss, halved with a successful Con roll.

Elemental

	Earth	Air	Fire	Water
Armour rating:	2	0(-5)	0(-3)	0
Tactical move:	10'	500'	20'	50'
Level:	5+	5+	5+	5+
BAR:		17/10/50		
BP/SP ratio:	1/1	0/1	0/1	1/1
Average Body/Stamina:		(25)		
Average stat:	15	15	15	15
Special stat:	IQ--8	IQ--8	IQ--8	IQ--8
Attacks:	1	1	1	1
Dmg:	6D6	3D6	4D6	2D6
Ethics:	I	I	I	I
Size:		M or larger		
Special note:	A	B	C	D

Common knowledge: Elementals are sentient creatures of elemental substance.

Detailed knowledge: Little different from above. Elementals are spirit-manifestations of the four elements, and can appear as humanoids, in the case of earth elementals, or nebulous. Often they are summoned by magicians, although they cannot venture more than 100' from the sort of elemental substance that gave birth to them. Other pertinent data follows.

A. Earth elementals are immune to all Type A spells not specifically meant for use against them. They also take half damage from weapons made of natural or refined materials found in the earth--iron, steel, etc. The monster attacks with its large fists, or it may hurl boulders (100' range).

B. Air elementals are immune to all non-magical missiles, but they sustain double damage from fire. These monsters attack by forming a whirlwind that inflicts buffeting damage to all within 100' (no attack roll required).

C. Fire elementals attack by lashing out with a flaming pseudopod, or by hurling a small fireball with a 10' area of exposure (an Agility roll is permitted for half damage). The greatest danger to fire elementals is the spell *air steal*. If caught within its area of exposure, the monster is permitted an Agility roll to escape--otherwise, it is slain. Vials of water thrown at the monster inflict 2D6 damage. Fire attacks from outside sources heal them.

D. Water elementals are invisible within their element until they launch an attack with a pseudopod. Optionally, those on land may envelop victims equal in size to themselves, inflicting drowning.

Elementals occasionally merge, thereby creating some unusual effects. An air and water elemental merging, for instance, can create a waterspout or typhoon.

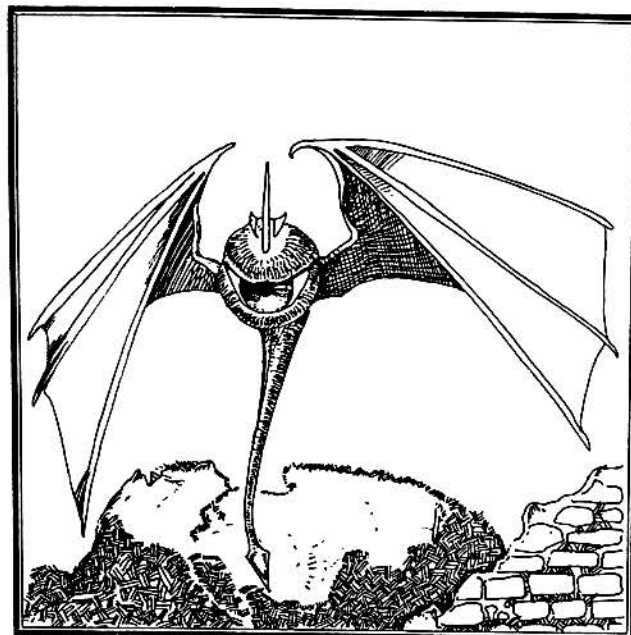
Eye guardian

Armour rating: 0(-5)
 Tactical move: 5'
 Level: 10
 BAR: 19/12/63
 BP/SP ratio: 1/2
 Average Body/Stamina: 25/25 (50)
 Average stat: 20
 Special stat: St/Ag--6
 Attacks: 1 or 2
 Dmg: Special
 Ethics: G or E
 Size: M
 Special note: Gaze attack (50' range); 90% chance to *ambush*; immune to *exorcism*; see invisible creatures

Common knowledge: Eye guardians are creatures summoned by high-level necromancers to guard holy areas and relics. They resemble giant white or black eyes with bats wings and a reptilian tail. Their gaze turns one to stone.

Detailed knowledge: Often called *holy* or *unholy guardians*, these creatures are summoned indefinitely to the Nexus by necromancers employing a *summon nether creature* spell in concert with a *prayer*. Their lone purpose is to guard holy areas, in particular relics and the honored remains of the gods' departed servants. The ethics of an eye guardian are readily determined by their color: white, in the case of Good; black, for Evil. Only necromancers of like ethics may summon them.

Either guardian can become invisible, and thus it has a 90% chance of *ambushing* intruders when first encountered. Both eye guardians also have gaze attacks. White guardians may fire a powerful *mesmerizing* which applies a penalty factor of 4 to a creature's IQ roll. Or, they may invoke an *aura of fear* as per the witch spell. Evil guardians instead have a medusan gaze that turns one failing an Agility roll to stone. Or, they may unleash a *witchfire*. Both also may hit a target with *disenchantment* on phase 1 of any turn to disrupt spellcasting. This is apart from its regular attack. BM



Fairy

Armour rating: 0(-5) (base)
 Tactical move: 20'
 Level: 1+ (D4 SD)
 BAR: Variable
 BP/SP ratio: 1/5
 Average Body/Stamina: 1/1 (2)
 Average stat: 5
 Special stat: Ag 20; IQ-15
 Attacks: By weapon or spell
 Dmg: 1D4 (weapon) or by spell
 Ethics: Any
 Size: S
 Special note: See and utilize faerie gates

Common knowledge: Fairies are the children of Brigit. They usually live in magic forests and are famous for their mischief.

Detailed knowledge: Most fairies are the creation of Rhiannon (Brigit), though other deities are sometimes served by them. All dwell within pockets of the faerie realm constructed inside of cowslips, within trees, or under the earth. Inside these lairs, time stands still and laws of the physical universe cease to apply. These lairs, and the Realm of Faerie, are entered through invisible gates only fairies and some druids can see and utilize.

Fairies are frolicsome, and this trait is often taken for mischief. It is more true that the faerie folk love to play pranks as a means of showing mortals that life is not so serious as they take it to be.

If forced to fight, fairies usually employ weapons with 1D3 or 1D4 points of damage potential. Often, these arms are enchanted.

Fairies can be randomly generated as shown hereafter.

1. Roll 1D10 to note the fairy's level.
2. Roll 1D4 to note the number of powers.
3. Roll percentile dice to see the sort of powers the fairy has.

Duplications can be rerolled or combined as the GM chooses.

01-15:	Become invisible at will
16-20:	Function as witch, druid or bard of equal level
21-25:	Better armour rating by 1D10 points
26-40:	Invoke <i>shif/</i> spell thrice daily
41-50:	90% ability to pick pockets
51-60:	Cast <i>beguile</i> spell at will
61-70:	Flight capability (100'/phase tactical move)
71-80:	Control animal or colony of animals of equal or lesser level at will
81-90:	10%-60% spell immunity
91-95:	Possess special magic item/weapon of GM's choice
96-00:	Special ability of GM's choice

Fetch

Armour rating: 0(-5)
 Tactical move: 20'
 Level: 1
 BAR: 15/8/40
 BP/SP ratio: 0/1
 Average Body/Stamina: (5)
 Average stat: 12
 Special stat: Ag-20
 Attacks: 0
 Dmg: 0
 Ethics: Any
 Size: M
 Special note: Sees invisible creatures; naturally invisible; only harmed by spells that damage undead; immune to Type A spells

Common knowledge: Fetches are whispering spirits haunting ruins and other abandoned places. When seen, they appear as hooded shades.

Detailed knowledge: Fetches are spirits bound to the Nexus until they atone for a misdeed in an earlier life by performing some

service. This can entail anything from being helpful, to leading a party of adventurers into a trapped area as bidden by an earthly or demonic master.

Fetches are extremely common and during the night of Allhallows Eve roam the world, seeking to atone for their past actions. This is almost the only time they are clearly visible. They otherwise are sometimes noticed skulking in the shadows or out of the corner of one's eye. Always, the spirit is not to be seen if the person consciously looks for it.

Witches and necromancers commonly summon fetches of like ethics through a 5th rank spell, and once a fetch has served a summoner, it is free to go on to what awaits it.

Fetches can speak with a whispery voice. At their desire, they may restrict those able to hear them to selected party members.

Fiend

Armour rating: 0(-5)
 Tactical move: 20'
 Level: 5+
 BAR: 17/10/50
 BP/SP ratio: 1/5
 Average Body/Stamina: 5/20 (25)
 Average stat: 15
 Special stat: N/A
 Attacks: 2 claws or strangulation
 Dmg: 1D8/1D8 or special
 Ethics: E
 Size: M
 Special note: Immune to poison and Type A spells; takes 1 point of damage/turn from direct sunlight; 95% chance of remaining unnoticed in shadowy areas

Common knowledge: Fiends are hooded spirits that seek to strangle the living.

Detailed knowledge: Fiends are the mature form of a pair of *ghost hands* (see the monster), which have slain enough victims to permit the spirit that gave birth to them to reform on the Nexus. Thereafter, the fiend, which takes the form of a humanoid attired in dark and heavy garments, roams the world seeking vengeance on its enemies. During this time, the monster, which is capable of speech, will kill any who get in its way, either by making two claws with its talon-like hands, or by strangulation. When all its enemies have been slain, the monster fades to nothingness.

Daylight is death to a fiend, and they typically hide until the safety of evening darkness.

Gargoyle

Armour rating: 5
 Tactical move: 10' or 30' (flying)
 Level: 3+
 BAR: 16/9/45
 BP/SP ratio: 1/1
 Average Body/Stamina: (25)
 Average stat: 12
 Special stat: N/A
 Attacks: 2 claws
 Dmg: 1D8/1D8
 Ethics: Any
 Size: M
 Special note: Immune to *exorcism* by ability

Common knowledge: Gargoyles are winged creatures of stone which stand guard over temples and other important buildings.

Detailed knowledge: Gargoyles are fashioned by a necromancer's summoning a spirit of equal or lesser level from the Nether or Ethereal planes and through use of the *spirit bind* spell forcing it into a prepared shell of stone carved into the familiar image of a gargoyle. Thereafter, use of an *activation* spell permits the creature to animate the statue when preset condition guidelines come

to pass. The monster then fearlessly attacks intruders, gaining release only when its stone shell is destroyed by weapon or spell. Failing that, it will return to its place of guardianship to await its next victims.

Gargoyles are subject to *exorcism* only by spell, assuming it is performed when the creature is in a dormant state.

Genie

Armour rating: 0(-5)
 Tactical move: 200'
 Level: 5+
 BAR: N/A
 BP/SP ratio: 1/2
 Average Body/Stamina: 12/13 (25)
 Average stat: 15
 Special stat: IQ--19
 Attacks: Telekinesis
 Dmg: 3D4
 Ethics: Any
 Size: Variable at will from S to L
 Special note: BF 1 or better weapon needed to hit; assume *smoke form*; function as sorcerer

Common knowledge: Genies are servitors of Arwinian deities, some of whom can grant wishes.

Detailed knowledge: Of either sex, genies are highly magic in nature and at will can create minor objects and food. If mundane, such items are of permanent duration. Otherwise, they fade into nothingness within a day.

When provoked to attack, genies may unleash a telekinetic ability with a 20' area of exposure causing 3D4 buffeting damage to those caught within. No attack roll is necessary. This ability also permits the creature to telekinese objects weighing up to half a ton within the area of exposure.

Through some process unknown, genies are occasionally bound into bottles or other objects, and are forced to serve whomever holds their prison.

Greater genies are level 10+ creatures with similar powers. In addition, they are always male, and can grant up to three wishes, though greedy or Evil demands will always be fulfilled in a perverted manner. Apart from telekinesis, greater genies may battle with their two fists, inflicting 3D6 points of damage with a successful attack roll.

Greater genies are not enslaved to one in possession of a device wherein they are bound, and those freeing them from their entrapment may be rewarded beneficially, depending on the creature's reaction.

It is thought by some that *lesser* genies are merely young, and, excepting females, will mature into genies of greater ilk over time.

Ghost hands

Armour rating: 0(-10)
 Tactical move: 5'
 Level: 1+
 BAR: 15/8/40
 BP/SP ratio: 1/1
 Average Body/Stamina: 5/5 (10)
 Average stat: 10
 Special stat: IQ--19
 Attacks: 1 claw or choke
 Dmg: 1D4 or special
 Ethics: E
 Size: S
 Special note: BF 1 or better weapon needed to hit; shift to Ethers at will; immune to Type A & H spells, and *exorcism* by ability

Common knowledge: Ghost hands are a physical manifestation of an Evil spirit who seeks to slay the living.

Detailed knowledge: Ghost hands are evidence of a true Haunting. Their origin is usually traced to a dead person of Evil

ethics and high skill level. On occasion when such a person is murdered or dies naturally before achieving his goals in life, his spirit may project itself upon the Nexus in the form of one or two disembodied hands. A single hand manifestation typically attacks isolated individuals as they sleep, inflicting claw damage with its talon-like fingernails. A double-hand manifestation instead locks about the person's throat to strangle him. Each time the hands slay a victim they gain a level. When their level finally equals that of the departed in life, the spirit returns to the Nexus as a *fiend* (see the monster).

Ghost hands are immune to *exorcism* by ability. When threatened, they will shift to the Ethers rather than fight. If slain, however, the spirit is permanently bound to the Ethers and can harm no one.

Ghost knight

Armour rating: 0(-5)
 Tactical move: 20'
 Level: 9
 BAR: 19/12/60
 BP/SP ratio: 0/1
 Average Body/Stamina: (45)
 Average stat: 15
 Special stat: N/A
 Attacks: 2
 Dmg: As per weapon
 Ethics: G
 Size: M
 Special note: 90% immunity to all spells but those affecting undead; immune to *exorcism*

Common knowledge: Ghost knights are spirits who aid those in need.

Detailed knowledge: These are the spirits of knights who briefly return to the world of mortals to aid those of Good character in a struggle against Evil. Often, this is because the knight in life broke a charge of the Code of Chivalry which in death it now seeks to atone for. Other times, a knight may have so dedicated himself to a particular Cause that even in death he follows it. These spirits have, for instance, appeared to warn those in an area where the knight once dwelled of an imminent attack by Evil forces. On occasion, ghost knights have even been known to aid a young knight valiantly battling much superior forces (assume a 1% chance of this occurring once to a Good knight character beneath the 5th level of skill).

The monster resembles a skeletal knight riding a spectral steed. It attacks with arms similar to those it wielded in life.

Ghoul

Armour rating: 0
 Tactical move: 20'
 Level: 4+
 BAR: 16/9/47
 BP/SP ratio: 1/2
 Average Body/Stamina: 10/10 (20)
 Average stat: 12
 Special stat: N/A
 Attacks: 2 claws
 Dmg: 1D6/1D6 + poison
 Ethics: E
 Size: M
 Special note: Poison claw; immune to Type A spells and poison

Common knowledge: Ghouls are undead devourers of bodies who dwell in ruins or graveyards.

Detailed knowledge: Ghouls are Evil humanoids cursed with a state of unlife for their sins while alive. Awakening in their graves, the gnarled creatures come forth and derive nourishment from the bodies of the dead. The "blood" coursing through their veins is a toxin that causes Strength loss upon creatures ingesting it through

wounds. And as a ghoul's hands are typically raw and scraped, an amount of this venom permeates its claw-like hands, forcing those scratched by the monster to make Con rolls or lose 1D6 points of Strength. The effect lasts one hour.

Ghouls cannot stand sunlight, suffering a point of damage for each minute of exposure. Thus, they will usually "rest" or hide in their graves during the day, emerging only at night.

Giant

Armour rating: 3
Tactical move: 30'
Level: 8+
BAR: 18/11/57
BP/SP ratio: 1/1
Average Body/Stamina: (40)
Average stat: 20
Special stat: Ag--5; IQ--ranging from 5 to 15
Attacks: 1 club or hurl rock
Dmg: 1D20+5
Ethics: Any
Size: L to XL

Common knowledge: Giants are tall humanoids inhabiting wild places.

Detailed knowledge: Giants are rare in the world, and none know from whence they come. While there are various sorts, all prefer isolated areas in which to dwell, shunning contact with other races. Their ethics vary from Good to Evil, with most Indeterminate. The lower the IQ of a giant, however, the more prone it is toward Evil. Their weapon of choice is a tree trunk used as a club. They otherwise may hurl boulders at targets up to 300' distant.

Giant (mountain)

Armour rating: 0 or 3
Tactical move: 30'
Level: 12
BAR: 20/13/67
BP/SP ratio: 1/1
Average Body/Stamina: (60)
Average stat: 20
Special stat: Ag--6; IQ--15
Attacks: 1 sword, or hurl rock
Dmg: 1D20+5
Ethics: G
Size: L

Common knowledge: Mountain giants are reclusive but benign creatures found only in isolated wilderness areas. They stand up to 20' tall.

Detailed knowledge: The most intelligent of Islay's giants, these creatures are found individually or in small communities located in distant hills and woodlands. As noted, they are benign creatures but tend to avoid contact with smaller races. Unlike most other giants, those of this sort differ little from humans except for their massive height. Those who have spent time with them, for instance, relate that giant communities bear a marked similarity to some woodsmen villages, with gardeners tending huge berry vines, herdsman overseeing extra large cows and sheep, and huntsmen stalking prey such as bears.

Owing to their degree of advancement, mountain giants often carry arms and armour, and fashion their clothing from plant fibre, wool or cotton.

Giant (two-headed)

Armour rating: 0
Tactical move: 20'
Level: 8
BAR: 18/11/57
BP/SP ratio: 1/1
Average Body/Stamina: (40)
Average stat: 20
Special stat: Ag--8; IQ--5
Attacks: 2 clubs
Dmg: 1D12+5/1D12+5
Ethics: E
Size: L
Special note: Immune to Type A & H spells

Common knowledge: Two-headed giants stand about 12' tall. The aggressive creatures lair in swamps.

Detailed knowledge: These are among the most common of giantkind, and are often encountered in areas of swamps. Creatures of this sort typically lair in log huts and lead a solitary existence, though others of their sort often are found in the same area. All such giants are violent and aggressive, demanding tribute in the form of cash or food from adventurers penetrating their swamps.

When attacking, these giants make two swings with a large club. This drops to a single attack when the monster is reduced below half its normal Body points as one of its heads is presumed to have been knocked out of action.

In all cases, both the giant's heads are the same sex.

Glow moss

Armour rating: N/A
Tactical move: 0
Level: 0
BAR: N/A
BP/SP ratio: N/A
Average Body/Stamina: N/A
Average stat: 1
Special stat: N/A
Attacks: 0
Dmg: 0
Ethics: I
Size: Any

Common knowledge: Glow moss is an underground growth that emits a feeble light permitting some races to see in the dark.

Detailed knowledge: Glow moss is a grey colony of moss abounding in caves, mines and other subterranean places. Quickly growing, it has a relatively short lifespan and is constantly dying off to be replaced by new growth. In this process, the decaying cells of the moss emit a luminosity that the eyes of underground-dwellers amplify as a means of "seeing" up to 100' distant (or half this in the case of dwarves). In most cases, surface-dwellers gain no benefit from the dim light, though some colonies exist which emit brightness equal to candlelight.

Golem

	Straw	Wood	Wax	Bone	Brass	Bronze	Iron
Armour rating:	0	0	0	0(-2)	1	2	3
Tactical move:	15'	5'	5'	10'	5'	5'	5'
Level:	3	5+	6+	7+	8+	9+	10+
BAR:	Variable						
BP/SP ratio:	1/1	1/1	1/1	1/2	1/1	1/1	1/1
Average Body/Stamina:	(15)	(25)	(30)	17/18	(35)	(40)	(50)
Average stat:	6	6	6	6	6	6	6
Special stat:	Ag-18	St-20	St-20	St-20	St-20	St-20	St-20
Attacks:	2	1	1	1	1	1	1
Dmg:	1D6	2D6	2D6	Var.	3D6	4D6	5D6
Ethics:	I	I	I	I	I	I	I
Size:	M	L	L	L	L	L	L
Special note:	A	B	C	D	E	F	G

Common knowledge: Golems are animated servants and guardians fashioned by high-level necromancers.

Detailed knowledge: Golems are indeed fashioned by necromancers. The process is a long, involved one as shown hereafter.

A. Straw golems, often called *scarecrows*, are the easiest and cheapest to create. However, fire is a great bane to them, and a straw golem always sustains the maximum possible damage from fire-based attacks. The cost of materials is 20 gd and construction time equals one week.

B. Wood golems are inexpensive to manufacture. However, they suffer an additional damage point/die vs fire-based attacks. The cost of materials equals 500 gd/level and construction time is one week per level.

C. Wax golems are quick but expensive to fashion. They also sustain double damage from fire. The cost of materials equals 1,000 gd/level and construction time is one day/level.

D. Bone golems enjoy the versatility of wielding a weapon (usually inflicting 1D12 points of damage). They suffer double damage from blunt weapons and cannot be *exorcised*. The cost of materials equals 500 gd/level and construction time is one week/level.

E. Brass golems are the first of the metal golems, none of which are harmed by non-magic weapons. Brass golems also are immune to all magic spells that cause damage save for *dart spells*, *shadow sword*, and *acid dust*. The cost of materials equals 2,000 gd/level and construction time is one month/level.

F. Bronze golems enjoy the spell immunity of brass golems and in addition are entitled to a Luck roll to avoid the damage of the spells that can affect them (excepting *five fingers of death* and *acid dust*). Bronze golems are harmed by weapons of BF 2 or higher rating. The cost of materials equals 4,000 gd/level and construction time is one month/level.

G. Iron golems are the most powerful of these creations. They have spell immunity only to fire-based spells but gain a Luck roll which if successful reflects any other magic sent its way back upon the caster. (The one exception is *five fingers of death*.) Only weapons of BF 3 or higher rating affect them. The cost of materials equals 5,000 gd/level and construction time is two months/level.

All golems have in common a "heart" that has been *consecrated* to the necromancer's deity, and all enjoy immunity to Type A & H spells. Excepting bone golems, all attack with their fists. Golems can be enchanted to generate other random magical effects of the GM's choosing.

Note that the stone golem is detailed in the 7th rank witch spell *stone golem*.

Golgi

Armour rating: 0

Tactical move: 0

Level: 3+

BAR: 16/9/45

BP/SP ratio: 1/1

Average Body/Stamina: (15)

Average stat: 5

Special stat: St--15

Attacks: 1

Dmg: 2D4

Ethics: I

Size: M to L

Special note: Covers a 10' square for each three levels; camouflage with surroundings (90% chance to *ambush*)

Common knowledge: Golgi are unusual plant carpets which roll up to envelop prey.

Detailed knowledge: Golgi are latticed plant colonies that can be found anywhere. Below ground, they can grow either upon the floor or on the sides or roof of caverns and dungeons. And with their ability to camouflage with their surroundings, golgi are virtually impossible to detect. The colony is extremely sensitive to vibration, and when prey steps under or upon it, the monster drops or rolls up to envelop it. Creatures thus trapped may fight back only with a dagger or knife. Each turn, however, they endure 2D4 points of constriction damage. Once its prey is dead, the colony takes 2D8 days to completely digest it before returning to its passive state. BM

Groaning spirit

Armour rating: N/A

Tactical move: N/A

Level: Treated as 7

BAR: N/A

BP/SP ratio: N/A

Average Body/Stamina: N/A

Average stat: N/A

Special stat: IQ--treated as 11

Attacks: 0

Dmg: 0

Ethics: Any

Size: N/A

Special note: Immune to *exorcism* by ability; cause fear

Common knowledge: Groaning spirits are undead who bemoan their inability to rest.

Detailed knowledge: These formless undead are most often found in dungeons, where the method of their earthly demise was likely unpleasant. Unable to pass on to what awaits them, groaning spirits haunt a given area, occasionally emitting groans, screams, sobbing or some other aural evidence of their presence. Their mournful sounds have the effect of causing those who hear them to run in fear from the area if an IQ roll is failed, although the spirit can cause no direct harm. Groaning spirits can be *exorcised* by spell.

PART ONE-Monsters

However, a *seance* occasionally is helpful by allowing the spirit to tell of some action that can be undertaken to release it from the Nexus.

Groat

Armour rating: 0(-5)
Tactical move: 20' to a limit of 100' from its lair
Level: 8
BAR: 18/11/57
BP/SP ratio: 0/1
Average Body/Stamina: (40)
Average stat: 15
Special stat: N/A
Attacks: 1 withering touch
Dmg: 1D6 permanent Strength wither
Ethics: E
Size: M
Special note: BF 2 weapon needed to hit; automatically *mind melds* from up to 50' distant; sees the future; functions as spellcaster of at least level 16; immune to *exorcism*

Common knowledge: Groats are the spirits of powerful spellcasters. They can tell the future and often use their knowledge to cause mischief or harm.

Detailed knowledge: Groats are an unusual form of undead spirit which, curiously enough, trace their origin to witches, druids or necromancers of Good ethics. Every so often, such a person of level 16 or higher begins learning the last mysteries of his or her religion, and undergoes a final purification rite in preparation for departing the Nexus to serve their deity directly. During this period, the "dark side" of the person is cast out in a lonely place, and there it is evermore bound to remain, angered and frustrated over its inability to rest or depart its place of confinement. Occasionally mortals will pass near the monster, and through its ability to scan their thoughts, the capricious groat will appear in order to deceive the living. At its whim, the monster may then attempt to lure victims near for attack, or it will use its ability to see into the future of those it meets in order to cause some sort of later trouble or deception. The creature can also function as the spellcaster it once was, despite its lower level (for purposes of attack rolls and damage potential).

Groats are absolutely Evil, and thus it is difficult to convince the monster to provide aid. However, should a single individual engage the spirit in armed combat and bring it to within 15 points of "death", the monster will submit and truthfully render whatever aid it can; or it will provide insight into future events. As noted, the groat has a powerful withering touch that permanently drains 1D6 points of Strength from its victims.

Gulon (cat fox)

Armour rating: 0(-5)
Tactical move: 50'
Level: 7 (D4 SD)
BAR: 18/11/55
BP/SP ratio: 1/4
Average Body/Stamina: 4/10 (14)
Average stat: 5
Special stat: Ag--20; IQ--9
Attacks: 2 bites/2 claws
Dmg: 1D6/1D6/1D4/1D4
Ethics: I
Size: S
Special note: Can be *banished* by druids

Common knowledge: The gulon, or Cat Fox, is an unusual beast found in the cold northern parts of Islay. Its fur is valuable.

Detailed knowledge: This creature resembles a silver fox with the head and forelegs of a cat. Its habitat is the cold north, including Scandia, and trappers have long sought the gulon for its incomparable fur, valued at 1,000 gd per pelt if undamaged by sword

blows (half otherwise). While the beast will avoid contact with man, if forced to fight it makes two swipes with its claws and two bites.

Hawk

Armour rating: 0(-5)
Tactical move: 100' (300' in dive)
Level: 1 (D4 SD)
BAR: 15/8/40
BP/SP ratio: 1/3
Average Body/Stamina: 1/1 (2)
Average stat: 4
Special stat: St--1/Ag--20
Attacks: 1 claw
Dmg: 1D4
Ethics: I
Size: S

Common knowledge: Hawks are birds of prey found throughout the plains and mountains of Islay.

Detailed knowledge: Little different from above. However, a type of hawk found in Hocwrath is known to gather in flocks of five or more individuals, attacking en masse to bring down human-size prey.

All hawks have superior eyesight, being able to spot the movement of so little as a mouse from up to 1,000' in elevation. Hawks also are often trained by woodsmen and knights as hunting birds or animal companions. The cost for a trained specimen is 50 gd.

Horse (elven)

Armour rating: 0
Movement rate: 25'/75'/30
Level: 2
BAR: 15/
BP/SP ratio: 4/5
Average Body/Stamina: 8/2 (10)
Average stat: 12
Special stat: Ag--7/IQ--9
Attacks: 1 kick
Dmg: 2D4
Ethics: I
Size: M
Special note: Can be *banished* by druids; carries 15 lbs per SP; cost is 100 gd per SP

Common knowledge: Elven horses, while small, are some of the finest steeds to be found in Islay. They are easily trained.

Detailed knowledge: While unicorns are naturally associated with the Ellfands, the half-elf Tollivers are renowned for having bred a remarkable equine of special endurance and intelligence. The typical specimen is about the size of medium warhorse, but is quicker, and--most importantly--is brighter, and thus easily trained. However, one drawback to the breed is that mares usually foal but once or twice. Thus, there are few such steeds available. Also, the Tollivers take great care to assure the steeds are sold or bartered only to owners who will treat them well.

Horse (omnivorous)

Armour rating: 0
Tactical move: 15'
Level: 4
BAR: 16/9/47
BP/SP ratio: 1/2
Average Body/Stamina: 10/10 (20)
Average stat: 14
Special stat: Ag/IQ--7
Attacks: 1 kick and 1 bite
Dmg: 2D6/1D6
Ethics: I
Size: M

Common knowledge: Omnivorous horses are steeds that eat any type of food.

Detailed knowledge: This highly prized mount is native only to the Land of Shadows. While identical to a medium warhorse, the beast's value lies in its varied diet. Omnivorous horses can eat anything, including dead monsters, and this helps free its rider from the responsibility of packing bulky rations for it.

The value of such a steed equals 50 gd per SP. However, they can mate only with others of their own species.

Hydra

Armour rating: 2
 Tactical move: 30'
 Level: 16
 BAR: 22/15/77
 BP/SP ratio: 1/1
 Average Body/Stamina: (80) i.e 10 per head
 Average stat: 20
 Special stat: Ag--5/IQ--8
 Attacks: 8 bites
 Dmg: 3D6 per bite
 Ethics: I
 Size: XL
 Special note: Cannot be *ambushed*

Common knowledge: Hydras are eight-headed dragon-serpents native to Hocwrath and Naz-Al which are 30' to 50' in length.

Detailed knowledge: Hydras are one of the most dangerous creatures to be found in Islay, and they prefer dwelling in large volcanic caverns. Lacking legs, the monster moves by slithering forward with its snake-like body. It then lashes out at opponents in every direction with its eight heads. The fact that the creature possesses so many heads accounts for the fact that it cannot be *ambushed*.

When characters battle a hydra, it is presumed that all normal hits strike heads. However, if a *critical hit* with an accompanying death blow is indicated, the character should be considered to have successfully struck the hydra's heart, slaying the monster outright. And if in the course of battle the monster is only wounded and allowed to escape, any "slain" heads regrow in 1D4 weeks.

A type of hydra found only in hocwrath possesses the ability to breath fire in a 10' circle up to 30' distant. The damage imparted by each head's breath equals 2D6 points, doubled with a successful attack roll.

Kobold

Armour rating: 0 to 3
 Tactical move: 10'
 Level: 4+
 BAR: 16/9/47
 BP/SP ratio: 1/2
 Average Body/Stamina: 10/10 (20)
 Average stat: 11
 Special stat: St/Cn--18
 Attacks: 1
 Dmg: As per weapon + 3
 Ethics: I
 Size: M
 Special note: 80% *tracking* ability; note invisible creatures

Common knowledge: Kobolds are demons who dwell in the bowels of the earth.

Detailed knowledge: Kobolds are a race of dark-skinned humanoids who like dwarves are most comfortable in the deep parts of Jewel, and the sounds made by their mining have long aroused the

fear of the ignorant. Incorrectly thought by some to be demons or perhaps some relative of the orc, kobold society is among the most advanced of all tribal monsters. Kobolds prefer isolation, and shun direct contact with other races. On occasion, however, a few adventurous kobolds travel the world above, and small cave-dwelling communities have been observed.

Kobolds have an outstanding olfactory sense, and this grants them an 80% ability to track by scent, with an equal chance of noting invisible or *chameleoned* creatures. The creatures are also incredibly strong for their size, and even a punch delivers 1D6 points of damage + Strength bonus.

Leprechaun

Armour rating: 0(-10)
 Tactical move: 20'
 Level: 5+ (D4 SD)
 BAR: 18/10/50
 BP/SP ratio: 1/4
 Average Body/Stamina: 2/8 (10)
 Average stat: 15
 Special stat: St--3/Ag--20
 Attacks: 1
 Dmg: As per weapon or spell
 Ethics: I
 Size: S

Special note: Can function as bard or druid; cast *chameleon* and *alter treasure* at will; 60% chance of *pickpocketing*

Common knowledge: Leprechauns are bearded fairies known for burying valuables in secret places.

Detailed knowledge: Leprechauns are the most common sort of fairy, and they are to be found in all green nations of Islay east of Hocwrath. Bardic tradition asserts that once a group of children came upon and made off with the treasure of the Fairy Queen. But as they were being taken away, the treasures called out to their mistress, and the terrified young people scattered their booty in the woods as they ran. That night, Rhiannon appeared to each child in their dreams, asking if they had taken her property. Some of the children foolishly lied, and when the dawn came these were not to be found, for Rhiannon set them to work searching for that which they had lost. Ever after, they and their descendants have roamed the world as leprechauns, seeking to recover every lost gem and coin taken from the Queen.

Among the talents leprechauns have is an uncanny ability to discover hidden treasures, especially those buried in hope of keeping them safe from pilfering. Leprechauns in turn appropriate and store these recovered valuables in pots or other crockery, reburying them in isolated areas until such time as they meet with the Queen and present their treasure, when anything that might be hers is reclaimed. The value of such caches equals 1D100 x 10 gd, with a 25% of a potion, scroll, ring or other small magic item turning up. If captured and held, the leprechaun will surrender the location of his or her particular treasure in return for freedom. However, leprechauns are difficult to catch, and will attempt to trick their captors through use of an *alter treasure* spell on valueless objects. However, all males have a weakness for fine liqueur, and this can often be used to coax them into the open.

While any leprechaun has the ability to *pickpocket* and cast *alter treasure* and *chameleon* spells, few actually function as spellcasters. All, however, reside in pockets of the faerie realm constructed inside trees or small hillocks. And while normally solitary, leprechauns often gather for fun and frolic when the moon shines.

The leprechaun king and his queen are level 11 creatures, functioning as a druid and bard respectively.

Leviathan

Armour rating: 5
 Tactical move: 20' or 100' (flying)
 Level: 20
 BAR: 24/17/87
 BP/SP ratio: 1/1
 Average Body/Stamina: (100)
 Average stat: 20
 Special stat: N/A
 Attacks: 2 swings + *demon flame*
 Dmg: 5D6/5D6 + special
 Ethics: E
 Size: XL
 Special note: Function as necromancer; surrounded by *demon flame*; subject to *exorcism*

Common knowledge: None.

Detailed knowledge: Fortunately, leviathans are so rare as to be unknown to all but the most studious sages and necromancers. Their precise number is unknown, but they are assumed to be Nether beings of some sort, and the cause of their presence on the Nexus is a mystery. Some believe they were demons or devils who conspired against Asmodeus and were driven from the Hells; or that the monsters are fallen gods of some sort; or beings summoned to the Nexus by necromancers unable to control them. Others postulate that the leviathans were a primordial race of titans who devastated Jewel through their misuse of technology or magic and sought refuge deep beneath the surface of the planet. But whatever their origin, leviathans stand an average of 20' tall and resemble black, horned humanoids with batlike wings spanning nearly twice their height. Though able to fly, their great bulk and weight causes them to move with a certain awkwardness and results in a one-turn period to achieve full flight speed.

The handful of instances where leviathans are believed to have been encountered all took place in the deepest parts of Jewel, and were preceded by encounters with organized groups of underground-dwelling denizens such as orcs, ogres or trolls--for the monster will not engage intruders into its domain until its lesser minions have failed to deal with them. In combat the leviathan wields one or two weapons with a damage potential of up to 5D6 points. And while they possess no bonuses to combat rolls, these arms may hit any opponent, even those astral or ethereal. The range of physical attacks is 20'.

A shroud of *demon flame* surrounds the creature, causing all within 15' to suffer 2D6 points of Stamina damage each turn of exposure. Those unfortunate enough as to be drawn directly into the flames endure 1D4 Body points of fire damage per turn.

Liche

Armour rating: 0(-8)
 Tactical move: 5'
 Level: 15+ (D6 SD)
 BAR: 22/15/75
 BP/SP ratio: 1/1
 Average Body/Stamina: (45)
 Average stat: 12
 Special stat: IQ--20
 Attacks: 1
 Dmg: As per weapon or spell
 Ethics: I or E
 Size: M
 Special note: Functions as necromancer or sorcerer; immune to poison and Type A spells

Common knowledge: Liches are undead spellcasters of extremely high level.

Detailed knowledge: Liches are typically necromancers of level 15 or higher who extend their earthly existence through lichedom. The process of becoming a liche involves the spellcaster's binding his life-essence into his own heart. Thereafter, his material body decays

in death, although his life-essence keeps it animate. From that point, the liche may advance no further in skill level, though it may continue to exist for centuries, until its bones at last crumble to dust. (Often, liches nearing this point of "death" depart for the Ethers in search of a means to prolong its existence while it seeks a way to continue safely dwelling on the Nexus.) Its soul remains bound to its remains, however, and may know no rest until its heart is itself destroyed. Because of the creature's life-essence remaining in its heart, liches are susceptible to destruction through the necromancer spell *five fingers of death*.

Liches cannot abide the brightness of the sun and prefer darkness in which to dwell. Their vision, even in magic darkness, is equivalent to that of normal sight in twilight.

Liche knight

Armour rating: 0(-5)
 Tactical move: 30'
 Level: 10+
 BAR: 19/12/63
 BP/SP ratio: 1/2
 Average Body/Stamina: 25/25 (50)
 Average stat: 11
 Special stat: Ag/IQ--20
 Attacks: 2
 Dmg: As per weapon
 Ethics: E
 Size: M
 Special note: Immune to poison, Type A & H spells, missile weapons and *exorcism*; function as spellcaster; not treated as undead

Common knowledge: Liche knights are undead wizard-warriors of great skill.

Detailed knowledge: Resembling normal skeletons attired in the remnants of fine armour, these greatly feared enemies were human knights belonging to a banned order in Torrencia which three centuries ago dabbled in demonology and sorcery. A handful of these warriors survived the purge against them and continued their studies in remote keeps and deep places in the world. Failing in their quest for immortality, they instead became cursed with a state of limbo, existing between life and death, rotting away into skeletons, but unable to truly die. Because of this, they are not treated as undead, thus they cannot be *exorcised*, and are immune to spells which normally affect undead and Nether creatures.

As mentioned, liche knights function as spellcasters (typically necromancers).

Liche (shadow)

Armour rating: 0(-10)
 Tactical move: 30'
 Level: 15+
 BAR: 22/15/75
 BP/SP ratio: 1/3
 Average Body/Stamina: 25/50 (75)
 Average stat: 20
 Special stat: St--13
 Attacks: 1
 Dmg: As per weapon or spell
 Ethics: E
 Size: M
 Special note: BF 2 weapon needed to hit; function as necromancer or sorcerer; immune to *exorcism*, missile weapons, poison, and Type A & H spells; see fully in any darkness

Common knowledge: Shadow liches are undead spellcasters resembling robed skeletons with non-corporeal lower extremities.

Detailed knowledge: These are liches who near the end of their earthly existence. Unlike others who depart the Nexus for different planes in hope of continuing to exist, shadow liches remain on Jewel, gambling they can discover some means by which to avoid fading into

nothingness. And as the creature's body begins crumbling to dust, its lower extremities take on a non-corporeal state, allowing it to float along as a spirit. The shadow liche's upper torso is still semi-corporeal, however, hence its positive BP/SP ratio.

Liches in this advance state of existence become wholly preoccupied in halting the spread of their decay. Thus, they will be engaged in research or experimentation to discover such a means despite the fact that the monster's mind itself has begun the irreversible process of decay, inflicting various sorts of megalomaniacal madness upon it.

Lightning bug

Armour rating: 0(-3)
 Tactical move: 50'
 Level: 3
 BAR: 16/9/45
 BP/SP ratio: 1/4
 Average Body/Stamina: 3/12 (15)
 Average stat: 8
 Special stat: Ag--20
 Attacks: 1 sting
 Dmg: 1D6 electrical discharge
 Ethics: I
 Size: S
 Special note: Can be *banished* by druids

Common knowledge: Lightning bugs are wasp-like insects with electrical stingers.

Detailed knowledge: These foot-long monsters lair in dark caverns deep inside the earth. Through some natural process, the bugs generate an electrical current through their semi-transparent abdomen which provides adequate light for them to see. Lightning bugs hunt for food in packs of anywhere up to 20 individuals, and attack with a stinger which discharges 1D6 points of electrical damage. (Needless to say, bracers never protect against this harm.) Lightning bugs are not treated as a single colony with respect to being *banished* by druids.

Lizard (giant rock)

Armour rating: 2
 Tactical move: 10'
 Level: 5
 BAR: 17/10/50
 BP/SP ratio: 1/1
 Average Body/Stamina: (25)
 Average stat: 15
 Special stat: Ag/IQ--6
 Attacks: 1 bite/1 tail sweep
 Dmg: 2D6 (or 12/1D8)
 Ethics: I
 Size: M
 Special note: 90% likely to *ambush*; can be *banished* by druids; jaws lock if it rolls 5 or more points below its target number to hit

Common knowledge: Giant rock lizards are tough-shelled chameleons which lair in rocky areas. They resemble alligators.

Detailed knowledge: Sometimes known as *rock alligators*, these lizards possess a tough, scaly shell with limited chameleon abilities that permit the monster to blend in with natural stone, accounting for its superior chance of *ambushing* prey. Giant rock lizards, while usually solitary, can be found in packs of up to six individuals. When attacking, the lizard makes a tail sweep that can hit creatures within 5' of either side, and it also has a deadly bite. When biting, if the monster rolls 5 or more points beneath what it needs to hit a target, the jaws lock, doing an automatic 12 points of damage at the beginning of each turn until either the lizard or its prey is dead.

Lizard man

Armour rating: 0
 Tactical move: 5'
 Level: 1+
 BAR: 15/8/40
 BP/SP ratio: 1/1
 Average Body/Stamina: (5)
 Average stat: 11
 Special stat: Ag--5/IQ--7
 Attacks: 1 sword or slingshot
 Dmg: 1D8 or 1D6
 Ethics: I
 Size: M
 Special note: Cannot be *banished* by druids; take double damage from cold, half damage from heat

Common knowledge: Lizard men are reptilian humanoids dwelling in warm areas. They move very slowly and dislike cold.

Detailed knowledge: These reptile men prefer dwelling in warm areas, particularly those marked by volcanic activity. Theirs is a tribal society usually made up of several dozen warriors apart from females and young. And while today roughly on par with the intellect of orcs, some believe that lizard people were once a highly advanced race, skilled in the use of technology.

In battle, lizard men employ crude swords or a slingshot-like device which hurls a large dart up to 60' with accuracy. All, however, are capable of biting for 1D4 damage if forced to.

Medusa

Armour rating: 0
 Tactical move: 10'
 Level: 6+ (D6 SD)
 BAR: 17/10/52
 BP/SP ratio: 1/3
 Average Body/Stamina: 6/12 (18)
 Average stat: 16
 Special stat: N/A
 Attacks: 1 bite + gaze
 Dmg: As per weapon, 4D6 poison bite, spell or gaze
 Ethics: E
 Size: M
 Special note: Can function as spellcaster

Common knowledge: Medusae (or *gorgons*) are horrible looking females whose gaze turns one to stone.

Detailed knowledge: It is said by Krellan sages that medusae were once priestesses who angered the gods by their vanity, becoming cursed with a visage so horrible that those looking them directly in the eye must make an Agility roll or turn to stone! Only one character at a time is subject to this attack, which is automatically made during the monster's combat phase unless those battling it are averting their gaze (and suffering an attack roll penalty of 3) from phase 1. The range of the gaze is 30'. Assuming the gaze is somehow reflected back at itself, the medusa must make an Agility roll or turn itself to stone. If the monster's head is taken from it, the power is retained for three attempted uses before it crumbles to dust.

Medusae prefer lairing in ancient temples and appear either as humanoids or semi-humanoids with a snake-like underbody. Apart from its gaze, a medusa may use its hair of asps to bite an enemy in melee with it. This venom is some of the deadliest known, inflicting 4D6 Strength loss to those failing Con rolls, half otherwise. Its venom reserves last as long as the monster is alive.

Medusae often employ bows to attack from range.

Megg

Armour rating: 3
 Tactical move: 10'
 Level: 2+
 BAR: 15/8/42
 BP/SP ratio: 1/1
 Average Body/Stamina: (10)
 Average stat: 11
 Special stat: St--18
 Attacks: 2 punches
 Dmg: 1D4+3/1D4+3
 Ethics: I
 Size: S
 Special note: Camouflage with stone (90% chance to *ambush*); can be bound by earth priests

Common knowledge: Meggs are an underground-dwelling race of small humanoids. They possess a rocky caprice.

Detailed knowledge: Meggs are rock creatures standing about three feet tall with a tough, outer shell that affords them a natural degree of damage absorption. Usually residing in colonies of 30 or fewer individuals, their primary diet consists of ferrous metals, and the creatures often mine iron for this purpose. Because of their natural armouring, meggs standing still are difficult to detect, and thus they have a 90% chance to *ambush* creatures in areas of mines or caverns. As steel is considered a delicacy, meggs will often take advantage of an opportunity to waylay surface-dwellers who enter their caverns with armour and swords.

Merlin

Armour rating: 0(-10)
 Tactical move: 50' (500' in dive)
 Level: 2 (D4 SD)
 BAR: 15/8/42
 BP/SP ratio: 1/3
 Average Body/Stamina: 2/2 (4)
 Average stat: 12
 Special stat: St--1/Ag--20
 Attacks: 1 claw
 Dmg: 1D3
 Ethics: G
 Size: S
 Special note: Cannot be *banished* by druids

Common knowledge: Merlins are a legendary breed of falcon said to permit maidens to fly upon them.

Detailed knowledge: Merlins are among the rarest creatures in Islay, and are infrequently known for what they are, being indistinguishable from peregrine falcons. The creature's unique power is that it can enable a female of Good ethics to mount it and fly wherever she wishes. While aloft, the rider is shrunken to but one-twentieth of her normal height, decreasing the range and area of exposure of any spells cast by her in like ratio. Once she departs the merlin, the rider returns to normal.

Merlins are native to the Realm of Faerie, and the Faerie Queen has been known to award a merlin to a female who has pleased her. Merlins otherwise will serve no mortal unless by doing so Evil can be driven from lands where fairies dwell.

Minotaur

Armour rating: 0 to 2
 Tactical move: 10'
 Level: 3+
 BAR: 16/9/45
 BP/SP ratio: 1/2
 Average Body/Stamina: 7/8 (15)
 Average stat: 11
 Special stat: St/Cn--18
 Attacks: 1
 Dmg: As per weapon or by head butt (1D6)
 Ethics: Any
 Size: M
 Special note: Allowable as character race

Common knowledge: Minotaurs are bull-headed humanoids from the western portion of Islay, known for being mighty warriors. They do not venture into cold climates.

Detailed knowledge: Minotaurs are a race dwelling within the mountains of Hocwrath. A proud people, they are lorded over by a king whose city is said to lie deep within the Land of Shadows. During the First Age, minotaurs were noticeably absent from Serpen's forces, and it is believed their refusal to serve him brought about enmity between them and humans. This enmity is said to be the root cause of their preference for isolation. Yet while reclusive, minotaurs are known to take up the path of adventuring, and they are occasionally seen in Krellan gladiatorial arenas. The race thus functions best as fighters. Stat details follow.

St:	1D6+14
Ag:	1D12+8
Cn:	1D12+8
IQ:	5D4
Ch:	5D4
Ap:	1D12+8
Lk:	2D6

Morlok

Armour rating: 0
 Tactical move: 15'
 Level: 1+
 BAR: 15/8/40
 BP/SP ratio: 1/2
 Average Body/Stamina: 5/5 (10)
 Average stat: 11
 Special stat: IQ--15
 Attacks: 1
 Dmg: As per weapon
 Ethics: E
 Size: M
 Special note: See fully in any darkness

Common knowledge: Morloks are a shaggy race of cannibalistic humanoid underground denizens.

Detailed knowledge: Morloks are an enigmatic creature of the under parts of Jewel. Aggressive and cannibalistic, they nevertheless are extremely intelligent, with a tribal society broken down into *masters* (level 8+ morloks), *overseers* (level 3+ morloks), *workers* (level 1-2 morloks), and *breeders* (level 1 females).

As noted, morloks are cannibalistic, though if possible they will raid the above-ground world during night hours, returning with human captives.

Surprisingly, morloks are known for a fascination with technology, and those who have penetrated their caverns and returned tell tales of cunningly made traps, effective weaponry, and advanced labor-saving devices.

The morlok ability to see in darkness accounts for their main weakness: the monsters are absolutely blind in daylight or its

equivalent. Even subjection to torchlight forces them to apply a penalty factor of 2 to their attack rolls. To overcome this, morloks always have counter measures to light-bearing intruders. HGW

Mummy

Armour rating: 2
 Tactical move: 5'
 Level: 6+
 BAR: 17/10/52
 BP/SP ratio: 1/1
 Average Body/Stamina: (30)
 Average stat: 6
 Special stat: St/Con--18
 Attacks: 1 punch
 Dmg: 2D6
 Ethics: I
 Size: M
 Special note: Immune to Type A & H spells and poison; take double damage from fire

Common knowledge: Mummies are undead guardians of ancient Arwinian tombs.

Detailed knowledge: Mummies are slaves or sinners transformed into undead guardians of ancient Arwinian (Karnaki) holy places. The process of creating them has long been lost, but a few scattered necromancers of the Karnaki gods might yet have knowledge of the secret. It is known that the rare tanna herb is distilled into a broth which when placed upon the lips of the mummy binds its spirit to the remains and awakens it. Thereafter, the creature follows the commands of its creator.

Naga

Armour rating: 0(-8)
 Tactical move: 10'
 Level: 10+
 BAR: 19/12/62
 BP/SP ratio: 1/2
 Average Body/Stamina: 25/25 (50)
 Average stat: 20
 Special stat: Ag-15
 Attacks: 4 strikes
 Dmg: 1D8+5 per strike
 Ethics: E
 Size: L or smaller
 Special note: Function as necromancer; cast *summon weapon* at will; polymorph to human or snake form; possess 1D4 random magic items; 45% immunity to all but Type D spells

Common knowledge: Nagas are snake-like monsters with humanoid torsos. In battle, they wield four swords with deadly effect against their enemies.

Detailed knowledge: Nagas are among the most dangerous of denizens, and are thought by some to be the offspring of a woman impregnated by an incubus. They are native to no particular plane and can be found anywhere, though their numbers are few. If a naga from the Nether planes is summoned to the Nexus, it demands large amounts of tribute, including magic items, before agreeing to lend its talents. Necromancers who instead force them into servitude through *exorcism* or magic gain an enemy who will not rest until it regains its honor by destroying the presumptuous mortal as slowly and as painfully as possible. In such cases, nagas have even been known to cooperate on a short-term basis with those of Good ethics if by doing so they can exact revenge.

Because of their Infernal parent, all nagas are subject to *exorcism*.

In combat, the naga uses a version of the *summon weapon* spell to arm itself with four weapons, usually swords. It then wades into its enemies, dicing them to pieces. The monster can otherwise assume

the form of a human female or serpent (including a *heavy-toxicity* poison bite affecting Stamina).

Night shade

Armour rating: 0(-2)
 Tactical move: 30'
 Level: 6
 BAR: 17/10/52
 BP/SP ratio: 1/2
 Average Body/Stamina: 15/15 (30)
 Average stat: 15
 Special stat: N/A
 Attacks: 1 withering touch
 Dmg: 1D8 Strength drain
 Ethics: I
 Size: M
 Special note: *Exorcises* undead and Nether creatures

Common knowledge: Night shades are cowed spirits who wander near old abandoned church yards.

Detailed knowledge: Night shades were once necromancers who lost faith in their deity. Nearing death, some of these repent their sin and upon dying their spirit remains on the Nexus, seeking atonement for its unfaithfulness. Night shades thus return to the area where they once ministered the faith, appointing themselves guardians over Church lands and buildings. Occasionally these areas fall into disuse and become abandoned, and at times like these the spirit becomes especially active, seeking to protect the area from defilers or those showing disrespect. During night hours the creature materializes and wanders the boundaries of its domain. If observed, the night shade resembles a hooded monk with face hidden in shadow. It is silent and will not overtly seek contact with harmless persons, although the spirit can communicate by gestures if it wishes.

Apart from attacking defilers, night shades have a particular hatred for Evil undead/Nether creatures roaming their lands. When such are encountered by one, the night shade will invoke a normal *exorcism* which if successful lays an undead to rest while driving a Nether creature back to its home planes. If the *exorcism* fails, the night shade will enter into direct combat with the monster. While it cannot literally wither a fellow undead, the night shade (and possibly its opponent) still inflicts damage with its attack.

Nt

Armour rating: 5
 Tactical move: 5'
 Level: 10+
 BAR: 19/12/62
 BP/SP ratio: 1/1
 Average Body/Stamina: (50)
 Average stat: 20
 Special stat: Ag-2
 Attacks: 1 strike or cast *plant grab* spell
 Dmg: 1 point per level of nt
 Ethics: I
 Size: XL
 Special note: Cannot charge; take triple damage from fire; immune to Type A spells

Common knowledge: Nts are speaking trees.

Detailed knowledge: The origin of nts is believed traceable either to the witch spell *create nature guardian* or to *faerie acorns* brought here from the Realm of Faerie. Every so often, the magic of the acorns is such that one of the oaks springing forth is gifted with sentience. These sentient trees are able to move about at a slow rate, and often change their location to guarantee isolation from encroaching civilization, for nts greatly desire to be left alone to enjoy the sun. If threatened, they use their branches to attack those within 20'. In addition, they may invoke a *plant grab* spell with a 100' area of exposure. Since they are native to the Realm of Faerie, nts are

immortal, and ancient specimens of immense size are known to exist within the Forest of Brigit. So large are these nts, that the "trees" sprouting from some wooded mountains are believed to be mere branches of the greater creature sleeping beneath a warm blanket of topsoil.

Ogre

Armour rating: 0
 Tactical move: 10'
 Level: 6+
 BAR: 17/10/52
 BP/SP ratio: 1/1
 Average Body/Stamina: (30)
 Average stat: 6
 Special stat: St--18; Cn--20
 Attacks: 1
 Dmg: 1D12+3
 Ethics: E
 Size: M

Common knowledge: Ogres are small giants of hostile disposition.

Detailed knowledge: Ogres are humanoids some 7-9' in height. They prefer dwelling in caves located in hilly terrain and often band together in groups of three or more families. Possessing an insatiable hunger, ogres spend much of their time in search of food, utilizing crude weapons such as clubs or spears to bring down prey. The size of their weapons grants a damage range of 1D12 points. If forced to use their fists, the creatures inflict 1D6+3 points with a successful punch.

Orc

Armour rating: 0 or 1
 Tactical move: 15'
 Level: 1+
 BAR: 15/8/40
 BP/SP ratio: 1/3
 Average Body/Stamina: 1/4 (5)
 Average stat: 12
 Special stat: IQ--8
 Attacks: 1
 Dmg: As per weapon
 Ethics: E
 Size: M

Common knowledge: Orcs are hostile humanoids inhabiting the wild places of the world. Evil and aggressive, they possess a cunning that has permitted them to survive well in a hostile world. The typical orc is stocky, standing about five feet tall, with twisted green features and fang-like teeth.

Detailed knowledge: Orcs were originally human zombies of a sort, into which Goth, father of necromancy, bound spirits from the Nether planes in hope of creating a quick-breeding race of mutant warriors. Whether or not the race could have evolved into a more intelligent species through Goth's continued influence is debated. But with the Triad's demise, scattered bands of orcs were driven to all parts of Islay, seeking refuge in deep places or isolated woods. Hunted incessantly, the orcs have nonetheless thrived and proven themselves to be amazingly adaptive to all sorts of environments.

Orc tribes consist of 20+ members. And despite their low IQs, they are cunning and versatile, and well able to fashion effective, if crude, weaponry.

Peeps & mutters

Armour rating: N/A
 Tactical move: N/A
 Level: Treated as 2
 BAR: N/A
 BP/SP ratio: N/A
 Average Body/Stamina: N/A
 Average stat: N/A
 Special stat: IQ--treated as 10
 Attacks: 0
 Dmg: 0
 Ethics: I or E (overall)
 Size: N/A
 Special note: Possibly immune to *exorcism* by ability

Common knowledge: Peeps and mutters are disembodied voices heard in haunted areas.

Detailed knowledge: On occasion when several spirits haunt an area, their disembodied voices are sometimes heard. Such conversations take the form of indistinct muttering and whispers which often disturb the living. However, these voices do not themselves cause any direct harm, although the spirits behind them may be dangerous.

A successful *exorcism* can permanently silence the voices and drive their spirits away unless one or more of the separate entities are above 1st level. In this case, the voices will cease, although the individual spirits remain and must be dealt with separately.

Pegasus

Armour rating: 0
 Tactical move: 20' (on land) /400' (flying)
 Level: 5
 BAR: 17/10/30
 BP/SP ratio: 1/3
 Average Body/Stamina: 8/17 (25)
 Average stat: 12
 Special stat: IQ--15
 Attacks: 1 kick
 Dmg: 2D6
 Ethics: I
 Size: M
 Special note: Can carry 10 lbs per SP; hourly travel rate is 30 miles

Common knowledge: Pegasi are flying horses that inhabit insulated places.

Detailed knowledge: These winged steeds are said by some to have been created by the Krellan god Jupiter. Rarely seen, they roam the lands of Hocwrath, Krella or Naz-Al, favoring caves upon high mountains as lairs. Their rarity results in their being valued at 300 gd per SP, but catching one is difficult. Most desirable are pegasi eggs near hatching, and young pegasi. Since training an adult is difficult, potential buyers eagerly pay upwards of 1,000 gd for an egg and 5,000 gd for a foal.

Rat

Armour rating: 0
 Tactical move: 10'
 Level: 1 (D4 SD)
 BAR: 15/8/40
 BP/SP ratio: 1/1
 Average Body/Stamina: (2)
 Average stat: 4
 Special stat: N/A
 Attacks: 1 bite
 Dmg: 1 point + possible disease
 Ethics: I
 Size: S

Common knowledge: Rats are the most common rodents in Islay. They often carry disease.

Detailed knowledge: Little different from above. All rats have a 5% chance of carrying rabies, however, and anyone bitten by one runs the risk of a painful death in 30 days unless a *cure (disease)* spell is received. Some other rats are detailed hereafter.

Rat (piranha)

Armour rating: N/A
 Tactical move: 15'
 Level: 6 (as a whole)
 BAR: N/A
 BP/SP ratio: 1/1
 Average Body/Stamina: (25)
 Average stat: 3
 Special stat: N/A
 Attacks: 1 series of bites
 Dmg: 2D4 Body points
 Ethics: I
 Size: S
 Special note: Can be *banished* by druids; treated as colony

Common knowledge: Piranha rats are greatly feared dungeon denizens. They rove about in packs of hundreds, attacking fearlessly any creatures they come upon, stripping them to the bone in minutes.

Detailed knowledge: Many an adventurer would gladly face anything other than these horrid rodents. As mentioned, they hunt in packs, not hesitating to attack any living prey they come upon. The only way to avoid fighting them is to climb out of their reach, or to build some sort of fire barrier to keep them at bay. Once in combat, characters may be considered to be swarmed upon by 25 points' worth of monsters. No attack roll by either side is necessary, and both roll damage each turn until one or the other is dead. The 2D4 points of Body damage is subject to armour absorption.

Rat (tunnel)

Armour rating: 0
 Tactical move: 15'
 Level: 5 (D4 SD)
 BAR: 17/10/50
 BP/SP ratio: 1/3
 Average Body/Stamina: 3/7 (10)
 Average stat: 6
 Special stat: St--12
 Attacks: 1 bite
 Dmg: 2D4
 Ethics: I
 Size: S
 Special note: Can be *banished* by druids; 90% chance of *ambushing* under certain conditions

Common knowledge: Tunnel rats are an underground rodent some 2'-3' long. Known for constructing hidden tunnels, the creatures often *ambush* those stumbling into areas frequented by them.

Detailed knowledge: Tunnel rats are vicious predators that lair beneath or to the side of dungeon, cavern or sewer areas. Though not overly intelligent, the rats are skilled tunnel builders, honeycombing passages through stone. These passages, which can connect to larger tunnels or caverns employed by other creatures, are often camouflaged by a loose section of stonework that allows the creatures to rush out and *ambush* prey. The rats are otherwise encountered in normal tunnels while hunting or scouting.

After slaying and rendering their victim(s) into smaller pieces, the rats remove the remains to a central complex where the young are raised, replacing the hidden tunnel entrance for future use. And while there may be dozens of these rodents in a given area, tunnel rats usually roam about in packs of six or fewer individuals.



Rat wolf

Armour rating: 2
 Tactical move: 40'
 Level: 7+
 BAR: 18/11/55
 BP/SP ratio: 1/2
 Average Body/Stamina: 17/18 (35)
 Average stat: 15
 Special stat: IQ-8
 Attacks: 2 bites
 Dmg: 3D6/3D6
 Ethics: E
 Size: M
 Special note: Cannot be *banished* by druids; 95% chance to track prey through any terrain; immune to fear and Type H spells

Common knowledge: Rat wolves are monstrous creatures resembling a cross between a wolf and a rat. They are faultless trackers.

Detailed knowledge: Whether a horrid mutation or the end result of some breeding experiment, rat wolves are a new threat on Islay, having appeared in Hocwrath within the last century. The typical specimen is the size of a large dog and weighs about 100 lbs. Fortunately for adventurers, rat wolves tend to be solitary creatures, though some have encountered packs of up to six of the monsters.

Rat wolves are renowned for an incredible ability to track over virtually any terrain. The base chance of successful tracking is 96%, to which a penalty factor of 1% is assessed for each hour that has elapsed since the prey's passage. However, because of the creature's near insatiable appetite, it must spend a significant amount of time foraging for food. Thus, its daily rate of travel is but 20 miles despite its superior tactical movement. A master in firm control over a rat wolf can better this by five miles, although there is a cumulative 20% chance per day of this forced movement that the monster will turn on him. A rat wolf will certainly turn on its master if it fails to receive adequate nourishment for more than three days in a row. ("Adequate nourishment" approximately equals its own weight in meat each day.)

Rat wolves are difficult to train despite their relatively good IQ, and they can only understand one-word commands—"kill", "track", "hold", "come", etc.

Raven (greater)

Armour rating: 0(-5)
 Tactical move: 30'
 Level: 1 (D4 SD)
 BP/SP ratio: 1/2
 Average Body/Stamina: 1/1 (2)
 Average stat: 5
 Special stat: Ag/IQ--15
 Attacks: 1 curse
 Dmg: Special
 Ethics: I
 Size: S
 Special note: Cannot be *banished* by druids

Common knowledge: Greater ravens are Evil harbingers of bad luck made doubly so by their ability to curse those who attack them.

Detailed knowledge: These unusual birds are found throughout Islay, and in particular around Freeport. All have in common a peculiar habit of attaching themselves to individuals or groups of adventurers to observe their goings-on. As noted, greater ravens are bringers of bad luck, imparting a penalty factor of 1 to Luck rolls to those around them, although they never harm anyone directly. Instead, greater ravens seem to derive some sort of satisfaction from watching the troubles of others.

While they rarely speak, when they do, it is always to offer some sort of poetic prophecy of the future. These always entail some sort of bane to those addressed, whether insignificant or catastrophic.

Sometimes, a greater raven will attach itself to an Indeterminate or Evil spellcaster, becoming a familiar of sorts, though none of the usual benefits are derived from the relationship. One thing the creature can offer its "Master", however, is to divine the future up to three times each year. With its harsh, cackling voice, the raven can then offer cryptic advice on the best course of action to take or the intentions of an enemy, in two examples. In like manner, the raven may be asked to foretell the future. Those who desire this should be certain they want to hear an answer, for, as has been noted, their prophecies always foretell someone's--possibly their "Master"--meeting harm or bad luck in some way.

Usually, only a single of these birds, or a mated pair, will be encountered, although flocks of up to 40 of these creatures have been reported. Such flocks are highly territorial and may swarm upon intruders, driving them away until their chosen grounds are departed from.

Ridding oneself of a greater raven may not be easy. The best way is to toss a stone in the bird's general direction. This might (70% chance) drive the creature off unless it is determined to stay. The bird otherwise will remain 1-100 days if not permanently.

Certainly the most foolish thing to do is to harm the bird. While easy to kill, the last talent these creatures have is to curse their slayer. Such curses are always in the form of a rhyming prophecy foretelling some kind of punishment, whether to the offender or someone close to him. The curses often are along the lines of the character's losing something of personal value (such as a spellcaster's

wand or a fighter's magical dagger through an imminent *pickpocketing* when he next goes to town).

Finally, some sages think that somewhere there is a King of Ravens, a great black bird with powerful spellcasting abilities.

Red devil dog

Armour rating: 0
 Tactical move: 50'
 Level: 4
 BAR: 16/9/47
 BP/SP ratio: 1/2
 Average Body/Stamina: 10/10 (20)
 Average stat: 12
 Special stat: St--15
 Attacks: 1 bite or breath
 Dmg: 2D6 or 3D6
 Ethics: E
 Size: M

Common knowledge: These fire-breathing hounds come from the Hells. They resemble large red hounds with glowing eyes.

Detailed knowledge: Incorrectly referred to as *barghests* by some, red devil dogs do originate from the Nether planes, and it is thought their presence on Jewel can be traced to conjuration on the part of necromancers or sorcerers long ago. Since then, the dogs have multiplied and typically roam in packs of 2D4 individuals. For obvious reasons, they prefer lairing in isolated areas, attacking lone travelers and small groups. While possessing a vicious bite, they are most feared for their ability to twice daily breath fire in a cone extending 10' and ending in a base of equal width.

Roc

Armour rating: 3
 Tactical move: 30'/500' (flying)
 Level: 20
 BAR: 24/17/87
 BP/SP ratio: 1/1
 Average Body/Stamina: (100)
 Average stat: 20
 Special stat: Ag--4/IQ--9
 Attacks: 2 claws/1 bite
 Dmg: 2D8/2D8/6D6
 Ethics: I
 Size: XL (200' wingspan)
 Special note: Can be *banished* by druids; carries 100 lbs per SP

Common knowledge: Rocs are gigantic birds.

Detailed knowledge: Rocs are the largest creatures on the surface of Jewel. Dwarfing even a dragon, the monsters favor *large* prey, and are known to even carry off elephants to their nests. When attacking, rocs employ their claws only if they are flying or hovering above the ground. Chicks are treated as level 5 monsters able to bite for 2D6 damage.

The eggshell of a roc is prized by alchemists as it can be used in the creation of a *potion of shrinking*.

Rock lobster

Armour rating: 5
 Tactical move: 5' (in water)/10' (on land)
 Level: 6+
 BAR: 17/10/52
 BP/SP ratio: 1/1
 Average Body/Stamina: (30)
 Average stat: 8
 Special stat: St/Con--20
 Attacks: 2 claws
 Dmg: 3D6/3D6
 Ethics: I

Size: L

Common knowledge: Rock lobsters are some 20' in diameter, with stone shells that makes harming them difficult. They are able to sink boats with their claws, thereafter devouring the crew.

Detailed knowledge: Rock lobsters prefer to dwell in warm, shallow waters or sometimes beneath sandy beaches. All have incredibly long life spans, numbering into the centuries, and exhibit a tendency to remain dormant for years at a time. This dormancy on the sea floor results in heavy marine growth upon their shells, accounting for its natural armouring. Every few years, the lobster will stir from its undersea lair and seek nourishment or mating. Sailors are often the targets of lobster hunger, and the creatures are able to swamp small craft to get at their prey. They otherwise can be awakened through natural phenomena such as storms and earthquakes, or by more than 1,000 lbs. of creatures walking upon the sand above them.

Sasquatch

Armour rating: 1
 Tactical move: 20'
 Level: 5+
 BAR: 17/10/50
 BP/SP ratio: 1/1
 Average Body/Stamina: (25)
 Average stat: 20
 Special stat: Ag/IQ-9
 Attacks: 1 club
 Dmg: 1D12+5
 Ethics: I
 Size: M
 Special note: Howl causes fear

Common knowledge: Sasquatch are reclusive, hairy humanoids dwelling in isolated forests.

Detailed knowledge: Sasquatch are large humanoids that stand up to eight feet tall. Though possessed of incredible strength and a respectable intelligence, the creatures shun contact with other humanoid races. In connection with this, sasquatch can emit an eerie howl which has the effect of causing those hearing it to make IQ rolls or become stricken with fear, desiring to leave the area as quickly as possible. The range of this howl is an incredible 2,000', though creatures/characters above 3rd level may apply a bonus factor to the roll equal to each level they possess above this. If the IQ roll has been made, the hearer is unaffected by sasquatch howling for the next 24 hours, though he still functions with a penalty factor of 1 to resistance and attack rolls until the lands of the sasquatch are left behind or 24 hours have passed, whichever comes first.

If forced to fight, sasquatch employ crude clubs with a damage potential of 1D12 points, and even a blow from their fists inflicts 1D6 points of damage. Strength bonus is added in both cases.

Scorpion (giant)

Armour rating: 2
 Tactical move: 20'
 Level: 8+
 BAR: 18/12/62
 BP/SP ratio: 1/2
 Average Body/Stamina: 20/20 (40)
 Average stat: 15
 Special stat: IQ-6
 Attacks: 2 claws/1 tail sting
 Dmg: 1D8/1D8/1D6 + poison
 Ethics: I
 Size: L

Common knowledge: Giant scorpions are found in desert places. Their sting is deadly.

Detailed knowledge: Giant scorpions reside in arid climates, particularly in Arwin. The creatures typically build large ground burrows, lying under the sand until prey of suitable size comes near. In battle, the scorpion employs its two claws and its deadly tail. Those struck by the tail sustain 4D6 Stamina loss, halved with a successful Con roll.

Sea serpent

Armour rating: 2
 Tactical move: 30'
 Level: 10+
 BAR: 19/12/62
 BP/SP ratio: 1/1
 Average Body/Stamina: (75)
 Average stat: 20
 Special stat: Ag/IQ-6
 Attacks: 1 bite or constriction
 Dmg: 5D6 or special
 Ethics: I
 Size: XL
 Special note: Cannot be banished by druids

Common knowledge: Sea serpents are feared by sailors. They can sink even the largest vessels.

Detailed knowledge: Sea serpents are native to the deep oceans of Jewel, and are about 20' in length, and 3' in width per level of the beast. Every so often, one's attention is attracted by a vessel passing near, and it makes a sudden attack by slithering over the gunwales and across the ship's beam to the other side. The creature then makes a loop and constricts, squeezing the vessel for 4D6 points of hull damage each minute. This attack takes a full two combat turns before it is in place, and during this time the serpent may either be attacked normally or forced off the ship. In attempting the latter, a force equal to 10 points of Strength per level of the monster must be employed in an attempt to push it over the bow or stern, and no impediments such as masts must hinder moving the monster. The creature can be moved 5' per turn, + 1' per turn for each extra point of Strength beyond that needed to dislodge it. As sea serpents are stupid creatures, if they can be dislodged they rarely attack the ship again, believing it to be too strong for them.

The serpent's scales account for its natural armouring, and if forced to fight it employs a bite against its enemies.

Sea witch

Armour rating: 0
 Tactical move: 15' (10' in water)
 Level: 5+ (D6 SD)
 BAR: 17/10/50
 BP/SP ratio: 1/4
 Average Body/Stamina: 6/19 (25)
 Average stat: 12
 Special stat: IQ-16
 Attacks: 1
 Dmg: As per weapon or spell
 Ethics: E
 Size: M
 Special note: Function as witch

Common knowledge: Sea witches are Evil spellcasters who dwell beneath the sea.

Detailed knowledge: The origin of these baneful creatures is unknown, though Krellan legend asserts they were Vestal virgins who consorted with Neptune and were cursed by their goddess with hideous features. Still others along the shores of Torrenca's Salt Sea believe the Evil creatures are sea demons who spend their time grinding salt from magic devices in order to poison the ocean.

Able to survive either on land or beneath the water, sea witches prefer a diet of humans they catch through sorcery, often employing a *damsel* spell as a means of luring prey to their clutches. In their

undersea lairs, the hags are typically served by aquatic denizens drawn to the area through their use of *capture essence* upon the sea floor.

Shadavar

Armour rating: 0(-3)
 Tactical move: 30'
 Level: 5
 BAR: 17/10/50
 BP/SP ratio: 1/2
 Average Body/Stamina: 12/13 (25)
 Average stat: 11
 Special stat: Ag-18
 Attacks: 1 bite/1 kick
 Dmg: 1D6/1D8
 Ethics: E
 Size: M
 Special note: Cannot be *banished* by druids; *mesmerizing* horn

Common knowledge: Shadavars are antelopes with fluted horns, able to *mesmerize* those they meet.

Detailed knowledge: Shadavars are unusual creatures found primarily in Sarvia, though they have even been encountered in the peaceful Elflands. The creature's unique feature is its curved horn some 18" in length. A number of small hollow branches sprout from the shaft, and when even so little as a light breeze strikes it, a powerful sonic force is unleashed which causes any within 50' of the monster to make IQ rolls or become *mesmerized* and stand helpless for 2D4 minutes, though an attack by the beast breaks the effect. Its victim, though, sustains Body damage from it that turn. Note that those making their IQ rolls gain immunity to the *mesmerizing* from that particular shadavar for the next 24 hours as do those who are affected but later recover.

The shadavar's horn, valued at 5,000 gd if undamaged, is prized by bards, for if used as a wind instrument any resistance rolls made against the player's magic apply a penalty factor of 2. To master use of the horn, however, requires expenditure of an instrument skill slot. Also, the *mesmerizing* effect is lost upon the animal's death.

Shade

Armour rating: 0
 Tactical move: 15'
 Level: 2
 BAR: N/A
 BP/SP ratio: 0/1
 Average Body/Stamina: (10)
 Average stat: 12
 Special stat: N/A
 Attacks: 0
 Dmg: 0
 Ethics: Any
 Size: M

Special note: BF 1 weapon needed to hit; immune to spells that do not harm undead or non-corporeals; can pass through solids. (At the GM's option, shades may have some other minor powers)

Common knowledge: Shades are restless spirits of the dead who haunt the living.

Detailed knowledge: Shades are the earth-bound spirits of those who for some reason cannot pass on to the next plane without the aid of mortals. Often, this is because the creature died without proper burial, or because its last request was not honored. It is possible 20% of the time for a shade to mentally communicate with a group, explaining how they may help lay it to rest. Otherwise, the spirit will attempt to convey as best it can what aid it desires, and it may even take to haunting characters in an attempt to get its way, hanging around until it receives help.

All shades brought forth through the 4th rank necromancer spell *summon shade* can mentally communicate with their summoner

within a range of 200'.

Skeleton

Armour rating: 0(-3)
 Tactical move: 20'
 Level: 2
 BAR: 15/8/42
 BP/SP ratio: 1/1
 Average Body/Stamina: (10)
 Average stat: 5
 Special stat: Ag-17
 Attacks: 1
 Dmg: As per weapon
 Ethics: I
 Size: M
 Special note: Immune to Type A & H spells and non-magical missiles

Common knowledge: Skeletons are animated bones that are immune to arrows and other non-magical missiles.

Detailed knowledge: Normal monster skeletons are created by necromancers to act as minor guardians. Their lack of vital organs renders them immune to missiles of a non-magical nature, though they suffer double damage from blunt weapons.

While they have no "eyes", skeletons, like most undead, can sense living creatures. Thus, they are treated as though they possess sight, although they are unhindered by darkness.

Snake

Armour rating: 0(-5)
 Tactical move: 10'
 Level: 1+ (D4 SD)
 BAR: 15/8/40
 BP/SP ratio: 1/3
 Average Body/Stamina: 1/1 (2)
 Average stat: 3
 Special stat: Ag-20
 Attacks: 1 bite or spit (20' range)
 Dmg: 1 point + poison
 Ethics: I
 Size: S or larger
 Special note: Can be *banished* by druids

Common knowledge: Snakes are reptiles with a poison bite.

Detailed knowledge: Little different from above. Their venom affects either Strength, Agility, Con, or Stamina. The degree of toxicity is chosen by the GM: 1D6; 2D6; 3D6; or 4D6 points, with a Con roll allowed for half or no damage as he prefers. Spitting cobras do no damage with their spittle but blind those failing Agility rolls for 1D4 hours. Naturally, they may bite, affecting a stat normally from their venom. As noted, the poison bite of a snake is usable up to three times a day before its poison reserves are expended. Some selected snakes are detailed hereafter.

Snake	Level	BAR	Damage
Cobra	1	15/8/40	4D6 Agility loss
Coral	1	15/8/40	2D6 Stamina loss
Grass	1	15/8/40	2D6 Stamina loss
Mamba	1	15/8/40	4D6 Agility loss
Mamba (white)	1	15/8/40	3D6 Agility loss
Rattle	1	15/8/40	2D6 Con loss
Tree	1	15/8/40	1D6 Stamina loss
Vine	2	15/8/42	3D6 Stamina loss

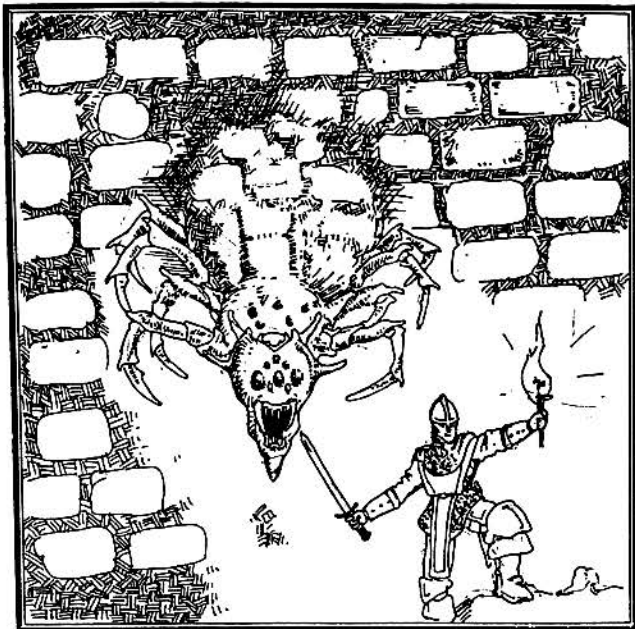
Snake (medusan)

Armour rating: 0(-3)
 Tactical move: 10'
 Level: 5 (D4 SD)
 BAR: 17/10/50
 BP/SP ratio: 1/4
 Average Body/Stamina: 2/8 (10)
 Average stat: 15
 Special stat: St-2
 Attacks: 1 bite
 Dmg: 1 point + turn to stone
 Ethics: I
 Size: S
 Special note: Cannot be *banished* by druids; poison reserves last until the monster is slain; immune to Type A spells

Common knowledge: Medusan snakes are deadly reptiles whose bite turns one to stone.

Detailed knowledge: It is thought that these serpents can be traced to powerful necromancers of Seth in ancient Karnak, who created them as guardians of their temples. Since that time, the snakes have been found throughout the western portions of Islay as far north as Krella. Interestingly, these monsters have the ability to hibernate for years, awakening and attacking when preset condition guidelines come to pass. Most believe this is a magical ability imparted by Seth, and it is known that an ancient spell was used to impart the particular guidelines to the serpent.

A person so unfortunate as to be bitten by a medusan snake must make a Con roll or turn to stone within 1D4 phases. The serpent's poison, for those interested, quickly loses its potency in air. Thus, it cannot be taken for use as a blade venom.



Spider (chameleon)

Armour rating: 0
 Tactical move: 10'
 Level: 3
 BAR: 16/9/45
 BP/SP ratio: 1/2
 Average Body/Stamina: 7/8 (15)
 Average stat: 11
 Special stat: IQ-7
 Attacks: 1 bite
 Dmg: 1D4 + 2D6 Strength loss
 Ethics: I
 Size: M
 Special note: Can be *banished* by druids; 90% chance to *ambush*

Common knowledge: Chameleon spiders are man-sized arachnids able to blend into surrounding terrain.

Detailed knowledge: Chameleon spiders are some 6'-8' long. They can be found lairing within a variety of surface or subterranean areas from woods to caves. The monster typically spins a large web anchored between two vertical surfaces along a path creatures may be expected to take. This web is not sticky, and in fact looks old, torn and easy to brush through. However, this is a ruse of the spider, for after completing its web the creature ascends to a position above and disappears into the background through its chameleon-like abilities. When unsuspecting prey of suitable size ventures up to the apparently empty web, the spider drops and attacks, *ambushing* 90% of the time. The monster's attack consists of a bite that inflicts 1D4 points of damage + 2D6 Strength loss, the latter of which is halved with a successful Con roll.

While it is most common to encounter only a single specimen, mated pairs are sometimes discovered within dungeons or caves.

Spider (sun)

Armour rating: 0(-8)
 Tactical move: 10'
 Level: 1 (D4 SD)
 BAR: 15/8/40
 BP/SP ratio: 1/4
 Average Body/Stamina: 1/1 (2)
 Average stat: 5
 Special stat: Ag--19
 Attacks: 1 bite
 Dmg: Poison (1D6 Strength loss)
 Ethics: I
 Size: S
 Special note: Cannot be *banished* by druids

Common knowledge: Sun spiders are 3" long arachnids from the Elflands that spin webs of gold.

Detailed knowledge: These odd spiders are native to Ashvryl and Avalon. So named because of their yellow color, they are most noted for the fact that whole colonies spin a fine web of golden silk up to 10' in diameter atop large trees as a trap for birds and squirrels, their normal food. While not sticky, the web is made up of complex patterns, and is highly prized for its unsurpassed tensile strength. Elven rope, for instance, is made by weaving a few strands of the spider's silk into a rope of hemp or other material. If a sufficient quantity of web can be obtained, the silk can be woven into clothing providing absorption of Body damage. A shirt or cloak (four webs required) allows a full point of damage absorption, while a robe or other full outfit (six webs required) allows the wearer to deduct two points of Body damage from attacks. Each separate web has a value of 1,000 gd, and few weavers are talented enough to make use of it.

The spider's attack consists of a poison bite causing 1D6 points of Strength loss, halved with a successful Con roll.

Stair haunt

Armour rating: 0(-5)
 Tactical move: 20'
 Level: 1
 BAR: 15/8/40
 BP/SP ratio: 0/1
 Average Body/Stamina: (5)
 Average stat: 11
 Special stat: Ag-20
 Attacks: 1
 Dmg: 1D6 Con wither, or *possession*
 Ethics: E or I
 Size: M
 Special note: BF 1 weapon needed to hit; *ambushes* 90% of the time

Common knowledge: Stair haunts are ghosts who attack people on stairways.

Detailed knowledge: These spirits are a form of wraith. Bound to remain near the place of their earthly demise, they haunt areas which could provide egress for them, that they may seek revenge or the accomplishment of some deed. Often, a stairway lies along the most direct path out, hence the monster's attacking there.

The stair haunt, which is invisible until it strikes, will attempt to *possess* a victim close to the character profession it had in life. If the target makes its IQ roll, the monster will engage in normal combat. But should the roll be failed, however, the stair haunt disappears into its host. And while lacking the ability to gain complete control of its victim as other spirits might, the stair haunt nonetheless may exercise continuous influence, urging its host to undertake actions that would aid the spirit in achieving its ends. These urgings are subtle, and the host typically believes the ideas and plans coming to him are of his own creation. Once the spirit is satisfied, it departs on to whatever awaits it. Should its host be slain prior to this, the monster emerges to wander the world as a shade.

Strangle tree

Armour rating: 0
 Tactical move: 3'
 Level: 5+
 BAR: 17/10/50
 BP/SP ratio: 1/1
 Average Body/Stamina: (25)
 Average stat: 12
 Special stat: Ag-2
 Attacks: Strangulation
 Dmg: 2D8/phase after creature can no longer hold breath
 Ethics: E
 Size: L to XL
 Special note: Cannot charge; take triple damage from fire

Common knowledge: Strangle trees are created by witches. Those resting beneath are choked to death by its branches.

Detailed knowledge: Strangle trees are brought about by an Evil witch or druid's use of the *create nature guardian* spell. In casting that spell, an Evil spirit from the Nether planes is bound into a tree of some sort. Thereafter, any creatures who might pose a threat to their creator become susceptible to strangulation by the monster if they pass near. Often, strangle trees will be left near trails or other places intruders might camp. Its preferred mode of attack is to lower its branches upon sleeping characters for an automatic hit, although the tree is certainly capable of attacking anyone walking within range of its branches (generally within a 20' radius). Those slain by the monster are then dragged beneath the ground by its powerful roots. It is from the tree's buried victims that treasure may be garnered.

Inflicting more than 15 points of damage will free one from a strangulating branch, but only full damage upon the trunk kills the monster.

Tiger

Armour rating: 0
 Tactical move: 20'
 Level: 8 (D6 SD)
 BAR: 18/11/57
 BP/SP ratio: 1/3
 Average Body/Stamina: 8/16 (24)
 Average stat: 15
 Special stat: IQ-7
 Attacks: 2 claws/1 bite
 Dmg: 1D6/1D6/1D8
 Ethics: I
 Size: M
 Special note: Variable first combat phase; kittens are worth 50 gd

Common knowledge: Tigers are large, striped felines that roam the western portion of Islay.

Detailed knowledge: Tigers are rare in Islay, though a few are found in parts of Hocwrath and Krella. Kittens are prized, for if properly trained they make useful guardians. However, no sort of tiger can ever be fully domesticated unless made into a familiar, and each time the animal is under severe stress, it must make an IQ roll to obey its owner's commands. Assuming it fails, the process can be repeated on subsequent turns until the roll is made.

Tigers can *instantaneously* leap up to 20' in order to attack a foe. If this is done, the tiger's first combat phase occurs simultaneously with the leap. It is thereafter determined normally.



Tiger (dragon)

Armour rating: 0
 Tactical move: 20'
 Level: 5
 BAR: 17/10/50
 BP/SP ratio: 1/3
 Average Body/Stamina: 8/17 (25)
 Average stat: 15
 Special stat: IQ-8
 Attacks: 2 claws/1 bite or breath fire
 Dmg: 1D6/1D6/1D8 or 4D6

Ethics: I

Size: M

Special note: Breath fire in 20' cone ending in a 10' base; cannot be *banished* by druids

Common knowledge: Dragon tigers are fire-breathing felines found in the Elflands.

Detailed knowledge: Dragon tigers are native to the Forest of Brigit. Though feared by many, the creatures are naturally shy and tend to avoid contact with intelligent races. Only if attacked or in defense of young will dragon tigers become hostile.

The white dragon tiger is an extremely rare offshoot of this species, whose white coat renders it invisible in areas of snow or fog.

Either sort is normally unsuitable as a familiar, though through special magic, the Queen of Witches has accomplished this with one of the latter.

Tiger (sabretooth)

Armour rating: 2

Tactical move: 20'

Level: 8

BAR: 18/11/57

BP/SP ratio: 1/2

Average Body/Stamina: 20/20 (40)

Average stat: 15

Special stat: St--18/IQ--7

Attacks: 2 claws/1 bite

Dmg: 1D8/1D8/3D6

Ethics: I

Size: L

Special note: Can be *banished* by druids

Common knowledge: Sabretooth tigers are extinct beasts with tusk-like teeth that once roamed Naz-Al.

Detailed knowledge: These felines are indeed thought to be extinct, though adventurers penetrating the highest elevations of Naz-Al tell tales of encountering such beasts to this day.

The sabretooth tiger was even known to exist in Krella during the First Age, and the batons of its senators are carved out of the beast's black ivory teeth.

Tree haunt

Armour rating: 0(-3)

Tactical move: 0

Level: 1

BAR: N/A

BP/SP ratio: 0/1

Average Body/Stamina: (5)

Average stat: 12

Special stat: N/A

Attacks: 1

Dmg: Special

Ethics: Any

Size: M

Special note: Immune to *exorcism* by ability; can *possess* trees and people; immune to Type C spells; naturally invisible

Common knowledge: Tree haunts are spirits that *possess* trees.

Detailed knowledge: These monsters trace their origins to tree hangings. Every so often, the spirit of someone executed in a tree remains earth-bound, and thus the hangman's tree becomes its lair. Thereafter, the spirit becomes able to *possess* the tree for up to five minutes, making it the equivalent of a *strangle tree* (see the monster). However, damage to the tree itself causes no harm to the haunt, and it can only be removed by an *exorcise* spell or through direct combat.

The spirit may also penetrate the dreams of those sleeping under the tree, and Good and Indeterminate tree haunts often do so to communicate a means by which they may find rest, while their Evil counterparts may attempt a limited *possession* by forcing an IQ roll

to be made. Failure results in the victim's arising in a somnambulistic state and attacking his friends by weapon or spell. This form of *possession* lasts up to 15 minutes, although the affectee cannot venture more than 50' from the tree.

Persons able to see the spirit apply a bonus factor of 3 to melee attacks.

Tree sprite

Armour rating: 0

Tactical move: 30'

Level: 5+ (D6 SD)

BAR: 17/10/50

BP/SP ratio: 1/4

Average Body/Stamina: 3/12 (15)

Average stat: 12

Special stat: N/A

Attacks: 1 spell

Dmg: By spell

Ethics: I

Size: M

Special note: Function as druid; invoke *chameleon* and *beguile* spells at will

Common knowledge: Often called *rowan fairies* or *dryads*, tree sprites are mischievous forest fairies who sometimes kidnap people.

Detailed knowledge: Tree sprites are the soul of some forests created by deities, or those subjected to long-term exposure to *capture essence*. Appearing as attractive human or elven females, tree sprites normally dwell within pockets of the faerie realm constructed within large trees. Every so often, a male child or adult passing through their forest captures their interest, and the sprite will seek to lure him into her tree through a *beguile* spell. The sprite's new playmate/companion thereafter remains with her for up to several years, and is then released when the sprite tires of him. Through this process, the person learns knowledge comparable to that known by the sprite, excluding spellcasting ability.

Destruction of the sprite's tree while she is inside permanently seals her within the Realm of Faerie, while burning the forest itself slays her.

Troll

Armour rating: 0

Tactical move: 10'

Level: 5+

BAR: 17/10/50

BP/SP ratio: 1/1

Average Body/Stamina: (25)

Average stat: 9

Special stat: St/Con--19

Attacks: 1

Dmg: 1D12+4

Ethics: E

Size: M

Special note: See fully in any sort of darkness

Common knowledge: Trolls are hunchback giants of small (9') size.

Detailed knowledge: Trolls appear as gnarled hunchback humanoids. Their origin is traced by some to Goth, who is said to have mated ogres with some sort of Nether creature, resulting in trolls. Aggressive and intimidating, trolls often extort tolls or other goods from weaker races.

Giant cave trolls are an especially large species of troll, being level 8+ monsters. These denizens prefer roaming during hours of darkness.

Both sorts of trolls wield large clubs as weapons.

Turtle (giant sea)

Armour rating: 5
 Tactical move: 20'
 Level: 11+
 BAR: 20/13/65
 BP/SP ratio: 1/1
 Average Body/Stamina: (55)
 Average stat: 20
 Special stat: Ag-3/IQ-8
 Attacks: 1 bite
 Dmg: 3D10
 Ethics: I
 Size: XL
 Special note: Cannot be *banished* by druids

Common knowledge: Giant sea turtles are a danger to those who ply the seas of Jewel. They sink ships by ramming them.

Detailed knowledge: The amphibious giant sea turtles are indeed a threat to any ship which happens upon them. The monster is able to damage a ship by surfacing beneath its keel, which inflicts 5D10 points of hull damage to the craft. However, they are primarily shy creatures, and do not bother man unless they are threatened or hungry. Wise seafarers will thus not treat them as insignificant, but will instead give them a wide berth. If they bite, turtles can extend their necks up to 20' from their shells to attack creatures within a 90 degree arc.

These monsters are often encountered upon isolated desert islands, where females lay up to 20 eggs in the warm sand. Hatchlings are level 1 monsters which inflict 1D6 points of damage with their bite.

Turtle (giant snapping)

Armour rating: 5
 Tactical move: 10'
 Level: 8+
 BAR: 18/12/62
 BP/SP ratio: 1/1
 Average Body/Stamina: (40)
 Average stat: 20
 Special stat: Ag-5/IQ-8
 Attacks: 1 bite
 Dmg: 3D6
 Ethics: I
 Size: L
 Special note: Can be *banished* by druids

Common knowledge: Giant turtles lair in swampy areas. Their tough shell makes harming them difficult.

Detailed knowledge: These huge turtles are amphibious, and typically submerge themselves in the mud and water of large, isolated swamps, although they are sometimes encountered in large bodies of fresh water. When provoked to attack, the turtle extends its neck up to 10' from its shell and delivers 3D6 points of damage with a successful bite. However, it can only attack targets within a 90 degree arc of its head.

Females generally lay up to 10 eggs. Hatchlings are identical to those of giant sea turtles.

Unicorn (female)

Armour rating: 0
 Tactical move: 30'
 Level: 4
 BAR: 16/9/47
 BP/SP ratio: 3/4
 Average Body/Stamina: 15/5 (20)
 Average stat: 14
 Special stat: N/A
 Attacks: 1 kick or stab

Dmg: 2D6/1D8
 Ethics: I
 Size: M
 Special note: Carries 20 lbs per SP; immune to poison and disease

Common knowledge: Unicorns are immortal magical horses from the Elflands.

Detailed knowledge: Unicorns are native only to the Elflands, and are greatly desired for their swiftness and intelligence. However, the exclusively white female unicorns are shy and difficult to capture. Also, they will only allow female riders of Good ethics.

Above all, the steed is renowned for its horn. Mere possession of it imparts magical immunity to all poison or disease, and it may be employed to create an *elixir of youthfulness*, for unicorns, as everyone knows, are immortal, and some yet live which were foaled in the First Age.

Unicorn (male)

Armour rating: 0
 Tactical move: 25'
 Level: 6
 BAR: 17/10/52
 BP/SP ratio: 3/4
 Average Body/Stamina: 23/7 (30)
 Average stat: 17
 Special stat: N/A
 Attacks: 1 kick or stab
 Dmg: 3D6/2D6
 Ethics: I
 Size: M
 Special note: Carries 20 lbs per SP; immune to poison or disease; radiates *disenchantment*

Common knowledge: See above.

Detailed knowledge: Male, or black unicorns, are easily distinguishable from a distance. They will allow any rider of their choosing, and possess the same immunities to poison and disease had by females. In addition, their golden horns radiate *disenchantment*. This last power is lost should the unicorn be slain.

Black unicorns are highly territorial and prone to fighting other males. On those extremely rare occasions that two riders of such steeds meet, at least one rider must make a *horsemanship* roll to keep them apart.

Usurper

Armour rating: 0
 Tactical move: 10'
 Level: 6
 BAR: 17/10/52
 BP/SP ratio: 1/2
 Average Body/Stamina: 15/15 (30)
 Average stat: 12
 Special stat: St/IQ-16
 Attacks: 1 touch
 Dmg: 1D4 Strength drain
 Ethics: E
 Size: M
 Special note: Can be *bound* by female gypsies

Common knowledge: Usurpers are humanoids able to assume the form of others, in order to garner prey through deception. Their touch is deadly.

Detailed knowledge: Usurpers are tall, sasquatch-like humanoids that wander desolate areas in search of potassium, upon which the creatures exist. These monsters have the unique ability to drain potassium from living creatures through a deadly touch. This has the effect of draining 1D4 Strength points from a victim touched by the monster.

Usurpers derive their name from their ability to seemingly alter their voice and appearance to assume the identity of another humanoid. In fact this is untrue, and the monster actually possesses limited ESP ability enabling it to read the mind of a creature within 100'. The usurper then extrapolates common knowledge and the person's language, thereafter killing him when the opportunity arises. Once this is accomplished, the usurper, through its mental power, affects the minds of those viewing it, deceiving them into believing the monster is whom it appears to be. Spells such as *eye of Rhannon* thus are ineffective in penetrating the disguise, although *mind shield* frustrates the effect.

Vampire (normal)

Armour rating: 0
 Tactical move: 10/30' (wolf)/15' (flying)
 Level: 5+
 BAR: 17/10/50
 BP/SP ratio: 1/4
 Average Body/Stamina: 6/19 (25)
 Average stat: 18
 Special stat: St-20
 Attacks: 1
 Dmg: 1D6+5 (fist), or by weapon +5
 Ethics: E
 Size: M
 Special note: BF 1 or better weapon needed to hit; *mesmerizing* stare; can function as adventuring profession of equal level; immune to Type A spells and poison; cast no reflection

Common knowledge: Vampires are the most powerful of undead, sucking blood from the living and turning into bats or wolves at will. They fear the cross and other deity symbols.

Detailed knowledge: Vampires are a corporeal undead that feed off the blood of the living. Said to trace their origin to succubus demons, vampires sleep in coffins during the day, then rise at night to seek victims of the opposite sex upon which to feed. Those they find usually are subjected to the stare of the monster, which has the effect of inflicting a *mesmerizing* (see the rank 3 necromancer spell) if an IQ roll is failed. The monster then bites the victim's neck, sucking nourishment. Thereafter, the vampire can mentally summon the person from a distance of 1 mile per level of the monster. When the vampire thus prowls, the sound of howling dogs is often heard.

Each feeding lowers the victim's Con by one point, and upon its reaching 0, the hapless person dies. (Restoration of the lost Con otherwise occurs naturally at the rate of one point per week.) Within 24 hours thereafter, the person arises as a vampire under the control of whomever killed him. Any vampires created by these servants are ultimately bound to the head of the vampire line.

All vampires turn away from a cross or other deity symbol if it is presented to them. However, this protection is cancelled if the creature is attacked by one relying on the symbol. Vampires also cast no reflection.

Daylight is death to a vampire, and one unable to reach a coffin in which to sleep immediately sustains 1D4 Body points of damage per minute of exposure to the sun's light.

The only way to slay a vampire in melee is by driving a stake through its heart or the necromancer spell *five fingers of death*. Even rendering the creature to 0 Body points through combat does nothing more than force it to depart the area; or, if this is impossible, indicates it has been pinned to the ground, allowing it to be staked. Any normal damage is healed after a day's sleep.

At will, vampires may assume the form of bats or wolves, often using this as a quick means of traveling from one place to another.

Vampire (Lilithian)

Armour rating: 0
 Tactical move: 10'
 Level: 10+
 BAR: 19/12/62
 BP/SP ratio: 1/4
 Average Body/Stamina: 12/38 (50)
 Average stat: 12
 Special stat: St-20
 Attacks: 1
 Dmg: 1D6+5 (fist), or by weapon +5
 Ethics: E
 Size: M
 Special note: Exist in daylight in addition to the powers of normal vampires; can function as adventuring profession of equal level; unbothered by deity symbols if they make an IQ roll; cannot be *exorcised*; have reflections

Common knowledge: Lilithian vampires are legendary undead who can exist in daylight.

Detailed knowledge: The rarest of all undead, Lilithian vampires trace their origin to the demoness Lilith, dying under her bloodsucking lips. Lilith herself is said to be the Queen of Succubi, and in the First Age she had a considerable following amongst Serpen's necromancers and sorcerers, who sacrificed powerful enemies to her. A handful of these victims are said to have arisen as vampires of extraordinary power, able to function fully even in daylight. They also have reflections. No verifiable accounts of Lilithian vampires exist today, and it is thought that--thankfully--all were slain in the Triad's fall.

Persons slain by these monsters return as normal vampires.

Were creatures (lycanthropes)

Armour rating: 0
 Tactical move: 15'+
 Level: 3+
 BAR: 16/9/45
 BP/SP ratio: 1/2
 Average Body/Stamina: 7/8 (15)
 Average stat: 12
 Special stat: N/A
 Attacks: 2 claws/1 bite
 Dmg: 1D6/1D6/1D4 + possible lycanthropy infliction
 Ethics: I or E
 Size: S or larger
 Special note: Silver or BF 1 weapon needed to hit when in were form; can be *bound* by female gypsies

Common knowledge: Were creatures are humans who during the light of the full moon turn into monstrous animals that seek to kill.

Detailed knowledge: The true origin of were creatures is unknown. It is a fact, however, that today there are two certain means by which one may be stricken with the disease of lycanthropy. In the first, a 20th level halaka may so curse a victim through a ceremony invoking the Powers of Darkness. More commonly, were creatures happen as a result of being bitten by such a monster in animal form. In a case where an adventurer sustains a bite from a were creature, there is a 5% cumulative chance per point of Body damage inflicted that he or she will be stricken with the disease, metamorphosing at the next full moon. The chance is checked at battle's end by the GM.

All these denizens have in common a violent nature, aggressively seeking to slay those they encounter. They are easily identifiable by their large size and appearance. Some selected were creatures follow, but the GM may create others by adding three levels to otherwise normal animals and raising most stats to at least 12.

Werebat

Armour rating: 0(-5) (in bat form)
 Tactical move: 10' or 15' (bat)
 Level: 3
 BAR: 16/9/45
 BP/SP ratio: 1/2
 Average Body/Stamina: 7/8 (15)
 Average stat: 12
 Special stat: Ag--18
 Attacks: 1 bite
 Dmg: Special
 Ethics: E
 Size: M or S (bat form)
 Special note: Silver or BF 1 weapon needed to hit; can be *bound* by female gypsies; double chance of lycanthropy infliction

Common knowledge: None.

Detailed knowledge: Werebats are the rarest of lycanthropes. So rare, in fact, that virtually nothing is known of them by non-halakas, and true specimens are generally perceived to be vampires. Werebats are odd in that they have superior control over their shape-changing ability and actions compared with other lycanthropes. During nights of the full moon, an irresistible thirst for blood comes over one stricken with the disease, driving him to seek victims as would a vampire. In connection with this, the person may assume the form of a bat, often using this as a means of quick travel.

Werebats attack in one of two ways: In bat form, the monster seeks sleeping victims, inflicting a painless neck bite and drinking 1D4 Body points of blood, with a 10% cumulative chance per damage point suffered of the disease being passed on. In human form, the creature lacks normal vampire-like abilities, and thus it must capture or overpower a prospective victim. It then bites the person's neck and sucks nourishment, inflicting similar damage. However, people actually slain by the beast die with no other repercussions.

Those who sleep with a necklace of wolfsbane around their neck force the monster to make a Luck roll in order to attack and feed upon them.

Weredog

Armour rating: 0(-3)
 Tactical move: 25'
 Level: 8 (D4 SD)
 BAR: 18/11/57
 BP/SP ratio: 1/2
 Average Body/Stamina: 8/8 (16)
 Average stat: 12
 Special stat: IQ--16
 Attacks: 1 bite
 Dmg: 1D10 + possible lycanthropy infliction
 Ethics: E
 Size: S
 Special note: Silver or BF 1 weapon needed to hit; can be *bound* by female gypsies; assume were form at will; control other canines excluding familiars

Common knowledge: Weredogs are canine lycanthropes.

Detailed knowledge: Weredogs are an especially intelligent form of lycanthrope with an additional ability to control other canines. While often encountered as a solitary creature, weredogs occasionally roam with a pack of up to a dozen wolves or dogs for protection, for the monster at will can control normal canines, forcing them to do its bidding.

As weredogs can shift to their animal form at will while maintaining reasonable control over their actions, the monster is a particularly dangerous enemy. However, all such creatures in their human form remain affected by the nature of lycanthropy. Thus, they are often violent or aggressive people, with dining tastes that often include very rare meat.

Werewolf

Armour rating: 0
 Tactical move: 15'
 Level: 8+
 BAR: 18/11/57
 BP/SP ratio: 1/2
 Average Body/Stamina: 20/20 (40)
 Average stat: 12
 Special stat: St--19
 Attacks: 2 claws/1 bite
 Dmg: 1D6/1D6/1D4 + possible lycanthropy infliction
 Ethics: E
 Size: M
 Special note: Silver or BF 1 weapon needed to hit; can be *bound* by female gypsies

Common knowledge: Werewolves are cursed mortals who prowl for victims under the light of the full moon. Pentagrams and wolfsbane keep them at bay.

Detailed knowledge: Werewolves are the most common form of lycanthrope. Under the light of the full moon, humanoids stricken with the disease transform into a dangerous man-beast filled with rage. The belief that wolfsbane offers protection against the monster is true only to the extent that one wearing it forces the werewolf to apply a penalty factor of 1 to its attack roll. Pentagrams offer no protection whatever, except in the case of a halaka attempting to *bind* the beast.

Wind elemental

Armour rating: 0(-6)
 Tactical move: 100'
 Level: 3
 BAR: 16/9/45
 BP/SP ratio: 0/1
 Average Body/Stamina: (30)
 Average stat: 15
 Special stat: N/A
 Attacks: 1 whirlwind
 Dmg: 1D4 Body points
 Ethics: E
 Size: L
 Special note: Can be *bound* by earth priests; immune to missile weapons

Common knowledge: Wind elementals are powerful whirlwind creatures.

Detailed knowledge: Wind elementals are smaller, more intelligent cousins of true elementals. Unlike true elementals, creatures of this sort often go unnoticed as the creature when resting is entirely invisible. In an instant, however, the monster can assume the form of a whirlwind some 10'-15' in size. It attacks by drawing *medium* or smaller size creatures into it (indicated by a successful attack roll). Creatures so caught are entirely helpless, and endure 1D4 points of Body damage each minute they are trapped within. Only by *binding* or slaying the monster can a trapped comrade be freed.

Owing to the creature's high intelligence, it is fully aware of when its prey expires, and will not seek another victim while a creature within it still lives.

Wighead

Armour rating: 0
 Tactical move: 10'
 Level: 1+
 BAR: 15/8/40
 BP/SP ratio: 1/4
 Average Body/Stamina: 1/4 (5)
 Average stat: 11
 Special stat: Ag--15
 Attacks: 1
 Dmg: As per weapon
 Ethics: Any
 Size: S
 Special note: Allowable as character race

Common knowledge: Wigheads, or *midgets*, are humanoids of small stature who dwell in the southern shires of Torrenca and in parts of Avalon. They are so named for the fact that males don powder wigs.

Detailed knowledge: Wigheads resemble normal humans but for the fact they average about three feet tall. A peaceful folk, wigheads are renowned cobblers, tailors, cooks, and inventors. As mentioned, their ancestral homeland is in southern Torrenca, though some have migrated as far west as Avalon. Apart from their height, wigheads are readily identifiable by their quaint, old-fashion dress, their often archaic speech, and the well-to-do-male habit of donning powder wigs. They also are credited with inventing pipe smoking.

Wigheads have an insatiable curiosity about the unknown, though this is tempered by a strong sense of practicality. They love stories of adventure and battle, for instance, but rarely venture further than a day's journey from home or handle a weapon. Only elves rival them in manners and courtesy.

If used as a character race, wigheads function best as tricksters--in particular bards and cutpurses. Traditional spellcasting professions are not found among them, though this isn't engraved in stone. Stat details follow.

St:	5D4
Ag:	1D6+14
Cn:	5D4
IQ:	1D12+8
Ch:	1D12+8
Ap:	1D12+8
Lk:	2D6

Wight

Armour rating: 0
 Tactical move: 10'
 Level: 5+
 BAR: 17/10/50
 BP/SP ratio: 1/2
 Average Body/Stamina: 12/13 (25)
 Average stat: 12
 Special stat: IQ-6
 Attacks: 1 claw
 Dmg: 1D6 + wither 1 point of Strength
 Ethics: I
 Size: M
 Special note: Immune to Type A spells and poison.

Common knowledge: Wights are undead tomb guardians, able to wither Strength.

Detailed knowledge: Wights are a corporeal undead bound into guardianship of a tomb by necromancers. Unlike other undead, wights remain at rest unless the area of their guardianship is penetrated. The creatures then arise to defend the remains they are given charge over, slashing out with their talon-like hands. This

delivers 1D6 points of damage, and additionally the monster withers a point of Strength. This has the effect of regenerating one point of damage it has suffered, although its Stamina is not upped above normal maximum.

Wight (fog)

Armour rating: 0
 Tactical move: 20'
 Level: 4
 BAR: 16/9/47
 BP/SP ratio: 1/1
 Average Body/Stamina: (20)
 Average stat: 12
 Special stat: N/A
 Attacks: 1
 Dmg: As per weapon
 Ethics: Any
 Size: M
 Special note: Immune to *exorcism* by ability; *ambushes* 50% of the time

Common knowledge: Fog wights are undead warriors that attack people in foggy wilderness areas.

Detailed knowledge: Fog wights are often the souls of warriors who lost their lives in defense of an outdoor area such as a pass or trail. In cases where these warriors were especially dedicated, 2D4 of the dead heroes may return to battle intruders if the area under their protection is entered by potential enemies. In other cases, some fog wights are believed to originate through a curse for a dereliction of duty. Perhaps by fulfilling their task of guardianship in death the creatures may gain true rest.

The monsters are so named because a thick fog always precedes their arrival by several minutes. Soon after the fog's arrival, human-sized shapes will be noted flitting through the mists. The monsters will then strike, gaining *ambush* 50% of the time against characters unable to see through fog without hindrance. The monsters resemble skeletal warriors attired in the rusted trappings of ancient armour. Unlike normal wights, they attack with weapons and do not wither living opponents. If slain, they and their armament fall to dust, unless the GM determines one or more items are enchanted.

Will O' the wisp

Armour rating: Only hit by natural/adjusted 1
 Tactical move: 200'
 Level: 7
 BAR: 18/11/55
 BP/SP ratio: 0/1
 Average Body/Stamina: (35)
 Average stat: 18
 Special stat: St--2/Ag--20
 Attacks: 1
 Dmg: Special
 Ethics: E
 Size: S
 Special note: Immune to Type A & H spells; cannot *charge*

Common knowledge: Will O' the wisps are mischievous creatures of glowing electricity that lead travelers astray into dangerous areas.

Detailed knowledge: Will O' the wisps are air spirits which dwell in lonely areas. For reasons unknown, they sometimes lure travelers away from safe paths and into dangerous areas, slaying them or leaving them lost. If forced to fight, the monster attacks by discharging an electrical current delivering up to 10 points of damage to a target. The total damage the will O' the wisp can emit equals its Stamina points, and is deducted from them. When the monster reaches 0 Stamina, it disappears but reforms within 24 hours unless a successful *exorcise* spell is cast upon the spot where it "died".

The incredible speed and Agility of a will O' the wisp results in its being struck only by a natural or adjusted 1 with melee or missile weapons. If hit by a metal melee weapon, the attacker takes 1D6 points of electrical damage which is not deducted from the monster's Stamina total.

The treasure of a will O' the wisp, if any, consists of the valuables possessed by its earlier victims.

Winged siren

Armour rating: 0
 Tactical move: 40'
 Level: 6+
 BAR: 17/10/52
 BP/SP ratio: 1/2
 Average Body/Stamina: 15/15 (30)
 Average stat: 12
 Special stat: N/A
 Attacks: 2 claws/1 bite or song
 Dmg: 1D8/1D8/1D4 or special
 Ethics: E
 Size: M
 Special note: *Mesmerizing song*

Common knowledge: Winged sirens are bird-like humanoids whose call lures men to their death.

Detailed knowledge: Found mostly in the wilds of Krella, winged sirens resemble hideously ugly human females with an underbody resembling a bird of prey. These baneful creatures are among the most selfish known in Islay, taking delight in destroying or fouling whatever crops or foodstuffs they do not entirely consume. While not overly powerful in combat, winged sirens possess a powerful sonic attack which forces those within 50' of it to make IQ rolls, applying bonus or penalty factors of 1 for each two levels of difference between them and the siren. Those failing remain transfixed, unable to act, which subjects them to possibly being carried off to its nest. The effects last for as long as the siren sings, and one full turn thereafter. During this time, any attacks by the monster on the one so affected automatically succeed and inflict Body damage.

Wolf

Armour rating: 0
 Tactical move: 30'
 Level: 4
 BAR: 16/9/47
 BP/SP ratio: 1/3
 Average Body/Stamina: 6/14 (20)
 Average stat: 10
 Special stat: IQ-5
 Attacks: 1 bite
 Dmg: 1D8
 Ethics: I
 Size: S
 Special note: Can be *banished* by druids

Common knowledge: Wolves are found throughout Islay, and can be encountered either individually or in packs.

Detailed knowledge: Little different from above. However, wolves will shy away from humanoids unless starving or protecting young. If taken as pups, wolves can be trained as animal companions.

Wolf (snow)

Armour rating: 0
 Tactical move: 30'
 Level: 4
 BAR: 16/9/47
 BP/SP ratio: 1/2
 Average Body/Stamina: 10/10 (20)

Average stat: 12
 Special stat: IQ-8
 Attacks: 1 bite
 Dmg: 2D6
 Ethics: I
 Size: M
 Special note: 50% like to *ambush* in snowy conditions; can be *banished* by druids

Common knowledge: Snow wolves are vicious hounds in Sarvia and other lands that devour lone travelers.

Detailed knowledge: Snow wolves are large, white canines that roam snow-covered lands in packs of four or more individuals. They undeservedly have a bad reputation, for they naturally shun man. Only in times of food scarcity will the wolves attack humanoids, and then only if they move to protect other animals in their group. However, in instances where spellcasters or monsters have such creatures under their control, the wolves make excellent guardians of their lands, fearlessly attacking intruders.

Because of their white fur, the wolves are difficult to spot in areas of snow or fog, *ambushing* 50% of the time in such conditions. The pelt of a snow wolf is prized, being valued at 10-100 gd if undamaged by sword or spell damage (otherwise, value is quartered). If made into a robe or body cloak, it provides excellent camouflage for a character in snow or fog, making him 25% likely to be unnoticed, or adding a like bonus to *concealment* rolls. Three pelts are needed for this.

Snow wolf pups are worth 10-40 gd on the open market.

Wolverine

Armour rating: 0(-5)
 Tactical move: 20'
 Level: 5 (D4 SD)
 BAR: 17/10/50
 BP/SP ratio: 1/4
 Average Body/Stamina: 2/8 (10)
 Average stat: 14
 Special stat: IQ 4
 Attacks: 1 bite
 Dmg: 1D4
 Ethics: I
 Size: S
 Special note: Immune to spells causing fear, except for the "Fear" *word of power*

Common knowledge: Wolverines are ferocious, weasel-like carnivores that dwell in forests and other mountain areas.

Detailed knowledge: Little different from above. Wolverines are known for their fearlessness, and their small size belies the fact that they will unhesitatingly attack any creature(s) they feel threatened by. Fortunately for adventurers, these animals do not roam in packs. Their pelts are valued at 3D6 gd if undamaged by blows or spells.

Worm (tunnel)

Armour rating: 0
 Tactical move: 10'
 Level: 10+
 BAR: 19/12/62
 BP/SP ratio: 1/1
 Average Body/Stamina: (50)
 Average stat: 20
 Special stat: Ag/IQ-2
 Attacks: 1 bite
 Dmg: 3D6
 Ethics: I
 Size: L
 Special note: Swallow victim if it rolls 5 or more beneath the number it needs to hit; immune to poison

Common knowledge: Tunnel worms are gigantic monsters that burrow through the deep parts of Jewel.

Detailed knowledge: Tunnel worms are so named because they form large, tubular tunnels some 8' in diameter as they penetrate into the bowels of the earth in search of the minerals upon which they feed. Silver is a particular delicacy, and these monsters excrete small, chemically altered silver nuggets of great strength and lightness. This material, often called *true silver* or *elven silver*, is perhaps the most precious mineral on Jewel, and is valued at 1,000 gd/ounce. If used in the creation of arms, they are treated as non-magical BF 3 weapons. Metal armour made from *true silver* is bettered in absorption capacity by two points.

The length of a tunnel worm is approximately five times its diameter. In combat, the creature bites with its gaping maw, inflicting 3D6 points of damage. Prey is swallowed whole if the monster rolls 5 or more beneath the number it needs to hit. Swallowed creatures endure 1D6 points of unabsorbable Body damage each turn in addition to Stamina loss due to holding the breath. Swallowed victims are also helpless, and cannot make attacks from within the beast. The *protection from liquids* spell, however, offers a defense against the acids of the worm's digestive tract.

Wraith

Armour rating: 0(-5)
 Tactical move: 20'
 Level: 5
 BAR: 17/10/50
 BP/SP ratio: 0/1
 Average Body/Stamina: (25)
 Average stat: 12
 Special stat: N/A
 Attacks: 1
 Dmg: 1D6 Stamina wither
 Ethics: E
 Size: M
 Special note: Immune to Type A & H spells; only harmed by magic or silver weapons; 40% likely to ambush; partially invisible; can *possess*; withers Stamina

Common knowledge: Wraiths are withering spirits.

Detailed knowledge: Wraiths are the angry souls of those who died before inflicting revenge upon someone. Unable to rest, they wander places near where they died, bemoaning their inability to gain satisfaction. Wraiths normally are invisible, but their presence can be felt by those in the same room. When it attacks, the monster loses its invisibility, appearing as a shadowy figure. The creature has a single withering attack which draws 1D6 points of Stamina from living beings. Wraiths are also able to *possess* victims to achieve their ends.

Wraith (water)

Armour rating: 0
 Tactical move: 20'
 Level: 3
 BAR: 16/9/45
 BP/SP ratio: 1/1
 Average Body/Stamina: (15)
 Average stat: 12
 Special stat: N/A
 Attacks: 1
 Dmg: Base 1D8/phase after creature can no longer hold breath
 Ethics: E
 Size: M
 Special note: BF 1 or better weapon needed to hit

Common knowledge: Water wraiths are minor water elementals that drown people. They are sometimes found in dungeons.

Detailed knowledge: A water wraith is actually the undead spirit of an Evil person who was slain in water, usually by drowning. Unable to rest, the spirit becomes bound to the water it died in, and offers a possible danger to adventurers. In cases where the spirit exists in shallow water, including a fountain, it attacks by literally altering the liquid into a gelatinous mass and lashing out to envelop a man-sized or smaller creature within 5' of it. If the attack succeeds, the victim endures a base 1D8 points of Stamina loss each phase until the monster is slain. In larger bodies of water such as lakes, rivers, etc., the water wraith is visible as a cyclonic force that again seeks to envelop and drown a living person. If battled with weapons during this time, note the victim takes half the damage done to the monster.

The only spells that directly affect water wraiths are: *water talk* (which causes the wraith to release its prey and become docile for the spell's running time); *protection from liquids* (which keeps it at bay); or any of the various *dart* and fire-based attack spells.

Any successful *exorcism* drives the spirit to the Nether planes, something that also happens with the complete destruction of its watery home.

Zombie

Armour rating: 0
 Tactical move: 5'
 Level: 3
 BAR: 16/9/45
 BP/SP ratio: 1/1
 Average Body/Stamina: (15)
 Average stat: 15
 Special stat: IQ-4
 Attacks: 1
 Dmg: 1D8
 Ethics: I
 Size: M
 Special note: Immune to Type A spells; suffer 1D4 points of damage from salt thrown at them (vials of salted water are treated as acid)

Common knowledge: Zombies are human remains animated into mindless servitors by necromancers.

Detailed knowledge: Zombies are remains animated by the rank 3 necromancer spell *awaken dead*. They are typically employed as minor guardians or servants, for they lack the IQ to handle more than the most menial of tasks.

Level points for defeated or slain monsters

GMs desiring a formula for noting how many level points to award for overcoming a monster either through battle or strategy may observe the following formula. But ultimately, it is still best for a GM to award level points based on his gut reaction to the session of play.

10 LP per level of the monster*, modified as follows:

Monster overcome easily: No adjustment.

*Monster overcome with average difficulty**:* x5 adjustment.

Monster overcome with great difficulty: x10 adjustment.

Monster overcome with extreme difficulty: x50 adjustment.

* 20 LP/level for defeating a GMC with an adventuring profession.

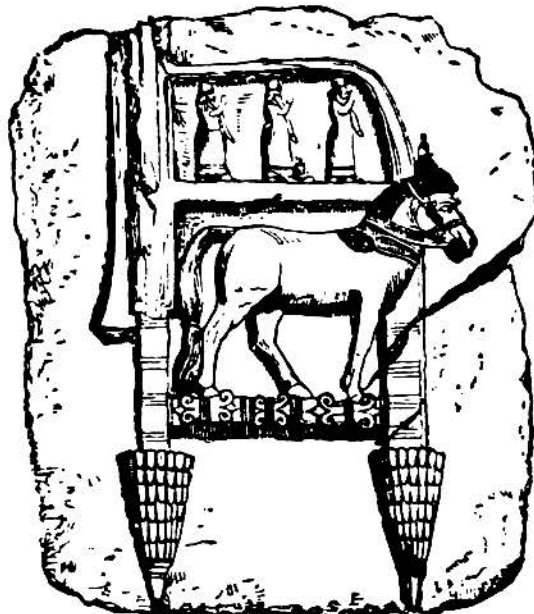
** Includes using wit or a creative plan to avoid an otherwise difficult combat encounter, or slaying monster through a critical hit.

PART ONE - Monsters

Table 1--Alternate resistance roll table for monsters

Monster's level																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20+
Target number or less to resist any effect																			
6	7	8	9	10	11	12	13	14	15	16	17	18	19	(20)	(21)	(22)	(23)	(24)	(25)

Since a score of 20 always indicates a resistance roll failure, note that resistance roll target numbers exceeding 19 function only for purposes of offsetting penalty factors to the resistance roll which might normally apply.



Part two

Magic

This section offers several dozen new magic items. When generating treasure, the GM can decide on his own whether to use items from the QA game manual or this book. Otherwise, he can refer to the right-hand table to see which source to use.

01-75: **Table 2**--items from the QA manual

76-00: **Table 3**--items from MMS

Table 2--Magic items from the QA game manual

01-18 Magic weapon	
19-20 Enchanted weapon--	
01-14	Baneblade
15-28	Flameblade
29-42	Hammer of throwing
43-56	Kris of Assallah
57-70	Saah whip
71-84	Star blade
85-98	Venom blade
99-00	Reroll
21-27 Magic armour	
28-29 Witch items--	
01-07	Book of destinies
08-14	Broom of the comet
15-21	Cloak of cats
22-28	Cloak of traveling
29-35	Faerie acorns (6D6)
36-38	Gloves of Witherwane
39-40	Hennin of Ladenna
41-55	Message box
56-60	Ring of the raven
61-70	Ring weapon
71-80	Ring of witchery
81-90	Skull of sight
91-00	Staff of gems
30-35 Other items--	
01-05	Cat slippers
06-10	Chameleon cloak
11-15	Choker
16-20	Cloak of pockets
21-24	Cloak of shadows
25	Cloak of smothering
26-30	Crystal ball
31-35	Flying broom
36-40	Flying carpet
41	Genie bottle (95% chance it is a lesser genie)
42-47	Hourglass

48-50	Mirror of traveling
51-57	Pillow of slumber
58-65	Ring of <i>energy blasts</i>
66-70	Ring of eyes
71-75	Ring of shielding
76-80	Ring of wraiths
81-85	Scrying glass
86-90	Shamrock of luck
91-95	Staff (created by GM)*
96-00	Wand (created by GM)*
36-60 Potions--	
01-10	Potion of ambidexterity
11-20	Potion of deadly poison
21-30	Potion of hardiness
31-40	Potion of paralysis
41-50	Potion of purification
51-60	Potion of shapechanging
61-70	Potion of shrinking
71-80	Potion of sleep poison
81-90	Potion of strength
91-00	Potion of water-survival
61-75 Elixirs--	
01-20	Elixir of detoxification
21-60	Elixir of healing
61-95	Elixir of rejuvenation
96-00	Elixir of youthfulness
76-90 Scroll-- (Roll for profession and rank as if it was a book. To determine the skill level of the writer, reference Table 2B)	
91-00 Book with 3D4 spells--	
01-30	Witch (1-7 range)
31-50	Necromancer (1-7 range)
51-60	Druid (1-7 range)
61-70	Gypsy (1-5 range)
71-80	Sorcerer (1-7 range) or reroll
81-85	Earth priest (1-5 range)
86-00	Spell-songs (1-5 range)

	(1-7 range)	(1-5 range)
01-20	1	1
21-40	2	2
41-60	3	3
61-75	4	4
76-85	5	4
86-95	6	5
96-00	7	5

* New details on staves and wands are provided in the descriptions of treasure following this section.

Table 2B--level of scroll writer

Note that when a scroll is found, there is a 75% chance it is of the *lesser* sort (see Part Three)

Bard/Earth priest/Female gypsy

Spell rank	Dice roll																			
	01-20	21-40	41-50	51-55	56-60	61-65	66-70	71-75	76-80	81-85	86-90	91-92	93	94	95	96	97	98	99	00
	Level of writer																			
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	3	3	4	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	6	6	7	7	8	8	9	9	10	10	11	12	13	14	15	16	17	18	19	20
4	8	8	8	9	9	10	10	11	11	12	12	13	13	14	15	16	17	18	19	20
5	10	10	10	11	11	11	12	12	12	13	13	14	14	15	16	17	18	19	20	20

Male gypsy--note this table will become active only if subsequent reference manuals offer special gypsy spell-songs. For now, the GM should generate spell-songs only off of the bard's table above

Spell rank	Dice roll																			
	01-20	21-40	41-50	51-55	56-60	61-65	66-70	71-75	76-80	81-85	86-90	91-92	93	94	95	96	97	98	99	00
	Level of writer																			
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	5	5	5	6	6	7	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	16	17	18	19	20
4	10	10	11	11	12	12	13	13	14	14	15	16	16	17	17	18	18	19	19	20

Druid/Necromancer/Sorcerer/Witch

Spell rank	Dice roll																			
	01-20	21-40	41-50	51-55	56-60	61-65	66-70	71-75	76-80	81-85	86-90	91-92	93	94	95	96	97	98	99	00
	Level of writer																			
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	3	3	4	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	5	5	5	6	6	7	7	8	9	10	11	12	13	14	15	16	17	18	19	20
4	7	7	8	8	9	9	10	10	11	11	12	12	13	14	15	16	17	18	19	20
5	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	17	18	19	20	20
6	11	11	11	12	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	20
7	13	13	13	14	14	14	15	15	15	16	16	17	17	18	18	19	19	20	20	20

Table 3--Magic weapons

01-20		Hand-held concussion weapons
	01-25	Flailed mace
	26-50	Hammer
	51-75	Mace
	76-00	Staff
21-80		Hand-held cutting weapons
	01-09	Axe (hand)
	10-18	Axe (two-handed battle)
	19-27	Dagger
	28-36	Bastard sword
	37-45	Broadsword
	46-54	Rapier
	55-63	Scimitar
	64-72	Scimitar (two-handed)
	73-85	Shortsword (gladius)
	86-90	Sickle
	91-98	Two-handed greatsword
	99-00	Whip
91-00		Missile weapons
	01-07	Recurved bow
	08-10	Recurved composite bow
	11-15	Longbow
	16-20	Composite longbow
	21-35	1D10 magic arrows*
	36-38	Crossbow (heavy)
	39-42	Crossbow (light)
	43-49	1D10 magic crossbow bolts*
	50-56	Dart
	57-63	Polesword
	64-70	Sling
	71-90	Spear
	91-99	Trident
	00	Reroll or choose

* Magic arrows and crossbow bolts are one-use items that lose all enchantment upon reaching the end of their flight unless unique. Their bonus factors are cumulative with a magic launching device.

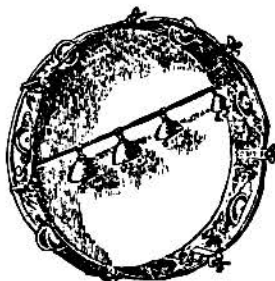
Table 3A--Bonus factor of weapon

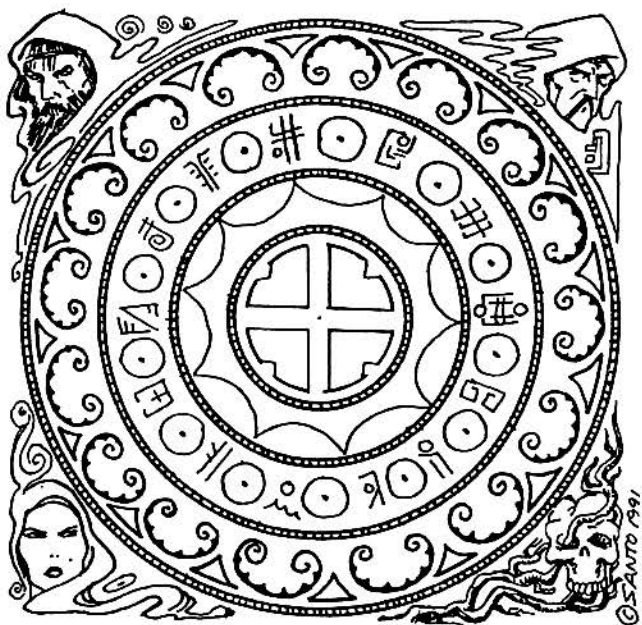
01-70	BF 1
71-90	BF 2
91-96	BF 3
97-99	BF 4
00	BF 5

Table 4--Magic items from *Monsters, Magic & Sorcery*

01-05 Amulet (gypsy)--	
01-80	Normal
81-90	Amulet of lycanthropy
91-00	Amulet of undead
06-35 Miscellaneous magic--	
01-05	Backpack of handiness
06-10	Backpack of storage
11-13	Bag of food
14-20	Boots of sure-footedness
21-25	Bow of twisting
26	Brow star
27-35	Candlewood
36-40	Clothes of changing
41-43	Culharnen's mist blade
44-45	Dagger bracers
46-50	Damsen's boots of stealth
51-55	Decanter of scrying
56-65	Dimension blade
66-68	Dragon harp
69-72	Graven eye of Kith-Kanon
73	Hand of Countess Vandeleki
74-80	Heavy water
81	Jewel of Sir Poul
82-83	Lirazel's knapsack
84-88	Lirazel's pouch of webs
89-98	Master key
99-00	Omar's oil bellows
36-40 Plaques--	
01-20	Plaque of Herculean Strength
21-30	Plaque of laughter
31-50	Plaque of memory
51-60	Plaque of pits
61-85	Plaque of skill-raising
86-00	Well plaque
41 Miscellaneous magic (Contd.)--	
01-05	Plaques of Countess Vandeleki
06-00	Pocket torch (2D4)
42-60 Potions--	
01-30	Potion of buoyancy
31-40	Potion of elephantine memory
41-00	Potion of restoration

61-70 Rings--	
01-03	Ring of archery
04-10	Ring of arrows
11-15	Ring of the cock
16-20	Ring of curses
21-25	Ring of the gourd
26	Ring of holiness
27-30	Ring of ice crystals
31-40	Ring of instruments
41	Ring of Janus
42-45	Ring of the kestrel
46-55	Ring of paths
56-60	Ring of regeneration
61	Ring seal of Kandor
62-70	Ring of stone
71-80	Ring of tongues
81-95	Ring of trap-finding
96-00	Ring of ventriloquism
71-75 Miscellaneous magic (Contd.)--	
01-10	Rose cloak of Arleta
11-25	Scarab of listening
26-50	Serpent egg
51-60	Seven league boots
61-00	Sharpening stone
76-85 Soap--	
01-20	Soap of acid
21-60	Soap of curing
61-00	Soap of healing
86-90 Miscellaneous magic (Contd.)--	
01-10	Stone amulet
11-20	Tome of advancement
21-00	Tome of evil conjuration
91-98 Torcs--	
01-75	Rope torc
76-90	Snake torc
91-00	Wolf torc
99-00 Miscellaneous magic (Contd.)--	
01-25	Tree cloak
26-95	Wicker man
96-00	Witch's broom





Amulet (gypsy)-

Most amulets are fashioned by gypsies. Occasionally, one may be found in some treasure cache with 1D3 charges remaining before it crumbles to dust. Common amulets can be determined from the table following:

- 01-20: Protection from fire
- 21-40: Protection from poison
- 41-60: Protection from electricity
- 61-80: Protection from cold
- 81-00: Protection from *mesmerizing*

Apart from these, there are other unique amulets, two of which are detailed hereafter.

Amulet of lycanthropy

An amulet of no particular design.

Special note

Known to be made by 20th level halakas, these cursed amulets are under a special enchantment which causes them to appear as beneficial items if checked by *discern enchanted aura*. However, a character donning one becomes cursed with the disease of lycanthropy during the next full moon in which he wears the device. In imparting the curse, the amulet crumbles to dust.

Amulet of undead

An amulet engraved with reliefs that apparently suggest protection from undead in some manner.

Special note

These amulets are believed to trace their origin to necromancers, or to high-level halakas working in concert with them. The curse to a wearer is that the next time he is reduced to 0 Body points, he immediately arises as an undead creature. The type of undead is determined randomly on the table following.

- 01-50: *Zombie*
- 51-70: *Ghoul*
- 71-80: *Cairbhinn* (Considers all in the area enemies)
- 81-95: *Skeleton*
- 96-00: *Wight*

Backpack of handiness

Apparently a normal backpack.

Special note

This useful item to all intents and purposes functions as a normal backpack. However, its unique power lies in the fact that it can create minor objects of use to a character in a given situation. To utilize this power, one need only reach into the pack while concentrating, and an object or series of objects that would prove effective in dealing with a situation on the person's mind will appear in his hand, ready for use. The objects created last up to 24 hours and are always mundane--such as a 100' coil of elven rope, a burning torch, a dagger, a day's ration of food, one set of healing herbs, and so on. The closest the pack can come to manufacturing a magic item is holy water or oil.

The pack can be used once each 24 hours without penalty. If relied upon beyond this, there is a 20% cumulative chance per additional use that the pack will lose its magic powers.

Backpack of storage

Seemingly a normal backpack.

Special note

A number of these are floating around Islay, and are coveted by adventurers. Whether of the standard or waterproof type, each holds five times the gear of a non-magic pack without increasing the equivalent bulk beyond the maximum held by a normal counterpart. Anything can be placed within the pack so long as it fits through the opening, and to withdraw a specific object, one reaches in and concentrates on the item, which then appears in his palm. Otherwise, the entire contents of the pack can be removed randomly, one item per phase.

If the equivalent bulk of the items placed inside exceeds the allowed weight limits (5 times the normal storage capacity), other stored equipment, determined randomly, vanishes into nothingness until the weight limits return to tolerance.

Bag of food

A large pouch of weathered black leather.

Background

This item was last known to be in the possession of Sir Andrew Giles, a young knight of Torrenca. Three seasons ago, Sir Andrew and his party discovered human remains just inside the mountains of Naz-Al, east of Avalon. Orc arrows littered the area, suggesting the fate of the group, and all apparent items of value were removed. Spellcraft revealed an enchantment about a discarded pouch, however, and when it was searched, a ration of jerky and dried fruit were discovered within, along with a small bottle of water.

Further testing revealed that each dawn the pouch would magically create one set of trail rations, along with eight ounces of pure water (if the bottle were replaced in the pouch after use). Sir Andrew is known to have kept the pouch through several months of adventuring in Naz-Al, until his fellowship decided to return home to

Torrenca. The group were last observed departing Avalon into Sarvia heading for the Elflands, but all record of them is lost after that.

Special note

As mentioned, one set of trail rations and eight ounces of water is created by the magic pouch each day. What is not known, however, is that the bottle in fact contains holy water, which certainly can be used for drinking, though in a pinch it's a handy weapon against Nether creatures.

Boots of sure-footedness

Apparently normal soft leather boots.

Special note

These boots provide a steady grip on loose or slippery terrain. Under circumstances where a character would normally have to make an Agility roll to avoid slipping or stumbling, these boots make such a roll unnecessary. While the boots do not supersede special skills that allow ascent of various surfaces, they will grant a bonus of 20% to *climbing* rolls.

Bow of twisting

A long or recurved bow of apparent BF 1 or better rating.

Special note

This cursed item functions as a BF 1 or better bow until the user attacks an enemy in actual combat. The limbs then twist, generating a torquing effect which has a 75% chance of breaking the user's left wrist (if he is right-handed), rendering it useless while inflicting 1D4 points of Body damage.

Brow star

A precious jewel of any sort cut in the shape of a star which, when pressed to the forehead, grafts with its host and thereafter imparts special powers to him.

Background

These are among the rarest of magic treasures and trace themselves to elves of the First Age. The method of their creation has long been lost, but in those ancient days powerful worshippers of Dellendryll labored to fashion these unique items which were bestowed only upon those who gained great favor with their goddess. Each thus was entirely unique and possessed a special power chosen especially for that person. Sadly, most *brow stars* were lost with their owners in the battles against Gorus.

In the years since, only Lirazel and the human archwitch Ladenna managed to rediscover the science of creating *brow stars*, though neither duplicated the skill of First Age manufacture. Thus, when a *brow star* is today found in some treasure horde, it usually traces itself to these witches. Of the remainder, only a handful of true First Age *brow stars* are known to exist, all of which are in the possession of powerful spellcasters.

Special note

As noted, the method of activating a *brow star* entails a person holding one to his forehead. The jewel then grafts in and cannot

thereafter be removed without causing the permanent death of the owner. At all times, the gem pulses with a soft glow. This causes a penalty factor of 10% to someone with a *brow star* using *concealment* to hide in a shadowed area.

The type of *brow star* found is determined randomly on the table following.

01-50: *Diamond*. Raises IQ by 1 (to a maximum of 20).

51-65: *Ruby*. Raises Con by 1 (to a maximum of 20).

66-75: *Jacinth*. Raises Agility by 1 (to a maximum of 20).

76-90: *Emerald*. Raises Luck by 1 (to a maximum of 19). Note this Luck can be expended to guarantee survival, although the *brow star* is destroyed in the process.

91-99: *Star sapphire*. Raises level of spellcasting by 2 (to a maximum of 20). Note this functions only with respect to range, area of exposure and damage. It does not grant extra spell slots.

00: *Special First Age brow star with special power of GM's choice.*

Note that because of its beauty and magical aura, a *brow star* also adds 1 to a person's Charm (to a maximum of 20). BM



Candlewood

Blue wooden pods some 10" in length. Valued at 50 gd/pod.

Special note

Candlewood is an unusual seed pod which grows from the candlewood tree, a deciduous tree comparable to an oak in size. Found only in the forests of Avalon and the Elflands, the candlewood tree is readily identifiable from its dark blue foliage and white trunk. Mature specimens yearly sprout 3D6 candle-shaped seed pods. These pods are useful in that if ignited, each burns for up to eight hours while emitting light equal to a torch. Also, if used as the ingredient for the *candlefire* spell, double damage is inflicted. *Candlewood* pods are valued at 50 gd/pod.

Clothes of changing

Seemingly ordinary clothing.

Special note

None know the true creator of these garments, though several sets exist. They have the power to alter form and color at the wearer's will to any sort of one or two-piece cotton outfit. This makes them very useful to adventurers who may sometimes have need of special types of clothing—a trickster utility suit, woodsman's camouflage outfit, etc. When discovered, *clothes of changing* appear in the last form they took. However, if this form is of a two-piece outfit, the garment will lose its magical powers if the pieces are separated for more than 24 hours at a distance exceeding 100'.

While most of these garments are of simple cotton, there is a 10% chance that a set of *clothes of changing* are made of silk. These can become attire of fine quality and appearance.

Culharnen's mist blade

A golden-handled broadsword with a blade of opaque white mist.

Background

This item is named for the woodsman who discovered it 20 springs ago in a haunted barrow east of Avalon city. Culharnen bore the arm over the next several months in a series of adventures before retiring to a lodge at the foot of Naz-Al's western mountains. For several years thereafter, he acted as a guide into dwarven lands until his last expedition, in which a necromancer and three gladiators hired him on a quest deep into Naz-Al. Dwarves of the Fire Mountains relate that several weeks later one of the gladiators, with only a stump in place of his right arm, crawled into a mining camp and died soon after of blood loss. Unable to speak his language, the dwarves had no idea of his comrades' fate and buried the man.

Months later, a force of orcs and ogres decimated a dwarven caravan, and survivors spoke of an orc chieftain wielding a misty-bladed sword against seasoned warriors with devastating effect. Since then, several accounts have been related of orc or ogre chieftains wielding such an arm in battle.

Special note

The *mist blade* is a BF 1 broadsword, but its special power lies in its blade of mist, which has been specially enchanted to discount the absorption of armour by penetrating non-airtight spaces. Thus, no benefits from either bracers or other armour is realized vs damage rolls by this weapon. However, this bonus does not apply against monsters with natural body armouring.

Dagger bracers

A pair of brass bracers, each holding one throwing dagger.

Background

These plain brass bracers and the superbly balanced throw darters set into them were crafted for the Torrencian highwayman Dick Turpin about 20 seasons ago. Captured during an attempted coach robbery, the charismatic bandit was hanged in Torrence and this particular treasure was awarded to a guardsman wounded during his apprehension. The bracers were later sold to an Avalonian bard who is said to have returned home with them.

Special note

The darters, while granting no bonuses to combat rolls, are magical in that the user may attempt a *called shot* as though he were a character of twice his skill level. The darters are thus most useful to perform various sorts of trick shots. However, they must be worn for the magic to function (i.e. the darters cannot be stored in normal sheaths else they are treated as normal weapons).

Damsen's boots of stealth

A pair of soft black leather boots.

Background

These boots are known to have belonged to the cutpurse Damsen, one of the most talented tricksters ever to wander Islay. Said to have been "borrowed" from the head of a Serpenalik assassins guild, Damsen put them to good use during her travels, until retiring to a comfortable life in Avalon. Some years later, she made a gift of them to a young friend who with a group of companions was last known to have been departing for Torrence via the Elflands six seasons ago.

Special note

The magic boots are useful to those practicing *stealth*, for they impart an overall bonus of 25 points to the skill. In addition, those using *stealth* as a means to move quietly may be considered to be 95% silent regardless of conditions.

Decanter of scrying

A stoppered bottle of blue glass with a 12" neck.

Background

This item was made by the Arwinian sorcerer Haigos, who crafted it about a century ago in Zukal. Upon his death the decanter was not to be found among his personal effects and a reward of 10,000 talents of gold by the reigning prince was never collected. Today its whereabouts remain a mystery.

Special note

The decanter's usefulness lies in the fact that if filled with 24 ounces of mercury (valued at 240 gd), it enchants the fluid with scrying potential, allowing it when poured upon the ground to be used as a *crystal ball* for three minutes. Unlike that device, however, there is a 95% chance that a person can be found even if his location is unknown.

Once used, the decanter requires 30 days of inoperation to enchant another batch of mercury.

Dimension blade

A dagger or sword of any type.

Special note

These arms are desirable for the fact that they will strike creatures existing wholly or partially upon other planes, though no bonuses to combat rolls are imparted. Thus, someone under a *non-corporeality* spell would be fully subject to harm by this weapon, and non-corporeal spirits, excluding devils/demons, can be affected regardless of the usual weapon rating needed to strike them. The type of blade found is determined randomly from the table following.

- 01-15: Bastard sword
- 16-35: Broadsword
- 36-70: Dagger
- 71-85: Gladius
- 86-90: Rapier
- 91-95: Scimitar
- 96-00: Two-handed greatsword

Dragon harp (sitearn a' Gwyllim)

A 24-string Celtic harp capped with a headpiece of a dragon inlaid with a pair of 400 ct rubies as eyes.

Background

Some bards say this harp was fashioned by the master bard Gwyllim, at Innis Daracha near the end of the First Age. Hocwrathian sages, on the other hand, assert the device was enchanted by the sorcerer Iapnuu as a reward to Gwyllim for some great service. Still others think this is but a copy of an even greater harp believed to have existed early in the First Age. But whatever its origins, the *dragon harp* has passed through the hands of many owners through the millennia. In modern times, it is recorded that Tetzal Bard used it to great effect against the forces of Evil in Avalon, until losing the harp to viking marauders. A century later, King Wulfric of Scandia is known to have presented the instrument to Abaris the Wanderer during the bard's sojourn throughout the lands of Islay, for saving his son's life. Abaris in turn willed the harp to Dudalion, Lover of Ogma, whose son, Ono the Tuneweaver, carried it to Erin's Gate when he was appointed High Bard of the ErinTollivers. Ono in turn lost it as he and a group of elves were sailing south, when the harp fell into the depths of the Sea of Dellendryll during a tremendous storm. It may next have appeared 16 summers later in the Orc Forests when the druid Finn of Munster was captured. During a harrowing escape with two other prisoners, Finn looted a harp of similar appearance from the chieftain's treasure vault and displayed it weeks later in Nordenrodd before departing west for Erin's Gate. Some unknown fate befell the druid, for he never reached the Elflands, and the fate of the harp remains a mystery.

Special note

The harp can be used by any bard of non-Evil ethics, and has five powers which can be invoked one or more times per week as illustrated. In addition, resistance rolls against the player's normal spell-songs are always made with a penalty factor of 1 for each four of his skill levels.

When first discovered, it will take a bard 20 weeks, -1 week per skill level, of experimentation to master the songs which activate the harp's five powers. These powers follow, all of which function at the 20th level of skill.

1. *Disenchantment* (W1) once/week.
2. *Calm spirits* (B5) once/day.
3. *Sun globe* (W4) twice/day.
4. *Song of the dead* (B4) once/week.
5. *Fear* (N7) once/week (the bard's friends are unaffected). BM

Graven eye of Kith-Kanon

A rectangular plaque of gold inscribed with a rune-covered eye, the whole suspended from a 24" chain of gold.

Background

This device was crafted 100 seasons ago by the sorcerer Kith-Kanon of Hocwrath. A noted dungeon-delver and scholar on dwarves,

Kith-Kanon disappeared on an expedition into Naz-Al with several companions, reportedly in search of the tomb of Dellentharr, an Avalonian hero of the First Age. The *eye*, so named because it conferred supernatural sight to the wearer, hasn't been found since.

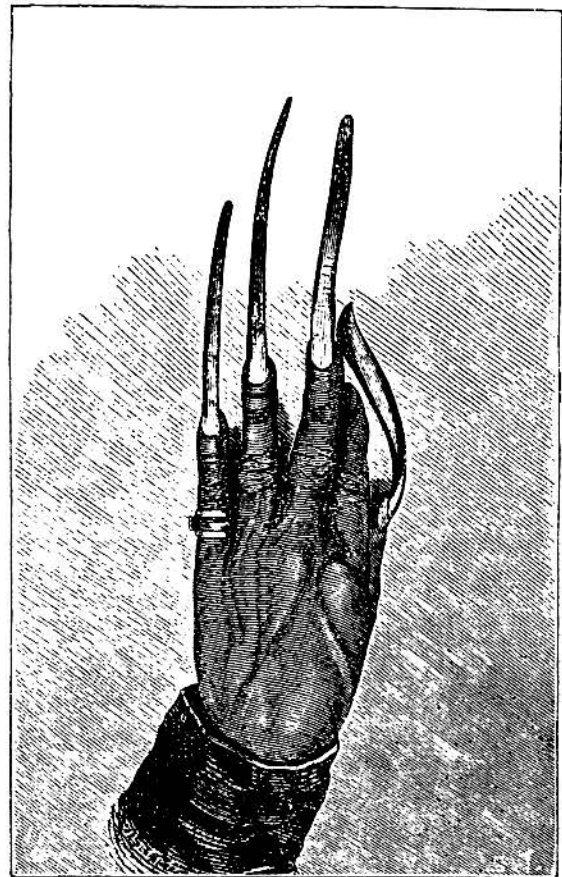
Special note

The *eye* is most useful in that it may be invoked up to thrice daily to perform a power selected by the wearer from those following.

X-ray vision. This power confers *X-ray vision* upon one who holds and concentrates on it, allowing him to look unhindered through one barrier--wall, floor, etc., for up to a minute.

See invisible things. This enchantment allows the wearer to spot invisible creatures, save those under the "Vanish" word of power. The running time is 10 minutes.

Protection from gaze attacks. This last power renders the wearer immune to any gaze attacks--including a *mesmerizing* from a vampire--for up to 10 minutes.



Hand of Countess Vandeleki

A charred, withered left hand with grotesquely large nails, sporting a ring.

Special note

Perhaps the most powerful halaka who ever lived, "Countess" Vandeleki met her demise in Sarvia. Some time later, gypsies from the Gitano clan of Avalon, failing to recover her spell book, discovered the

charred remnants of the Countess' body in her burnt-out wagon, and recovered her left hand.

Back in Avalon, Yovonka Gitano, chief halaka of the clan, was believed to have placed the hand in a gilded box, intending to enchant it into some sort of talisman. Within a fortnight she was discovered dead in her wagon, literally torn limb from limb. Of the hand there was no trace.

Five summers later, gypsies in Hocwrath reported the hand, or some similar totem, was held by the chief school of sorcery in Disdoma. Soon thereafter, the school was successfully burgled (a most incredible occurrence!), and the hand disappeared.

Over the next century, tales are widespread of the hand's playing a part in a number of power struggles between petty nobles, wizards, and gypsies. A recurrent theme in these events, however, is that while the hand apparently grants great powers, the user invariably meets some dismal fate and the item then disappears.

The last known appearance of the hand was 30 winters ago, when a Torrencian witch of Good ethics presented the boxed limb to a priestess of Priscilla in a small village in Torrenca. The hand remained locked away for an unknown number of years, until the priestess' death of natural causes. No trace of it was found among her effects, and many think she found some means of safely disposing of the item, though stories to this day persist that the Countess, now a liche or fiend, finally reunited with the hand and departed the Nexus.

Special note

The hand first of all functions as a 20th level *hand of glory* when the proper candle is placed within its palm. Its greater power permits a spellcaster employing it to cast any spell duplicated in the gypsy spell list at the 20th level of skill. In doing this, however, there is a cumulative 1% chance per use that the employer of the hand will turn Evil. If he is already Evil, he becomes increasingly megalomaniacal and unstable, until his actions bring about his downfall.

The hand's lesser powers include granting immunity to any Type H spells, as well as invoking a *see spirits* spell upon the possessor so long as he keeps the hand upon him. Finally, the hand once daily permits the user to invoke a *cat claw*.

The hand also has one or more other powers which should be generated by the GM.

The ring upon the finger is magic, and the GM may presume it is a *ring of ice crystals* if he wishes. Otherwise, he may rule it is another powerful magic ring. Certainly, some dreadful curse (or perhaps the appearance of an angry demon or undead) will befall anyone so foolish as to remove the ring without first having researched some safe means of doing so.

For purposes of resistance rolls, the hand is considered to be an Artifact of Power.

Heavy water

Cool, gelatinous water, deepest blue in color.

Special note

Heavy water is found only in sylvan areas frequented by fairies or subjected to strong magical forces, and forms in small pools of a gallon or two. It is firmly gelatinous in nature, and this makes it convenient for transportation. *Heavy water* is highly desirable for the fact that it evaporates at a rate equal to 10% of its mass each month. Also, if an ounce is "eaten", it allows the imbiber to go 24 hours without need of further refreshment regardless of the heat or type of activity performed. If made into holy water, it inflicts 8D6 damage upon Nether creatures.

Heavy water is valued at 500 gd/ounce.

Jewel of Sir Poul

A 20 ct ruby.

Background

This treasure was discovered by the valiant Sir Poul, a knight from the city of Westley, during a quest wherein he and his companions overcame the forces of an Evil witch and her demon minions. Among the treasures taken by the knight was the witch's dagger, into whose pommel the enchanted jewel was set. Sir Poul carried the weapon for several months until its blade was broken in combat. Soon after, the knight reset the jewel into the handle of his own non-magical hand axe. In later combat, it was discovered that the axe now functioned as a BF 3 weapon, and the jewel's properties became apparent.

Over time, Sir Poul had a number of arms made into which the jewel could quickly be placed when needed, and was served well by the device throughout his career. The knight is believed to have ended his career on a quest to Naz-Al six springs ago, for after heading north from Nordenrodd, no sign of he or his three companions has ever turned up.

Special note

As noted, the jewel is desirable for the fact that when set into the pommel or blade of a weapon it converts it into a BF 3 arm. However, the jewel does have one minor curse in that if employed against a devil or demon, the damage inflicted by the user, whether Body or Stamina, comes off the bearer's own wound potential and acts as healing to his opponent (if the enemy is unhurt, the wound potential is still lost although the opponent gains no benefit).

Lirazel's knapsack

A yellow silken knapsack.

Background

This item was carried by Lirazel throughout her career as an adventurer, and was made of silk woven from the webs of sun spiders. While other *knapsacks of storage* have been found, this particular item remains lost.

Special note

This item functions similarly to a *backpack of storage*, though its holding capacity equals 120 lbs of gear. It is enchanted to have a resistance roll of 17/less vs all effects, and in addition, *Lirazel's knapsack* keeps fresh any food or drink placed within for an indefinite period of time.

Lirazel's Pouch of Webs

A pouch of soft black leather with a red silk drawstring, containing three handfuls of golden spider webs.

Background

Lirazel crafted this item early in her career, using the essence of a sun spider with some of its webs. The pouch was accidentally lost along the trail between Nordenrodd and Erin's Gate, and the princess never recovered it. Three seasons later, a similar item turned up in the possession of a Torrencian cutpurse who displayed its power prior to losing it in a card game to a gnome woodsman at the Inn of Nordenrodd. The pouch's fate after that is unknown.

Special note

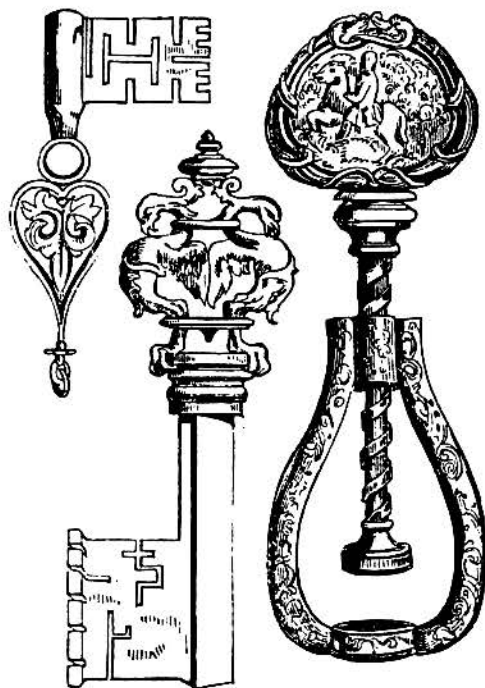
To employ it, the user must reach into the pouch and withdraw a handful of the magic webbing, which may be hurled up to 40' distant, activating one of three possible effects selected by its owner:

1. *Entrapment.* This causes the web to expand to a circle 20' in width, which floats down to cover one or more enemies. Targets within the area of exposure are permitted a Strength roll to escape. They otherwise can only be freed by a comrade's cutting the webs with a magic weapon.

2. *Bridge.* This form of the web can be employed to span a chasm up to 50' distant. Characters weighing under 500 lbs may then cross shakily at a rate of 5'/phase.

3. *Barrier.* This last form of webbing creates a vertical barrier up to 50'x50' in area, preventing passage of anything larger than a mouse. The barrier can otherwise be cut through with a magic weapon.

All effects last for 10 minutes, and the *pouch* may be used up to three times each seven days from the point it is first employed.



Master key

A key of any sort.

Special note

Very useful to tricksters, *master keys* are a great help in that they will conform to fit any normal-size lock, allowing it to be opened, though no special *detrapping* is done. However, each time the key is used, there is a non-cumulative 5% chance it will break.

Omar's oil bellows

A small hand bellows with a stoppered spout through which up to three flasks of oil may be poured.

Background

This item is named for the Arwinian cutpurse who found it in the dungeons of the Emir's citadel in Tyre during an escape 12 summers ago. Little is known of what became of either he or it, though most believe the bellows is still somewhere in Arwin.

Special note

This useful device acts as an enchanted flamethrower, expelling a stream of liquid fire up to 50' distant. A creature is allowed an Agility roll to dodge the flames, but if it fails the target is engulfed in fire, suffering 2D6 points of Body damage. Each flask of oil permits one usage of the device.

Plaques--

Plaques are about the size of tarot cards, and are usually made of gold, silver or ivory. In ages past, they were used much as *greater scrolls* are today. However, modern day sorcerers now rarely learn the craft of plaque-fashioning. But between the time of their invention and the loss of their popularity, some extremely powerful sorcerers crafted unique plaques into which was bound the power to generate magical effects, or to summon some sort of object or creature when it was thrown to the ground with that purpose in mind. Descriptions of some of these plaques follow. Unless otherwise indicated, plaques take 1D6 phases to realize their effects. Most of the following can be used by any professions.

Plaque of Herculean strength

A golden plaque inscribed with the portrait of Hercules.

Special note

When cast down, this powerful plaque immediately raises one's Strength to 20 for a period of 1D6 hours. During this time, any Strength rolls are made as if the character possesses a Strength of 25.

Plaque of laughter

Special note

This cursed plaque resembles any sort of normal plaque. However, one casting it forth instantly breaks out into uncontrollable laughter for 1D4 minutes, preventing spellcasting and combat.

Plaque of memory

A gold or silver plaque engraved with an open book.

Special note

This plaque when cast down permits a magician of any sort to instantly access the memory of any spell he knows--i.e. it is treated as a one-use *memorization* slot akin to a *lesser scroll*, although the user chooses the spell on the spot.

Plaque of pits

An ivory plaque carved with a large spiral.

Special note

This plaque momentarily opens at the reader's desire up to four 20'-wide pits to the Nether planes that draw in any within the area of exposure who fail Agility rolls. The range of each pit is 100'. However, if the user creates more than one pit, there is a 20% chance (checked for each additional pit) that the pit will be centered directly on him.

Plaque of skill-raising

A plaque of gold, inscribed with a series of geometric patterns.

Special note

This plaque when invoked immediately raises all skill percentages by 1D30 points (only a single die roll is made to determine the bonus for all skills). Effects last for 1 hour.

Well plaque

A plaque of any material, depicting a well.

Special note

This plaque is useful to adventurers in dry areas, for when invoked, a small well and bucket appears in the ground next to the reader. The well lasts for up to an hour, and the water within is clear and fresh, and may be utilized as desired.

Plaques of Countess Vandeleki

A set of unusual tarot cards in a wooden box, accompanied with a small leather-bound booklet with text written in a gypsy clan tongue.

Background

These fortune-telling cards trace their origin to Countess Vandeleki of Avalon, the head of a gypsy tribe. Where she obtained them is a mystery, though a plethora of tales have been spread over the years that the cards, or *plaques*, can be traced to First Age Karnak, or to the Witch Queen herself, among others.

Whatever the case, prior to her death in Sarvia, the Countess gained a reputation as a fortune-teller of unequalled skill. And with her passing, the cards, her left hand, and her spell book (see Part Three) were lost, and remain among the most sought-after of all gypsy treasures.

Special note

If checked with *detect enchanted aura*, the cards will register as magical. They are useful in that if employed in *card-reading*, a bonus of 10% is imparted to a halaka's skill in that talent. More importantly, if the book that goes with the cards is available, a gypsy after 1D4 days of study may use the greater power of the cards to influence the future of her subject. Such a special reading may be attempted but once per character, and a result can be generated by rolling percentile dice against the table following.

01-25: *One act of divine intervention is granted to the subject.* The next time he or she would otherwise have to expend a Luck point to guarantee survival, the gods will instead preserve him.

26-50: *Great danger lies ahead in battle.* Subsequent to the reading, there is a 10% non-cumulative chance that a corporeal opponent in melee with the subject will inflict Body damage with

each attack until either it or the subject is dead. Once this encounter takes place, it will not occur again.

51-70: *Gypsy curse.* The gypsy gods are angered at being disturbed and inflict a minor curse upon the subject. The nature of the curse is left to the GM, but examples could include a penalty factor of 1 to attack or resistance rolls; temporary loss of 1D4 Luck points, and so on. The curse lasts for no more than 30 days.

71-75: *Good Luck.* The gods bless the character with 1D4 Luck points for 30 days. This Luck can be expended to guarantee survival.

76-85: *Good health.* For the next 30 days, any Con rolls made by the character are performed as if that stat had a value of 20. If a 20 Con is already possessed, the subject gains immunity to all disease during that period.

86-92: *Skill in battle.* The gypsy gods have found favor with the subject. During subsequent battles, there is a non-cumulative 25% chance that he will inflict maximum damage with either weapons or spells. After this event occurs one time, the dispensation is lifted.

93-95: *Blessing of the gods.* Three *greater* wishes are granted the subject. He must make them within 30 days or lose them.

96-00: *Whim of the gods.* Something of the GM's choosing...

Pocket torch

A small torch about the size of a candle.

Special note

These items are crafted by apprentice sorcerers as a means of refining their magic and alchemical skills. *Pocket torches* are quite useful in that when someone holding it concentrates, the miniature torch flames, providing illumination equal to that of a normal torch. Their reduced bulk is also handy for those wanting to travel light. Each burns for a total of one hour after being activated, and 2D4 are usually found in a treasure cache. They are valued at 25 gp each.

Potions--

Potion of buoyancy

This useful potion allows a drinker to enter the water, even if fully laden down with armour and adventuring gear, and safely float without fear of drowning.

Potion of elephantine memory

This potion when drunk duplicates the rank 4 witch spell *vision of recall*.

Potion of restoration

Coveted by all who cast spells, this potion restores all expended *casting slots* as if the person had made his requisite amount of rest time.



Rings--

Ring of archery

A golden ring engraved with a huntsman.

Special note

This ring is said to have been fashioned for some unnamed woodsman decades ago by a coven of witches whom he aided. It is highly desired by those who employ bows, for the magic betters the wearer's archery skill to the point where half of his skill level is treated as a bonus factor to attack or *called shot* rolls.

Ring of arrows

A silver band with an engraving of an arrow superimposed upon a shield.

Background

This item was discovered two summers ago in Hocwrath by the priest Jonas of Abercrombie, a Torrencian adventurer. However, it is known that the witch Brihannon, a citizen of Freeport, has in her possession a ring of similar function, so there may be even more of these in Islay, though no details as to the creator are available.

Special note

The ring is special in that it permits the wearer to unleash one or more arrows (inflicting 1D10 Body damage) at a target up to 500' distant. The precise number of missiles usable daily varies with the desire of the ring's owner as shown hereafter.

- 1 arrow with no attack roll bonuses (counts as one use).
- 1 arrow with a bonus of 2 to the attack roll (counts as two uses and affects creatures requiring BF 2 weapons in order to be hit).
- 1 arrow with a bonus of 2 to the damage roll (counts as three uses)
- 1 arrow with no attack roll required (counts as four uses).

The ring has four uses daily, and fully recharges itself at dawn.

Ring of the cock (Cock ring)

A golden ring inset with a rooster cameo.

Background

This item was crafted by an unknown spellcaster within the last century, possibly as a timing aid in the manufacture of potions, or

perhaps as nothing more than an alarm clock. Assuming only one such ring exists, it has passed through a number of different owners, and was last seen in the possession of an Avalonian sorcerer passing through Nordenrodd three summers ago.

Special note

The ring's humble but practical power is that the wearer may command it to emit a loud crowing at any preselected minute or hour in the future.

Ring of curses

A ring of no particular style.

Special note

This ring can appear in any form, and is often subjected to special magic allowing it to appear as something other than it is when subjected to a *discern enchanted aura* spell. Each such ring carries with it a particular curse or baneful effect selected by the GM. Examples include: enemies gaining a bonus factor of 1 to resistance rolls vs the wearer's magic or a like bonus to attack rolls against him; the wearer must make an IQ roll when facing a monster of higher level or cower in fear; or he falsely believes that the ring protects him from a particular effect, and so on.

Ring of the gourd

A golden ring inset with a cameo of a gourd.

Special note

At least two of these rings are traced to Meshag, an Arwinian necromancer who lived a century past. The ring is valuable to desert travelers in that when donned it relieves the wearer from the need of water, thus freeing him from the worry of dehydration.

Ring of holiness

A ring of gold inscribed with the symbols of numerous Good deities.

Background

Only one such ring is known to exist, and its origin dates to the time of strife between the forces of Good and Evil in Hocwrath early in the Second Age. Led by the patriarch Kristoferus, the forces of Good found themselves locked in a fierce struggle against the more plentiful followers of the Dark Gods. Turning to his deities for aid, Kristoferus is said to have fashioned the ring in a mere fortnight, and soon after, it enabled him to defeat two powerful liche lords and their armies.

Stung by the defeat of his underlings, Kristoferus' nemesis, the hierarch Sagraha, turned to the Dark Gods. Beseeching their aid, he fashioned a counter-ring of equal power, and upon the plains outside Serpenalik both met in a final struggle. History records that the enemies engaged in single combat, and were consumed in a mighty explosion which devastated both sides. The resulting stalemate left schools of both Good and Evil to develop in Hocwrath, though the forces of Evil have continued to be most numerous, and to wield the most power. Of the rings, it is assumed they perished with their makers.

Special note

The *ring of holiness* may only be donned by a necromancer of Good ethics; any others endure a loss of 1D6 Body points each turn they willingly handle the item. The cumulative powers conferred by the ring vary with the wearer's level as shown hereafter.

1st-2nd level: Immunity to any fear or Type A spells.

3rd-4th level: Any resistance rolls against spells cast by those of Evil ethics are made with a bonus factor of 3.

5th-6th level: Immunity to withering or spells that drain stat points.

7th-8th level: Any healing spells, excepting *necromantic healing*, function at maximum effectiveness.

9th-10th level: Once each seven days, the wearer may launch a *holy bolt* at an undead or Nether creature within 100', which has an 80%, +1% chance per level of the monster of blasting it into nothingness.

11th-12th level: Any attempts at *disenchantment* are made as if the caster were 30th level.

13th+ level: Once each 30 days, the wearer may summon *lightning of the gods*, devastating a 100' x 100' circular outdoor area within 500'. Only full immunity to electricity or expenditure of a Luck point permits survival for living creatures.

Ring of ice crystals

An engraved band of crystal and silver.

Special note

Thought to be of elvish manufacture, this ring permits the wearer to invoke one or more effects as listed hereafter.

Slippery floor. This effect causes an area of up to 500 square feet to ice over, forcing moving creatures therein to make Agility rolls to avoid slipping and falling down. The Agility roll is made with a penalty factor of 10 if one exceeds his normal tactical movement. The range of this effect is 100'.

Shiver. This duplicates the rank 2 druid spell. The range is 500'.

Hailstones. This duplicates the rank 4 witch spell, lasting 15 minutes.

Ice blast. This duplicates the rank 4 witch spell.

Each effect is usable once per 24-hour period.

Ring of instruments

A ring of any precious metal inscribed with a particular sort of instrument.

Special note

Highly coveted by bards, these magic rings are traced to a number of musical institutes in Avalon, and in most cases were awarded to various alumni out of gratitude for some service. Each ring is desirable for the fact that on command it transforms into the instrument depicted upon it, thus freeing its owner from the hindrance of packing around a bulky instrument. When the owner wishes, the instrument returns to ring form.

The particular sort of instrument bound into the ring may be determined from the following table.

- 01-10: Bagpipes
- 11-20: Bandore
- 21-30: Celtic harp
- 31-40: Chittarone
- 41-50: Lute

- 51-60: Lyre
- 61-70: Mandolin
- 71-80: Oud
- 81-90: Sitar
- 91-00: Other instrument of GM's choice

Ring of Janus

A silver band formed into the shape of two profiled heads looking in opposite directions, believed to be a representation of the Krellan god Janus.

Background

This item is said to have been crafted in Draconium during the early years of the Second Age by a Pontiff of Janus. The band passed through a succession of priests for millennia, until finally being appropriated by the heretic emperor Valerius Gratus, who slew the Pontiff of Janus for his refusal to open the temple in preparation for a war against the East. Upon Gratus' elimination by Hocwrathian assassins, the ring was taken with other treasures to Hocwrath. No records of it are known after that until the Krellan adventurer Lucius claimed it as a treasure pick after a successful expedition into the Land of Shadows. It remained with the former centurion for over 10 years, until his final expedition into that dangerous portion of Hocwrath, where he had the distinction of being one of the few to survive the quest in which Cormorant TenTolliver (Nightshadow™) discovered Serpen's *Mind sapphire*. Lucius then returned to Atlantium, where some believe he gave the ring to a nephew who disappeared without trace into Hocwrath on his first adventure three springs ago.

Special note

Being dedicated to Janus, the deity who sees both the past and the future at once, the ring has three powers regarding time: the first allows the wearer to sense any potential *ambush*, thus freeing him from that worry in combat. Secondly, its owner is bestowed a combat phase of 1 during battle. Last, it confers immunity to any baneful Type I spells—*time distortion; activation, etc.*

Ring of the kestrel

A gold ring with the signet of a hawk.

Background

This ring was formerly the property of Linnet DeShaye, a Torrencian witch who adventured throughout the western portion of Islay some 20 seasons ago. Linnet's career as an adventurer was neither lengthy nor overly profitable, though she did acquire this particular piece of treasure from bandits who made a failed attack against her party at a Sarvian ford.

Linnet utilized the ring for two years before returning to Torrence and settling down. To help defray the cost of a small estate, she sold the item for 3,000 pieces of gold to a group of adventurers departing West. Its whereabouts today are unknown.

Special note

The ring's signet is that of a kestrel, a small hawk often seen in the southern portions of Islay. At the wearer's conscious will, the ring allows him to instantaneously *shape change* into a bird of that sort, returning to normal form when desired. While altered, the wearer has the armour rating and tactical movement of a hawk, and may undertake no spellcasting apart from a *trick*.

Ring of paths

A ring of no particular style.

Special note

Several of these are known to exist, and they are helpful to dungeon-delvers. The ring first of all permits the wearer at will to know the direction he is heading. Secondly, it may be used once per day to fashion a bridge up to 100' in length which must be anchored between two points. (The bridge lasts 12 hours and supports creatures weighing up to 1,000 lbs.) Last of all, the ring once per week can perform the equivalent of the rank 2 gypsy spell *retrace path*.

Ring of regeneration

A ring of no particular style.

Special note

Traceable to necromancers, these rings heal Body damage suffered by their wearer at a rate of three points per minute. As does the *regeneration* spell, an equal number of points are deducted from the wearer's Stamina. These points return at the rate of one point each 24 hours. In the event of losing a body member, the limb will regrow, although with permanent loss of Stamina. Neither effect, however, can be realized unless the ring was being worn when the damage occurred. Also, the ring will not function on a creature reduced below 1 Body point.

Ring seal of Kandor

A golden ring with an inch-wide circular seal inscribed with a griffin.

Background

This item was fashioned many seasons past by the necromancer Kandor of Hocwrath during a period of struggle between several rival colleges. Desiring to guarantee the integrity of privately written messages, the sorcerer crafted this device. It is known to have passed through several generations of school masters, but over time has become lost.

Special note

The special power of the *ring seal* lies in the fact that the owner, when sealing a paper, parchment or papyrus item with wax, may specify preset condition guidelines under which the seal may be broken. These guidelines can range from limiting the breaking of the seal to only a specific individual personally known to the wearer, to other criteria, so long as they can be verified by sight. Attempted breaking of the seal without meeting the specified guidelines results in the object being entirely consumed by magical flame.

Ring of stone

A ring of granite inscribed with various dwarven runes.

Special note

These items are crafted by earth priests, and none but dwarves or gnomes are able to employ them. Each has two powers, determined randomly on the table following.

01-15: *Conjure earth elemental*. This power conjures up a 5th level earth elemental to serve the wearer for 10 minutes.

16-30: *Detect safety of stone*. This power allows the wearer to sense the relative safety of the stonework around him, noting any pit traps, deadfalls or weakness. This power lasts for 10 minutes.

31-50: *Detect secret panel*. This power permits the wearer to note the nearest secret panel set in stone within his field of vision.

51-60: *Hand of entrapment*. This duplicates the 3rd rank earth priest spell

61-75: *Repair stonework*. This power repairs any cracks or damage to non-magical stonework, up to a 10' cube.

76-85: *Stone hide*. This duplicates the 6th rank witch spell.

86-95: *Stone speak*. This duplicates the 2nd rank witch spell.

96-00: *Wormhole*. This duplicates 4th rank earth priest spell, creating a tunnel up to 100' in length. BM

The ring has four uses daily, and fully recharges itself at dawn.

Ring of tongues

A silver or gold band with an engraved face sporting an open mouth with a protruding tongue.

Background

These rings are known to have been fashioned over 300 seasons ago by a school of sorcery in Serpenalik to aid those traveling outside Hocwrath, and they are coveted for the fact they permit the wearer to understand a foreign tongue. It is thought that up to 20 of the rings existed at one time, though the number existing today cannot be known with certainty.

Special note

When worn, this ring permits one to understand and speak, but not read, a single language determined randomly from the following table.

1-3: Dwarvish

4-8: Elven

9-10: Torrencian

11-12: Krellan

13-14: Arwinian

15-16: Avalonian

17-19: Sarvian

20: Andoran or GM choice

Ring of trap-finding

A gold band inset with a blue, green or red gemstone.

Special note

These rings are very useful in that they can alert a wearer when he nears a trapped object or area. Upon approaching within five feet of a magical or mechanical trap, the gemstone set into the ring begins pulsating, revealing the danger. Each such ring functions 4D6 times before the gemstone turns to dust.

Ring of ventriloquism

A silver ring sporting an engraving of a trumpet or horn.

Special note

More than one such ring is known to exist, and a common belief is that these items originate with operatives from the guilds of Freeport. The ring is useful to tricksters in that the wearer at will may throw his voice up to 100' distant.



Rose cloak of Arleta

A black silk cloak embroidered with a fringe of roses and held together by a golden clasp in the shape of a rose.

Background

This item is known to have been crafted by the witch Arleta of Avalon 10 winters ago. It was later traded to a Torrencian sorcerer for a spell book and is thought to have been sold by him to persons unknown a few months later for several thousand pieces of gold.

Special note

The cloak has two powers, either of which can be used once per day:

Thorn wall. This power is only usable outdoors, and to invoke it, the wearer reaches down and grasps the rose fringe and hurls it forth up to 300' distant, where it transforms into a wall of thick rose bushes covering up to 5,000 square feet in area. Creatures caught within, or who pass through it, endure 3D6 points of Body damage while escaping, though armour absorption may be applied. The wall lasts for one hour, after which the fringe reappears on the cloak.

Armour of thorns. The second power of the cloak lies in its ability to cause a protective covering of thorns to surround the wearer. This has the effect of absorbing 1 point of Body damage that otherwise might be sustained, and it also forces any creature restraining the wearer to let her go. The protective armour lasts up to an hour, can be cancelled at any time previous to that, and in no way impedes her free movements or restricts her from reaching spell ingredients or other equipment on her person.

Scarab of listening

A beetle clasp of onyx and gold. Comes with a pair of earrings with miniature scarabs of onyx suspended by golden chains.

Background

These unusual items are believed to have been crafted by a group of Serendibian houris within the past century, who employed them to spy upon persons of interest to them. At least two sets are known to exist, one of which is in the possession of Freeport's thieves guild. The other was discovered in an Arwinian catacomb complex by an

unnamed sorceress three summers ago who displayed it in Serendib's Adventurers' Guild before departing west for Andor.

Special note

The scarab itself is of fine workmanship and valued at 750 gd. However, if checked with *detect enchanted aura*, no sign of magic will be detected, for it is the earrings which carry the enchantment. When a person wearing them desires, she may cause an enchantment to surround the scarab, allowing her to hear what transpires around it as if she were actually standing there. The set is thus useful for purposes of spying, or to receive reports from a scout familiar with its function.

Serpent egg (serpent stone)

An oval stone of crystal or alabaster inscribed with a coiled serpent and hung from a neck chain or thong.

Background

An the old Avalonian riddle goes: "Which came first, the toxin or the stone?" Such is how long these have been around, and they are among the most common of druidic magic items.

Special note

Serpent eggs aid in resisting poison delivered by any snake or snake-like monster including a medusa. When a person wearing one is bitten by such a creature, 1 or more points of stat loss he might otherwise suffer is cancelled. The exact protection conferred is determined randomly from the table following.

01-50:	1 point
51-65:	2 points
66-78:	3 points
79-95:	4 points
96-00:	5 or more points BM

Seven league boots

Apparently normal boots of hard leather.

Background

These useful boots were discovered by Abaris the Wanderer, a famous Avalonian bard who sojourned through every nation of Islay. Said to have been given the boots by a fairy, Abaris put them to good use, traveling up to seven leagues over the course of a day. The boots were known to have been lost in the hills north of Nordenrodd, when Abaris was forced to take flight from a group of orcs who inconveniently ambushed him while he bathed in a stream.

Special note

The boots increase the wearer's movement by a factor of seven. However, like all hard boots, it is impossible to move quietly in them.

Sharpening stone

A grey, semi-metallic stone 4"-6" in length.

Special note

Sharpening stones are only found in the deepest portions of Jewel. Made of a strange element even the most learned alchemists

have failed to duplicate, the stones are highly prized by adventurers, for if used to sharpen an edged weapon, one non-magical bonus factor is imparted to the arm for a period of one hour. The stone may be used thus for 10 times (or double this if only daggers or arrows are sharpened) before it is worn away.

The value of a *sharpening stone* is 100 gd per remaining use.

Soaps..

Soap of acid

A small bar of waxy brown or grainy white soap.

Special note

This soap can be indistinguishable from *soap of healing* or *soap of curing*. However, when lathered and applied to the Body, it actually inflicts 2D6 points of acid damage within a minute's time, regardless of how small an amount is used. The soap can be used but once.

Soap of curing

A small bar of grainy white soap.

Special note

This magical soap is said to be made from powdered unicorn horn. It is prized for the fact that if a diseased person bathes with it, the soap heals any poison or disease short of lycanthropy or vampirism. The soap can be used a total of three times.

Soap of healing

A small bar of waxy brown soap.

Special note

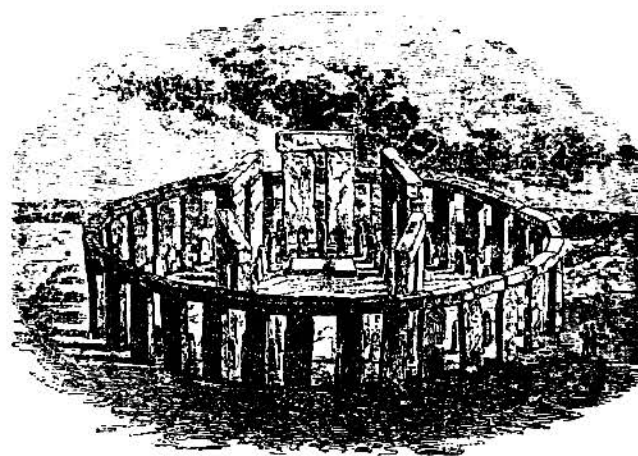
This soap is most useful to adventurers, for when lathered with water and applied to Body wounds, 2D6 points of damage are healed. The soap may be used a total of four times.

Stuffs..

Stuffs are created by the GM in a process similar to that for wands (see that section for a determination of charges or daily uses). It should also be noted that *energized* staffs do not require recharging by a magician of comparable level to its creator. Instead, any spellcaster able to invoke the spell in question may recharge the staff to full power and effectiveness even if his level of magic use is far below that of the staff's creator.

The number of different enchantments upon a staff may be determined randomly from the table following.

01-85: 1
86-90: 2
91-00: 3



Stone amulet

A golden neck chain from which hangs a miniature granite charm of a stone circle.

Special note

These unique items are believed traceable to the Faerie Queen, who on occasion is said to have presented them to favored druids of hers, for only they can employ them. The special power of the device is that during twilight or night hours the possessor may cast it forth upon an empty outdoor plain and immediately the charm transforms into a 40' diameter Stonehenge-like circle. The circle may be used for any traditional witch or druidic rites, and additionally the inner area is under a special form of *consecration*, imparting a bonus factor of 1 to all resistance rolls made by the owner and those friendly to her, while inflicting a like penalty to her enemies.

While the circle is up, the chain remains bound to a key piece of stone, and at the owner's desire, she may recover it, returning the stone circle to amulet form. If this is attempted after the sun has fully risen, however, the circle remains in place and cannot be moved until evening.

The circle can be made permanent by removing the charm from the chain before activating it. In this event, the *consecration* magic remains in effect indefinitely. BM

Tome of advancement

An apparent book of any sort.

Special note

This item is usable by any profession, and is among the most desired of all treasures. Upon its being read completely through, which takes 1D4 days of uninterrupted reading, the reader gains exactly the number of level points needed to raise him one skill level (dual-professioned characters gain but half the points needed for this), to a maximum of 20th. The tome thereafter turns to dust and cannot be *repaired*.

The power of the book is such that even characters maxed out in level by virtue of race or IQ can still gain the benefits conferred by the tome.

Tome of evil conjuration

An apparent spell book of any sort.

Special note

This baneful item often resembles an ornate grimoire holding the promise of valuable spells within. However, as soon as the cover is opened, an undead or demon is immediately summoned to the Nexus to battle all in the area. The type of monster summoned is determined randomly off the table following.

- 01-10: Black whirlwind
- 11-30: Succubus
- 31-50: Ghoul
- 51-80: Wight
- 81-00: Wraith or other monster of the GM's choice

Torcs--

Torcs are ceremonial neckwear created exclusively by druids, and they may be fashioned of any material from simple wood, to platinum. All are usable by any character instructed in the manner of their use by a true druid.

Some magical torcs are listed hereafter.

Rope torc

A neckerchief of fine knotted silk.

Special note

This handy torc when removed and concentrated upon becomes a 200' coil of elven rope. Unless the rope is cut (which destroys the item), at the end of one hour the rope returns to torc form and cannot be used again until 24 hours have passed.

Snake torc

A neckpiece of twisted gold with a head and tail which clasp together to keep it secure.

Background

At least nine of these items were crafted by the druidess Eithene as totem pieces for the Sisterhood of the Sacred Fire, an Avalonian sect founded some 300 seasons ago. Today, one is known to have been purchased by Lydia Pendragon of Freeport, and a second resides with the druid Gwynynn of Ros Beithir, one of Queen Anne's counsellors and current head of the Sisterhood. Two other torcs have been destroyed over the years, and no information is available regarding the remaining five. A standing price of 1,000 gd is offered by the Sisterhood for any torcs whose owners may wish to sell them.

Special note

When a druid removes the torc and casts it forth, it becomes a poisonous serpent (AR 0(-5) with 5 Body points and 5' tactical move), and upon command slithers forward to attack a chosen enemy. The snake strikes as a 5th level monster, inflicting 4D6 Strength loss, halved with a successful Con roll. Once it has delivered its bite, the torc reverts to normal and cannot be used again until seven days have passed. Otherwise, the torc can be reused so long as its bite is unsuccessful. If "killed" during the time of its activation, however, the item is destroyed. BM

Wolf torc

A jade torc with wolves head caps.

Special note

When cast forth, this torc conjures a normal wolf which wears the device about its neck. The animal, while it cannot communicate, understands the commands given it and will serve the druid faithfully. When she finishes with it, removing the torc returns the animal from whence it came, and the item cannot be used again for seven days. If the animal is slain prior to this, however, the torc loses all powers.

Tree cloak

A hooded cloak of dark green color.

Background

A number of these items are known, and they are typically traced to druids, who sometimes present them to those who do some service for them.

Special note

The item is useful for the fact that it permits the wearer to assume the form of a small tree of any sort, up to 10' tall. While in this form, the wearer can hear what transpires, although he cannot see. Attacks directed at him also inflict minimum damage.

Wands--

Wands can be made to generate nearly any sort of spell. Some of the more common wands are listed hereafter, along with what professions can employ them. Excepting *magic/elemental dart* wands, all operate at the lowest skill level at which the spell could normally be cast. Magic staves, of course, operate at the skill level of their creator.

- 01-05: *Fireflies* (Druid)
- 06-10: *Ball lightning* (Druid)
- 11-25: *Elemental dart** (Druid, excluding witches)
- 26-35: *Shadow dart* (Necromancer) Note: dart is fired from wand
- 36-50: *Magic dart** (Any spellcaster)
- 51-60: *Foo fire* (Witch or druid)
- 61-75: *Electric arc* (Any spellcaster)
- 76-95: *Energy blast* (Any spellcaster)
- 96-00: *Star burst** (Any spellcaster)

* These wands hold studding for the spell ingredient, and can be used for 20 shots before this studding is expended. The cost of re-studding the wand is equal to the normal ingredient cost.

There is a 75% chance that a wand is of the *energized* type, and the number of charges or daily uses, in the case of *permanized* wands, it is capable of holding is determined randomly from the table following. (Note that a general skill level of the creator is bracketed to the side as an aid for determining the power of staves.)

- 01-60: 1 (9th)
- 61-70: 2 (10th)
- 71-75: 2 (11th)
- 76-80: 2 (12th)
- 81-84: 2 (13th)

85-87: 2 (14th)
88-90: 3 (15th)
91-92: 3 (16th)
93-94: 3 (17th)
95-96: 3 (18th)
97-98: 3 (19th)
99-00: 4 (20th)

Wicker man

A small poppet of straw.

Special note

These creations trace themselves to druids. The power of the device lies in the fact that when a druid directs its magic toward a humanoid within 100' and sets fire to the poppet, the target, unless immune to fire, immediately bursts into flame for 1D4 minutes, suffering 1D6 points of Body damage/turn. At the end of this time the poppet is destroyed and the flames die out.

Witch's broom

An apparently normal broom.

Special note

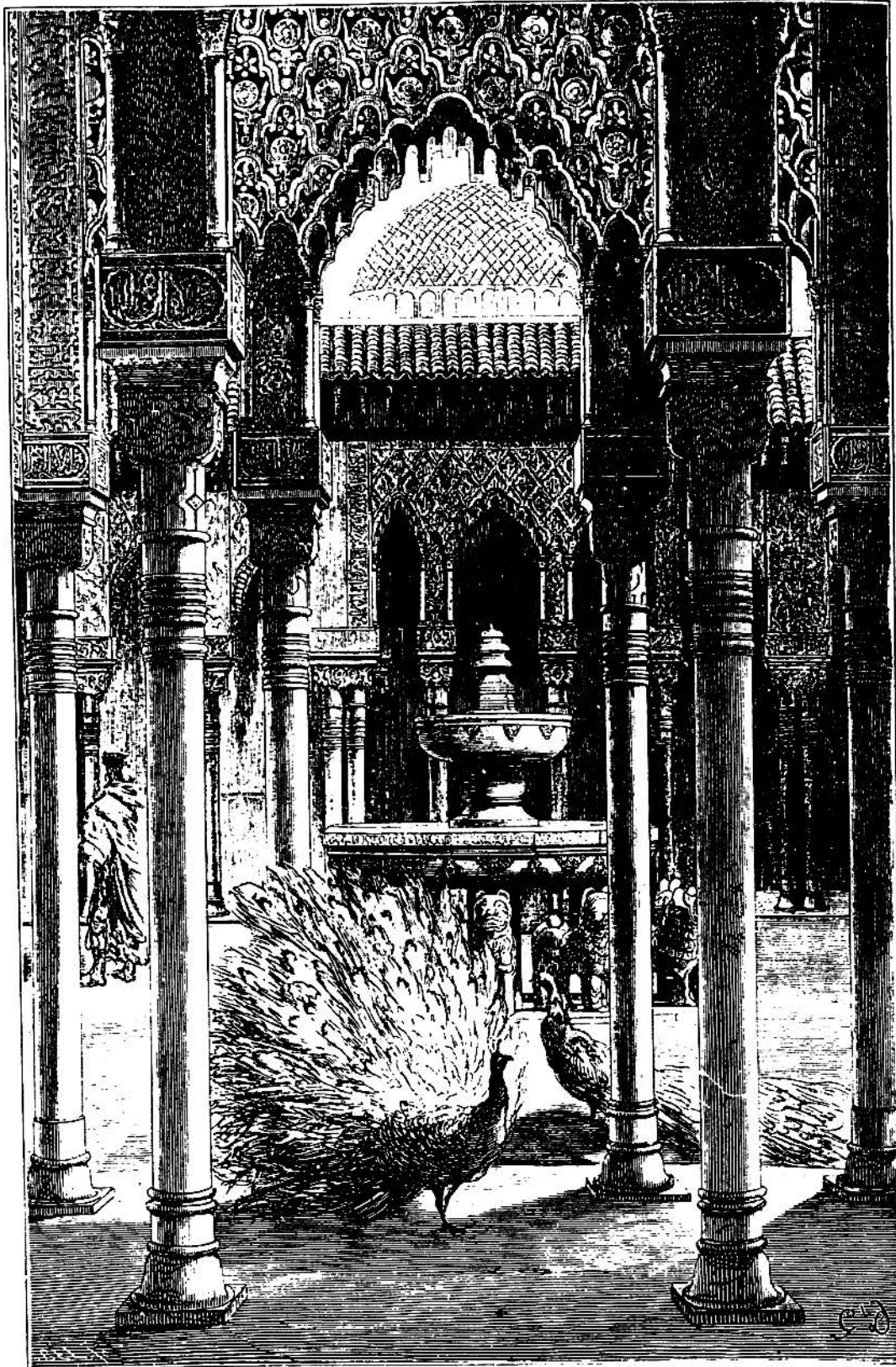
Obviously traceable to witches, these brooms are highly desired by those of that profession (though druids can also use the item). *Witch's brooms* have two powers chosen at random from the table following. In addition, at the owner's will they can shrink down to but 6" in length with a negligible weight.

1. *Clean room.* At the witch's command, the broom will sweep all dust from a room of any size.
2. *Staff.* The broom acts as a BF 2 staff.
3. *Flying.* The broom acts as a normal *flying broom*.
4. *Repel spirit.* Once per week, the broom will force a hostile spirit within 50' of the witch to make a Luck roll or leave her alone. This protection is lost if the spirit is attacked by her.
5. *Ladder.* Upon command, the broom becomes a ladder up to 50' in length.
6. *Torch.* At will, the broom will become a torch.



Special feature--10 *TREASURES OF ARWIN*

The following special treasures are provided for the GM to place in his campaign under circumstances of his choosing.



Bracelet of charms

A golden bracelet holding up to 10 small charms.

Background

It is believed that a number of these bracelets are floating around Arwin, and their origin is said by some to lie with a group of Serendibian houris (witches) who formed an unusual religious sect in that city 40 seasons ago. Since their passing, items of this sort have cropped up throughout Islay, and are coveted by female adventurers for their usefulness.

Special note

All these bracelets are made of fine gold fashioned in the style of Arwinian craftsmen, and each holds 2D4+2 small charms. The specific charms are determined randomly, duplications being allowed.

1. *Gourd*. This useful charm conjures forth a *potion of hardiness*, allowing the imbiber to go seven days without food or water.
2. *Camel*. This charm summons a camel complete with riding gear that serves the wearer for up to seven full days.
3. *Book*. This charm summons the wearer's spell books for 24 hours (if they are not with her), after which they return from whence they came. If the wearer is not a spellcaster, no effects are realized.
4. *Horse*. This charm summons a light warhorse outfitted with riding gear. The steed disappears after 72 hours.
5. *Sunstone*. This gem, when plucked and hurled, unleashes a *sun globe* spell.
6. *Bottle*. When this charm is plucked, a bottle appears in the caster's hand containing a dose of *deadly poison* functioning at the 14th level of skill.
7. *Oasis*. This charm when cast down creates a small oasis with a pool of pure water ringed by mature date trees. The magical oasis lasts 24 hours.
8. *Whirlwind*. This charm summons a sirocco, or hot sandstorm, in a cone three miles long with a mile-wide base. Creatures caught within suffer no damage, although they are blinded and may take no actions apart from shielding themselves from the irritating sand. The storm lasts for 10-40 minutes, which provides time for the wearer to escape elsewhere if need be. No effects are realized if this charm is not employed in a sandy area.
9. *Pavilion*. This charm summons a sumptuously furnished tent, complete with food and drink, which holds up to seven people. The pavilion disappears after 24 hours.
10. *Scimitar*. This charm materializes a BF 3 scimitar in the wearer's hands. The blade fades to nothingness after 10 minutes have passed.
11. *Dogs*. This charm summons a pair of guard dogs to serve the wearer for up to 24 hours.
12. *Carpet*. This final charm brings a *flying carpet* for up to an hour of use.

Each charm is usable once every seven days, and reappears upon the bracelet at the end of that time. (At the GM's option, he may rule that there is a non-cumulative 5% chance each time a given charm is employed that it will forever be lost.)



Choker of air balls

A red velvet choker with a crescent moon of silver in a setting of gold and diamonds.

Background

The choker is known to have been crafted 130 seasons ago in Bakal by the sorcerer Hamed al-Aswan for the wedding journey of Princess Arnala. Meant to offer protection against desert sandstorms, the princess found little use for it after her marriage to the prince of Zukal, and eventually the choker was presented to the wife of the Krellan procurator Astidus on an occasion of their visit to Zukal. The procurator's wife in turn made a gift of it to a favored centurion for his own daughter's approaching wedding.

The choker's history from that point is unclear, there being two stories of its fate. In the first, it was passed to the centurion's daughter, who sold it years later to cover her husband's gambling debts. The second tale has it that the choker was pilfered by thieves soon after the centurion received it. Whichever is true, its whereabouts are today unknown.

Special note

The choker is desirable for the fact that when worn it projects an *air ball* about the head (see the 1st rank witch spell). Apart from keeping out the dust of the desert, the ball protects from poison dust and gasses, and also permits the wearer to breathe underwater.

The four circles

Four separate concentric circles of gold inscribed with various reliefs and Karnaki running script, the whole fitting together to form a solid disc.

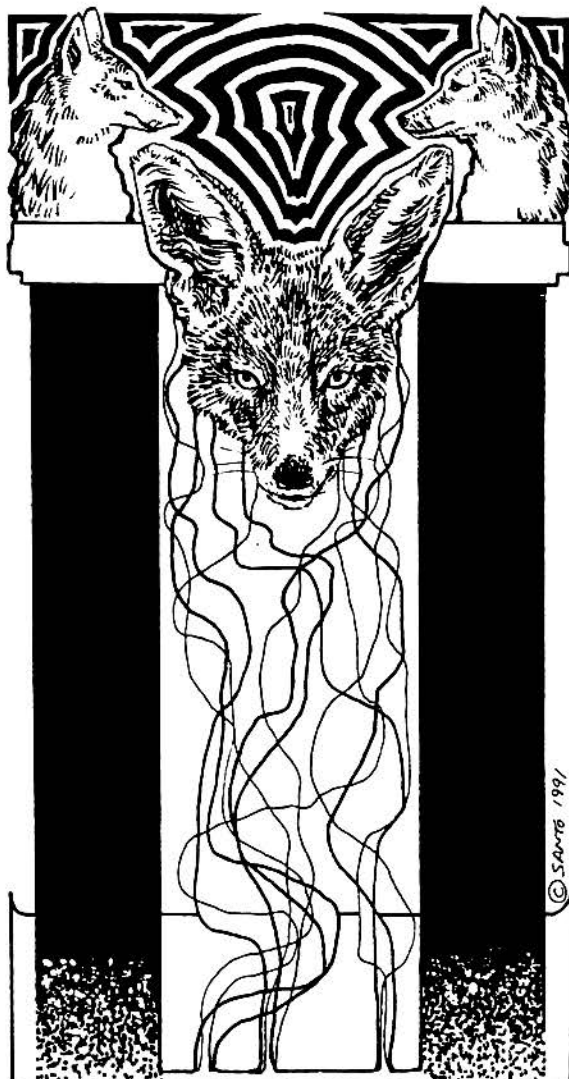
Background

Of all lost Arwinian treasures, this item is held most sacred, and is shrouded in the most mystery. Its very origin is believed by most to lie with the prophet al-Arwin himself, though others think it can be traced back into the First Age. The common tale of the circles is that

they were fashioned by the prophet during the final pilgrimage in which he gained eternal life. As the priests tell it, al-Arwin and his faithful scribe Muzall departed into the desert, where the prophet fasted for many days in purification. At last both came to a long dead city. Here, al-Arwin resisted many temptations to take nourishment, and eventually he was directed by the goddess Istari to drink from a wellspring she caused to arise from the ground. In the selfsame instant, Muzall, who remained outside the city in prayer, wrote that the heavens parted and his master was swept up to dwell with the gods.

Muzall returned in possession of the circle. Then, legend says, he broke it into four pieces, each of which he hid in the four different corners of the world, that it would never be reassembled.

Secular scholars point out that Muzall, if the tale is true, would have no practical means of knowing what transpired within the city itself to the prophet. Instead, the majority hypothesize that the circles were some sort of Karnaki map/artifact which led al-Arwin to a fountain spoken of in ancient Karnaki legend in which Isis bathed the dead Osiris, restoring him to life. More than one sage has put forth the opinion that if the circles do lead to the Karnaki fountain of legend, mortals finding it may themselves gain immortality.



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The jackal staff

An ebony walking stick four feet in length, capped with a jade jackal's head.

Background

The earliest record of this item dates to the arrival 15 springs ago of the tribune Messala in Arwinium. During the journey overland, his cohort was attacked by an especially bold group of bandits led by the saracen Abu Jihad. The attack was beaten off and among the prisoners taken was Jihad's lieutenant, in whose possession the staff was found. Messala appropriated the item and carried it for some 12 seasons, until losing it in a failed chariot wager. The staff next belonged to the trader Selim, who bartered it to the high priest of Tyre in return for his influence in winning a trade treaty with the Emir. The priest in turn sold the staff to his brother, a well-known dealer of equines, who vanished with it last summer during a journey into the desert.

Special note

The staff is so named because of its power over desert jackals. Its lesser enchantment is that the holder will never be attacked by jackals or other canines under any circumstances. The staff's greater power is that once every seven days the bearer may summon 2D4 jackals to aid him in battle. The beasts appear within 1D4 minutes and will attack any specified target until either they or their victims are slain, departing thereafter. Prior to their arrival, the owner of the staff must do nothing other than concentrate on summoning the jackals, otherwise the power that week is wasted. The stats of the summoned jackals follow.

- Armour rating: 0
- Tactical move: 20'
- Level: 3
- BAR: 16/9/45
- BP/SP ratio: 1/2
- Average Stamina/Body: 7/8 (15)
- Average stat: 10
- Special stat: IQ-4
- Attacks: 1 bite
- Damage: 1D8
- Ethics: I
- Size: S

As a final note, Messala would be eager to recover the staff--by appropriation--if it is seen in Arwinium. The high priest of Tyre, meanwhile, would certainly interrogate anyone bringing the staff into the city, in hope of learning his brother's fate.

Jewel of essences

A sparkling, 10-faceted emerald, 1,000 carats in weight.

Background

Rare is the witch or druid in Islay who hasn't heard of and coveted this item. Its origin lies with the queen Tashara, who acted as regent of Bakal 110 seasons ago. Known as a powerful witch, Tashara ruled the city with an iron hand until dying at the hands of her teenage son, who feared assassination upon reaching his Majority.

After Tashara's death, several handmaidens spoke of the Queen's focus, an emerald enchanted to hold many different essences. It was never clear whether the jewel was buried with its owner or absorbed into the Royal Treasury as a mere gemstone. It is known, however, that approximately seven summers after her burial, Tashara's tomb was looted by thieves, who would have taken the jewel with other valuables, assuming it was buried with its mistress.

Special note

The *jewel of essences* would be a great aid to a witch or druid in that it stores up to 10 *captured essences* of any sort. To employ it in spellcasting, the possessor need only keep the jewel out in the open--as part of a necklace or earring; engraved in the pommel of a dagger, and so on.

The puzzle of Abu Salaar

A series of 13 puzzle-pieces of lacquered gold, a foot square when assembled.

Background

Abu Salaar was Grand Vizier to the Emir of Tyre some 200 seasons ago. Known in his time as a scholar without equal (but for the liche Nostradamus in Hocwrath), Abu Salaar dedicated himself to learning all that had ever been known of magic and sorcery. The best-known episode in the sorcerer's long life occurred when he was approached by a beduin trader who offered to sell him "a map of precious gold two hands wide". Writings of Abu Salaar's scribe, al-Selim, report that the map was a lacquered plaque of beaten gold, upon which were depicted lakes, rivers and forests neither could identify from any contemporary maps of Islay.

A strange enchantment lay upon the item, and after much research the aged sorcerer found that when an incantation was pronounced under the light of a sickle moon, the map opened a portal to the lands depicted.

Al-Selim writes that he, Abu Salaar and several trusted saracens ventured through the portal to find themselves "in a strange place of dragons, spirits and gardens unlike those that mortal man has glimpsed." For some days, the fellowship trod this mysterious land, until their odyssey brought them to an amazing sight--a floating tower of marble which looked down from the clouds upon a blue lake. By Abu Salaar's sorcery, the group ascended to the tower, where "a roc of greatest size who dwelt therein did battle us till it was slain. Abbas, Muhammar and Rashid fell, and we six remaining sought entrance."

Unfortunately for modern-day treasure seekers, the scrolls detailing what transpired next have disappeared over the ensuing centuries, though sages recall the tower was home to a demon or demigod of some sort who lorded over the lands below. The fellowship apparently battled this creature to the death, losing three more of their company, before taking control of the tower.

Some time afterward, Abu Salaar opened a *greater teleportal* and those left alive returned to Tyre, stepping forth from the map. Legend has it that Abu Salaar and his scribe returned a number of times to explore the mysterious land they had discovered, renovating the tower for their own use. Then, when the sorcerer finally died at the ripe age of 107 seasons, al-Selim laid his master to rest inside the tower, which by now housed the sum total of every scroll, book and manuscript the sage had ever acquired--including, say some, an entire Karnaki library of sorcery survived from the First Age.

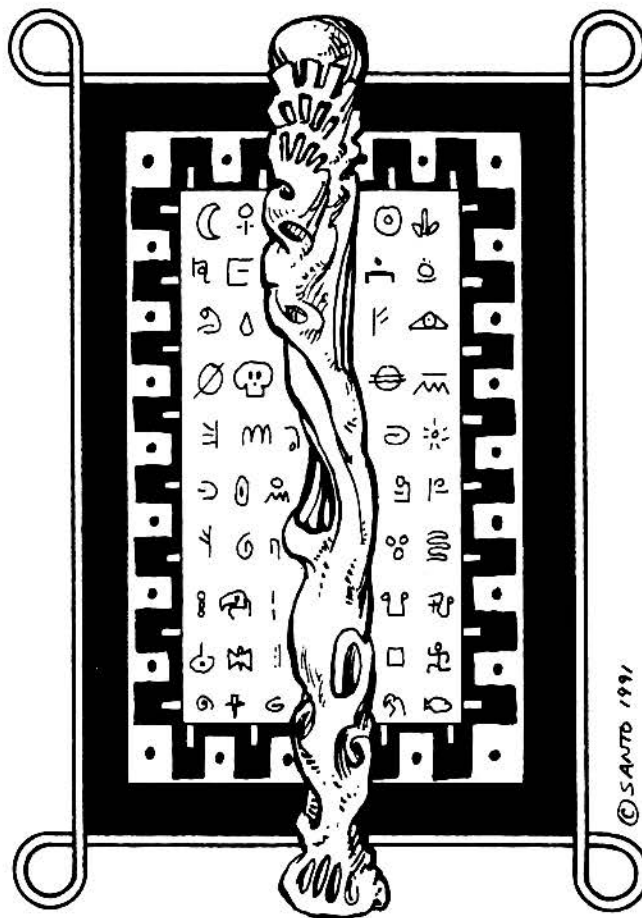
Returning home, al-Selim cast a powerful spell that broke the map of gold into 13 pieces, and "scattered them to the winds", which is assumed to mean each was hidden in a different place, to keep the map from ever being reassembled. Ever after, the *puzzle of Abu Salaar*, as the map became known, has endured as one of the most fascinating and mysterious of Arwin's legendary treasures.

Special note

Today, a single piece of the puzzle is said to be owned by the Krellan merchant Sevillus in Arwinium. The few who have seen it report the piece is roughly three inches square, and is indeed inscribed with reliefs showing a forest and lake. Lending credence to its claim, the puzzle-piece is reported to be impervious to heat or

blow. Sevillus is uninterested in selling it, and has offered the sum of 10,000 sesterces for any other pieces.

If all 13 pieces can be located and assembled, an inscription will be found bordering the map. Written in a coded language unknown by even the most learned sage, no less than 1D4 months of research must be spent in deciphering the tongue. Thereafter, a portal can be opened to the plane depicted, provided the incantation is spoken beneath the light of a sickle moon. Up to 13 persons may then enter before the enchantment fades, requiring another 30 days before it can be re-attempted. A wish or use of a *greater teleportal* spell is needed to return to the Nexus.

*The riddle stick*

A gnarled walnut baton about 18" in length, covered with Karnaki hieroglyphs.

Background

None know the true origin of this unusual magic item. Its earliest mention dates to the Arwinian sage Hagop, a chronicler of ancient Karnak, who dwelt in Zukal some two thousand seasons past. In one of his scroll-books on the 3rd dynasty of Karnak, he mentions an unusual item owned by the pharaoh Sotha--a "staff of wisdom". The enchanted staff, wrote Hagop, gave the pharaoh much pleasure, for it humbled the most learned men of court by answering many hard questions.

The "staff's" fate after Sotha's death is unrecorded, and no tales of a similar item appear until approximately 500 seasons ago, when the sage K'dinnis of Serendib became known as the Riddle Master. According to popular legend, K'dinnis astounded all by his talent of answering any riddle put to him, no matter how difficult.

After the death of K'dinnis, his youthful apprentice garnered his own reputation at riddle-solving. During a banquet one night, however, the young man sampled too much date wine and let slip the secret that his knowledge came from an enchanted wand. Days later, he was found brutally murdered--at, some say, the hands of a sphinx, angered at learning it had lost a piece of treasure through the wand's trickery.

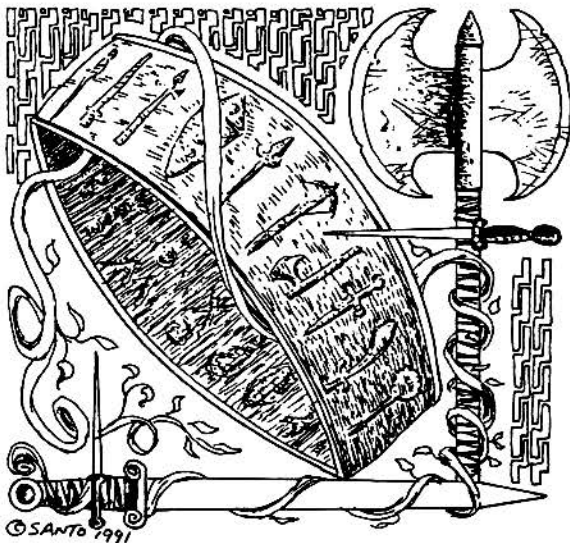
No trace of the item is known after that until a nameless dwarven adventurer and several friends wintered in the city of Gilead 20 seasons ago. In his possession was a gnarled walnut baton he termed the *riddle stick*. Claiming it was found in a desert cave along with some other nondescript items, the dwarf boasted that so long as it was on his person there was no riddle he couldn't answer. Whether true or not, none can say. Locals do relate, however, that the dwarf paid the expenses of his entire company that winter through wagers made on answering riddles.

The precise fate of the dwarf and the *stick* after that are unknown, though it's said bandits decimated the caravan he travelled with on the way to Zukal. Whatever his fate, the *stick* is not believed to have surfaced in the years since, and most consider the item of limited use even if it were to be found.

Special note

Far from being a mere trifle, the *riddle stick* is actually an ancient Karnaki Artifact of Power. While true that in the possession of the average person it does little more than empathically impart the answer to mere riddles, this is only a shade of its real power, for in the hands of a true worshipper of the Karnaki gods (Osiris, Anubis, etc.), the *stick's* power increases dramatically. First, it can once daily reveal the location of any secret panels within a single room of any size. Secondly, if tucked in a belt or held in the hands, the *stick* allows the possessor to make any required IQ rolls on a score of 19 or less, discounting any normal penalty factors. Third, the possessor cannot suffer loss of IQ through any means. Fourth, any *trivia* or *field of knowledge* rolls are made with a bonus of 30 to the dice roll.

In the hands of a necromancer serving the Karnaki gods, the last and greatest power of the *stick* is that once each 30 days it can grant limited omniscience to the possessor, allowing him to query his deity regarding any subject, or about future events. The GM may then reply succinctly according to the knowledge he believes the deity would possess.



The ring of Salaam the Mad

A silver band engraved inside and out with runes and various weapons.

Background

Known in later years as a mad sorcerer of great weapons skill, Salaam wandered Arwin some 60 seasons ago, seeking treasures buried in the Desert of Karnak. For some years, he and several friends made a living by adventuring, until one fateful day when a sandstorm separated the group from their caravan. Weeks later, Salaam alone crawled into an isolated desert village, dehydrated and on the verge of death. Lying in a coma for days, the sorcerer babbled incoherently about burning sands, spirits--and gold. On recovering, he related that his fellowship, lost and wandering in a sandstorm, took shelter amidst the ruins of a dead city uncovered from the desert sands. Soon afterward, the storm passed and the group began to explore.

Believing they had stumbled upon nothing more than uninhabited ruins, the adventurers found to their horror that they were not alone, for their priest was slain by wights while exploring an old temple. The remainder of the fellowship slew the monsters, but with the priest's death they now lacked a source for water. Continuing their search--no longer for treasure but now for water--they battled a number of fell beasts and spirits, until at last they came to penetrate the pyramid. Here, in a secret lower chamber, they discovered a vast storehouse of treasure, and the city's last remaining inhabitant--a liche. In the battle following, the liche in his last moments invoked a mighty earthquake. Abandoning the treasure, the party sought escape from the pyramid, but only Salaam and the group's cutpurse survived the falling masonry and yawning apertures that awaited them outside. Watching from afar, the pair observed the city settle into the sands until all that remained was the head of a single giant statue of Osiris atop the pyramid.

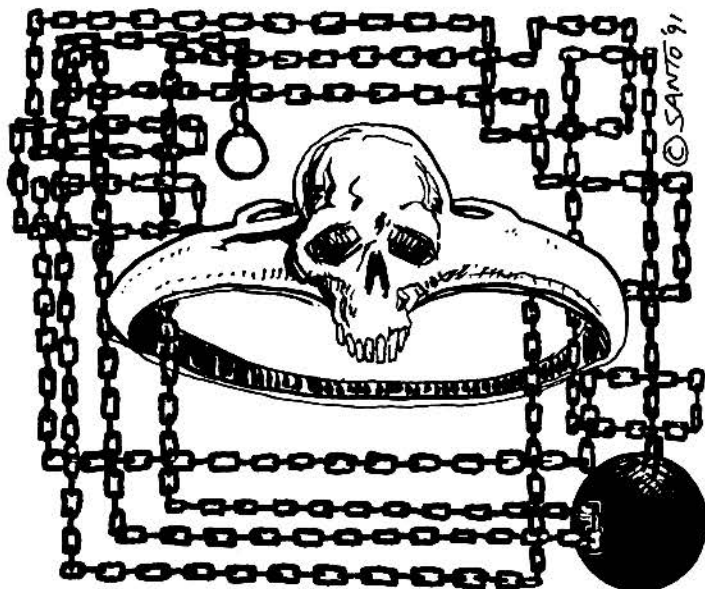
The two became separated, and only Salaam, by the fortune of periodically finding water-bearing plants, emerged alive from the desert. Of the great treasures discovered, the single item Salaam escaped with was a silver ring inscribed with various weapons.

Obsessed with the treasure he had seen, Salaam formed dozens of expeditions to search the desert in hope of relocating the city. Facing bandits, sandstorms and an abundance of monsters, each try ended in failure, and usually with loss of life. Through these years, however, the sorcerer gained a reputation as a swordsman of great skill--and as a fool on a madman's quest.

Salaam ended his days alone in an isolated desert tower. None know the disposition of his remains, and the tower was shunned as a place of bad luck. Its location today is largely forgotten, although it was said to be in a canyon six days' walk from Serendib's Palm Gate. Of the ring taken from the city, more than one sage has speculated that Salaam's skill with melee and missile weapons may have been a direct result of the item's power.

Special note

The ring is indeed highly magical, and greatly benefits one donning it. When worn, it confers skill in battle, allowing its owner to treat all weapons as one class higher than they actually are: *Inappropriate* weapons become *secondary* arms; *secondary* arms become *primary* weapons; and a bonus factor of 1 is applied to all attack and damage rolls with *primary* arms.



Ring of slavery

A decorative band of gold of no set engraving style.

Background

Not all treasures are beneficial, and this is one that characters wish to avoid. The creator of these rings, of which there are known to be at least three, was the necromancer Socorrah, who dwelt in an island lair south of Tyre. His ultimate purpose in crafting them is unknown, whether it was to benefit his servants, or to guarantee their loyalty. But their effects are documented: one who accepted and donned a ring became *mesmerized* by Socorrah, treating him as lord and master. However, this curse is screened by the apparent usefulness of the ring, for each also provides a beneficial power. The three known examples act as follows:

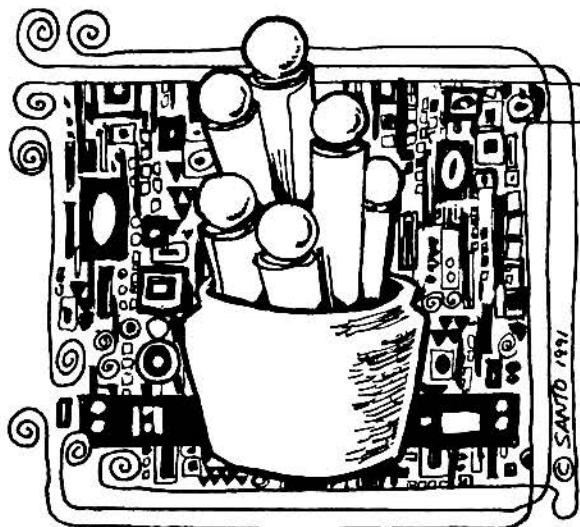
1. A ring of *vanishing*. (Functions once daily as the 4th rank witch spell.)
2. A ring of *shielding*.
3. A ring of *ambidexterity*. (Grants the equivalent of the *two-handed fighting* skill.)

Socorrah is rumored to have met his end by a band of adventurers from Gilead seven winters ago. If true, it may be that these rings no longer pose a danger to those who wear them. Still others, however, believe Socorrah achieved lichedom, and if so the rings remain a potent threat.

Special note

A fact not so well known is that the *rings of slavery* were bound not specifically to Socorrah himself, but to a master ring. Thus, one who dons a ring of this sort becomes a pawn to whomever wears the master ring, for that person immediately senses when a *ring of slavery* is placed on someone's finger. If the wearer of the master ring chooses to exert control over one wearing a lesser ring, the victim, even if the band is removed, remains *mesmerized*. The *mesmerizing* is broken only if the *ring of slavery* is worn by another for more than 24 hours, which restarts the cycle.

If someone is *mesmerized* at a distance, the master ring-wearer may do nothing more than implant an irresistible urge in the slave's subconscious to come to him. In the direct presence of this individual, however, the slave is treated as if he is under the *mesmerize* spell, obeying his orders without question.



The scrolls of Kalaris

Seemingly normal rolled scrolls of blank papyrus.

Background

To his dying day, the necromancer Kalaris cursed the poor judgment that may have cost him a great treasure. On a sojourn to a shrine in the far north of Arwin, Kalaris and his small band of followers one afternoon discovered a cave within an outcropping of rock and decided to shelter there for the night. To their surprise, inside were discovered the apparent effects of a former dweller--a number of earthen vessels, an old kettle, along with other simple items. Most unusual of all, dozens of blank papyrus scrolls were found within a large clay jar. For no particular reason, Kalaris kept one of the scrolls and the next morning, the priests continued on their way.

Months later, Kalaris was instructing a young priest on the means of enchanting a scroll. The student successfully practiced on the cave scroll given him, and then invoked the spell. The scroll was then lain aside and forgotten. A few weeks later, the student priest was cleaning his chamber and found to his dismay that the spell he employed had magically rewritten itself upon the scroll. Further experimentation showed that the spell would rewrite itself seven days after being employed, and that the process worked a total of seven times before the scroll crumbled to dust.

Kalaris is said to have made several pilgrimages along the same route over the years, but neither he nor others in the original fellowship ever again stumbled upon the lost cave, and perhaps dozens of the marvelous scrolls were lost forever.

Special note

The number of enchanted scrolls within the cave is left to the GM's discretion. If used for the creation of magic scrolls, their enchantment results in the spell inscribed rewriting itself seven days after being invoked. Each time this happens, however, there is a non-cumulative 10% chance that the scroll will turn to dust and be irrevocably destroyed short of a wish or immediate use of a *repair* spell.

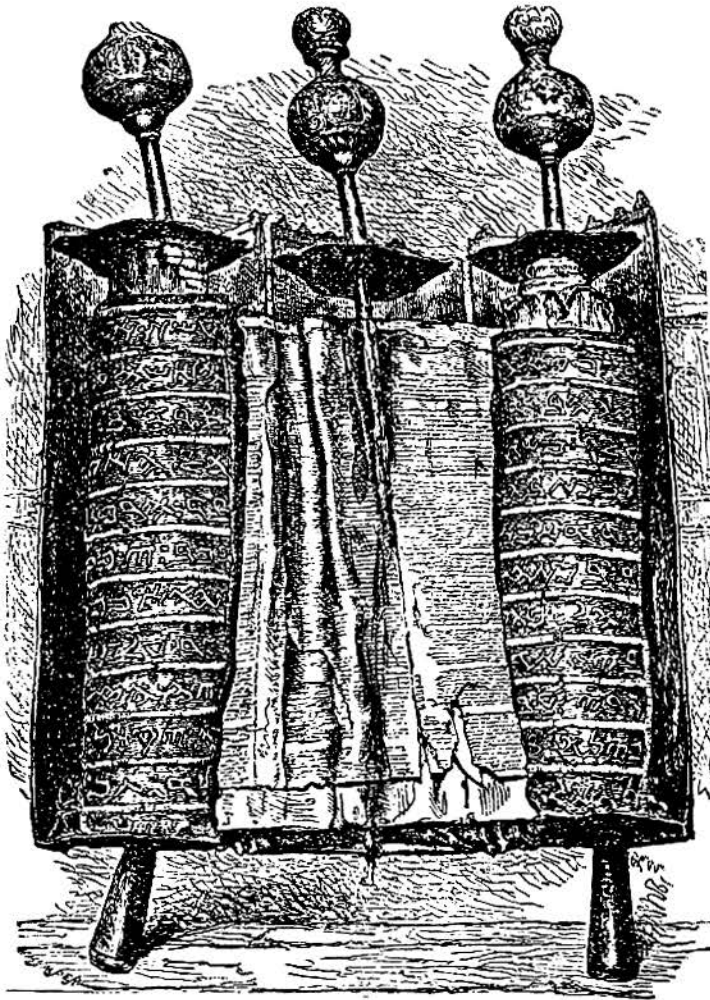
Once a particular spell has been inscribed upon it, no other can be written upon the papyrus or the scroll will be rendered non-magical.

Part three

Sorcery

This section will offer guidelines for expanding spellcasting, starting with:

Scrolls--



Because of QA's versatile spellcasting system, it was felt that incorporation of scrolls, while possibly useful, was largely unnecessary. But in response to those who have asked for a system whereby scrolls can supplement the magic system, the following article is offered, and can be used as an addendum to Chapter Seven.

Scrolls

Scrolls are useful tools, for they grant a magician ready access to a spell he may not be able to cast in a given instance. There are two sorts:

Lesser scrolls

Lesser scrolls do nothing more than bind a one-shot *memorization* slot onto the parchment, permitting the reader to function as if he had the particular spell memorized. Thus, it must be invoked from one of the character's regular *casting* slots, and so the maximum range, area of exposure, damage, etc., function at the same level of skill as the reader, who must also employ any normal spell ingredients. He must also be of the proper profession and level to actually cast the spell in question, else he cannot use the scroll.

Creating lesser scrolls

Characters of any level can fashion *lesser* scrolls. Creation requires a piece of parchment or papyrus. The writer must then use one or more vials of rare inks combined with a mixture of his own blood or essence. If the work is successful, the character (or another of a proper profession) subsequent to this may enact the magic. Other details follow.

Cost for the scroll: 100 gd per spell rank.

Time to write the scroll: One day per spell rank. (The time considers primarily the fashioning of the inks.)

Base chance of success: 50% + 5% per skill level, to a maximum of 99%.

Greater scrolls

These scrolls are special, for they bind both a *memorization* and *casting* slot, along with pulverized spell ingredients, onto the parchment. Thus, when invoked, they duplicate precisely the skill level of their creator. However, control of this sort of power is very tricky, requiring a percentile dice roll to note success if the reader is beneath the skill level at which the scroll functions, or if he is not its creator. As shown on Table 1, the chance of the scroll's properly being read is 100% minus 5% per level of difference between the reader and the level at which the scroll functions. If the roll is failed, the number of points exceeding the reader's chances to read it are then compared against Table 2 to see what consequence applies.

* Note, however, that a spellcaster may opt to write a scroll that functions at a lower skill level. A 15th level witch, for instance, could fashion an *electric arc* scroll that functioned at anywhere between 5th level (the lowest skill level at which a 3rd rank spell can be cast) and her true level of 15.

To gain an insight of how this outline is arrived at, a look must be taken at the concept of magic itself. When a spell is cast, a trigger is enacted which allows the spellcaster to tap into the cosmic power of the universe through which magic functions, resulting in a set reaction. The energies flow within him, and it is through his own skill that he takes this power and shapes it into substance, manifesting the proper results. The greater the spellcaster's skill, the more effective he is at tapping and controlling the forces released. Thus, an inexperienced 1st level witch may bring forth but a single 50' cube of fog while a 20th level witch has the skill to more effectively tap into

this energy and deliver 20 such cubes with the same spell. When a *greater* scroll is written, the arcane process of its creation transfers the energies gathered by the writer onto the parchment. In later reading the scroll, the spellcaster must still handle the full energy released through the reading into proper substance. The 1st level witch, then, lacks the experience of her 20th level counterpart in dealing with the massive amounts of psychic energy bound into the *fog* scroll, and this is why a good chance exists that she will be unable to handle the forces released in reading it. However, a distinction should be made regarding certain spells (such as *finger of beckoning*)

whose effects--maximum range, area of exposure, etc.--are fixed and therefore unaffected by the writer's level. In these cases, the chance of misreading the scroll equals 5% per level of difference between the reader and the skill level at which the spell could first be cast normally.

If the percentage is missed, the GM should apply any overage beyond the character's target number for reading the scroll against **Table 2**. (If a 00 is rolled, a subsequent percentile dice roll should

Table 1--Chances of reading a greater scroll

Reader's level	Level of skill at which scroll functions																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	Chance to successfully read scroll																			
1	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	05
2	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10
3	99	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15
4	99	99	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20
5	99	99	99	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25
6	99	99	99	99	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30
7	99	99	99	99	99	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35
8	99	99	99	99	99	99	99	99	95	90	85	80	75	70	65	60	55	50	45	40
9	99	99	99	99	99	99	99	99	99	95	90	85	80	75	70	65	60	55	50	45
10	99	99	99	99	99	99	99	99	99	99	95	90	85	80	75	70	65	60	55	50
11	99	99	99	99	99	99	99	99	99	99	99	95	90	85	80	75	70	65	60	55
12	99	99	99	99	99	99	99	99	99	99	99	99	95	90	85	80	75	70	65	60
13	99	99	99	99	99	99	99	99	99	99	99	99	99	95	90	85	80	75	70	65
14	99	99	99	99	99	99	99	99	99	99	99	99	99	99	95	90	85	80	75	70
15	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	95	90	85	80	75
16	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	95	90	85	80
17	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	95	90	85
18	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	95	90
19	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	95
20	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99

Note that Table 1 allows a 1% chance to read any scroll regardless of the reader's level. Likewise, there is always a 1% chance of a scroll's being misread--unless it was written by the reader himself.

instead be made against **Table 2**.)

To illustrate its use, assume a 1st level witch tries reading a *fog* scroll written at the 10th level of skill. As there are nine levels of difference between 1st to 10th level, we note on **Table 1** that the witch has a 55% chance of successfully reading the scroll. The player rolls a 60 on percentile dice, which is 5 above the maximum target number. When applied against **Table 2**, we see that the overage falls in Category A, showing that the spell merely failed to function.

The results table should be considered flexible in that if an indicated action is inappropriate, the GM may shift to the right or the

left of the table until he finds a satisfactory consequence. Example: assume a witch rolls 45 above her target number to read a *star burst* scroll. **Table 2** indicates under Category E that the spell running time is to be halved. As a *star burst* has an *instantaneous* running time, this is impractical. The GM therefore chooses to shift one category to the left, resulting in the intended detonation range being recalculated at 1/4 of the desired distance--which might catch the reader in the area of exposure!

Table 2--Results table for misread scrolls

	Activation	Range		Running time		Area of exp.		Function
Overage:	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71+
	A	B	C	D	E	F	G	H

Key--

- A. Spell fails to activate.
- B. Range halved.
- C. Range quartered.
- D. Running time halved*.
- E. Running time quartered**.
- F. Area of exposure halved.
- G. Area of exposure quartered.
- H. Spell misfunctions in a baneful way (GM arbitrates).

* For spells with an indefinite (*shape change, etc.*) or permanent (*cure wounds, etc.*) running time, assume maximum of 10 minutes per level of the scroll writer.

** As above, but assume running time of one minute per level of the scroll writer.

Creating greater scrolls

Characters of any skill level may fashion *greater scrolls* so long as they possess a copy of the appropriate spell and they are of sufficient level to cast it. Making these scrolls requires special materials imposing a high cost and lengthy creation time. Details follow.

Cost for the scroll: 200 gd per spell rank + the cost of requisite spell ingredients.

Time to write the scroll: One week per spell rank (considers primarily the manufacturing time for the inks).

Base chance of success: 40% + 5% per skill level, to a maximum of 99%.

If the percentage is missed when creating either sort of scroll, the money is spent but the scroll is smudged in the process, becoming useless. Optionally, the GM may rule the scroll is defective, and call for a dice roll against **Table 2** if it is used.

Once invoked, either scroll is thereafter useless. Note also that scrolls are readily identifiable as to profession type and spell upon it. (Note that witch scrolls are usable by most magicians, if the spells in question are normally in that profession's spell list.) Also, it is possible to use the *casting slot* portion of a *greater scroll* to invoke a different spell the character has memorized. This results in the destruction of the scroll and also triples the chances of misreading it. However, if the scroll is successfully read, the magic will function at the same skill level as the person who wrote the scroll.

It is not possible to use the *memorization slot* portion of a *greater scroll* separately.

Bard scrolls

Scrolls of spell-songs are always treated as *greater scrolls*.

Using scrolls to learn new spells

Scrolls of either sort can be used to research spells. When a character gains possession of a scroll and wants to research the spell upon it, the time and cost are halved. The scroll is not harmed in the process.

Characters can never use a scroll to memorize the spell upon it.

Reading scrolls in melee

Scrolls are considered magic items. Reading therefore commences during the magician's combat phase, with effects occurring an appropriate number of phases later (i.e. the character is treated as if he were waiting until his normal combat phase before beginning spellcasting).

Final notes

In the case of the Sorcerer profession, his *read text* skill can be utilized to invoke *greater scrolls* of spells outside his spell list. In doing so, 5% per rank of the inscribed spell should be deducted from the *read text* percentage. Missing that percentage requires that any overage above the target number be applied against **Table 2** to see what mishap befalls the character. But in no way will this skill permit him to use the *casting slot* portion to invoke spells of his own which he has memorized!

It is also a permissible option for the 7th rank *slot alteration* spell to change its function to allow a witch to invoke a *greater scroll* of another profession. The level of skill at which she would do so is determined off the guidelines given in the spell description for memorizing spells outside her spell list.

EXPANDING THE SORCERER PROFESSION

As noted in the QA game manual, no spell list is given for sorcerers, so that the gaming group may use the profession as they see fit (in my campaign, for instance, we use revised spells from a separate game system). We are toying with the idea of heavily expanding the profession with new spells* and abilities in a future product. But until then, if you would like a suggested spell list for sorcerers, one follows, utilizing current QA spells.

* Many of these new spells may come from gamers submitting them to the company for that purpose. So keep that in mind, budding writers!

1st rank spells	2nd rank spells	3rd rank spells
01-04: Air ball (W1)	01-06: Acid dust (N2)	01-06: Animate wood (W3)
05-08: Ball of bouncing (W1)	07-12: Chameleon (W2)	06-10: Black steed (W3)
09-12: Ball of shadow (N1)	13-18: Diamond cloud (W2)	11-15: Charm (W3)
13-16: Candlefire (W1)	19-24: Discern enchanted aura (W2)	16-20: Daggers (W3)
17-20: Cat fall (w1)	25-30: Enchant bracers (W2)	21-25: Electric arc (W3)
21-24: Conjure animal (W1)	31-36: Fire darts (W2)	26-30: Enchant cord (W3)
25-28: Detect living creatures (W1)	37-42: Fire runes (W2)	31-35: Energy blast (W3)
29-32: Detect enchanted aura (W1)	43-48: Float (N2)	36-40: Eye palm (W3)
33-36: Disenchantment (W1)	49-54: Heat sight (N2)	41-45: Missile reflection (W3)
37-40: Fog (W1)	55-60: Mind shield (N2)	46-50: Necromantic darkness (N3)
41-44 : Helping hands (W1)	61-66: Moon sigils (W2)	51-55: Phantasmal fighter (W3)
45-48: Magic dart (W1)	67-72: Net (W2)	56-60: Phase effect (W3)
49-52: Magic script (W1)	73-78: Phantom dagger (N2)	61-65: Seal (W3)
53-56: Mirror (N1)	79-84: Smoke cloud (W2)	66-70: Shift (W3)
57-60: Read magic script (W1)	85-90: Stone speak (W2)	71-75: Smoke sticks (W3)
61-64: Ring shield (N1)	91-96: Unlock (W2)	76-80: Snare cloak (W3)
65-68: Shadow darts (N1)		81-85: Wall of swords (N3)
69-72: Shut portal (W1)		86-90: Witch mark (W3)
73-76: Slumber (W1)		91-95: Wood form (W3)
77-80: Spell warning (W1)		
81-84: Trick (W1)	97-00: Reroll or choose	96-00: Reroll or choose
85-88: Unlock (W1)		
89-92: Wall walk (N1)		
93-96: Witch warrior: (W1)		
97-00: Reroll or choose		



<p>4th rank spells</p> <p>01-06: Astral projection: (W4) 07-12: Bat swarm (W4) 13-18: Create stairway (N4) 19-24: Delay spell (W4) 25-30: Ear wall (W4) 31-36: Illusion (W4) 37-42: Mind read (W4) 43-48: Neutralize aura (W4) 49-54: Portal of escape (N4) 55-60: Secret door (W4) 61-66: Shooting stars (W4) 67-72: Spider sigil (W4) 73-78: Staff of absorption (W4) 79-84: Summon shade (N4) 85-90: Vanish (W4) 91-96: X-ray vision (N4)</p> <p>97-00: Reroll or choose</p>	<p>5th rank spells</p> <p>01-06: Activation (N5) 07-12: Agility (W5) 13-18: Ethereal vortex (W5) 19-24: Memory stone (W5) 25-30: Monster conjure (W5) 31-36: Polymorph (W5) 37-42: Protection from liquids (W5) 43-49: Shadow visage (W5) 50-54: Smoke form (W5) 55-60: Talking script (W5) 61-66: Teleportal (W5) 67-72: Transference (W5) 73-78: Wall of bones (W5) 79-84: Wall of repulsion (N5) 85-90: Wood rot (W5)</p> <p>91-00: Reroll or choose</p>	<p>6th rank spells</p> <p>01-05: Bone cage (N6) 06-10: Black rider (W6) 11-15: Displacement (N6) 16-20: Enchant bottle (W6) 21-25: Enflame (W6) 26-30: Ether ball (W6) 31-35: Floor snakes (W6) 36-40: Force field (W6) 41-45: Pentagram of protection (N6) 46-50: Phantom (W6) 51-55: Phantom door (N6) 56-60: Shift spell rank (N6) 61-65: Sleep mist (W6) 66-70: Spell reflection (W6) 71-75: Stasis (W6) 76-80: Stone flesh (W6) 81-85: Stone hide (W6) 86-90: Touch bane (W6)</p> <p>91-00: Reroll or choose</p>
<p>7th rank spells</p> <p>01-07: Black sleep (N7) 08-14: Body lightning (W7) 15-21: Color wall (W7) 22-28: Dimension walk (N7) 29-35: Elemental wall (W7) 36-42: Ethereal whirlwind (W7) 43-49: Greater teleportal (W7) 50-56: Immunity to elements (W7) 57-63: Non-corporeality (W7) 64-70: Permanize (W7)--note this is a special version of the spell which doesn't require a deity's blessing to function. 71-77: Rune magic (N7) 78-84: Time distortion (W7) 85-91: Time warp (W7)</p> <p>92-00: Reroll or choose</p>		

Spell/Song/ or Prayer books

Bard song books

Bardic song books can take a number of different forms, from simple leaves of sheet music, to scrolls or bound books. Their identification is difficult by non bards, for to the untrained they resemble nothing more complicated music books. It is due to this very fact that song books often go unrecognized and occasionally show up in the local marketplace, or upon the music shelf of some book shop, awaiting discovery by those who know how to use them.

A description of one music book follows.

Barson's book of songs

A collection of sheet music assembled in a leather binding.

Background

This book of songs belonged to Barson, a former instructor at Freeport's Adventurers' Guild. Reaching old age, Barson retired to Avalon, where his pension from the Guild proved inadequate to meet his somewhat extravagant lifestyle, and upon his death local officials auctioned off the goods of his house to reimburse his creditors. Though a number of Barson's song books were auctioned separately, this minor tome was overlooked and was believed included with a crate of mundane books about musicianship acquired by one of any number of book dealers in Avalon City.

Special note

- The songs in the book include the following:
Rank 1: Light ball; see spirits; slumber; unravel (unique song)
Rank 2: Calm plants; float; whirlwind
Rank 3: Babble; night call; soften material
Rank 4: Passage; song of the dead; vanish

The unique song is detailed hereafter.

Unravel

Song rank/type: 1/G
Element: Sonic
Ingredient cost: 0
Playable on: Any
Maximum range: 50'
Running time: Instantaneous
Resistance roll: Special
Area of exposure: Up to a 10'sphere

By this song, the bard may attempt to untie knots, loosen belts, free a comrade from a gladiator's net, unravel a turban, or other similar functions. When the song is played, the character specifies to the GM his intent, and a Luck roll to resist the effects is permitted only if an object is actually upon an unwilling person. Otherwise, the effects are automatic unless the item is magic. In this case, a roll is made as if *disenchantment* were being performed. However, even if the song initially fails to affect the enchanted item, the bard may make further attempts until he succeeds or runs out of *casting* slots.

The spell has no effect against living animal or plant life.

Druid prayer books

Druid prayer books have no special features apart from perhaps engravings or inscriptions with natural or druidic themes. Because of the similarity of spells, they are often indistinguishable from witch spell books.

Cyrienne's tome of spellcraft

A tome of brown latigo leather 8" tall and 6" wide with a ceramic inset of a unicorn cameo upon the front cover.

Background

This tome was the property of Cyrienne McCullun, an Avalonian druid who lived in the Port Kent area until her death 60 winters ago. A chronicler of Lirazel, Cyrienne was accounted the leading authority on the elf princess, and spent many years collecting relics and artifacts traceable to her, some of which are today displayed in Avalon City. Cyrienne's spell book was willed to the Druids of the Stone Arch, where it remained for two decades until one of their order, Keral Annelenn, was cast out for some transgression and took the book with her, hidden in a knapsack. Keral was last believed to be traveling through Andor under a pseudonym.

Special note

The book is useful for the fact that in addition to spells it contains instructions for creating the following potions and elixirs: *Potion of hardiness*; *potion of shape-changing*; *potion of water-survival*; *elixir of healing*; *elixir of youthfulness*. Also penned within the book's pages is a lengthy discourse on the best methods of spell research. (For game purposes, a bonus of 15% is granted a spellcaster of any sort researching spells if he or she follows the advice therein.)

The spells within the book include:

Rank 1: Conjure animal; detect enchanted aura; discern potion or elixir (unique spell); identify essence; read magic script

Rank 2: Discern enchanted aura; Lirazel's wind chimes; wind grasp

Rank 3: Capture essence; water talk; witch ring

Rank 4: Lirazel's arrow rain; Lirazel's globe of protection; Lirazel's web of alert (unique spell); water breathe

Rank 5: Lirazel's pocket dimension; tree fort

Rank 6: Lirazel's acid rain (unique spell)

The unique spells are detailed hereafter.

Discern potion or elixir

Spell rank/type: 1/H
Element: Non-sonic
Ingredient cost: 0
Maximum range: 0
Running time: Instantaneous
Resistance roll: None
Area of exposure: The druid

By this spell, the druid is enabled to comprehend the magic aura emitted by a potion or elixir, noting at a glance the sort of liquid it is without need of a taste test or special alchemy.

Lirazel's web of alert

Spell rank/type: 4/D
Element: Sonic
Ingredient cost: 1 gd*
Maximum range: 0
Running time: 8 hours
Resistance roll: None
Area of exposure: A circle 10' wide/level

This spell and the one following supposedly trace their origins to Lirazel, who shared them with Avalonian druids during a visit to their country. The ingredient for this spell consists of an intact spider's web formed between two branches of a rowan twig. When the spell is cast, an invisible field of energy spreads forth along the ground within the area of exposure. For the spell's running time, the caster is instantly alerted to passage across a section of the field by any creature larger than a cat, thus avoiding a possible *ambush*, and allowing her to note the general position of an otherwise invisible creature. While unseen by the naked eye, use of *detect enchanted aura* reveals the web-like energy field covering the area.

Lirazel's acid rain

Spell rank/type: 6/B
Element: Sonic
Ingredient cost: 0
Maximum range: 100'
Running time: 3 minutes
Resistance roll: None
Area of exposure: A 30'x30' cylinder

This powerful spell converts water falling within the area of exposure to drops of deadly acid which burn the exposed epidermis of creatures caught within. The damage imparted varies with the intensity of the falling water as noted hereafter.

Light: 1D6 points/turn.

Moderate: 2D6 points/turn.

Heavy/very heavy: 3D6 points/turn.

In all cases, armour absorption may be applied. However, in a given turn there is a 1% chance per point of damage inflicted by the acid that metal armour will be eaten away. However, it will still provide absorption of damage during that turn.

This spell also affects any metal golem.

Earth priest spell books

Due to the lack of paper or parchment in dwarven communities, earth priest spell books are often inscribed upon plates or scrolls of metal. While this can sometimes be inconvenient due to bulk or

weight, it does make for a durable item. One such spell book is detailed hereafter.

Boren's scroll of spells

A rolled scroll of copper approximately 10' in length.

Background

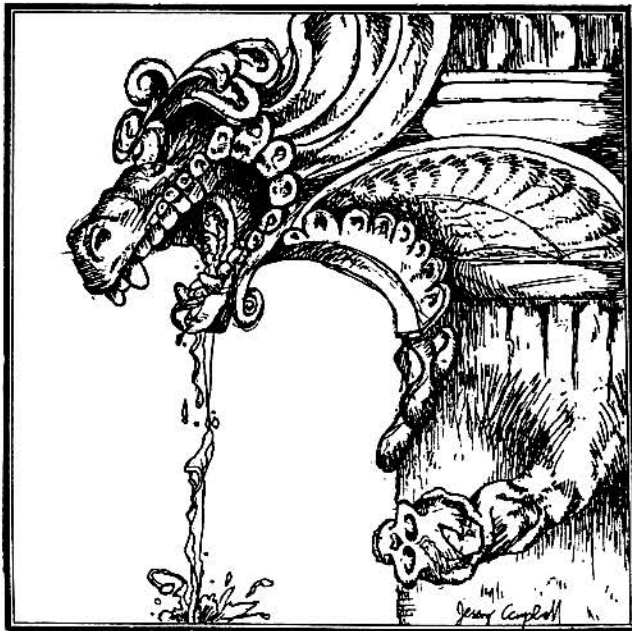
Boren was a well-known dwarven adventurer whose main claim to fame lay in the fact that he single-handedly felled a drake in the wilds of Torrenca. Prior to his disappearance on a quest into the Land of Shadows eight springs ago, Boren assembled a powerful team of adventurers in Avalon who believed he had discovered a map to an ancient dwarven city that had escaped looting by Serpen in the First Age. The group were last seen departing the caravan trail between the borders of Krella and Hocwrath for the interior of the Land of Shadows, and no trace of them was heard after that.

Special note

The spells upon the scroll include the following.

- Rank 1:** Ball of bouncing; detect secret panels; healing
- Rank 2:** Bless weapon; embolden; weapon wield
- Rank 3:** Enchant armour; enchant weapon
- Rank 4:** Create stairway; fist; wormhole
- Rank 5:** Dispel weariness; stone icon (unique spell); weapon ward

The unique spell is as follows.



Stone icon

Spell rank/type: 5/F
 Element: Sonic
 Ingredient cost: 1,000 gd
 Maximum range: 0
 Casting: 3 hours
 Running time: Special
 Resistance roll: None
 Area of exposure: Special

This ancient spell was used by earth priests to enchant a carved section or item of stone into a guardian over a specific area. To cast

the spell, the earth priest must first carve the desired stonework into a perfect representative of a known living monster (such as a gargoyle, dragon, lion, etc.) whose level cannot exceed half his own. At such time as preset condition guidelines come to pass, the icon animates and carries out whatever orders the creator specified during the casting of the spell. (These orders cannot be more complicated than a sentence or two.)

Stone icons have an armour rating of 5, strike as a monster equal in level to a real one of that sort, and inflict comparable damage, excluding effects like poison and withering. They are immune to Type A & H spells. Their stats are otherwise similar to those of the real monster they are patterned after. Note they cannot fly.

Gypsy spell books

Gypsy spell books are traditionally written in a clan tongue to make them useless to potential thieves. However, all these various clan tongues have in common certain words and codes. Thus, any true gypsy after 1D4 days of study can make an adequate translation of another clan's spell/song book. Non-gypsies, however, cannot decipher gypsy writings without using spellcraft or read text skill.

Countess Vandeleki's Grimoire of Power

A charred, leather-bound tome with many burned pages approximately 12" square, onto whose front cover is set a copper disc inscribed with gypsy runes.

Background

Claiming descendency from Torrencian nobility, Countess Vandeleki headed a gypsy caravan that traveled throughout Avalon and Hocwrath some 150 seasons ago. Said to be a gypsy of exceptional power, the Countess is known to have met her end at the hands of a squad of Sarvian cossacks over a toll dispute. One of her servants who survived the battle related that the Countess and her cohorts battled valiantly, slaying several guardsmen before being overwhelmed. The Countess' spell book remained in a burning wagon and was apparently destroyed. Three springs later, however, Ashbow the Woodsman and two companions from Fern took shelter from a storm with a family of Sarvian peasants. Set upon their mantle as a curio lay a charred spell book with a copper disc upon the cover, which the woodsman had cause to examine during his stay. Weeks later, his mention of the fact was overheard by gypsies from the Gitano clan in Avalon, and a representative was sent to Sarvia incognito to acquire the tome. There, the peasant family was discovered to have moved from the area--possibly with cossack encouragement--and no trace of the *grimoire* was found, although the Countess' left hand was recovered and brought back to Avalon.

Special note

The disc upon the tome is very special in that if the candle used in a *seance* is placed upon it, the chances of making contact with the desired spirit are doubled.

The spells remaining in the *grimoire* include:

- Rank 1:** Fog; magic dart; phantom sound; see spirits; skull of flame
- Rank 2:** Cross water
- Rank 3:** Crystallomancy; ectoplasm
- Rank 4:** Blood talk; discern spirit (unique spell)
- Rank 5:** Dispel sigil; false enchantment (unique spell); neutralize spell effects; spirit watcher

The unique spells are as follows.

Discern spirit

Spell rank/type: 4/D
Element: Sonic
Ingredient cost: 0
Maximum range: 0
Running time: 3 minutes
Resistance roll: None
Area of exposure: Special

By this spell, the gypsy is conferred with special knowledge regarding undead spirits within her field of vision, knowing at an instant the type of spirit--fetch, wraith, groat, and so on--she faces, and the particular means by which it can be harmed.

False enchantment

Spell rank/type: 5/H
Element: Sonic
Ingredient cost: 0
Maximum range: Touch
Running time: Permanent
Resistance roll: Special
Area of exposure: 1 magic object

This spell deludes someone utilizing *discern enchanted aura* into misreading the aura of a magic item and believing it is something else. When the spell is cast, the gypsy selects another generally similar item and the spell will subsequently suggest to an examiner that the object is actually the other item in question. A successful IQ roll, however, frustrates the effects of the spell to the extent that the magician will discern no details from the aura.

If used upon items with a set bonus factor (like weapons), the spell can alter the apparent bonus by one factor up or down, to minimums/maximums of 1/4.

Necromancer prayer books

Necromancer prayer books are readily identifiable from their appearance, which usually includes the symbol of the owner's deity, and heavily illuminated interior pages. Unlike most other professions, however, many necromancers hold to the ancient tradition of writing their prayers upon scrolls rather than true books. Such scrolls hold up to 25 spells, though most will be found in the typical 3D4-spell range. A description of one prayer book follows.

Prayer book of Arkko

A tome 11" wide by 12" tall, with a cover of hard, black leather with golden corner caps. The front cover has a symbol of Tarn (the figure of a small man holding a large sword) held at its center by four golden hooks. Each of the book's pages is illuminated with script and illustrations of blue and red.

Background

This book belonged to the old priest Arkko, confessor of Count York and his knights for over 30 seasons. Arkko is thought to have met his end 12 summers past when his dreams revealed that a brother monk whom he had been close to in his youth was in great danger in the province of Count St. Germaine. Begging leave from his lord, Arkko was assigned three trusted knights to accompany him on his quest to save his friend. The fellowship was last seen travelling west, a day's ride from St. Germaine's castle. Reports later had it that the group, along with an escort of St Germaine's own guards, was lost to an ambush by a band of trolls and orcs come down from the western mountains.

The book holds the following spells:

Rank 1: Aura read; blood bond (unique spell); disenchantment; healing; St. Elmo's fire

Rank 2: Bless weapon; cleanse; discern enchanted aura; mind shield

Rank 3: Chalice; enchant armour; enchant weapon; exorcise; warrior's might

Rank 4: Acoustic shadow (unique spell); balance; spirit bind; wisdom of the dead

The unique spells are as follows.

Blood bond

Spell rank/type: 1/D
Element: Sonic
Ingredient cost: 0
Maximum range: Special
Casting: 1 hour
Running time: Permanent
Resistance roll: None
Area of exposure: Special

This ancient spell is unique to Torrenca, and forms a spiritual bond between two close friends or relatives. It may be invoked either upon the necromancer and one other, or upon two consenting individuals who come to a priest with that purpose in mind. Casting entails a ceremony where the participants open a vein and mingle their blood while calling upon their chief deity or deities to confirm their bond of everlasting friendship and love. Thereafter, the two become psychically linked, and if at some point in the future one or the other faces great peril, his counterpart will immediately sense the danger and will usually aid his comrade by any means at his disposal.

In the sad event that one of the participants in the ceremony dies, this knowledge is immediately conferred to his comrade. Apart from this, there is a 5% chance per level of the deceased that his shade will appear to his counterpart and provide brief details of his demise.

Acoustic shadow

Spell rank/type: 4/G
Element: Non-sonic
Ingredient cost: 0
Maximum range: 500'
Running time: 1 minute/level
Resistance roll: None
Area of exposure: A 100'x50' cylinder

By this spell, the necromancer halts the movement of sound waves beyond the area of exposure. The effect is to cause any sounds within a 100'-wide by 50'-tall cylinder to be confined within that area. Thus, someone standing just outside the ring of the *shadow's* area of exposure would hear nothing of what transpires within, even if a dragon were roaring a mere 10' away. (The same holds true for those within the affected area, for sounds from without also are blocked by the spell.) In no way does the spell frustrate spellcasting with sonic elements, though spells which rely on vocal commands to an affectee might not function if they were unheard.

The original use of the *acoustic shadow* was to keep the sounds of a raiding skirmish from reaching the ears of nearby enemy reinforcements.

Witch spell books

In real life, the typical adventuring party would be lucky to find a witch's spell book. For one thing, it is custom upon the death of a witch that her coven, or a friend/relative if she is a loner, consigns the

witch's spell book(s) to the flames in the belief the act sends it on to the proper owner. Yet some may have been lost in the course of adventuring; or the owner may have left a spare in a now-deserted keep just in case she needed it; a book may have been stolen by a group of thieves to later show up for sale in a marketplace--the possibilities can be endless.

There are, however, many books of witch spells awaiting discovery somewhere in Islay. Descriptions of two follow.

Sarabeth's Crescent

A small tome some 6" wide by 7" tall, the book is so named because of the silver crescent moon attached to the face of its blue leather binding. Inside are 35 parchment pages containing both spells and a few notes on what herbs to use in healing certain types of damage caused by venomous serpents found in woodlands (for practical game purposes, allow a character utilizing *herbalism* skill against woodland snake poison +20% to the dice roll when determining success).

Background

Sarabeth was raised many centuries ago in the forests above Fern, where dwelled a small community of elves. A child unusually intelligent and wise, she became the village elder upon reaching adulthood and for many years justly guided her people. Eventually marrying, Sarabeth bore a daughter before facing her ultimate demise in a fight against a forest drake that attacked a group of bathers in a stream.

Though apparently slain, her battle against the drake allowed the bathers to escape and sound the alarm to the nearby village, whose men quickly rushed to Sarabeth's aid.

Only a few tattered pieces of clothing marked Sarabeth's passing, and the tome, her favorite of several books she owned, disappeared with her.

The *crescent* hasn't surfaced since, although a larger book of similar description is said to have been sold to a merchant by a peasant in a Tarym marketplace.

Special note

The sculpted crescent moon upon the book's cover is very special in that it was Sarabeth's focus. The moon's unique power is that once per week it may be removed from the cover and tossed into the air, where it floats for up to 10 minutes while giving off light equal to a candle. During the time it is so enchanted, the caster may, if within the area of illumination, use the power of the moon to substitute for the ingredient of any sort of captured moonbeam essence needed for a spell. At the end of 10 minutes, the moon reappears upon the cover of the book even if the tome has been moved from the area.

Sarabeth was also the grandmother of Morgawynn, head of one of Freeport's thieves guilds. Were Morgawynn to learn of the book's discovery, she would undertake steps to acquire the tome, thereafter burning it (after copying the spells, of course!).

The spells contained in the book include:

Rank 1: Create familiar; fog; magic dart

Rank 2: Cure wounds; fire darts; moon rope; moon silver; will O' the wisp

Rank 3: Capture essence; snake bite; staff snake

Rank 4: Bat swarm; cure poison/disease; delay spell

Rank 5: Bind nature; cauldron magic; star gems

Rank 6: Moon sparkle.

Aleriyll's scroll of spells

This is a scroll-book 12" high and 6" in diameter, bound to carved handles of mahogany. If completely unraveled and stretched out, the scroll, consisting of 20 or more leaves of parchment sewn together, is nearly 15' in length. It was usually held in a cylindrical case of cedar.

Background

Were she alive today, Aleriyll would have found the guilds of Freeport right up her alley, for she was an accomplished elven witch/cutpurse who wandered Islay some 150 seasons past. Long before Raven TenTolliver conceived the idea of specialist guilds for dual-professioned tricksters, Aleriyll had formed a wandering band of elves and other unique races skilled in the arts of spellcasting, spying and thievery. The band, consisting of no more than 15 members at a time collectively known as the Nightwings, plied their trade throughout nearly every well known city in Islay, leaving behind many a burgled mansion or *pickpocketed* merchant. Though no instances are known of the Nightwings undertaking a mission of assassination, it was common practice for them to hire out as freelance help to other guilds or nobles in need of spies or thieves. Their exploits are legendary, and a partial list of their accomplishments would impress even the boldest trickster.

Aleriyll is said to have met her end at the hands of a demon encountered when she and four of her troupe sought to steal the treasure of an Arwinian sorcerer. Only her lieutenant, Rasalom, a druid/cutpurse rendered unconscious during the fight, is said to have later escaped the sorcerer's dungeon, spreading word of Aleriyll's death. Without their charismatic leader, the remainder of the band quickly broke up, and thus an end came to the Nightwings.

Of Aleriyll's scroll-book, the story is that it survived her death intact, and the sorcerer is reported to have made a number of unsuccessful attempts to master the spells contained therein, until his death when an earthquake brought his tower down upon him.

The scroll-book was next thought to be in the possession of a Zukalan necromancer who traded it to a Hocwrathian assassin for a service. It then disappeared for decades and may have turned up five springs ago in a Freeport marketplace, for one local witch observed a similar scroll and sought to purchase it. But even as she haggled a price with the merchant who owned it, the scroll mysteriously disappeared from the table, presumably with the aid of some trickster, although the guild has no records of a member's doing the crime.

Special note

The scroll-book was Aleriyll's focus, although it is not known to have any special powers. However, it may only be destroyed by acid, and so a good chance exists that the scroll survives intact.

The spells contained on the scroll include:

Rank 1: Alter garb; ball of bouncing; detect enchanted aura; helping hands; Lirazel's silent scream; magic dart; mind shadow; unlock; voice mimic

Rank 2: Chameleon; cure wounds; finger of departing; thought projection; windstep; witch wand

Rank 3: Capture essence; hand of glory; shadows; shift

Rank 4: Damsel; shape change; vision of recall

Rank 5: Agility; curtain of darkness; smoke form

Rank 6: Shadow travel; ward of protection

Part Four

Notes & errata

This final section updates the major changes from the 1st edition QA game manual.

Page

6. The Stamina die table was revised as follows:

35/less: D4

36-50: D6

51-60: D8

61-79: D10

80: D12

16-17. The gladiator's skills should increase by D8%/level. Re-adjust his *parrying* percentage as follows:

Size of opponent--

Small: Skill halved

Medium: No adjustment

Large: Skill halved

Extra-large: Skill ineffective

The gladiator also receives his third attack in the turn at 13th level.

29. Player character vikings at their option may exchange *tracking* skill for *seamanship* for those who envision a seafaring viking.

35. *Lockpick* skill is adjusted by Agility, not IQ.

39. Druid/bard dual-professions are open to either males or females.

40. The bard now receives his second attack in the turn at 11th level.

42. Here is a new bard song.

Calm plants

Song rank/type: 2/A

Element: Sonic

Ingredient cost: 0

Playable on: Any

Maximum range: 40'

Running time: 1 minute/level

Resistance roll: Special

Area of exposure: 1 plant or colony of plants

By this song, the bard may calm an aggressive plant or colony of plants, including a nt, assuming an IQ roll is failed. The song is also effective against an area under a *plant grab* spell, and is checked as though *disenchantment* were being applied.

43. *Night call* spell song. Area of exposure is a 200' circle.

46. The cutpurse now receives his second attack at 10th level.

51. Halakas have dropped *concealment* skill in favor of a second *miscellaneous* skill. Both start at 20% and increase by D6%/level.

60. The section on druids *banishing* animals now reads as follows:

A. Banish animals. At 1st level, the character may use this talent to *banish* normal animals, fish or reptiles as a necromancer does Nether creatures through *exorcism*. Each turn, the druid may attempt this ability against a single animal or colony of animals (such as bees or bats), though a successful IQ roll grants immunity to further *banishing* attempts by that druid until she rises in level.

Banished animals are never laid to rest, not being undead.

76. Here is a new earth priest spell:

Dispel weariness

Spell rank/type: 5/D

Element: Sonic

Ingredient cost: 0

Maximum range: 0 or touch

Running time: Permanent

Resistance roll: None

Area of exposure: 1 creature

By this spell, the earth priest may cancel the effects of exhaustion due to lack of rest. Thus, any lost stat points are immediately restored, and the recipient may function as though he had just ended a restful sleep. *Dispel weariness* in no way restores expended *casting* slots, although a spellcaster under its effects may change his *memorization* slots as though he had slept the requisite amount of time.

78. The second paragraph in the left column should read: **At the necromancer's option, he may attempt to exorcise only a single creature, forcing it to apply a penalty factor of 3 to its IQ roll.**

Also, in attempting to *dominate* an undead, it must fail its IQ roll by 10 points (or 5 if both it and the necromancer are of like ethics) else it considered to have resisted the effect even if a 20 is thrown.

85. The running time for the *enchant armour* spell is 10 minutes.

86. The *encorselling* spell has been renamed *mesmerizing*.

87. The new damage for *wall of swords* is as follows:

S: 2D6 points

M*: 4D6 points

L: 6D6 points

XL: 10 D6 points

* *Medium* size has replaced *average* size.

99. All *fields of knowledge* for the sorcerer begin at 20%.

109. *Magic darts* do 1 point of Stamina damage per skill level, +1D4--not 2-5 points/level as the text mistakenly seems to indicate.

114. *Fire darts* spell. Darts, of course, do 1D4 points of damage, not 1D2.

121. *Lirazel's spinning top*--the area of exposure is a path 120' long and 20' wide.

146. *Alter weather* spell--the example for creating a hurricane is incorrect. It is actually a 1-step change with a 3-minute casting time.

148. *Finger of choking spell*--the running time is 2 phases/level.

158. The cost for *masterful* proficiency in artistry has been lowered to 50 points.

160. Skills should increase by D6%/level, not D4%/level.

On page 50 of the new book, the halaka's level point requirements to go to 13th level should be: 755,551-1,055,550

As a last note, some people are confused over how spellcasters choose the rank of new spells for their books when they go up a level. They must choose a spell from a rank within those they may cast. A necromancer who has just reached 4th level, for example, may choose a 1st or 2nd rank spell. At 5th level, he *must* take a 3rd rank spell as he now may cast 3rd rank spells. At 6th level, he could choose a 1st, 2nd or 3rd rank spell. At 7th he must take a 4th, and so on.

PART FOUR Notes & errata

Here are a set of tables that were added to the second edition

Appendix 1--Tables to aid in the creation of random GMCs

Following are tables to aid in determining the skill percentages of random GMCs. First is a listing of all profession skills, noting the particular stats by which each is adjusted, and followed by the percentages granted at 1st level for different characters, along with the improvement die. Last, a table is presented showing *average* and *above average* increase in skill percentages, based on the GMC's level. Example: A woodsman begins with 25% skill in *camouflage* at 1st level, and betters it by a D8 each level of skill. According to the table, at 5th level his *camouflage* skill would be 41% (25%+16%) on *average*, or 49% (25%+24%) in the case of *above-average* ability. These scores could be adjusted by IQ at the GM's option.

Camouflage (IQ):	20% (viking--D8);25% (woodsman--D8)
Climbing (St):	40% (viking--D8/woodsman--D8);50% (assassin--D6/cutpurse--D8)
Concealment (IQ):	25% (assassin--D8/cutpurse--D8)
Detrap (IQ):	25% (assassin--D8/cutpurse--D6)
Disguise (IQ):	25% (assassin--D8)
End berserker rage (IQ):	10% (viking--D6)
Fast talk (Ch):	25% (male gypsy--D6)
Field of knowledge (IQ) :	20% (sorcerer--D8)
Herbalism (IQ):	25% (woodsman--D6)
Horsemanship:	50% (cossack--D6);40% (knight--D6/saracen--D8)
Information (Ch):	25% (assassin--D8); (cutpurse--D6)
Lockpick (Ag): 2	5% (assassin--D6/cutpurse--D6)
Performance (Ch):	25% (bard--D8)
Pickpocket (Ag):	25% (cutpurse--D8/female gypsy--D6);20% (male gypsy--D8)
Miscellaneous:	20% (bard--D6/female gypsy--D6);25% (male gypsy--D6)
Net use (St):	20% (gladiator--D8)
Parry (Ag):	20% (gladiator--D8)
Reaction bonus (Ch):	10% (knight--D4)
Stealth (Ag):	25% (woodsman--D6/assassin--D8/cutpurse--D8)
Tracking (IQ):	20% (viking*--D8);25% (woodsman--D8)
Trivia (IQ):	20% (bard--D6)

* Or seamanship skill if that talent is chosen by the viking instead

Skill Level	D4 progression	D6 progression	D8 progression
	Average/High	Average/High	Average/High
1	XX%+	XX%+	XX%+
2	2/3	3/4	4/6
3	4/6	6/8	8/12
4	6/9	9/12	12/18
5	8/12	12/16	16/24
6	10/15	15/20	20/30
7	12/18	18/24	24/36
8	14/21	21/28	28/36
9	16/24	24/32	32/42
10	18/27	27/36	36/48
11	20/30	30/40	40/54
12	22/33	33/44	44/60
13	24/36	36/48	48/66
14	26/39	39/52	52/72
15	28/42	42/56	56/78
16	30/45	45/60	60/84
17	32/48	48/64	64/90
18	36/51	51/68	68/96
19	38/54	54/72	72/99
20	40/57	57/76	76/99

Adjustments, based on stats

Stat score									
1-5	6-7	8-9	10-14	15	16	17	18	19	20
Adjustment									
-20%	-10%	-5%	0	+5%	+7%	+10%	+12%	+15%	+20%

PART FOUR: Notes & errata

Last of all, here is the new resistance roll table for items...

Harmful Effect	Item									
	Armour (metal)	Cloth	Flesh	Glass	Leather	Metal (hard)	Metal (soft)	Parch-ment	Stone	Wood
	Resistance roll									
Acid	6/less	16/less	4/less	N/A*	14/less	4/less	6/less	18/less	N/A*	14/less
Crushing	6/less	18/less	4/less	2/less	18/less	4/less	2/less	16/less	18/less	12/less
Dragonfire	6/less	2/less	2/less	10/less	6/less	4/less	2/less	None	16/less	4/less
Natural elemental force (fire, electricity, etc)	16/less	2/less	6/less	14/less	8/less	14/less	12/less	4/less	19/less	16/less
Spell-caused damage (<i>Electric arcs, energy blasts, etc.</i>)	12/less	4/less	6/less	4/less	8/less	10/less	8/less	2/less	18/less	10/less

* Items of glass or stone are unaffected by acid.

On the page following is a character sheet that some may find more functional than the one in the book.



QA

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