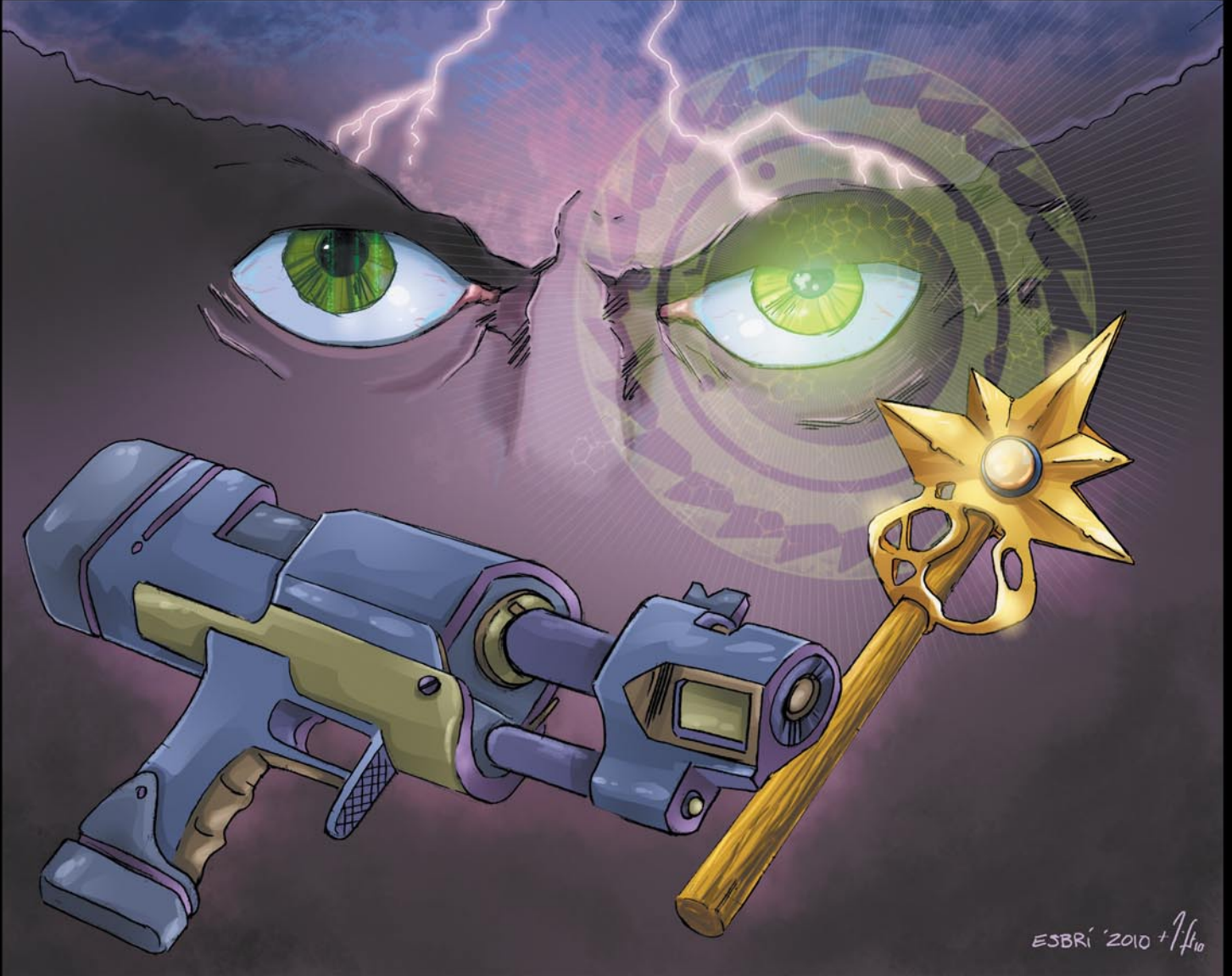


SORCERY!

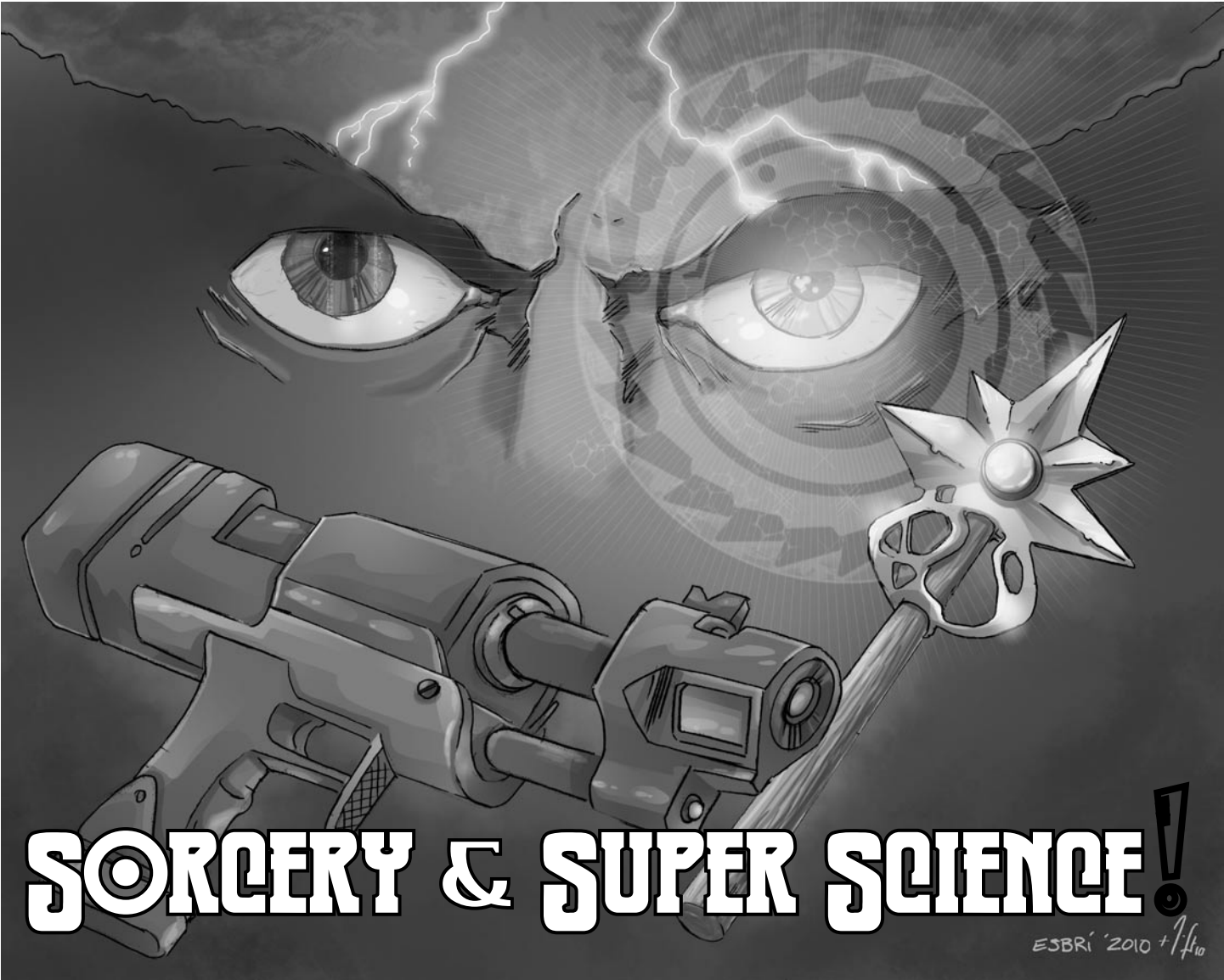
& SUPER SCIENCE



OBJECTS BELOW THE SHATTERED MOON

EXPEDITIOUS RETREAT PRESS

After the cracking of the moon and before the rise of Atlantis the world was a place strange to the thoughts of honest men. The death throes of science amid the birth of magic sculpted new generations of conquerors who strode the lands forging civilizations of steel, sinew, and sorcery from the decrepit hulks of the ones that fell before. Tyrannical wizards, amoral super-scientists, charismatic catalysts, and multifarious mutants battled for wealth, power, and honor. It was ten thousand years of barbarity; ten thousand years spent in the shadowy shells of past glories, hiding from horrible creatures that scratched and skittered for blood; ten thousand years of tyranny and injustice, ten thousand years of



CREDITS

Created by Joseph Browning
Edited by Suzi Yee
Cover Art by David Esbri & Joan Guardiet
Interior Art by Tamas Baranya, V. Shane

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Thanks for picking up Objects Below the Shattered Moon (Volume One) and hope you enjoy and have fun!

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INTRODUCTION

Part of the joy of gaming under the shattered moon is finding new items and new artifacts. The discovery of something new and usable typically sets off a rapid discussion among the players concerning the best use of the new object and who gets to be the lucky one to use it more than the others.

Beyond the ability of immediate utility, items and artifacts are also recipes for Super Scientists and Sorcerers. They need to have a goodly selection of items and artifacts of varying levels to work with to bring their destiny to its fullest fruition. Most of the objects in this volume are sorcerous artifacts, as there are many more items than artifacts in the core rulebook. This volume should help balance that a bit more and provide a GM with ever-expanding reasons for his players to brave the dangerous ruins of Sorcery & Super Science! Don't forget that all distances are in yards.

ITEMS

Exploratory Dirigible (A) 15: Value 15,750

Skill Sets: C (A) 1, E (A) 1, Ma (A) 5, Mc (A) 1, R (A) 1; **Components:** (A) 1 (x10), 5 (x5), 10 (x5), 15 (x5)

Movement: 30/264; **Range:** 5,000 miles; **Recharge:** 1,000 eu, ULF; **Health:** 35; **DR:** 5; **Armor:** 2

Description: A small (100 feet long) dirigible designed for exploration with a ceiling of 10,000 feet. An exploratory dirigible can carry up to 8 passengers comfortably and over 6 tons of gear. It is powered by twin engines and features an impact suppressing balloon made of high-tech materials. Some exploratory dirigibles feature a .30 caliber machine gun mount in a bubble turret on the floor of the gondola.

Exploratory dirigibles invariably contain laboratory equipment which can be used to create a single construction kit (Advanced) 10. What type of kit depends on the purpose of the exploration for which the dirigible was outfitted. In addition, they contain water-purifying devices as well as the expected collection of ropes, pulleys, and a crane capable of lifting a ton.

Laser Mace (U) 3: Value 4,825

Skill Sets: C (A) 5, E (U) 1, Ma (U) 1, Mc (A) 10, R (A) 1; **Components:** (I) 10, 10, 15; (A) 2, 15, 15; (U) 3

Description: A solid mass of impervium encasing a power cell and laser array, a laser mace looks like a thick-handled, square-headed mace.

Effects: +5 to damage, +4/ rank 8 bludgeoning melee. +8 to damage, +4/ rank 8 heat ranged. A laser mace uses 200 eu per shot, providing 5 shots per power cell.

Power Source: Power Cell (U) 1 for 1,000eu before depletion.

Range: 0-30, +0; 31-120, -1; 121-200, -3, 201-400, -5

Tossing Truncheon (U) 1: Value 3,325

Skill Sets: C (A) 1, E (U) 1, Ma (U) 1, Mc (A) 10; **Components:** (I) 10, 10, 15; (A) 2, 15, 15; (U) 1

Description: A billy club made out of impervium, tossing truncheons are activated and then thrown at an enemy for a potential knockout.

Effects: +4 to damage, +4/ rank 5 bludgeoning. Additionally, the target must succeed on a Willpower 10 conflict or be knocked out. A creature heavier than 500lbs. rolls at +2 while a creature smaller than 50lbs. rolls at -1. A tossing truncheon uses 500 eu per shot, providing 2 shots per power cell.

Power Source: Power Cell (U) 1 for 1,000eu before depletion.

Range: 0-15, +0; 16-30, -1; 31-60, -3

ARTIFACTS

Ankh of Power (U) 10: Value 96,000

Spirits: D (A) 1, 5; E (A) 1, 5; P (A) 1, 5; N (U) 1, 10

Description: An ankh of power is a pure gold ankh with power over life or death. If the owner spends 10 Fortune and places the ankh upon a corpse, the corpse is brought back to life, having all of its former memories and abilities. The newly resurrected creature is very weak, having only 1 Health and 1 Ego. Furthermore, if the owner spends 10 Fortune, a beam of black

light may shoot forth from the Ankh, dealing the dying greater combat condition upon any creature the owner wishes that is within 60 feet. The victim may spend 20 Fortune to prevent this from happening, but there is nothing else that can stand between the ankh and the death of those it deems should be dead.

Fortune: 34

Arrow of Divination (A) 1: Value 3,000

Spirits: D (A) 1; E (A) 1; N (A) 1; P (A) 1

Description: These arrows always appear as if painted in a single color, depending upon which spirit was placed into the arrow first: D is red, E is green, N is black, and P is blue. When tossed into the air and asked a short question, the arrow will fall pointing to the direction that would best answer the question asked. Each use consumes 1 Fortune, and arrows of divination cannot be refilled as most other artifacts. When empty of Fortune, the arrow crumbles to dust.

Fortune: 12

Arrow of Islands (A) 5: Value 4,500

Spirits: D (A) 1; N (A) 5

Description: These unusual arrows create islands when shot into bodies of waters. Each island is approximately 3 acres in size and populated with appropriate flora and fauna according to climate. The arrow is consumed in the process. These arrows are highly valued by peoples leaving near bodies of water as they can create safe-havens protected by a moat of water.

Fortune: 8

Bag of Crushing (I) 10: Value 800

Spirits: D (I) 1, 5, 10

Description: These unassuming bags are roughly the size of a large burlap bag. Anything placed within the bag is crushed into dust after the bag is closed with its string tie. The bags are large enough to accommodate a small-human. These bags are most commonly used in rubble clearing or mining operations. Crushing non-living material costs 1 Fortune per day. Crushing a living creature requires spending 1 Fortune per occurrence.

Fortune: 9

Book of Spells (U) 1: Value 30,000

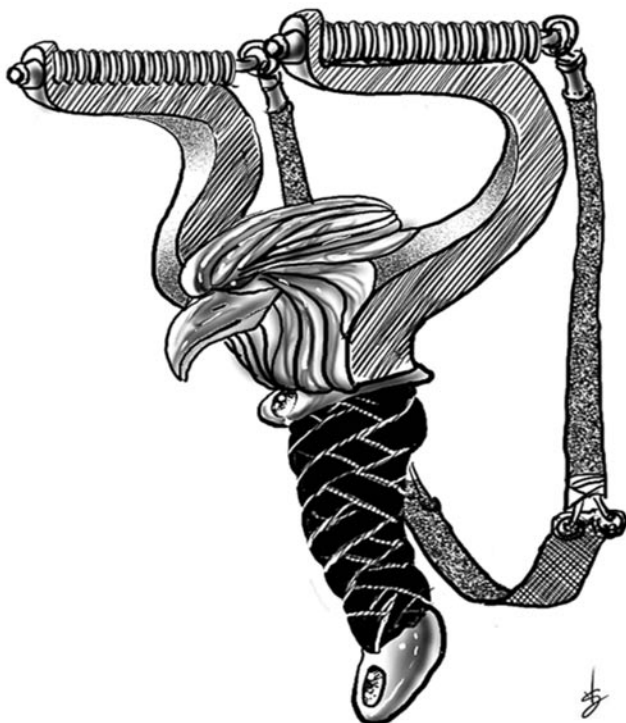
Spirits: D (U) 1; E (U) 1; N (U) 1; P (U) 10

Description: These well-worn volumes are leather-bound, strapped and pinned by a bone pin, and feature a topaz cabochon on the cover. Contained upon the vellum pages is the collected knowledge of the four powerful spirits trapped within. Reading the book of spells requires a full month of focused study, as it contains many more pages than its appearance suggests. After this time the reader hears a new voice he has never heard before and gains a new Basic threshold whisper. In addition, if the reader already knows a whisper, one of his whisper tracks is completed to the Ultra threshold. After reading, the book appears blank to one who has benefited from the work, but full of text to one who has not.

Those foolish enough to try and use the Fortune within a book of spells are immediately drained of all of their Fortune and must succeed on a rank 10 Willpower conflict or release the spirits trapped within the tome, destroying the book of spells.

Fortune: 20



Bow of Distance (I) 5; Value 620**Spirits:** E (B) 1, 5; (I) 5, 5; N (B) 1; 5**Description:** Highly desired by hunters and defenders both, a bow of distance extends the projection of power farther than an enemy could believe. This enchanted bow shoots twice as far as a normal intermediate two-handed ranged weapon. Spending 2 Fortune removes all range penalties for a single shot.**Fortune:** 14**Bell of Casting (I) 10; Value 910****Spirits:** E (B) 5; P (B) 1, 5; P (I) 1, 5, 10**Description:** This small hand-held bell drives before it all fae creatures. At the cost of 1 Fortune, the bell rings an unearthly tone. Any faerie hearing the ringing of a bell of casting must succeed against a rank 10 Willpower conflict or flee from the noise for 1 day. A successful conflict renders the faerie forever immune to the tolling of that singular bell while providing a +1 to all rolls for 1 day.**Fortune:** 15**Bells of Four Songs (A) 1; Value 3,000****Spirits:** D (A) 1; E (A) 1; N (A) 1; P (A) 10**Description:** These 4 tiny bells are sewn into a strap of leather. They are perhaps more rightly called jingle bells, for when their owner uses them, he must jingle the strap. Each of the four bells has a spirit within and each bell has a unique property when activated by spending 4 Fortune. Only one bell can be activated at a time. The destructive bell does 6 points of sonic Health damage to all enemies within 50 feet. The elemental bell does 6 points of light damage to all enemies within 50 feet. The protective bell reduces all damage taken by the owner and his friends within 50 feet by 1 point. The necromantic bell is the problematic bell on the strap, for it occasionally rings itself (10% chance) summoning a skeleton warrior from the earth. The warrior focuses all his efforts upon the destruction of the ringer.**Fortune:** 16**Caduceus of Peace (A) 10; Value 30,000****Spirits:** D (A) 10; E (A) 10; N (A) 10; P (A) 10**Description:** This staff entwined by two serpents in a double helix is a powerful artifact for peace. When raised upon a battlefield and activated, all combatants stop fighting and find themselves unable to initiate violence of any form for the next 5 minutes. During this period, all combatants are highly amenable to a peaceable accord if there is any chance of such.

Activating a caduceus of peace requires 5 Fortune and deals 20 Ego damage to the activator. Each successive use of a caduceus of peace by the same individual adds 5 Ego damage to the total taken when used.

Fortune: 16**Cat's Eye Ring (B) 10; Value 250****Spirits:** E (B) 5, 10; P (B) 10**Description:** A cat's eye ring features a chrysoberyl or other gem that makes a cat's eye (such as tourmaline, ruby, or spinel). When worn, the bearer gains +2 to all visual sense conflict rolls and has night vision that is twice as good as human normal. This is all well and good, but some cat's eye rings are eventually taken over and covertly transformed into sensory organs for an inter-dimensional creature hungry for the sanity of all that's left under the shattered moon...**Fortune:** 6**Cup of Security (I) 5; Value 600****Spirits:** E (I) 1; P (I) 1, 5**Description:** A cup of security transforms any liquid placed within into fresh, drinkable water. Each use consumes 1 Fortune.**Fortune:** 9**Eagle Slingshot (A) 1; Value 1,500****Spirits:** D (A) 1; E (A) 1**Description:** A beautifully-crafted slingshot featuring the head of an eagle sculpted into the frame. An eagle slingshot has a range of 250 yards without any range penalties and has only a -1 penalty to its maximum range of 500 yards. It does +3 to damage and deals a + 3/rank 5 piercing combat condition. In addition, the owner of an eagle slingshot gains a +2 to any visual sense conflicts.**Fortune:** 8**Everlasting Candle (B) 1; Value 20****Spirits:** E (B) 1; P (B) 1**Description:** This candle appears no different than any other until lit. When lit, it gives off just the slightest hint of blue light. An everlasting candle burns for a year's time before being consumed. It can be lit and relit as a normal candle and has no other special abilities other than its long burning period. All within the candle's light when the candle finally sputters out gain 4 Fortune each. This Fortune gain cannot exceed the normal maximum for the creature.**Fortune:** 4**Eye of Anguish (I) 15; Value 2,100****Spirits:** D (I) 1, 5, 15; P (I) 1, 5, 15**Description:** A necklace with a triangle pendant upon which a mystic eye is inscribed, an eye of anguish brings suffering upon its bearer, but benefits others. The bearer of an eye of anguish may transfer permanent injuries from others to himself and use the Fortune within the eye to regenerate from the wound. Regeneration occurs at the normal rate as explained in the Regeneration power, and the bearer spends 4 Fortune to regenerate a minor permanent injury, 6 for a permanent injury, and 8 Fortune for a major permanent injury. Adding Fortune into an eye of anguish causes 5 points of Health and Ego damage per 1 point of Fortune replaced.**Fortune:** 18**Fairy Balm (B) 5; Value: 350****Spirits:** E (B) 1, 5; P (B) 1**Description:** This mild unguent tastes like honey and, if eaten, will provide a day's worth of sustenance. However, this is not the common use for fairy balm. At the expense of 1 Fortune, fairy balm placed in the eyes allows one to always see fairies, if they are present, for 1 day. Fairy balm is a consumable, and the artifact is destroyed when it runs out of Fortune. Fairy Balm cannot be refilled with Fortune by a Sorcerer.**Fortune:** 6**Fairy Bread (B) 5; Value: 350****Spirits:** E (B) 1; P (B) 1; 5**Description:** A small loaf of delicious-smelling bread, this comestible

remains fresh until consumed. When offered to a an individual or group (and at the expense of 5 Fortune), all those offered the fairy bread must succeed on a rank 6 Willpower conflict or accept the loaf and begin eating. Those eating will defend if attacked, but will not initiate conflict. A fairy loaf feeds as many creatures as it is offered to, and those eating need not eat again for 24 hours.

Fortune: 6

Flying Carpet (A) 10; Value: 11,450

Spirits: E (I) 1, 2; E (A) 5, 10; N (I) 1

Description: Flying carpets are the stuff of ancient legend, and only hand-woven rugs of natural materials may become flying carpets. Each carpet can hold up to 6 people while traveling at 45mph/396. During the ride, the necromantic spirit bound to the carpet leaves the rug and flies alongside the carpet, ensuring that any individuals upon the carpet do not fall off. Each hour of transit uses 1 Fortune.

Fortune: 17

Foul Feathers (I) 10; Value: 500

Spirits: D (I) 10

Description: These imbued feathers from a water fowl shoot forth from the palm of their owner, targeting a victim within 50 feet. The feathers attack with a Combat 12, dealing 6 points of Health damage and inflicting the Poisoned combat condition unless the target succeeds on a rank 4 Fortitude conflict. Using a foul feather requires spending 5 Fortune and consumes the feather in the process. Up to 5 foul feathers may be created using a single spirit.

Fortune: 3

Four Leaf Clover (B) 20; Value 20

Spirits: E (B) 20

Description: A proverbial source of good luck, four leaf clovers are one of the few artifacts found in the wild pre-imbued with a spirit. If the possessor spends 1 Fortune, he gains a +1 to all rolls for the next 24 hours. The Fortune within a four leaf clover cannot be refilled, and the spirit within is released when the Fortune is depleted. Some speculate that four leaf clovers are the final aspect of an Elemental Spirit (Basic) before it reincarnates into an Elemental Spirit (Intermediate).

Fortune: 2

Golden Goose (A) 1; Value

Spirits: E (I) 20, (A) 1

Description: A golden goose is a goose that lays golden eggs. They are in all other ways normal. A golden goose will lay a gold egg worth 400-600bv once per week. They scare easily and will not lay a golden egg if they suffer a serious fright during the week.

Fortune: 7

Horse of Eternal Emptiness (A) 1; Value 2,250

Spirits: D (A) 1, 1; E (A) 1

Description: The horse of eternal emptiness is a hollow, bronze, full-sized statue of a horse featuring a latched door on the underbelly. When the latch is released, the door falls open and air begins rushing into the vast blank darkness within the bronze statue. The statue sucks in air at the rate of 100 cubic feet per turn. After 1 minute, the statue begins draining 1 Fortune per turn from all living creatures within 20 feet to power its eternal vacuum. Every point of Fortune drained provides the horse of eternal emptiness another minute's time and when the horse runs out of drained Fortune, it's door closes and latches. The latch may be closed manually, but doing such requires a successful rank 8 Agility conflict check and then a successful rank 8 Strength conflict.

Fortune: 12

Lamp of Shining Terror (I) 15; Value 1,700

Spirits: N (B) 20, (I) 5, 10, 15

Description: A lamp of shining terror is a simple terracotta lamp, but the spirits within bring visions of things not to be seen. When lit, the lamp provides no light and instead shines beyond the boundary, forcing those within 20 feet of the lamp to see things not meant for the living mind. Such a vision causes fear and may even cause unconsciousness and death. All

viewing the area must roll against a rank 20 Intuition conflict every turn with effects depending upon the result. A greater success causes 2 Ego damage and the victim is at -2 to all rolls for the next 10 minutes. A success causes 4 Ego damage and the victim is at -6 to all rolls for the next 10 minutes. A failure by 1-5 has the same effects as a success and also terrifies the viewer who flees by the fastest possible method for the next 5 minutes. A failure by 6-10 causes unconsciousness for 10-40 minutes. A viewer who fails by more than 10 begins dying and suffers a permanent Intuition injury.

Luckily for the viewers of the land beyond the barrier, the living mind quickly forgets what was seen in its entirety, but forever remembers that at one time, it saw what no sane mind should ever see. Those who suffer a permanent Intuition injury forever hear a new whispering voice and gain the Spirit Touched highlight, even if a Sorcerer. Such gain only happens once.

Fortune: 11

Pea of Plenty (I) 3; Value 160

Spirits: E (I) 3; P (B) 1

Description: When placed in the ground, watered, and left for a day, this pea sprouts into a large pea plant providing enough food for a single meal for 10 people. The peas are normal in all respects, and a pea of plenty is consumed when planted.

Fortune: 5

Ring of Rage (I) 5; Value 1,050

Spirits: D (I) 5, 5, 5; E (I) 5; N (B) 5

Description: This plain bone ring contains the essence of anger. Spending 3 Fortune, the wielder can release the spirits within against an enemy no more than 200 feet away. The insubstantial spirits fly with unearthly speed, leaving in their wake a trail of oily black smoke, to fly through their target and return to the ring as quickly as they left. A target hit by a ring of rage must succeed on a rank 12 Willpower conflict or fly into an all-consuming rage for the next minute. During this period, the target is immune to any mind effecting magic or technology and suffers a -3 to Combat for defensive purposes. Taking off a ring of rage makes it angry. Doing such causes 4 Health damage.

Fortune: 14

Ring of the Serpent (B) 5; Value 100

Spirits: D (B) 1, 1; E (B) 1, 1, 5; P (B) 1

Description: Rings sculpted to look like coiled serpents, these artifacts allow speech with snakes at the expense of 1 Fortune per 5 minutes.

Fortune: 12

Roach of Doom (U) 5; Value 45,600

Spirits: N (B) 10, (I) 10, A (10), (U) 5

Description: One of the most unusual sorcerous "objects," a roach of doom appears as just a normal roach to all but sorcerers. This, of course, is far from reality, for dwelling within the hapless insect are four necromantic spirits. Upon command and the expenditure of 5 Fortune, the roach of doom transforms into a winged, man-eating mastodon under total command of its owner. It will remain for 1 hour before turning back into a normal roach. A roach of doom lives for 100 years. If drained of all Fortune, it dies. Every use of a roach of doom has a 1% cumulative chance of error, resulting in a winged, man-eating mastodon desirous of consuming the being that called it forth to the exception of all other actions.

Fortune: 14

Rod of Opening (I) 4; Value 500

Spirits: D (I) 5, 5

Description: Appearing no different than a short rod of wood or metal, a rod of opening opens locks of all kinds at the expense of 5 Fortune. When encountering a lock, the rod of opening engages in any opening conflicts at rank 20.

Fortune: 6

Sigil of Closure (B) 5; Value 100

Spirits: P (B) 5, 5

Description: A piece of paper inscribed by a sigil made from the spirit-stuff of the spirits within, a sigil of closure holds fast any door when the paper is placed against it and 10 Fortune is spent. Spending the Fortune consumes

the sigil. Opening a door upon which a sigil of closure has been placed is 10 times harder than normal.

Fortune: 4

Skeleton Teeth (I) 10; Value 1,500

Spirits: D (I) 5, 10 N (I) 5, 10

Description: Seven teeth pried from skulls and infused with spirits, skeleton teeth are thrown upon the ground to summon one skeleton warrior per tooth. The summoning requires 10 Fortune. The warriors are under the command of the caster of the teeth and can understand simple orders. The warriors animate for 1 hour before returning to the earth. After the skeletons return to the earth, the caster will find that 1 fewer tooth remains in the set, meaning that skeleton teeth can be used 7 times, each time with progressively fewer warriors. When returning to the earth after the final use, there is a 10% chance that the last skeleton will leave behind 7 teeth - a new set of skeleton teeth.

Fortune: 12

Snake Staff (A) 5; Value 5,250

Spirits: E (A) 5; D (A) 1; P (A) 1

Description: Truly a staff of legends, when thrown upon the ground and commanded by the owner, a snake staff turns into a large snake. The snake obeys the commands of its master and remains active for 1 hour. The staff defaults to a large constrictor snake (costing 1 Fortune), but it can also bring forth a poisonous serpent (costing 4 Fortune).

Fortune: 9

Spirit Seal (A) 10; Value 15,000

Spirits: D (A) 10; P (A) 10

Description: This waxen seal is a weapon of unusual make, about the diameter of a man's hand. If placed upon the body of any spirit made flesh (requiring a hit in combat and the expenditure of 5 Fortune), it traps that spirit in flesh and brings the spirit under the control of the seal maker unless the spirit succeeds in a rank 20 Willpower conflict in which it cannot spend Fortune. A controlled spirit obeys all commands of its controller, but continually desires to be free. Any living creature (not spirits) can remove a seal from a spirit by making a successful rank 10 Willpower conflict. A freed spirit is banished beyond the boundary for a year's time, after which it returns, somehow transformed into a destructive spirit of 1 threshold higher - a spirit desiring nothing more than to kill the one who bound it.

Fortune: 6

Stormwatch (I) 5; Value 750

Spirits: E (I) 1, 2, 3, 4, 5

Description: A stormwatch is a well-crafted mechanical pocket watch that

is frozen at 11:59. Spending 2 Fortune allows the bearer of a stormwatch to predict the weather for the next 24 hours with complete accuracy. Spending 5 Fortune allows the bearer to decide what he would like the weather to be for the next 24 hours as long as such is appropriate for the season (ie. no snows in summer). The weather desired excludes unique weather events such as hurricanes and tornadoes.

Fortune: 15

Sword of Will (A) 5; Value 7,800

Spirits: D (A) 5; P (I) 1, 5; P (A) 5

Description: A sword of will is a fearsome weapon in the hands of one with the guts to wield it. Spending 1 Fortune allows its wearer to add to the damage of a hit by subtracting from his Ego up to an amount equal to his Willpower score. If more than 5 points of Ego are used in this manner at one time, the wielder must succeed on a rank 4 Willpower conflict or become staggered, -3 to all rolls for his next turn. A sword of Will flashes a deep green color when using its wielder's Ego in exchange for damage. A Sword of Will recharges 1 Fortune per week.

Fortune: 14

Tome of the Dark Arts (U) 10; Value 577,500

Spirits: D (U) 1, 2, 5, 10; N (U) 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Description: The ultimate tome of forbidden knowledge, the tome of the dark arts is a fairly unassuming leather-bound volume featuring brass corners and a silver pentagram on its cover, but the 256 parchment leaves within are made from the skin of human infants cured in a solution of lime and the blood from 100 human tongues. Preparing the tome is typically the work of a lifetime, and they are jealously guarded by their owners.

After a year's study, the owner of a tome of the dark arts begins to hear a virtual cacophony of voices in his head, providing access to 5 randomly-determined full tracks of whispers. Each track is gained at the rate of one per month. These whispers can only be powered by Fortune from the tome of the dark arts. Unlike other artifacts, the Fortune within a tome of the dark arts is not included when determining the maximum amount of Fortune a character may possess, but the Fortune also cannot be used for any other purpose other than powering its whispers.

Fortune: 70

Trollbridge (A) 20; Value 30,000

Spirits: D (A) 2, 8, 20; E (A) 10

Description: A trollbridge is the name given to any bridge upon which a sorcerer has affixed a small clay troll statue. When any sentient creature travels upon the bridge, the troll animates and grows to a full-sized troll that accosts the passers-by for a toll to pass the bridge. Anything of 100bv or more appeases the troll, who takes it and melds it into his body. Anything less offends the troll, and, unless quickly offered something appropriate, the troll attacks. Those providing treasure to the troll are allowed to pass over the bridge for a week's time.

Once per week and at the cost of 5 Fortune, the creator of a troll bridge may travel upon the bridge, and the troll will appear to give its master all of the treasure it has acquired. A troll defeated in combat drops the most valuable item contained within its body and is prevented from animating for a month.

Fortune: 16

Training Harness (A) 5; Value 5,000

Spirits: D (A) 1, 5; E (I) 10

Description: These harnesses magically expand or contract to fit around any biped between 1-12 feet tall. They are nigh unbreakable (rank 40 Strength conflict) and even when broken, magically repair themselves in a week's time. A creature wearing a training harness must obey the commands of the harness master, or the harness contracts around the airway of the wearer, eventually causing a knockout and even death if the harness master spends 1 Fortune to start the contraction. Putting a harness on an individual requires a minute's time and can only be placed upon compliant or unconscious targets. Becoming a harness's master is a painful affair, causing a loss of 5 Health that is only regained at the rate of 1 Health point per week, as opposed to normal healing rates.

Fortune: 11



NEW CREATURES

Some of the new artifacts in this volume summon or transform into the new creatures listed below.

LARGE CONSTRICTOR SNAKE

Snake (Basic)

C2 A0 S3 F6 R-4 I4 W1: Ego 14: Health 22: Fortune 12

Movement 1/9

Description & Information: Not all animals are mutated under the shattered moon. Large constrictor snakes are big varieties of constrictors, such as the anaconda or Burmese python. Reaching up to 20 feet in length, they only pose a threat to a single person at best, but they have a nasty bite and powerful muscles.

Intrinsic Powers

- Large constrictor snakes are hard to see when hiding, requiring a successful rank 10 Intuition conflict. If specifically looking for a snake, reduce to a rank 4 Intuition conflict.
- They are tough and reduce Health damage by 2 points per hit.
- The bite of a large constrictor snake deals +2 piercing damage per hit and a +4/ rank 2 combat condition. If a creature up to man-sized is bitten, the snake wraps itself around its victim, dealing 1 point of bludgeoning damage per turn. An encoiled victim moves at ¼ speed and may break the hold by succeeding on a rank 4 Strength conflict. Unlike normal, the large constrictor snake may spend Fortune to reduce the victim's roll to escape. A failed escape deals 2 additional points of Health damage and increases the Strength conflict necessary to escape by 1 rank per failed attempt.

LARGE POISONOUS SNAKE

Snake (Intermediate)

C4 A4 S0 F2 R-4 I6 W1: Ego 10: Health 20: Fortune 13

Movement 2/18

Description & Information: Like their larger constrictor cousins, large poisonous snakes pose a challenge to those traveling in temperate or tropical environments. Common varieties of large poisonous snakes are the eastern diamondback, black mamba and the 18-foot-long king cobra. These snakes are predators that rely upon their poison for success.

Intrinsic Powers

- Large poisonous snakes are hard to see when hiding, requiring a successful rank 12 Intuition conflict. If specifically looking for a snake, reduce to a rank 5 Intuition conflict.
- They are thin and quick, reducing Health damage by 1 point per hit except for area effects.
- The bite of a large poisonous snake deals +0 piercing damage per hit and a +2/ rank 2 combat condition and delivers a poisonous dose. A bitten creature must succeed on a rank 20 Fortitude check or become poisoned. In addition, after an hour's time, the victim must again succeed on a rank 20 Fortitude check or become poisoned again. One does not lightly fight with a poisonous snake.

SKELETON WARRIOR

Sorcerous Construct (Basic)

C4 A1 S3 F4 R-3 I1 W2: Ego 8: Health 24: Fortune 12

Movement 5/44

Description & Information: Summoned by powerful magics, skeleton warriors claw their way out of the ground equipped with either longsword and shield or spear and shield. Their shields are small round affairs, brightly colored with insignias of octopi, elephants, lions, or other fiercely drawn

animals. Their shields and weapons appear battered and old, but are actually well-crafted and quite dangerous.

Intrinsic Powers

- Skeleton warriors are tough, reducing Health damage by 4 points per hit for piercing damage, 2 points for slashing damage, and 1 point per hit for bludgeoning damage.
- Their shields absorb the first 10 Health damage. After absorbing the damage, they are knocked out of the grip of the skeleton warrior, remaining irretrievable on the ground. When a skeleton warrior is killed, its shield may be retrieved and functions as a medium shield.
- The swords and spears of a skeleton warrior do +5 slashing damage and deal a +4/ rank 5 combat condition in melee. The spears can be thrown up to 60 feet with no range penalty, and if they hit and draw blood, the throwing skeleton warrior is instantly teleported to the spear, appearing with spear in hand. Swords, but not spears, are left behind when a skeleton warrior is destroyed.

TROLL

Sorcerous Construct (Advanced)

C12 A12 S12 F12 R0 I0 W0: Ego 24: Health 96: Fortune 48

Movement 10/88

Description & Information: 12 feet of shaggy, dark-purple muscle, trolls have heads twice as big as they ought, and their teeth grind and grimace. Their arms reach to the ground, and their bulbous and hunched backs glisten with the foul sweat that constantly coats the entire body of a troll.

Intrinsic Powers

- Trolls are tough as hell. All Health damage is reduced by 10 per hit.
- Trolls are highly flammable. Their sweat catches fire quickly and burns for a long time. Any creature within 10 feet of a burning troll suffers 2 points of heat damage.
- Trolls are immune to heat damage.
- Trolls attack with their powerful arms and vicious bites. An arm attack does +6 bludgeoning damage and deals a +4/ rank 6 combat condition while a bite does +6 piercing damage and deals a +4/ rank 6 combat condition.

WINGED CARNIVOROUS MASTODON

Sorcerous Construct (Intermediate)

C8 A1 S12 F12 R-3 I1 W1: Ego 22: Health 66: Fortune 32

Movement 10/88 (fly at 40/352)

Description & Information: Brought to existence by powerful magics, winged carnivorous mastodons are dangerous combatants. They are relentless and totally unconcerned with survival. Winged carnivorous mastodons are strong enough to transport up to 2 tons when flying.

Intrinsic Powers

- Winged carnivorous mastodons have thick skin - all Health damage is reduced by 4 points.
- Possess senses greater than human +2 on any sense conflicts.
- Winged carnivorous mastodons attack with a terrible bite, dealing +8 piercing damage per hit and a +4/ rank 8 combat condition.