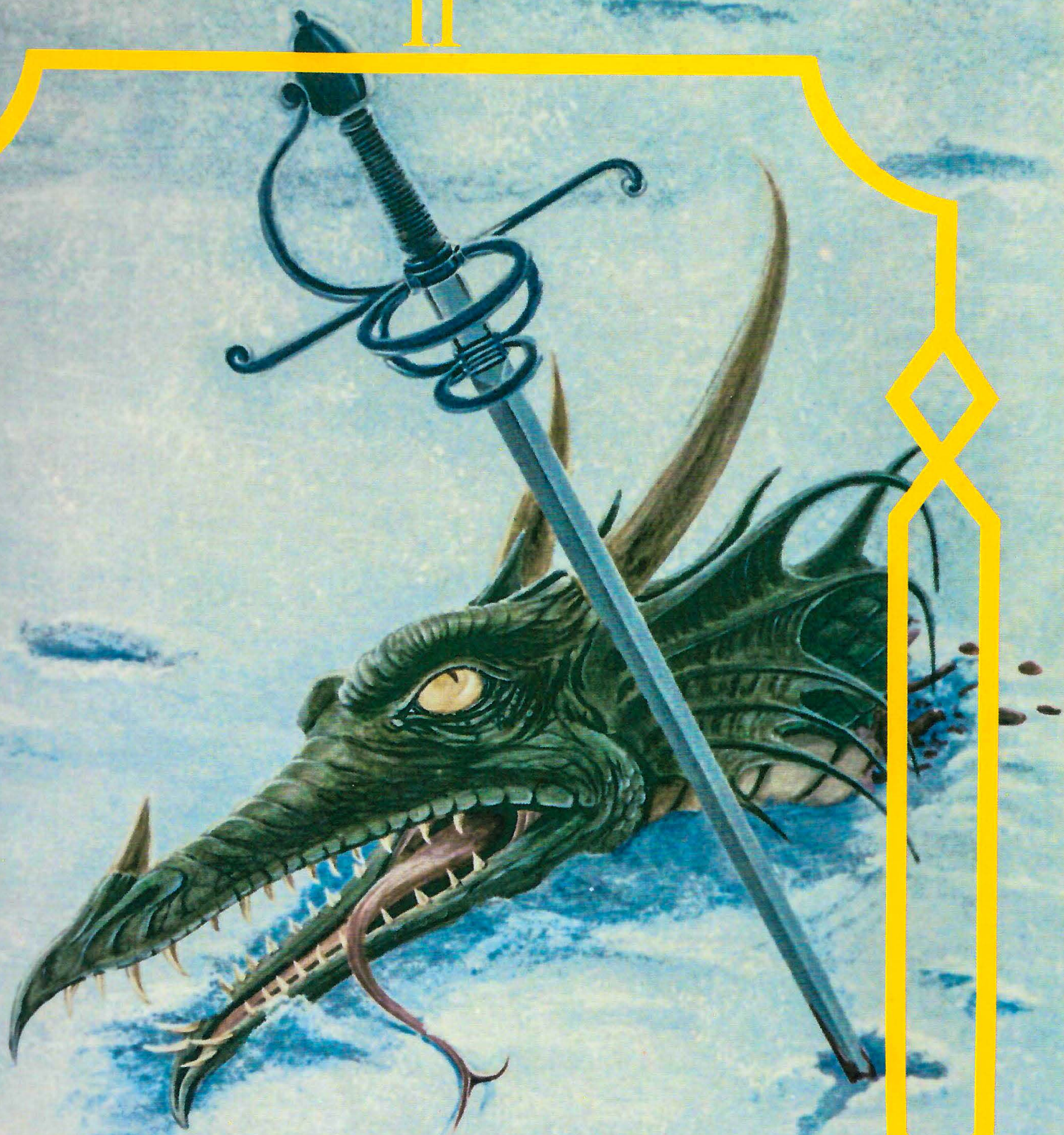


Monsters, Magic & Sorcery™

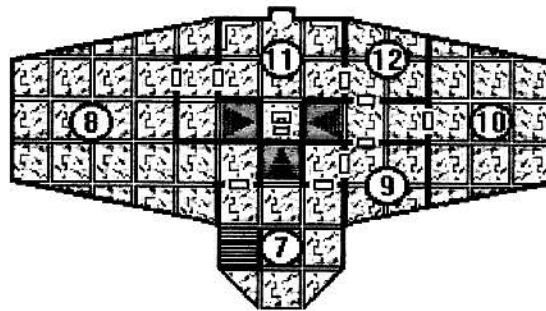
II



Errata for Faerie Tales

On page 19, the diagram for the tower's second level is incorrect. Refer to the diagram at the bottom of the page.

On page 28, left-hand column, the text mistakenly reads that Sgt. Faubus appeals to his rescuers to stop **Endall** and Stieffel at the Rem Gin outpost. Endall, of course, was actually at the glass shop. **Algrin** is the one that Faubus believes is still at the outpost. As the group will discover, however, Algrin has actually returned to his fortress, leaving Stieffel and a force of monsters to continue searching for the tax money. We apologize for these errors and any confusion they may have caused.



Introduction

Welcome to MMS 2. We've got a fantastic selection of new monsters and magic items that I know will really spice up your campaign, regardless of what game you play. We're always anxious to know what you think, so drop us a line, readers, and let us know!

So far as the future goes, I can't say what form a MMS 3 will take. I suspect that it will combine material from MMS 1 & 2, along with tons of new monsters and magic items. And, as always, UGP is open to submissions from those who'd like to share their ideas. Our next product, though, may be either a players pack featuring new character professions and spells, or a *Faerie Tales*™ 2, offering indoor/outdoor adventures for medium-level characters. So far as the players pack goes, I'd be pleased to see any submissions from you readers regarding new spells, songs (especially for the gypsy) and magic items.

Bye til then!

Vince Garcia
October, 1992

PS--I'd like to recommend a fantastic book by Katharine Briggs called **An encyclopedia of fairies**, which provided an enormous amount of inspiration for this product.

Outside contributors to this work include:

Writers--Bill Burt, Bill Mercer, Phil Pittz

Artists--Bill Burt, Dan Cabuco, Jeremy Campbell, Arthur Lyon, Bill Mercer; Nora

Cover--Dan Frazier

CONTENTS

Part 1 -- Monsters	Page 3
Outline used	Page 3
Druids <i>banishing</i> a colony of animals.....	Page 4
Monsters A-Z	Pages 5-48
Alternate resistance roll table for monsters.....	Page 48
Part 2 -- Magic	Page 49
Table for magic items from <i>Monsters, Magic & Sorcery</i>	Pages 49-51
Magic items, descriptions of--	
Amulet of witch detection.....	Page 51
Aradawn's helmet/Aristede's gypsy wagon/Brazier of prophecy	Page 52
Candle of-- Conjuration; summoning/Cat boots/Circlet of Myrdyn	Page 53
Cloak of stars/Dagger of assassination/Dagger of backstabbing	Page 54
Dagger of slow death/Ebon shawl of Alison Gross.....	Page 55
Elixir of-- Beauty; cancellation; insanity/Fire dust.....	Page 56
Fire stone/Flower of chivalry	Page 57
Goth's gold coin/Helm of Achileos	Page 58
Helm of asps/Hood of the archer.....	Page 59
Hood of-- the owl; piety; poverty; the sage	Page 60
Horken's bibelot/Horn of the huntsman/Lyrazel's pouch of rain.....	Page 61
Lyrazel's pouch of wind/Marchenko's staff of the golden fist	Page 62
Morgrim's tapestry/Nazier's ship's wheel	Page 63
Portable boat/ Potion of-- Animal magnetism; battle; dragon dust elemental breath.....	Page 64
Potion of (Contd.)--golem control; mental acuity; mimicry; scales; shadows spell-resistance; truth.....	Page 65
Ring of-- focusing; nine lives.....	Page 66
Ring of (Contd.)--the four winds; restfulness; scrying globes	Page 67
Shield of Fachiani.....	Page 68
Shivarella's locket/ Staff of the desert.....	Page 69
Sword of-- fealty; gems/Sword or dagger of parrying	Page 70
Sword or dagger of sharpness/ Tome of-- arms mastery the ancient mariner.....	Page 71
Tome of silken pages	Page 72
Tome of-- biting; slumber.....	Page 73
Teeth of the serpent/Turpin's tightrope/Wand of Hellfire	Page 74
Lost Crowns of Islay	Page 76
Baron Landros' coronet/Crown of beauty & courtesy	
Crown of the demon	Page 76
Crown of weight/Nine crowns of Sevag.....	Page 77
Part 3 --Sorcery	Page 79

Part One

Monsters

All monsters follow a standard outline as shown hereafter.

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. (But note that poison, as a general rule, will not affect creatures of *large* or *extra-large* size unless they receive a massive amount.)

Tactical move. This is the tactical speed of the monster per phase. Naturally, most 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 typical creature of that sort.

Resistance roll. This is a new category for those who wish to use the alternate resistance roll formula based on a creature's level rather than its stats. The number shown is the score or less on a D20 which must be rolled to resist any effect except those normally calling for a Luck roll. Since a natural 20 always fails, scores of 20 or more function only for purposes of offsetting penalty factors to a resistance roll which would otherwise apply to the roll.

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. (If the creature had 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 that an attacker use BF 1 or better weapons in order to harm them.

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 their "Stamina points" actually are based on 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. Additionally, each monster in this book lists its resistance roll target number based on this formula after its BAR.

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 rightly 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 animals: 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.

A

Amphisbena

Armour Rating: 2
Tactical Move: 10' or 50'
Level: 10+
BAR: 19/12/62
Resistance roll: 15
BP/SP ratio: 1/1
Average Body/Stamina: (50)
Average Stat: 20
Special Stat: Ag-3
Attacks: 2 claws/2 bites + possible ram damage
Dmg: 3D6/3D6/5D6/5D6/(4D6)
Ethics: I
Size: XL
Special note: Cannot see clearly beyond 20'; blend in with natural terrain

Common Knowledge: An amphisbena is an extinct snake-like drake with four powerful claws and menacing heads at both ends of its body.

Detailed Knowledge: These were a race of non-fire breathing drakes which lived in Hocwrath. Made difficult to detect by virtue of their chameleon-like skin which covers them in flabby, scaly folds, they were powerful creatures well able to inflict great damage against those who engaged them in melee. The monster's beady eyes, however, although seemingly fierce, were dreadfully short sighted, thus accounting for its two heads, only one of which does the actual thinking. (The other did little more than sense danger and guard against attacks from the rear.) No certain proof exists that these beasts yet prowl the mountains and deserts of Hocwrath, but tales are told of adventurers encountering small amphisbenas during some quests into the Land of Shadows.

When necessary, an amphisbena can move swiftly in either direction by clutching one head with the other and rolling like a cart wheel, increasing its speed by a factor of five. This is the means by which it can do a *crushing* attack against one or more opponents in a 10' wide path, inflicting Body damage with a successful hit. PP



Apep

Armour rating: 0(-4)
Tactical move: 10'
Level: 15 (D4 SD)
BAR: 22/15/75
Resistance roll: (20)
BP/SP ratio: 1/1
Average Body/Stamina: (30)
Average stat: 11
Special stat: St/Ag--19
Attacks: 1 spit, bite or constriction
Dmg: Blindness, 1D4 Con drain or (1) Body point /phase
Ethics: I
Size: L
Special note: 90% chance to *ambush* in dark areas; cannot be *banished* by druids; 90% silent; see fully in any darkness; automatically constricts if it rolls 5 or more beneath what it needs to hit; cannot *charge*

Common knowledge: Apeps are serpent guardians of Arwinian pyramids.

Detailed knowledge: The secret of how to conjure forth or create apeps has been lost since the days when Karnak was green. In that ancient time, however, apeps were used as guardians within sanctified areas, particularly the pharaohs' tombs. Apeps resemble huge cobras up to 20' in length. Able to exist without food or water, the sole purpose of an apep is to wander through the area of its guardianship, slaying any defilers.

In combat, the beast strikes from out of the shadows, usually *ambushing* its victims. It has three modes of attack, the first of which is a blinding spittle usable at a

target up to 30' distant who faces the monster. In employing this attack, the monster applies a penalty factor of 4 to its attack roll. Success renders the victim blind for 2D4 turns even if his eyes were closed. (However, if the eyes were protected by some sort of covering, this may frustrate the effect.)

The monster's second and most deadly attack is a withering bite that drains 1D4 Con points. Persons reduced to 0 Con through this bite instantly leave the dried husks of their bodies behind and transform into **shadow snakes** under command of the apep.

The monster's last attack consists of constricting one person against whom its attack roll for the bite is 5 or more points beneath what the apep needs to hit. From then on, the victim, who may not act, is automatically entwined in the coils of the snake and endures 1 point of Body damage per phase of constriction which is not absorbed by armour. Persons reduced to 0 Body by constriction die with no other effects. Note that while a victim is being constricted, the apep may still move at half speed while biting at other foes within 5' of its head.



Assassin bug

Armour rating: 5
Tactical move: 5'
Level: 6
BAR: 17/10/52
Resistance roll: 11

BP/SP ratio: 1/1
Average Body/Stamina: (30)
Average stat: 15
Special stat: Ag--6/IQ--9
Attacks: 2 claws/1 bite
Dmg: 2D4/2D4/1D10
Ethics: I
Size: L
Special note: 40% chance to *ambush*

Common knowledge: Assassin bugs are scorpion-like arachnids that camouflage themselves with the bones of their previous victims. They are about 10' in length.

Detailed knowledge: These monsters are so named for the viscous fluid upon their carapaces that causes the bones of earlier victims to adhere firmly. Thus, assassin bugs enjoy a degree of camouflage, and are typically mistaken for a pile of bones or other debris. (Stories are even told of the bugs covering themselves in piles of armour or coins.) This degree of camouflage grants the monsters a 40% chance of *ambushing* prey that catch their attention, and also accounts for their superior damage absorption.

Axehandle hound

Armour Rating: 0
Tactical Move: 10'
Level: 8 (D4 SD)
BAR: 18/11/57
Resistance roll: 13
BP/SP ratio: 1/1
Average Body/Stamina: (40)
Average Stat: 6
Special Stat: St/Cn-16
Attacks: 1 bite
Dmg: 3D6
Ethics: I
Size: M
Special note: Can be *banished* by druids

Common Knowledge: An axehandle hound is a wild dog-like beast with a voracious appetite that lives in some forests and plains.

Detailed Knowledge: This giant dachshund's main purpose in life is to eat, which it does incessantly. It lives primarily in woodland areas and can sometimes be heard late at night munching away on trees. The greatest danger posed by these beasts to adventurers is a visit to an encampment, where they may commence to eat everything in sight, including the pack animals. Because of their ravenous hunger, they do not make dependable familiars or pets. PP

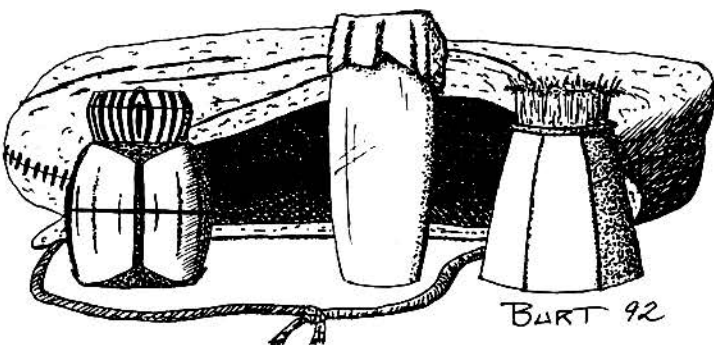
B

Badger

Armour rating: 0(-5)
 Tactical move: 15'
 Level: 1
 BAR: 15/8/40
 Resistance roll: 6
 BP/SP ratio: 1/4
 Average Body/Stamina: 1/4 (5)
 Average stat: 5
 Special stat: Ag--10
 Attacks: 1 bite
 Dmg: 1D4
 Ethics: I
 Size: S
 Special note: Immune to fear, unless from a *word of power*

Common knowledge: Badgers are wolverine-like creatures that live in ground burrows. They are extremely aggressive.

Detailed knowledge: Little different from above. These creatures are found most often in woods and forests, and are known to fearlessly attack enemies many times their size.



Bag trapper

Armour rating: 0
 Tactical move: 0'
 Level: 1
 BAR: 15/8/40
 Resistance roll: 6
 BP/SP ratio: 1/1
 Average Body/Stamina: (5)
 Average stat: 10

Special stat: Ag/St--1
 Attacks: 1 bite
 Dmg: (1D6+2) (or 8) Body points
 Ethics: I
 Size: S
 Special note: Jaws lock if it rolls 5 or more beneath what it needs to hit

Common knowledge: Bag trappers resemble sacks or bags of silk or burlap. They bite down on hands that reach inside them.

Detailed knowledge: Bag trappers are an unusual form of enchanted bag-being created by high-level spellcasters, and their purpose is to protect inorganic valuables from pilfering by thieves. Initially, the bag is hostile to anyone with whom it comes into contact, inflicting a vicious bite with a hidden row of razor-sharp teeth around its neck. But over a process of 1D4 weeks it is possible to train the bag to identify the hand of its "master" by tossing in scraps of meat, thus feeding the creature, which comes to recognize and accept the hand's penetration into it. Once the bag has accepted the individual, he or she may store and later retrieve inorganic items within the bag, for it can digest only flesh.

The bag additionally can be trained to accept more than one person's hand. Also, while gauntlets can absorb five points of the damage done by the teeth, the bag cannot be trained by a hand so protected.

Note that some bag trappers are poisonous, a result of employing an alchemist during the process of the bag's creation. BB

Baldander

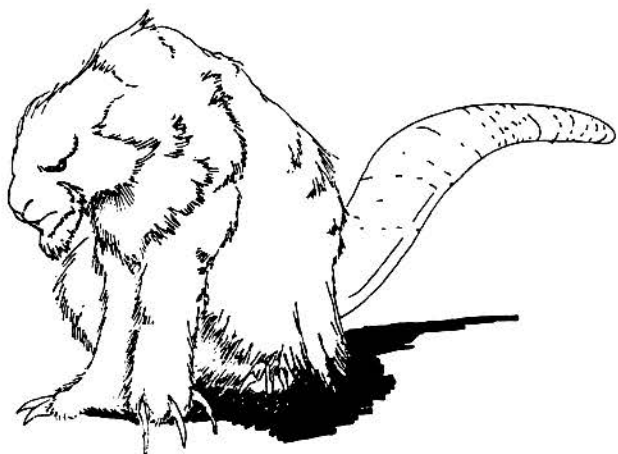
Armour Rating: 0
 Tactical Move: As appropriate to form
 Level: 3+
 BAR: 16/9/45
 Resistance roll: 8
 BP/SP ratio: 1/2
 Average Body/Stamina: 7/8 (15)
 Average Stat: 11
 Special Stat: Ag/IQ-16
 Attacks: 1 or more
 Dmg: As per weapon or as appropriate to form
 Ethics: E
 Size: M
 Special note: Immune to poison, disease and the effects of aging; shape change into human, bird, fish or reptile; can function as adventuring profession

Common Knowledge: None.

Detailed Knowledge: Long ago, in the First Age of Jewel, an evil wizard created minions to do his bidding, crafting them from portions of several sorts of animals.

Some believe this wizard was none other than Serpen himself. Others attribute the creation of baldanders to Goth, while other sages speculate that these monstrosities predate both spellcasters. But, whatever their origin, each was formed from the body of a human mixed with various animal parts until the resulting monster in its true form was a ghastly conglomeration of creatures, often with natural body weaponry. And because of their various progenitors, each was given the unique power to physically change fully or partially into any of the beasts from which they were created. Thus, they can appear as normal humans or various animals.

Although the creator of baldanders has presumably long since passed, some baldanders are still thought to exist, aligning themselves from time to time with various powerful people for reasons only they know. As there are no verifiable accounts of anyone's actually slaying one of these creatures, however, some sages believe they are nothing more than a myth propagated by bards and storytellers. PP



Beaver (giant)

Armour rating: 1
 Tactical move: 10'
 Level: 4
 BAR: 16/9/47
 Resistance roll: 9
 BP/SP ratio: 1/1
 Average Body/Stamina: (20)
 Average stat: 15
 Special stat: IQ--6
 Attacks: 1 bite/1 tail slap
 Dmg: 1D10/3D6
 Ethics: I

Size: M

Common knowledge: Giant beavers resemble their smaller cousins but for the fact they are about six feet in length. Some are said to be intelligent.

Detailed knowledge: These creatures lair in mountain lakes and rivers, and up to 3D6 can be discovered living in a single lodge made of trees, logs and mud. Normally non-aggressive, giant beavers are timid and will avoid harassing adventurers unless threatened or protecting newborn beavers. Their pelts make excellent parkas and are valued at 50 gd if undamaged.

While the typical specimen is unintelligent, some believe that in the Forest of Brigit live an intelligent species of giant beaver.

Bee (cave)

Armour rating: N/A
 Tactical move: 10'
 Level: 8 as a whole (1 point each)
 BAR: 18/11/57
 Resistance roll: 13
 BP/SP ratio: 1/1
 Average Body/Stamina: (1)
 Average stat: 2
 Special stat: Ag--20
 Attacks: 1 group of stings each phase
 Dmg: 1D6
 Ethics: I
 Size: S
 Special note: Treat as colony that can be *banished* by druids

Common knowledge: Cave bees are normal bees that build their hives in caves.

Detailed knowledge: Cave bees are indistinguishable from normal bees. Unlike normal bees, however, they are comfortable even in chilly areas. As noted, they build their hives within caves or large cracks in hillsides. Cave bees are highly territorial and attack en masse when their hive is threatened, descending upon all creatures within a 50' circle and inflicting 1D6 points of damage each phase to those struck. 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.

While their beeswax is worth a token amount to those who cast bronze, the honey of these bees is useful to adventurers, for it is highly nutritious, sufficing as rations for one day per ounce consumed. 6D6 ounces may gathered from the average hive.



Bee (fumble)

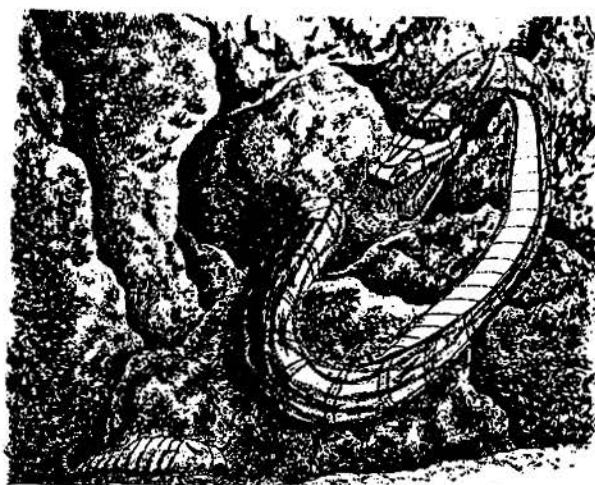
Armour rating: 0(-5)
 Tactical move: 30'
 Level: 2 (D4 SD) or 7 as a whole
 BAR: 15/8/42
 Resistance roll: 7
 BP/SP ratio: 1/4
 Average Body/Stamina: 2/8 (10)
 Average stat: 4
 Special stat: Ag--20
 Attacks: 1 sting
 Dmg: 1D4 + special
 Ethics: I
 Size: S
 Spl note: Can be *banished* by druids; sting causes lack of coordination; bee dies after a successful sting

Common knowledge: Fumble bees are large, yellow bees whose sting causes dizziness and loss of Agility. They are highly territorial and attack in whole swarms when their hives are threatened.

Detailed knowledge: Fumble bees are so named for the fact that their venom causes loss of motor control in the extremities of their victims. While this effect causes no actual loss of Agility, each time a character under the effects of the venom attempts an action requiring use of the hands (such as combat, *lockpicking*, spellcasting requiring manual dexterity, etc.), he has a 5% chance per sting he has taken of the action failing. The effects of a sting manifest

themselves within 3D4 minutes and last for 24 hours notwithstanding use of *cure poison*.

As noted, fumble bees can attack in swarms of up to 4D10 bees, though rarely are swarms encountered away from a hive. Swarms are, however, *banishable* by druids. And within the hive protected by them will be found 1D6 doses of Royal Jelly. This jelly is desirable for that fact that a character with *alchemy* skill may brew one *potion of Agility* from each dose.



Behir

Armour rating: 0
 Tactical move: 10'
 Level: 9+
 BAR: 19/12/60
 Resistance roll: 14
 BP/SP ratio: 1/1
 Average Body/Stamina: (45)
 Average stat: 20
 Special stat: Ag/IQ--6
 Attacks: 1 bite or breath
 Dmg: 2D12 or 1D6 per level
 Ethics: I
 Size: XL
 Special note: Swallows whole if it rolls 5 or more beneath what it needs to hit

Common knowledge: Behirs are lightning-breathing serpents who dwell in deep caverns.

Detailed knowledge: Behirs are much feared reptiles found throughout the volcanic regions of Islay, in particular Hocwrath and the island of Gish (i.e. Freeport). Resembling dragon-headed snakes up to 50' in length, the monsters often make their lairs in lava tubes or other volcano-produced caverns.

Behirs have two modes of attack, the first being a breath which emits a lightning bolt in a cone 50' long ending in a 10' base. Creatures exposed to the breath

suffer 1D6 points of damage per level of the monster, doubled with a successful attack roll. This breath is usable once every four turns.

A behir may also bite for 2D12 points of damage. In addition, should the monster roll 5 or more beneath what it needs to hit, a victim is swallowed whole, dying in 1D4 turns unless the behir is slain. Note that swallowed prey may take no actions while inside the beast.

Bhuta

Armour Rating: 0 (-10)

Tactical Move: 20'

Level: 9 (D4 SD)

BAR: 19/12/60

Resistance roll: 14

BP/SP ratio: 1/3

Average Body/Stamina: 6/12 (18)

Average Stat: 11

Special Stat: Ag-20

Attacks: 1

Dmg: Special

Ethics: E

Size: S

Special note: BF 1 weapon needed to hit; immune to *exorcism*, poison and fire; see fully in any darkness

Common Knowledge: Bhuta are evil fairies that haunt forests, desolate houses and sewers. They cast no shadow.

Detailed Knowledge: Whether they are some sort of *bane fairy* or actually Nether creatures is debated, for many druids and witches of Rhiannon deny they have any ties to their goddess. Bhutas are, however, known to be some of the most evil creatures in existence. Among their abilities is a death gaze with a 30' range which is capable of killing a person if a Con roll is failed. This gaze instantly withers the very life essence from its victim, healing a like amount of damage the monster may have suffered, although its Body or Stamina is never upped beyond its starting level. This same stare can also cause objects or living beings to burst into flame, inflicting 2D6 points of damage. No attack roll is needed for this latter power, nor is a resistance roll allowed against the effect.

Its poisonous scratch means instant death if a Con roll is failed. Otherwise, 1D4 points of damage are sustained.

Bhutas can also emit a ghastly stench which forces those in melee with it to apply a penalty factor of 1 to all attack and damage rolls. PP

Black Annis

Armour rating: 0

Tactical move: 30'

Level: 10 (D6 SD)

BAR: 19/12/62

Resistance roll: 10

BP/SP ratio: 1/2

Average Body/Stamina: 15/15 (30)

Average stat: 15

Special stat: St-20

Attacks: 2 claws/1 bite

Dmg: 3D6/3D6/special

Ethics: E

Size: M

Special note: Siren's call; bite causes confusion

Common knowledge: The black annis is a female ogre who dwells in caves and lures men to their death with her raking claws and deadly bite.

Detailed knowledge: A black annis appears as a blue-skinned hag dressed in tattered clothing, with wild, dishevelled hair and claws of solid iron. The origin of such baneful monsters is debated, but at least one Avalonian tale asserts that a woman named **Black Anna** beat her child to death after it returned from gathering berries in the woods long after it should have. When word of this reached the ears of Rhiannon, the goddess' wrath burned against Anna, for she had oft spoke to the child in the wood. The Faerie Queen then placed a horrible curse upon Anna, who withered into a misshapen ogress. Driven from the world of men, Anna took to living in dark places and wandering lonely roads. Some believe she took an ogre lover, and her offspring became as she, garnering the name of *black annis*, or "Black Anna's."

A black annis is cannibalistic, craving the meat of fresh bodies, especially children. To obtain prey, she can emit a siren's call which forces one selected person within 500' to make an IQ roll applying a penalty factor of 1 for each positive level of difference between she and him, or head to her to passively be devoured. The monster can sense the relative power of those she sees, and will always direct the call to the person with the lowest number of level points. Once affected, only *disenchantment* vs 10th level magic overcomes the magic. Otherwise, the victim must be moved more than a mile from the monster, or the black annis must be slain, to free him from the effects of her call.

In combat, a black annis makes two attacks with its iron claws, and additionally her bite causes confusion to one who fails a Luck roll. Its possible effects are determined randomly on the table following.

1. Stand helpless for the next turn, taking Body damage from her claws.
2. Make most effective attack against nearest friend.

3. Offer most valuable/powerful magic item to the monster.

4. Tackle nearest friend who seeks to harm the annis for 1D4 turns.

Note that someone under the effects of one bite is unaffected by subsequent bites until the effects of the first wear off.



Black Shuck

Armour rating: 0
Tactical move: 30'
Level: 12 (D6 SD)
BAR: 20/13/67
Resistance roll: 17
BP/SP ratio: 1/1
Average Body/Stamina: (36)
Average stat: 20
Special stat: Ag--11
Attacks: 2 claws/1 bite
Dmg: 1D6/1D6/4D4 (or 16)
Ethics: I
Size: M
Special note: Subject to *exorcism*; immune to Type A spells; howl causes fear; jaws lock if it rolls 5 or more beneath what it needs to hit

Common knowledge: Black Shuck is a huge, black dog-demon with eyes of fire that haunts isolated wilderness areas. Its howl causes even the bravest adventurers to cower in fear.

Detailed knowledge: The Black Shuck is a

monstrous hound that during night hours roams wild lands where Celtic deities were worshipped. Part animal/part demon, none know the true origin of the Black Shuck, though many believe it to be the combined spirit of a huntsman and his faithful hound, who were murdered by brigands. Ever after, it is said, the monster has sought out its murderers to exact vengeance.

Long before it is ever seen, the Black Shuck emits a howl that forces those hearing it* to make IQ rolls or be stricken with terror, enduring a penalty factor of 4 to attack rolls against the monster. And even those who make the roll are still affected to the extent that they endure a penalty factor of 2. (Note that use of an *embolden* spell can do no more than halve the attack roll penalty of one who has heard the howl.) The effects of this howl last until dawn. While the creature may ignore a group of adventurers, if it engages in combat, the Black Shuck makes two attacks with its claw-like paws, along with a vicious bite. If, as noted, its jaws lock, someone bitten by the monster takes 16 points of damage on phase 1 of each turn until he or the monster is dead. If "slain", the Black Shuck fades into nothingness, and ultimately re-forms to haunt other areas.

The Black Shuck is subject to *exorcism* only to the extent that a successful *banishing* attempt drives it back to the Nether planes for a fortnight.

* Including *berserk* vikings.

Blob (sand)

Armour rating: 0
Tactical move: 5'
Level: 4
BAR: 16/9/47
Resistance roll: 9
BP/SP ratio: 1/1
Average Body/Stamina: (20)
Average stat: 6
Special stat: St--15
Attacks: 3
Dmg: 1D6/1D6/1D6 + special
Ethics: I
Size: L
Special note: 90% chance to *ambush*; only harmed by edged weapons; temporarily blinds characters who fail Agility rolls

Common knowledge: Sand blobs live in desert areas. They are star-shaped denizens who strike from beneath the sand, enveloping and crushing living prey.

Detailed knowledge: Sand blobs are perfectly camouflaged with their desert surroundings by the

sand and scrub which adhere to their gelatinous body. As with other blobs, sand blobs are sensitive to vibration, and when living prey walks over them, the creatures lash out with three pseudopods, attempting to draw one or more victims to a crushing death. Persons struck by the blob suffer 1D6 points of initial damage per successful strike, and additionally they must make an Agility roll, applying a penalty factor of 1 for each point of damage taken. Failure means that the character is blinded by sand in the eyes for 2D4 turns. Also, he must make a Strength roll, applying a bonus or penalty factor of 1 for each point of difference between the Strength of he and the monster. Failure indicates that the prey has been pulled into the monster to suffer 1D6 Stamina points of crushing damage on phase 1 of every turn until he or the monster is dead. Success indicates that the victim has pulled free of the grasping pseudopod.

Creatures trapped within the blob may only attack with daggers or a gladius, and suffer half the melee damage inflicted upon the monster by others.

Boar (wild)

Armour rating: 0
Tactical move: 15'
Level: 5 (D4 SD)
BAR: 17/10/50
Resistance roll: 10
BP/SP ratio: 3/4
Average Body/Stamina: 8/2(10)
Average stat: 5
Special stat: St/Cn--12
Attacks: 1 bite
Dmg: 1D8 or 8
Ethics: I
Size: M
Special note: Jaws lock if it rolls 5 or more beneath what it needs to hit

Common knowledge: Wild boars are large pigs.

Detailed knowledge: Little different from above. These animals have a vicious bite, made all the more so by the fact that if the jaws lock, the victim automatically sustains maximum damage at the beginning of each turn until he or the boar dies.

Wild boars provide tasty meat. However, there is a 5% chance the meat carries a disease inflicting food poisoning, causing loss of 3D6 Con points for 1D4 days or until a *cure (disease)* spell is obtained. Spells that purify food can neutralize the disease prior to its ingestion.

Brag

Armour rating: 0(-5)
Tactical move: 10'
Level: 7 (D4 SD)
BAR: 18/11/55
Resistance roll: 12
BP/SP ratio: 1/2
Average Body/Stamina: 7/7 (14)
Average stat: 11
Special stat: St--6/Ag--20
Attacks: 1
Dmg: 1D4 + special or as appropriate to form
Ethics: E
Size: S
Special note: Assume horse form, gaining accompanying armour rating, attack form, and Body/Stamina points; control other horses at will

Common knowledge: None.

Detailed knowledge: Brags are one of a number of *bane fairies*, children of Rhiannon who out of rebellion have turned to Evil. In the case of brags, they are among the weaker and rarer bane fairies. In true form they resemble saw-toothed brownies with an obviously unfriendly disposition. They pose an annoyance in that they can assume the form of a mature horse (excluding a unicorn) of any sort, using this talent to infiltrate a party of adventurers, who may believe they have encountered nothing more than a steed of exceptional intelligence. Knights, saracens and cossacks in particular have been known to "capture" a brag in horse form, adding the monster to their stable. Once ensconced with a PC or adventuring fellowship, however, the brag will usually await the group's securing their horses and descending into a dungeon. It then returns to its normal form, steals anything of value, and leads the group's horses away.

Brags also have mental control over other horses within 50', and often use this power against PCs to disrupt their combat and spellcasting from horseback at inopportune times. If forced to fight, they employ a weapon that delivers 1D4 points of damage and in addition invokes some magical effect (for which Luck rolls are allowed to resist). This weapon has a cumulative 10% chance per month of losing its enchantment after it is taken from the brag's possession or its creator is slain.

Bronze vulture

Armour Rating: 2
 Tactical Move: 5'/20' (flying)
 Level: 2
 BAR: 15/8/42
 Resistance roll: 7
 BP/SP ratio: 1/1
 Average Body/Stamina: (10)
 Average Stat: 11
 Special stat: IQ--6
 Attacks: Special
 Dmg: (1D6)
 Ethics: 1
 Size: M
 Special note: Cannot be *banished* by druids

Common Knowledge: Bronze vultures are a weird construct that resembles a vulture. In combat, they fire feathers as missile weapons.

Detailed Knowledge: Just how these strange beasts came to be is unknown, though one story traces them to Abu Salaar, the Arwinian sorcerer famed for creating various bronze golems. It is a fact that bronze vultures are part golem/part beast, for they are actually alive. Fortunately, they are carrion fowl and rarely attack healthy people unless they are starving or feel threatened. When riled, however, they expel their bronze feathers like arrows, affecting all targets within 10', who suffer 1D6 points of Body damage if struck. Each vulture can make this attack twice each week. PP

Brownie (lowland)

Armour rating: 0(-5)
 Tactical move: 10'
 Level: 1+
 BAR: 15/8/40
 Resistance roll: 6
 BP/SP ratio: 1/3
 Average Body/Stamina: 2/3 (5)
 Average stat: 11
 Special stat: St--6/Ag-20
 Attacks: 1
 Dmg: As per weapon or spell
 Ethics: G
 Size: S
 Special note: Invoke *chameleon* spell at will; 90% chance to *pickpocket*

Common knowledge: Brownies are wood fairies.

Detailed knowledge: Brownies are among the most benign of Rhiannon's children. Most stand about two feet in height, and their most notable feature is the lack of a true nose. Shy and retiring, brownies favor

pleasant countrysides in which to dwell, and their lairs often are constructed in old tree stumps or below the floor boards of houses.

Brownies, together with their cousins the **booka** and **killmoulis**, are noted for their helpfulness, and they often do such things as mend broken objects, groom horses, and generally make themselves useful to hard working mortals they choose to live near. Brownies ask nothing in return for their aid, and if a person who has received their help ever offers remuneration in the form of money or something else of value, the brownie will depart forever, illustrating, say some, that Rhiannon can never be bribed to help mortal man.

As noted, brownies possess the trickster skill of *pickpocketing*. This skill is never employed for personal gain, however, and more than one instance is recorded of a brownie who picked the pocket of an Evil landlord and returned a needy family's rent money to them.

C

Caladrius

Armour Rating: 0 (-3)
 Tactical Move: 10'
 Level: 1 (D4 SD)
 BAR: 15/8/40
 Resistance roll: 6
 BP/SP ratio: 1/1
 Average Body/Stamina: (2)
 Average Stat: 2
 Special Stat: Ag--15
 Attacks: 1 peck
 Dmg: 1 point
 Ethics: G
 Size: S
 Special note: Heal injury or disease

Common Knowledge: A caladrius is a magical white hummingbird from the Elflands that can heal wounds and sickness.

Detailed Knowledge: This bird is extremely rare and valuable as it has extraordinary powers of healing. If a caladrius is lain upon one who has suffered damage to his body, there is a 50% chance it will take the damage into its own body and disperse it into the air. This has a 2% chance per point of killing the creature, however.

A caladrius can also cure virtually any sort of disease, including lycanthropy but not vampirism, in a similar manner. The bird has a 50% chance of losing its life in the process, though.

As noted, a caladrius is never found outside of the

Elflands. In fact if one of these birds is removed from Ashvryl, or if it is taken captive, it will sicken and die within days.

Worshippers of Dellendryll consider them to be sacred. PP



Cat (faerie)

Armour rating: 0(-5)
 Tactical move: 20'
 Level: 1
 BAR: 15/8/40
 Resistance roll: 6
 BP/SP ratio: 1/3
 Average Body/Stamina: 5/1 (6)
 Average stat: 12
 Special stat: IQ--8/Ag--20
 Attacks: 2 claws
 Damage: 1D4/1D4
 Ethics: I
 Size: S
 Special note: Camouflage with surroundings; 95% silent

Common knowledge: Faerie cats are elfin felines that are able to blend in with natural terrain.

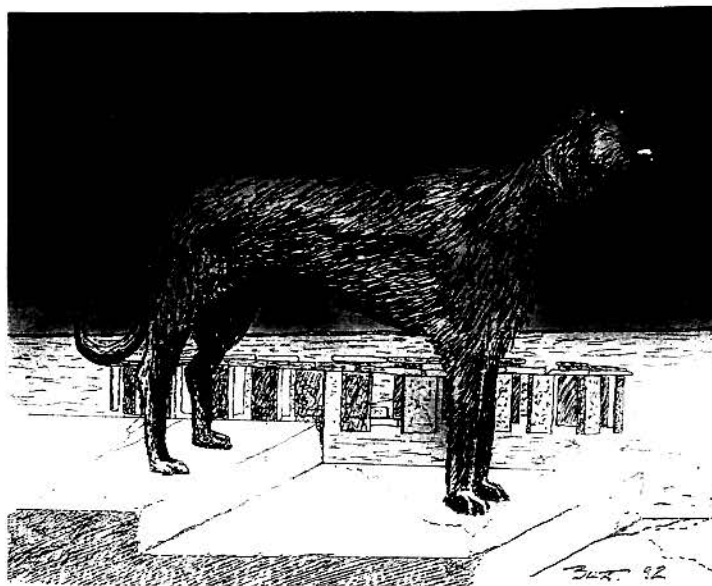
Detailed knowledge: Little different from above. Faerie cats are native to Ashvryl and Avalon. At will, they may invoke the equivalent of a *chameleon* spell. All are renowned for their stealth, moving with only a 5% chance of being heard. Faerie cats are permissible as familiars, and can live for centuries.

Centipede (normal & giant)

Armour rating: 0(-5)
 Tactical move: 5'
 Level: 1 (D4 SD)
 BAR: 15/8/40
 Resistance roll: 6
 BP/SP ratio: 1/1
 Average Body/Stamina: (2)
 Average stat: 1
 Special stat: N/A
 Attacks: 1 bite
 Dmg: 1D6 Strength loss
 Ethics: I
 Size: S
 Special note: Injects cyanide poison

Common knowledge: Centipedes are multi-legged creatures with a poison bite. Up to several dozen may be found in the same area.

Detailed knowledge: Centipedes are often found in warm areas beneath fallen logs or scrambling about the fallen masonry of old buildings. Normal specimens, although they possess a bite which injects cyanide into a wound, cause but 1D6 points of Strength loss, and this only if a Con roll is failed. *Giant centipedes*, while still 1st level monsters, employ a D10 Stamina die and inflict 2D6 points of Strength loss, halved with a successful Con roll. Assassins guilds often raise such monsters to obtain venom from them (a tedious--and risky--process).



Church grim

Armour rating: 0/0(-5)/or 0(-10)
 Tactical move: 20'
 Level: 7

BAR: 18/11/55
Resistance roll: 12
BP/SP ratio: 1/2
Average Body/Stamina: 17/18 (35)
Average stat: 10
Special stat: N/A
Attacks: 1 bite
Dmg: 4D4 or 16
Ethics: G
Size: M
Special note: BF 1 or better weapon needed to hit; bite causes maximum damage to Evil creatures; strike Evil monsters regardless of the weapon rating needed to harm them

Common knowledge: Church grims are spirit hounds of Good ethics who guard sacred places.

Detailed knowledge: No one knows whether church grims are truly the spirits of dead hounds or merely the form taken by a phantom of Good ethics. What is known is that they are guardians over areas that once held religious significance to spellcasters of Good ethics.

At sunset, the church grim materializes and resembles a large hound of any sort. During the night hours of its guardianship, the creature's armour rating progressively improves as it begins fading to nothingness. Between sunset to midnight, the church grim appears as an ordinary dog with an AR of 0. After midnight, however, it starts to take on insubstantiality, and its AR improves to 0(-5). Within an hour of dawn, the creature has nearly vanished from view, and thus its AR increases to 0(-10). At dawn, the church grim vanishes entirely (some say to the Realm of Faerie) until the next evening when it re-forms.

Church grims exist solely to drive Evil from holy places. In connection with this, a church grim may join a group of Good heroes to further this end, acting as a familiar of sorts (without telepathic communication), departing after the Evil has been driven away. If a church grim does attach itself to a character, the order of preference it exhibits follows.

Necromancer
Druid
Witch
Knight
Cossack

A church grim can also inflict a bite delivering maximum damage upon an Evil creature regardless of the weapon rating usually needed to strike it.



Crone

Armour rating: 0
Tactical move: 5'
Level: 7+ (D4 SD)
BAR: 18/11/55
Resistance roll: 12
BP/SP ratio: 1/2
Average Body/Stamina: 7/7 (14)
Average stat: 16
Special stat: Ag--6
Attacks: 1
Dmg: By spell or 2D4 + paralysis
Ethics: E
Size: M
Special note: Function as witch; immune to Type A spells; claw causes paralysis

Common knowledge: Crones are Evil, hunchback witches.

Detailed knowledge: The genesis of the cannibalistic crones, and their cousins, the **hags**, is unknown, but some believe they are worshippers of Brigit who forsake their goddess and become the servants of devils, gaining the curse of *crone's disease* in the process. Others, having noted the apparent age of some crones, postulate that *cronism* is the end result of a witch's attempt to become a liche, while some assert that crones are the children or servants of Baba Yaga, for the ogre witch herself is sometimes referred to as the **Queen of Crones**. Whatever the case, crones fortunately are rare in the world, and most prefer dwelling in dark, isolated areas bound to them through *capture essence*.

As noted, crones function as 7th or higher level witches. Apart from her spellcasting, a crone also may attack with her razor-sharp talons which inflict 2D4 points of damage. In addition, one struck by her must

make a Con roll or become paralyzed for 3D6 minutes.
Crones always have 1D4 useful magic items.
Further, crones of 9th or higher level will possess an enchanted focus.

Crotote

Armour Rating: 0
Tactical Move: 10'
Level: 3+
BAR: 16/9/45
Resistance roll: 8
BP/SP ratio: 1/2
Average Body/Stamina: 7/8 (15)
Average Stat: 11
Special Stat: N/A
Attacks: 2 claws/1 bite
Dmg: 1D6/1D6/1D4
Ethics: I
Size: E
Special note: Pack leader entrances victims

Common Knowledge: A crotote is a talking beast with the head of a hyena and the body of a lion. They prefer a diet of human flesh.

Detailed Knowledge: Crototes are found in the Desert of Karnak, where they roam in packs of up to a dozen. The creatures are most noted for the fact that they can reproduce any sound to lure prey into an ambush, including that of human voices. Another unique power of theirs is the dominant male's ability to induce a hypnotic trance upon any creatures it circles for three turns. Characters subjected to this effect must either stop the crotote from completing the cycle or leave the area of exposure (up to a 50' wide circle), which may be impossible if they are in melee with other pack members. Otherwise, a Luck roll is required to resist the effect. Persons entranced by the crotote are automatically struck for Body damage and cannot move unless the pack leader is slain or one hour elapses. PP

Crystal lattice

Armour rating: 0
Tactical move: 0'
Level: 2
BAR: N/A
Resistance roll: 7
BP/SP ratio: 1/1
Average Body/Stamina: (10)
Average stat: N/A
Special stat: N/A
Attacks: 0

Dmg: N/A
Ethics: N/A
Size: M or L

Common knowledge: Crystal lattice is a bush-like growth of crystals found in natural caverns. It emits a loud humming when subjected to vibration.

Detailed knowledge: These odd crystals are noted for their great beauty. However, they are an occasional nuisance because they are extremely sensitive to vibration, and when a creature approaches within 20', his footsteps make the lattice vibrate, which causes a high-pitched sound for 1D4 minutes that often alerts nearby monsters to the presence of intruders. This effect can be avoided through use of a *sound dampening* spell, or by a trickster making a successful *stealth* roll. Wind has no effect upon the lattice and does not set it off.

Cyclops

Armour rating: 0
Tactical move: 20'
Level: 10
BAR: 19/12/62
Resistance roll: 15
BP/SP ratio: 1/1
Average Body/Stamina: (50)
Average stat: 20
Special stat: Ag--5/IQ--7
Attacks: 1 club
Dmg: 3D8+5
Ethics: I
Size: L

Common knowledge: Cyclops are one-eyed giants of Krellia.

Detailed knowledge: Cyclops are unknown in Islay east of Krellia. Their tie with Krellia is by tradition traced to the legend that these brutes were the offspring of Neptune and his various human consorts. Common in the First Age, they have all but been exterminated over the years, and today are nearly unheard of in Krellia except for a handful dwelling on isolated islands or in rugged mountains. Most remaining cyclops are to be encountered within Hocwrath.

While not truly Evil, cyclops possess a xenophobic disposition, and desire to be left alone to tend their flocks of sheep and vineyards. Intruders into their domain are unwelcome, and commonly are eaten if they do not quickly depart.

With respect to their vineyards, cyclops press a wine that is virtually unsurpassed in body. Their vintage is highly sought after by Krellian patricians for their

banquets, and a single gallon fetches upwards of 100 ounces of gold.

Devils & Demons

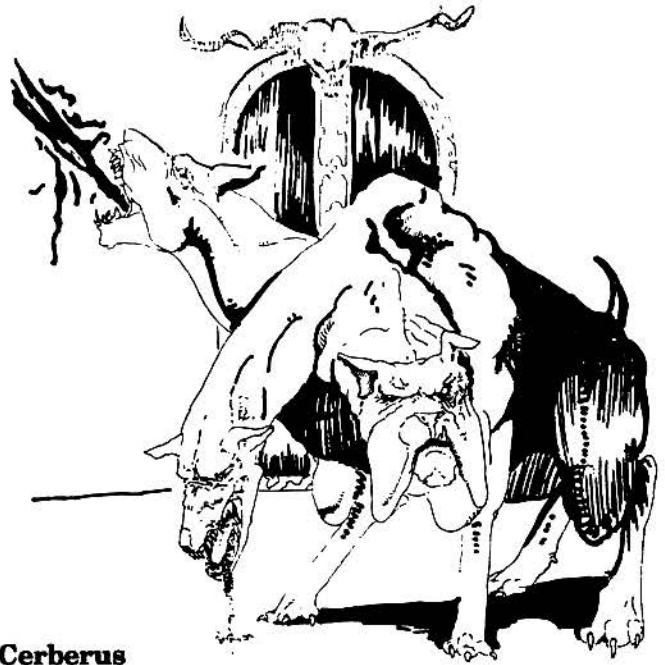


Arbudi

Armour Rating: 0 (-5)
Tactical Move: 10'
Level: 7 (D4 SD)
BAR: 18/11/58
Resistance roll: 12
BP/SP ratio: 1/2
Average Body/Stamina: 7/7 (14)
Average Stat: 3
Special Stat: Ag-20
Attacks: 1 bite
Dmg: 1D6 + special
Ethics: E
Size: M
Special note: Poison reserves last as long as the monster lives

Common Knowledge: Arbudis are cobra-like demons who serve Seth.

Detailed Knowledge: As noted, arbudis are demonic servants of the Karnaki deity Seth. Rarely are they found outside of Arwin, and rarer still are they found outside the service of a necromancer worshipping that ancient deity. The Arbudi's special ability lies in its poisonous bite which induces horrific illusions to one who has failed a Con roll. The hapless victim of an arbudi sees visions of terrible creatures in the faces of his friends, which cause him either to collapse in terror or else attack those he is usually close to for 2D6 minutes (a 50% chance of either). PP



Cerberus

Armour rating: 3
Tactical move: 30'
Level: 20
BAR: 24/17/87
Resistance roll: (25)
BP/SP ratio: 1/1
Average Body/Stamina: (100)
Average stat: 20
Special stat: IQ--12/Lk--15
Attacks: 3
Dmg: Special
Ethics: E
Size: L

Special note: BF 3 weapon needed to hit if attacker is not of Good ethics; take maximum damage from holy water; cannot be *exorcised* or *banished*; immune to Type A, H, & I spells, acid and poison; see invisible creatures in addition to standard demonic abilities

Common knowledge: Cerberus is the gigantic, three-headed dog who guards the gateway to the Hells.

Detailed knowledge: Cerberus is a *demonoid*--that is, a single, unique demon. The *Hellhound*, as some call him, stands guard in a great cavern before the Infernal gates leading to the Hells. It is through these gates that the souls of the lost pass through to their final punishment. This portal is also the way that mortals must pass if they seek to enter the realm of Asmodeus. The sole exception to this is if a portal to the Hells is fashioned on the Nexus with the aid of a devil. In such rare cases, mortals may use the devil-created portal to enter into that lord's domain directly, bypassing the gates of Cerberus.

As noted, Cerberus' task is to guard the gates of Hell, keeping the lost from leaving and preventing the

living from entering therein. In combat, the monster may bite at any target within 20', and each head functions differently as shown:

Right head: Bites for 4D6 points of Stamina damage or breathes acid in a 100' cone ending in a 20' base. Those struck by the monster's breath suffer 10-40 points of damage, doubled with a successful attack roll.

Center head: Bites for 3D6 points of damage and additionally the victim is treated to a *transmute creature to dust* spell.

Left head: Bites for 3D6 points of (Body) damage.

While the monster overall has 100 Body points, melee, missile or magical attacks may be specifically directed at its heads. Each head is treated as if it requires 33 points of damage to kill, and only half this amount is deducted from the monster's overall Body points. Note also that only spells requiring specific targeting--such as *magic dart*--deliver their damage to a head. Thus, an *energy blast* or *hailstones* spell would only affect the monster's overall body.

No verifiable accounts exist of mortals who have battled Cerberus and lived to tell the tale, but it is believed by many that the creature possesses a vast amount of treasure garnered from its past victims.

The great hound obeys only Diabolos, Charon, Nektus and Asmodeus.

Charon

Armour rating: 0

Tactical move: 5'

Level: 15

BAR: 22/15/75

Resistance roll: (20)

BP/SP ratio: 1/1

Average Body/Stamina: (100)

Average stat: 20

Special stat: Ag--6

Attacks: 1

Dmg: 3D6 + special

Ethics: I

Size: M

Special note: Immune to *exorcism* and poison; 40% chance to reflect harmful spells back at their caster

Common knowledge: Charon is the skeletal boatman of the river Styx.

Detailed knowledge: As the Ethers approach the gates to the Hells, they solidify to become the river Styx, and those who have been flying through them are forced to walk along the river's banks. The banks end at a great horn set upon a scaffold of bone. When the horn is winded, the demonoid Charon materializes with his skiff. Mortals who present the spectral boatman with two coins are then conveyed across the Styx to the

gates of the Hells. Once across, they must cast all items into the Styx and approach naked to Cerberus, who will permit the souls of the lost dead to enter into the first plane of Hell. Failure to divest themselves of their goods causes the boatman to attack.

In combat, Charon strikes with his enchanted oar, which inflicts 3D6 points of damage in addition to forcing those struck by it to make Con rolls or become paralyzed for an hour.

Charon cannot truly be slain, for he is undying. If reduced to 0 Body points, he withdraws from combat and permits those who have overcome him to penetrate further, to meet Cerberus!

Charon's lair lies beneath the Styx, and it is believed that a vast amount of treasure and magic items are housed there. Unfortunately, merely touching the river forces a person to make an IQ roll each turn or forget all memories. This also happens automatically if someone drinks the water.

Ghoul (horned)

Armour rating: 0

Tactical move: 15'

Level: 6

BAR: 17/10/52

Resistance roll: 11

BP/SP ratio: 1/3

Average Body/Stamina: 10/20 (30)

Average stat: 12

Special stat: IQ--9

Attacks: 2 claws/1 bite

Dmg: 1D8/1D8/1D4 + special

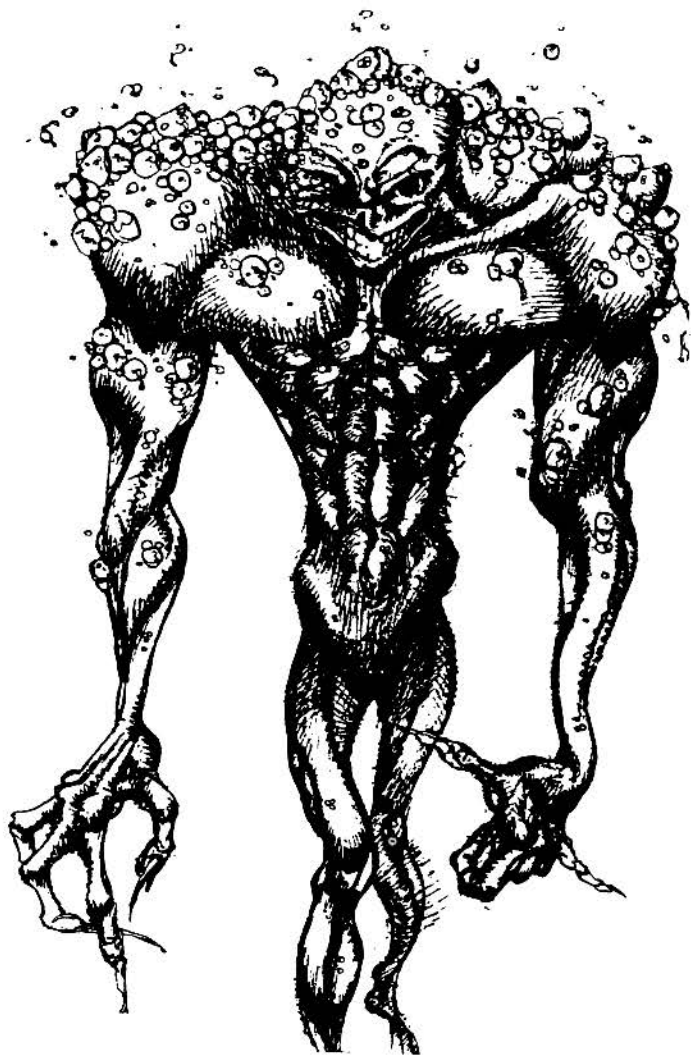
Ethics: E

Size: M

Special note: BF 1 or better weapon needed to hit

Common knowledge: Horned ghouls are demon-spawned undead from the Nether planes. They are more powerful than normal ghouls, and can permanently drain one's Agility.

Detailed knowledge: Horned ghouls are otherwise normal ghouls who for some reason or another are taken to the Nether planes. Over a period of time there, the Evil power of those planes causes a metamorphosis in the ghouls, changing it into a more dangerous creature. Apart from the normal Con roll required to avoid losing 1D6 points of Strength when a claw hits, the horned ghouls also has a dangerously poison spittle that acts as a neural toxin, forcing those bitten by the monster to make a Con roll or permanently lose a point of Agility. (Of course, expenditure of a Luck point after a battle can counter the loss of one or more points from such an encounter.)



Givosh

Armour rating: 0(-1)
 Tactical move: 10'
 Level: 7
 BAR: 18/11/45
 Resistance roll: 12
 BP/SP ratio: 1/1
 Average Body/Stamina: (35)
 Average stat: 16
 Special stat: St--20
 Attacks: 2 claws
 Dmg: 3D6/3D6
 Ethics: E
 Size: M
 Special note: 60% immunity to Type A&H spells

Common knowledge: Givosh are warty demons that have the ability to make melee weapons pass

through them without harm.

Detailed knowledge: Givosh resemble black-skinned humanoids marked with numerous carbuncles. The demons are most noted for their unusual ability to momentarily alter their molecular structure to neutralize the effect of melee weapons that would otherwise strike them. This power is usable automatically against any melee attack the creatures are aware of, with a 90% chance of success, although it cannot overcome missiles or an *assassin blow*. A givosh itself attacks with a pair of razor-sharp claws.

Imp

Armour rating: 0(-7)
 Tactical move: 10'
 Level: 4 (D4 SD)
 BAR: 16/9/47
 Resistance roll: 9
 BP/SP ratio: 1/4
 Average Body/Stamina: 2/6 (8)
 Average stat: 10
 Special stat: Ag--20/St--3
 Attacks: 1 bite
 Dmg: 1D4 + poison
 Ethics: E
 Size: S
 Special note: Become invisible at will; regeneration; cast spell each turn

Common knowledge: Imps are tiny (1' tall) demons who serve Evil spellcasters.

Detailed knowledge: Little different from above. Imps are often presented to servants of the Dark Gods as familiars (a 15% chance when an Evil necromancer casts *necromantic familiar*). They can otherwise be conjured from the Nether planes and bribed or forced into servitude as guardians, mischief makers or spies.

Imps are highly magical and possess several special abilities, including that of turning invisible at will and regenerating a point of damage each turn so long as they are above 0 Body. Imps can also cast a random spell chosen by the GM each turn, and they radiate an aura of bad luck which causes one who gains their ire to suffer unusual ill effects. These baneful occurrences can happen once every six hours so long as the imp is within 30' of their victim. A few selected examples can be determined randomly from the list below. Some effects last a set amount of time, while others, at GM discretion, can last up to an hour.

Fighters

1. Fighter does minimum damage with his weapons for 1D4 turns.
2. Fighter drops weapon if his attack roll fails; one

turn needed to recover it.

3. Fighter suffers an AR penalty of 3 for 1D4 turns.
4. Fighter's enemy gains an extra melee attack that turn.

Tricksters

1. Trickster does half damage with an *assassin blow*.
2. Trickster fails a specific *detrap* roll.
3. Trickster halves his skill roll percentages.
4. Trickster fails any attempt at an *assassin blow*.

Spellcasters

1. Spellcaster's enemies gain a bonus factor of 3 to resistance rolls vs his spells.
2. Spellcaster does minimum damage with spells.
3. Spellcaster's magic fails to activate that turn, but the *casting* slot is not lost.
4. Spellcaster loses concentration and wastes spell that turn.

If forced to fight, imps employ a venomous bite which apart from the damage done forces the victim to make a Con roll or fall into a coma for 10-60 minutes.

Lamia

Armour Rating: 2
Tactical Move: 10'
Level: 4+
BAR: 16/9/47
Resistance roll: 9
BP/SP ratio: 1/2
Average Body/Stamina: 10/10 (20)
Average Stat: 16
Special Stat: Ag--6/St--20
Attacks: 1 + possible crush or kiss
Dmg: As per weapon, 1D6 Body or 1D4 Con
Ethics: E
Size: M
Special note: Function as necromancer; *mesmerize* males with gaze

Common Knowledge: Lamias are demonic snake women. Their kiss is deadly.

Detailed Knowledge: Lamias are demons similar to nagas, although they have but two arms and are covered with scales, which accounts for their damage absorption. In combat, the creature first of all may enact a gaze attack upon a heterosexual male within 30', which forces him to make a Luck roll or become *mesmerized* by the lamia, following its orders without question, including kissing the demoness, which causes a permanent withering of 1D4 Con points per turn (although some sages assert that the lost Con can be

restored if the lamia is slain and the victim drinks her blood). The monster otherwise may attack with weapons or spells, and can also attempt to constrict a victim with its tail. Someone who is struck by the tail is caught and endures 1D6 Body points on phase 1 of each turn until one or the other is dead. PP



Monkey demon

Armour rating: 0
Tactical move: 20'
Level: 6
BAR: 17/10/52
Resistance roll: 11
BP/SP ratio: 1/2
Average Body/Stamina: 15/15 (30)
Average stat: 20
Special stat: IQ--16
Attacks: 1
Dmg: As per weapon + 5
Ethics: E
Size: M
Special note: Immune to *exorcism* by ability; 150% climbing skill; 95% able to track by scent; 75% *stealth* skill; deliver *assassin blow*; 2 points of damage absorption potential

Common knowledge: None.

Detailed knowledge: These demons resemble small orangutans, and are often summoned to the Nexus by Evil spellcasters for use as assassins or wandering guards. Faultless trackers (able 65% of the time to detect an unfamiliar scent and then follow it 95% of the time), monkey demons, once they are loosed

to seek out a victim, pursue until either they or their quarry is dead.

Monkey demons possess an amazing Strength and Agility, which they put to good use in their assigned tasks. Their thick hide also affords two points of (Body) damage absorption.



Nektus

Armour rating: 0(-6)
Tactical move: 20'
Level: 18
BAR: 23/16/82
Resistance roll: (23)
BP/SP ratio: 1/1
Average Body/Stamina: (90)
Average stat: 20
Special stat: Lk--16
Attacks: 8 claws
Dmg: 1D8+ 5 per claw
Ethics: E
Size: L
Special note: BF 3 weapon needed to hit; 70% immune to all spells; immune to *exorcism* within the Hells; function as necromancer

Common knowledge: Nektus is a powerful devil.

Detailed knowledge: Nektus is a prince over the first plane of Hell, a realm of outer darkness. This horrid monstrosity resembles a 10' tall black-skinned humanoid sprouting eight powerful arms. Nektus resides in a gigantic ivory citadel near the gates of Hell, where he is attended by a host of demon minions.



Rakshasa

Armour rating: 0
Tactical move: 20' or as appropriate to form
Level: 9
BAR: 19/12/60
Resistance roll: 14
BP/SP ratio: 0/1
Average Body/Stamina: (45)
Average stat: 20
Special stat: IQ--4
Attacks: 2 claws/1 bite
Dmg: 1D10/1D10/3D6
Ethics: E (I)
Size: M or smaller
Special note: BF 3 or better weapon needed to hit; immune to Type A&H spells; can be *exorcised* by necromancers only if a swastika is used as a deity symbol; gain Stamina equal to the Body damage they inflict, up to the maximum possible; *possess* animals, excluding familiars, gaining apparently Indeterminate ethics; invisible in dark areas when in shadow form

Common knowledge: Rakshasas are demons which devour human flesh. They can assume the form of those most trusted by their intended victims in order to get close enough to slay them.

Detailed knowledge: Rakshasas are withering demons which feed upon the life force of mortals. On rare occasions when such a monster has been summoned to the Nexus (usually as an assassin), it often possesses an animal of some sort, using its form and locomotion to travel without arousing suspicion. Failing this, the rakshasa may retain its usual shadowy humanoid form, and sometimes is mistaken for a fiend. The monster has a limited ability to read the minds of those it encounters, and can project an illusion about itself of someone a person trusts, using this masquerade to get close enough to *ambush*, although this is impossible if the demon is *possessing* an animal.

In combat, the rakshasa prefers using its natural claws and bite, for any Body damage it inflicts strengthens the monster by upping its Stamina total up to the maximum possible for a creature of its level. This extra Stamina disappears at the rate of 1 point per day. While on the Nexus, rakshasas require the life force of mortals in order to survive, for even their normal Stamina is lost at the same rate. Rakshasas are subject to *exorcism* by ability, but only if a swastika or four-armed spiral is used as a deity symbol.

D

Dervish

Armour Rating: 0
Tactical Move: 10'
Level: 13 (D4 SD)
BAR: 21/14/70
Resistance roll: 18
BP/SP ratio: 0/1
Average Body/Stamina: (26)
Average Stat: 11
Special Stat: Ag--15
Attacks: 1 claw
Dmg: 2D6
Ethics: E
Size: M
Special note: BF 1 or better weapon needed to hit; cause insanity

Common Knowledge: Dervishes are faceless ghosts.

Detailed Knowledge: A dervish is the twisted spirit of an Evil person taken with his or her vanity. All think themselves handsome when in fact their Evil has

twisted their features into the grotesque faces of beasts or shapeless lumps of flesh where faces should be. So ghastly is their appearance that any who look upon them must make IQ rolls or be stricken with insanity, affecting them randomly as shown hereafter:

1. Freeze with fear, allowing themselves to be hit for Body damage.
2. Attack nearest friend, believing him to be a dervish.
3. Run from the area.
4. Berserkly attack the dervish with a bonus factor of 2 to all combat rolls.

All effects lasts for 4D4 minutes or until the dervish is slain.

Dervishes hate the living, particularly necromancers and Templars of Good ethics, both of whom they will attack on sight. PP



Devil men (i.e. Baratarians)

Armour rating: 0
Tactical move: 20'
Level: 1+
BAR: 15/8/40
Resistance roll: 6
BP/SP ratio: 1/2
Average Body/Stamina: 2/3 (5)
Average stat: 15
Special stat: IQ--8
Attacks: 1
Dmg: As per weapon
Ethics: I
Size: M
Special note: 75% *stealth* and *camouflage* skill; inflict *assassin blow*; can function as adventuring profession

Common knowledge: Devil men are cannibals who live on some of the islands of Barataria.

Detailed knowledge: These black-skinned

primitives are so named because, according to some sailors, they are cannibals. Their origin is unknown, though they have at least a partial resemblance to dark Arwinians.

Since the takeover of the primary islands by pirates driven from Freeport, native Baratarians have been driven to the outer islands and the isolated interior of some of the larger ones. Obviously resentful of their treatment, the natives have continued to wage ongoing guerilla warfare with the intruders, although they have rarely had any noteworthy success against the well organized pirates. More than one Islayan who has made the mistake of penetrating too far into the jungle, however, has fallen under the poison darts or pit traps of the natives.

At home in the jungle, Baratarians move with amazing swiftness even through overgrown areas (at half speed). Their stealth and skill at ambush permit them to deliver *assassin blows* to those they catch unaware. Also, a damage bonus similar to that of a woodsman of equal level is applied whenever a Baratarian makes a successful *assassin blow*.

Most Baratarian tribes consist of 50 or so members, a third of whom are warriors of level 1 or higher. Each tribe will have a chieftain of not less than 5th level, and a few tribes even possess shamans who function as necromancers.

Djinn

Armour Rating: 0 (-5)

Tactical Move: 100'

Level: 15+

BAR: 22/15/75 or N/A

Resistance roll: (20)

BP/SP ratio: 1/2 or 0/1

Average Body/Stamina: 37/38 (75)

Average Stat: 20

Special Stat: Ag--6

Attacks: 1

Dmg: As per weapon + 5, shape, or 3D6

Ethics: G or E

Size: L to XL

Special note: BF 1 or better weapon needed to hit; assume *smoke form*; function as sorcerer

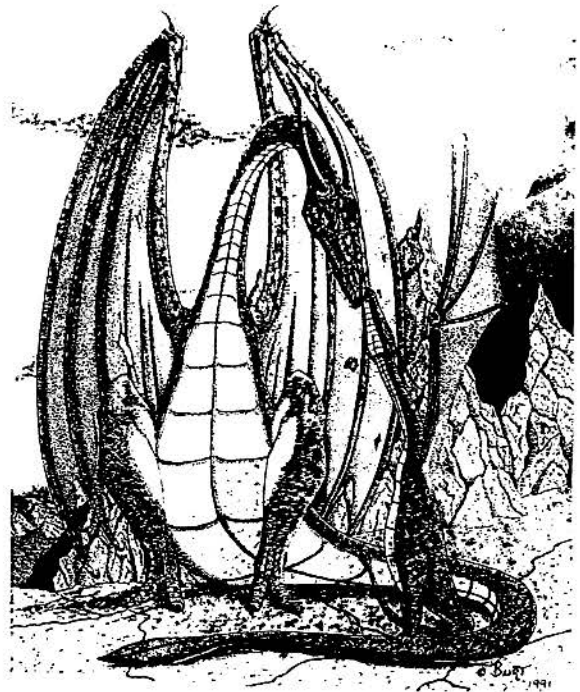
Common Knowledge: Djinn are powerful genies who serve the Arwinian gods.

Detailed Knowledge: Djinn are quite similar to genies, being air spirits of great power. While they can take the form of a muscular humanoid, jackal, wolf, lion, scorpion or snake, djinn are actually made up of black, smokeless flame, and they usually whirl around the sky as wild, dark clouds or writhing, smoking winds. In humanoid form, good Djinn are handsome

while their evil counterparts are hideous in appearance.

Djinn can become invisible by spreading themselves out so far that their particles become diffused. They also can levitate objects weighing up to a ton, and make a telekinetic attack similar to a genie's which inflicts 3D6 points of damage.

Evil djinn throw bricks and stones from rooftops and windows, steal beautiful women, persecute people who try to live in uninhabited houses, and pilfer provisions. A sufficiently powerful spellcaster can command a djinn to serve him, but should he fail, the djinn will whisk him away to disaster. PP



Dragon (snap)

Armour rating: 2

Tactical move: 20'/60' (flying)

Level: 7

BAR: 18/11/55

Resistance roll: 12

BP/SP ratio: 1/1

Average Body/Stamina: (35)

Average stat: 18

Special stat: Ag/IQ--7

Attacks: 1 bite

Dmg: (3D4)

Ethics: I

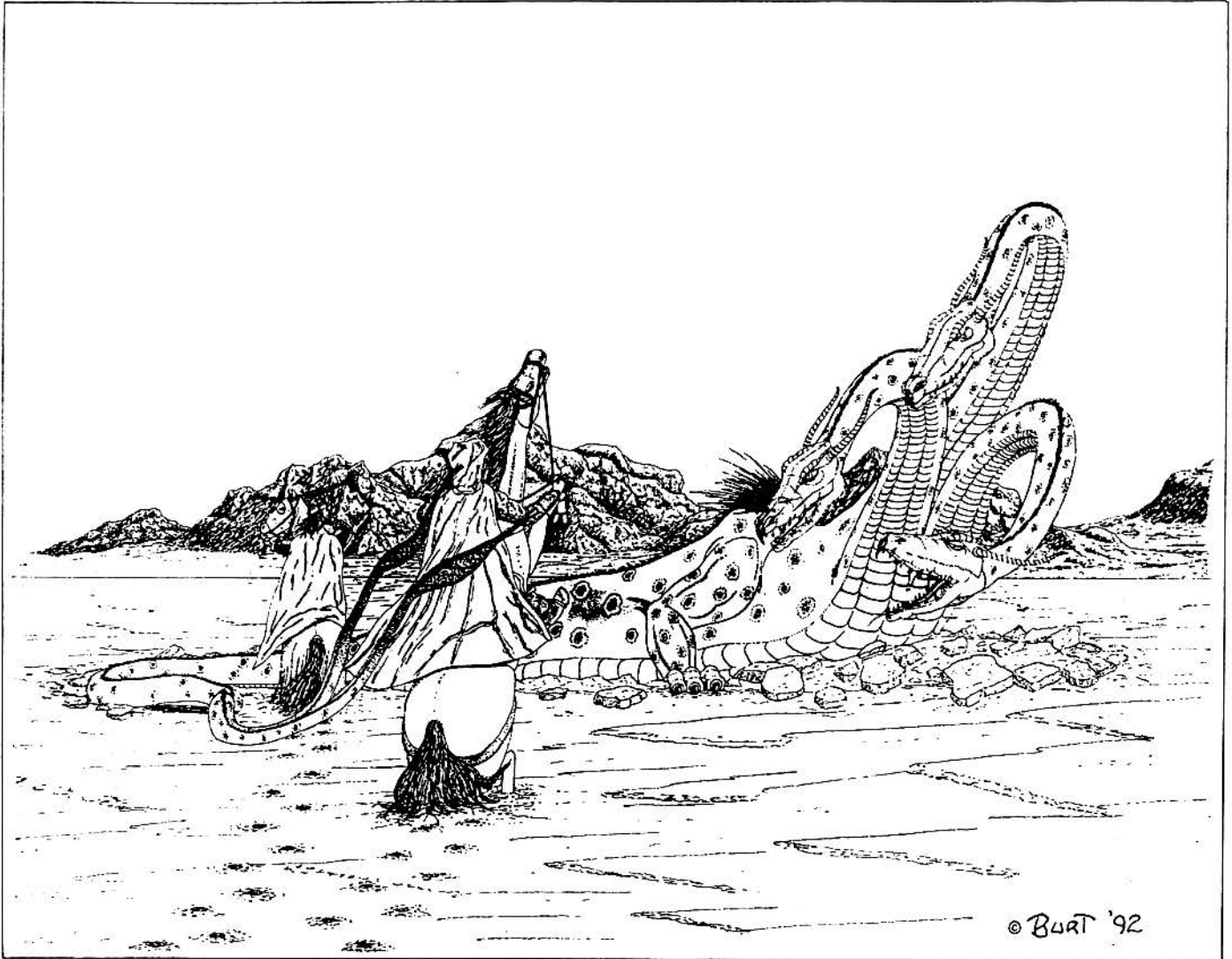
Size: L

Special note: Bite inflicts Body damage

Common knowledge: Snap dragons are small dragons that lack a breath attack. They can sever whole limbs with their bite, however.

Detailed knowledge: While not true dragons, these creatures are respected for the fact that they possess a vicious bite. In making this attack, the head

and neck lash out with lightning fast speed. This combination of reflexes and razor sharp teeth results in the bite inflicting Body damage, and more than one adventurer has left an arm or leg behind in an encounter with these creatures. Armour/bracers can absorb some of the bite's damage.



Dragonoid

Armour rating: 5

Tactical move: 10'

Level: 20

BAR: 24/17/87

Resistance roll: (25)

BP/SP ratio: 1/1

Average Body/Stamina: (100)

Average stat: 20

Special stat: Ag--5

Attacks: 3 bites/2 claws/1 tail sweep or breathe molten brass

Dmg: 4D6/4D6/4D6/2D6/2D6/(5D4) or 10D6

Ethics: I

Size: XL

Special note: Immune to fire and Type A&H spells; take half damage from damage-causing spells; cannot *charge*

Common knowledge: None.

Detailed knowledge: This horrid monstrosity is not a living creature, but a bronze construct fashioned by Abu Salaar centuries ago in Arwin as guardian of a priceless treasure determined by the GM. The great beast has several modes of attack, beginning with the ability to expunge a breath of molten bronze up to 50'

distant, ending in a 10' circle, inflicting 10D6 points of damage, doubled with a successful attack roll. This breath is usable by any head, although the total number of uses cannot exceed three. After this, the construct must gobble up the expunged bronze, which re-melts within the dragonoid's belly, courtesy of a bound fire elemental.

In melee, each head can attack targets within 30' and bites for 4D6 points of damage, while the front claws rake those within 20' for 2D6. Last of all, the dragonoid's tail makes a *crushing* attack against creatures attacking it from behind, sweeping in a 180 degree arc which delivers 5D4 points of unabsorbable Body damage to those it strikes, with an Agility roll allowed for half damage.

Duergar

Armour rating: 0 to 5
Tactical move: 10'
Level: 1+
BAR: 15/8/40
Resistance roll: 6
BP/SP ratio: 1/3*
Average Body/Stamina: 1/4 (5)*
Average stat: 11
Special stat: St--18
Attacks: 1
Dmg: As per weapon +3
Ethics: E
Size: S
Special note: Subject to light-based spells that harm undead; see fully in any darkness; immune to *shadow darts*

* Note that these formulae are superseded by the normal means of determining Body and Stamina points if the GM wishes to design specific duergar fighters or spellcasters.

Common knowledge: Duergar are a race of Evil dwarves.

Detailed knowledge: Ancient dwarven tales assert that when the children of Ashk-Naz became separated from the depths of jewel where they were born, a few dwarves paid heed to **Klaggolloth, the Twist-tongue**. This Evil god seduced these dwarves into tunneling even further away from the realm of his brother Ashk-Naz with the promise of untold wealth. The dwarves who followed his words indeed came upon great deposits of precious minerals. But as they sought this wealth their hearts became as stony as the rock from which they were born, and they became the implacable enemies of all whom they encountered, including their fellow dwarves and gnomes. Since that ancient time,

the duergar have struggled not only to keep safe their mines, but to rob other, more benign, races of what they have taken from the planet's bowels. Normal dwarves hold a particular hatred for duergar over the fact that it is commonplace for them to kidnap dwarven females.

Duergar society is broken down into the following castes:

Slaves. These are living captives, or duergar who have earned the wrath of their superiors.

Warriors. These are 1st or higher level duergar detailed to mount assaults on their enemies or to protect duergar holds. In combat, they wield arms and armour appropriate to dwarves.

Overseers. These are 5th or higher level duergar in overall command of slaves or lower level duergar.

Priests. These are the Evil earth priests of Klaggolloth. Apart from normal earth priest abilities, each may cast an *illusion* in up to a 30' cube, altering the appearance of underground terrain as they desire. This illusion is usable once per day, and lasts for as long as the duergar maintains concentration.

All duergar have outstanding vision, being able to see fully even in magic darkness. A bane they share, however, is that daylight is as deadly to them as it is to undead, and they suffer damage from light-based spells that harm the undead.

E

Ellyldan

Armour rating: Only hit by natural/adjusted 1
Tactical move: 400'
Level: 12+
BAR: 20/13/67
Resistance roll: 12
BP/SP ratio: 0/1
Average Body/Stamina: (60)
Average stat: 20
Special stat: St--7
Attacks: 1
Dmg: 3D6 Stamina drain
Ethics: E
Size: S
Special note: BF 1 or better weapon needed to hit; immune to *exorcism* by ability and Type A&H spells; 30% immune to other spells that cause damage; create *ellyldan zombies*; cannot *charge*

Common knowledge: Ellyldans are a more powerful form of will O' the wisp.

Detailed knowledge: Ellylldans, unlike their will O' the wisp cousins, are thought by some to be a conglomeration of several undead spirits bound to the Nexus. Bemoaning their state of unlife, the group seek to lure the living to both death and servitude. In combat, the ellylldan fires a withering arc of energy with a range of 10'. If this bolt strikes a living character, he or she loses 3D6 points of Stamina, which is transferred to the monster. Characters actually slain in this manner die immediately but arise within 1D4 minutes as **ellylldan zombies** under the command of the monster.

Daylight is death to an ellylldan, and the monsters are seen only during the night, disappearing into the ground during the hours of daylight to await dusk. Any weapon of BF 1 or better enchantment can strike them, but, unlike a will O' the wisp, an attacker suffers no damage when he hits the monster. And if an ellylldan is reduced to 0 Stamina, the spirits comprising it are driven permanently to the Nether planes, and any ellylldan zombies die as well.

Ercinees

Armour Rating: 0(-10)
Tactical Move: 20'
Level: 1 (D4 SD)
BAR: 15/8/40
Resistance roll: 6
BP/SP ratio: 1/1
Average Body/Stamina: (2)
Average Stat: 2
Special Stat: Ag--20
Attacks: 2 claws
Dmg: 1 point/1 point
Ethics: I
Size: S
Special note: Can be *banished* by druids

Common Knowledge: Ercinees are white, glowing birds of the elflands that can be seen at night, fluttering about together in giant flocks.

Detailed Knowledge: Ercinees are useful birds whose feathers shine so brightly that, however dark the night may be, their wings glow brightly. The elves of Ashvryl often cage them as a means of producing light in their houses. PP

F

Fade

Armour rating: 0(-5)
Tactical move: 10'
Level: 5
BAR: 17/10/50
Resistance roll: 10
BP/SP ratio: 0/1 or 1/2
Average Body/Stamina: 12/13 (25)
Average stat: 12
Special stat: IQ--16
Attacks: 1
Dmg: Special
Ethics: E
Size: M
Special note: Can *oppress* children and adults; invoke poltergeistal effects; frighten to death those failing Con rolls; *mesmerize* those failing IQ rolls

Common knowledge: Fades are spirits that *oppress* people.

Detailed knowledge: Fades are the angry spirits of some who were murdered by their own family members. Occasionally, such spirits remain earthbound near the spot of their demise, awaiting a chance to take revenge by using spiritual *oppression* upon mortals.

Spiritual *oppression* differs from literal *possession*, and happens over the course of several weeks after the fade has become accepted by one or more living persons. The first signs of a fade's presence are benign and may involve semi-poltergeistal effects such as musical instruments playing by themselves, objects being moved by unseen hands, whispers, and so on. During these early manifestations, the fade will act in a helpful or even friendly manner. But if the object of the fade's attention rejects the happenings even by so little as a prayer or the display of a deity symbol as protection, the fade is forced to leave its intended victim in peace. If it is accepted as a "friend", however, the fade over time gains the ability to project itself more completely on the Nexus, until it can appear as a corporeal being (with a BP/SP ratio of 1/2). During this period, the fade continues to develop an ongoing relationship with its victims, and their personalities become dominated by that of the spirit, turning them into willing pawns seeking to protect and assist it in any way possible. (Note that the rank 1 necromancer spell *aura read* reveals this and any *oppression*.) Children in their innocence are especially vulnerable to deception by fades, and often are the key to finding and defeating them.

Once it has become corporeal, the fade gains several

powers including that of frightening to death enemies who face it if they fail a Con roll. Apart from this, fades have a gaze that *mesmerizes* those who fail an IQ roll. At will, fades may also resume a non-corporeal state, returning their BP/SP ratio to 0/1. They may also roam virtually any distance from the area of their lairs so long as one of their pawns is in a different locale, providing a psychic link to the monster.

As mentioned, fades exist to wreak havoc upon those who murdered them, and their descendants. The monster will thus utilize its powers to the utmost in quest of utterly destroying its own remaining family members, and once this goal has been achieved, the spirit is freed to wander the Nexus as a wraith.

Fairy (bane)

Armour rating: 0(-5) (base)

Tactical move: 20'

Level: 1+ (D4 SD)

BAR: Variable

Resistance roll: 6

BP/SP ratio: 1/3

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: E

Size: S

Special note: See and utilize faerie gates + see below

Common knowledge: Bane fairies are Evil creatures from the Realm of Faerie, whose mischief goes far beyond mere prank-playing.

Detailed knowledge: Druids say that bane fairies, like most others, trace their creation to Rhiannon (Brigit). Most began life as brownies or other benign fairies. But along the way, some event came about which moved the fairy to a path of Evil. Becoming an outcast from fairykind, bane fairies have been driven to lair more closely near the world of men and elves, using their powers to cause mischief and misfortune.

Bane fairies are mortal enemies of all who are connected to Rhiannon. Thus, Good fairies, elves, witches and druids who worship the goddess are special targets of bane fairy wrath, and the creatures will even cooperate with other Evil races on a short term basis if by doing so they can cause grief to come upon their enemies.

Bane fairies employ weapons with 1D4 points of damage potential. These arms are often enchanted.

The creatures can be randomly generated as shown hereafter.

1. Roll 1D8 to note the bane fairy's level.

2. Roll 1D6 to note the number of powers.

3. Roll percentile dice to see the sort of powers the bane fairy has. Duplications can be rerolled or combined as the GM chooses.

01-14: Change shape to one sort of animal type.

15-25: Become invisible at will.

26-30: Control a specific animal type at will within 50'.

31-40: Flight capability (50'/phase *tactical* move).

41-43: Function as sorcerer of equal level.

44-50: *Mesmerizing* effect upon a person of equal or lesser level once/day.

51-60: Inflict aura of bad luck upon one character for 24 hours, causing a penalty factor of 1 to all dice rolls.

61-65: *Curse* one selected person for a month.

66-70: Permanently drain magic from a BF 1 or better weapon that strikes the creature, although damage is still taken.

71-80: Reflect spells back upon the caster.

81-85: Impart 10%-40% spell immunity to a creature working against the bane fairy's enemies. This power is usable once per new moon and lasts for seven days.

86-95: Own enchanted weapon. (This weapon will lose its power shortly after it is taken from its owner.)

96-00: Special power of the GM's choice.

Faun

Armour Rating: 0

Tactical Move: 15'

Level: 1+

BAR: 15/8/40

Resistance roll: 6

BP/SP ratio: 1/3

Average Body/Stamina: 1/4 (5)

Average Stat: 11

Special Stat: IQ--20

Attacks: 1 kick or strike

Dmg: 1D6 or as per weapon

Ethics: I

Size: S to M

Special note: Immune to Type A spells; become invisible at will

Common Knowledge: Fauns are playful fairies with goat legs and pointed ears. They love to romp through forests making mischief and having fun as they go.

Detailed Knowledge: Fauns are children of Rhiannon, who created them millennia ago with the other fairy folk. Among their powers is the ability to start a fire by merely striking the ground with their tails. Fauns additionally are blessed with limited precognition, and can see up to seven days into the

future. They also possess a shape-changing ability which permits them to appear as young children or as aged gnomes or wigheads. These astute, wary and sometimes skeptical little beasts love to play pranks, typically by telling mortals they encounter about their future, but only in bits and pieces, or in riddles. Even so, no faun will deceive a non-Evil mortal in such a way so as to cause great harm. And, from time to time, they can actually be helpful to those whose ends they support. PP

Frog (giant)

Armour rating: 0
Tactical move: 30' (hop)/20' (swimming)
Level: 8 (D4 SD)
BAR: 18/11/57
Resistance roll: 13
BP/SP ratio: 1/1
Average Body/Stamina: (16)
Average stat: 15
Special stat: IQ--7
Attacks: 1
Dmg: 1D6 or special
Ethics: I
Size: M
Special note: Swallows whole if it rolls 5 or more beneath what it needs to hit; can be *banished* by druids

Common knowledge: Giant frogs are man-sized, and most dwell in swamps and marshes. Their sticky tongues can reach prey up to 10' distant and pull them into their large maws.

Detailed knowledge: Giant frogs are carnivorous amphibians which most often prey upon *small* and *medium*-sized creatures. As noted, these monsters possess a sticky tongue which is employed to lash out at prey, and a successful attack roll indicates that a frog's victim has been drawn within reach of its mouth, which automatically inflicts 1D6 points of damage on phase 1 of each turn until either the frog or its prey is dead. If when making its attack roll a giant frog rolls 5 or more points beneath what it needs to hit, however, the prey is swallowed whole and is helpless, dying in 1D4 turns if the frog is not slain before that.

Frog (vampire)

Armour rating: 0
Tactical move: 20' (hop)/10' (swimming)
Level: 2 (D4 SD)
BAR: 16/8/42
Resistance roll: 7
BP/SP ratio: 1/1

Average Body/Stamina: (4)

Average stat: 5

Special stat: Ag--15

Attacks: 1

Dmg: 1D4 Body points

Ethics: I

Size: S

Special note: Drains blood with its bite; can be *banished* by druids

Common knowledge: Vampire frogs can be found anywhere normal frogs could be. They drain blood with their bite.

Detailed knowledge: Little different from above. Vampire frogs, which appear similar to normal frogs, feed by sucking blood from mammals. Most often, the frog bites a victim crossing through a river or stream, although it can jump at and fasten upon warm-blooded prey on dry land. Whole colonies of up to 20 vampire frogs are especially prone to make the latter attack during the spring mating season. The frog possesses a venomous bite which injects its victim with an anti-coagulant, causing blood to flow freely, though once a vampire frog has drained blood equal to its Body points it drops off.

Fury

Armour Rating: 0

Tactical Move: 15'

Level: 3+

BAR: 16/9/45

Resistance roll: 8

BP/SP ratio: 1/1

Average Body/Stamina: (15)

Average Stat: 12

Special Stat: N/A

Attacks: 2 claws

Dmg: 1D8/1D8

Ethics: E

Size: M

Special note: Prefer to attack Evil characters; gaze attack

Common Knowledge: None to the typical adventurer. Vikings know them as Evil spirits whose gaze can drive one mad.

Detailed Knowledge: These strange air spirits roam the stormy skies of the Far North in packs of up to three, and they appear as winged, black-skinned humanoids with blood dripping from their eyes and snakes squirming about in their hair. A mere glance from a fury can drive men mad from guilt, and an IQ roll must be made each turn of combat to resist the effect. Failure results in a random effect as outlined

hereafter:

1. Stand helpless for the 1D4 turns, taking Body damage from her claws.
2. Make most effective attack against nearest friend.
3. Offer most valuable/powerful magic item to the monster.
4. Grapple with nearest friend who seeks to harm the fury for 1D4 turns.
5. Fall unconscious for 2D6 turns
6. Run away screaming for 1D8 turns.

As noted, although furies are themselves Evil, they prefer attacking those of their own ethics. PP

G

Garuda

Armour Rating: 0
 Tactical Move: 30'
 Level: 5+
 BAR: 16/9/45
 Resistance roll: 10
 BP/SP ratio: 1/2
 Average Body/Stamina: 12/13 (25)
 Average Stat: 13
 Special stat: See below
 Attacks: 1 (or as defined below)
 Dmg: 1D8 (or as defined below)
 Ethics: See below
 Size: S to M
 Special note: Can be *banished* by earth priests

Common Knowledge: Garuda are small elemental spirits that can be found almost anywhere and in all sorts of shapes.

Detailed Knowledge: They come in four types:

Building garuda (size S/ethics G) assume animal shapes at will and help guard the home in which they live, be it a house, church, bridge, etc. Anything which is built can contain a garuda. Their attack consists of a bite for 1D8 points of damage which also causes paralysis for an hour if a Con roll is failed. Their Agility rating is 20.

Water garuda (size M/ethics E) are quasi-human shaped grinning imps who might be seen sitting in the bed of a stream beneath the water. They feed on the drowned bodies of men, some of whom may they may have dragged to their death. Their Strength rating is 20.

Mountain, cave and desert (size M/ethics E) garuda look much like red devils with wings and are

considered to be the most dangerous. They attack with two talons (1D8/1D8), sharp teeth (1D6), and can breathe fire in a cone ending in a 10' base which delivers 3D6 points of damage, doubled with a successful Attack roll. Their IQ rating is 20.

Air garuda (size M/ethics I) fly at a *tactical movement* of 50', and are immune to any spell that is not delivered by touch. They are assigned to guarding the winds and can employ any wind-based spell at will. Additionally, they can summon an air or wind elemental once per day to serve them. PP

Ghoul (horned)--see **Devils & Demons** section



Ghoul (swamp)

Armour rating: 0
 Tactical move: 10'
 Level: 2
 BAR: 15/8/42
 Resistance roll: 7
 BP/SP ratio: 1/1
 Average Body/Stamina: (10)
 Average stat: 11
 Special stat: St--15
 Attacks: 1
 Dmg: Base 1D8/phase or 1D4
 Ethics: E
 Size: M

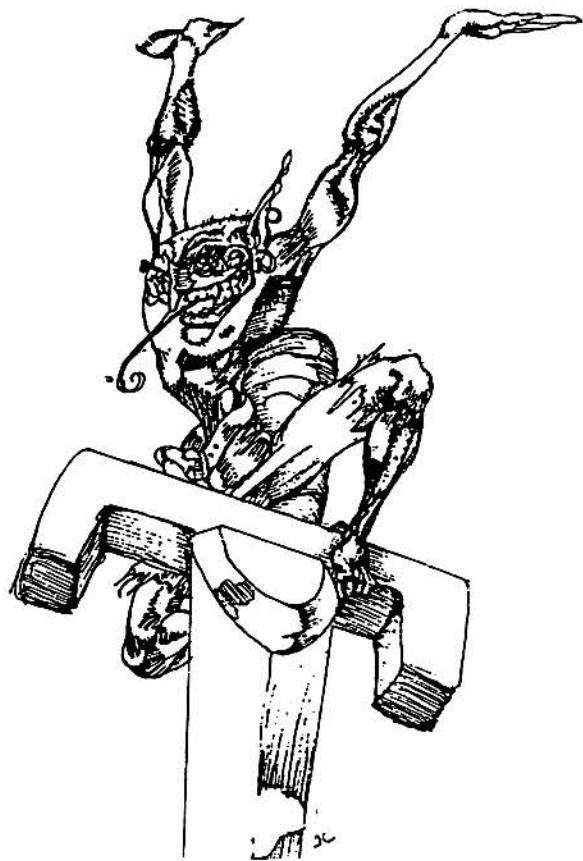
Common knowledge: Swamp ghouls are undead

beings who drag the living into swampy waters and drown them.

Detailed knowledge: These monsters are the cursed remains of some Evil men who lost their lives in a swamp. Unable to rest for their past sins, the ghastly creatures endure a state of unlife, confined to the murky waters. As do all Evil undead, swamp ghouls hate the living, and on occasion when living people traverse the waters near them the monsters attack, seeking to pull their victims into the water, indicated by a victim's failed Strength roll after the monster has successfully attacked. During subsequent turns, a victim grasped by the ghoul must make a Strength roll on phase 1. Failure means that he has been pulled into the water and has begun to drown.

If forced to, the ghoul can make a single claw attack which delivers 1D4 points of damage.

Givosh--see Devils & Demons section



Gremlin

Armour rating: 0(-7)
Tactical move: 10'

Level: 3 (D4 SD)

BAR: 16/9/45

Resistance roll: 8

BP/SP ratio: 1/1

Average Body/Stamina: (6)

Average stat: 5

Special stat: Ag/IQ--11

Attacks: 1

Dmg: 1D4

Ethics: E

Size: S

Special note: Poison bite; 80% chance of *stealth*

Common knowledge: Gremlins are twisted little demons that are sometimes found in old dungeons or other areas where Evil spellcasters once held power. Their bite is poisonous.

Detailed knowledge: Whether gremlins are true demons is debated, for they are absolutely immune to *exorcism* and spells meant to affect Nether creatures. It is a fact, however, that they can be summoned from the Nether planes, although independent colonies are known to exist on the Nexus.

Gremlins are highly mischievous and prone to stealing small objects of value. They reside most often underneath the floor boards of houses, in wall hollows, or in areas of refuse. As noted, their bite is poisonous and causes 1D4 points of Stamina loss. The creatures are also quite *stealthy*, possessing an 80% chance of performing actions falling within the trickster skill.

Griffon

Armour Rating: 3

Tactical Move: 30'/60' (flying)

Level: 8

BAR: 18/10/57

Resistance roll: 13

BP/SP ratio: 1/1

Average Body/Stamina: (40)

Average Stat: 16

Special Stat: IQ--6

Attacks: 2 claws/1 bite

Dmg: 3D4/3D4/2D6

Ethics: I

Size: M

Common Knowledge: Griffons are large, powerful beasts that are part eagle/part lion.

Detailed Knowledge: Griffons are a strange combination of various other beasts, and some sages believe they are the creation of some crazed wizard. The combination of wings, talons, claws and beak make this beast a most formidable monster, and they are especially dangerous for they are found in packs of up

to 10 individuals. PP

Guardian spirit

Armour rating: 0
Tactical move: 10'
Level: 2
BAR: 15/8/42
Resistance roll: 7
BP/SP ratio: 0/1 or 1/1
Average Body/Stamina: (10)
Average stat: 12
Special stat: N/A
Attacks: 0
Dmg: 0
Ethics: G
Size: M

Common knowledge: Guardian spirits are entities who watch over the living and warn them of danger.

Detailed knowledge: These are Good spirits that take some sort of concern over the living. Often, they attach themselves to an innocent threatened by supernatural forces or some other danger, to provide a minor form of guardianship. In connection with this, a guardian spirit can enter the dreams of a sleeper to reveal some sort of information, although the spirit itself is incapable of speech. In times of great peril, a guardian spirit may even assume a corporeal form--to lead a group of rescuers to a lost child, for instance.

H



Hag

Armour rating: 0
Tactical move: 10'
Level: 5+ (D4 SD)
BAR: 17/10/50
Resistance roll: 10
BP/SP ratio: 1/2
Average Body/Stamina: 5/5 (10)
Average stat: 16
Special stat: Ag--11
Attacks: 1
Dmg: By weapon or spell
Ethics: E
Size: M
Special note: Function as witch; immune to Type A spells; cackle causes fear

Common knowledge: Hags are Evil, hunchback witches.

Detailed knowledge: Hags resemble the stereotypical, twisted old witch, often with a long, warty nose. All dwell apart from large cities and towns, working their sorcery and Evil in relative seclusion. As noted, hags function as witches, and they use their magic to cause trouble to those nearby who gain their enmity. The cackle of a hag has the effect of causing those who hear it to make Luck rolls or flee in fear from her--or, if this is impossible, to cower in terror. The effect ends after 3D6 minutes pass or the monster inflicts damage upon the affectee.

A hag always possesses at least one useful magic item. 80% of the time this item will be one usable only by Evil characters, or, at the very least, it will be an item which will be thought of as Evil by most Good people (a *dagger of assassination* or *slow death*, for example).

Headless corpse

Armour rating: 0
Tactical move: 5'
Level: 6
BAR: 17/10/52
Resistance roll: 11
BP/SP ratio: 1/1
Average Body/Stamina: (30)
Average stat: 20
Special stat: Ag/IQ--6
Attacks: 1
Dmg: 2D8 points/phase
Ethics: E
Size: M
Special note: Can frighten to death those who see it if a

Con roll is failed

Common knowledge: Headless corpses are decapitated undead who search for their heads.

Detailed knowledge: Headless corpses are often beheaded criminals whose heads were buried apart from their body. Sometimes these lawbreakers are unable to rest and they claw their way out of their graves in search of their heads. Being blind, however, the task is often impossible for them.

So horrible are these apparitions and the aura of fear they generate, that those who see them must make a Con roll, applying a bonus factor to the roll for each level they possess above 6, or die of fright.

Although "blind," headless corpses can sense the living, thus they incur no penalty to combat rolls. Strangulation is their preferred method of attack, and on a successful roll to hit, they have locked their hands about a victim's throat. Thereafter, the victim takes 2D8 points of Stamina loss each phase until he or the monster is dead.

If a headless corpse can find and reattach its head, it becomes free to wander as a fiend for 30 days, after which it falls into a state of corruption and dies for good.

Hordling

Armour rating: 0(-7)
Tactical move: 10'/20' (flying)
Level: 3 (D4 SD)
BAR: 16/9/45
Resistance roll: 8
BP/SP ratio: 1/1
Average Body/Stamina: (6)
Average stat: 12
Special stat: St--4/Ag--20
Attacks: 2 claws/1 bite
Dmg: 1D3/1D3/1D4 + special
Ethics: I
Size: S
Special note: Bite causes sleep

Common knowledge: Hordlings are foot-tall winged imps that steal gold, jewels and other small valuables from unwary adventurers. Their bite causes one to fall into an enchanted slumber.

Detailed knowledge: Hordlings resemble green, bat-winged imps with two small claws and vampire-like fangs. For unknown reasons, the creatures have a fascination with shiny objects of value, and will relieve adventurers of such trinkets if they can do so safely. Often, up to 10 hordlings live in a single lair, behind loose sections of stonework, in high rafters, or beneath piles of rubble. The monsters avoid direct combat and

instead rely on their small size and high Agility to permit them to surreptitiously remove small items of value from sleeping individuals. A hordling thus has a base chance of 80% of making off with an item no larger than a wand or dagger without its sleeping owner awakening. This chance is modified as follows:

Hordling attempts to remove a finger ring : -60%

Hordling attempts to remove jewelry other than a finger ring:-30%

Hordling attempts to steal a purse: +10%

If forced to fight, the hordling makes two claws and a bite, the venom of which causes one to make a Con roll or fall asleep for 10D6 minutes. Unless prevented, hordlings will strip unconscious victims of all fancy valuables, leaving such things as enchanted clothing, spell books, and other non-shiny valuables.

The lair of a hordling usually holds a number of gold coins, with a 25% chance of 1D4 small magic items.

Horse (Diomedan)

Armour Rating: 0
Tactical Move: 40'/140'/80
Level: 4
BAR: 16/9/47
Resistance roll: 9
BP/SP ratio: 4/5
Average Body/Stamina: 16/4 (20)
Average Stat: 11
Special Stat: St--20/Ag--6
Attacks: 1 kick/1 bite
Dmg: 4D6/1D6
Ethics: I
Size: M
Special note: Cannot be *banished* by druids; carries 30 lbs per SP

Common Knowledge: Diomedan horses are magnificent white stallions who eat human flesh.

Detailed knowledge: All these steeds appear as great warhorses, but are incredibly swift, and rarely tire. Their life spans are also longer than that of normal horses, thus adding to their value. However, they love to eat human flesh and refuse to consume anything else unless the alternative is absolute starvation. Capturing and training one of these steeds is also difficult, for they possess extraordinary intelligence which permits them to recognize capture methods usually effective against normal horses. PP

I

Imp--see **Devils & Demons** section

K

Kappa

Armour Rating: 0(-5)

Tactical Move: 15'

Level: 5+

BAR: 17/10/50

Resistance roll: 10

BP/SP ratio: 1/3

Average Body/Stamina: 8/17 (25)

Average Stat: 15

Special Stat: Ag--20

Attacks: 1

Dmg: As per weapon or spell

Ethics: I

Size: M

Special note: Function as witch or druid; heal all Body damage on itself or another once per day

Common Knowledge: Kappas are magical humanoids that have fish scales and tortoise shells instead of skin. They live in rivers ponds or lakes, and are yellow-green in color.

Detailed Description: Kappas are unusual fairies who befriend the waters in which they live. They have little use for those who pollute rivers and streams, but they are not wholly malevolent since they have been known to help mortals of Good bent. They are absolutely polite and always keep a promise. Due to their usual code of honor, if challenged to melee combat, the Kappa will accept. Should the kappa lose, the victor permanently receives an extra *memorization* and *casting* slot between 1st-3rd rank. Even if he or she is not a spellcaster, these slots are still acquired and the person gains the ability to cast one spell (which must be taught to him by a witch or druid!)

Should the Kappa win the fight, however, the vanquished, if he survives, loses two 1st-3rd rank spell slots. And if he is not a spellcaster, the person instead loses some random profession skill. PP

L



Lantern shade

Armour rating: 0

Tactical move: 10'

Level: 12 (D6 SD)

BAR: 20/13/67

Resistance roll: 17

BP/SP ratio: 1/3

Average Body/Stamina: 12/24 (36)

Average stat: 11

Special stat: IQ--6

Attacks: 1 lantern or claw

Dmg: Blindness or 4D4 + possible paralysis

Ethics: E

Size: M

Special note: BF 2 or better weapon needed to hit; take double damage from blunt weapons

Common knowledge: Lantern shades are ghosts who wander desolate areas with a lantern in hand.

Detailed knowledge: Encountering one of these spirits is a mixed blessing. Lantern shades are the lost souls of highwaymen or other robbers who die with a cache of ill-gotten gain. Arising as skeletal undead, and cursed to mindlessly wander in search of their lost treasure, lantern shades may never know true rest unless they are "slain" or they find their treasure, whereupon they turn to dust.

The monster is so named for the fact that it only appears during the hours of darkness. Using a spectral lantern, it then begins searching for its treasure, and if harassed by a fellowship of adventurers responds with one of two attacks: The first is through the lantern, which causes blindness for one hour to anyone battling the creature. The only way to avoid the effect is by fighting with one's eyes closed, incurring the appropriate penalty to attack rolls. Note that the effective range of the lantern is 30'. Characters whose eyes are exposed to the lantern's effects must thus make an initial Agility roll to resist the blindness. If successful, they may close their eyes or turn away. Failure to close one's eyes from that point automatically subjects him to the blindness effect if he remains within the lantern's area of exposure.

The shade's other attack consists of a talon-like hand which inflicts 4D4 points of damage to one struck. In addition, a person touched by the hand must make a Con roll or become paralyzed for 3D4 minutes. Paralyzed creatures are automatically killed, one per turn, if the monster is not otherwise engaged in fighting.

If the lantern shade is slain, the monster and its lantern fall to dust.

Lynx

Armour rating: 0
Tactical move: 20'
Level: 3 (D4 SD)
BAR: 16/9/45
Resistance roll: 8
BP/SP ratio: 1/2
Average Body/Stamina: 3/3 (6)
Average stat: 5
Special stat: Ag--11
Attacks: 2 claws/1 bite
Dmg: 1D6/1D6/1D4
Ethics: I
Size: S

Common knowledge: Lynx are wild cats that prowl about in rocky terrain.

Detailed knowledge: Little different from above. Lynx are very useful as familiars, and litters are made up of 1D6 kittens.

M

Mandrake (elven)

Armour Rating: N/A
Tactical Move: 0
Level: N/A
BAR: N/A
Resistance roll: N/A
BP/SP ratio: N/A
Average Body/Stamina: N/A
Average Stat: N/A
Attacks: 1
Dmg: Insanity
Ethics: I
Size: S
Special note: Valued at 100+ gd

Common Knowledge: Elven mandrakes are plants that border on the animal kingdom. Its leafy green limbs shape into versions of faces and arms, and it is very useful to spellcasters. They are found only in Ashvryl.

Detailed Knowledge: Since it is part animal, part plant, it gives a cry when it is torn up from the ground, and those who hear it have a 50% chance of being driven insane for 1D6 turns if an IQ roll is failed. (Treat as the insanity inflicted by a fury.) If used as the ingredient in a spell which normally requires a mandrake, it causes the spell to work at double effectiveness or inflicts a bonus or penalty factor of 5 to resistance rolls vs that spell, whichever is most appropriate. PP



Mariguana

Armour rating: 0
Tactical move: 10'
Level: 5+
BAR: 17/10/50
Resistance roll: 10
BP/SP ratio: 1/1
Average Body/Stamina: (25)
Average stat: 16
Special stat: IQ--8
Attacks: 1 bite or breath

Dmg: 2D6 or special
Ethics: I
Size: M
Special note. Breathes euphoria gas

Common knowledge: Mariguanas are man-sized lizards who breathe a gas that causes drunkenness.

Detailed knowledge: Mariguanas reach some eight to ten feet in length, and resemble five-toed iguanas. While not overly dangerous, the beasts have the ability twice daily to breathe forth gas in a cone 20' long ending in a 10' base which causes drunkenness for 24 hours to any who fail Con rolls. The effects of this euphoria cause the loss of 1D8 IQ and Agility.

Midnight shadow

Armour rating: 0
Tactical move: 10'
Level: 5+
BAR: 17/10/50
Resistance roll: 10
BP/SP ratio: 0/1
Average Body/Stamina: (25)
Average stat: 11
Special stat: Ag--6
Attacks: 1
Dmg: 1D6 Stamina wither
Ethics: E
Size: L (5' in diameter/level)
Special note: BF 1 or better weapon needed to hit; immune to *exorcism*; invisible in shadowy areas or in darkness; take maximum damage from light-based spells that harm undead

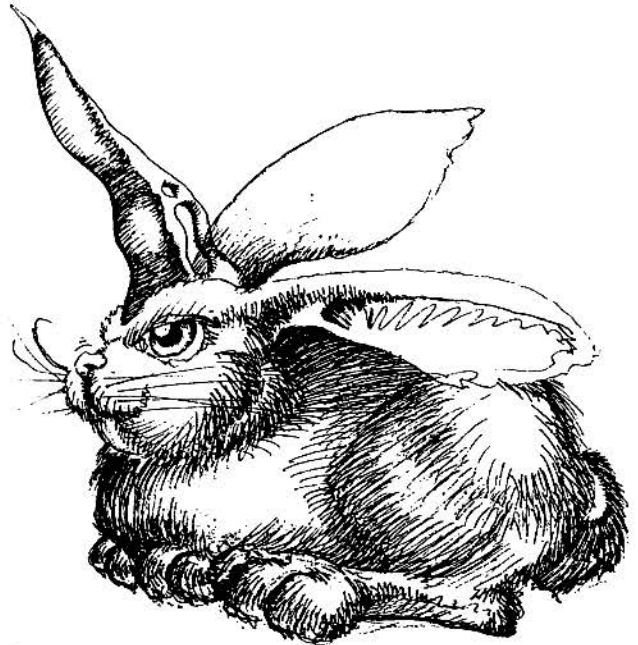
Common knowledge: Midnight shadows are huge undead spirits able to wither entire adventuring parties at one time.

Detailed knowledge: No one knows for certain how these monsters make their way to Jewel, for even the spell *summon Nether creature* cannot bring them forth. Some sages in fact speculate that they are not even undead, but are, for lack of a better term, *time elementals*, that are formed when a time vortex occurs during the flawed casting of a *time warp* spell. What's certain is that these monsters resemble giant, square shadows. Their mode of attack is a simple one: The monsters can fly, and they typically attack during the hours of darkness, dropping upon a group of unsuspecting victims. An attack roll is required only if the creature's victims are aware of its presence and attempt to dodge out of the way.

Once the shadow has dropped, all those within its confines are trapped within its field of energy until

they or the monster die, although they may undertake any sort of attack without hindrance. On phase 1 of each turn thereafter, the monster inflicts 1D6 points of Stamina drain to all within it. (This Stamina naturally heals damage the creature may have suffered. At the same time, the victims age the equivalent of one year per point of damage suffered. Note that races with exceptional longevity--such as elves--age the equivalent of 10 years per point of Stamina lost!) This Stamina damage lasts until some means is found to reverse the aging (*elixir of youthfulness*, etc.--which in the case of elves and other long-lived races will restore the equivalent of 6D6 x 10 years of youth rather than 6D6 years as it will for humans).

Midnight shadows are immune to *exorcism*. However, they are fully subject to all spells that harm undead. Additionally, they suffer maximum damage from light-based spells that harm undead and Nether creatures.



Mi-raj

Armour rating: 0(-3)
Tactical move: 25'
Level: 4 (D4 SD)
BAR: 16/9/47
Resistance roll: 9
BP/SP ratio: 1/2
Average Body/Stamina: 4/4 (8)
Average stat: 11
Special stat: Ag--17; IQ--4
Attacks: 1
Dmg: 1D6 Con points
Ethics: E
Size: S

Special note: Can be *banished* by druids

Common knowledge: Mi-raj are unicorn-like rabbits with a poisonous horn.

Detailed knowledge: These baneful animals can be found living in ground burrows in any warm or temperate lands. Their most distinguishing feature is a horn of brown ivory sprouting from their foreheads. This horn is particularly deadly to those stabbed by it, for it has a poisonous effect that causes loss of 1D6 points of Con (with no roll for half damage allowed). This very fact makes it a valuable commodity to magicians, for the horn is used to create *venom blades*, and is valued at 500 gd. However, the horn loses the direct power of poison-infliction upon the mi-raj's death, requiring subsequent enchantment to imbue it once again with any such power.

Muck raker

Armour rating: 0
Tactical move: 10'
Level: 5
BAR: 17/10/50 or 12/5/25
Resistance roll: 10
BP/SP ratio: 1/1
Average Body/Stamina: (25)
Average stat: 16
Special stat: Ag/IQ--4
Attacks: 2 stings/1 bite
Dmg: Special
Ethics: I
Size: L

Special note: Can be *banished* by druids; apply penalty factor of 5 to attack roll when making bite attack against non-paralyzed prey

Common knowledge: Muck rakers are giant catfish that live in swamps and other bodies of water.

Detailed knowledge: Muck rakers are huge catfish that grow up to 20' in length. These monsters are rarely seen by those who travel atop lakes and rivers, for they are bottom-feeders and only rarely venture near the surface. The greatest danger they pose is to adventurers who may cross through or atop shallow streams or swamps, placing their appendages within tempting reach of the hungry fish.

Muck rakers attack living prey first with two whiskers, each of which injects a neural paralyzer if it strikes, forcing a creature to make a Con roll or become paralyzed for 10-60 minutes. The monster's bite attack is an attempt to swallow whole a *medium* or smaller creature. This attack is automatic if its prey is paralyzed, otherwise the monster must roll to hit its victim, applying a penalty factor of 5 to its attack roll.

Creatures swallowed by the monster may not attack, and die in 2D4 turns if the fish itself is not slain.

N

Night hawk

Armour rating: 0(-7) or 0
Tactical move: 40'
Level: 11 (D4 SD)
BAR: 20/12/62
Resistance roll: 16
BP/SP ratio: 0/1
Average Body/Stamina: (22)
Average stat: 5
Special stat: Ag--11
Attacks: 2 claws
Dmg: 1D6/1D6 Stamina drain
Ethics: E
Size: M
Special note: BF 3 or better weapon needed to hit; see fully in any darkness; slain if exposed to full sunlight of any sort

Common knowledge: Night hawks are undead hawks who hunt down the living during night hours.

Detailed knowledge: Night hawks are Nether spirits summoned to the Nexus by necromancers. These spirits take the form of a hawk-like creature with up to a 10' wingspan, and during the hours of darkness they range far and wide over the area of their guardianship, faultlessly spotting warm-blooded intruders within the domain of their "master." (Assume a 90% chance of noting humanoids from up to a mile distant if the monster flies above the general area. Only magic or hiding within 100% cover overcomes the hawk's incredible eyesight.)

In combat, the hawk attacks with raking claws, each of which withers 1D6 points of Stamina. The monster's armour rating is variable, depending on the ambient light. Under conditions of darkness or torchlight, for instance, the hawk's AR is 0(-7). If it is within the confines of magical light, however, the hawk's AR worsens to 0.

Full subjection to actual sunlight means instant death to a night hawk, and thus some spells (such as *sun globe*) offer excellent protection against the monster.

Nival

Armour rating: 0
 Tactical move: 0'
 Level: 3+
 BAR: 12/9/45
 Resistance roll: 8
 BP/SP ratio: 1/1
 Average Body/Stamina: (15)
 Average stat: 15
 Special stat: Ag--11/IQ--3
 Attacks: 4
 Dmg: 1D4 Agility drain
 Ethics: I
 Size: L
 Special note: 90% likely to *ambush*; take double damage from cold-based attacks; inflict paralysis

Common knowledge: Nivals are large plants that thrive in cold climates. The touch of their fronds paralyzes limbs.

Detailed knowledge: These dangerous plants are found in the upper elevations, living beneath a blanket of snow. Nivals survive by draining body heat from living creatures, and when a prospective victim passes atop one, the plant lashes out with four cactus-like fronds. These fronds have an attack range of 10', and if the monster's attack roll is successful, 1D6 points of Agility are lost, bettering the nival's Body points by a like amount, to the maximum possible Body for its level. Each time a humanoid is struck by the nival, the following table should be consulted to see which portion of his body is affected:

1. Right arm.
2. Left leg.
3. Left arm.
4. Right leg.
- 5-6. Overall body.

Characters who have lost more than 4 points of Agility in a single arm or leg have a 10% cumulative chance per additional point of damage done that the limb will shatter like a piece of glass, causing a permanent loss of 1D4+1 or 1D4+3 points of Body as illustrated at the end of Chapter 6 in the QA game manual. Affected characters otherwise regain lost Agility at the rate of 1 point per day, per area touched by the monster. During this time, limbs which have suffered more than 4 points of damage are rendered useless until they thaw enough that the agility loss per limb is no more than 4 points.

Nymph

Armour Rating: 0(-5)
 Tactical Move: 20'
 Level: 1+
 BAR: 15/8/40
 Resistance roll: 6
 BP/SP ratio: 1/4
 Average Body/Stamina: 1/4 (5)
 Average Stat: 11
 Special stat: Ag--20
 Attacks: 1
 Dmg: Variable
 Ethics: I
 Size: M

Common Knowledge: Nymphs are fairies of the woods, grottos, streams and meadows.

Detailed Knowledge: Nymphs resemble beautiful women attired in flimsy garments. The most common types include:

Water nymphs are misty, shadowy beings attired in robes of pale blue, gauze-like fabrics. They care for fresh-water springs, fountains etc., and are known to occasionally rise from their grotto and scatter gems. They will, if persuaded, answer questions concerning the future, for they have the gift of prophecy. Drinking from a fountain or stream which is home to a water nymph can occasionally (05% chance) grant limited power of prophecy, which is controlled by the GM.

Tree nymphs are very similar to tree sprites. They take on the distinguishing characteristics of the particular tree to whose life they are tied, and will die if their tree is felled. They guard and protect their woods with great passion and use their control over plant life to battle those who treat the forest with contempt.

Valley nymphs are tall, graceful maidens attired as huntresses. They are ardent outdoorsmen (functioning as woodsmen) who will not hesitate to hunt down defilers of a forest and slay them with poison-tipped arrows or cunning traps. PP

O



Ogre (fomorian)

Armour rating: 2
 Tactical move: 10'
 Level: 15
 BAR: 22/15/75
 Resistance roll: (20)
 BP/SP ratio: 1/2
 Average Body/Stamina: 37/38 (75)
 Average stat: 20
 Special stat: Ag--9
 Attacks: 2
 Dmg: 1D10+5/1D10+5
 Ethics: I or E
 Size: M
 Special note: 70% immune to spells; see fully in any darkness; become invisible; possess 1D4 magic items

Common knowledge: Fomorian ogres are intelligent monsters who craft enchanted items.

Detailed knowledge: The rarest and most intelligent of all ogres, fomorians are an ancient, and perhaps immortal, race some sages believe retreated from the surface of Jewel into the bowels of the planet to mine precious metals and jewels. These they crafted into objects of not only great beauty but powerful enchantments as well.

Fomorian ogres are an enigmatic people, and the interest they take Islay's affairs is debated. Some are

certain that the affairs of men and elves are of no concern to them. Yet instances are recorded of these creatures presenting mortals with gifts of great value or power. One such instance occurred in Avalon, when one of them gave a crown of platinum and priceless gems to a young girl who later married the Crown Prince, prompting some to conclude that fomorian ogres possess at least a limited ability to see into the future.

While there are no verifiable records of adventurers encountering actual ogre spellcasters, few doubt that at least some fomorian ogres possess spellcasting abilities. In combat, they otherwise employ arms with a damage potential of 1D10 points. Often these arms are enchanted.

Ogre (ice)

Armour rating: 2
 Tactical move: 20'
 Level: 11
 BAR: 20/13/65
 Resistance roll: 16
 BP/SP ratio: 1/1
 Average Body/Stamina: (55)
 Average stat: 20
 Special stat: Ag/IQ--8
 Attacks: 2
 Dmg: 1D6+5/1D6+5 or 22
 Ethics: E
 Size: L
 Special note: Immune to cold; howl causes weakness

Common knowledge: Ice ogres are small giants who dwell in high, snow-capped mountains, particularly in Sarvia.

Detailed knowledge: Ice ogres are shaggy, white giants who are found only in high mountains. Distantly related to the sasquatch, most are found within the **Carpathian Mountains** of western Sarvia, where they are known as *almistas*. As noted, the chilling howl of this creature affects those within 1,000' who hear it, causing loss of 1D4 Strength points if an IQ roll is failed. This effect lasts for 24 hours or until the beast is slain. (Those making the roll become immune to further such howls by the same monster.)

In combat, ice ogres claw their opponents for 1D6+5 points of damage. If both paws hit the same target, however, the monster is considered to have hugged its victim, inflicting a flat 22 points of damage that turn. Thereafter, the unfortunate victim endures 22 points of damage on phase 1 of each turn until he or the monster is dead.

P

Phantom paramour

Armour rating: 0
 Tactical move: 10'
 Level: 5+
 BAR: 17/10/50
 Resistance roll: 10
 BP/SP ratio: 0/1 or 1/2
 Average Body/Stamina: 12/13 (25)
 Average stat: 12
 Special stat: N/A
 Attacks: 1
 Dmg: Special
 Ethics: I or E
 Size: M
 Special note: *Oppress/possess* the living; generate poltergeistal effects; frighten to death those failing Con rolls; *mesmerize* those failing IQ rolls

Common knowledge: Phantom paramours are ghostly lovers who haunt the living over their frustration at being separated by death.

Detailed knowledge: Phantom paramours are a type of *fade* who trace their beginning to some sort of illicit relationship between two people. Their affair tragically ends in death, often through murder committed by a husband or wife of one of the lovers.

Denied physical union in death, the spirits of the lovers may remain bound to the area where they were slain, seeking a means by which they may once more be together in the world of the living. To this end, they may make "friends" with the living, causing spiritual *oppression*. However, their force of will is so strong that they eventually *possess* a person through prolonged exposure to their influence. Through this, the paramours vicariously live through their hosts, continuing their relationship and/or working toward other goals. Their powers are otherwise similar to that of normal fades.

Pixie

Armour rating: 0(-5)
 Tactical move: 5'/20' (flying)
 Level: 1+ (D4 SD)
 BAR: 15/8/40
 Resistance roll: 6
 BP/SP ratio: 1/1
 Average Body/Stamina: (2)
 Average stat: 12
 Special stat: St--3/Ag--20

Attacks: 1
 Dmg: Special
 Ethics: G
 Size: S
 Special note: Can function as spellcaster

Common knowledge: Pixies are winged fairies known for playing pranks.

Detailed knowledge: pixies are fun-loving fairies that dwell in idyllic woodlands. While they are not aggressive, pixies have two means of defending themselves. All may employ bows that fire a small arrow having a 30' range, with a damage potential of 1D4 points. Secondly, many carry pouches filled with one use of *faerie dust* (as per the rank 5 witch spell). Apart from its normal uses, this dust may also cause other special effects of the GM's choice.

As noted, some pixies are capable of functioning as witches or druids of equal level. Normal pixies have a 10% chance of so functioning, while pixie royalty automatically have this benefit.

Poltergeist

Armour rating: 0
 Tactical move: 40'
 Level: 1
 BAR: 15/8/40
 Resistance roll: 6
 BP/SP ratio: 0/1
 Average Body/Stamina: (5)
 Average stat: 12
 Special stat: N/A
 Attacks: 1
 Dmg: 1D4
 Ethics: I or E
 Size: M
 Special note: BF 1 weapon needed to hit; invisible

Common knowledge: Poltergeists are mischievous spirits.

Detailed knowledge: Poltergeists are the restless spirits of some who are frustrated over their earthly demise and refuse to pass on to the realm of the dead. These spirits haunt the area where they died, and are extremely jealous of the living who invade "their" territory. In response, the poltergeist may hurl small objects which inflict 1D4 points of damage, the intent being to drive the living away. Apart from *exorcism*, poltergeists may sometimes (75% chance) be dispelled by burying their remains, assuming this has not been done previously.

feared denizens of the deep.

Detailed knowledge: Of all sea dangers, sharks are the most common. Great whites are found throughout the oceans of Jewel, though they dwell most often in cold waters. Ranging in size from that of a dog on up to 30' in length, great white sharks swim and hunt incessantly. Though solitary animals, they are most known for the terror of their *feeding frenzy*, which occurs when all sharks in an area (usually 10D6) are drawn by the smell of blood in the water. Driven berserk by the smell, they attack any wounded creature, which automatically sustains 1D6 points of damage on phase 1 of each turn for each three sharks in the area. The druid spell *protection from aquatic creatures* provides full protection from a shark this frenzy.

The shark's sandpaper-like hide accounts for its damage absorption.

Sink hole

Armour rating: 5
Tactical move: 10'
Level: 10 (D4 SD)
BAR: 19/12/62
Resistance roll: 15
BP/SP ratio: 0/1
Average Body/Stamina: (20)
Average stat: 15
Special stat: IQ--5
Attacks: 1
Dmg: Special
Ethics: E
Size: M
Special note: BF 1 or better weapon needed to hit

Common knowledge: Sink holes are elemental spirits angered at the creation of underground complexes. They cause the ground to open and swallow persons who walk upon their lairs.

Detailed knowledge: Sink holes are earth spirits who lair in underground areas which have been worked by intelligent creatures. When a man-sized or smaller individual steps upon a spot occupied by one of them, the ground opens into a 10' deep hole. The monster then makes an attack roll against its victim, with success indicating its prey has fallen in (otherwise, he dodges aside and the monster makes no other attacks that turn). Six phases later, the ground closes up and the victim is slain.

Characters trapped in a sink hole gain release only through their own magic (such as a *shift* spell) or by attacking the sides of the pit, which can kill the monster, leaving a hole. However, those attacking the sink hole from without may only harm it by casting

damage-causing spells into the pit, which may also affect the monster's victim. A successful *banishing* roll by an earth priest forces the sink hole to spit out its victim and drives the spirit permanently away.

While sink holes remain in one general area, such as a room or hallway, they can move up to 30' distant from their last location each turn, and may attempt attacks against other persons.

In Avalon lives a version of this beast which attacks outdoors in wooded areas.

Snake (log)

Armour rating: 1
Tactical move: 5'
Level: 6+
BAR: 17/10/52
Resistance roll: 11
BP/SP ratio: 1/1
Average Body/Stamina: (30)
Average stat: 6
Special stat: St--18
Attacks: 1 bite or constriction
Dmg: 1D4
Ethics: I
Size: M or L
Special note: Can be *banished* by druids; 90% chance to *ambush* victims in forests

Common knowledge: Log snakes are constrictor serpents whose camouflage makes them appear as fallen logs or tree limbs.

Detailed knowledge: Log snakes range from six to fifteen feet in length, and are sometimes found in temperate forests. The tough, bark-like skin of the snake accounts both for its minor damage absorption and its resemblance of an ordinary log or tree branch. This camouflage also grants the snake a 90% chance of *ambushing* prey which steps upon or over it. Assuming the *ambush* and accompanying attack roll are successful, the snake is considered to have enveloped *medium* or smaller size prey, inflicting 1D4 points of Body damage that turn, and on phase 1 of each succeeding turn until it or the prey is dead. If either roll has failed, the snake must resort to biting for an equal amount of Stamina damage.

Victims enveloped by the snake may only attack with a dagger. And if the dagger was not in the character's hand when the snake struck, a Luck roll is necessary to indicate retrieval and the ability to use it. Note that it is impossible to break free of the snake by comparing Strength rolls.

Snake (shadow)

Armour rating: 0(-5)
 Tactical move: 10'
 Level: 6 (D4 SD)
 BAR: 17/10/52
 Resistance roll: 11
 BP/SP ratio: 0/1
 Average Body/Stamina: (12)
 Average stat: 11
 Special stat: Ag--16
 Attacks: 1 bite
 Dmg: 1D2 points of Agility loss
 Ethics: E
 Size: M
 Special note: BF 1 or better weapon needed to hit; immune to *exorcism* in their area of guardianship; invisible in shadowy areas

Common knowledge: Shadow snakes are non-corporeal serpents that protect Arwinian tombs.

Detailed knowledge: While it is believed possible to conjure these monsters from the Hells, shadow snakes typically are the cursed fate of tomb defilers slain by an *apep*. These hapless souls become undead guardians that wander the area where they died, relentlessly seeking to slay the living. Moving about in absolute silence and invisible in the shadows, the creatures *ambush* at least 90% of the time, and inflict a withering bite that causes loss of 1D2 points of Agility. While the monsters are susceptible to all spells that harm undead or creatures of shadow, they are absolutely immune to *exorcism* if directly protecting a tomb or holy place. Otherwise, they are fully susceptible to the ability.



Spectre

Armour rating: 0(-7)
 Tactical move: 20'
 Level: 9
 BAR: 19/12/50
 Resistance roll: 14
 BP/SP ratio: 0/1
 Average Body/Stamina: (45)
 Average stat: 15
 Special stat: N/A
 Attacks: 1
 Dmg: 1D4 Strength wither
 Ethics: Any
 Size: M

Common knowledge: Spectres are the spirits of those whose mortal remains are disturbed.

Detailed knowledge: A spectre is indeed the spirit of one whose remains are disturbed in an irreverent manner, often by adventurers seeking to loot valuables. However, it is uncommon to actually encounter a spectre since most of the dead no longer concern themselves with the mortal shell they left behind. The Evil dead in their greed, however, wish to deny the living any gain, and thus the typical spectre is an Evil spirit. As noted, the monster has a withering touch which draws 1D4 points of Strength to better its Stamina.

Spider (trapdoor)

Armour rating: 0
 Tactical move: 15'
 Level: 10 (D6 SD)
 BAR: 19/12/62
 Resistance roll: 15
 BP/SP ratio: 1/1
 Average Body/Stamina: (30)
 Average stat: 12
 Special stat: IQ--7
 Attacks: 1
 Dmg: 3D8
 Ethics: I
 Size: M
 Special note: Can be *banished* by druids; 90% chance of *ambushing*

Common knowledge: Trapdoor spiders are man-sized arachnids that lair in camouflaged pits designed to entrap prey.

Detailed knowledge: These huge spiders are among the largest on Islay, and are usually found below ground. The monster has a unique means of entrapping prey: it digs a large pit with its sharp

mandibles, enters within and then maneuvers rubble, a large stone, or a section of stonework over the pit, hiding its presence. At the approach of suitably large prey, the spider emerges and attacks, often *ambushing* the unsuspecting victim. While the spider's bite is not poisonous, it delivers significant damage. Any treasure of the monster can be traced to previous meals and is found within the pit.

Sphinx

Armour rating: 0 or 4
 Tactical move: 20'
 Level: 20
 BAR: 24/17/87
 Resistance roll: (25)
 BP/SP ratio: 1/1
 Average Body/Stamina: (60)
 Average stat: 20
 Special stat: Ag--6
 Attacks: 2 claws/1 bite or 1 spell
 Dmg: 4D6/4D6/3D10
 Ethics: I
 Size: L or XL
 Special note: Immune to Type A spells; change to stone; possess 99% *trivia* skill of Arwin; can function as sorcerer

Common knowledge: A sphinx is a legendary creature of the Arwinian deserts which is part man/part lion. They love riddles.

Detailed knowledge: Sphinxes date back to the earliest periods of Karnaki history, and their true origin is a mystery to even the most knowledgeable sages. All resemble huge lions with the head of an Arwinian nobleman or woman. Sphinxes are rarely seen anymore, for they prefer to dwell in solitude, often in the ruins of ancient Karnaki cities. And with their ability to change into solid sandstone, it is simple for them to remain undetected by mortals who stumble across them. When a sphinx chooses to make its presence known to mortals, however, it is often to punish them for looting sacred tombs, or, if the creature is in a good mood, to warn them away from places they should not go.

As noted, sphinxes have a wide range of knowledge regarding Arwin. And, for a creature of solitude, it is amazing just how well informed sphinxes are regarding even current events. This vast knowledge has often prompted adventurers to seek out sphinxes to beg information from them. Rarely are such sojourns successful, for sphinxes have little interest in aiding mortals to loot treasure from the dead. Thus, their reluctance to share their knowledge has left mortals with the dangerous option of the **Riddle Game** as a

means of coaxing their cooperation. In this game, two players agree on a wager and then ask riddles of each other. The first to fail must pay the winner. Typically, the sphinx wagers its knowledge, while the mortal risks one or more *very* powerful magic items--or even his very life! Making this game all the more difficult is the fact that sphinxes can answer any riddle 90% of the time, while their complex riddles can be answered by mortals but 20% of the time (modified by IQ). A coin is sometimes flipped to see who asks first, although many sphinxes, confident in their abilities, will allow the mortal to ask first.

In combat, a sphinx employs its forepaws and bite, and 25% of all sphinxes function as 10th level sorcerers.

Swan maid

Armour Rating: 0
 Tactical Move: 10'/40' (flight)
 Level: 1+
 BAR: 15/8/40
 Resistance roll: 6
 BP/SP ratio: 1/2
 Average Body/Stamina: 2/3 (5)
 Average Stat: 11
 Special Stat: IQ/Ch/Ap--16
 Attacks: 1
 Dmg: Special
 Ethics: I
 Size: M

Special note: Take double damage from fire; change to animal form; bestow combat bonus to fighters; cause madness; can function as druid

Common Knowledge: Swan maids are water nymphs who appear as women in flowing blue robes. They are able to change into beautiful swans.

Detailed Knowledge: Swan maids are water fairies that can take on any animal form at will, but prefer that of aquatic birds. They find amusement in following brave warriors who pass through their lands, and bestow favor upon them during battle. A fighter so blessed applies a bonus factor of 1 to all combat rolls. However, being the object of a swan maid's attention can be a mixed blessing, for while the ephemeral creatures occasionally (10% of the time) fall in love with mortal warriors and bestow other favors upon them, they are extremely emotional and have been known to become angry at their paramour for reasons known only to them. When provoked to wrath, they are capable of causing madness in men with a mere touch which causes loss of 1D6 IQ with each hit. When the target of a swan maiden's anger reaches 0 IQ, madness sets in which can only be restored by curse-dispelling magic. PP

T

Tarantula (poisonous)

Armour rating: 0(-3)
Tactical move: 5'
Level: 1 (D4 SD)
BAR: 15/8/40
Resistance roll: 6
BP/SP ratio: 1/1
Average Body/Stamina: (2)
Average stat: 2
Special stat: IQ--3
Attacks: 1
Dmg: 3D6 Agility loss
Ethics: I
Size: S

Common knowledge: Poisonous tarantulas are arachnids with a poison bite.

Detailed knowledge: Found only in dry areas, including the Land of Shadows, these creatures resemble 8" long tarantulas. The poison delivered by their bite inflicts 3D6 points of Agility loss, halved with a successful Con roll.

Turtle dove

Armour rating: 0(-3)
Tactical move: 20'
Level: 1
BAR: 15/8/40
Resistance roll: 6
BP/SP ratio: 1/1
Average Body/Stamina: (5)
Average stat: 6
Special stat: Ag--20
Attacks: 1
Dmg: Special
Ethics: G
Size: S
Special note: BF 1 or better weapon needed to hit; absorb two points of melee damage; immune to spells

Common knowledge: Turtle doves are magic birds with a tortoise shell upon their back. They are found in the Elflands and in Avalon.

Detailed knowledge: Turtle doves live only in sylvan woods and are among the most benign of creatures. However, they are highly prized by some spellcasters, for they possess a gland which can be rendered into a *potion of spell-resistance*.

Although they lack any sort of physical attack,

turtle doves are able to cast a spell which causes all creatures within 30' to make Luck rolls or fall asleep for one hour. This is the only form of attack they have. The dove's shell accounts for its damage absorption. BM

Turtle toad

Armour Rating: 3
Tactical Move: 5'/20' (leap)
Level: 3+
BAR: 16/9/45
Resistance roll: 8
BP/SP ratio: 1/1
Average Body/Stamina: (15)
Average Stat: 11
Special stat: IQ--5
Attacks: 1
Dmg: 1D6 + poison
Ethics: I
Size: M
Special note: Can be *banished* by druids; *mesmerizing* gaze; glows in the dark; regenerate 1 point of damage per turn

Common Knowledge: Turtle toads are a weird cross between a toad and a turtle.

Detailed Knowledge: These unusual amphibians are found in certain swamps and highland bodies of water. As noted, they glow in the dark, which often alerts intelligent creatures to their presence. However, the toads have sufficient intelligence to use natural conditions to camouflage themselves. In combat, turtle toads have a *mesmerizing* stare which causes one who meets its gaze to make an IQ roll or stand helpless while he is devoured. It otherwise has a bite which inflicts 1D6 points of damage in addition to forcing a Con roll to be made. Failure causes paralysis for 2D4 turns.

The thick tortoise shell of the monster accounts for its outstanding damage absorption. Additionally, turtle toads regenerate one point of damage each turn, and thus they can only be slain permanently by fire or acid. PP

V

Vine (clinging)

Armour rating: 1
Tactical move: 0
Level: 3

BAR: 16/9/45
Resistance roll: 8
BP/SP ratio: 1/1
Average Body/Stamina: (15)
Average stat: 3
Special stat: St--17
Attacks: 1
Dmg: (1D4) Body points/turn
Ethics: I
Size: L
Special note: Can be created by an Evil witch's or druid's use of *create nature guardian*

Common knowledge: Clinging vines are carnivorous plant growths that attach themselves to the walls of abandoned buildings. Those passing near them are crushed to death.

Detailed knowledge: These unusual plants resemble the normal ivy found growing along hard, vertical surfaces like walls or cliffsides. However, clinging vines are actually carnivorous plant colonies that feed upon warm-blooded creatures. Such that make contact--often by leaning against them or by attempting to climb up the apparently secure vines--are subject to being entwined by the colony's branches, indicated by a successful attack roll. Entwined creatures endure the loss of 1D4 Body points at the beginning of each turn until either they or the vines are slain. Those caught by the vines may attack only with daggers.

When its prey is dead, the vines cover their victim and inject small tendrils into his flesh, feeding upon his liquid nutrients. Dehydrated remains are not normally visible through the covering of plant growth about them.

Any treasure had by the monster can be traced to its previous victims, and is usually found wrapped in the vines themselves or upon the ground nearby.

Vine (snake)

Armour rating: 0
Tactical move: 0'
Level: 2
BAR: 15/8/42
Resistance roll: 7
BP/SP ratio: 1/1
Average Body/Stamina: (10)
Average stat: 12
Special stat: IQ--4
Attacks: 1
Dmg: Special
Ethics: I
Size: L

Common knowledge: Snake vines are plants that inject poison into living creatures.

Detailed knowledge: Snake vines appear no different from other ground vines found in jungles or swamps. However, they are extremely sensitive to vibration, and when touched by a creature, their ends lash out in a snake-like manner. These tips contain a number of barbed seed pods which are injected into the victim if the attack roll was successful. These seed pods quickly germinate in their host's warm blood and within 1D4 hours sprout forth 2D6 new vines. Naturally, they kill the host in so doing. Prior to this, the seeds can be neutralized through use of a *cure (disease)* spell.

W

Waff

Armour rating: Variable
Tactical move: variable
Level: Variable
BAR: Variable
Resistance roll: Variable
BP/SP ratio: N/A
Average Body/Stamina: N/A
Average stat: Variable
Special stat: Variable
Attacks: Variable
Dmg: Variable
Ethics: G or E
Size: M

Common knowledge: A waff is a doppelganger who seeks to slay its mortal double and usurp his identity.

Detailed knowledge: Waffs are literally the souls of Good or Evil spellcasters of level 10 or higher who stray too near the ethics opposite those of their deity. Occasionally, when such persons depart too far from their espoused ethics, a deity may intervene to force the backslider either to return to his proper ethics or make the final commitment to a new set of ethics. This is accomplished by taking the remaining seed of the individual's proper ethics out of his body and manifesting it as a physical double of that person, complete with an identical set of all items and abilities. Battle to the death immediately begins between the pair, and during the struggle, outside interference will help neither opponent. If the waff wins, its opponent vanishes. What's left behind is identical in every way to the normal person--but for the fact that he has been purified and restored to his normal ethics. Further flirtation with the opposite ethics will cause the

character to lose all deitcal benefits permanently and irrevocably. (Although he may now seek out a new deity of the proper ethics to serve, though in this process he will lose two skill levels from all professions.)

If the "normal" person wins, his ethics permanently change to those he has been flirting with, he loses all deitcal benefits and must seek out a new deity to serve, but there is no level loss.

Some Indeterminates have also been known to have waffs sent after them, but usually only when they stray too close to a path of Evil.

Were gorgon

Armour rating: 0

Tactical move: 10'

Level: 9

BAR: 19/12/60

Resistance roll: 14

BP/SP ratio: 1/3

Average Body/Stamina: 15/30 (45)

Average stat: 16

Special stat: IQ--18

Attacks: 1 + gaze

Dmg: As per weapon, 4D6 poison bite, gaze or spell

Ethics: E

Size: M

Special note: Silver or BF 1 weapon needed to hit; regenerate two points of (Body) damage per turn; can be *banished* by halakas; cannot inflict lycanthropy

Common knowledge: None.

Detailed knowledge: Though referred to as a lycanthrope, the were gorgon is far more than that, and is virtually unheard of by most everyone except a handful of Krellan necromancers. Even the most learned halakas know of these creatures only through stories dating supposedly to ancient Krella where, eons ago, it is said, three female titans from the Hells appeared on Jewel, wreaking havoc in the land. Known as *gorgons*--exceptionally powerful medusae, they were eventually vanquished by Poliffian heroes of the First Age. But their weakened spirits lived on, *possessing* human hosts by some means unknown, and utilizing their talents and abilities. The unfortunates *possessed* by the monsters became medusae during nights of the full moon, spreading chaos and evil--while living honest lives during the day without ever knowing their horrible secret. Two of the monsters were supposedly slain, though no records verify this. The last, say some, still wanders Jewel seeking a habitation.

Though unable to cast spells--unless its host is a spellcaster--an active were gorgon has all the abilities of a medusa, but in addition regenerates two points of (Body) damage on phase 1 of every turn--unless the

damage was inflicted by fire or acid.

Because it is active only during nights of the full moon, the host's ethics remain unaltered except when the monster seizes control.



Were spirit

Armour rating: 0(-4)

Tactical move: 20'

Level: 8

BAR: 17/10/50

Resistance roll: 13

BP/SP ratio: 0/1

Average Body/Stamina: (40)

Average stat: 12

Special stat: IQ--treated as 20

Attacks: 1

Dmg: Special

Ethics: E

Size: M

Special note: BF 1 or silver weapon needed to hit; immune to *exorcism* by ability; *possess*

Common knowledge: None.

Detailed knowledge: This extremely rare monster is the restless spirit of a lycanthrope that was slain out of its animal form. Every so often, the spirit of such a creature remains earth-bound near the area of its demise, driven to continue its existence in the body of a new mortal host. During nights of the full moon, the spirit is enabled to project itself onto the Nexus, and will seek out a person to make into a host. When it finds a suitable victim, the monster makes an attack

roll which if successful forces the person to make a Luck roll to avoid becoming *possessed*.

Someone initially *possessed* by the were spirit typically faints and upon awakening notices no ill effects. However, during subsequent nights of the full moon, he evidences lycanthropy and becomes a lycanthropic monster identical in type to that of the spirit in life. Unfortunately, slaying someone *possessed* by the creature does nothing to halt the spirit, which merely seeks out a new host. The only way to truly destroy the were spirit is through actual combat or spells that specifically harm undead.

Witherweed

Armour rating: 0
Tactical move: 0'
Level: 2
BAR: 15/8/42
Resistance roll: 7
BP/SP ratio: 1/1
Average Body/Stamina: (10)
Average stat: 5
Special stat: Ag--11
Attacks: 3
Dmg: 1D4 Body points per strike
Ethics: I
Size: L

Common knowledge: Witherweed is a carnivorous plant with whiplike poisonous fronds. They grow in rocky areas.

Detailed knowledge: Witherweed usually grows within clefts and hollows upon mountainsides. It is aroused by warm-blooded creatures, and if one should venture within 10', the plant's fronds lash out in whiplike fashion in an attempt to entangle its prey. Each frond secretes a poisonous fluid that upon contact with the epidermis of a creature inflicts a loss of 1D4 Body points. (The Body loss regenerates naturally at a rate of 1 point daily if poison-neutralizing spells are unavailable.) Victims reduced to 0 Body are dragged into the maw of the plant and slowly devoured over the course of several weeks, and it is within the plant's trunk that treasure from its previous victims is often found.

Wolf (two-headed)

Armour rating: 2 or 0(-5)
Tactical move: 10'
Level: 9
BAR: 19/12/60
Resistance roll: 14
BP/SP ratio: 1/1
Average Body/Stamina: (45)
Average stat: 11
Special stat: St/Cn--20
Attacks: 2 bites
Dmg: 3D6/3D6
Ethics: E
Size: M or L
Special note: Cannot be *banished* by druids; inflict Body damage if it rolls 5 or more beneath what it needs to hit; leap up to 30'

Common knowledge: Two-headed wolves once roamed throughout Krellia. They are now practically extinct.

Detailed knowledge: Also called *Krellian wolves*, these monsters are all but extinct. But throughout the First Age they were a terror to the Poliffians and their Krellian descendants, and many legends grew about brave warriors who battled them to the death. If any yet remain in Islay, they are likely limited to the wildest parts of the Hendorum peninsula down into northern Hocwrath.

The typical specimen is the size of a full-grown great warhorse. Its huge size belies its leaping ability, and the creature can leap up to 30' in order to reach its prey. The monsters will often do this from the darkened recess of their lairs in order to *ambush* prey. Most are found in large caves or in the shells of ancient buildings. What makes them particularly dangerous is both their ferocity, and their maws, which are so large that they can actually inflict Body damage with their bite if the Attack roll is 5 or more points beneath what the creature needs to hit its opponent!

Each head of the monster takes 15 points of damage before dying. Unless an attacker specifically tries for a head attack (which causes him to roll to hit AR 0(-5), damage is considered spread out over the entire monster, and both heads remain alive until the beast is reduced to 0 Body. Damage from head shots is tallied separately from other damage, although any combination of head/overall damage which reduces the wolf to 0 Body does kill it.

X-Z

Zombie (ellyldan)

Armour rating: 0
 Tactical move: 5'
 Level: 5
 BAR: 17/10/50
 Resistance roll: 10
 BP/SP ratio: 1/1
 Average Body/Stamina: (25)
 Average stat: 15
 Special stat: Ag--6
 Attacks: 1
 Dmg: 3D4+ wither Strength
 Ethics: E
 Size: M
 Special note: *Exorcised* as though equal in level to the ellyldan that created it; immune to Type A&H spells

ellyldan. He then arises within 1D4 minutes thereafter as a zombie of exceptional power under the control of the ellyldan who killed him. While under the ellyldan's control, the zombie can range up to a mile distant from its master, following mental commands.

In combat, an ellyldan zombie employs its powerful fists, delivering 3D4 points of damage. Additionally, each hit withers 1 point of an opponent's Strength, which has the effect of regenerating a point of Body damage suffered by the monster. Necromancers seeking to *exorcise* them must treat the zombie as equal in level to its original slayer. In no case, however, is it possible to *dominate* the monster; a successful *exorcism* merely drives the ellyldan from the body of its victim.

While immune to normal sunlight, ellyldan zombies fall to the ground inanimate when the ellyldan itself retreats into the ground at dawn to hide from the sun. They die immediately at the demise of the ellyldan.

Common knowledge: Ellyldan zombies are undead created by being slain by an ellyldan.

Detailed knowledge: An ellyldan zombie is created when a living person is withered to death by an

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 choose items from the QA game manual or this book. Otherwise, he can refer to the right-hand table to see which source to use.

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	Sash 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 <i>lesser</i> genie)
42-47	Hourglass

01-50: **Table 2**--items from the QA manual

51-75: **Table 3**--items from MMS

76-00: **Table 4**--items from MMS II

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 hardness
31-40	Potion of paralysis
41-50	Potion of purification
51-60	Potion of shape-changing
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 & rank as if it was a book. To determine the writer's skill level, reference Table 2B in MMS)	
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	Bard spell-songs (1-5 range)

Table 3--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

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

01-15 Miscellaneous magic--	
01-02	Amulet of witch detection
03-04	Aradawn's helmet
05-06	Aristede's gypsy wagon
07-10	Brazier of prophecy
11-60	Candle of conjuration
61-70	Candles of summoning
71-75	Circlet of Myrdyn
76-80	Cloak of stars
81-85	Dagger of assassination
86-90	Dagger of backstabbing
91-97	Dagger of slow death
98-00	Ebon shawl of Alison Gross
16-35 Elixirs	
01-25	Elixir of beauty
26-50	Elixir of cancellation
51-55	Elixir of insanity
56-00	Elixir of restoration
41-45 Miscellaneous magic (Contd.)--	
01-20	Cat boots
21-50	Fire dust
51-80	Fire stone
81-82	Flower of chivalry
83	Goth's gold coin
84-95	Helm of Achilleos
96-00	Helm of asps
61-62 Hoods--	
01-20	Hood of the archer
21-40	Hood of the owl
41-60	Hood of piety
61-80	Hood of poverty
81-00	Hood of the sage
63-65 Miscellaneous magic (Contd.)--	
01-40	Horken's bibelot
41-50	Horn of the huntsman
51-55	Lyrazel's pouch of rain
56-60	Lyrazel's pouch of wind
61-70	Marchenko's staff of the golden fist
71-85	Morgrim's tapestry

Amulet of witch detection

A golden circlet inscribed with a cross holding a large, inset crystal.

Background

This item belonged to the Inquisitor bishop **Sir Colin Wood**, who used it to root out witchcraft after the rebellion of Prince Oliver three centuries ago in Torrenia. Despised by the innocent and the guilty, Bishop Wood put numerous "witches" to death until eventually his bloodletting became too much even for the vengeful king. Bishop Wood ended his days as an outcast from court and died at the age of 50. And many believe that the witches had their revenge, for it is commonly held that for the last 10 years of his life, bishop Wood never had so much as one night's sleep

86	Nazier's ship's wheel
87-00	Portable boat
66-85 Potions--	
01-09	Potion of animal magnetism
10-18	Potion of battle
19	Potion of dragon dust
20-29	Potion of elemental breath
30	Potion of golem control
31-39	Potion of mimicry
40-50	Potion of mental acuity
51-60	Potion of scales
61-75	Potion of shadows
76-90	Potion of spell-resistance
91-00	Potion of truth
86-90 Rings--	
01-20	Ring of focusing
21-25	Ring of nine lives
26-50	Ring of the four winds
51-95	Ring of restfulness
96-00	Ring of scrying globes
91-93 Miscellaneous magic (Contd.)--	
01-30	Shield of Fachiani
31-50	Shivarella's locket
51-00	Staff of the desert
94-97 Swords--	
01	Sword of fealty
02-20	Sword of gems
21-95	Sword of parrying
96-00	Sword of sharpness
98-00 Miscellaneous magic (Contd.)--	
01-10	Tome of the ancient mariner
11-25	Tome of arms mastery
26-40	Tome of biting
41-65	Tome of silken pages
66-80	Tome of slumber
81-90	Teeth of the serpent
91-98	Turpin's tightrope
99-00	Wand of Hellfire

without enduring terrible nightmares. His infamous amulet was supposedly buried with him, but there is no sure proof of this.

Special note

When this amulet is held before a true witch, the crystal glows and its intensity reveals the degree of power (i.e. general level) possessed by the person. The maximum range of the item is 20'. Unfortunately, there is a 10% chance of the amulet's mistakenly revealing someone as a witch who actually is not. This item is instantly recognizable by any witch or warlock, who will likely not rest until the hated amulet is destroyed or sacrificed to their deity! BM

Aradawn's helmet

A one-piece, samurai-like black helm, flared out in the back. Two wax-capped tubes extend out of a pair waterproof chambers and circle along both sides of the helm to the wearer's mouth.

Background

Virtually no one alive today is aware of the fact that, before she conquered Freeport, Raven TenTolliver was an armorer of unsurpassed skill. Fewer still know that Raven had a sister, Aradawn, for whom she crafted this remarkable item. An accomplished woodsman, Aradawn's traditional place in the forefront of battle prompted Raven to better her sister's odds at survival through constructing a helmet to hold a pair of *elixirs of healing*. When wounded, Aradawn had only to bite down on one of the tubes for a shot of instant healing, with no penalty to combat actions.

No one, including Duchess Lydia, knows for sure what became of Aradawn and her helmet. Certainly, she and the rest of Raven's original adventuring party seem to have vanished before Raven assumed power. Rumors do persist, however, that one member of the fellowship--now an aged hermit living somewhere near Freeport--may know the answer to Aradawn's fate, and many of Raven's secrets.

Special note

As noted, the helmet's inner chambers hold two elixirs of any sort. Wax placed over the ends of the tubes keep the liquid from leaking out. When the wearer wishes, he can bite down on a tube and drink down a desired elixir. Note that since potions come in doses of around eight ounces, whereas elixirs take up no more than a single ounce, the helmet does not hold potions.

Aristede's gypsy wagon

A wooden model of a gypsy wagon contained in an ornate wooden case with an equivalent bulk of 10 lbs, the whole about 12" x 8" x 9".

Background

The gypsy adventurer Aristede was the noteworthy owner of this odd item, though its true creator was his aunt, Cozella. Aristede was one of the founding members of Freeport's famed **Adventurers Guild**, and the wily gypsy had a long and prosperous career as an adventurer in the western part of Islay. Aristede is believed to have acquired the infamous *Hand of*

Countess Vandeleki. Soon after, both he and it disappeared into Sarvia, possibly during a quest to loot the hut of Baba Yaga.

Special note

When the wagon is removed from the box and placed on the ground, all that is needed to make use of it is to speak command word *grow*. It then transforms into a full-size gypsy wagon ready to be hitched to a team of horses. Shrinking the wagon, however, is another matter. Only repeating *grow* to the wagon while visualizing it shrinking in size returns it to normal. (This knowledge would be known by a gypsy making a successful *trivia* roll.)



Brazier of prophecy

A small brazier of gold in the form of a lidded bowl suspended by a golden chain. A golden figure of a person is visible standing in the center of the bowl.

Background

One story has it that this item is traced to the archwitch Ladenna, who supposedly bound the spirit of an enemy of hers into the brazier. The last known possessor of the item was a high priestess of Vesta, who was murdered by agents of an unknown Hocwraithian necromancer, who returned the brazier to Disdoma. Said necromancer soon fell under the assassin's knife himself, and most of his treasures, including the brazier, disappeared into someone else's hands.

Special note

The brazier actually *was* fashioned by Ladenna who indeed bound the spirit of a minor enemy into it. She then presented the brazier to one of her major enemies as a "peace token." However, the cunning witch withheld the secret that when an owner of the item died, his or her soul would become bound into the brazier and its figure would take on his appearance.

Upon its initial discovery, the figure within the

brazier is that of a young woman in a hooded robe. When incense worth at least 100 gd is burned in the brazier, the smoke takes on her form, and she asks whether she has been summoned to make a prophecy or to answer some question. In the former case, the spirit will utter some prophecy of future events involving the one who summoned her. In the latter, she will answer one question as simply as possible. (The GM must determine the likelihood of the spirit's knowing the answer to a given question--i.e. be careful of game balance.) In either event, there is a 10% chance that the information will be false or misleading, which is a deliberate attempt on the spirit's part to cause the death of the owner, thus gaining her freedom from the brazier.

The brazier may be used once per month. If it is destroyed, the spirit within it is released as a wraith. BM

Candle of conjuration

An apparently normal candle of any color.

Special note

This enchanted candle has the power to conjure up small items not exceeding 20 lbs in weight, or even a normal animal weighing no more than 50 lbs, to a witch, druid or sorcerer who lights it. Proper use entails lighting the candle and then concentrating for 1D4 minutes upon the desired object(s) or creature desired. At the end of this time, the object appears in a flash of smoke, ready for use. The candle is thus most helpful as a means to conjure up supplies. It cannot bring forth, gold, jewels, etc.

When discovered, a candle of this type has 3D6 minutes of burn time remaining.

Candles of summoning

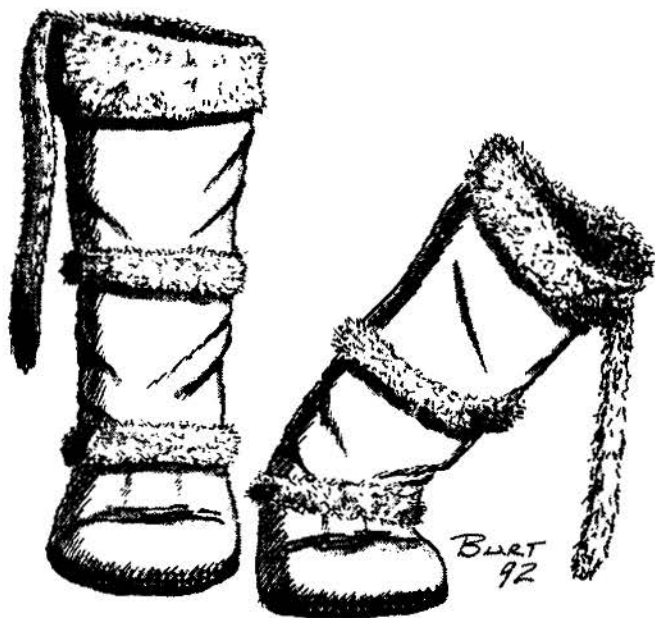
A set of five black candles engraved with necromantic symbols.

Special note

These are usually crafted by powerful necromancers as a means of aiding them to summon Nether creatures. Proper use requires scribing an encircled pentagram upon the ground and placing a lit candle at each of the cardinal points. The necromancer must then concentrate for 10 minutes, and at the end of that time a gate opens which permits a specific creature type from the Nether planes to enter the Nexus to do as it is bidden. Any Nether being short of a specific devil or

demonoid may be summoned, and it will serve the necromancer so long as the candles burn, returning to the Nether planes when the flames sputter or are extinguished.

Candles of summoning start with two hours of burning time. Each summoning uses up 10 minutes of power, and thus even a new set cannot be used more than a few times.



Cat boots

A pair of soft leather boots trimmed with cat fur.

Special note

Several such boots exist, and it no single spellcaster is thought responsible for their creation. Like *cat slippers*, they are useful to someone who climbs walls frequently, for in the event of a fall they permit the wearer to land safely upon his feet from a height of up to 50'. Falls exceeding this inflict 1D10 points of Stamina damage per 10' increment.

Cat boots also allow the wearer at will to safely jump up to 20' forward or up to 10' high.

Circlet of Myrdyn

A golden brow circlet inset with a unique 100-ct blue gemstone.

Background

This item was supposedly crafted by the sorcerer Myrdyn in First Age Avalon. Little is known of either

he or his enchanted circlet, although it is presumed that both were lost in the battles against Gorus.

Special note

When worn by someone who casts spells (excluding spell-songs), this item gives him the ability to cast two spells simultaneously, with the effects of both activating on the combat phase of the spell which is being cast normally. (Otherwise, the loaded spell alone may be released in one phase.) This is accomplished by pre-casting a chosen spell into the circlet's gemstone. Thereafter, the *casting* slot used to load the spell remains lost to the magician until the spell is released and he subsequently rests.

In combat, the wearer must specify any planned use of the device at the start of a turn, or when he declares any other intended spellcasting. Effects then occur an appropriate number of phases later. Note that if a spellcaster takes damage while casting and wastes the non-loaded spell, no penalty applies to the loaded one.

If the blue gemstone is discharged, the caster may also attempt to catch and store a non-touch spell specifically directed at him. This requires a Luck roll, with failure subjecting the circlet's owner to the normal effects of the spell in question. The captured spell may be released at the magician's desire in one phase, or normally if the spellcaster chooses to cast another spell in conjunction with it. BM

Cloak of stars

A hooded cloak of black silk secured with a moon-shaped clasp.

Background

This cloak was found eight springs past by dwarves exploring the ruins of an old fortress in the Forest of Ash in northwest Sarvia. Within the chambers of the former baron, the group discovered a false wall and a hidden alchemical workshop, where this cloak hung upon a wall peg. The dwarves later gave the cloak to the woodsman Tailhood in payment for his services, and the Avalonian scout carried it for several seasons until trading it to a Port Kent witch for a pair of enchanted daggers. No details of the cloak's fate are known after that, although a similar garment passed through Freeport last spring in the hands of a Hocwrathian sorceress who displayed it at the Adventurers Guild.

Special note

The *cloak of stars* is so named because of the change

it undergoes when the wearer invokes its protection in combat. When the cloak is activated, it folds shimmer and become insubstantial, revealing the feeble light of stars shining through the void of space. This power is usable once per day and lasts for 3D4 minutes, and during this time, any missile or melee attacks directed at the wearer have a chance of striking the cloak and harmlessly passing through its protective void without causing any harm. The chance of avoiding damage varies with the direction of an attack:

Attack comes from behind: 100%

Attack comes from the side: 75%

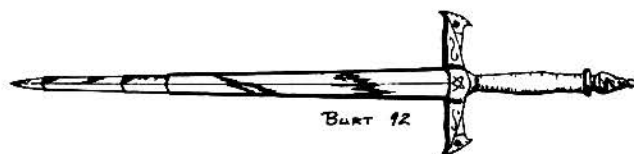
Attack comes from in front: 50%

Dagger of assassination

A dagger or stiletto of no special design.

Special note

Most chivalrous warriors consider this a dishonorable weapon. However, for those who have no qualms about striking with stealth, this weapon is quite useful. While possessing no bonuses to either attack or damage rolls, the *dagger of assassination* permits a character to make an *assassin blow* as if he were a 10th level assassin, delivering 1D4+10 points of Body damage. Those who normally make these attacks by virtue of profession whose *assassin blow* damage bonus exceeds 10 points (excluding Strength) gain no extra bonuses by using this arm.



Dagger of backstabbing

An ornate, sword-handled dagger with a pommel engraved with the coat of arms of a rampant hart, and a crossguard of gold into which a pair of large rubies are set.

Background

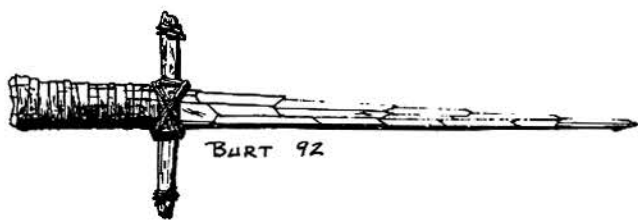
This may have been the property of the Torrencian adventurer Sir Reginold of Dithersdale, for it bears his coat of arms. Sir Reginold disappeared 30 springs past on his way to Nordenrodd for reasons unknown, and his fate cannot be told with certainty. Three summers ago in Queenstown, however, the sorcerer Celimbor

was set upon by an assassin. To the wizard's delighted surprise, his assailant, despite maneuvering to strike the unsuspecting spellcaster in the back, fell dead at his feet, an open wound in his back. Leaving the assassin (but taking his dagger), Celimbor did some research and concluded that the arm was cursed, though indeed magical. In that belief, he soon used the weapon as gambling collateral, eventually losing it in a knucklebones game to a burly cutpurse known as Ababbas. Several days after winning the blade, Ababbas was found dead of a back wound in an alleyway, stripped of all valuables. What became of the dagger after that is unknown.

Special note

In the hands of a knight or Templar of Good ethics, the dagger functions in all circumstances as a BF 3 arm. To others, the weapon approximates a BF 2 weapon—but only against those who know they are being attacked, otherwise it is treated as non-magical.

The dagger, while useful overall, is a bane to tricksters and others who attack by stealth, for when used to perform an *assassin blow*, the blade acts as a BF 3 weapon that inflicts full damage—not to the intended victim, but to the wielder!



Dagger of slow death

A dagger with a blade of smooth, black stone.

Special note

These rare daggers trace their origins to assassins guilds with access to alchemical assistance. What makes them special is the blade, which is made of a rare mineral found in the Land of Shadows. *Ebonite*, as it is called, is found in outcroppings of sandstone, and is valued at 100 gd per ounce. In the hands of an alchemist, one pound of powdered ebonite can be mixed with other chemicals to make a razor sharp, but brittle blade (or four arrowheads). This blade can be made into a dagger, often balanced for throwing. The unique property of ebonite is that it is a deadly, albeit slow-acting poison. The *dagger of slow death*, as it is often called, may be used only once, and invariably shatters upon a successful hit. Some portion of the blade is always left within the wound and delivers an immediate loss of 1D4 Con points. Con loss continues at

the rate of one point per day until the victim eventually dies. Only use of the *cure (poison)* spell overcomes the harm inflicted by the weapon.

Ebonite is also used in the creation of a *venom blade*. However, this requires the assistance of not only an alchemist, but a spellcaster as well.

Ebon shawl of Alison Gross

A shroud-like shawl of black silk with a fringe of silver tassels.

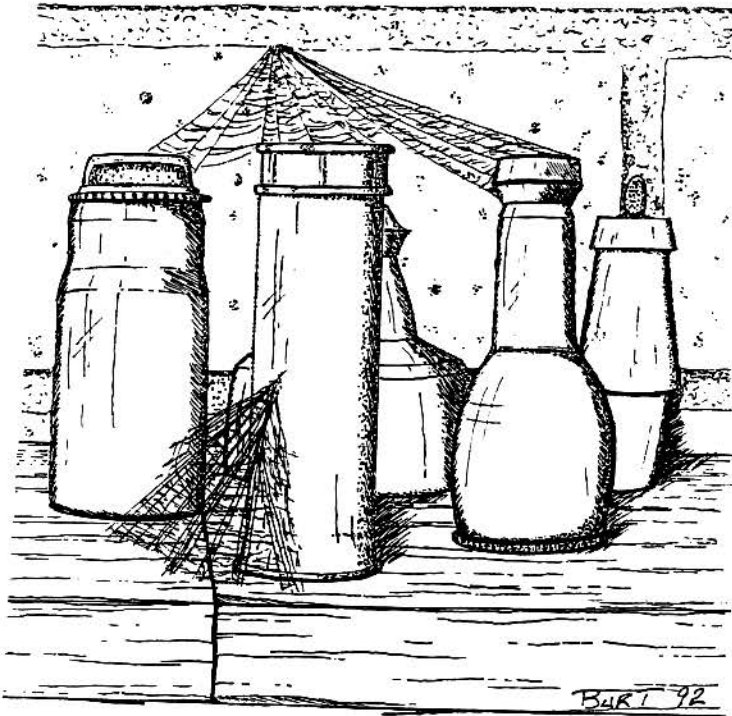
Background

This shawl was the property of Alison Gross, a notorious witch who dwelt in Torrencia three centuries ago, and who was famed as the lover of the "Black Prince" Oliver, who led a revolt against his older brother, the king of Torrencia. Alison escaped Oliver's demise and the collapse of his revolt, but was eventually captured by knights loyal to the king. Returned to her own castle which was now under the authority of bishop Wood and his Templars, she was burnt at the very stake she had consigned her enemies to, and her keep was put to the torch. Rumors have it that this shawl survived her death, for it is known that her opulent wardrobe was confiscated against the bishop's orders by several knights for their ladies fair.

Special note

The enchanted shawl has several powers available to a true witch who dons it, the first of which is immunity to withering, although other physical attacks launched by an undead, such as the claw of a ghoul, inflict normal damage but without withering any stat points. Additionally, the shawl acts as a *cloak of traveling*, permitting the witch to shift to the Ethers by holding out the shawl and stepping into it. (The witch may freely return to the Nexus at her will by a similar process which doesn't count toward the allowed number of uses per day.) The shawl then wraps up and vanishes with the witch. This power is usable once per day.

The last power of the shawl is that the owner once per week may hold it forth and call upon the aid of the Spirit World. Immediately thereafter, a wraith or other type of spirit forms within the shroud shawl and awaits the witch's bidding. The spirit can remain for up to 13 hours, is immune to *domination* by a necromancer, and follows any commands to the letter. Upon the spirit's destruction or return/*banishment* to the Nether planes, the shawl has a 95% chance of returning to its owner. Failing this, it will vanish to some unknown location and be lost. BM



Elixirs--

Note that elixirs usually come in 1-ounce doses. Their effects are permanent.

Elixir of beauty

Special note

This elixir is desired by females bearing the scars of past battles. It resembles a thick, white fluid and is often held in an ivory or alabaster vial. When rubbed onto the body, the elixir removes all scars and/or restores lost members up to the size of a finger which may have been lost as a result of battle, spell damage, acid, etc. Any lost Appearance points are likewise restored.

If no such damage exists upon one who uses the elixir, 1 Appearance point (to a maximum of 20) is granted the character.

Elixir of cancellation

Special note

When this elixir is drunk, it instantly neutralizes

the effects of all potions or baneful elixirs currently affecting the imbiber. This includes the Con loss from a *potion of deadly poison* so long as the character is alive to drink the elixir.

Elixir of insanity

Special note

This resembles any sort of beneficial elixir, and not even examination by an alchemist can reveal the fact that it is cursed. When drunk by someone, he or she must make a Luck roll or fall prey to madness, which may be determined by the GM or checked randomly on the table following.

1. **Paranoia.** A character subjected to this form of madness distrusts all his so-called friends, and will make no extraordinary attempts to help them.

2. **Megalomania and violence.** Those affected by this sort of madness consciously believe themselves to be superior to all others, and have no hesitation about killing through battle or duplicity any who challenge their authority.

3. **Despair and hopelessness.** These people believe that everything is hopeless, and that, no matter what they do, doom awaits. Thus, they suffer a penalty factor of 1 to all combat and resistance rolls.

4. **Greed and kleptomania.** Those so maddened become uncontrollably greedy for the possessions of others, and will steal treasure, cheat and lie to enrich themselves.

Elixir of restoration

Special note

This elixir acts as the potion of the same name. However, the effects do not end after an hour, so the restored *casting* slots last until they are subsequently invoked.

Fire dust

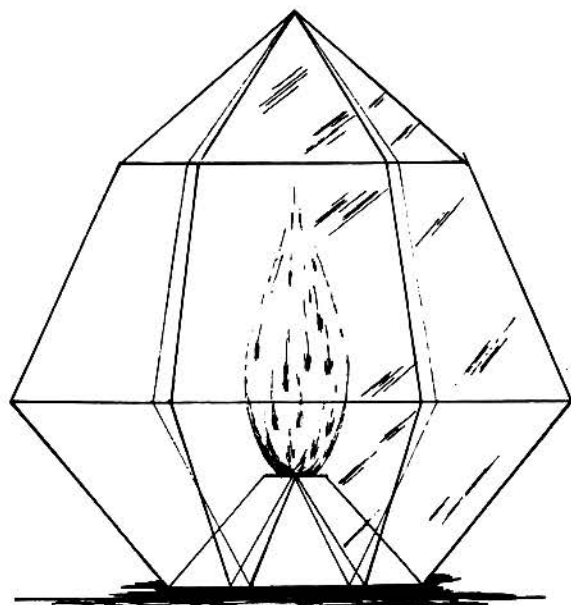
A handful of red dust with a strong smell of cinnamon.

Special note

This is an alchemical dust with exceptional incendiary properties usable only by warm-blooded

creatures. Initially, physical contact with the user's hand (even if gloved or gauntleted) sets up a fast-acting chemical reaction causing the dust to burst into flame by further contact with normal air. Thus, proper use entails one grasping a handful of dust and immediately throwing it forth, whereupon it ignites. The dust's area of exposure varies with the means of its employment: If merely thrown at an enemy, the dust has a range of 20' and ignites to cause 4D10 points of damage to a person or object susceptible to fire. If instead dropped upon targets from above, the dust expands to cover a 10' circular area for each 10' of the drop. However, each 10' increment drops the damage by one die. Thus, a handful of *fire dust* dropped off a 20' ledge would cover a 20'-wide circle and inflict 2D10 points of damage to those beneath; a 30' drop would expose all within a 30' circle to 1D10 points, etc.

When discovered, *fire dust*, is usually held in a waxed leather pouch containing 1D4 handfuls.



Fire stone

A large, red jewel exceeding 1,000 carats in weight.

Special note

These rare jewels come from the deepest parts of the planet, and are sometimes discovered by dwarven miners. *Fire stones* are useful in that if they are subjected to friction by rubbing, they glow brightly even in magic darkness, illuminating a 40'-wide area. The time a *fire stone* glows equals 10 times that of the rubbing. However, each time a *fire stone* is used, there is a 1% chance per 10 minutes of glow time that it will shatter and cannot be repaired.

Flower of chivalry

A hundred-petaled rose, deepest red in color.

Background

To knights or Templars who have committed some transgression for which there has been a loss of Charm or stripping of deity-bestowed benefits, this item is of inestimable value. Torrencian legend states that a knight named Sir Hubert of Catherineburg shirked his duty while on assignment for the King, causing the death of several valiant knights at the hands of brigands. For some years afterward, Sir Hubert, stripped of his knighthood and banished from court, wandered Torrencia as an outcast.

Though truly repentant, and despite years performing acts of bravery and charity, Sir Hubert was denied the company of fellow knights, though to the peasantry he became a hero for his mercy and compassion.



After many years of good works, Alaina came to the aged warrior in a dream and directed him to quest for a red rose he would find in the Far North. Faithful to the command of the goddess, Sir Hubert endured many dangerous encounters until he came upon the rose of his vision, guarded by a great dragon. The knight slew the beast in single combat, whereupon Alaina appeared and directed him to pluck and wear the rose upon his person, then to present himself to the King.

The knight's reception at court was predictably hostile, and as he was being led away in chains, a bright light appeared before the assembly and the voice

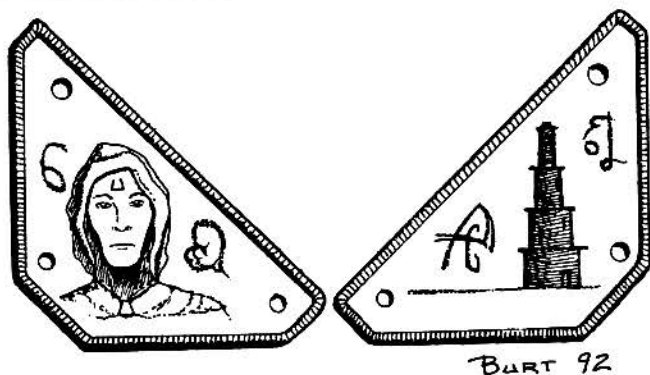
of Alaina spoke forth, declaring that Sir Hubert had earned her forgiveness, and that as a sign the rose upon his breast would ever more be fresh and flawless, until the hand of death came to him as all men.

Faced by word from the goddess Herself, all rights of knighthood were returned to Sir Hubert and he ended his days as the King's own champion. And true to the goddess' word, the rose never wilted or faded until the knight died at the ripe age of 90 seasons.

Since that time, a handful of instances are known of knights repenting some wrongdoing and spending their lives questing for the legendary hundred-petaled roses, the symbol of divine forgiveness. Rare is the knight who finds such a rose, and rarer still is the warrior for whom it bestows the mercy of Alaina by remaining evermore fresh. However, when the sincerity and repentance of a fallen knight truly impress the gods, recovery and possession of the magic flower restores all honor and position.

Special note

In game terms, this item has the power to restore any Charm or other powers lost by a knight or Templar for some transgression. However, its power is conferred only at GM discretion.



Goth's gold coin

An ancient Hocwrathian gold coin.

Background

Only legend asserts that this coin traces its origin to the father of necromancy, Goth. And just why such a powerful wizard should have crafted such a mundane item remains unexplained, though some believe this illustrates Goth's rather twisted sense of humor.

Any number of people—usually tricksters—have owned this coin throughout the ages, and it typically comes into the possession of a new owner through *pickpocketing*. Today, it could be anywhere in Islay.

Special note

The coin is unique in that if its owner gives it to someone, it vanishes from that person's possession after 10 minutes have passed and reappears in its true owner's pocket.

There are only two means by which the "owner" can be changed: Either by some sort of thievery, or by casting *disenchantment* upon the coin, which effectively resets it to accept that person as its new owner.

Obviously, a coin from First Age Hocwrath is an oddity, and whenever it is handled by someone, he is entitled to a Luck roll to see if he notes the fact. This may cause him to treat the coin with unusual interest, possibly resulting in trouble when he discovers the ancient coin has vanished after only a few minutes.

Helm of Achileos

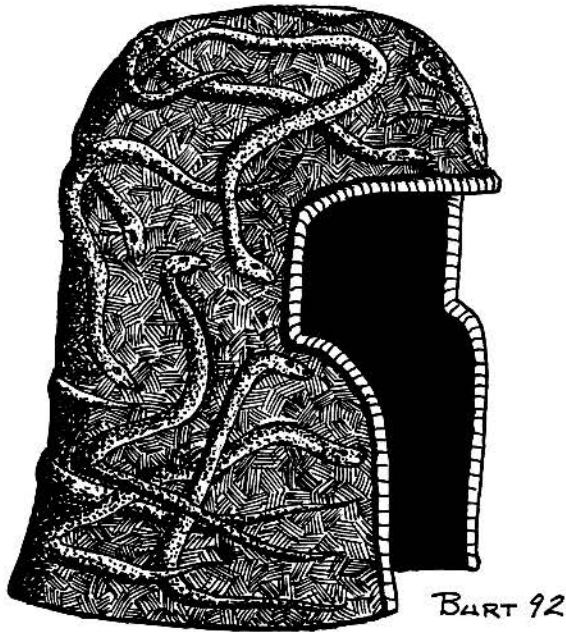
A plumed brass helm of Krellan workmanship noteworthy for the fact that the face shield has no eye slits.

Background

This enchanted helm was the property of the famed gladiator Achileos, a hero of Hendorum. Together with a company of ex-legionnaires and gladiators, Achileos adventured throughout Krella and Hocwrath, and was one of the few men ever to have fought both a medusa and a two-headed Krellan wolf and survived. The young warrior is believed to have lost his life somewhere in the Hendorum peninsula, for after leaving the city of Hendorum with the intention of visiting friends in Atlantium, he and his two companions simply vanished.

Special note

Although there are no eye slits in the helm, a special enchantment upon it permits the wearer to see as if the entire face shield were made of glass. The helm provides a special bonus of also making one who wears it immune to any gaze attacks, even if he looks directly into the eyes of a medusa!



Helm of asps

An open-faced brass helm of Krellan workmanship heavily engraved with writhing asps.

Background

This treasure is believed to trace its origin to Krellan necromancers within the last three centuries. Its most noteworthy owner was the gladiator Piso, who established a famed gladiatorial school in Hendorum 70 seasons ago. The helm was kept on display by the school throughout Piso's lifetime, and could have been destroyed several years after his death, when the school burned down. Piso's son, who runs the rebuilt school, suspects the helm may have survived the fire, to be picked up and taken by scavengers searching the ashes for valuables.

Special note

Once per day, a character may activate the helm for 10 minutes, during which time the asps upon it animate, allowing for a bite attack against an enemy, similarly to that of a medusa. The asps strike as a 6th level monster, inflicting 4D6 Strength loss to someone failing a Con roll, half otherwise. The one bane to a character using the helm is a 01% chance anytime the item is used that he immediately and irrevocably becomes a medusa.

Hoods--

Enchanted hoods became popular in Torrencia about 500 years ago. Since then, several of these items have been crafted by various Torrencian sorcerers, among which are the following.

Hood of the archer

A hood of green linen.

Background

This item is known to have belonged to **Williken of the Wilde**, a noteworthy Torrencian bandit who has proven to be the bane of Count Saint-Germaine. A few years ago, Williken was captured by a squad of knights, and this item was among the items taken from him. The hood was quickly sent to the count by Baron Lessaine, whose men had taken the wily bandit, to confirm his capture. But soon after Williken's escape from the baron's dungeon, the hood vanished from St Germaine's vaults. While most believe that the bandit engineered the hood's recovery, stories persist that Williken has offered 10,000 gold crowns to anyone who will return the hood to him.

Special note

When the hood is donned, it confers the following powers:

The wearer may employ long or recurved bows as *primary* weapons. If either of these are already *primary* arms, a bonus factor of 1 is instead applied to attack rolls, and the wearer may take one extra shot per turn. Otherwise, he is granted a bonus factor of 1 to damage rolls with bows.

If the wearer is a 12th or higher level woodsman, the levels of available followers double to 24. Twelve levels of followers are lost if he or she permanently loses possession of the hood.

+15% bonus to *concealment* rolls made in wooded terrain.

Once per week the hood will cast an *alter garb* enchantment, making the wearer appear as any of the following for up to three hours:

- A monk.
- An executioner.
- A beggar
- A fop.

Note that facial characteristics are not affected. BM

Hood of the owl

A hood of owl feathers attached to soft leather.

Background

The mysterious owner of this item was known simply as "Owlman," a wizard who adventured throughout Islay about a century ago. None ever knew his true name nor saw his face, for at all times he kept the hood activated.

Owlman supposedly gave up adventuring when one of his party, a fellow wizard whom he was close to, was slain by ice ogres in Sarvia. Where he and the hood wound up is unknown.

Special note

When the wearer concentrates, the hood turns his head into that of an owl and confers three useful powers:

1. The wearer can see fully in any but magic darkness.
2. The wearer can swivel his head in a 180 degree arc.

3. A 10'-wide pair of wings sprout from the wearer's back, permitting absolutely silent flight at a *tactical movement* of 20', although special clothing is needed to facilitate this metamorphosis. Also, flight is impossible if the wearer exceeds his *normal load* rating as determined by Strength.

Hood of piety

A hood of brown wool.

Background

Several of these wide-collared hoods are known to exist, and all trace their origin to the **Order of the Humble Heart**, a cloistered group of Torrencian priests. By tradition, a 10th level necromancer of this order is presented with such a hood when he departs to start his own temple.

Special note

When worn, this cowl casts a shadow upon one's face, ostensibly to eliminate vanity. Additionally, if the wearer is a necromancer of Good ethics, a week of fasting and prayer to his deity gains him a vision in which his deity reveals some sort of information which may or may not provide the answer to some question posed by the priest. This power is usable once each six months.

The hood's other power is that it will permit a Good necromancer to lay hands upon a living creature and heal all lost Body points. This can be attempted once per week. BM

Hood of poverty

A hood of brown wool.

Background

This holy item was owned by **Ethelred the Believer**, a humble friar who spent all his days ministering to the poor of Torrencia, and who was unique in that he was never an adventurer of any sort. The beloved street cleric ended his days under the lance of a knight who intended to ride down a beggar, and it's said that the hood was buried with the friar in a pauper's grave. Rumors persist, however, that the old priest presented the hood to a young novice in the weeks before his death. This novice, say some, sold the hood in later years to an adventuring priest in return for funds to start a street mission.

Special note

Any necromancer of Good ethics who dons the hood receives both great benefits and at the same time great responsibilities and restrictions. The hood's owner first of all can always find sufficient food and water to maintain his survival regardless of the terrain he finds himself in. Additionally, the wearer is granted immunity to any sort of poison, and makes Luck rolls on a score of 19 or lower. He gains *healing hands*, and once per week can *cure poison or disease* of any sort, including lycanthropy.

In return, the owner can retain no money or property of his own, and must rely on the generosity others to take care of any needs he may have. While the character is not forbidden from packing out the proceeds obtained from a successful treasure hunting expedition, he must donate these proceeds to the poor, excluding fellow player characters, at the first opportunity. Failure to do so bestows a divine curse upon him, causing weakness and the loss of 1 Con point per day until he dies or repents his selfishness. Restoration of these lost Con points is at the rate of 1 point per week. BM

Hood of the sage

A hood of blue silk decorated with silver runes.

Special note

None know the creator of this item, although it has passed through the hands of a number of Hocwrathian wizards. It is useful in that a spellcaster who wears it gains several powers, the first of which is the ability to detect any magic aura of an object he handles. Beyond this the hood imparts specific knowledge regarding the general history of a well-known magic item. (For game purposes, a player whose character has this hood may reference the *background* section dealing with QA magic items he handles.)

The hood also helps the wearer to discover the powers of magic items without the use of spells such as *discern enchanted aura*. After a week of study, percentile dice are thrown and on a roll of 60 or less the character has discovered all normal powers of the item. Any unusual curses or special restrictions it has, however, will not necessarily be noted unless the dice roll was a 10 or less. BM

Horken's bibelot

A spell, song or prayer book which folds into a small book no more than 2" square.

Background

Many of these items were crafted for various clients a century ago by a Torrencian sorcerer named Horken, who dwelled in the province of Count Nordenrodd until his death at the age of 63 seasons. The precise number he made is unknown, but all his enchanted books are prized by adventurers concerned with traveling light or keeping their spellcasting abilities a secret.

Special note

Sometimes called *folding books*, these useful items are magically enchanted to fold down to only an inch or two with negligible weight. When one of these is discovered in some treasure cache, there is a 30% chance that the book holds spells determined by the GM. The precise type of book is determined randomly on the table following.

- 1-3. Spell book
4. Song book
- 5-6. Prayer book

When unfolded, a *bibelot* is comparable to a normal spell-book with respect to weight and the number of spells it carries.



Horn of the huntsman

A carved oak hunting horn. One or more large cracks are visible on the horn's shell.

Special note

No one knows who crafted this item, nor who today owns it, although it is of Torrencian design and has passed through the hands of a number of woodsmen. Its power is that when a woodsman winds the horn after fixing his mind on someone who he is searching for (usually during tracking), an echo of the horn will sound from the precise location of that person or creature, revealing its position. Of course, if the target of the horn has moved beyond the range of normal hearing, no benefit is to be gained through using the device.

In selecting a target, the horn's user must either know him, have seen him, or have observed signs of his passage such as footprints.

Lyrazel's pouch of rain

A pouch of black silk with a red silk drawstring.

Background

This unusual item is said to trace its origin to the elf princess Lyrazel, who fashioned several enchanted pouches. About a century ago, a necromancer by the name of Gorthos supposedly claimed both this item and a pterodactyl hatchling as treasure picks after a successful expedition into the Land of Shadows. Gorthos kept possession of the pouch for a number of years, during which he raised and trained the lizard-bird as a mount. Unfortunately, the necromancer suffered the ignoble fate of falling to his death from the back of the pterodactyl when the buckles of its saddle came loose (with the surreptitious help of his ambitious apprentice, say some). Gorthos' splattered remains were looted by some citizens of Serpenalik, and it's said that the pouch was among the items taken.

Special note

When the pouch is opened and the command word "Storm" is spoken, a thick, black rain cloud billows

forth. This cloud can be directed up to 500' distant, where it expands up to a 100' circle. (Within dungeon areas, the cloud conforms to fit within available space.) Immediately thereafter, a deluge begins which is sufficient to extinguish any normal fires, along with causing a 60% chance of extinguishing even magical flame, or preventing a fire-based spell from functioning within the area of exposure. These effects occur in addition to any other GM-determined effects (such as making floors slippery, washing out a dirt road, etc.). The rain storm lasts for 10 minutes, and the pouch may be used once each 72 hours.

Lyrazel's pouch of wind

A black leather bag about 12" square with a rawhide drawstring.

Background

This was supposedly the last enchanted bag crafted by Lyrazel. This and a *portable (swan) boat* were supposedly left by her in the care of the VanTollivers at their ancestral home of Abyshyryl on the shores of Lake Van in the west of Ashvryl. Whether the items still remain there is unknown.

Special note

This magical bag is very useful in certain circumstances, and has two command words. The first, "Gust," emits a mighty gust of wind whose area of exposure is a 50' cone ending in a 20' base. This wind gust is powerful enough to disperse any gas, smoke, fog, etc., and additionally blows away any flying creatures of *medium* or smaller size while inflicting 1D8 points of buffeting damage in the process. *Small* or *medium* creatures that move along the ground must make Strength rolls or likewise be blown off their feet, enduring 2D8 points of damage. The wind gust lasts for as long as the user concentrates, and he or she may undertake no movement save for turning in up to a 360 degree circle. This power of the bag may be used once each 48 hours.

The second command word, "Blow," causes a strong wind to issue forth from the bag. This wind is insufficient to cause harm, although it will dissipate any fog, smoke, and so on within a hundred-foot circle if it is held and the user rotates around. The wind is useful to boats and ships, however, as it will propel them at a speed of at least 10 MPH regardless of tonnage. When operating in this mode, the bag need not be held, but may be lain behind a sail to work automatically, halting after the drawstring is pulled tight or six hours pass. This power is usable once per

day.



Marchenko's staff of the golden fist

A polished staff of ebony capped with a human-size fist of gold.

Background

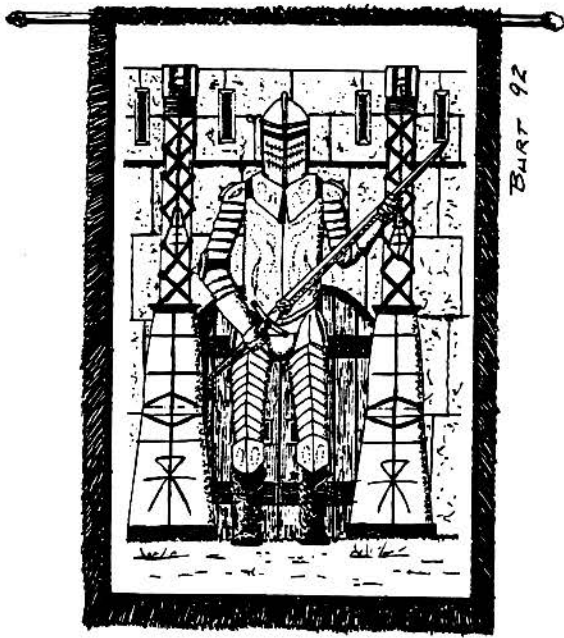
The creator of this staff is known to have been a Sarvian necromancer by the name of Marchenko, who with several companions adventured throughout the Carpathian Alps. The company is presumed to have met their end after the suicidal act of penetrating the enchanted hut of the ogre witch Baba Yaga--or so claimed two frightened retainers who came down out of the mountains with the company's horses. Certainly, Marchenko and most of the fellowship were never heard of again, though some maintain that a single cossack in the party turned up two summers later in Tarym. Tight-lipped regarding most of the terrors he had witnessed, the cossack did assert that the hut was a gate to a number of pocket dimensions, and that the fellowship battled all manner of fell beasts before being overcome. Of his own escape, the cossack claimed to have departed through an enchanted mirror, only to find himself in Avalon with a long walk home awaiting him.

Special note

The *first staff*, as some called it, first of all functioned as a BF 1 weapon. More importantly, the device had two useful powers listed hereafter.

Battering ram. When the staff strikes a door or other object, it acts as if a battering ram were being employed with a Strength of 90. This power is usable twice daily.

Portable hand. This second power allows the owner to hold onto the end of the staff and manipulate the fist through mental command into performing actions comparable to what a normal human hand with a 20 Strength could, excluding combat. This power is usable at the owner's will.



Morgrim's tapestry

A thick tapestry seven feet tall and four feet wide depicting an armoured knight ready for battle.

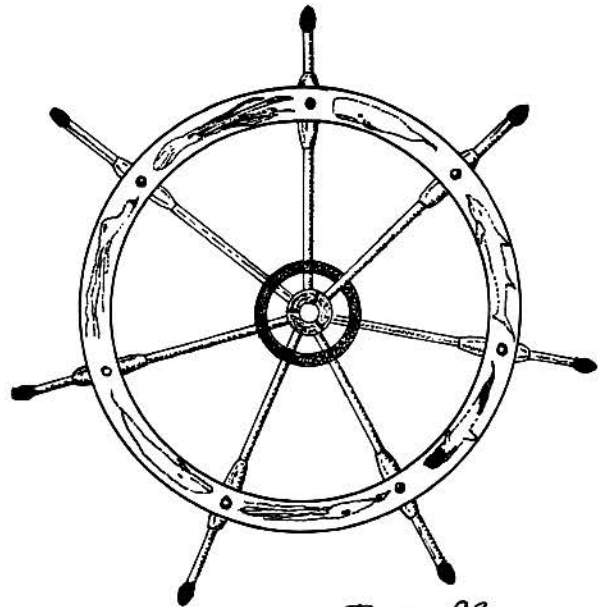
Background

This enchanted tapestry was found 12 summers past by a group of adventurers exploring a long-abandoned Torrencian manor house. Although bulky, it was removed from a ballroom in which it hung and eventually taken to Torrence. For several months, its true nature was a mystery, though the group presumed it held prisoner a knight, who could be released with the correct sorcery. Further research by Morgrim Shoenfeldt, the party's sorcerer, revealed that the tapestry actually functioned as a means of summoning a guardian over an area. The tapestry hung in the group's estate for several years, until they left on a long expedition to Naz-Al. Upon their return, they discovered that the estate had been looted by thieves, who failed to locate the secret door guarded by the tapestry. The tapestry had, however, been taken along with several other minor magic items. Its whereabouts today are unknown.

Special note

The tapestry's usefulness lies in the fact that when it is hung or lain in a room of any size, it may be ordered to guard an area or a specific object/person. Upon preset condition guidelines coming to pass, the enchanted knight within the tapestry steps out to battle any intruders, halting attack only if they die or leave the room. The knight attacks as a 3rd level fighter, is AR 5 with 30 Stamina and 20 Body, and

delivers 1D8+2 points of damage when he hits. If he is slain, the knight vanishes and the tapestry loses its magical powers. It otherwise can be *repaired* with the spell of the same name, which heals all "damage" on the knight, provided he was not actually slain. The tapestry's equivalent bulk is 50 lbs.



Nazier's ship's wheel

A ship's wheel of ivory, intricately carved, and obviously of Arwinian workmanship.

Background

Rumors are flying hot and heavy regarding this treasure, for only last summer Nazier, an important member of Freeport's thieves guild, discovered it during an assignment in Arwin. Since then, a few tricksters believe that Nazier sold the item, though some whisper that the wheel was confiscated by higher-ups in the Guild, or that the master cutpurse lost it while gambling. Nazier himself has denied any knowledge of the wheel, but more than one acquaintance believes that it is still held by the supposed "candle shop owner", and that it may be but the first fruits of a horde of treasure Nazier plans to return for.

Special note

The wheel is absolutely priceless, and possesses powerful enchantments which give a ship to which it is attached the ability to fly when the wheel is grasped and the helmsman concentrates. During flight, the ship has a maximum *tactical movement* of just over 200'. (Which is an overall speed of 15 miles per hour.)



Portable boat

A small model of a boat, usually no more than 6" long.

Special note

Many of these are floating around Islay, and they typically trace their creation to some spellcaster who needed to traverse water. *Portable boats*, as noted, resemble small, highly detailed models of anything from a rowboat, to the legendary *Dhow of Housep*, which became a full-size ship at the owner's desire, and was supposedly lost to pirates. Each is activated to grow or shrink by simple control words, and when such a treasure is found, the GM should reference the following table to note what sort of boat is discovered.

01-15: Canoe

16-45: 4-man rowboat w/oars

46-60: 6-man rowboat w/small sail

61-85: 10-man elven swan ship w/sail

86-99: 20-man Viking-like longship w/sail

00: *Dhow of Housep*. Full-size 100-ton dhow. As a special note, Raven TenTolliver of Freeport has long had a standing offer of 100,000 gd for this item, which may be claimed at the **Guild of Business & Commerce**.

Potions--

Note that unless otherwise indicated, the running time of a potion is one hour. Potions also are brewed in 8- to 12-ounce doses.

Potion of animal magnetism

Special note

When drunk, this potion causes all animals within 30' of the drinker to become *charmed*, so as to look upon one under the potion's effects as a friend. Animals so enraptured will obey simple, one-word commands such as "flee", "halt", "attack", etc.

If the potion is used against animals magically controlled by another, it causes them to ignore the imbiber unless he undertakes offensive action against them, excluding a druidic *banishing* attempt.

Potion of battle

Special note

This potion betters the imbiber's skill with arms to the point that all weapons are treated as one class higher than they usually are--*secondary* weapons become *primary* arms; and *inappropriate* weapons are treated as *secondary* weapons. In addition, a character wielding what are normally *primary* weapons does maximum possible damage with each strike.

The potion's effects last for 3D6 minutes.

Potion of dragon dust

Special note

This extremely rare potion is made from a pinch of priceless dragon dust taken from a pulverized brain. It is useful to spellcasters in that it causes all spells which employ randomly generated points of damage or healing to function at maximum possible effectiveness.

The potion's effects last for 2D6 minutes.

Potion of elemental breath

Special note

This potion allows the imbiber to expunge a harmful breath in a 20'-long cone with a 10' base. The potion

lasts for 1D6 minutes, during which time the imbiber may select any one of the following forms of elemental attack: fire, cold, steam, or electricity. The breath initially takes effect upon the normal combat phase, ending on the following phase. Thereafter, through subsequent turns, it may be invoked upon and through a single selected phase, unless spellcasting or other combat is being performed simultaneously. Creatures within the breath's area of exposure sustain 6D6 points of damage, halved with a successful Agility roll. Note that the breath form may be changed from turn to turn at the imbiber's desire.

Potion of golem control

Special note

This potion is fully effective against one particular type of golem, and is partially effective against all golem types. When this potion is discovered, the following table should be referenced to see what sort of golem is fully susceptible to its effects:

- 01-05: Straw
- 06-15: Wood
- 16-25: Wax
- 26-35: Bone
- 36-50: Brass
- 51-80: Bronze
- 81-00: Iron or other

Golems for whom the potion is explicitly made are bound to obey any commands issued by the imbiber. Note that an unlimited number of these golems can be affected while the potion's effects last.

Golem types for which the potion is not specifically made are less susceptible to the effects. The imbiber may, however, attempt to control a single golem, which gains an IQ roll to resist the effect. Success immediately ends the potion's power.

The potion otherwise lasts for 2D6 minutes.

Potion of mental acuity

Special note

When swallowed, this potion boosts one's IQ up to 20. Note, however, that if the potion is fed to an animal or monster lacking a language, it functions only for purposes of resistance rolls; the recipient's IQ is still treated as normal regarding its ability to reason or communicate.

Potion of mimicry

Special note

This potion is coveted by tricksters in disguise. When drunk, it permits the imbiber to speak with the same voice as one selected individual within 100' of him when the contents are swallowed. Note that the person whose voice is being mimicked need not be alive for the magic to work on the imbiber.

Potion of scales

This useful potion alters the drinker's epidermis, bringing forth a light covering of scales. This has the effect of granting 1D4 points of damage absorption potential while leaving the armour rating unchanged.

Potion of shadows

When drunk, this potion causes a shadowy aura to surround the character, granting him a base chance of 40% to hide in shadowy areas without being noticed, regardless of armour worn. If the character already has such skill through *stealth*, the potion grants a bonus of 20% to *stealth* rolls made with the intent of hiding in dark areas.

Potion of spell-resistance

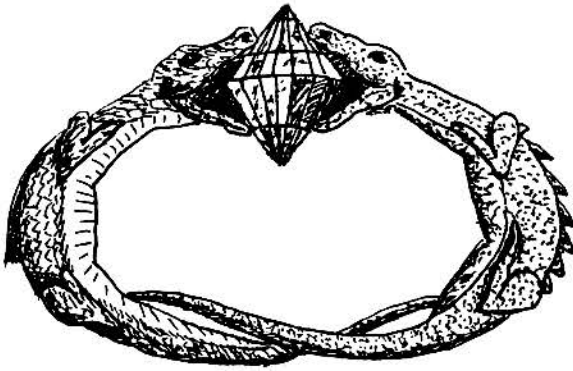
Special note

This valuable potion is rendered from a gland of a turtle dove, and when drunk grants the imbiber a resistance roll of 19 or less vs any spell while completely discounting any normal penalty factors which might otherwise apply to the resistance roll. The potion's effects last for 10-30 minutes.

Potion of truth

When this tasteless, colorless, odorless potion is drunk, it causes the imbiber to speak only truth for the next 3D6 minutes without realizing he is under the potion's influence. However, the potion does not force an affectee to answer interrogators; it only guarantees that any statements which are made will be fully truthful.

Rings--



Buāt 92

Ring of focusing

A pair of dragons, one gold, one platinum, entwining to form a ring, with a grey faceted crystal held in both mouths.

Background

The history of this item is filled with violence. Records of it date back at least three millennia to Serpenalik, and the sorcerer Jaffre, who was one of the last people to have actually slain a dragon, deep in the Land of Shadows. Jaffre himself took the dragon's brain, and, months later, had the witch Geleesa murdered to obtain her most prized possession--a vial containing the *essence* of a dragon she had encountered in her youth. Jaffre used both items in the manufacture of this ring, but enjoyed his accomplishment only briefly before members of Geleesa's coven exacted vengeance, ambushing the sorcerer with undead spirits.

Geleesa's lieutenant supposedly took the ring and other treasure from the dead sorcerer, and it remained in her coven for years afterward. Decades later, the ring was in the possession of the druid, Awaine Rillorall, who became queen of Avalon after marrying the widowed prince Asher. Awaine's granddaughter in turn passed the ring down to one of her sons, who disappeared with it into Naz-Al.

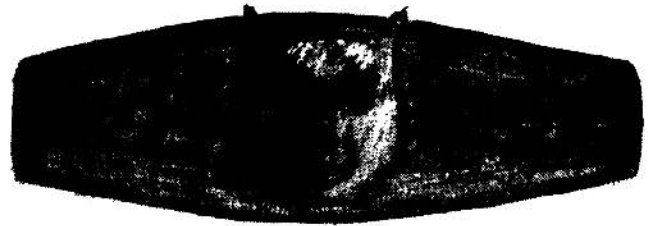
Curiously, the ring next surfaced across the world in Arwin, in the possession of Amin of Tyre, a famed saracen. Amin sold the ring to a necromancer named Caspar, who subsequently was murdered by assassins in Zukal. Months later, the ring was used by the sorcerer Shakim against a rival necromancer. Shakim himself was supposedly betrayed by his apprentice, who was given the ring as a reward for his treachery. The unnamed apprentice met his own end at the hands of

bandits who ambushed a caravan he travelled with, and the ring was then lost for centuries.

The elven adventurer Ashadar and his companions next stumbled upon it in a Hocwrathian treasure cache. Months later, Ashadar was lured into a trap by an assassin posing as a sage, and the ring quickly ended up in the hands of Disakomon, the head of a School of Sorcery. Disakomon lost his own life--and soul--to a devil he conjured without adequate preparation, and most assume that the devil returned to the Hells with the ring. Research by the liche Nostradamus, however, suggests that Disakomon bartered the ring to a fellow sorcerer for several ancient spell books. If so, it may still remain upon the Nexus.

Special note

The grey stone is made of dragon dust mixed with normal crystal, and holds the essence of a long-dead dragon. When worn by one who casts spells that inflict (Stamina) damage, this powerful item grants a damage bonus equal to the character's skill level.



Buāt 92

Ring of nine lives

A band of ivory with the carved face of a cat.

Background

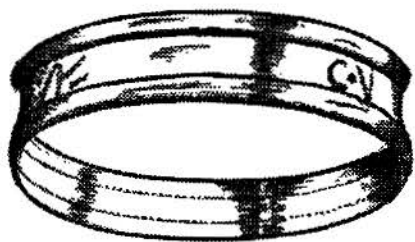
At least two of these rings are known to exist. The first is confirmed to have belonged to the archwitch Ladenna, and reportedly preserved her life on several occasions. More recently, Catherine Crowne, a Torrencian priestess of Alaina, recovered one of these rings in an old catacomb complex in the province of Count Nashar, which borders Arwin. The general belief is that they date to the worshippers of Bast in ancient Karnak.

Special note

These coveted rings aid in preserving an adventurer's life, for when someone wears a *ring of nine lives*, each turn during which one or more attacks would otherwise place him at 0 Body points, the ring

negates all damage, deducting one of its charges in doing so. In the case of spells or other effects that would cause death because of a failed resistance roll, the ring allows the wearer to treat the roll as successful, again at the cost of one charge.

When one of these rings is discovered, it has 2D4+1 charges. When all charges are expended, it crumbles to dust.



BURT 92

Ring of the four winds

A silver band engraved with four viking runes.

Background

Twenty seasons ago, a fellowship of dwarves reportedly launched an expedition into Scandia, intending to loot some of the rich tombs of its dead chieftains. Of the original company of 11, only three survived to return home, among whom was Blalok, a warrior from the dwarven clan city of Kazak. One of the few treasures recovered by the three was this ring, which Blalok wore for several years, until joining up with a group of Torrencian adventurers.

One night in a Queenstown tavern, the drunken Blalok challenged a Krellan gladiator to a duel and fell under the warrior's gladius. The gladiator claimed Blalok's goods, and the ring presumably went west with its new owner.

Special note

The ring's major power is that it confers complete immunity to wind-based spells and attacks, including those from djinn, air, and wind elementals. Apart from this, the ring has the following lesser powers, any one of which can be used once per 24-hour period:

Invoke a *windstep* spell.

Create a 20' hemisphere that neutralizes winds within its area of exposure for one hour. This hemisphere is centered upon and moves with the ring-wearer.

Create a bridge of wind which has a width of 10' and a span of up to 500'. The bridge lasts for 10 minutes and supports up to 2,000 lbs.

Conjure a powerful gust of wind in a cone stretching

100' and ending in a 20' base. Objects within the area of exposure that weigh under 1,000 lbs are automatically blown away, while corporeal creatures under *large* size must make Strength rolls on percentile dice* or be blown backward, out of the affected area. (Note that if the *wind gust* blows a creature into a solid object, 4D6 points of Body damage are sustained.)

* Large or extra-large creatures make the roll on a D20.



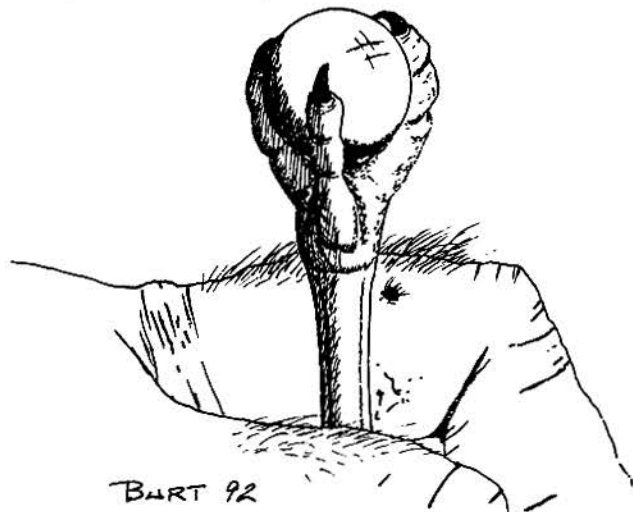
BURT 92

Ring of restfulness

A ring of true (elven) silver, clearly of dwarven origin.

Special note

These rings trace their origin to powerful earth priests, who use a variation of *dispel weariness* to fashion them. The benefit to one who wears such a ring is that he is freed from the need of sleep. However, characters needing to recover or change spellcasting slots must still actually sleep in order to do so, although the ring halves the required rest time.



BURT 92

Ring of scrying globes

A silver band with a tiny claw holding a pearl.

Background

Whether she crafted it herself or obtained it during

some quest for lost treasure, this ring was owned by none other than Ladenna, who often relied on it to spy upon her enemies, or to extend the reach of her spells, for certainly the necromancer Hieraccus of Disdoma met his end by *energy blasts* delivered to him in the ring's "bubble" one afternoon during temple services. The ring remained with the witch throughout her long career, and while some believe that she eventually traded it away after the manufacture of a crystal ball of similar power, there are no certain records of anyone else's possessing another such ring, though one story has it that one of Ladenna's coven perished with the ring when its bubble revealed a medusa behind a closed door--whose gaze turned witch and ring to stone.

Special note

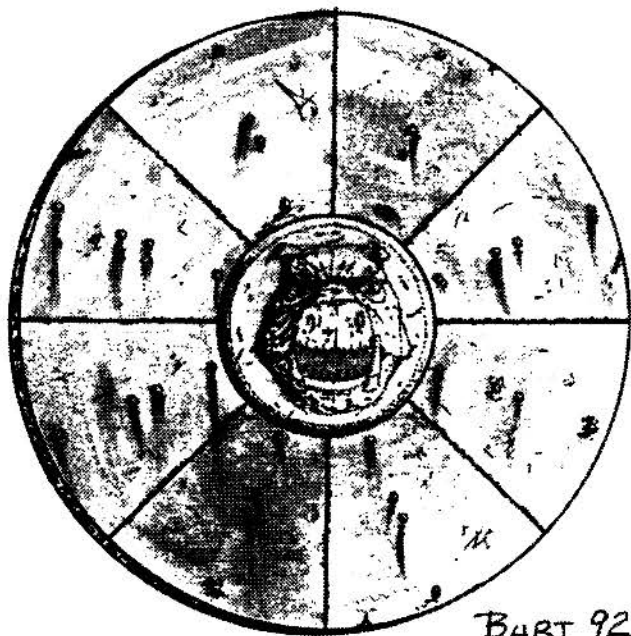
The ring's unique power is that, once per day, the wearer may concentrate and release a shimmering bubble of magical energy up to 10' in diameter. This bubble has two possible modes of operation: If released in front of the wearer for use in the general area, it moves at his conscious will at a speed of 50'/phase, up to 200' distant. While in this mode, the ring-wearer must remain stationary. However, he is enabled to see perfectly within the confines of the globe, subject to conditions of ambient light. When in this mode, the bubble may pass through solid barriers. Each time this is attempted, however, the wearer must make a Luck roll; failure means the bubble dispels. The bubble also shrinks to fit within allowable space. Thus, a 10' bubble might pass into a locked chamber to reveal what is inside, but a character using it to penetrate into a locked chest would reduce its size accordingly. And once a particular bubble has been reduced in size, it cannot be enlarged. This mode of operation lasts for a maximum of 3D6 minutes.

The second mode of operation permits the wearer to send a stationary bubble to a particular spot or person he has actually seen before. If cast with the intent of scrying a particular spot, the wearer need only make a Luck roll for the ring to function. He is then sent visual data on the spot he has chosen, and may take what action he desires.

If cast forth with the intention of scrying a selected person or creature, the target is permitted a Luck roll which if successful indicates he is not subject to the ring's power either then or at a future time. Failure of that roll, however, results in the bubble's remaining centered upon him for 1D8 turns, during which he may face the spellcraft of the ring's owner. (Note, though, that a spell's effects do not extend beyond the bubble's confines. Thus, the area of exposure of an *energy blast* cast through the bubble would be limited to a maximum of 10' in diameter, and so on.) The only way to escape the bubble during this time is through shifting to

another plane or using magic to move more than a mile away from his present position. After 1D8 turns pass, the bubble dispels.

Once a target has failed his Luck roll against the ring, he is evermore subject to it, though each time it is used to find him, he is entitled to a Luck roll which if successful indicates the ring was unable to locate him that day.



BART 92

Shield of Fachiani

A medium-size shield of iron plates riveted over a base of oak, with the leering face of an orc sprouting from the center of the shield.

Background

There have been many unique friendships in Islay, but none were more unusual than the bond between the dwarven champion Fachiani and Orcarius the orc. The tale of this unlikely friendship is oft told by bards, and asserts that Fachiani was a member of a large expedition into the Land of Shadows which recovered much treasure from an outpost of the Black Horde. On their way out of the Land of Shadows, the group met a war party of orcs, and a pitched battle between the two sides ensued, with heavy loss of life. In the middle of the battle, however, a Black Horde raiding party that had trailed the group joined in the carnage, laying

waste to both sides. Somehow, Fachiani and Orcarius found themselves hiding together in an outcrop of rocks, and, knowing that the slightest noise would mean the death of both, each kept a silent truce.

That night, both enemies saw their chance to escape, but only by overcoming a pair of guards. Thus, orc and dwarf were forced once again into cooperating with each other.

Fleeing northward, the pair fought a running battle with a company of pursuing Hordesmen, until they neared the border trail between Hocwrath and Krella. In the last skirmish, the three remaining pursuers fell upon orc and dwarf, and though Orcarius slew two of the guardsmen, Fachiani found himself outmatched and disarmed by their commander. And, in perhaps the most unusual sacrifice in combat ever known, Orcarius took the blow meant for the dwarf and went down. His sacrifice allowed Fachiani to retrieve his weapon, and the dwarven warrior slew the commander, then bent down and cradled the mortally wounded orc in his arms. Orcarius died a moment later, but his last words spoke of friendship toward his former enemy.

Fachiani was never the same afterward, and carried the memory of his orcish friend with him for the remainder of his days. Also carried by him was an unusual talking shield, with the grinning face of an orc. Just where he got it none can say. But the shield became famous throughout Islay, and was put to good use by Fachiani for many years, until he died in Orlon. Relatives of his held onto the shield for years, until a young nephew disappeared with it in Sarvia. The shield's fate after that is unknown.

Special note

The shield is useful to one in combat, for if the wielder chooses to invoke its effects, the orc face upon the boss shouts out mockery and cajoling in the native tongue of the opponent, forcing him to make an IQ roll or leave off attacking the wielder and instead direct all melee attacks against the shield (which causes no harm to it) for 1D6 turns. After this, the enraged enemy becomes immune to further cajoling.

Note this power is usable only against creatures who have a language, and that only one victim can be under the shield's effects at a time. Also, since the shield is a magic item, it can only be activated on a combat phase, which prevents the wielder from undertaking melee in the same turn during which it first speaks.

Shivarella's locket

A silver locket in the shape of a basket, holding a red crystal bead, suspended from a silver rope chain.

Background

This locket was fashioned by a Torrencian druidess about a century ago. Shivarella is known to have spent much time adventuring in the Elflands, and she ended her days in the lower level of Talon, one of the handful of humans allowed to live there. After the death of her familiar, a faerie cat, she presented the locket to an elven friend named Elvyryl, who some say eventually moved to the village of Green Dell, home of the TenTollivers. The locket's fate after that is unknown.

Special note

The locket is valuable to the familiar of a spellcaster, for when placed around its neck, it lets the familiar change shape to any sort of normal animal, gaining its form, locomotion and attack forms, although its total wound potential remains unchanged. The locket's powers function once per day, and the animal may return to its normal form at its desire.

Staff of the desert

A small shepherd's crook from which hangs a water gourd.

Special note

These items are sometimes fashioned by nomads in the Desert of Karnak. Each is useful to those traveling across the expanse of Arwin, for each dawn the gourd magically fills with sufficient water to see one man through the day without dehydration. These staffs also possess one additional power determined randomly from the following table.

1. Immunity to harm from any sandstorm.
2. As above, but the staff permits the holder to see clearly through the blinding sand.
3. Immunity from any *ambush* enacted by a desert creature.
4. Summon a *lesser* genie for 10 minutes. (This power is usable once per week.)
5. Summon a camel complete with riding gear, which lasts for 24 hours. (This power is usable once each two days.)
6. Throw up a wall of sand equal to a maximum of 50-10' cubes, which must touch each other, but may otherwise be arranged at the wielder's will.

Swords--

Sword of fealty

A two-handed greatsword highly decorated with platinum and gold filigree on the blade, with a golden handle and crossguard in the shape of a dragon's wings and head.

Background

This was once the Sword of State for Torrencia. Crafted several thousand years ago, it disappeared during the rebellion of **Prince Oliver** against his older brother about three centuries ago. Some believe that the sword was taken by a group of trusted knights and hidden to keep it from the Oliver's forces as they marched toward Torrence. These knights, it's said, were slain in later battles without revealing the sword's hiding place, and it was never recovered. Another story asserts that a treacherous Knight of the Red Lance stole the blade at the order of his count, but lost it when the ship he escaped on went down in a storm. Yet another tale claims that Templars of the heretic order of **Sir Barnabas the Wolf**, a secret backer of Oliver's, spirited the sword out of Torrence to the Order's fortress. The blade then was supposedly taken by one of the handful of liche knights who escaped the assault on the fortress, and its fate after that is unknown.

Special note

Apart from functioning as a BF 4 greatsword, an oath sworn on the blade must be kept upon pain of death. Any willful deviation from keeping the oath causes the loss of one Body point per day which will not return until the oath breaker repents. The sword also has 1D4 other powers which the GM should determine.

Anyone who recovers the blade would certainly gain favor with the court of King Lawrence if they return it!
BM

Sword of gems

An elven-made gladius highly decorated with golden filigree work and sporting three empty facets, each made to hold a 50-ct gemstone. The remaining facet holds a 50-ct catseye.

Background

This blade was wielded by Vandir Greywood, an elven champion of the First Age. Vandir perished in

one of the battles during the siege of Talon, and one tale has it that a Torrencian barbarian recovered his sword on the battlefield during the rout of the forces of Gorus. This barbarian supposedly pried three of the jewels from their settings and bartered the sword with its one remaining gemstone to a fellow barbarian from another tribe. What became of the blade after that is unknown, although various tales have the sword surfacing in Hocwrath (no doubt from being taken there by Torrence's ravaging hordes), and then in Krella. In modern times, an Arwinian saracen named Vasek supposedly took a blade of similar appearance from a dead Krellan whose body he found in the desert. The sword after that is believed to have passed through several pairs of hands along the southern coast of Arwin, although none know for certain where it is today.

Special note

When this sword is discovered, it holds a 50-ct catseye gem in one of the settings. This enchanted gem makes the blade a BF 1 arm and also permits the wielder to see up to 40' in any sort of normal darkness when he holds the sword. The three other gems remain lost, and while they have no powers when not set into the sword, they radiate magic. If they can be located and replaced in the blade, several additional powers are granted. First, each gem replaced adds one bonus factor to attack and damage rolls. Beyond that each provides one additional power determined by the GM. The remaining gemstones are: A sapphire, a ruby, and an emerald.

Sword (or dagger) of parrying

A one-handed sword of any sort.

Special note

This weapon, which is often mistaken for nothing more than a BF 1 or better arm, is actually much more useful, for its bonus factor to attack and damage is also treated as a bonus to the wielder's armour rating, so long as he is aware of the weapon's true nature and he wields it exclusively in combat. Thus, no bonus to the armour rating accrues if a PC fights two-handed, nor is there a bonus against *ambushes*, missile weapons or *assassin blows*.

When this weapon is found, percentile dice should be rolled against the table following to see the specific arm that has been discovered.

01-25 Dagger
26-60 Broadsword
61-65 Scimitar
66-95 Gladius
96-00 Rapier

Sword (or dagger) of sharpness

A sword of any type usually made of elven silver.

Special note

These are perhaps the rarest and most coveted of all swords, tracing their craftsmanship to powerful spellcasters of the First Age. Each 24 hours, the user may utter a command word which activates the sword's enchantment. This enchantment typically lasts for no more than 10 minutes, but during this time the sword can slice through various materials with ease (see below). Additionally, any damage from a successful hit by the wielder is treated as Body damage, even if Stamina points remain, and armour absorption applies only if the armour's material cannot normally be cut through by that weapon!

Following are tables showing first the sort of *sword of sharpness* found, and then its bonus factor, along with what it can cut through.

Sword type

01-40 Dagger
41-70 Gladius
71-85 Broadsword
86-90 Scimitar
91-92 Scimitar (two-handed)
93-98 Bastard sword
99-00 Two-handed greatsword

Bonus factor/toughest material it sunder

01-75 BF 1/Rope, cloth, vines
76-90 BF 2/Leather, wood
91-97 BF 3/Metal, normal (including magic armour)
98-99 BF 4/Metal (magically hardened), stone
00 BF 5/Anything but Artifacts of Power, elven silver or diamond

Tome of arms mastery

A book with a cover of latigo leather, 6" wide by 8" tall. The text is profusely illustrated with pictures showing the best means of handling weapons, while the text offers lengthy discourses on the intricacies and

quirks of virtually all known weapons.

Background

Some believe this work was penned by the mad sorcerer Salaam, famed for his magical ring that granted great skill in using weapons. Whether true or not, this book--or a series of them--have passed through several different owners. Presently, one copy is on display at Freeport's Adventurers Guild. Owned by the gladiator Marcellus of Arnium, a price of 50,000 ounces of gold is asked for the tome.

Special note

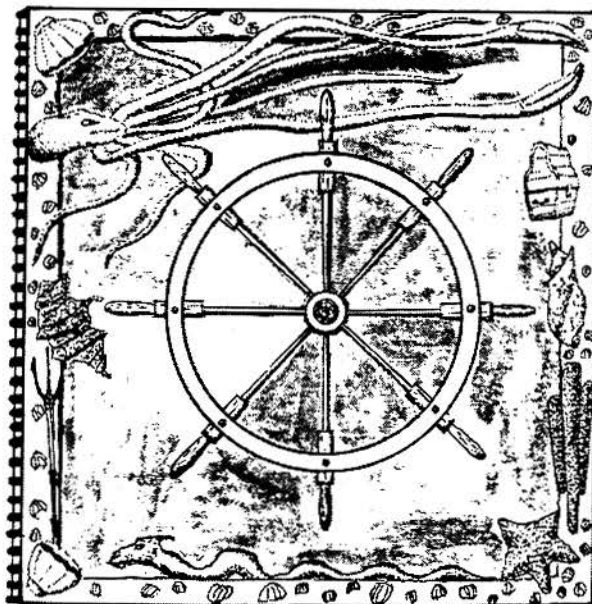
As with most innately magical tomes, the book's text can be read by any creature who knows a written language. Perusal of the work requires 3D6 days, and at the end of that time the tome disappears. Its reader, meanwhile, gains his choice of either the *two-handed fighting* skill or a variable number of *combat skill slots* depending on his overall profession as shown:

Fighter: Fighters gain 1D3 *combat skill slots*.

Trickster: Tricksters acquire 1D4 *combat skill slots*.

Spellcaster: Spellcasters gain 1D4+1 *combat skill slots*.

These slots may be allotted at the player's desire. However, the *tome* imparts its magical abilities only once. No benefit is to be gained by reading a similar book at a future time.



BART 92

Tome of the ancient mariner

A book 9" square with a cover of blue shark hide bound with silver wire sewn into the shape of shells,

octopi and other sea creatures. An eight-spoked ivory ship's wheel is affixed to the center of the front cover.

Background

None know the true genesis of this book, though the first tales of it date some eight centuries past, to the pirate lords of Freeport. Over the course of years, a variety of Freeport and Krellan seafarers have acquired the tome through a variety of means ranging from trade, purchase, theft, to even recovery from a sunken vessel. The most recent owner of the item was Tor Halverson, skipper of the *Faithful*, a Freeport cog that made regular trade runs to Hendorum. Ship and crew vanished without trace last fall, and most suspect complicity at the hands of a Hocwrathian necromancer and three bodyguards who booked passage on the *Faithful* at the last possible moment with several crates which local dock workers recall were suspiciously heavy for their small size.

Special note

The tome is a curious work written in two parts. Part One offers highly detailed instructions on navigation and ship-handling. Part Two records a number of unique prayers to a variety of sea deities. These special prayers are usable by any person who holds the book and worships a sea deity, but their effectiveness varies with his skill level. Each invocation (with the exception of *summon kraken*) is usable but once per day regardless of how many attempt to recite them, and the prayers are broken down into the following categories:

Detect reefs. This prayer causes all reefs within a 10-mile circle to emit a strong glow, allowing them to be spotted by lookouts. The duration of this prayer is two hours, or until the ship leaves the area of exposure.

Chance of success: 20%/level.

Extinguish shipboard fire. This prayer extinguishes any dangerous fires aboard ship.

Chance of success: 20%/level

Repair hull damage. This prayer repairs 2D6 points of damage to the ship.

Chance of success: 20%/level

Dispel fog bank. This prayer causes any sort of fog bank (even magical) to dissipate, allowing the ship to proceed safely. Interestingly, it is said that if a person recites this prayer backwards, a 20th level stationary fog spell can be invoked, centered on the tome.

Chance of success: 15%/level.

Summon a favorable wind. This prayer invokes a deity to end the doldrums and bring forth a wind to send the vessel on its way.

Chance of success: 15%/level.

Calm sea creatures. The area of exposure of this prayer is a one-mile circle centered on the tome, and causes any sea creatures beneath the level of the reader to become docile. Creatures exceeding his or her level are entitled to a Luck roll to resist the effect. The duration is one hour.

Chance of success: 10%/level.

Calm storm. This prayer invokes the deity to abate a squall or gale.

Chance of success: 10%/level.

Summon waterspouts. This prayer summons 1D4 waterspouts to arise in a specified spot within a mile of the reader. Each waterspout can be ordered to capture and hold a sea monster beneath *extra-large* size in a cocoon of swirling water. In doing so, the waterspout attacks as a 5th level monster. A successful hit results in the target being captured and held for the next hour, while a miss indicates it has fought free, destroying the waterspout in doing so.

If used instead with the intent of harming another vessel, each waterspout attacks as a 5th level monster, inflicting 6D6 points of hull damage to its target, then dissipating. The waterspouts otherwise vanish after an hour has elapsed.

Chance of success: 5%/level.

Turn hurricane. This prayer causes a hurricane to reverse its direction of travel.

Chance of success: 5%/level.

Summon kraken. This prayer immediately conjures forth a kraken to attack the enemies of the reader. The kraken remains until its victims are slain or 10 minutes have elapsed, whichever comes first. Note this prayer is usable but once per month.

Chance of success: 5%/level.

Tome of silken pages

A large, yet thin, spell book with a black leather binding inlaid with a pair of silver dragons whose tails meet and spell out the letter L. Within are a two score of highly illuminated pages made of silk.

Background

Some believe that this powerful item was crafted by the archwitch Ladenna. Others say that Lyrazel was

Special note

This tome resembles a valuable grimoire or reference book holding the promise of useful information within. Instead, it is actually filled with pages that enact a hypnotic curse upon a reader, filling him with an irresistible urge to immediately curl up in a comfortable position with the book and go to sleep. The amount of time one sleeps varies with his profession type as shown:

Fighter: 3D6 minutes.

Trickster: 1D4 hours.

Spellcaster: 2D4 hours.

While someone under the effects of the tome cannot be awakened normally, all effects are immediately canceled through use of curse-dispelling magic or other spells that end magical slumber.

Teeth of the serpent

A set of fanged upper dentures.

Special note

Several sets of these enchanted ivory dentures have been seen over the years, but no one knows who created them. They are useful to adventurers who wish the bonus of a poison bite, for when they are placed in the mouth, a person may bite someone, forcing them to lose 2D6 points of Con if a roll against that stat is unsuccessful. The one liability to the owner of these teeth is that if a natural 30 is rolled, he has bitten himself and automatically endures the Con loss. BM

Turpin's tightrope

A 100' coil of elven rope.

Background

Whether he was the rope's first owner, or whether he "acquired" it from one of the many he stole from, this item was made famous by the Torrencian highwayman Dick Turpin. Before taking up his true calling, the bandit spent his youth burgling many a city building with the aid of this rope. But by the time he had become a renowned highwayman leading a group of bandits, his association with the rope seems to have ended, for no records of his using the item exist past his early career. An apocryphal tale dating to approximately the same time, however, has it that a woman named Eponine acquired the rope from Turpin as a gift for her favors. A witch-cutpurse named Eponine was known to be a member of Aleriyll's troupe

of non-human tricksters, and some think that she and this rope may have ended up in the hands of the Arwinian sorcerer who brought an end to the group.

Special note

The rope has two useful functions. It first of all becomes a tightrope which extends between two points at up to a 30 degree angle, and supports up to 300 lbs. Secondly, one may hold an end of the rope, and the other will snake up, down or laterally and affix itself to a suitable projection, loosening at the wielder's will.



BURT 92

Wand of Hellfire

A wand of ebony wood capped with a diamond-shaped knob of ivory holding a large crystal which pulsates with an orange glow.

Background

This wand was fashioned by the Hocwrathian necromancer Nebo, with the aid of Arcana™ the witch. The two spellcasters, together with several friends, are part of the handful of mortals ever to have entered the Hells--and returned to tell the tale. This famed expedition occurred some 60 winters ago, after the fellowship discovered a series of magic portals within the ruins of an ancient fortress in the Land of Shadows. Once in the Hells, the group battled a number of fell creatures until coming upon a huge ivory citadel which was home to the devil Nektus. Here, they withstood the minions of the eight-armed monster while searching for some means to return to the Nexus. At last, in one of the fortress' towers, an enchanted mirror was discovered which Arcana™ manipulated into opening a portal back to the Nexus. The group, sorely wounded and virtually out of spells, then returned--but not before Arcana™ cast *capture essence* and thereby obtained the very essence of Hell itself.

Weeks later, back at their base in Serpenalik, Arcana™ and Nebo fashioned a wand into which they placed the *essence* they had procured, acknowledging they had little idea what sort of enchantment would result. The completed wand proved to be a potent weapon against undead, and the fellowship utilized the device for several years, until they disappeared for good on an expedition to loot Serpen's Tower.

Special note

As mentioned, the wand is a potent weapon against undead only, and may be employed up to six minutes per day. When the wand's wielder aims it at an undead creature within 150', a beam of plasma shoots forth and bathes the monster in the fire of Hell itself. This fire

causes no damage to the creature but inflicts agonizing pain, preventing the monster from engaging in melee or invoking spells lacking an *instantaneous* casting time. The effect lasts as long as the wand is directed at a target in range, up to a maximum of six turns. Note that no spell or item, unless tracing its origin to a deity, offers immunity to the wand's power.

Special feature--*Lost Crowns of Islay*

by Bill Mercer

The following special treasures are provided for the GM to place in his campaign under circumstances of his choosing.

Baron Landros' coronet

Background

This silver coronet belonged to Baron Landros, who was a faithful servant of the Count of Nordenrodd about 150 seasons past. Since Landros died heirless, the Count declared that whomever would claim the crown could be baron of the shires of Landros in the northern province. This was not entirely beneficial for the strategically located barony came with a number of "minor" problems: First, it bordered the notorious Orc Forests. Secondly, Landros is located at the head of a Bay along the eastern side of which runs a long peninsula of land which is part of the province of the **Contessa de Castille**, while directly abutting it to the south is the province of **Count Ribadaneira**. Both sovereigns believe they have claims upon the barony, but generally keep a "hands off" policy on Landros--mostly out of concern that direct incursion into the area will precipitate full-scale war between the three powerful rulers. And so--most of the time--Landros is treated as a neutral buffer, although agents for both Count Ribadaneira and the Contessa play constant games with each other in and around the barony. Thus, the baron of Landros must walk a political tightrope in the dealings with his own count, Count Ribadaneira and the Contessa de Castille.

After a string of inept or corrupt barons failed to endure the trials of running Landros, Count Nordenrodd had a powerful wizard imbue the coronet with several magical powers to aid his servant. Unfortunately, no one could be found who was willing to take the responsibility of being bound to Landros, and so the position of Baron could not be filled. Eventually, Count Nordenrodd left the coronet in the Landros village square, making it available to any who would don it. But, although magically bound to a pedestal, someone unknown was able to steal the coronet, and it has been gone now for 83 summers.

Special note

Any human, elf or half-elf who willingly dons the coronet must make an IQ roll each turn or become bound to an oath of absolute fealty to Count Nordenrodd and the barony of Landros, regardless of his ethics. He (or she) will also be filled with an

irresistible urge to take the coronet to Nordenrodd. Once there, the current count is able to free the person from the coronet's enchantment. And assuming this person is of Good character, the Count may offer him the barony. If the person accepts, he remains bound to the Count's service and becomes the new Baron/Baroness of Landros. The crown also confers four additional powers to aid him in running the barony:

1. *Know true ethics* at will.
2. Always know when a direct lie is being spoken.
- 3-4. Special powers of GM's choice.

The barony (which is made up of several shires) comes with a main village of 1,000 souls and a small hilltop castle which is badly in need of repair (at the PC's cost).

Crown of beauty & courtesy

A coronet of silver set with black jade.

Background

This crown once belonged to **Alexis the Gracious**, a Sarvian nobleman who lived some three centuries past. Its eventual fate is unknown, but supposedly the crown was purchased from Alexis' son by a Torrencian baron. Its whereabouts today are unknown.

Special note

The crown's powers include raising the Appearance and Charm of the wearer to at least 16, or by 1 point each if either stat is already 16 or above (to a maximum of 20). Additionally, the crown confers 95% *courtliness* skill.

Crown of the demon

An eight-pointed crown of platinum and gold inlaid with sapphires, the whole worth 30,000 gd.

Background

Virtually nothing is known of the history of this crown. However, it dates to a time of struggle between two powerful Hocwrathian necromancers. In the climactic battle fought between the pair in an

underground fortress, one of these wizard-kings, Largos, at last fell under the assault of his enemy, Seninakosa. But, with his dying breath, he cursed his foe, saying that his crown would never be taken. Seninakosa laughed at the threat, but found to his amazement that Largos' crown absolutely could not be removed from the chamber by any means, magical or otherwise. A hapless soldier was commanded to wear the crown and then attempt to walk out of the room with it, but both vanished for an instant, then the lifeless, charred body of the soldier appeared, dead on the floor. Seninakosa thus left the accursed relic behind for others to deal with.

Special note

Today the crown is to be found in a chamber which is part of the ruins of an underground fortress somewhere in Hocwrath. Around it lie the charred bones of at least two dozen assorted humans and humanoids. As noted, the crown cannot be removed from the room. If someone dons it, however, he is immediately teleported to a pocket dimension where a bound leviathan, which is immune to *exorcism*, immediately attacks, for if it slays three more creatures, it is freed from bondage. If the character dies, his charred body (from the monster's *demon flame*) returns with the crown to the room. If he slays the monster, however, he may take the crown out of the area.

Apart from its value, the crown also confers two extra powers:

1. 15% overall spell immunity.
2. Gain two extra 3rd rank spell slots (if the owner is a spellcaster).

Crown of weight

A circlet of beaten gold set with a 300 ct sapphire.

Background

An old saying goes, "Heavy is the brow that supports the crown of Arcania." This crown dates back several millennia to the archmage **Garendibulus the Good**, who established a magocracy in Hocwrath along the border of Andor. Garendibulus ruled wisely and beneficently throughout his long life--a rarity for Hocwrath--and the crown passed to his son, who lost it (and his head) during the **Battle of Nevermore**, whereupon the kingdom was overthrown and became the **Archprelacy of Canto**. Since that time, the crown has supposedly lain in the treasure vaults of the papal princes but for a brief period when it was stolen by one **Garos the Rogue**. Legend has it that Garos was

captured with the goods he had stolen, and ended his life by his neck being crushed while bound in a pillory with the crown set upon his head. The crown then was supposedly returned to the vaults, though one story asserts that a guard faithful to the Royal Family in turn stole it during the journey back to the capitol, hoping to find and deliver it to the grandson of Garendibulus, who escaped with his mother into parts unknown prior to the kingdom's fall.

Special note

Only if worn by a descendent of Garendibulus does the crown confer the following powers:

Anyone viewing the wearer will know in their heart that he is the true heir to the throne of Canto/Arcania.

The wearer can know the ethics of any upon whom he directs his concentration.

The wearer can cause a stunning effect on all creatures beneath his level within 50' of him, which lasts for 10D6 minutes. This latter power is usable once per day.

If worn by any who are not of the proper lineage, the crown increases in weight by one pound per minute, until it is removed or the person is crushed.

The nine crowns of Sevag

An assortment of crowns and turbans.

Background

These "crowns" were crafted by the Arwinian sorcerer **Bedros** for the Prince of Zukal during his struggle against the princes of Gilead. They might have proven to be a great tactical advantage over the numerically superior forces of Gilead but for the fact that **Prince Agob's** spies learned of the crowns and a host of cutpurses and assassins were hired to steal them. This they did with much success, although the various crowns scattered to the winds in the possession of the tricksters who acquired them, and only numbers 2 and 8 made it back to Gilead. In the battles following, Prince Sevag's forces sued for peace and the crowns played little part in the events. Since then, many of the crowns have simply been taken for normal headgear, for each was protected by *neutralize aura* enchantments. Each of the crowns is detailed hereafter, and operates at the 17th level of skill.

Special note

Crown 1, the master crown, was made of platinum

inlaid with diamonds on each of its eight points. It supposedly is still worn by the princes of Zukal, although many historians assert that this crown was buried with Prince Sevag--whose tomb is known to have been looted by thieves 200 seasons ago. The powers it conferred included:

Magic dart twice/day.

Energy blast once/day.

Finger of stunning once/week.

Bonus factor of 2 to armour rating.

Add 10 Body points to the wearer.

Communicate with whomever wears all other crowns. Additionally, anyone who wears this crown can exert their will over those wearing the other crowns similarly to a *mesmerize* spell. If the target of this effect makes its IQ roll, however, another attempt cannot be made by the wearer of crown 1 for seven days.

Crowns 2 & 3 were six-pointed silver circlets with elaborate filigree decorations. Each was crafted for the Prince's generals, who had control over his armies. The powers they conferred included:

Electric arc twice/day.

Vanish once/day.

Ethereal whirlwind once/day.

Communicate with crowns 1, 7, 8 & 9.

Crowns 4, 5 & 6 were silk turbans given to the Prince's brothers, each of whom was a powerful warrior. However, their powers were infused not into the turbans themselves, but rather in platinum turban pins inlaid with precious stones. Their powers included:

Black steed once/day.

Strengthen spell once/day.

Time distort wearer once/day.

Improve armour rating by 5 points for 10 minutes once/day.

Communicate with crown 1.

Crowns 7, 8 & 9 were skull caps. Each was fashioned for one of the Prince's assassins, and aided them in spying and infiltration. Their powers included:

Magic dart once/day.

Windstep once/day.

Vanish once/day.

Add 35% to *stealth* rolls.

Communicate with crowns 1, 2 & 3.

Part Three

Sorcery

As of December 1992, a new edition of QA will be on the shelves. This edition will not be fundamentally different from previous ones, although it will feature a new cover, and naturally will revise a few minor points here and there. One important addition, however, is the following 5th rank witch spell. It is listed in this package so that those who have purchased earlier editions will not be left without this important addition to the game. What will *not* be available in the new edition is the table that follows the spell. Note that *greater disenchantment* is allowable to any profession able to cast 5th rank spells/songs.

Greater disenchantment

Spell rank/type: 5/E

Element: Sonic

Ingredient cost: 0

Maximum range: 10'/level

Running time: Permanent

Resistance roll: Special

Area of exposure: Special

Greater disenchantment differs from its 1st rank counterpart only in that the die roll to determine success is made by rolling a D20 under the caster's level instead of above the level of the target magic. If the result is either a natural 1 or is under the level of the witch, the target spell's effects are cancelled. Of course, adjustments to the die roll apply as in the case of the 1st rank *disenchantment* spell, although a roll of a natural 20 always fails.

Table 5--Noting a spellcaster's chances of successful (*greater*) *disenchantment*

Level of opponent magic

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

Level of
disenchanter

Number or *lower* on a D20 which must be rolled to overcome the magic

9	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1
10	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1

11	19	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
12	19	19	19	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
13	19	19	19	19	19	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
14	19	19	19	19	19	19	19	19	18	17	16	15	14	13	12	11	10	9	8	7
15	19	19	19	19	19	19	19	19	19	19	18	17	16	15	14	13	12	11	10	9

16	19	19	19	19	19	19	19	19	19	19	19	19	18	17	16	15	14	13	12	11
17	19	19	19	19	19	19	19	19	19	19	19	19	19	19	18	17	16	15	14	13
18	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	18	17	16	15
19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	18	17
20	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19

At the GM's option, an additional penalty factor of 1 per rank of the spell being overcome can also be applied to the die roll.



Monsters, Magic & Sorcery™ II

...One coffer, green with ancient patina, lay between the forepaws of the gigantic bronze statue of a three-headed dragon, which towered thirty feet above the cave floor. Iapnuu laid down his sword and plunged his hands into the chest; then withdrew them, letting the golden coins fall through his fingers. "I always say the end of the quest is the best part."

"Oh, *there's* my staff," grinned the old wizard Calumny, reaching down to grasp one end of a gnarled piece of ebony protruding from a small mountain of tarnished silver.

"Then this must be *my* ring," called out the young priest Artemis, slipping an ivory band with the cameo of a cat onto his index finger.

"Stop being greedy, you two," urged the swordswoman Blynn, who was eyeing a jeweled scimitar. "We'll work it out. Besides, there's--"

Blynn stopped in mid sentence.

"What was that scrape?" asked Artemis, looking around.

"Uh, say, guys," came the soft voice of Whisper the Elf from somewhere behind the group in concert with the sound of her bow being drawn. "I think we have problems."

Above, the heads of the dragon looked down upon the fellowship...

Quest of the Ancients expands with MMS II. Monsters of all sorts await the adventurous, from the Evil **lantern shade**, who seeks its lost treasure, to the three-headed bronze **dragonoid** which stands guard over an Arwinian fortune.

Magic items aplenty are also found within, from the **Ebon Shawl of Alison Gross**, to the **Horn of the Huntsman**. So, whether you're looking for new, challenging dungeon denizens, or unique, enchanted treasures, you'll find what you need in *Monsters, Magic & Sorcery II*.