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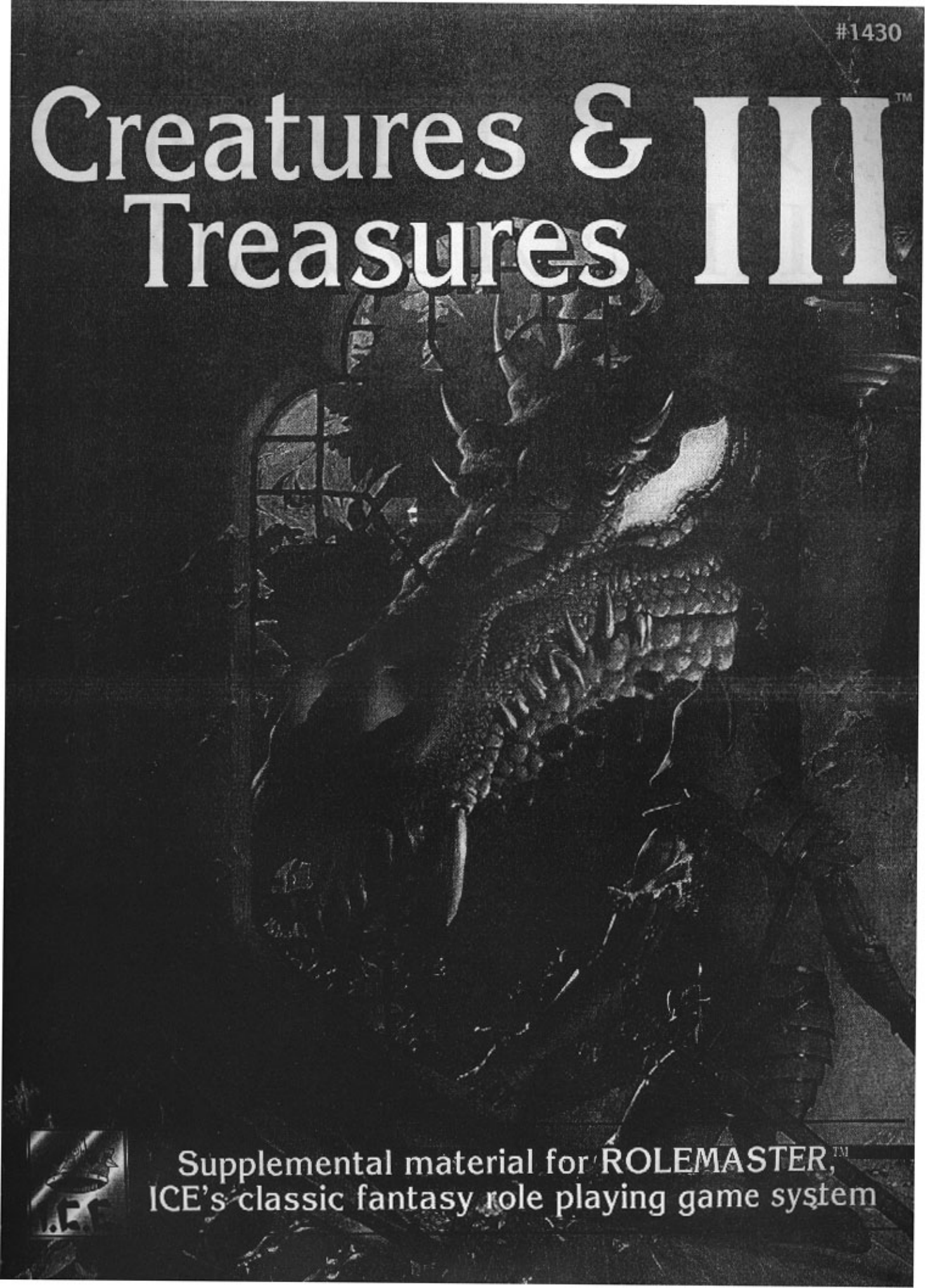
Creatures & Treasures III™



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

CREATURES & TREASURES III™

Authors/Designers: John A. Schmidt, Susan Schmidt, Don Mappin

Editor/Developer: Monte Cook

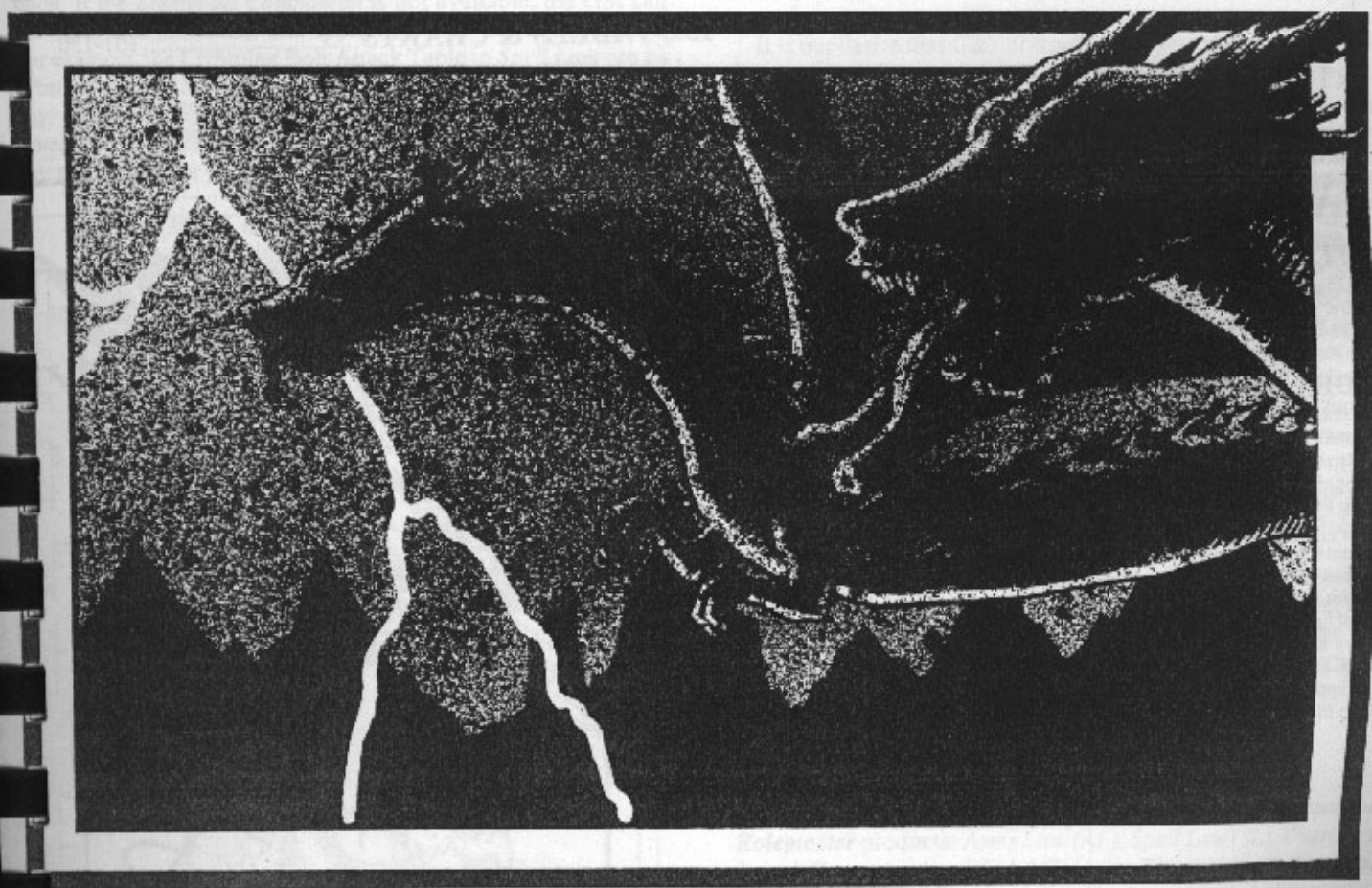
Cover Illustration: Richard Hescox

Interior Illustration: D. W. Gröss

Project Specific Contributions:
Art Direction: Jessica Ney-Grimm;
Cover Graphics: Terry Amthor;
Pagemaking: Kurt Fischer, Coleman Charlton;
Layout: John Curtis, Mike Reynolds;
Editorial Contributions: Coleman Charlton, John Curtis.

ICE Staff — *Sales Manager:* Deane Begiebing;
Managing Editor: Coleman Charlton;
President: Peter Fenlon; *CEO:* Bruce Neidlinger;
Editing, Development, & Production Staff:
Monte Cook, John Curtis, Bruce Harlick, Jessica Ney-Grimm;
Sales, Customer Service & Operations Staff:
Heike Kubasch, Dave Platnick;
Shipping Staff: Dave Morris, Daniel Williams.

Dedication: To my father, W.L. Schmidt, while he never gamed he had the soul of an adventurer.



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1.0 INTRODUCTION

Creatures & Treasures III (*C&T III*) is the third ***Rolemaster*** (and ***MERP***) supplement covering three key elements of fantasy le playing: creatures, treasures, and encounters.

It differs from the two previous works in not only the content but also in the format. The changes to the format are cosmetic, the ctual mechanics are the same. Now, however, the statistical formation for the creatures is presented above the text entry as ell as in table form—a comprehensive table can be found at the end of this product. All spell lists are italicized followed by ferences to product and page in square brackets. The entry for ch creature has been broken down: Description, Lifestyle, Combat, Background, and (where warranted) Observations or Notes.

These observations are presented from the point of view of rious sages, adventurers and others knowledgeable on the vari- s subjects. Where the "narrator" changes, a short paragraph regarding the new speaker is presented. The locations, people, and ccurrences mentioned can be easily changed to fit your own mpaign game.

Certain sections of creatures, particularly the Elemental Golems and Elemental Spirits, rely heavily on the *Elemental Companion*. this book is available, it should be consulted when using these eatures. Their attacks and special abilities are presented in that book. If the *Elemental Companion* is not available, the GM can substitute similar attacks and special abilities that are available. r example, the Lightning Bolt Attack Table in *Spell Law* can be bstituted for Plasma, Nether, and other attacks. This is true for any creature or items abilities which come from any of the *Companions*. *Spell Law* should be able to provide substitutes for y such attacks or abilities.



Note: *For readability purposes, these rules use the standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/him, etc.*

1.1 AUTHOR'S COMMENTS

This product includes comprehensive treasure tables, encounter tables, and monster/treasure indices that cover *C&T, C&TII, C&TIII, EC, OC, RMCI, RMCV, and RMCVII*. While the first two *Creatures & Treasures* were designed as stand alone products *C&TIII* is meant to bridge all three together. Our thinking was that if you bought *C&TIII* you had probably bought *C&T* and *C&TII* and hopefully that you would like a product that ties all three together. If this assumption is correct, then enjoy; if not, simply disregard references to creatures and treasures from those texts that you do not possess (or better yet go out and buy those tomes).

You might notice that some of the treasures listed within the treasure generation tables have been labeled using the method presented in *C&TII* (Modest, Potent, Most Potent, Artifact). *C&T* had some miscellaneous magic items and other items which did not use this format—we have categorized them in what we hope is an accurate manner.

It is our desire that *C&TIII* has been presented in a streamlined format that will make your job as GM some what easier. We hope that these ideas are along the same track that you might have followed in our place.

I would like to thank some of those individuals that assisted us in this endeavor. Until you sit down and begin to actually compose this or any other text, you will not realize the importance of a first rate editor. Monte Cook is certainly that and a great deal more. His patience and assistance made this text possible. Thanks to Susan (my wife) can not be easily expressed due to her tireless efforts on this project (the tedious task of creating the comprehensive tables that are found within went to her). Don Mappin rendered not only a great deal of assistance for the formatting ideas but also for the other material found within. Don has the distinction of having introduced me to ***Rolemaster*** and of being one of the most creative GMs that I have had the pleasure of playing with. The staff of ICE are without question some of the best people that I have ever worked with. I would like to thank Clay Helberg who introduced me to role playing all those years ago. To the "Old Guard": Tim Pittman, Mel Blaylock, Karyn Wisenhunt, Kevin Plooster, John Lurvey, Doug Haris, Tracy Nelson, Brian & Pam Louden, Billi Bon Yoshimi, Joan Rezac, and Todd Ford—thanks for some very fine role playing and the friendships that ensued. Last and certainly not least thanks to the staff and customers of Comics Utah.

1.2 NOTATION

The material in *C&TIII* uses the standard notation from the ***Rolemaster*** products: *Arms Law (AL), Spell Law (SL), Character Law & Campaign Law (ChL&CaL)*, etc. Those products should be consulted for specific references. The Indices use an abbreviated notation for the *Rolemaster Companions: RI, RII, RIII*, and *RIV*.

2.0 STATISTICS AND CODES

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

Races include all intelligent beings whose capabilities fall into the general profession/level development system outlined in *Character Law* and *MERP*. Many of these races can be handled as "monsters" (i.e., treated as encounters or general opponents of player characters), as well as being handled as player characters or non-player characters.

Monsters in *C&T II* are creatures which are not characters (i.e., members of "races") and which are not standard animals. Sections 4.0 through 8.0 provide complete descriptions and game stats for an assortment of fantastic beasts and monsters, including: spirits, elementals, golems, dragons, the undead, and a variety of other creatures.

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

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

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

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

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

2.1 TYPE

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

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

2.2 LEVEL

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

LEVEL CHART

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

2.3 MOVEMENT STATS

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

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

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

PACE CHART

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

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

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

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

Distance Moved =

Base Rate x Pace Multiplier x (Maneuver Roll Result / 100)

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

SPEED CHART

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

2.4 COMBAT STATS

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

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

CRITICAL CODES CHART

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

Base Hits: A creature's Base Hits is the number of concussion hits which an average creature of the given type can absorb before becoming unconscious. If the Gamemaster wishes he may use the Constitution Bonus Chart given below to vary the exact number of hits that the creature can take. Just roll on the column indicated by the letter given under "Base Hits" in the creature's statistics (record this roll, it can be used as the creature's Constitution stat). The resulting Constitution Bonus (Con Bonus) is given at the left of the chart; this bonus is added to the creature's Base Hits to obtain the total hits which that specific creature can take. A resulting hit total of less than one is treated as one. If no letter accompanies the Base Hits stat there is no variation in hits (common for constructs, etc.).

CONSTITUTION BONUS CHART

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

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

Total Hits =

Base Hits + Con Bonus +/- (Level Diff.)x(Hits/Level Diff.)

Exhaustion Points: To determine the number of exhaustion points initially available to an creature, again use the Constitution Bonus Chart. Use the creature's Base Hits code (the letter given after its Base Hits) and a 1-100 roll to determine the creature's Constitution Bonus. The creature's available exhaustion points are obtained by adding the creature's Constitution (equal to the 1-100 roll just made), its Constitution Bonus, and its Bonus Exhaustion Points based upon its Base Hits code—also available at the bottom of the Constitution Bonus Chart.

Exhaustion Points =
Constitution + Con Bonus + Bonus Exhaustion Points

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

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

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

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

Each attack is usually described by the following statistics:

1) *Offensive Bonus:* The first number is the Offensive Bonus for that attack.

2) *Attack Type:* The letter codes which follow the first number indicate the attack type.

For most non-weapon weaponry attacks, the first letter indicates the size of the attack:

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

The next two (or three) letters indicate the type of non-weapon weaponry attack:

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

Msw = Martial Arts Sweeps & Throws (no size, normally rank 4)
Mst = Martial Arts Striking (no size, normally rank 4)

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

We = General weapon used based upon situation and availability.

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

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

FBolt = Fire Bolt	CBall = Cold Ball
IBolt = Ice Bolt	FBall = Fire Ball
LBolt = Lightning Bolt	CCone = Cold Cone
SBolt = Shock Bolt	FCone = Fire Cone
WBolt = Water Bolt	

GCone = Poison Gas Cone (varying effects)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

"Special" attacks are usually detailed in the Combat Section of the t for that particular type of creature.

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

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

Actual Offensive Bonus = Offensive Bonus +/- (Lvl Difference x 3)

2.5 ENCOUNTER STATS

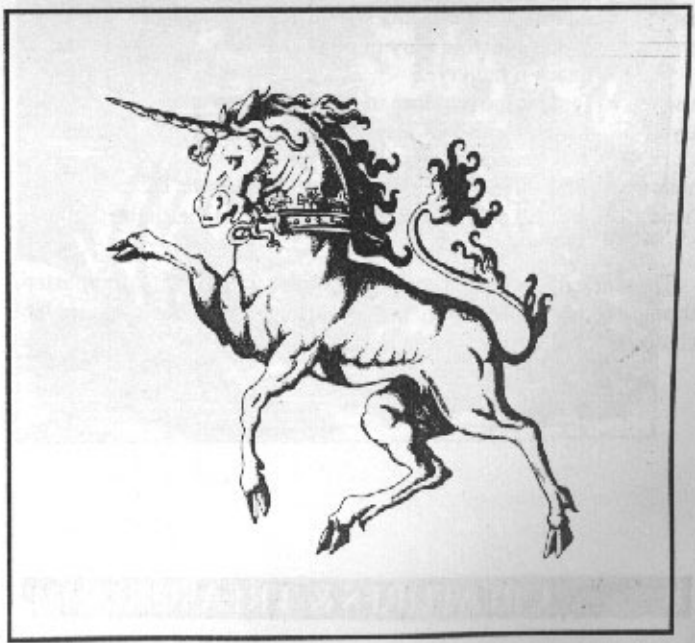
Enc: This is the size range of a typical pack of the creatures when encountered in or near their lair. A pack will often contain a wide range of levels/ages (including some young). Often, only a patrol mprised of fewer members will be encountered away from the air. A GM should vary the number encountered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

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

TREASURE CODE CHART

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

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



BONUS KILL POINT CHART

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

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

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

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

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

INTELLIGENCE CHART

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

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

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

A frequency factor is included which indicates the chances of such a creature being found in the proper climate/environment. These codes can be used in conjunction with the tables in Section 13.2 to generate random encounters.

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

CLIMATE CODES CHART

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

ENVIRONMENT CODES CHART

Special Features:

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

Water Sources:

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

Terrain:

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

Vegetation:

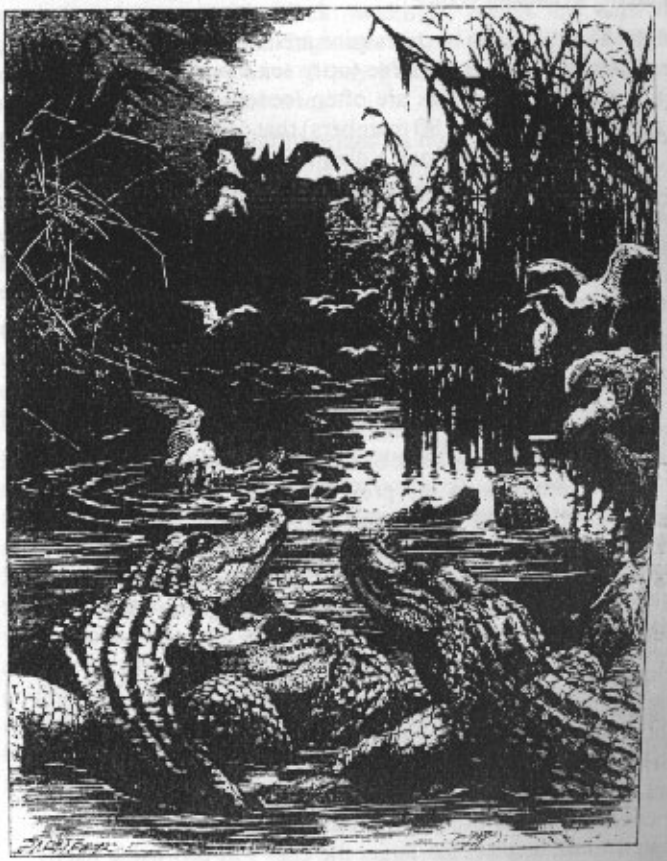
- C = Coniferous forest/taiga
- D = Deciduous/coniferous/mixed forest
- H = Heath/scrub/moor
- J = Jungle/rain forest
- P = Plains/grassland
- T = Tundra

FREQUENCY CODES CHART

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

2.6 GENERAL DESCRIPTIONS

Along with the tables containing detailed system information on the various creatures, each creature has a description. These descriptions contain information on the beast's sizes, habitats, behavior, and unusual properties. Often, the statistics given for a particular animal are also applicable to a number of similar species. The descriptions are broken down into sections: Description, Lifestyle, Combat, Background, and (occasionally) Observations.



3.0 ANIMALS

As one of the foremost experts in the field of wildlife, I was pleased (actually relieved) when the authors of this tome approached me to define a number of creatures. No doubt this will be considered the definitive text (in no small part to my contribution) for adventurers. While I can not speak for the other contributors, you can rest assured that my material is as complete as is Humanly possible. So, enjoy. My name is Rechnor Fik, and I am a sage.

ADDERHAWK

Level: 10E **Base Movement Rate:** 140
Max Pace/MM Bonus: Dash/10 **MS/AQ:** MF/VF
Size/Crit: M/I **Hits:** 150G **AT(DB):** 6(40)
Attacks: 80MCl / 90MBa « / 70MPi
 # Enc: 1-6 **Treasure:** a **Bonus EP:** I
Outlook (IQ): Aggressive (MD) **Climate:** c-†,G,A,C-4

Description: These avian creatures attain a maximum wingspan of 18 feet, with their bodies reaching 6 feet in length. They are vastly different from their smaller cousins, having the innate ability to adapt their coloration depending on the surroundings. If seriously challenged, an Adderhawk will turn a deep crimson while taking a rampant stance.

Lifestyle: They prefer to nest in alpine areas with extremely high peaks. Their family units are large (up to ten members in a single roost). A number of families are often loosely organized into a large clan (with as many as 80 members) that can claim a territory up to 500 miles in radius. Such a clan territory will be protected from other predators and Adderhawks. Adderhawks have even been known to throw themselves (even an entire clan) into suicidal attacks against a Dragon that has intruded into their region. The larger the predator, the greater the chance that the entire clan will gather to drive it off.

Combat: Two poison glands in the pelvis inject a potent muscular poison through a retractable talon located within the center of each foot. The preferred hunting tactic is to dive down from above the prey at speeds approaching 200 miles per hour, extend the powerful claws and slam into the back of the prey. This easily incapacitates, if not outright kills the prey due to the massive impact imparted into the spinal region and cranial cavity. This type of attack is used primarily against other avian creatures while they are airborne. A more limited form of dive attack is used against large land prey, which relies upon poisoning the prey with the Adderhawk's talons.

Background: While awkward on the ground, these birds are extremely agile fliers given their size. Great endurance allows a flight of Adderhawks to remain airborne for several days. During such flights they will seek to thin the predator population: wolves, foxes, bears, etc. It seems that the Adderhawk has some grasp of the consequences of excessive predation within a given area. When the clan becomes too large, the clan will downsize itself, normally by some clan members relocating to start a new clan, although infirm Adderhawks will be slain.

BLASTER BEETLE

Level: 8B **Base Movement Rate:** 100
Max Pace/MM Bonus: Dash/30 **MS/AQ:** VF/FA
Size/Crit: M/– **Hits:** 90F **AT(DB):** 12(40)
Attacks: 60LCl / 70LBi / 80FBall
 # Enc: 1 **Treasure:** jc **Bonus EP:** B
Outlook (IQ): Aggressive (NO) **Climate:** m-R,D-6

Description: A man-sized beetle, this creature has a set of wings concealed beneath its dull red carapace. A large, powerful set of mandibles grows to 3 feet across.

Lifestyle: Their burrows are normally 7 feet deep in soil, with the entrance concealed with branches, grass, and shrubs. These beetles will eat just about anything, but they prefer meat, normally well-done. They will lair near a trail that is used frequently.

Combat: The Blaster Beetle will dig a ring of pits (10 to 15 feet deep) around its burrow and conceal them with branches. These creatures are rumored to gain the attention of potential prey by making noises which lure it to the traps. When a creature falls into the pit, the Blaster Beetle will leave its burrow, traveling to the pit which contains its meal. The beetle will place the rear of its body over the pit and discharge a fire ball [Fire Ball Attack Table, *Spell Law*, p. 145] into these confines. This short range fire ball can be used to attack opponents outside pits, or where the beetle has an elevation advantage. In such a situation the Blaster Beetle positions the rear of its body toward the target and raises the rear segment, looking through its legs to accurately direct the fire ball. They can also employ the fire ball while flying, and have been known to drop these fire balls as they fly overhead. One of these creatures can discharge one fire ball every six rounds, 20 times a day.

Background: Blaster Beetles are a serious threat to all animals. While they do not attack for sport, they will attack prey that is larger than they can eat all at once. More over, these beetles will often dig new burrows and pits leaving a dangerous area of holes in the ground. Voracious eaters, they will consume 60 pounds of food in any 24-hour period—which is twice their weight.

Observations: *It was 9 years ago when I last encountered one of these beetles. We heard a rustling noise off the trail. Having chanced upon these deadly creatures several times before, none of us were unprepared. Finding several concealed pits, we hoisted many rocks into them and waited. Several minutes later the beetle made its appearance, whereupon we ambushed it.*

FOOT MITES

Level: 0A **Base Movement Rate:** 1

Max Pace/MM Bonus: Spt/10 **MS/AQ:** IN/VF

Size/Crit: T/– **Hits:** 1A **AT(DB):** 1(30)

Attacks: 0TPi(100) / 0SSt(30)

 # Enc: 1-3 **Treasure:** – **Bonus EP:** D

Outlook (IQ): Normal (NO) **Climate:** (f)-(GLO),(A),(T)-6

escription: These small (1/2 inch long) parasitic insects are ackish green, with three sets of legs and a three sectioned body.

Lifestyle: Foot Mites are insects that seem to have but two goals their relatively short life span, to eat and procreate. Unfortutely, the foot mite long ago decided that the feet of Humans, lves, Dwarves, Orcs, and even giants are the perfect locale to carry out both goals. Munching on the flesh between the toes (it efers the softer meat) and burrowing underneath the toenail to lay eir eggs (where the foot mite will immediately die after doing so), these insects live only for 72 hours—in which time they must carry ut their life's goals. Of course unless the eggs are removed prior their hatching, life is greatly simplified for the young.

Combat: While the foot is the preferred destination these insects are not opposed to biting any flesh that comes their way, especially that flesh is being uncooperative. When they bite they release an nzyme that breaks down the surrounding flesh in a relatively short period of time. Each bite will so affect a 0.25" diameter of flesh in minute's time. The afflicted area will turn a rotting yellowish een hue, the flesh becomes the consistency of pudding. Of course ese bites are tremendously painful.

Background: Foot Mites tend to be far more prevalent in those gions where large numbers of people congregate. They are racted by individuals who possess the strongest foot odor. As most feet are confined in shoes for the daylight hours they are aturally more active during the night (a very nasty way to wake). As the eggs are placed under the toenail, removing it is the ost effective means to remove the dead Foot Mite and its eggs.

Observations: *A mage, who will remain anonymous, gathered a ge number of Foot Mites which he placed within the machinaons of a rather ingenious trap (which incorporated some form of stasis magic). When a thief made the mistake of setting off this trap he had to contend with more than 500 of these little beasts. I derstand that he died in less than a minute.*

FRINLAN HORSE

UNTRAINED

Level: 6D **Base Movement Rate:** 90

Max Pace/MM Bonus: Dash/30 **MS/AQ:** FA/FA

Size/Crit: L/– **Hits:** 120D **AT(DB):** 3(30)

Attacks: 30MCr / 40MTs / 20MBi / 40LBa / 50MTs

 # Enc: 1 **Treasure:** – **Bonus EP:** B

Outlook (IQ): Good (HI) **Climate:** k-E,L,P-8

Capacity: 400 lbs. **Riding Bonus:** +20

TRAINED

Level: 10A **Base Movement Rate:** 90

Max Pace/MM Bonus: Dash/30 **MS/AQ:** FA/FA

Size/Crit: L/– **Hits:** 150D **AT(DB):** 3(30)

Attacks: 70MCr / 80MTs / 60MBi / 80LBa / 90MTs

 # Enc: 1 **Treasure:** – **Bonus EP:** B

Outlook (IQ): Good (HI) **Climate:** k-E,L,P-8

Capacity: 400 lbs. **Riding Bonus:** +60

Description: Standing between 7 and 8 feet tall, these animals normally are roan with black stockings, manes and tails, or appaloosa with white stockings, manes and tails. Whatever their coat color they always have glossy black hooves. They are often mistaken for greater warhorses.

Lifestyle: Frinlan are highly prized as mounts seeking the companionship of a lucky few. Highly intelligent and capable of telepathic communication with other intelligent creatures, Frinlan enjoy the companionship offered by Humans and Elves. They are highly secretive about their race and society so to date no one has ever knowingly encountered a herd of these animals.

Combat: Due to their temperament, Frinlan avoid combat in the wild. However, if properly trained, they are exceptionally stalwart companions in a fight. The Frinlan's greatest asset in a fight is their hooves, with which they carry out a number of varied attacks.

Background: Frinlan have a life span of 30 year. In its 10th year, a Frinlan will seek a mate, even leaving its Humanoid companion to do so. A union between a Frinlan and a common horse always results in a common horse as offspring. The relationship between Frinlan and companion is that of friendship. As a rule, they are able to emphatically discern an individual's demeanor, shying away from those less trustworthy. If the companion does becomes abusive or obviously lacks compassion for the Frinlan, then the equine will simply disappear one night (despite the companion's efforts to retain the great beast). The range of their telepathy is said to reach 10 miles, although no companion nor Frinlan has commented on such matters.

ICE OX

Level: 5B **Base Movement Rate:** 50
Max Pace/MM Bonus: Run/0 **MS/AQ:** SL/MD
Size/Crit: L/– **Hits:** 90C **AT(DB):** 5(0)
Attacks: 75LHo / 50LTs
 # Enc: 10-100 **Treasure:** – **Bonus EP:** –
Outlook (IQ): Passive (NO) **Climate:** f-X-G-4

Description: These massive beasts stand 5 feet at the shoulders, are nearly 9 feet long, and weigh up to 1,500 pounds. They have long, cream-colored hair, jet-black eyes, and a large set of ice-blue horns. The cross section of these horns is diamond shaped. A thick mass of hair around the head extends back past the shoulders. Hence, they might be mistaken for buffalo except for their color and 6-foot long razor-sharp horns.

Lifestyle: These creatures reside almost exclusively on great glacier fields. Their internal processes allow them to consume and sustain themselves exclusively on ice. Using their massive horns, they slash out sections of the ice to graze upon. In large herds, up to 300 individuals, they will live out their lives on the barren wastes of arctic regions. Calves are born without horns and must nurse from the cows. Their horns develop in 4 to 5 months.

Combat: When threatened they will form a circle, the mature Ice Oxen (bulls and cows) protecting the young and old. Any predator within range will receive several passes from the deadly horns. Ice Oxen possess powerful neck muscles, exceptionally thick bones (throughout their bodies), and razor-sharp horns allowing a mature Ice Ox to cut a full grown man in half.

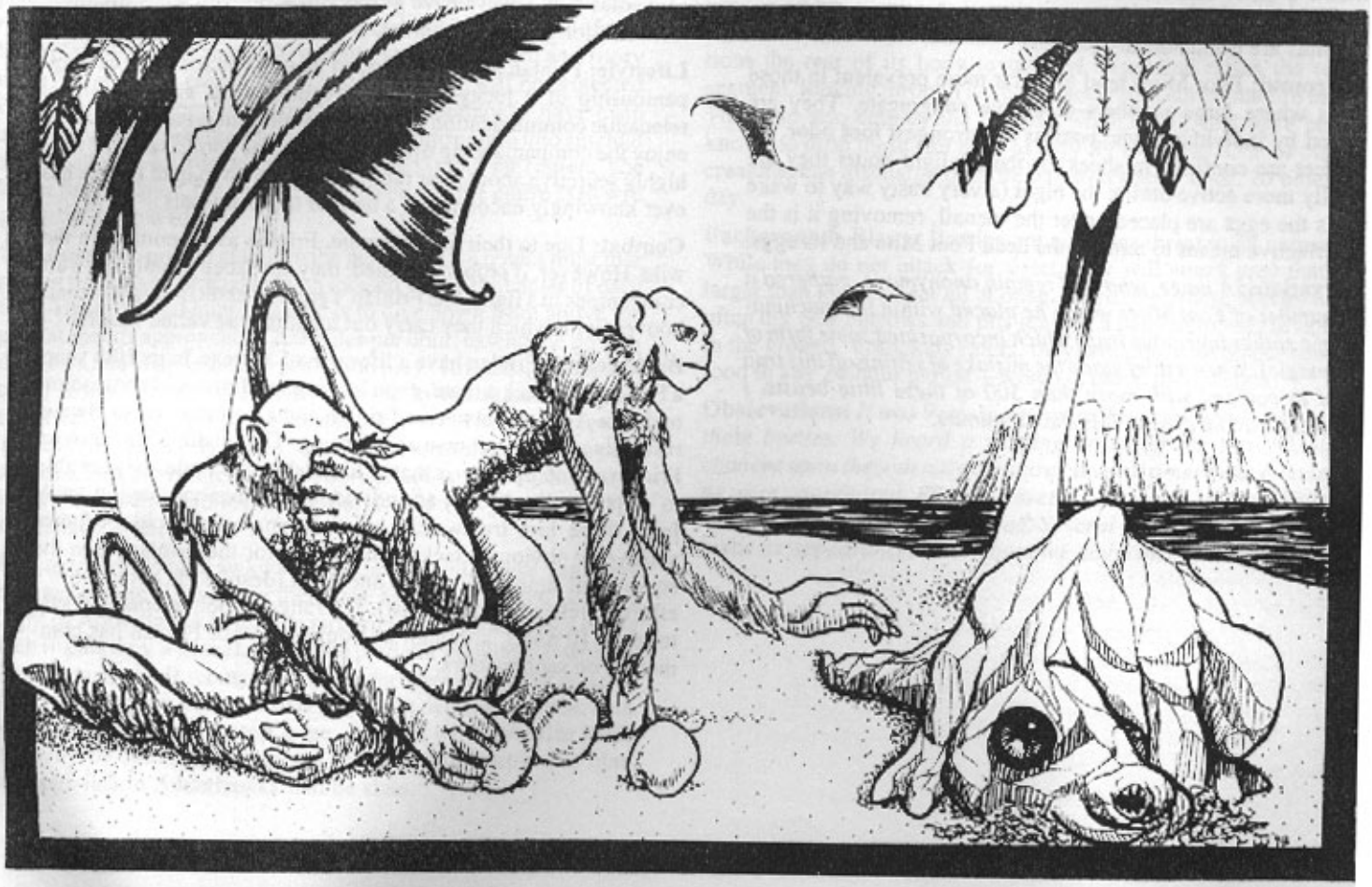
Background: Northern nomads have domesticated these animals for their fur, which is woven into a thick, warm, woolen fabric. Also, they rely upon these animals for food and transportation. When the death of an old Ice Ox occurs, the horns are fashioned into huge two-handed swords, which are as durable as steel weapons.

MARTH

Level: 5A **Base Movement Rate:** 200
Max Pace/MM Bonus: FSpt/10 **MS/AQ:** VF/FA
Size/Crit: S/– **Hits:** 50B **AT(DB):** 3(50)
Attacks: 70Ti
 # Enc: 5-50 **Treasure:** yy **Bonus EP:** F
Outlook (IQ): Carefree (IN) **Climate:** w-L,R,DJ-8

Description: Standing a little more than 2 feet tall, this creature's entire body (except for its bald head) is covered with green and orange fur. Marth are similar in appearance to monkeys, however, they have colorful fur, a prehensile tail, and opposable thumbs on hands and feet.

Lifestyle: Residing in the lofty forest canopies of many climates, these creatures are herbivores. One has an equal chance of encountering these creatures during the day or night. While not aggressive, these little beasts have an affinity for enraging virtually everyone that they encounter. Often they will collect items to throw at their unfortunate targets. These items can range from acorns to a hornets' nest. During the night these pests will make their way into a camp to pilfer items. The items can range from a



gold coin to a piece of string, essentially whatever happens to catch their attention.

Combat: Marth do not engage in combat. They are tremendously fast, excellent climbers and intelligent enough to understand danger. About the only way to kill a Marth is to employ a bow against it and even then you must be an excellent shot.

Background: If you adventure long enough, you are bound to either hear stories or encounter Marth. Their range extends over many regions. They will either migrate with the coming of inclement weather or hibernate. Finding the hollow where a Marth nests can prove to be quite rewarding, as they have been known to pilfer just about everything under the sun.

TURMASS

Level: 7A **Base Movement Rate:** 120
Max Pace/MM Bonus: Dash/35 **MS/AQ:** VF/FA
Size/Crit: M/– **Hits:** 70D **AT(DB):** 6(30)
Attacks: 80GravBr (as a Gravity Bolt, q.v. *EC*)
 # Enc: 1 **Treasure:** – **Bonus EP:** B
Outlook (IQ): Playful (HI) **Climate:** w-M,HJ-8

Description: Turmass or "sky cloaks" appear as thin, roughly rectangular sections of leather, in colors of gray, black, blue, or green. They are approximately 8 feet long and 4 feet wide and they possess no eyes or ears and also lack a nose and mouth.

Lifestyle: Nocturnal creatures, they fly (telekinetically propel themselves) through the night sky and telekinetically draw insects to the body's surface for absorption. Navigating by the mind's eye allows them to flawlessly avoid obstructions and hazards. During the winter months the entire colony (up to 400 individuals) migrates to warmer climes where insects are found. Intelligent and telepathic, Turmass have been known to reside with a Human companion, though they will be more encouraged to do so if in a warm region.

Combat: These playful creatures offer a threat to no one. Those who prey upon Turmass suddenly find the laws of physics do not apply. As a last resort in a fight Turmass will telekinetically propel hostile individuals into the air, or flight-capable predators into the ground to stun them.

Background: While they enjoy living amongst others of their kind, Turmass will go through a period of wanderlust. This period will last 10 to 20 years (only a fraction of their 500 year life span). During this time, they may explore thousands of square miles and are most often encountered by Humans, Elves, and Dwarves. They seem drawn to these races like a moth to a flame, and some sages theorize that they are attracted to such mental energies, even over vast distances. Those who encounter these creatures may convince them to provide transportation, as a Turmass can pick up heavy objects (up to 400 pounds) and move objects telekinetically. If such a union is made, the creature will appear as a cloak around the individual that it is transporting.

YOURGLE

Level: 5D **Base Movement Rate:** 50
Max Pace/MM Bonus: Run/0 **MS/AQ:** SL/SL
Size/Crit: M/# **Hits:** 100G **AT(DB):** 18(0)
Attacks: 50MPi[Acid] / 70Mst(Acid)
 # Enc: 1 **Treasure:** d **Bonus EP:** D
Outlook (IQ): Passive (NO) **Climate:** (hnf)-X@,(W)-4

Description: These large creatures are commonly mistaken for misshapen lumps of rock until one actually attacks. A mere 1/2 feet tall and 2 feet wide, the Yourgle is a lumpy 7-foot long creature. The rear portion of the Yourgle is actually 2 feet of tail, while the lumbering torso is propelled by 4 short but strong legs with long, hardened claws for digging. Two large eyes are found on either side of the creature's head, near its gaping maw where great amounts of dirt are cast aside by four pincers. The entire body is covered by an extremely hard metallic shell.

Lifestyle: Always found in mountainous regions, the presence of Yourgles is a sure sign of nearby metal deposits. Wary of water, Yourgles are accompanied by a putrid smell reminiscent of vinegar. Yourgles are typically non-aggressive creatures, however when searching for food they have been known to attack the passersby. They prefer raw ore and pure metals, however they will stoop to the occasional sword or metal breastplate. Their favorite metals are mithril and eog. (Isn't everyone's?) A normal Humanoid can, with some luck, crawl through a Yourgle tunnel, provided he or she is willing to risk meeting a Yourgle at the other end.

Combat: Yourgles dig incredibly fast due to their ability to spit and salivate acid from their mandibles. This acid softens rock and metals allowing the Yourgle to dig through. It is the dissolving of metal that causes the Yourgle's armor shell to be formed, made of dissolved copper, gold, iron, and eog. If cornered, the Yourgle will bite at opponents with its acid bite or spit acid from its tail, up to 10 feet away. The acid spit from the tail of the creature is treated as a stinger attack (see above statistics) with all criticals resolved on the Acid Critical Strike Table [*RMCIII*, p. 87]. Attacks from the maw of the Yourgle use the Beak/Pincher Attack Table [*Arms Law*, p. 68] as normal, delivering an additional Acid critical of the same severity as the primary critical delivered. Any weapons striking the acid-rich hide of the Yourgle must make an 8th level RR or be rendered useless.

Background: Interestingly, the Dwarves of Gnuldedesh are the only beings known to actually interact with the Yourgle, using them to dig tunnels through the hardest of stone and rewarding them with meals of delicious metals. Proof that Yourgles can be domesticated in a sense. This also explains how the Dwarves of Gnuldedesh have acquired such incredible wealth! Yourgles propagate by the laying of eggs, of which typically 3 to 5 will hatch. The young emerge after 1 month, hungry to dig. Yourgles are exceptionally wary of water which is deadly to them. For every pint of water, Yourgles take 1 hit of damage, and a Yourgle completely submersed in water will dissolve in 2 minutes. Their scant water requirements are met by absorbing moisture through the underside from the cavern floor.

MULLAN

Level: 12G **Base Movement Rate:** 30
Max Pace/MM Bonus: Jog/0 **MS/AQ:** SL/MF
Size/Crit: L/– **Hits:** 300C **AT(DB):** 1(10)
Attacks: 160HGr
 # Enc: 1 **Treasure:** – **Bonus EP:** J
Outlook (IQ): Normal (NO) **Climate:** hnwmk,FLM-9

Description: This creature is a green gelatinous mass. When stationary it can spread out to a diameter of 50 feet (about 3 feet thick). When at motion through the water (taking on an oblong shape), it can measure 100 feet long.

Lifestyle: The Mullan will often settle to the bottom of a lake, where it lays in wait for its prey. These creatures possess the ability to sense vibrations through the water. A carnivore which requires fairly large quantities of meat (up to 400 pounds in a week) to sustain it, it is often forced to envelope fish and crustaceans to fill its dietary requirements. On those occasions when large vibrations are present the creature moves toward the feast. Mullan have been known to successfully pull animals as large as horses into the water.

Combat: Possessing the ability of limited movement out of the water, though they will never leave the water, they can lash out to grab individuals out of small boats and those the edge of the water. Once they grasp their prey, they secrete a potent acid through their skin onto the victim (beginning the digestive process). This inflicts a 'C' acid critical [*RMC III* page 87] to those unfortunate enough to be in contact with the creature.

Background: Where Mullan originated is a question that even the most knowledgeable of sages are unable to answer (with any degree of accuracy). They are only found in freshwater, such as lakes and swamps. Once one of these beasts has grasped hold of its prey the only way to free it is to kill the Mullan.

Observations: *Fire is the nemesis of this creature though their natural habitat makes it difficult to employ it against them. Some adventurers make their way to where these creatures are to where these creatures reside in the hope of recovering the indigestible remains of it's previous victims. Mullans are unable to consume metal, as their acid does not affect it.*

OHWEESHO

Level: 1A **Base Movement Rate:** 80
Max Pace/MM Bonus: Spt/10 **MS/AQ:** MD/MD
Size/Crit: S/– **Hits:** 50A **AT(DB):** 1(10)
Attacks: 30SPi / Special
 # Enc: 1 **Treasure:** – **Bonus EP:** A
Outlook (IQ): Normal (NO)
Climate: (f)-(EKV@),(GZ),(U)-5

Description: The Ohweesho is a flightless bird similar in size to the spotted owl. With large eyes and a long, craning neck, the Ohweesho is an unattractive bird to say the least. Its feathers sport several colors, from white to a dark brown, with patches of variations in between. Its long beak is employed for digging up grubs, snails, and slugs. Ohweesho possess a superior sense of hearing and vision. They prefer higher elevations, and can climb with some success. In desperation they can glide, though not for any great distances or from any significant heights.

Lifestyle: Non-aggressive and rather stupid, the Ohweesho nest on the ground. This unfortunately makes them easy targets for predators which they are ill-suited to defend against. Due to their peculiar nature, the Ohweesho is most commonly found in captivity. (See Background)

Combat: The Ohweesho does not engage in combat, but if severely annoyed, will snap at its opponents with its beak or screech at them.

Background: If nurtured properly and the time is spent to train them, these birds can make excellent sentries. With their superior senses, Ohweesho can detect intruders up to 100 feet away with a Perception skill of 120, day or night, and they are willing to work for chicken seed. They will, however, make a tremendous screeching sound when they encounter anything. This noise, a loud "oh-wee-shoo" (hence their name), can be heard up to 150 feet away. Unfortunately, anything larger than itself, say over 1 foot in height, has a chance of attracting the Ohweeshoo's attention (which goes far to irritate neighbors). Small rodents or creatures will only alert the Ohweesho 20% of the time.



TYRORES

Level: 5C **Base Movement Rate:** 60

Max Pace/MM Bonus: Run/0 **MS/AQ:** MD/MD

Size/Crit: T/– **Hits:** 30A **AT(DB):** 4(10)

Attacks: 30SPi / 80HPi

 # Enc: 1-30 **Treasure:** – **Bonus EP:** D

Outlook (IQ): Berserk(NO) **Climate:** (f)-Z,(T)-3

Description: A vicious carnivore, the Tyrore is a small creature, some 8 to 12 inches long, with sharp, powerful pincers. It has six legs, with a hard carapace on the back. The underside is soft flesh, while next to the mouth are two tiny eyes.

Lifestyle: Found in marshes, plains, or even temperate forests, the Tyrore is seldom alone. The Tyrore dig warrens, in which will live 20 to 60 of the creatures. On occasion they will make dead (or fallen) trees their home, regardless of where or what their home is. Pity the fool that stumbles into a pack of these rabid little animals. Some individuals incorporate Tyrores into pit traps, as they offer trespassers a deadly surprise.

Combat: A single Tyrore is not much of a threat. Their small pincers will sting and occasionally break a weak bone, but together they are fearsome. Highly aggressive, Tyrores are attracted to warm flesh. A pack of 10 or more Tyrores can strip the flesh off a man (or other hapless creature) in less than a minute. Treat pack attacks as a single Huge Bite attack with an OB of 80. The fleshy underside of a Tyrore is only AT 1, but a person would be hard pressed to actually reach down and flip one onto its back (and retain possession of the offending appendage).

Background: Hungry little reptiles, the Tyrore are a huge nuisance. Farmers finding their cattle virtually destroyed overnight are quick to set traps to kill the tiny beasts. Traps with pieces of meat (fresh or otherwise) will easily attract Tyrores. Setting fire to Tyrore warrens may also destroy them. Unable to swim, small streams are an effective barrier to a swarm of these creatures.

Observations: *A simple journey through the forest of Faedor quickly turned to disaster one day. While stopping for a rest during our travels, one of my companions, a portly gentleman named Rackor, made the mistake of sitting upon the trunk of a fallen tree. Once the tree collapsed under his impressive bulk, a swarm of these rabid beasts scurried forth from the remains of their home. Obviously the Tyrore were quite displeased with Rackor as they swarmed over him in a but a few seconds. Rackor only had the time and presence of mind to stand before he was consumed as we stood paralyzed watching the brief spectacle. Only when the bloody mass of bones laid upon the ground and the Tyrore turned their attention to us, did we react. Running headlong through the forest as those little beasts gave chase (no doubt we outdistanced them within a minute but we were not about to stop and check).*

CLAY DRAKE
(Lesser Drake)

YOUNG

Level: 15F **Base Movement Rate:** 200
Max Pace/MM Bonus: FSpt/40 **MS/AQ:** VF/VF
Size/Crit: L/LA **Hits:** 400G **AT(DB):** 14(50)
Attacks: 60LBi / 45LCl / 60LBa / 50LHo
 # Enc: 1 **Treasure:** y **Bonus EP:** I
Outlook (IQ): Cruel (HI) **Climate:** (-)-N-9

MATURE

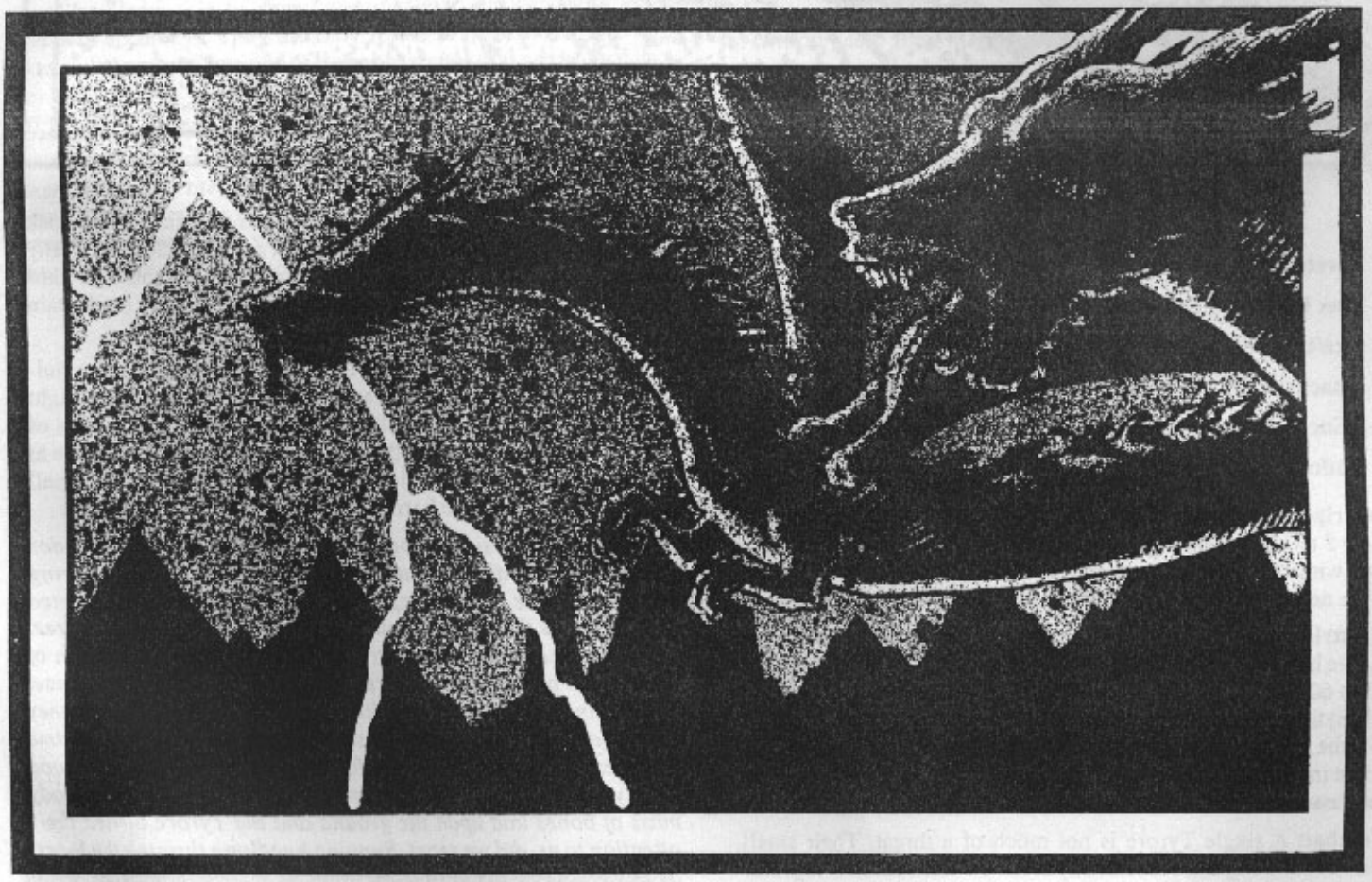
Level: 20F **Base Movement Rate:** 170
Max Pace/MM Bonus: FSpt/30 **MS/AQ:** VF/VF
Size/Crit: H/SL **Hits:** 500G **AT(DB):** 16(60)
Attacks: 80LBi / 75LCl / 80LBa / 65LHo
 # Enc: 1 **Treasure:** yy **Bonus EP:** J
Outlook (IQ): Cruel (VH) **Climate:** (-)-N-9

OLD

Level: 40F **Base Movement Rate:** 150
Max Pace/MM Bonus: FSpt/10 **MS/AQ:** VF/VF
Size/Crit: H/SL **Hits:** 630G **AT(DB):** 18(70)
Attacks: 110LBi / 100LCl / 105LBa / 85LHo
 # Enc: 1 **Treasure:** yyj **Bonus EP:** K
Outlook (IQ): Cruel (EX) **Climate:** (-)-N-9

Description: What Clay Drakes lack in size, they compensate for with aggressive tendencies. Their hides are covered with small circular scales, ranging from bright to dark green in color. Not possessing wings, they are land bound, but they can agilely traverse even rough terrain and can even make incredible leaps using their powerful legs.

Lifestyle: Clay Drakes spend their lives amassing power and wealth, building an empire or kingdom which they rule absolutely. Able to shape-shift at will for any length of time, their control of this ability allows them to assume the form of a particular person, miming actions and voice. They are therefore elusive and often fashion intricate plots that may take decades to play out. They enjoy subterfuge, spending most of their lives in a variety of forms save for their own. They prefer to associate with (to rule absolutely) Humans—they are the easiest to corrupt and control.



Essence Drakes

Combat: While these creatures will seek to become proficient killers, they prefer not to risk themselves in combat. Instead, they derive great pleasure from commanding (or better still covertly manipulating) others to risk their lives. If forced to fight, they will rely upon a host of tricks to give them as much advantage as possible. Their one flaw in combat is that they will often stop short of dispatching an opponent, to gloat. That trait has allowed a few a desperate attempt to slay the Drake. While not able to cast spells, the Drakes prize magical items of all make and fashion, especially those that are weapons. Unlike other Drakes, clay Dragons have no breath weapon (making their classification as Drakes questionable, to say the least).

Background: It is thought that these Drakes came about from the experimentation of Dalcimer, an Archmage of unsurpassed skill but with the morality of an alley cat. During the last century of his life, he devoted much of his great fortune to collecting samples of blood and organs from a host of Drakes. It is believed that he sought a way to convert man to Drake, and that the steady stream of slaves he bought were the unfortunate test subjects. Whereas all other Dragons have some link with an Elemental force, none has been found for these, although contact with their blood still results in PEM poisoning (see *Elemental Companion*).

Their greed, massive egos, and love of war, urge them on to greater acts of depravity.

ESSENCE DRAKE

Level: 90D **Base Movement Rate:** 300(fly)

Max Pace/MM Bonus: Spt/30 **MS/AQ:** FA/VF

Size/Crit: H/SL **Hits:** 900G **AT(DB):** 20(100)

Attacks: 160HBi[Ess] / 140HCl[Ess] / 130HBa[Ess] / 120HHo[Ess] / 200EssenceBr / spells

 # Enc: 1 **Treasure:** – **Bonus EP:** L

Outlook (IQ): Varies (HI) **Climate:** (-)-(X@),(U)-9

Description: Seldom seen, Essence Drakes embody all the primal forces of the universe in one devastating form. Made of the very energy of creation, these huge creatures more closely resemble storms of destruction. Casting aside huge Essence flows and reshaping the very land beneath them, an Essence Drake is an incredible sight to behold. Their bodies range from 150 feet to 250 feet with wingspans from 170 to 300 feet across. They shimmer with energy, light violet hues to a swirling of red and greens. A curious effect is that they appear to have no eyes whatsoever.

Lifestyle: The Essence Drake is a wandering creature, forever bound to the world from whence it sprang. The product of random energy currents, the Essence Drake is thought to be more of a legend than to actually exist. It is neutral in its outlook for the most part but has been known to intervene in events that have shaped the world.

Combat: Once per minute the Essence Drake may attack with Essence breath, 100 times per day. The Essence bolt is 1500 feet long, its cone length is 1000 feet with a radius base of 300 feet. (Use the Plasma Bolt Attack Table [*RMCIII*, p. 93] all criticals use the Essence Critical Strike Table [*RMCV*, p. 106]). The Essence Drake may employ its deadly bite, claw, bashing, and horn attacks as normal, but victims must also receive an additional Essence critical of the same severity as the original critical dealt. Awesome spell users, Essence Drakes have an unlimited PP base to cast any Essence spell up to its level. In addition, the Drake is immune to any Essence spell attack directed against it, absorbing the PPs spent in the casting of the spell and converting them into health. (The Drake can exceed its normal maximum hits allowed in this manner, thus having virtually unlimited health.) Any magical items within 1,000 feet of an Essence Drake that employ magical effects and are not keyed specifically to another realm of magic (or arcane) will not function and will lose all magical properties until removed from the said area. The presence of an Essence Drake also has the same effects as if the area was under the effect of a flow storm. (And it is!) Roll the appropriate effects per the rules outlined on page 29 of the *Shadow World Master Atlas, 2nd Edition* if that text is being used.

Background: The true history of these creatures has been lost over the centuries but their constant inclusion into mythical text is proof of their existence. There is no size or age variations of Essence Drakes for they are timeless creatures, the product of nature's whim. It is said that the appearance of an Essence Drake is a sign of a great cataclysm to occur in the future. In each of the three ages, the Essence Drake has appeared, and each time the world was torn asunder by malignant forces. It could be possible that the Essence Drake patrols the world in an endless vigil of unyielding balance. Adventurers familiar with Drakes will be wise to have noticed that an Essence Drake is unlike other Drakes in many respects. This is true, for the Essence Drake is not made of the proto-Elemental material more commonly associated with its physical brethren. Instead, the Essence Drake is a binding of proto-energy material that is susceptible to cohesion, unlike the Primal Essence and Arcane energies which are far too unstable and raw to form such a Drake. Yes, perhaps the name of Drake is misleading but no other name more properly imparts the majestic power of these beasts than that of Drake. Primal and Arcane varieties are possible formations but these creatures would be exceptionally chaotic and short-lived, unable to remain stable for very appreciable periods of time.

Note: While the existence of these creatures is far from proven, and it may be that only one such beast exists in any given world.

LAND MONITOR

Level: 50G **Base Movement Rate:** 70

Max Pace/MM Bonus: Spt/10 **MS/AQ:** MD/FA

Size/Crit: H/SL# **Hits:** 1000H **AT(DB):** 20(20)

Attacks: 170HBi(2x) / 200HCl(2x) / 210HBa(2x) / 160HHo(2x) / 130EarBr(2x)

 # Enc: 1 **Treasure:** – **Bonus EP:** L

Outlook (IQ): Aggressive (NO) **Climate:** (-)-(-)-(-)-9

Description: When dormant, these creatures are often mistaken for hillocks. However, their true nature is revealed when they awaken. Fortunately, they sleep for 5 to 10 centuries at a time. They are akin to turtles resembling a turtle that is 600 feet in diameter and 100 feet tall. They possess four legs and an extremely thick shell formed of pure adamantine. Two heads, Dragon-like in appearance, can be withdrawn into the shell as during hibernation.

Lifestyle: Slow, plodding beasts, Land Monitors travel the continents leaving destruction in their wakes. They eat anything that they encounter—be it animal, mineral, or vegetable. While they are not active for great periods of time, during the 10 to 30 years active years they destroy everything along a thousand-mile path.

Combat: Although Land Monitors are slow, they are exceptionally difficult to kill. Not only do they have an adamantine shell, but also a natural resistance to all realms of magic (+60 vs all three realms). If seriously threatened, a Land Monitor will telepathically search for the nearest Earth Drakes. Each 10,000-square mile area takes a single round to search. During the search a Land Monitor can use all attacks including spells. The Land Monitor will teleport as many of the Earth Drakes as it can locate within 5 rounds to its present location. The Earth Drakes will then fight fanatically for the Land Monitor until they have destroyed the attackers or they are dead. The Land Monitor has the same breath weapon as the Earth Drakes. Unlike them though, the Land Monitor can discharge two such attacks every round (one per head), up to 50 times a day. These massive beasts can also cast two spells per round (one per head) from the following lists: *Earth Law* [*Spell Law*, p.82], *Deep Earth Commune* [*RMCIII* p. 69], *Earth Mastery* [*RMCII* p. 53], and *Earthblood's Ways* [*RMC* p. 11]. They gain six times their level in Power Points (6 x lvl = PP) each day.

Background: The Land Monitors in existence today are the result of tampering with powers that are better left alone. The High Conclave began a project to determine the feasibility of permanently altering a Dragon species. Two altered earth Drakes escaped from their captors and mated. The result was the Land Monitor. It is thought that these creatures are asexual, not requiring a mate to procreate but simply dividing in half every 3000 to 5000 years. After a division the Land Monitor is left with one head. A second head is grown during the next hibernation period. Currently four of these creatures are known to exist.

DEATHFATE

Level: 30B **Base Movement Rate:** 210
Max Pace/MM Bonus: Dash/30 **MS/AQ:** VF/VF
Size/Crit: M/# **Hits:** 350H **AT(DB):** 18(60)
Attacks: 150th / 150ma / 150ba / 150wm
 # Enc: 1 **Treasure:** yyyz **Bonus EP:** K
Outlook (IQ): Cruel (EX) **Climate:** (-)-(-)-(-)-9

Description: Standing 10 feet tall, with serpentine features, these creatures are covered with dull gray scales. They have Humanoid stature and bearing and orange, glowing orbs as eyes. Normally, they wear clothing and bear weapons.

Lifestyle: These creatures claim no culture of their own, wandering the world and randomly wreaking havoc. They are equally comfortable in the light of day or the shadows of night. Deathfates are highly intelligent, possessing a cold calculating logic that leaves even the most brilliant of mortals in awe and terror.

Combat: With the considerable powers that they possess, Deathfates are equally likely to engage in combat with weapons or spells. The favored tactic is to send a death message to the intended victim describing their intentions to kill. This graphic message is intended to instill great fear in the victim. The campaign of terror is heightened as the Deathfate confronts the victim wherever the victim feels the safest. The creature always immobilizes the victim at this meeting and casually describes the final date, location (always a public place), and manner of death the victim will suffer. Of course, the first defense that comes to the victim's mind is to avoid the location on that specific date. However, all precautions that are taken are for naught, as the Deathfate will simply teleport the victim, at the prescribed time, to the location specified for final dispatch. As masters of Essence, Deathfates can cast from the following lists: *Essence Hand, Essence's Perceptions, Rune Mastery, Spell Wall, Lesser Illusions, Detecting Ways, Unbarring Ways, Physical Enhancement, Elemental Shields, Invisible Ways, Living Change, Spell Reins, Lofty Bridge, Spell Enhancement, Gate Mastery, Dispelling Ways, Rapid Ways, Shield Mastery, Fire Law, Ice Law, Water Law, Guises, Mind Sense Molding, Illusion Mastery, Evasions, Matter Disruption, Physical Erosion, Darkness, Soul Destruction* and *Flesh Destruction* [*Spell Law*, pp. 72-99]. For PPs they have five times their level (5 x lvl = PP) each day.

Background: Deathfates are sustained solely from the mental energies of fear, especially the fear that they cause. It is thought that they will often target powerful, arrogant individuals since the fear that these people generate is the greatest. The arrogance and confidence in their superiority is a mask which hides their fear.

Observations: *No one knows how or why these creatures came about. Some clergy would have us believe that Deathfates are servants of various deities who travel through mortal realms striking down the insolent who have turned from their faith. Regardless, Deathfates are feared and their arrival is said to foretell disaster for entire nations although this conclusion is not empirically substantiated.*

STONE DRAKE
(Greater Drake)

YOUNG

Level: 10G **Base Movement Rate:** 210
Max Pace/MM Bonus: Dash/30 **MS/AQ:** VF/FA
Size/Crit: H/LA **Hits:** 350G **AT(DB):** 14(30)
Attacks: 70LBi / 65LCl / 120LBa / 60LHo / 100ShardBr
 # Enc: 1-10 **Treasure:** yx **Bonus EP:** K
Outlook (IQ): Varies (HI) **Climate:** (-)-A-9

MATURE

Level: 20F **Base Movement Rate:** 200
Max Pace/MM Bonus: Dash/20 **MS/AQ:** VF/FA
Size/Crit: H/SL **Hits:** 470G **AT(DB):** 16(40)
Attacks: 90LBi / 85LCl / 140LBa / 90LHo / 130ShardBr
 # Enc: 1-8 **Treasure:** yxx **Bonus EP:** K
Outlook (IQ): Varies (VH) **Climate:** (-)-A-9

OLD

Level: 40F **Base Movement Rate:** 180
Max Pace/MM Bonus: FSpt/10 **MS/AQ:** FA/MD
Size/Crit: H/SL **Hits:** 600G **AT(DB):** 19(60)
Attacks: 120LBi / 110LCl / 165LBa / 110HHo / 170ShardB
 # Enc: 1-5 **Treasure:** zxx **Bonus EP:** L
Outlook (IQ): Varies (EX) **Climate:** (-)-A-9

Description: Massive in size, Stone Drakes have smooth, gray-scaled bodies that reach lengths of 110 feet and have wingspans from 110 to 160 feet. The two sets of wings (as those of Dragonfly) are rigid but fold back upon themselves at the mi

point. Folding yet again where they connect with the body, all four rest against the creature's back. Four powerful legs (all equal in size) give these Drakes a feline grace while traversing the ground.

Lifestyle: These magnificent creatures are one of the few types of Dragons that carve out their own lair rather than occupying an existing cave, fortress, etc. As stone makes up the vast portion of their diet, they seek out regions with large mountain ranges. While excavating their lairs, they consume elements within the stone that they are unable to digest. Platinum, gold, silver, iron, adamantine, and other metals form spheres within their stomachs, much like hair balls in a feline. As it fashions a lair, a Drake will regularly need to expel these precious spheres of metal. Coughing them forth is an experience considered quite unpleasant by the great beasts. An average Stone Drake will expel ten spheres for every week's worth of excavating. The size of the sphere is dependent upon the age of the Stone Drake and will be roughly 3 feet in diameter. Again, due to the bizarre digestive system, each sphere is composed solely of a single metal type. Stone Drakes find it quite amusing that bipedal scavengers so greatly value these bothersome lumps of refuse.

Combat: Shard breath is their preferred weapon, which they can use once every minute, 60 times a day. While the shard bolt has a range of 400 feet, the shard cone can reach 300 feet with a 100-foot base radius. Damage is resolved on the Heavy Crossbow Table, with each target being subject to 1-5 attacks. These variations equate to superb offensive capability. The Drakes rely upon a wide range of spell lists as well, allowing them considerable versatility. They have knowledge of *Deep Earth Healing, Crystal Magic, Deep Earth Commune, Crystal Mastery, Fiery Ways* [*RMCIII*, pp. 66-71], *Barrier Law, Light's Way*, and *Detecting Ways* [*Spell Law*, pp. 38, 41, and 74]. The daily allotment of Power Points, four times their level (4 x lvl = PP), allows a considerable number of spell castings.

Background: Woe to those who traverse their dark realms without regard for proprietary notions. For while these creatures are not ill disposed toward others, reckless greed by trespassers will find the wrath of a Stone Drake is far from pleasant. While a Stone Drake obviously crushes the hardest of stone within its massive maw, one must remember the razor sharp talons and the breath weapon of these creatures. As stone is consumed, the internal processes of the digestive tract (far too complicated for discourse within this script) create razor sharp, black stone shards. These are 1 inch in length, 1/2 inch in diameter, and harder than diamonds and the Drake can expel them with incredible force. The shredding effect that these shards can have, even at long ranges, is truly horrible to behold. Stone Drakes acquire a very high level of proficiency at aiming their breath, creating a serious health risk to those who seek their treasure. The best course of action, besides leaving them alone, is to have something of value to trade. Above all material things they prize knowledge of the arcane. Unlike other Dragons, Stone Drakes congregate in small clans that range from 3 to 30 family members. The large size of a clan lair, up to 10 square miles, shows their preference for privacy. While Drakes are Elemental creatures, over the eons there have been off-shoots and mutations within certain subspecies. The Stone Drake is such a mutation, closely related to, but not to be confused with, the earth Drake. Unlike other Dragons, these creatures do not horde treasure of any kind, although the metallic spheres that they cough up are worth 500-50,000 gold pieces (depending on size and metal) due to their purity.



5.0 COMPOSITE MONSTERS

ARMORACHNINS

Level: 9H **Base Movement Rate:** 100
Max Pace/MM Bonus: FSpt/20 **MS/AQ:** FA/FA
Size/Crit: M/– **Hits:** 160F **AT(DB):** 19(20)
Attacks: 90MBi / poison « / 95LCl(2x) « / 75LGr / 60LBa
 # Enc: 11-20 **Treasure:** – **Bonus EP:** E
Outlook (IQ): Good (AV) **Climate:** n,m,s-CDJ-3

Description: A mature Armorachnin will stand 6 to 7 feet, while the body is an average length of 4 to 5 feet. Each of their eight spider-like legs is 5 feet long when fully extended. The triple segmented bodies (including the head) are covered by a carapace that strongly resembles that of an armadillo. The primary difference is that the Armorachnin's carapace is capable of spreading to protect the underside and a substantial portion of the head without immobilizing the creature. This interesting arrangement means that the Armorachnin can still move and fight while possessing exceptional protection. The entire mass of the body, legs, and head is a dirt-gray color.

Lifestyle: Armorachnins reside on the ground for the most part, taking to the trees only when setting an ambush. Their lairs are nothing more than burrows in the soft forest floor, concealed by something akin to a trap door. The trap door is fashioned from several supple tree limbs which are bent to form a circle and held together by tough sticky strands of silk the creature produces. This tough silk is then used to weave a solid silk mat on the upper surface of the trap door. This is finally covered with the appropriate ground cover. So strong are these trap doors that a fully armored (full plate) man can stand upon one of these contraptions without realizing it. These creatures subsist solely on vegetation, never partaking of flesh. Unable to communicate with those other than their race, their motivations are often not readily understood.

Combat: The Armorachnins are tenacious fighters, relying on their ability to set up deadly ambushes. They direct their attacks against evil creatures who wander their forest realms. The attacks are deadly because they are always conducted as a group effort (from 10 to 20 Armorachnins participating). The venomous bite is most effective against evil beings who are required to make a 20th level RR or die within 1 to 4 rounds. Good creatures that have the venom introduced into their systems gain 50 hits even if their maximum level of hits is exceeded. These added hits will be available to the individual until they are lost through damage, after which the normal maximum level again applies. If the claw attacks are successful then the grapple attack is considered to be automatic.

Background: The history of the Armorachnins is rather long, but a diluted version follows. More than 1,500 years ago there existed a paladin named Tri-anthon, a great and noble man. As he traveled along the Vishor Pass, he was ambushed by a demon (whose name has been lost). Tri-anthon bested the demon in personal combat, in spite of the demon's best efforts at deception. In its terrible death throws the demon spat forth a curse from the darkest depths of the Pales. The curse transformed Tri-anthon (as well as his wife and all of his Order) into what we now know to be the Armorachnin. Forced to alter their perceptions of honor and conduct, the Armorachnins have made themselves into a force for good in spite of all that has befallen them.

Observations: *While these beasts are far from handsome, their actions make those who base their opinions upon surface appearances rethink their outlook. My son was fortunate to befriend a host of these creatures, to whom I shall always be grateful.*

BINLORE

Level: 10F **Base Movement Rate:** 60
Max Pace/MM Bonus: FSpt/0 **MS/AQ:** SL/MD
Size/Crit: L/II **Hits:** 180F **AT(DB):** 10(20)
Attacks: 85LBa / 80LCl / 90We / 40ro
 # Enc: 11-20 **Treasure:** t **Bonus EP:** F
Outlook (IQ): Hostile (LI)
Climate: (-)-X@,ARUW-CDJ-6

Description: Binlore appear as large bats with wingspans reaching 20 feet and bodies measuring 8 feet in length. Their heads are like those of Trolls with glowing, crimson eyes. The hide is a tough stony-gray with sparse patches of greenish-yellow hair. Their hand-like feet allow them to sleep hanging from ceilings. All of these features make their distant cousins, Trolls, seem far fairer.

Lifestyle: These hideous nocturnal beasts spend the twilight hours scouring the countryside for their next meal. Just about any type of meat will suffice (though they are not scavengers by nature). As with most Trolls, save for the war Trolls, Binlore will turn to stone if exposed to the sun's rays. As such, they tend to make their lairs within large, deep caves. They live in colonies, with as many as 100 members of their ill-tempered brethren. Were it not for the fact that Binlore possess the vile dispositions of their Troll cousins, there is no doubt that they would lay waste to huge tracts of wilderness and civilization. Fortuitously, these beasts fight incessantly amongst themselves.

Combat: Capable flyers, strong, but lacking agility and cunning, Binlore are straight forward "wade into the thick of things" fighters. They rely upon their strength and numbers, although the latter is not always the case. Their most common weapon is a large club. The most prominent Binlore have studded clubs. Of course when all else fails, these beasts will flee, though it takes some convincing for these brutes to realize that they are in trouble.

Background: Those forces that created war Trolls are credited for creating the Binlore, although the validity of this is suspect. Due to the amount of destruction that a large colony of Binlore can inflict upon a region, once their presence is discovered, all efforts are made to assure their annihilation. Even those races that have long standing feuds will set aside their differences long enough to bring forth genocidal death to Binlore. This fact has done much to keep the number of Binlore to a minimum, which is quite an accomplishment given that they breed as prolifically as rats.

DELMOS

Level: 6A **Base Movement Rate:** 180

Max Pace/MM Bonus: Dash/40 **MS/AQ:** VF/FA

Size/Crit: L/I **Hits:** 150E **AT(DB):** 3(40)

Attacks: 70LBi / 60LCl / 60LBa

 # Enc: 11-20 **Treasure:** – **Bonus EP:** D

Outlook (IQ): Aggressive (VL) **Climate:** (-)-N †,(0)-7

Description: A mature Delmos will stand 6 feet at the shoulders, with the body reaching lengths of 8 to 9 feet. Their bodies are covered with short, fawn-colored hair, save for their muzzles and ears which are black. Delmos are members of the canine species, and are a virtual copies of Great Danes.

Lifestyle: Save for those that are domesticated, the vast majority of Delmos run wild in packs. They make their homes in a vast range of environments, from jungles to plains. Their diet consists solely of meat, and they prefer boar (also known as tapir or wild pig) which they hunt to the exclusion of other prey. However, when food is scarce, these massive creatures will eat just about anything that crosses their path.

Combat: While Delmos are not the most ferocious of creatures, they are highly feared primarily for their ability to turn invisible. This power is innate and only when they attack or sleep will they surely be visible. They will most often pin their prey with their massive paws using their powerful jaws (which can crush an armored man) to finish the prey.

Background: Delmos came into existence only 300 years ago, when a magical experiment went awry. The exact nature of the experiment and even who was participating in it, are unknown. The result reduced Delmos Castle to a charred heap. The next year on what was said to be the anniversary of the explosion a pack of these huge beasts were seen at the castle ruins. Delmos have proved, not only to be resilient and prolific, but also very capable of being domesticated.

Observations: *Delmos have been domesticated as riding, pack, and guard animals over the last three centuries. In the role of guardians, they are deadly serious about their task, and exceptionally lethal to interlopers. A small trade has developed to provide trained animals to customers for a variety of tasks. To my knowledge there are nearly thirty reputable establishments which can provide well trained Delmos.*



Tremlor (p. 28), Binlore, Wolfron (p. 30), Viper Ants (p. 28)

HARMOR

Level: 10C **Base Movement Rate:** 200
Max Pace/MM Bonus: Dash/40 **MS/AQ:** VF/BF
Size/Crit: L/– **Hits:** 180D **AT:** 16(60)
Attacks: 75LCl / 80MPi / 80IBr
 # Enc: 1 **Treasure:** – **Bonus EP:** E
Outlook (IQ): Aloof (SU) **Climate:** wmk-E,L,R,CD-5

Description: These creatures have bodies and heads of hawks, although much larger and completely covered with lustrous, blue scales. The intensity of the scale color is one of the best methods for determining the actual age of the creature, as the scales of an older creature deepen in color. It is said that some Harmor have lived for more than 5 centuries and are virtually black (with only the slightest hint of a blue hue to their scales). A mature Harmor may easily grow to 12 feet tall with a wingspan reaching 36 feet. The talons and beak of the Harmor are a glossy black, while the eyes are pools of pure gold.

Lifestyle: Harmor prefer the tranquil beauty of the greatest forests as their home and nest in the loftiest trees. As a rule, they prefer game such as deer and boar although they are not totally biased against fruits and nuts. They will not devour sentient beings although it is easy for them to slay those who incur their wrath.

Combat: In battle they will first employ their icy breath against opponents if they have a suitable range for the cone (100 feet long with a base radius of 50 feet). This breath weapon can be employed every other round, up to 30 times per day. When the distance has been closed to where this weapon is no longer feasible, they will rely upon their talons and beak. Those opponents that can match a Harmor in battle will find that the Harmor will direct attacks against the opponent's eyes and throat. Those creatures easily outmatched by the Harmor will be quickly and directly dispatched. While brave, these creatures are very intelligent and will not risk their lives unnecessarily.

Background: Strongly allied with wood Elves, often serving as war mounts, a close bond between these two species has grown over the years. Elven courts sometimes actually have a colony of Harmor residing within their spacious confines. The Elven knights and their Nur Ndu (roughly translated as Friend from on High) are well known for their skill. A high degree of proficiency is required to fight from atop a mount but when that mount is whisking the rider through the air at break-neck speeds the problems are tripled. Harmor have their own distinct language as well as a mastery over common and wood Elven. Even though the scales might lead the casual observer to think that Harmor are reptiles, in fact they are mammals (even nursing their young).

Observations: *During the Third Mage Wars I was forced to seek sanctuary within the confines of the Mettingnon Wood. It was here that I encountered my first Harmor. A magnificent creature, with a mind as sharp as its talons—which it used on more than one occasion to shred an armored (human) knight (and mount). Of all the events within the span of my life to date, I look most fondly on the time that I spent with the Elves and Harmor of Mettingnon Wood (and owe them more than I can ever repay).*

MAN-O-WAR

Level: 15B **Base Movement Rate:** 50
Max Pace/MM Bonus: Run/10 **MS/AQ:** MD/MF
Size/Crit: H/SL **Hits:** 670G **AT(DB):** 4(10)
Attacks: 110HSt(10x) / poison « / special
 # Enc: 1 **Treasure:** t **Bonus EP:** L
Outlook (IQ): Aggressive (NO) **Climate:** (-)-(-)-9

Description: These floating monstrosities can reach 400 feet in radius and heights of nearly 900 feet tall. Its primary mass is in its upper body and looks roughly like the top three quarters of a sphere with a flattened bottom. A Man-o-war floats through the air while suspended below the body are nearly 500 feet of tentacles, each roughly 5 inches thick. The entire mass of the beast is virtually transparent, with a milky-white translucence highlighting the boundaries. The body is composed of a clear gelatinous material that, while soft and spongy to the touch, proves to be resilient. The mouth of the beast is positioned on the flattened portion of the spherical body centered in the midst of the tentacles. The creature has no obvious eyes, ears, or breathing apparatus.

Lifestyle: The Man-o-war's life is spent floating idly through the skies, using its tentacles to detect the Essence of living creatures. The tentacles are usually 200 feet off of the ground. While the creature can alter its heading and altitude (it can even hover for short periods), strong winds (70-100 mph) are the key factor influencing where these beasts float. When it detects the life Essence of a living creature(s), it creates a cylinder of reversed gravity (for a practical explanation) centered over the creature(s). This reversed gravity affects only living creatures, not plants and inanimate materials. This feeding process culminates with the creature(s) coming in contact with the tentacles. The tentacles exude a virulent paralysis toxin which is absorbed through the skin of the victim. When the victim stops struggling, the tentacles slowly pull the "food" to the mouth where the victim will be consumed and slowly digested. If one is capable of flying, moving within 100 feet of the beast gives a good view of "meals" in various stages of digestion. Materials such as clothing and leather are normally digested unless they are magical, but metals and wood will be retained in the beast. It is not uncommon for an old Man-o-war to accumulate a vast fortune. This "wealth" can eventually kill the beast if the Man-o-war is unable to ingest enough food to sustain itself.

Combat: Combat with a Man-o-war is often a one-sided affair (normally ending with the beast overcoming its opponents). Of course, the beast is susceptible to various types of ranged attacks for which it has no counterattack. Closing to melee is unwise, even if the attacker is able to obtain a higher elevation. The Man-o-war is capable of slowly bringing the outer most layer of tentacles up over the top of its spherical body to provide a measure of protection. The tentacles possess a 20th level paralysis poison. Failure to resist its effects will allow the poison to take effect in 2 minutes. Maneuvering the victim to the beast's mouth takes an average of 12 minutes (plus or minus 1-5 minutes). Victims caught within the 400-foot radius cylinder of reversed gravity are at a -50 for all actions. The creature can use this power only six times per day, which is often all that it needs.

Background: These creatures are obviously related to the smaller sea creature of the same name. How these monstrosities were able to acquire the ability to float, much less their ability to employ telekinesis against living creatures is a mystery. An average Man-o-war will live for 200 years before dying of starvation, due to amassed indigestible materials.

Observations: *Perhaps one of the most horrific sights that one can behold is the spectacle of a Man-o-war feeding. Passage over a city can often lead to the deaths of thousands. Of the tragedies inflicted by these beasts, The Battle Of Gephin is the best known. It is recounted that the forces of King Leorn IV amassed to do battle with a necromancer. Badly outnumbered, the necromancer cautiously committed his forces, drawing his living opponents into the battle where their attentions were affixed on staying alive. The necromancer then summoned a Man-o-war and it set about eagerly sating its hunger. The better part of the King's army was sent flying to their doom, as the Undead minions of the necromancer pressed their unexpected advantage. The battle that day was won, but King Leorn IV proved to be a resilient adversary who bested the necromancer in a series of battles thereafter.*



HELLION

Level: 6D **Base Movement Rate:** 130

Max Pace/MM Bonus: Dash/30 **MS/AQ:** FA/MF

Size/Crit: M/– **Hits:** 90C **AT(DB):** 3(30)

Attacks: 30MBi / 30SCl / spells

 # Enc: 1 **Treasure:** stw **Bonus EP:** D

Outlook (IQ): Greedy (HI) **Climate:** (cf)-(N †),Z,UW-6

Description: Hellions resemble an average canine with three notable exceptions. First, they possess two small bat like wings at the shoulders. Second, they have fiery red eyes, that allow the creature to operate exceptionally well at night. And third, their two forepaws have fingers and an opposable thumb, allowing them to manipulate items. Their fur is typically light to ruddy brown, although jet black Hellions have been seen.

Lifestyle: Hellions frequent regions that are near any sources of Essence flows or foci in mountains, ruins, and plains, but are never found near polar or aquatic regions. The Hellion is quite intelligent, the resulting merger of a demon that inadvertently possessed a newborn puppy. They are schemers—sadistic, cruel, and a real dog to be with. Hellions enjoy misleading adventurers and will rarely attack a group directly, preferring to trap or trick them to gain their possessions (and inflict a cruel lingering death). Their exceptional greed drives them to frequently make bets. They wager only when they are sure that the odds favor them, and will gleefully cheat. They dig small warrens, use caves, or use deserted buildings as their dens. They frequently will have a pack of charmed normal canine nearby.

Combat: Hellions are tricky foes to contend with, only infrequently attacking in the traditional sense. They employ misdirection and traps to deal with enemies. They have three times their level in PPs, and they have access to the lists of *Attack Avoidance*, *Illusions*, *Confusing Ways*, *Hiding*, and *Fire Law* [*Spell Law*, pp. 108, 109, 131, 82] to their level. Once per day the Hellion can also breath fire as the spell *Fire Starting*. By using its forefingers, the Hellion can use small weapons and manipulate objects. They frequently employ magical items to assist them (that were liberated from other adventurers).

Background: With the diabolical cunning of a demon, they are able to devise many means to fulfill their greed. Hellions are far from good sports as they enjoy taunting their foes (after they have deprived them of all their worthwhile worldly goods). When hard pressed or in danger, a Hellion will flee for its life. Lacking full demonic power, Hellions are cowards at heart. A Hellion will bargain for its life, trading information and treasure to gain its freedom. When dealing with a Hellion, it is often a matter of bluffing.

NIMNORSE

Level: 13C **Base Movement Rate:** 100

Max Pace/MM Bonus: Run/20 **MS/AQ:** MD/MD

Size/Crit: L/LA@ **Hits:** 220B **AT(DB):** 4(30)

Attacks: 75LMsw(2D) / 70LHo / 80ba(2D) / 65LBolt

 # Enc: 1 **Treasure:** lm **Bonus EP:** E

Outlook (IQ): Normal (AA) **Climate:** (-)-EKX@#,U-5

Description: These imposing creatures stand 7 feet tall, are Humanoid in appearance and are covered in heavy fur. The head is large and menacing, much like that of a bull with large horns jutting up from the forehead. Their short teeth inside a powerful maw can crush bone, while the muscular arms of the beast can rend a man limb from limb. These bull-men are distantly related to Minotaurs, but are much more intelligent and crafty. The Nimnorse's two feet end in large hoofs that can trample their opponents, while the muscular arms occasionally wield large, two-handed weapons.

Lifestyle: Nimnorse are encountered in large caverns or underground complexes. Nimnorse are a proud and rare race, magical in nature. They are actually the offspring of minotaurs subjected to large doses of Essence that heighten their abilities. Nimnorse are solitary creatures, typically building an underground domain and guarding it against intruders. Large and lumbering, the Nimnorse is not very agile, but what it lacks in agility it makes up for in strength and cunning.

Combat: The Nimnorse welcomes a fair and honorable battle. It will never mindlessly attack its foes. They prefer to parley with interlopers, determining the greatest warrior and challenging him to single combat. The Nimnorse favors melee combat, crushing or wrestling its foes into submission (or death). Only occasionally will the Nimnorse use traditional weapons, and only if the foe is worthy of it. Should the Nimnorse be forced into dishonorable combat, such as an ambush, it can employ its formidable horns to not only charge and impale its opponents but to also fire deadly streams of lightning! Should an opponent yield, the Nimnorse will disengage and demand something of the loser, be it an item, request, or favor to be named.

Background: Anyone encountering a Nimnorse for the first time will no doubt be shocked by the intellectual prowess of such a beast. If those that encounter a Nimnorse can cause it to fail to solve a puzzle or riddle, the Nimnorse will feel obliged to grant some favor. Those that are obviously trying to trick the Nimnorse or abuse its favor will find themselves on the receiving end of a very short temper.

Observations: *I once encountered one of these beasts and was rather taken aback by its mannerisms. Rather than outwardly attack the creature we engaged in a rather lengthy dissertation regarding mineralogy where I learned a great many interesting facts of the region. One could say it pays to wield one's mind rather than one's sword, at least when it comes to dealing with a Nimnorse.*



ORAGON

Level: 8C **Base Movement Rate:** 100
Max Pace/MM Bonus: Run/0 **MS/AQ:** MD/MF
Size/Crit: L/@ **Hits:** 120D **AT(DB):** 3(20)
Attacks: 80We(2D) / 60LGr(2D) / 30LBi
 # Enc: 1-10 **Treasure:** a **Bonus EP:** C
Outlook (IQ): Hungry (IN) **Climate:** (hna)-(Z)-2

Description: Extremely large Humanoids, the Oragon are a species of developed ape-creatures that would appear to support the claims made by several learned individuals that life could have possibly "evolved" from a lower forms of life. In any case, Oragon stand at heights of 7 feet, covered in a thick, shaggy fur. Their fur ranges from a deep orange, to a jet black. The fur coloration is always of a uniform manner, which is a blessing considering what spectrum of colors the Oragon possess. They possess large, muscular and skeletal frames, which gives these creatures tremendous strength. Their faces are a conglomeration of ape and man, with recessed noses but protruding jaws. The eyes are deeply set into the skull, while the ears are quite large. Oragons lumber around slightly stooped over, though they are capable of short bursts of speed. They prefer mountainous or hilly terrain, though slave breeding of them has brought Oragon to a number of different climates.

Lifestyle: Oragons originally consisted of a tribal society, however few of these actually exist anymore and those that do reside in the wild. For the most part this species has been enslaved by a number of other races who use these giants as workers, or in some cases, as militia. Due to their limited intellects, they have proved to be extremely susceptible to suggestion and are easily manipulated. They are not normally caged or abused, since they lack any real social cohesion to form them into a force capable of freeing themselves.

Combat: The Oragon's massive strength does make it a formidable combatant. Without weapons, they will employ large striking attacks, or even bite opponents with their powerful jaws. If encountered as a slave, perhaps as part of a standing guard, the beast may employ some weapons—usually of inferior quality. They never employ ranged weapons, as the ability to master complicated weapons is beyond them. Considered unworthy of most armors, those Oragon that are will never be found in armor greater than AT 8.

Background: Obviously the Oragon's greatest weakness is its limited intelligence. Were they more cognizant of their situation and the fact that many races live in freedom, the Oragon would perhaps seek to free themselves. Tribes of wild Oragon are some 50 to 75 strong, equality between the sexes means that both share in all duties. The strongest Oragon (male or female) leads the tribe. Those Oragon that are seriously injured and no longer of benefit to the tribe are killed. Unlike enslaved Oragons who have some basic working knowledge of language and society, the wild Oragons rely on body language and a primitive grunting to communicate. All Oragons have a strong, natural aversion to natural bodies of water (rivers, streams, ponds, and so forth).

Observations: *Not the brightest of fighters, I once evaded a squad of Oragon militia by running across old Gilmore's bridge in Balfern. The bridge was commonly known to all to be plagued by rotting planks. The Oragon were apparently not aware of this fact.*

OCTAVION

Level: 15D **Base Movement Rate:** 110
Max Pace/MM Bonus: FSpt/0 **MS/AQ:** FA/FA
Size/Crit: H/LA **Hits:** 400F **AT(DB):** 10(35)
Attacks: 105LBi / 90LGr / 100MSt
 # Enc: 1 **Treasure:** – **Bonus EP:** F
Outlook (IQ): Aggressive(MD) **Climate:** (-)-Y,O-6

Description: Giant octopi reaching lengths of 80 feet. A tough black hide covers the beast. Like their smaller cousins, the Octavion possess eight tentacles, which average 60 feet in length. These tentacles are equipped with hundreds upon hundreds of suction cups. As with octopi, Octavion possess an extendible beak-like maw at the base of their body.

Lifestyle: Octavion occupy an interesting niche within the food chain. They have fed for centuries upon the blood of whales. Although the greater numbers of Humans on the seas in recent years is providing a new food source. Ships present a far easier target than strong and agile whales. Once the hull of the ship is pierced, the Humans are forced into the water where the Octavion can eat at its leisure. Once in the water, many victims can barely stay afloat, let alone elude these beasts.

Combat: The beast will first grasp its target with the tentacles. Once the prey is firmly grasped, the Octavion will use the fang at the center of each suction cup to pierce the flesh and drain the blood. These creatures have learned that using their powerful beak along the bottom of a ship will easily snap the keel. Then they collect their meal from the surface, taking the Humans underwater where they soon stop struggling.

Background: It takes a large number of Humans to make up a decent meal for an Octavion. Fortunately, Octavion are not frequently encountered by ships. A full grown creature will claim a territory that often is a 1,000 miles square, destroying as many as 60 ships in a year. It is said that one of these beasts actually entered a large, busy harbor, where it destroyed some 50 ships before it was killed. The depredations that Octavion inflict are not suffered quietly by the Seafarer's Guild. A bounty of 4,000 gold crowns is offered for these beasts. To date, nine such bounties have been collected and it is likely that at least ten ships were destroyed for each bounty claimed.

SEALON

Level: 9B **Base Movement Rate:** 110

Max Pace/MM Bonus: Dash/25 **MS/AQ:** FA/FA

Size/Crit: L/– **Hits:** 120D **AT(DB):** 6(30)

Attacks: 75LCl / 90LBi

 # Enc: 2-20 **Treasure:** – **Bonus EP:** D

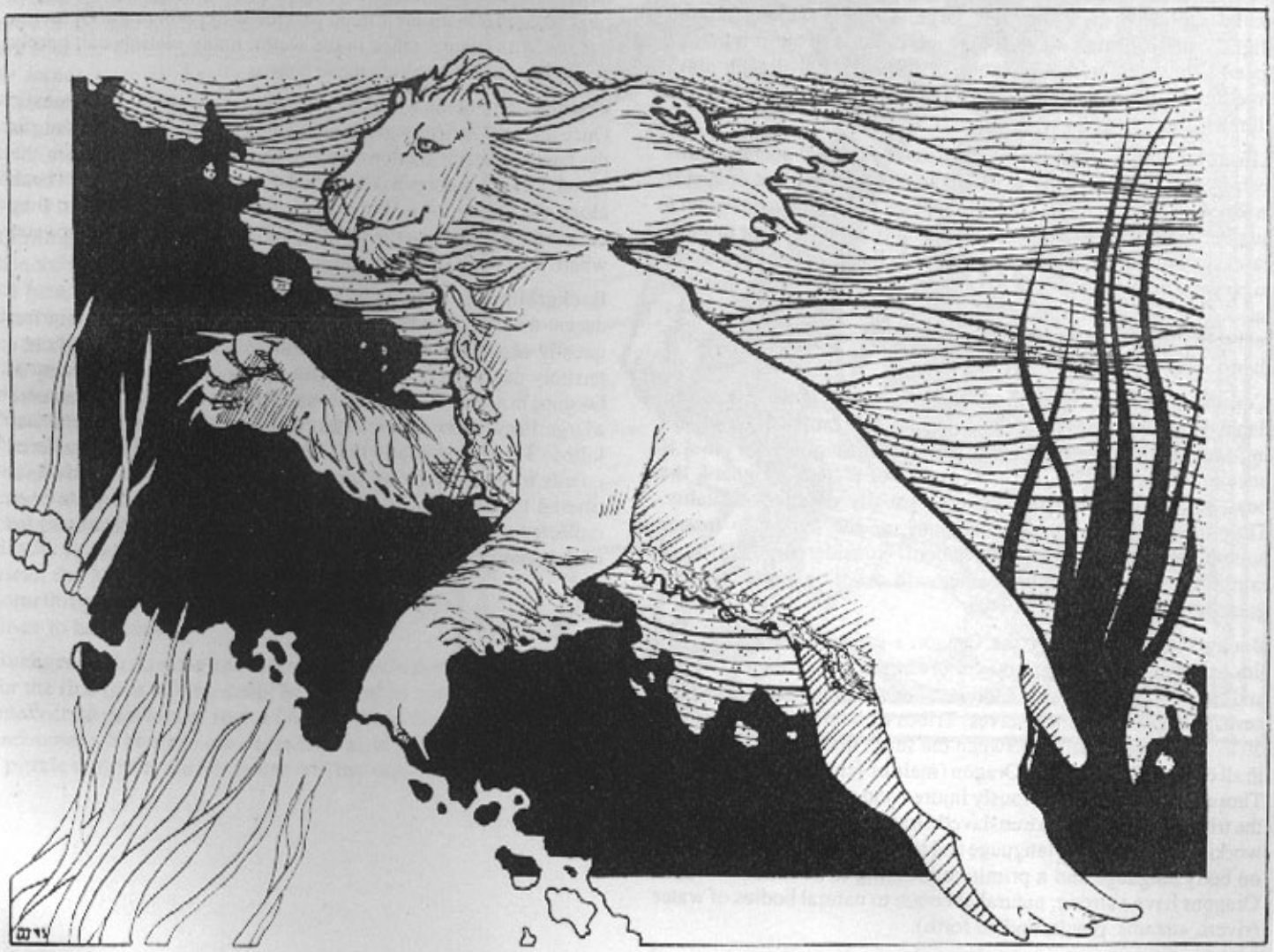
Outlook (IQ): Hungry (LO) **Climate:** k-FIQS-4

Description: This majestic animal can reach lengths of 12 feet. The rear portion of the body resembles a seal, while the head of the creature is that of a lion. They are equipped with two powerful front legs ending in long (4 inch) claws. A Sealon's body is covered with short but thick golden hair. Interestingly, male Sealons have manes very similar to those of lions, while females, like lionesses, have none.

Lifestyle: Sealons usually live along ocean shores in family units, or prides, with 15 to 20 members. The pride is very much a migratory unit, traveling north during the summer months to cooler waters then south during the winter months into warmer waters. Sealons will hunt sharks, whales, sea gulls, giant crabs, giant lobsters, and so forth. The battles that take place between sharks and Sealons become progressively fiercer as more blood is drawn and more sharks are attracted to the area. Sealons do have both lungs and gills and are at home in depths to about 300 feet. They can often be seen sunning themselves on a beach. Although they are awkward on land, they are exceptionally graceful once they enter the water. Also worthy of note, Sealons are found in both fresh and salt water.

Combat: As with lions, female Sealons do a greater portion of work during the hunt, driving the prey into progressively shallower water. In the shallow water the male Sealons wait to attack prey driven to them. The claws and powerful jaws of the Sealon are capable of shredding virtually any opponent, including giant crabs.

Background: How these creatures came to be is unknown, but their presence today is strongly felt (primarily in coastal waters). Sealons are far from the rampaging brutes that sharks are, or the threat to shipping that Octavion pose. Without a doubt though, the hapless swimmer that comes across a hunting Sealon pride is likely sacrificed.



SKO-KATIAN

Level: 6C **Base Movement Rate:** 210
Max Pace/MM Bonus: FSpt/30 **MS/AQ:** FA/VF
Size/Crit: M/– **Hits:** 70C **AT(DB):** 8(25)
Attacks: 50We / 75MBi / poison «
 # Enc: 3-30 **Treasure:** – **Bonus EP:** C
Outlook (IQ): Hungry (LI) **Climate:** h-L,R,CDJ-6

Description: A grotesque fusion of arachnid and Human, the lower half of the body is that of an arachnid. This portion is segmented into two distinct parts, with four pairs of legs. The upper portion of the creature has a torso with two pairs of arms with hands. The entire creature is covered with a gray-blue hide and fine black hairs. The head of the beast has eight eyes equally spaced around its surface (providing 360° vision), with a single set of forward facing mandibles.

Lifestyle: Sko-Katians are nocturnal carnivores, descending to the forest or jungle floor to hunt. A colony of these creatures normally consists of 30 to 60 individuals, all of whom will be included in hunting parties. The lower rear portion of the body contains six spiked protrusions. Instead of spinning silk on which to hang, these spikes are shot or embedded into the surface from which they wish to descend. Each spike is connected to a muscle strand which the creature can stretch out to 80 feet or contract to 5 inches. These spikes are razor-sharp with a hardness that is equivalent to that of diamonds. This allows the Sko-katian to embed the spikes into material as dense as stone. They are capable of rudimentary communication, which is accomplished by a series of chemical emissions.

Combat: These powerful creatures are exceptionally agile and deadly combatants. Their two pairs of arms enable them to wield weapons and shields. Whether they are using melee or missile weapons, they will generally drip venom from their mandibles onto the weapons. This venom is a 10th level muscle poison. RR failure results in paralysis for 2-20 minutes. The agility of these creatures is not fully realized until they employ their muscle spikes, being able to ascend 80 feet straight up in less than a round. Surprising a Sko-katian is very difficult due to their field of vision and highly sensitive body hairs which can sense the movement of a mouse 100 feet away.

Background: While not culturally advanced, they are able to learn rudimentary weapon and hunting party tactics. Therefore, they are creatures that should not be underestimated. Since they never wear clothing, armor, or carry more items than their hands can hold, they obviously have some limitations. Their greatest weakness is their discomfort around loud noises.

Observations: *Sko-Katians are more intelligent than animals but parlaying with them is virtually impossible (unless you are telepathic). Frazul, a bard of my acquaintance, claims that he was able to drive off a hunting party of more than 30 Sko-Katians with nothing more than a set of cymbals.*

TAE WOLF

Level: 10B **Base Movement Rate:** 100
Max Pace/MM Bonus: Dash/20 **MS/AQ:** FA/FA
Size/Crit: L/– **Hits:** 160D **AT(DB):** 4(30)
Attacks: 85hcb / 110th
 # Enc: 5-14 **Treasure:** cc **Bonus EP:** F
Outlook (IQ): Varies (HI) **Climate:** f-X,G,T-S

Description: Resembling Humanoid versions of their smaller cousin, the wolf, these creatures are first distinguished by thick, purely white fur. A second trait which sets them apart is their stature, 7 feet tall at the shoulder, 12 feet long, and weighing up to 700 pounds. The cold, blue glow that emanates from their eyes suggests an intelligence within them. They can see equally well at night or in daylight. What truly sets Tae Wolves apart, however, is that instead of possessing canine paws, they have large hands on both sets of appendages. Each hand has an opposable thumb, is covered with fur on the back, and has a thick leathery palm.

Lifestyle: Preferring the cold barren icy wastes to all other climes, Tae Wolves live and hunt in packs. The members of the pack are often unrelated. These creatures will take mates only from other packs, and once they have mated (every two years) will return to the original pack. A pack will make its home in an ice cavern complex of its own construction. As they are large creatures and can walk upright, their residence is expansive. Possessing the ability to manipulate tools (and weapons), these creatures also have a keen intellect. This intellect has helped them avoid Humans trapping for pelts, and to thrive in the harsh clime of the arctic wasteland. They often give shelter and assistance to bards and the like traveling through their domain—they use oral traditions exclusively to teach and entertain.

Combat: As hunters they employ cunning tactics with large long bows and crossbows to bring down their prey and adversaries. They also carry melee weapons, such as swords and maces, which are proportionately larger than the Human-made counterparts (doing 50% more normal damage). A hunting pack will consist of four scouts and six hunters. While they wear no armor, their hides offer a measure of protection, and they do employ magical items. With exceptional hearing, smell, and eyesight, these creatures can track in even the worst conditions. When they attack it is always from ambush, although no record exists of anyone ever successfully ambushing them.

Background: For the last 8 centuries Humans and Tae Wolves have battled. This has consisted of a series of skillful ambushes set by the Tae Wolves for the Humans. The Tae Wolves would have you believe that this "war" started when the first of their brethren were found skinned, but the battle is actually over resources. The seal populations of most regions are just large enough to support the local Tae Wolves. With the incursions of men hunting for the pelts of seals, the seal populations began to decline. Tae wolves, while not warlike, were quick to react with violence against the intruders.

Observations: *If you travel regions where Tae Wolves are said to reside, never kill a cow or pup seal and never leave behind any meat from a kill. These precautions will prevent a Tae Wolf from hunting you. As they are exceptionally strong and capable fighters, conflict is seldom in a traveler's best interest.*

TREMLOR

Level: 15A **Base Movement Rate:** 60
Max Pace/MM Bonus: Run/10 **MS/AQ:** SL/MD
Size/Crit: L/LA **Hits:** 450G **AT(DB):**20(10)
Attacks: 60LBi / 70MSt / poison « / 80LBa / spells
 # Enc: 1-5 **Treasure:** – **Bonus EP:** C
Outlook (IQ): Passive (LI) **Climate:** w- †,L,U,P-5

Description: Resembling giant earthworms, a Tremlor can reach lengths of 100 feet and 15 feet in diameter. Its dark gray, segmented carapace affords tremendous protection from physical attacks. An eyeless, Dragon-like head is found at either end, concealed beneath an extendible, conical-shaped carapace.

Lifestyle: They find sustenance just as an earthworm, by consuming organic wastes found in the soil. However, as earthworms lack the capability to cast spells from the list *Earth Law* [*Spell Law*, p. 82]—up to their level—it is safe to assume that the resemblance ends there. A deadly obstacle to Tremlor is deep sand, as they are unable to propel themselves through that medium. Tremlor rely upon vibrations, smell, and a form of sonic navigation to avoid predators (primarily earth Drakes) and sand.

Combat: Tremlor are docile by nature, seeking to retreat from predators. If forced to fight, a Tremlor's defense is four barbed tongues which can extend out 30 feet from the two heads. Each of those tongues has a poison gland which releases a potent (12th level) muscle and nerve toxin into attacker. As stated previously, these creatures can cast from the *Earth Law* list and they have four times their level (4 x lvl = PP) in Power Points.

Background: Tremlor stay within a few feet of the surface. Their passage will not only break up hard soil but increase its fertility. Hence, farmers greatly appreciate their presence and many consider it a good omen when they discern the signs of a Tremlor's passage.



VIPER ANTS

Level: 6C **Base Movement Rate:** 110
Max Pace/MM Bonus: FSpt/10 **MS/AQ:** VF/VF
Size/Crit: S/– **Hits:** 60B **AT(DB):** 18(10)
Attacks: 50SBi / poison «
 # Enc: 12-30 **Treasure:** – **Bonus EP:** B
Outlook (IQ): Aggressive (NO)
Climate: (ktcf)-(G),(A),(T)-4

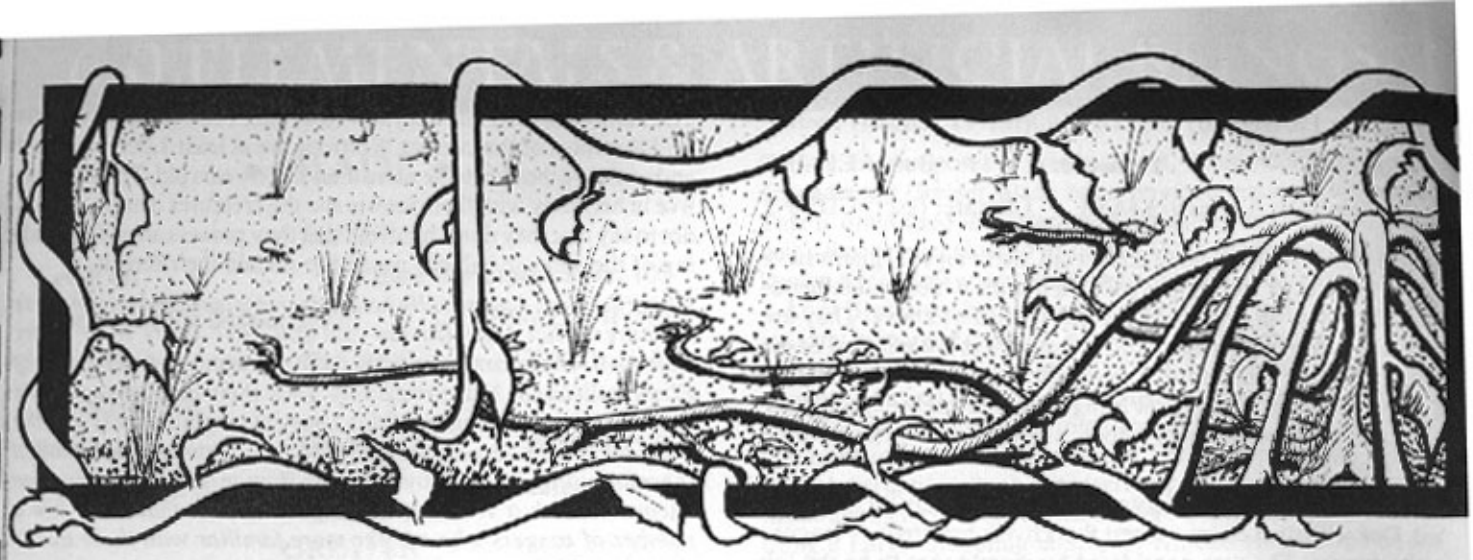
Description: These 2-foot long, black ants, are far more than one would first take them to be. Contained within the foremost section of a Viper Ant's black carapace (which would commonly be identified as the head), there is a black viper head with a 4-foot coiled section of snake body. The head carapace is a hinged affair that can snap back to reveal the "viper."

Lifestyle: Viper Ants have two modes: travel mode and attack mode. When they travel, the head carapace is shut and conceals the viper. When they attack, the head carapace snaps back and the viper attacks. In the travel mode, the Viper Ant relies upon its antenna to locate prey. It follows a chemical trail that it secretes to and from the nest. The antenna are also used to communicate (up to a mile away) with other Viper Ants from the same nest. Viper Ants consume vegetation and animals, actively hunting and gathering food during all hours of the day and night. The nest will normally consist of 12 to 20 holes, each about 4 feet in diameter dug into the ground, spaced about 50 feet apart. The nest may be quite large (up to a mile in radius and 300 feet deep), and will hold as many as 2,000 Viper Ants. At the lowest level of the nest are chambers for the Queen Viper Ant, a number of egg chambers, and half a dozen servant chambers. Different Viper Ants have evolved for a variety of tasks. For example, reapers possess powerful mandibles on the head carapace for cutting down vegetation while workers carry materials to the nest. Regardless of their primary function, all Viper Ants possess the deadly viper head.

Combat: Viper Ants are extremely vicious, often as many as 20 to 30 Viper Ants attack a single victim. Their lethal (8th level) muscular poison can bring about death in one minute. Fire, such as torches, will drive them back, and they are incapable of swimming. These two weaknesses are the only deficiencies of the Viper Ant. Given the numbers in an attack, these weaknesses are easily offset.

Background: As hard as it is to believe, these creatures seem to have developed naturally, and not as the result of some magical crossbreeding. Despite their snake-like head, they are entirely insectoid in nature.

Observations: For the better part of 2,000 years Viper Ants have dwelled exclusively within the Yurmha Basin. In the last 500 years they have experienced a tremendous population explosion which has caused them to range further to avoid constant war with one another. If the Viper Ants keep migrating, it is quite possible that they will be found throughout the length and breadth of the central continent in less than 300 years. Given the fact that several natural predators are not present outside of the Yurmha Basin, it is likely that those hives outside that region will experience huge population increases. On a positive note, if cooked properly, their taste is very reminiscent of chicken.



✻ WEEDLING ✻

Level: 5C **Base Movement Rate:** 70

Max Pace/MM Bonus: Walk/0 **MS/AQ:** CR / VS

Size/Crit: S/@ **Hits:** 85C **AT(DB):** 3(10)

Attacks: 50SGr / poison «

 # Enc: 1-3 **Treasure:** – **Bonus EP:** C

Outlook (IQ): Aggressive (NO)

Climate: (haf)-(EKNV),M,(T)-5

Description: Snaky tendrils of dark green foliage disguise this deadly predator. These tendrils grow to nearly 10 feet long, and provide a basic muscular system that allows the plant to move. Scattered leaves of yellow-green adorn the plant, while a surface root system draws nourishment from topsoil and collects its water requirements. Samples of this plant have been found as small as at 1 foot tall, with tendrils of 3 foot length, while some have reached nearly 6 feet in height, and dozens upon dozens of tendrils slither up to 20 feet away. The musty sweet odor of decay can be smelled in the presence of a Weedling.

Lifestyle: The Weedling is a plant of habit, drawn toward light, moisture and the body heat of creatures. Its touch is deadly (see below). While multiple Weedlings will root together to form one giant Weedling, they are not thought to be intelligent.

Combat: Injection of a deadly organism into a host's body is the sole attack of the Weedling. The organism re-writes the internal cellular structure of the target, changing the victim, be it an Elf, dog or Halfling into a Weedling. Victims must make an RR vs. a 7th level poison to resist the effect. The excruciatingly painful process takes nearly 24 hours as small strands of weed sprout from every inch of the victim's body. The new Weedling looks similar to the original victim but is totally covered in foliage. Living off of sunlight absorbed through its 'skin,' the composite Weedling viciously attacks anything within its path, all vestiges of its previous life lost. The composite Weedling also shares the deadly touch of its sire. Although Weedling fiber is not flammable, they are extremely susceptible to sonic (vibration) based attacks [Vibration Critical Strike Table, *RMCV*, p. 111]. Such attacks do twice normal concussion hits, and criticals received are increased by one severity.

Background: No one knows from where these horrid plant creatures came, but one careless traveler near a small village or town can unwittingly start a vicious plague of Weedlings that will ravage the countryside. In areas where Weedlings are found, efforts are made to contain and then destroy these plants. This involves creating a fire break, then burning off all vegetation within the confines of the fire break (which is usually ineffectual against the Weedlings). Slaughtering as many of the local wild animals as possible, in case they are infected. And finally entering the devastated area and destroying any Weedlings that are encountered.

⁂ WOLFRON ⁂

Level: 25C **Base Movement Rate:** 120

Max Pace/MM Bonus: Dash/30 **MS/AQ:** VF/VF

Size/Crit: H/SL **Hits:** 660I **AT(DB):** 10(40)

Attacks: 170We(4D) / 140LGr / 190HCr √ / 120LBi / spells

 # Enc: I **Treasure:** s **Bonus EP:** H

Outlook (IQ): Aggressive (AV) **Climate:** (ascf)-CDJ-9

Description: Standing up to 20 feet tall, these bipedal giants have all the features of wolves, save for their arms which end in hands (complete with an opposable thumb) instead of claws. They are normally covered with black fur, although it is not unheard of for some to possess white, silver, or gray fur. Wolfron eyes are always a deep violet color, which glow at night. As one might expect, these creatures have exceptionally good nightvision (not to mention their other senses).

Lifestyle: Wolfron are solitary creatures (fortunately for the rest of us). One will often claim a forest that covers hundreds of leagues as its domain. They are considered by many sages to be the top predator in the any forest. Wolfron will always seek to keep dangerous competitors out of their territory (i.e., Dragons). The Wolfron are capable of making careful plans to eliminate these competitors. While no race is guaranteed immunity to the aggressive nature of Wolfron, they will trade for goods and services that they require. This trading is never done with Humans because of the indiscriminate manner in which men trap wolves. Usually, Wolfron will kill Humans on sight (or shortly thereafter). Elves, Dwarves, Gnomes, and even Halflings are the races that Wolfron will trade with. The aforementioned races are often allowed to exist within the territory of a Wolfron, as they pose little threat to it. Wolfron will control many large packs of wolves. These it will use as spies throughout the territory. While Wolfron feel that killing a wolf in combat is permissible, setting traps for one is not. This is the one law that a Wolfron will always uphold.

Combat: Wolfron rely heavily upon their spells: *Moving Ways, Inner Walls, Nature's Way, Path Mastery, Nature's Guises* [*Spell Law*, p. 57-59], *Shielding Ways* and *Arm's Way* [*RMCII*, pp. 80-81]. Deriving five times their level for Power Points (5 x lvl = PP), Wolfron can employ magic quite capably. Make no mistake when a Wolfron draws its weapons, death may be at hand. The range of weapons that they prefer is diverse: broadsword, falchion, halberd, heavy crossbow, long bow, pole arm, mace, scimitar, spear, short sword, two-handed sword, war hammer, and war mattock. They, no doubt, have mastery in whatever weapon they possess.

Background: The Wolfron are one of the elder species. Only in recent times, with the proliferation of Humans has knowledge of them been brought forth from their shadowy forests. Knowledge of the Wolfron was primarily possessed by the Elves, lore which they have taken with them on their retreat (into the depths of the forest). It is not known for sure how many of these creatures exist. The number is certainly very low (less than 100). Long-lived, it is said that most of the current Wolfrons are at least 1,000 years old and some are thought to be more than 3,000 years old. The Wolfron live in harmony with their forests and the creatures therein. This is not to say that they don't hunt, but that they possess an understanding of the delicate balance needed to sustain their forests.

Observations: *I personally have never encountered any of these creatures. That I am Human and still alive bears truth to my statement. The information included here comes from a number of Elven colleagues that grudgingly gave their assistance on this matter. Until the creation of this tome (the definitive text and the only documentation on the Wolfron), only rumors surrounded these creatures. To my knowledge, no Human has ever survived an encounter with a Wolfron, although I suspect that there are a number of rangers who are far more familiar with these beasts than they admit.*



BLADE

LESSER

Level: 6C **Base Movement Rate:** 100
Max Pace/MM Bonus: Spt/10 **MS/AQ:** MF/MF
Size/Crit: M/– **Hits:** 100C **AT(DB):** 1(30)
Attacks: 50We
 # Enc: 1 **Treasure:** – **Bonus EP:** D
Outlook (IQ): Aloof (AA) **Climate:** (-)-(-)-6

GREATER

Level: 15D **Base Movement Rate:** 110
Max Pace/MM Bonus: FSpt/20 **MS/AQ:** MF/FA
Size/Crit: M/@ **Hits:** 150D **AT(DB):** 4(50)
Attacks: 80LCl / 100We
 # Enc: 1 **Treasure:** – **Bonus EP:** E
Outlook (IQ): Aloof (SU) **Climate:** (-)-(-)-7

LORD

Level: 25F **Base Movement Rate:** 150
Max Pace/MM Bonus: Fspt/40 **MS/AQ:** FA/VF
Size/Crit: M/# **Hits:** 200E **AT(DB):** 11(70)
Attacks: 100LGr (Neuro) [C Neuro] / 100HMst / 100We
 # Enc: 1 **Treasure:** – **Bonus EP:** G
Outlook (IQ): Aloof(VH) **Climate:** (-)-(-)-9

Description: Detection of a Blade is extremely difficult. A Blade appears to be a member of a normal race, although it is a magical construct of some sophistication. Greater Blades can alter their appearance within 150% of standard for the race that they emulate, while lord blades can shapeshift to the form of any humanoid creature without penalty.

Lifestyle: A Blade is a single-minded creature, intent upon its sole mission: to capture or kill its intended target. To these ends, a blade will assume any identity, travel any path, and perform any task. Simply put, if you know you are the target of a Blade, find a sharp sword and a good corner.

Combat: The weakest of the Blades, the Lesser Blades, must rely upon whatever weapons are available. They have limited skill and as such will attempt to surprise their targets whenever possible. More often than not, a Lesser blade is considered expendable and is usually employed in conjunction with mundane mercenaries. A Greater Blades poses a greater threat. More resilient and self-dependent, a Greater Blade has a powerful natural claw attack. This is often used in tandem with its ability to shapeshift into a being that can get close to its target. These Blades have also been known to employ weapons when performing their missions.

Lord Blades are by far the deadliest Blades. Able to shapeshift into any humanoid creature, often a target realizes that it is under attack only at the last moment will. A Lord Blade can create a variety of natural weapons, all at Medium size and with an OB of 100. This can be anything from deadly claws or fangs, to an arm that turns into a thrusting sword. A Lord Blade can also make a special disruption attack—it inserts a portion of its own material inside another, causing internal damage. Such an attack is resolved using a Large Grappling attack: all criticals are resolved on the Neuro Critical Table [*RMCV*, p. 107], and an additional 'C' severity critical is delivered. A Blade often uses this attack to incapacitate its target.

Background: Created during the Second Mage Wars, Blades have been frequent assassins. Difficult or paranoid targets were frequently allocated to Blades for termination. Although the process is not commonly known, it has been determined that at least four ancient texts describe the creation of the blades. A Lesser Blade is the easiest to create, requiring only 1 day of preparation.

A Lesser Blade must be specifically modeled after a particular person and cannot alter its shape. The life span of such a blade in only 1 to 10 weeks or until the completion of its task.

The creation of a Greater Blade takes 4 days. Such a Blade will follow its task for 1 to 10 months or until the completion of the task. Such a blade is more cunning than a Lesser Blade, often performing acts of misdirection and subtle attacks to wear down its target (provided it is appropriate to do so).

Death is near for one that is hunted by a Lord Blade—the deadliest of predators. It possesses a finely honed cunning and is tireless in the pursuit of its quarry. Taking over a week to create, a Lord Blade will never give up. Never. It is said that some Lord Blades still roam the realms, searching for their victims, or at the very least, their remains. Able to assume any humanoid form, create any weapon, integrate into any situation, a Lord Blade is the ultimate hunter.

All Blades share some basic characteristics. They are subtle hunters, seldom alerting their prey. Sometimes hirelings or common mercenaries will unknowingly run interference for a Blade. A Blade that can shapechange has the advantage of being able to get very closer to its target, perhaps even as a trusted member of its target's group. A Blade will never reveal itself to anyone, always working alone—a Blade would sooner destroy itself than to violate the secrecy that shrouds it. A Blade that is slain or exceeds its life span simply crumbles into dust.

ELEMENTAL GOLEMS

With the number of Elementalists growing once more, it was only a matter of time before the ancient art of creating Elemental Golems would be regained. The argument of whether they are actually Elemental creatures (perhaps like a Guardian Elemental, or non-intelligent Elementals), has begun once more. Though it is doubtful that the debate will be resolved anytime soon, it certainly was not resolved at the conclusion of The Time of Elementalism [Elemental Companion, p. 6]. Regardless of how one views these creations, the number of individuals creating them and wielding their power has grown dramatically in the last century.

Elemental Golems are created in two manners. While the end result is the same, the methods are different enough to each require discourse. The first, and most widely used, method is to create a miniature representation of the type of construct that the Elementalist desires. This miniature can be fashioned from stone, wood, or metal. It is then invested with the Essence of the element that the Elementalist intends to use. To activate the miniature Golem, it is placed on the ground and the command word is spoken. The number of Elemental Golems that the creator can command is determined by summing the Reasoning and Self-Discipline Stats. For every 10 points, a single Elemental Golem fashioned in this method may be controlled.

The second method is to place a portrait of the desired form of the construct on the wall, floor, ceiling, or door. Unlike the first method, the construct is not transportable (save by some methods that can transport the surface on which it was painted). Activation of the construct takes place when any unauthorized individual comes within 5 to 50 feet. The distance and authorized individuals are designated during the creation phase—only authorized individuals are able to pass by without activating it. The Golem will appear to step out of the painting and will carry out its programming. This may be delivery of a warning or attacking intruders. Interestingly, the creator is not limited in the number of Golems that can be fashioned by this method. The only limiting factors are the amount of space and money available (neither process is cheap).

What follows is an overview of the more prevalent types of Elemental Golems. The limited number presented here is growing as more Elementalists direct their attentions to this art form.

Important: *All Elemental Golems use the Minor Elemental Force Attack Table [Elemental Companion, p. 108]. In addition, Elemental Golems can project their breath weapons as bolts. Their breath attacks are Medium Attacks (i.e., do not use maximum results other than those for Medium Attacks). Only the breath weapon results are determined from the Minor Elemental Force Attack Table, all melee combat is conducted as per the code designations in the Attack sections.*

✻ TIME GOLEM ✻

Level: 10H **Base Movement Rate:** 30

Max Pace/MM Bonus: Run/0 **MS/AQ:** SL/SL

Size/Crit: M/# **Hits:** 100H **AT(DB):** 1(20)

Attacks: 100TimeBr / special

 # Enc: 1-10 **Treasure:** – **Bonus EP:** G

Outlook (IQ): Varies (NO) **Climate:** (-)-(-)-8

Description: These Golems appear as an insubstantial mass of swirling colors: red, blue, green, yellow, orange, and purple. When activated, the Golem takes a roughly mannish shape, standing about 7 feet tall, and appearing bulky.

Combat: At first glance, one might conclude that time Golems are a waste of time and effort to create. They have only one form of attack. However, their defensive capability requires examination to understand their power. All things which come in contact a the Time Golem have a chance of being sent into the past or future. The RR is based on the level of the Golem. Failure indicates that the target is "telephased" at random "1D10 years per 5 failure" forward or backwards in time.

Observations: *The number of these floating Golems has increased tremendously in the last decade. They float since walking would not benefit the surroundings. Their increase should not come as a surprise though, given that their breath weapon has a multitude of applications. Ginlon used his Golem to considerable effect as he was being pursued by a horde of Orcs across a rickety old bridge. His Time Golem materialized and suddenly there was a large horde of Orcs plummeting down several thousand feet. Ginlon tells me that the death squeals of some 500 Orcs is quite pleasing. Personally, I think that he was feeling vindictive. He informed me that they had put several arrows into his posterior a short time earlier.*

✻ PLASMA GOLEM ✻

Level: 20H **Base Movement Rate:** 110

Max Pace/MM Bonus: Dash/30 **MS/AQ:** VF/VF

Size/Crit: M/# **Hits:** 200H **AT(DB):** 16(20)

Attacks: 100Msw(2D)[B Cold, B Electricity] /
100Mst(2D)[B Cold, B Electricity] / 110PlasmaBr

 # Enc: 1-10 **Treasure:** – **Bonus EP:** I

Outlook (IQ): Varies (NO) **Climate:** (-)-(-)-8

Description: A Plasma Golem has an outer shell of steel. Due to the nature of plasma, the steel glows bluish-white. These Golems have a very lean, athletic build. They may be male or female in form and are usually 8 feet tall.

Combat: These lightning-fast Golems are exceptionally adept combatants, whether they use martial arts or their breath weapon. The breath attack is a bolt and can be employed once per minute up to 30 times per day. The bolt has a range of 100 feet. All of a Plasma Golem's martial art attacks inflict an additional 'B' cold and 'B' electrical critical.

Observations: *I have yet to learn how it is possible to imbue these creations with the martial arts abilities. Only three individuals currently possess the ability to fashion these Golems.*

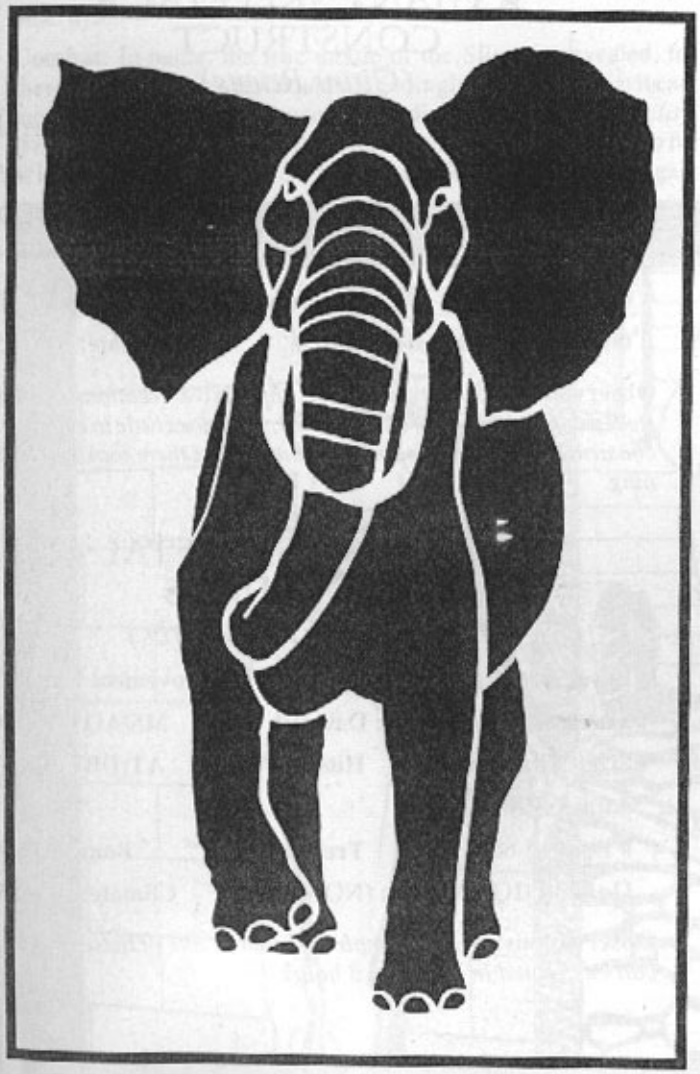
STONE ELEPHANT

Level: 20H **Base Movement Rate:** 30
Max Pace/MM Bonus: Run/0 **MS/AQ:** SL/SL
Size/Crit: H/LA# **Hits:** 700H **AT(DB):** 20(20)
Attacks: 100HHo / 120HBa / 100HTs / 100LGr / 140LCr √ / 100StoneBr
 # Enc: 1-10 **Treasure:** – **Bonus EP:** I
Outlook (IQ): Varies (NO) **Climate:** (-)-(-)-8

Description: Crafted solely from obsidian, this Golem stands an impressive 15 feet, with a body that often exceeds 25 feet in length. These great Golems are often considered works of art, though they are very deadly. As there are few who craft these, those that do are true artisans. The Golem has glossy black eyes that glow a deep crimson when active.

Combat: Ranged combat is conducted with the Golem's stone breath (use the Ice Bolt attack table with double normal hits, Impact Criticals only, and a 100' range). In melee it mimics the Ice Elephant Golem's attacks.

Background: Normally these Golems are created using the first method, as there are relatively few residences which have room for an elephant springing into action.



WATER GOLEM

Level: 10A **Base Movement Rate:** 100
Max Pace/MM Bonus: Spt/10 **MS/AQ:** FA/MF
Size/Crit: M/# **Hits:** 100H **AT(DB):** 2(20)
Attacks: 90WBr
 # Enc: 1-10 **Treasure:** – **Bonus EP:** F
Outlook (IQ): Varies (NO) **Climate:** (-)-(-)-8

Description: Regardless of the shape that these Golems take, they are composed of water.

Combat: Water Golems are not the most effective fighters. Their water breath can be used once per minute and up to 50 times per day. Because they are constructed from water they are ineffective in melee combat.

Background: While Water Golems have not proved useful combatants, they are exceptional at sea where they are used to move ships during those times when the wind fails to fill the sails. More than a dozen of the major shipping companies have procured the services of such Golems.

ICE ELEPHANT GOLEM

Level: 20H **Base Movement Rate:** 30
Max Pace/MM Bonus: Run/0 **MS/AQ:** SL/SL
Size/Crit: H/LA# **Hits:** 600H **AT(DB):** 10(20)
Attacks: 100HHo / 120HBa / 100HTs / 100LGr / 140LCr √ / 100IBr
 # Enc: 1-10 **Treasure:** – **Bonus EP:** H
Outlook (IQ): Varies (NO) **Climate:** (-)-(-)-8

Description: One of these massive creations in fact appears as an elephant sculpted from solid ice. The eyes, when activated, glow a cold blue. They can see very well in the dark.

Combat: If this creature is not within range for melee with its designated targets, it will rely on its ice breath weapon. This breath weapon has a 100-foot range and is directed only as a bolt. The ice bolt can be used once every round up to 40 times a day. If within melee range, it will bring to bear its two tusks, trunk, as well as bash and stomp attacks. Fire is the opposing element.

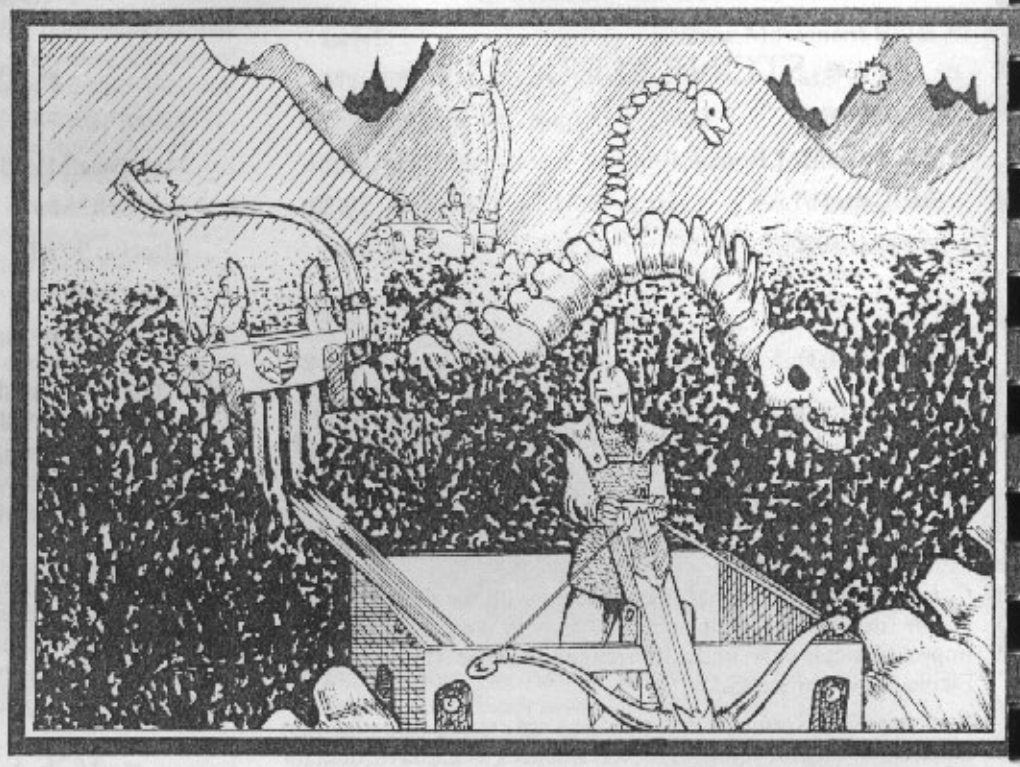
Background: Normally these Golems are created using the first method, as few residences (especially an Elementalist's tower) have room for an elephant springing into action.

SKELETAL CONSTRUCTS

Often mistaken for Undead, skeletal constructs lack the powers and the dark drive often attributed to Undead. In fact, they bear more resemblance to mindless automatons, only as evil or as good as those commanding them. Of course, the same cannot be said of Undead. Fashioning a skeletal construct from the bones of sentient creatures (e.g., Humans, Dwarves, Elves, etc.) is at best a callous act.

A construct requires a complete skeleton, be it Human, elephant, Dragon or what have you. Additional bones are required to fashion the various weapons that will equip it. Depending upon the skills possessed by the creator, these constructs can have just as wide a range of weaponry as other constructs (e.g., lightning bolts, gaseous breath, dart throwers, etc.). The process to create skeletal constructs is simplified, because one is working with a preexisting design and already formed materials.

The sight of goliath skeletal constructs is terrifying to behold. Often these are equipped with a combat platform to allow archers, ballistae, and even catapults to be carried into combat. Tae' Sarl the Immortal is known to have built up a considerable retinue of elephant skeletal constructs, allowing her to survive the Second Mage Wars. These she used during the Siege of Kallatone, where it is said that more than 500 breached the defenses of that citadel.



✻ GOLIATH SKELETAL ✻ CONSTRUCT

(Elephants / Mammoths / Dragons)

Level: 25A **Base Movement Rate:** 110
Max Pace/MM Bonus: FSpt/10 **MS/AQ:** MD/MD
Size/Crit: L/LA# **Hits:** 220A **AT(DB):** 16(20)
Attacks: 80LBa / 70LBi / 60LTs
 # Enc: 11-20 **Treasure:** – **Bonus EP:** D
Outlook (IQ): Mission (NO) **Climate:** (-)-(-)-5

Observations: *Of all the constructs that I have seen or fashioned over the years, these are the ones that still leave me speechless. The merchant lord, Kyvaekius has caravans of 100 to 200 elephant skeletal constructs. He mounts large combat platforms on top, each holding up to five archers. The most interesting feature of his constructs is that the rib cages open at the bottom. This allows the cargo box to be raised or lowered by block and tackle and carried inside the construct. In this manner he is able to move large quantities of goods across the Dune Sea.*

✻ GIANT SKELETAL ✻ CONSTRUCT

(Giant Races)

Level: 15A **Base Movement Rate:** 80
Max Pace/MM Bonus: Spt/0 **MS/AQ:** MF/FA
Size/Crit: L/–# **Hits:** 120A **AT(DB):** 14(30)
Attacks: 90We / 60MBa
 # Enc: 1-30 **Treasure:** – **Bonus EP:** D
Outlook (IQ): Mission (NO) **Climate:** (-)-(-)-5

Observations: *Sometimes these impressive creations are given steel weapons and even chain armor. This does little to enhance the constructs' combat capabilities, but makes them look more stunning.*

✻ MANNISH SKELETAL ✻ CONSTRUCTS

(Humans / Elves / Orcs)

Level: 8A **Base Movement Rate:** 60
Max Pace/MM Bonus: Dash/10 **MS/AQ:** MF/FA
Size/Crit: M/I# **Hits:** 70A **AT(DB):** 10(20)
Attacks: 70We
 # Enc: 15-60 **Treasure:** – **Bonus EP:** B
Outlook (IQ): Mission (NO) **Climate:** (-)-(-)-5

Observations: *With a complete skeleton, one of these constructs can be created in less than 3 hours.*

SLIVER

Level: 25H **Base Movement Rate:** 300

Max Pace/MM Bonus: Dash/50 **MS/AQ:** BF/BF

Size/Crit: M/L.A# **Hits:** 250H **AT(DB):** 20(150)

Attacks: 110Mst(2D)[B Elect] / 120L.Bolt(x2) / special

 # Enc: 1 **Treasure:** – **Bonus EP:** I

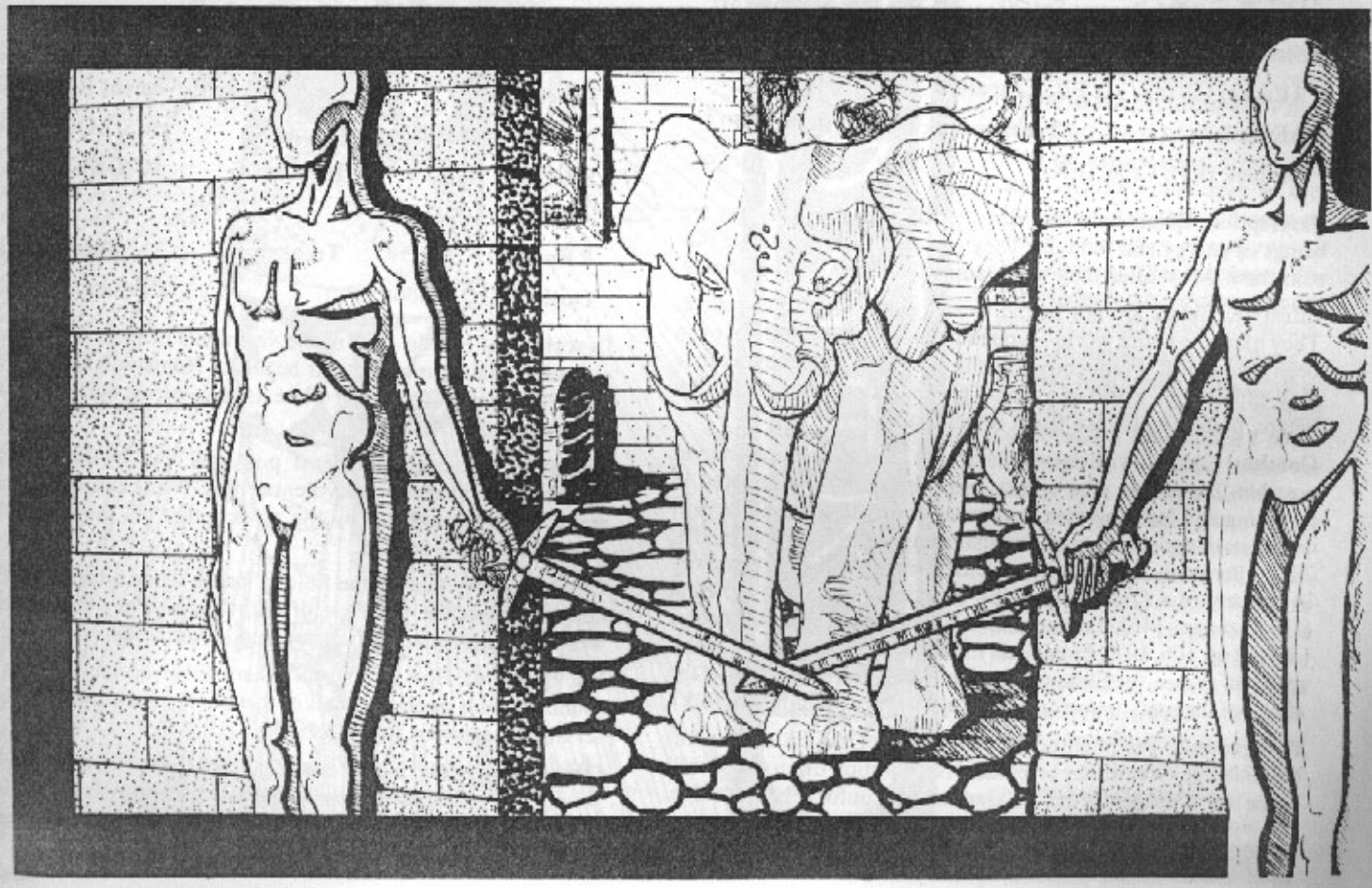
Outlook (IQ): Protect (HI) **Climate:** (-)-(-)-9

Description: Sleek and deadly, these featureless bipedal guardians extract a high price for intrusion. Nearly 6 feet in height and slight in build, these Humanoid beings have no hair, eyes, or mouth. In fact, they are anatomically featureless. Their skin is a dull metallic color and their bodies slim and graceful. Only rarely seen, these beings are always found acting as a guardian of some object or location.

Lifestyle: Undeniably Slivers are artificial creations that possess no emotions. Terrifying is their single-minded devotion to the duties given to them. These creatures are animated automatons, created by alchemists in ages past. Sliver primarily became popular as guardians because their of tremendous offensive capabilities and unparalleled devotion. They have never been known to communicate with anyone, or at least no one has returned to say otherwise.

Combat: In battle, the true mettle of the Sliver is revealed, for these constructs have few equals. Blindingly fast, so fast that it can, move its molecules so to cause them to disappear as per *Invisibility*. It must become visible to initiate any attack and must remain so for at least the next round before the Sliver can accelerate itself again to disappear. A Sliver's speed also allows it to *Long Door* at will. Using its tremendous strength it can enter melee combat dealing 2 times normal damage, while its deadly touch automatically inflicts a 'B' severity Electricity critical. Slivers never employ any weapons. Against multiple foes the Sliver will fire lightning bolts from its "hands," firing once during each fire phase (twice per round). There is no limit to the number of times the Sliver can perform this. Potentially the Sliver will initiate long ranged combat and then strike quickly in melee, however it can withdraw via its *Long Door* ability to return to ranged attacks should it be damaged. If destroyed, the Sliver will actually undergo an electromagnetic meltdown that will cause it to dissolve into a pile of mithril (+20). Unfortunately, all within a 20 foot radius at the time of the meltdown will suffer a 'C' severity Heat critical from the blast. Slivers are immune to Mentalist attacks and all spells of the mind or sensory organs, while gaining a bonus of +50 to all other RRs. Poison has no effect on them.

Background: Sculpted from pure mithril of a superior grade, the Sliver first appears in its earliest of forms as a sleek and beautiful statue, taking nearly 6 months to sculpt. (Assuming one has the ability to sculpt mithril of that size and quality.) Once completed, the Sliver is taken to its place of task where it is "keyed" to the specific location or object it is to guard. Ancient arts are applied to actually bring the Sliver to life, while the incantations themselves instruct the Sliver in its task. Once the final key has been set, the Sliver will activate within 24 hours, after which time no one will be allowed to pass or intrude. Over the ages the secret to allow a certain individual to pass beyond the Slivers was lost and now the Sliver is deadly to both friend and foes alike. They require no sustenance or sleep. They will not parley with intruders, simply providing them with a swift death. A Sliver may be keyed to a



Slivers and an Ice Elephant Golem (p. 33)

specific place such as a door, passage, or perhaps a single room. Until that area has been violated the Sliver will not intervene, it will merely watch. Guarded objects are more aggressively protected, since the Sliver must not only safeguard its own existence (to protect the object in the future) but it must also protect the aforementioned object as well. The Sliver will not allow a guarded object to be violated if it is within 100 feet, and will instantly intervene to any target that is actively taking an interest in (such as touching or attacking) the object. This sense of loyalty can be used against it since attacking both the Sliver and the object will result in a division of priorities, limiting the Sliver to 50% activity. The greatest weakness of the Sliver is its sensory perception. The Sliver senses motion, providing excellent vision in all situations, save rain. (During a rainstorm or other such environment where their vision can become "cluttered" the Sliver is limited to 50% activity, and all OBs are halved.) In addition, clever foes who can remain motionless (an Extremely Hard maneuver based on Hiding skill) can effectively "hide" from the Sliver. *Invisibility* has no effect on a Sliver.

Observations: *I had the opportunity to actually admire one of these constructs during its creation process. Although the creator prefers to remain anonymous it was quite fascinating. The creature guards the entrance to a certain tower and has already killed several beggars in the area. Apparently my colleague employs an alternate entrance or arts to bypass his own 'watchdog' as it were.*

7.0 ENTITIES FROM OTHER PLANES

✻ EKTAR ✻

Level: 75A **Base Movement Rate:** var
Max Pace/MM Bonus: var **MS/AQ:** MD/MD
Size/Crit: varies/# **Hits:** 1000H **AT(DB):** 20(200)
Attacks: 200We / 200FBall [Ess & Neuro] / spells / special
 # Enc: 1-3 **Treasure:** xyyzz **Bonus EP:** K
Outlook (IQ): Altruistic (EX) **Climate:** (-)-(-)-8

✻ DARK EKTAR ✻

Level: 50D **Base Movement Rate:** 110
Max Pace/MM Bonus: Spt/20 **MS/AQ:** MF/MF
Size/Crit: M/I **Hits:** 300D **AT(DB):** varies(100)
Attacks: 150We / 100FBall / spells
 # Enc: 1 **Treasure:** xxyzz **Bonus EP:** I
Outlook (IQ): Cruel (EX) **Climate:** (-)-(-)-9

Description: Ektars have no true form to speak of, since they are beings of energy and thought. They can appear in any shape that suits them. Most often they will assume the shape of Humanoids.

Lifestyle: Ektars are not bound to any particular climate zone. They roam the entire world—you may have met one and not even been aware of it. Frequently traveling together, as many as four may explore our world in a single group. Ektars are pacifists by nature, preferring to take flight rather than fight.

Combat: Combat with these creatures is to be avoided whenever possible. Ektars are free spirits and are far more interested in exploring and learning than in combat. If forced to, an Ektar will defend itself and its companions, using any weapon available (OB: 200). Alternately, an Ektar can unleash a massive display of energy in the form of a *Fire Ball* with all criticals resolved on the Heat [*Spell Law*, p. 146], Essence, and Neuro Critical Strike Tables [*RMCV*, pp. 106, 107]. Finally, an Ektar can the same effects of any spell—of course, the Ektar must be able to effectively envision the effects of the spell (unfortunately they are very imaginative folk).

Background: The intelligence and power of the Ektars are unquestionable. Where they originated is a question often ponedered by the few who know of them. Ektars are very unfocused and naive, lacking practical experience. The simplest Humanoid concepts seem to elude most Ektars, who travel and interact with Humanoids to learn more about them and the experience of this thing called "life." As such, they never directly interfere in the affairs of others. It is suggested that a few malignant entities of this type do exist, those that derive more enjoyment from chaos than from learning. Their powers are severely curtailed by restrictions placed upon them by the other Ektars. These evil Ektars have a PP base of 3 times their level (3 x lvl = PP), and can employ any 15 lists of their choosing. Once selected, these lists cannot be altered. Unable to change their form, they are trapped in their Humanoid form as a method of limiting their power.

Observations: *Where these wild, outlandish rumors start I have not an idea. One would have to be either a fool or an idiot to place weight in these claims. (Did that man just glow?)*

✻ FOCAL ✻

Level: 12E **Base Movement Rate:** 110
Max Pace/MM Bonus: Dash/20 **MS/AQ:** FA/FA
Size/Crit: M/I@ **Hits:** 150G **AT(DB):** 16(60s)
Attacks: 110We(2D)
 # Enc: 2-11 **Treasure:** – **Bonus EP:** F
Outlook (IQ): Good (SU) **Climate:** (-)-(-)-7

Description: Focals, clad in the vestments of their deities, wear gleaming chain armor on their beautiful Humanoid bodies. They are surrounded by an aura of white light, inspiring the faithful with their presence.

Lifestyle: These are the least powerful, but by far the most numerous, servants of benevolent deities. While aiding the mortal realm when summoned by the powers that be, they constantly protect their holy realms.

Combat: They take to the field of battle when directed by their deity to offset the presence of dark forces. They can wield all weapons with equal proficiency (e.g., sword, bow, sling, etc.).

Background: How often and where these divine servants are found depends upon the goals of their deity. They are often found serving Champions (see *C&T II*).

Observations: *During the Battle of Black Cross, some 200 of the servants streaked down from the heavens. The forces of the Unlife shrank from the deadly weapons carried by the Focals of Vinshaeth.*

EEDURLATH

Level: 20G **Base Movement Rate:** 120

Max Pace/MM Bonus: Dash/40 **MS/AQ:** FA/FA

Size/Crit: M/–# **Hits:** 200G **AT(DB):** Varies (60)

Attacks: 120We

 # Enc: 1 **Treasure:** m **Bonus EP:** I

Outlook (IQ): Varies (AA) **Climate:** (-)-(-)-9

Description: No single description can be given for these restless souls. They have been forced to retake their former physical forms. So, they appear as Elves, Dwarves, Humans, even Orcs, and there is no tell-tale sign that they are anything else.



Focal

Lifestyle: Forced to wander to gain redemption from the gods they served while alive, these spirits are not Undead, but rather they are restless souls from the planes of the "afterworld." Concealing their other worldly bodies' immortality from superstitious mortals (who would be satisfied to burn them as witches and monsters), they seek atonement for their failings in life. Theirs is a lonely and sad existence as they live on while their friends grow old and die.

Combat: The Eedurlath, over the centuries, become master warriors to allow themselves time for redemption. Death visits these wandering beings only when their heart is destroyed. They prefer bladed weapons, those with keen edges, capable of inflicting deadly wounds. If an Eedurlath was ever capable of spellcasting, it loses such capabilities upon entering this state. However, they are highly resistant to all forms of magic with +50 to their RRs. Whenever wounded, an Eedurlath heals 50% of its level in hits the following round. Eedurlath cannot be stunned nor can they suffer from hits-per-round damage. Diseases, plague, curses, and the like also have no effect on them.

Background: An Eedurlath's only fear is of dying without redeeming itselves in the eyes its deities. Should it die before redemption, an Eedurlath will simply cease to have existed. Even the memories of those who have encountered it in life and immortality will be wiped away. It would be as if it never were.

Observations: *Of the handful of mortals privy to the existence of the Eedurlath, most are highly placed church officials. This comes about as the Eedurlath serve their churches, be it providing protection or undertaking a holy crusade. All churches seek to keep this as one of their greatest secrets. No written church records are kept of these beings. The knowledge is passed down through church officials by word of mouth. I first stumbled across knowledge of these wandering souls while at a tavern. There being a hushed conversation (one which I could not help but overhear) about the details of a battle, a death, and then a corpse walking and talking the next day. His companions assured the fellow that it was a case of necromancy, but he was adamant that his "corpse" was no form of Undead that he had ever encountered. Normally, I would have disregarded this entire conversation, though, as fortune would have it, I was aware of the reputation of the storyteller. After spending more than a decade pursuing these elusive beings, I confirmed that, in fact, they do exist.*

ORVAAL

Level: 20G **Base Movement Rate:** 120
Max Pace/MM Bonus: FSpt/10 **MS/AQ:** FA/FA
Size/Crit: M/# **Hits:** 200G **AT(DB):** 11(30)
Attacks: 150fa / 120wp / 120da
 # Enc: 1 **Treasure:** yy **Bonus EP:** E
Outlook (IQ): Belligerent (MD)
Climate: (-)-X@#,ARU-7

Description: Standing 8 feet tall, these giant Orcs are clad in blackened leather armor which invariably has spikes studded throughout. There are two long spikes (one on each shoulder) upon which are impaled the severed heads of an Elf and Dwarf (which always appear very fresh). A long bull whip and a long falchion hangs in a sheath hang on its weapon belt.

Lifestyle: Orvaal are the spiritual embodiment of their particular Orc tribe. While they are not the spirit of any particular ancestor, Orvaal are the twisted spirits of many Orcs who have lived before. It will take several centuries for a tribe to acquire an Orvaal, and it is something of a status symbol to have one. Orvaal are selfish and exist only to fight. As such, there are no known instances of an Orvaal assisting a member of the tribe. The appearance of an Orvaal occurs when the tribe is engaged in fighting, especially blood enemies (e.g., Elves Dwarves, etc.). After a battle, the Orvaal will remain a while to desecrate the bodies of the enemy (which may include rival tribes). This last act can lead to more fighting, since no one appreciates seeing their "uncle" becoming a side dish. It takes a very powerful leader to stop an Orvaal from engaging in such activities.

Combat: Orvaal have no ranged weapons as they prefer to wade into the thick of things where they can see the fear in their enemies eyes (as well as grab up the odd severed limb to munch on). Orvaal have mastered the ability to fight with both falchion and whip at the same time allowing two attacks each round (one from each weapon).

Background: The Orvaal hold something of a spiritual office within a tribe. As they are selfish and uncaring, they do not act as healers. After a battle at which an Orvaal was present (if discipline within the ranks is required), the Orvaal is called upon to dispense it (with the whip). Under the direction of the leader, Orvaal from a rival tribe will be called upon to whip a number of the members. The rivalry between Orvaal to see who can kill the most with the fewest strokes of the whip is fierce. While an Orvaal cannot be killed (save for the destruction of an entire tribe), each time they are damaged to the point where they possess no more hits, one member of the tribe will burst into flames the following fortnight (within 20 days). This is seen as a celebration of the rebirth of the Orvaal (though it is doubtful that the victim is so jubilant).

Observations: *Digressing slightly, each Orc tribe is a family unit numbering from 50 to 150. An Orc nation or kingdom can consist of as many as 100 tribes. Only the greatest of Orc kings are able to bring together more tribes under their banner. Simple mathematics will allow the reader to determine that there can be as many as 100 Orvaal in an Orc nation.*

TIME SPIDER

Level: 8C **Base Movement Rate:** 100
Max Pace/MM Bonus: Fspt/30 **MS/AQ:** FA/VF
Size/Crit: M/– **Hits:** 80B **AT(DB):** 8(35)
Attacks: 65LBi / poison « / special
 # Enc: 1-10 **Treasure:** – **Bonus EP:** G
Outlook (IQ): Domination (SU)
Climate: (af)-(GOZ),(W)-6

Description: These large arachnids are 2 feet wide with large pincers. Jet black with grayish heads, their lower abdomen is marked with light yellow speckles. They can sometimes be identified by a slight 'blurring' motion about them, as time ripples across them.

Lifestyle: Intelligent, cunning, aggressive, and hard to counter, Time Spiders are powerful adversaries. Time Spiders hold all other life in contempt and seek to enslave everyone and everything. Physically a Time Spider is not that intimidating, but its tactical prowess is. This innate tactical genius allows it to employ its formidable powers to the fullest advantage. Time Spiders dwell in caves to the exclusion of other possible lairs. They choose caves because they deny easy access to enemies and are usually well concealed. Their vision is quite poor but is supplemented by a radar system using 'time waves' that give them extremely precise perception of their surroundings. They move with tremendous speed and grace. Primarily due to their exceptional spacial awareness of their surroundings, Time Spiders are virtually impossible to surprise. Time Spiders can leap 10 feet (up, forward, or backward) with ease.

Combat: The Time Spider employs a powerful bite that is poisonous, and can spin a web that will reduce all actions of those affected within 20 feet of it by 50%. Time Spiders can move across these webs without penalty. These webs can sustain 50 hits of slashing damage or 3 rounds of burning. Their poisonous bite is a 7th level circulatory poison. Their most frightening attack is their ability to control the minds of others. If a Time Spider makes a successful grapple attack the spider has successfully leaped upon the target, wrapping its eight legs around the victim and attempting its "Time Stop" attack (10th level attack). RR failure results in the target becoming totally frozen in time. The victim cannot move or act in any way, nor can he be affected by any outside force. He is outside the flow of time, and cannot perceive what is going on around him. This condition lasts "1 round/5 failure." While a victim is in such a state, the spider will usually wrap the motionless figure in webs. A Time Spider can slip 'out of phase' (out of time), and it can teleport (3x its level each day) as the spell *Teleport I* with no chance of error.

Background: Time Spiders are not widely known, since they take great pains to remain out of sight and to be an unknown force. It is suspected that they were summoned to this plane long ago, perhaps by mistake, and that they have had access to this world ever since. Blood is the main diet of Time Spiders, and they capture Humans like livestock for food, spinning them into cocoons, saving them until the time comes to drain their blood—alive. A matriarchal society, Time Spiders are ruled by a high queen who sees over the well-being of her brood. It is unknown how many lairs the Time Spiders have on this plane.

SHARYA

Level: 10G — **Base Movement Rate:** 220
Max Pace/MM Bonus: Dash/30 — **MS/AQ:** BF/BF
Size/Crit: M/# — **Hits:** 150G — **AT(DB):** 19(70)
Attacks: 90We / spells / special
 # Enc: 1-10 — **Treasure:** x — **Bonus EP:** H
Outlook (IQ): Good (HI) — **Climate:** (-)-EK-6

Description: Sharya appear as female Elves that have waist length blond hair, deep green eyes, skin of the purest alabaster, and full lips painted black. They wear gleaming half plate armor over the strips of linen which wrap their bodies (except for head and hands).

Lifestyle: Sharya are spirits that direct their attentions to assist and protect Elves and Elven domains. These spirits (which the Elves consider to be both a blessing and an ill omen) are dedicated to saving the Elven peoples. Many Sharya have interceded in numerous crises on behalf of greater powers that favor the Elven people.

Combat: Sharya are merciless in combat. Their considerable skill and power have shifted the balance of many battles to favor the Elves. These spirits are not limited to any specific type of weapon, though it is agreed (by Elven historians) that they usually melee with Elven sword and dagger. They have three times their level in Power Points every day (3 x lvl = PP), with the following spell lists: *Holy Champion* [*Spell User's Companion*, p. 44], *Holy Warrior*, and *Spell Breaker* [*RMC*, pp. 26, 27]. Once per day a Sharya can create a 10' radius of intense cold about herself. Sharya are immune to such cold, but those within within the area of effect must make RRs (10th level attack) to avoid the effect (a 'C' Cold critical).

Background: In the last thousand years, the Sharya have been extremely active in the affairs of Elves. This is a result of the increased pressure directed against the Elves by virtually every other race (and a large number of monsters as well). The three greater powers (deities) that the Sharya serve are only hinted at, but many have a fair estimation of who they are.

HEARTH AXE

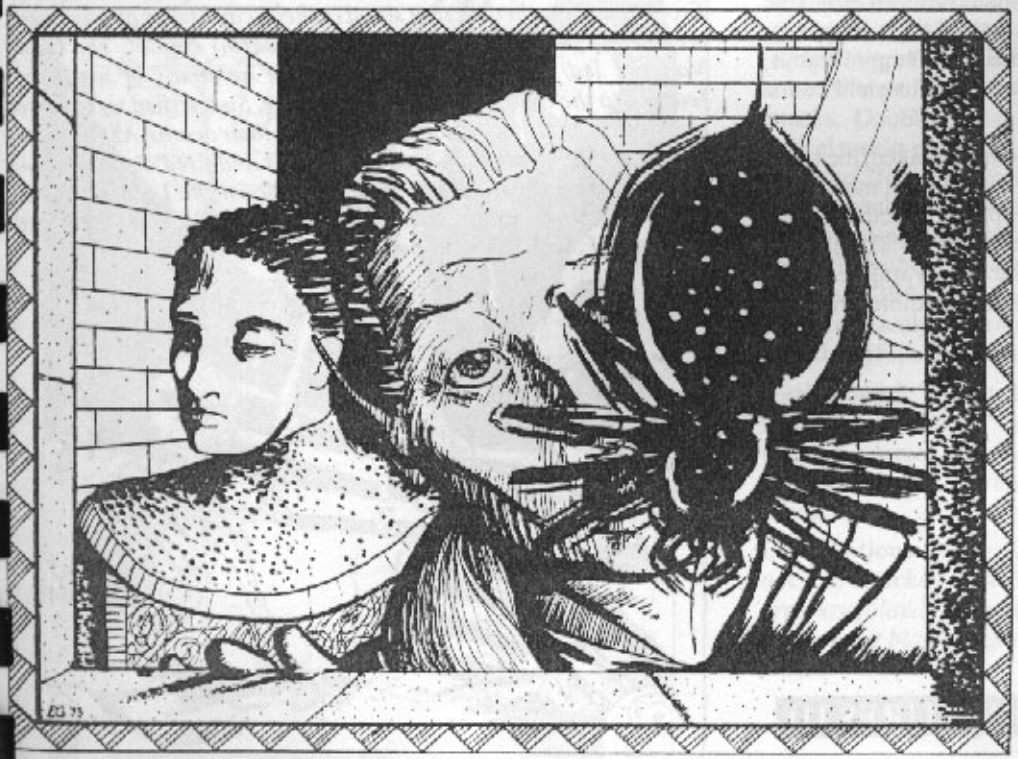
Level: 30G — **Base Movement Rate:** 100
Max Pace/MM Bonus: FSpt/10 — **MS/AQ:** FA/FA
Size/Crit: M/# — **Hits:** 320G — **AT(DB):** 20(60)
Attacks: 220Ba / 200hcb(2x) / 100FBolt / spells
 # Enc: 1 — **Treasure:** yy — **Bonus EP:** J
Outlook (IQ): Good (EX) — **Climate:** (-)-EKX-8

Description: A Hearth Axe stands 5 feet tall, with granite-gray skin, lively blue eyes, a long pepper-colored beard separated into two braids, and an entirely bald head. They are stunning to behold, dressed in the finest Dwarven plate armor with a double bladed battle axes hanging from their weapon belts. Slung across their backs are heavy crossbows, though no quarrels for the weapons are carried.

Lifestyle: Much as the Sharya evolved into protectors of the Elves, Hearth Axes render aid to the Dwarves. Each Dwarven home has a Hearth Axe, a Dwarf whose life was the embodiment of what all Dwarves desire to attain. As such, the Hearth Axe is the protector of not only the home but also of the family. In times of great need the Hearth Axes of an entire community will band together to stave off dire forces. On some occasions, when the need has been great, a Dwarf who has ventured far from home has received the assistance of an Hearth Axe.

Combat: The heavy crossbow that all Hearth Axes carry is a potent weapon. The magic of that weapon allows it to fire twice per minute and yet no quarrels are needed since these appear when it is ready to fire. A Hearth Axe also possesses the power to generate *Fire Bolts* [*Spell Law*, p. 142] that have a range of 200 feet. Then there is the matter of their spells, for which they have three times their level in Power Points (3 x lvl = PP) every day. Hearth Axes have access to the following spell lists: *Holy Warrior, Spell Breaker* [*RMC* pp. 26, 27], *Shielding Ways* and *Arm's Way* [*RMCII*, pp. 80, 81].

Background: With the growing threats that Dwarves face within their underground realms it is not surprising that they would be granted divine protectors. In Dwarven histories it is not uncommon to read of a handful of Hearth Axes appearing in a fray to route the forces of evil. These protectors cannot be slain, but vanish when defeated. It takes a Hearth Axe several weeks to reform to again protect its clan. If the entire clan of a Hearth Axe is destroyed, the Hearth Axe will cease to exist. All Dwarven communities fashion a Hearth Hall. This hall is where the Hearth Axe are said to dwell when not acting on behalf of their clans. Once the hall is constructed and the treasures of each of the clan's Hearth Axes (weapons, armor, and favorite chalice) placed within, it is permanently sealed with stone and mortar (as well as powerful magical wards).



A Time Spider

BLOOD LORD OF SOULS
(Lord Vampire)

Level: 35F **Base Movement Rate:** 200(fly)
Max Pace/MM Bonus: Spt/40 **MS/AQ:** MF/VF
Size/Crit: H/SL# **Hits:** 300H **AT(DB):** 4(150)
Attacks: 130HCl(3D)[D slash](death touch) /
110HBi(3D)[D slash](death touch) / special / spells
 # Enc: 1 **Treasure:** xxyzz **Bonus EP:** L
Outlook (IQ): Domination (HI) **Climate:** (-)-(V †),GM-9

Description: These horrible beings stand over 20 feet tall. Sprouting from their backs, they have large leathery wings which reach outwards 40 feet. Their dark hides can resist the hardest of blows, while their strength rivals that of the mightiest Drake. Their fists can punch through walls of stone, and their huge fangs can rip apart the toughest armor. Their glowing red eyes penetrate the night seeking the blood of innocents to quench their eternal thirst. The sound of their clawed feet upon stone has frozen many an adventurer in fear, while the hissing of breath and sardonic chuckling has made many a man lose more than his nerve. Although vaguely Humanoid in shape, these creatures are a mockery of all life. A Lord Vampire (vampyre) is rarely seen, for few live to tell the tale. Upon the nights of evil moons, in the wake of death, or near the passing of the century, it is said that these creatures awake from their lengthy slumbers to wreck their havoc—Undead servants rallying to a call.

Lifestyle: Lord Vampires share the ultimate goals of all Unlife, and are perhaps best equipped the achieve these ends. In the Ages of Dominion (prior to the wars) several kingdoms were known to be under the rule of these tyrants of death. They are diabolical and cunning, hideous to the viewer, and deadly to any that cross their path. Material gains mean little to a Lord Vampire because time is ultimately upon its side. They seek the pleasures of lust and destruction, always gathering their flock around them to satisfy their hunger. Manipulative and boastful, the Lord Vampire enjoys the suffering of others, and enjoys forcing them to yield to its might.

Combat: The Blood Lord of Souls is fearsome. Enraged, the Lord Vampire can destroy entire armies as one would eat a meal after fasting. Any creature viewing the Lord Vampire is affected as if he were the victim of a *Stunning* attack (RR modifier of -50, duration 1 round/10 failure). All melee attacks by the Lord Vampire cause three times the normal hits delivered due to its incredible strength. In addition, any successful attack by the Lord Vampire automatically inflicts a 'D' severity Slash critical in addition to any other criticals received. Nonmagical, non-wooden weapons, save one exception (see below), have no effect on Lord Vampires. They are master spell users, able to cast spells from *Vampyric Magicks* [*RMCVII*, p. 108], all Necromancer lists, and Sorcerer lists. The Blood Lord may (at its option) spare a victim and drain his or her blood, causing a transformation into a controlled Vampire. This occurs only if the Lord does not totally destroy the victim in a fit of rage and gore. A Lord Vampire's touch can cause death (RR Mod: -30)—even if the RR is successful, the touch drains 10 life energy levels (or 20 points of Constitution, GM's discretion) and 90% of the victim's hits. These hits are absorbed by the Blood Lord of Souls as additional health (i.e., it heals that much concussion hit damage).

Background: No one knows where these creatures came but it is suspected that the Lord Vampire is the product of a coupling of Demon, Drake, and Vampire. Some subscribe that the Lord Vampire is not even natural to this world. In any case, these creatures are fearsome to behold. Their scheming and wanton destruction is their only trademark. Fortunately for the forces of Life the Lord Vampire's great powers are tempered by equally great weaknesses. Unable to stand the light of day, a Lord Vampire will never be encountered outside between sunrise and sunset. Wooden weapons (especially those that thrust), magical or not, are the only conventional means of destroying the Lord Vampire. (Wooden thrusting weapons do double normal concussion hit damage and every puncture critical delivered is resolved as "slaying." Wooden, non-thrusting weapons do normal damage.) A wooden 'stake' driven into the heart of the Blood Lord will paralyze it until its body can be taken into sunlight to be destroyed. Any other means used to "kill" the Lord will allow its eventual reforming and will earn its eternal hatred.

Observations: *It is said (though I did not witness it) that a mighty army of death was lead by one of these creatures in the age of Erons. They crushed all that stood in their way as they approached and lay siege to the kingdom's (of Selderin) capitol. The Lord Vampire led the charge, casting aside hundreds of warriors, leaping to the towers to rip them asunder. So terrified were those warriors on the towers that they leaped to their deaths. As the tower began to topple, one brave soul swiveled and fired an arbalest—the spear seemed to pierce and bring down the Lord Vampire. While that lone warrior did not survive the collapse of the tower neither did the Lord—I hope.*



SHADOWRAITH

Level: 12C **Base Movement Rate:** 130

Max Pace/MM Bonus: Run/20 **MS/AQ:** MD/FA

Size/Crit: M/#special **Hits:** 99B **AT(DB):** 1(50)

Attacks: 80MCl / 80LGr(drain) / spells

 # Enc: 1 **Treasure:-** **Bonus EP:** E

Outlook (IQ): Belligerent (AA) **Climate:** (-)-(-)-7

Description: The Shadowraith is a body of energy that represents a featureless Humanoid, with hue ranging from a dark blue to black. It silently floats in the air, radiating almost no light. When a Shadowraith approaches, a chilling feeling can be felt in the air. They shun the light, although they suffer no damage from it.

Lifestyle: Shadowraiths are forever cursed to roam the realms of man. Although a large majority are Humanoid, a Shadowraith is actually formed by the death of any life form in a large concentration of Essence (e.g., an Essence explosion or near a foci). There is a mere 1% chance of a Shadowraith being formed. Shadowraiths are solitary creatures who will mindlessly attack all that enter their lairs. Although not tied to any one area (such as a grave or deathplace), a Shadowraith tends to remain in a specific place or *haunt*. They collect no treasure.

Combat: A Shadowraith is unharmed by all non-magical weapons that strike it. Magical weapons do only half their normal damage, while a Shadowraith is only affected by the concussion hits caused by critical results (the minor dissipation of energy does not affect it noticeably). Although not totally corporeal, a Shadowraith inflicts damage with its chilling touch. Those struck by it do not show scars or bleed in the normal sense—*bleeding* damage is actually the slow ebbing of life-force. A particularly lethal attack is a grappling attack in which the Shadowraith attempts to enter its intended victim. Such an attack, if successful, automatically drains 1-10 Constitution points permanently from the victim, and 50% of his remaining hits are lost. Shadowraiths cannot create other Shadowraiths from their victims. In combat the Shadowraith can employ the following spell lists: *Shadow Law*, *Shadowport* [*RMCVII*, pp. 76, 77], and *Darkness* [*Spell Law*, p. 94] to their level at no PP cost. They are extremely susceptible to any light-based attacks. Double any results of a light-based attack and apply critical results normally. A peculiar aspect of the Shadowraith is its ability to "fold." When doing so, the Shadowraith becomes two-dimensional and can hide itself per *Invisibility*. While 'folded' the creature is unable to attack or cast any spells. It can, however, move normally without penalty. Because of its two-dimensional nature, there is a 10% chance of detecting the Shadowraith for every person currently in the area. Thus, it is impossible for a Shadowraith to fold and hide itself from a group of ten (100%) people in an area.

Background: The Shadowraith is a lonely and desolate creature, a vestige of the soul that it once was. Unable to communicate through normal means, the creature exists within a realm of solitude that has driven it to unimaginable hatred toward those living.

Observations: *I once stumbled upon one of these poor creatures, and was attacked so swiftly that I could not parley with it. When the creature folded in front of me eyes I took the opportunity to stun it with a huge blast of light. I then dispatched the poor creature with haste.*

SPIRIT ELEMENTALS

Only the most powerful Elemental creatures can enter a state of undeath. This event occurs because they are unwilling to move on—their ties to the world are strong enough to halt their final journey. Greater Drakes have the most affinity for this transformation, although a handful of powerful Elementals have made the transformation as well.

When a creature transforms into a Spirit Elemental, it cause loses some of its former powers and abilities. Spirit Elementals have two distinct states of existence. The first is the inactive form, in which it appears as a ghostly apparition of its former self. The second is the active form, in which the Spirit Elemental is composed of its native element (e.g. fire, ice, wind, aether). GMs using the *Elemental Companion* may want to give Spirit Elementals spell lists from that book.

Although great Drakes are rarely slain and their treasures plundered, adventurers should beware of the chain of events that may follow such events. Sometimes, in the hours after its death, the spirit of the great Drake may watch as the intruders violate all that it prized. This agony and humiliation can turn to hate, and the fire of this hate can bring on a longing for vengeance that will empower (i.e., transform) the Dragon. In such a case, it takes several months for a Dragon's spirit to force itself back into the world that we know. After returning, the newly formed Spirit Elemental will be very weak—it requires several weeks of rest before it can attempt to hunt down its enemies. A Spirit Elemental usually concentrates its wrath upon those who destroyed its former self. No amount of time or distance will sway it from its course of vengeance. When the Spirit Elemental wreaks vengeance on such offenders, it will attempt to gather its stolen possessions and return to its lair. Seldom satisfied, its wrath may require more destruction and all living things in a radius of 10 to 20 miles are at risk. Only when this hate and bloodlust are sated, will it return to its lair, taking on its inactive form. Most Spirit Elementals sally forth annually, again destroying all that they encounter.

AETHER SPIRIT ELEMENTAL

Level: 75G **Base Movement Rate:** 230

Max Pace/MM Bonus: FSpt/5 **MS/AQ:** FA/FA

Size/Crit: H/SL# **Hits:** 700G **AT(DB):** 16(70)

Attacks: 140HBi / 100HCl / 100HBa / 100HHo / 170AetherBr

 # Enc: 1 **Treasure:** yyyyz **Bonus EP:** L

Outlook (IQ): Cruel (VH) **Climate:** (-)-EKX@#-9

Description: An inactive Aether Spirit appears as an insubstantial outline of dim, bluish-white light in the shape of its former body resting upon its treasure. Its active form is far more substantial as the bluish-white light grows in intensity until every nuance of its former body is clear. The body ranges between 100 feet and 115 feet in length, with a wingspan reaching from 110 feet to 140 feet.

Lifestyle: These restless spirits prefer the excitement of the hunt to the satisfaction of counting their treasure. Those who have encountered Aether Spirits claim that these beasts are crueler than they were in life. An Aether Spirit will generally move its lair within a reasonable span of time after its transformation (within 10 years). They are far more active in death than they were in life, hibernating only 30% of the time, and spending up to 60% of their active periods hunting.

Combat: This Spirit Elemental's aether breath attack can be used once per round, and up to 60 times a day. The aether bolt has a range of 300 feet while the cone has a length of 200 feet with a 50-foot base radius. As spell users, they have four times their level of Power Points (4 x lvl = PP), accessing such spell lists as *Ethereal Mastery* [*RMC*, p.14], *Elemental Summons* [*RMCII*, p. 85], *Necromancy*, and *Invisible Ways* [*Spell Law*, pp. 61, 77]. Aether Spirits still tease their prey but are far more sadistic than they were in life. The transformation from life to Undeath has warped their minds and made them truly evil creatures, though they are still very cunning hunters. They will employ ambushes to fracture and finally destroy a large party.

Background: Aether Spirits will choose a cavern which is difficult to reach as their lair. It usually affords them a high perch to watch over their domain. From this cavern will they fly forth to hunt, which may take them up to 400 miles away. While they may roam far, these beasts create many "hunting lodge" caverns so that they are always comfortable. These lodges will have an appropriate bed of treasure for the Aether Spirit to rest upon. An Aether Spirit will periodically travel to each of its lodges to ensure that all is well. The hunt often produces a few victims which the beast often takes to a lair and transforms into Undead servants or guardians.

Observations: *The wealth and magic present in an Aether Spirit's lair are vast. This is primarily due to these spirit's higher level of activity. Regardless, should you steal from a lair, the "long-lived" spirit will find out and will pursue.*

AIR SPIRIT ELEMENTAL

Level: 50G **Base Movement Rate:** 200
Max Pace/MM Bonus: Dash/0 **MS/AQ:** VF/FA
Size/Crit: H/SL# **Hits:** 450G **AT(DB):** 16(45)
Attacks: 130HBi / 110HCl / 130HBa / 70HHo / 105AirBr
 # Enc: 1 **Treasure:** yyysz **Bonus EP:** L
Outlook (IQ): Cruel (SU) **Climate:** (-)-(O)-8

Description: While inactive, these spirits appear as a light shadow with a faint, bluish glow revealing a small amount of detail. In active form the spirit's body is an inky black mass with a bluish-green light revealing the details. The body can grow to 120 feet long, while the wingspan can reach 140 feet.

Lifestyle: Air Spirits are far removed from their former selves. Where once they found solace in flying, now paranoia and hate exist. It is this paranoia that keeps the Air Spirit land-bound, as it fears losing its treasure and the final destruction of its life force. These fears gnaw at the Air Spirit, twisting the perceptions of the creature and creating a burning hatred of all that lives. Air Spirits guard their lairs with a fanatical aggressiveness that only becomes more intense as the years slip by. An Air Spirit will leave its lair only to hunt down trespassers who were fortunate enough to escape.

Combat: They rely upon their air breath which can be employed once per round, 60 times a day. The air bolt has a range of 300 feet, while the cone is 200 feet long, with a 40-foot base radius. Spells are important to the Air Spirit's offensive and defensive capabilities. They have five times their level in Power Points (5 x lvl = PP) and access to such spell lists as *Highriding, Conveying Ways* [*RMCII*, pp. 75, 86], *Acid Law* [*RMCIV*, p. 71], *Necromancy*, and *Lofty Bridge* [*Spell Law*, pp. 61, 79]. Many Undead will patrol the region near an Air Spirit's lair, though only one is allowed to enter. This single Undead informs the Air Spirit of any intrusions into its domain.

Background: The twisted and tortured soul of an Air Spirit is horrible to behold. The paranoia and hate of the spirit permeates the very air. An Air Spirit encountered in its lair is the deadliest beast to be found. It fights without regard to personal safety, venting centuries of fear and hate upon unfortunate trespassers. Civilization is fortunate that these creatures rarely leave their lairs. Every few decades they may emerge to evaluate the strength of their defenses.

Observations: *Twenty years ago I, and a handful of trusted companions, traveled to Lishtae's lair. She was an air Drake whose friendship and sage advice I had relied upon on several occasions. Vampires, skeletons, zombies and other foul beasts as thick as the gray hairs of my chin infested the area around her lair. These damned creatures destroyed Timsoal and Dwemnor and their cold touch weakened us all. Reaching her lair, I entered alone, for while she was a friendly Drake, I always respect a Drake's privacy. That mistake nearly cost me my life, for she was awake and waiting for me. There was a brief flicker of recognition upon the spirit's visage, but more apparent was the hate that had consumed her totally. I spoke her name once before she attacked me with a ferocity that no living being had encountered and lived to tell. Only the power of my magic and the strength of my enchanted items saved me from becoming one of her Undead minions. As fate would have it, I slew her, a task which still haunts me when I sleep.*

CHAOS SPIRIT ELEMENTAL

Level: 75G **Base Movement Rate:** 150
Max Pace/MM Bonus: Spt/0 **MS/AQ:** FA/FA
Size/Crit: H/SL# **Hits:** 950G **AT(DB):** 16(70)
Attacks: 100HBi / 90HCl / 100HBa / 90HHo / 150ChaosBr
 # Enc: 1 **Treasure:** yyyz **Bonus EP:** L
Outlook (IQ): Cruel (VH) **Climate:** (-)-EKX@#-9

Description: While at rest upon its considerable hoard a Chaos Spirit appears as a huge black shadow. If encountered while active, its 200-foot long body appears as a swirling mass of colors: red, green, blue, white, and black. A Chaos Spirit has no wings, relying upon its spells to allow them to traverse the world of the living.

Lifestyle: No longer camouflaging itself within the vast tracts of land that it once wasted, a Chaos Spirit now chooses its lair within enchanted ruins. Although no longer the rampaging beast it once was, a Chaos Spirit is still a creature who values the sacredness of its domain and privacy. It relies on Elemental servants to watch over its domain while it is dormant. If active, the spirit will travel outside the lair only to deal with trespassers who have bypassed its Elemental servants.

Combat: Ties to the spirit's native element, chaos, are stronger in death than in life. It can use its breath weapon twice per round, 60 times a day. The chaos bolt has a range of 300 feet, while the cone has a range of 200 feet and a 40-foot base radius. These spirits have mastery over the following spell lists: *Chaotic Weapons, Chaos Mastery, Chaotic Armor, Metamorphosis, Power Words* [*RMCIII*, pp. 46-47, 55, 60], and *Changeling* [*RMCII*, p.48]. They have five times their level (5 x lvl = PP). This spirit will chase trespassers to the edge of its domain. It is long-lived and will not want to allow those who violate its realm to escape. The spirit will send Elemental servants to hunt trespassers (and even their relatives over a period of years)—to wreak as much pain and destruction as possible.

Background: The driving force behind these spirits is the desire to regain their former lives. Traumatized by death, they realize, too late, their own mortality. The great burden upon the mind of a Chaos Spirit is that the supreme creation, a Drake, was brought low. Drakes have a tremendous capacity for inflated egos. Death and entering the Undead state of "Spirit Elemental" shatters that reality. Spirit Elementals, and in particular Chaos Spirits, seek a second chance, convinced that they can correct their fatal mistake. Thus, they often begin a long and twisted journey to reclaim their original form. Their magical research sometimes requires the use of their Elemental servants to barter with others to get a text, an herb, or something more esoteric.

Observations: *I have often dealt with one such Chaos Spirit, Trymoorthor. Well, actually I have dealt with his Elemental servants. The array of materials that they have bought through me is quite staggering. My interest in the purpose of these acquisitions led me to scry impertinently upon him. I was surprised how easily he caught on to my activities. He was furious at first. Fortunately I have dealt much with Drakes. Mind you, I would never enter his lair. These great beasts have powers that would challenge a small army. No, I am more than content to continue my endeavors via long-ranged spells.*

✻ COLD SPIRIT ELEMENTAL ✻

Level: 50G **Base Movement Rate:** 130
Max Pace/MM Bonus: Spt/0 **MS/AQ:** FA/FA
Size/Crit: H/SL# **Hits:** 600G **AT(DB):** 18(80)
Attacks: 140HBi / 110HCl / 140HBa / 80HHo / 125CBr
 # Enc: 1 **Treasure:** yysz **Bonus EP:** L
Outlook (IQ): Cruel (HI) **Climate:** f-(-),G,AW,T-8

Description: When inactive, these spirits appear as they did in life, except that they lack a physical form. The cold, white light emitted from their body allows them to appear as an outline. When active, the light is so intense that they appear as huge balls of pure white light. No exact physical proportions can be determined for the active form, although the inactive form appears to have a body nearly 100 feet long with a wingspan 140 feet wide. Interestingly, while only a few Cold Drakes have wings, all Cold Spirits have wings and are capable fliers.

Lifestyle: A Cold Spirit will travel initially far from the site of its death. When it has gone far enough from where it died, it will fashion a tremendous castle from ice. The castle will be immense even when compared to the vast size of the spirit, taking several decades to fully complete. The ability to create thousands of tons of compacted ice in any preferred shape is a power acquired by these spirits several weeks after their creation.

Combat: A Cold Spirit designs its lair with a vast array of traps to kill the unwary interloper. First, it deprives creatures the luxury of heat—the ice will completely absorb heat from a source as large as a bonfire, and, unless water skins are kept warm, the water freezes. The spirit can use the deadly, cold blast of its breath weapon 60 times per day, once per round. The cold bolt can extend 500 feet, while the cone can reach 300 feet, with a 50-foot base radius. These Spirit Elementals can cast spells, with Power Points equaling four times their level (4 x lvl = PP). They have access to the following lists: *Necromancy, Delving Ways, Invisible Ways, and Ice Law* [*Spell Law*, pp. 61, 76, 77, 83]. As centuries pass, some of these spirits build a substantial retinue of Undead retainers. These are those unfortunate souls that are enticed to the citadel, like a moth to a flame, with the hope of plundering the treasure horde of a Drake thought long dead.

Background: Cold Spirits are reclusive, but occasionally they enjoy flying over their domains and admiring their great citadels. Many of these creatures will even create ornate ice bridges to allow land borne access to their domain. They may erect huge ice columns along a road to the citadel's very front step. It seems that, of all the Drakes to undergo the change into an Undead state, Cold Spirits retain the most of their former selves. This hardly makes them less dangerous. They can be as cruel and hateful as any Spirit Elemental. Instead of becoming paranoid, Cold Spirits often seek out mortals to put through a deadly maze, testing the intelligence of interlopers.

Observations: *The fact that these spirits retain, not only their sanity, but much of what they were, fills me with trepidation. To be honest, the treasure of such a creature would fall vastly short of any adequate inducement to enter their halls of horror.*

✻ EARTH SPIRIT ELEMENTAL ✻

Level: 50G **Base Movement Rate:** 130
Max Pace/MM Bonus: Spt/0 **MS/AQ:** FA/FA
Size/Crit: H/SL# **Hits:** 700G **AT(DB):** 19(60)
Attacks: 160HBi / 150HCl / 200HBa / 150HHo / 100EarthBr
 # Enc: 1 **Treasure:** yysz **Bonus EP:** L
Outlook (IQ): Cruel (HI) **Climate:** (a)-(-)-(Z)-(W)-9

Description: Locating an inactive Earth Spirit is virtually impossible; the creature merges into the very ground. When encountered in its active form, an Earth Spirit appears as a larger version of its former self appearing to draw its body from the soil. It can reach a length of up to 150 feet. With that in mind it is reasonable to assume the color of the Earth Spirit is dependent upon the soil, black loam to sand. The eyes are piercing green glowing orbs. Though they lack wings, they are very limited in their movement.

Lifestyle: Shortly after such a spirit forms, it will move its lair (up to 1,500 miles away). These spirits prefer to the spend their time sleeping away in the cool comfort of their lairs' soil. During their infrequent periods of activity these massive spirits will range far (up to 200 miles) from their lairs, laying waste to all creatures encountered. While these periods of activity are initially (after the spirit has formed) an annual occurrence, they rapidly dwindle in frequency with the passage of time. After a decade, these spirits are active no more than once every six years; after three decades, it decreases to be about once every ten years.

Combat: Unlike other Spirit Elementals, Earth Spirits are far more physically-oriented in combat, preferring surprise attacks. An Earth Spirit will rely upon its ability to sense the passage of living creatures, and will then to burst through the ground behind the prey. While Earth Spirits do not have the magical repertoire of their brethren, they may use spells from *Deep Earth Healing / Deep Earth Commune* (*RMCIII*, pages 66, 69), *Earth Mastery* (*RMCII* page 53), *Earthblood's Ways* [*RMC*, p. 11], and *Dark Channels* (*Spell Law* page 62). An Earth Spirit has Power Points equal to three times its level (3 x lvl = PP). An Earth Spirit can use its breath once per minute, 80 times per day—the bolt has a 400-foot range, while the cone is 200 feet in length with a 60-foot radius base. Water based attacks do an additional 50% normal damage. If more than 25% of the creatures hits are taken due to water based attacks, the creature will have its movement reduced by 30% (50% of its hits will slow it by 60%, and 75% will reduce it base movement rate by 90%).

Background: Mastery of its element allows an Earth Spirit to conceal its lair far beneath the ground. As such it is very difficult, if not impossible, to attack it within the confines of its lair. Given the degree of difficulty in locating and accessing its refuge, it is very fortunate that Earth Spirits are mostly inactive. They will choose to place their lairs within arid regions that lack abundant ground water. These spirits cannot move through water. Where rain has recently fallen Earth Spirits will seldom (10%) come to the surface, seeking the relative dryness of deeper soil. When they encounter mud, their movement is reduced by 30%.

Observations: *If you should encounter such an Earth Spirit your best chances at survival lie in relying upon water based attacks. These Spirit Elementals are rare (less than three are said to currently exist).*

DARK SPIRIT ELEMENTAL

Level: 50G **Base Movement Rate:** 160
Max Pace/MM Bonus: FSpt/0 **MS/AQ:** FA/FA
Size/Crit: H/SL **Hits:** 500G **AT(DB):** 17(45)
Attacks: 100HBi / 100HCl / 140HBa / 90HHo / 145DarkBr
 # Enc: 1 **Treasure:** yysz **Bonus EP:** L
Outlook (IQ): Cruel (VH) **Climate:** (-)-RUW-8

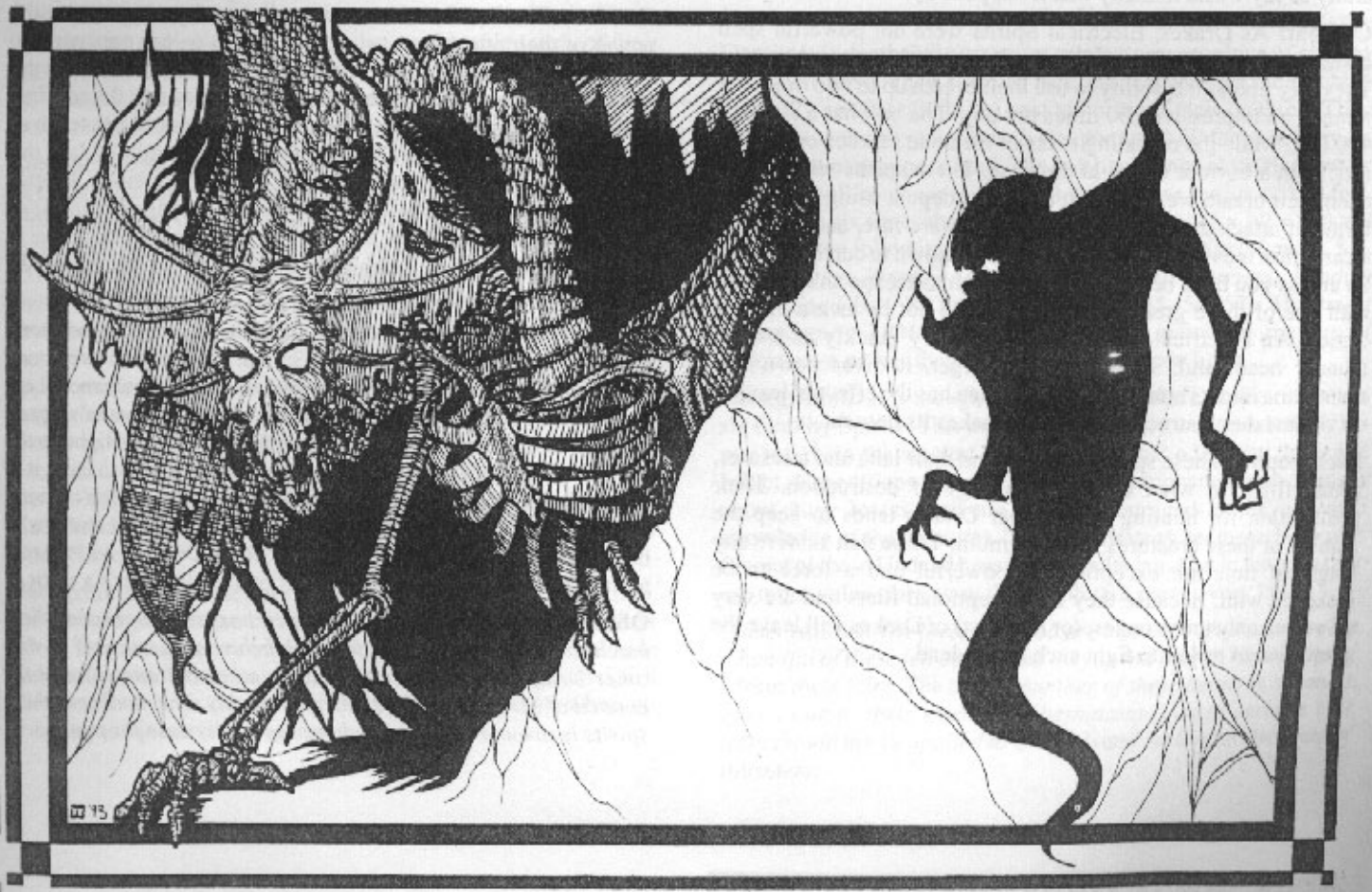
Description: The inactive form of a Dark Spirit appears as a shifting black mass. It looks as if it is waging a quiet struggle to save itself from flying apart. Only when the spirit is active will it have substance: a blackened skeleton with pieces of rotting skin draped haphazardly across the great beast's frame. A Dark Spirit will have a 120-foot long body and a 160-foot wingspan. Its red-orbed eyes cast in a bloody glow over the spirit's domain.

Lifestyle: Dwelling within the lair that it made during life, it seeks to transform its domain into a kingdom of Undead. A Dark Spirit fashions legions of Undead creatures to populate its kingdom. It seeks to create a host first for protection, but later for waging a life consuming war.

Combat: A Dark Spirit spends its first 150 to 300 years creating and gathering a vast army of Undead. When confident of its superiority, it sends forth this army to destroy the living. It creates many Elemental servants that act as agents and scouts, who seek to learn where great battles have been fought (to collect more corpse). Undead created by Dark Spirits are blackened Skeletons with commanders that are Skeletal Vampires. A Dark Spirit's own considerable combat skills include the following spell lists: *Animate Dead, Death Mastery, Dark Law, Commune, Summon Dead, Undead Mastery*, [*RMCII*, pp. 44-47], *Disease, Dark Channels, Curses, Dark Lore, Necromancy, Darkness, Dark Summons, Dark Contacts, and Flesh Destruction* [*Spell Law*, pp. 44-47, 60-62, and 97-99]. For Power Points it has 10 times its level (10 x lvl = PP). A Dark Spirit can use its breath up to 60 times per day, once every 3 rounds. The bolt has a 400-foot range while the cone has a 300-foot range with a 50-foot base radius.

Background: A Dark Spirit's lair often takes on the appearance of a vast military complex, with forges belching forth smoke as Undead minions fashion arms and armor. The general clamor of an army preparing for war is always evident. Undead patrol the surrounding countryside, while Undead sentries are posted along the outer perimeter. Living slaves may help extend the lair into a vast complex, building outposts outside the lair. Such slaves work until they die of exhaustion and join the ranks of the Dark Spirit's army.

Observations: *The greatest of these spirits was Tarvathis. His power was mostly due to possession of the Hourglass of the Slayer. With that fell device he destroyed more than two dozen cities, creating an army of Undead numbering more than a quarter million unfortunates. More than a million fell in the 12 years of his genocidal war. Only when the High Conclave, Elves, Dwarves and the remaining men banded together and met him united was he stopped. They fought the battle, known as the Black Cross, over two score days. Tarvathis was destroyed, his Undead legion broken, and the Hourglass of the Slayer was captured. Humanity required 300 years to recover from this war, and the decimated lands took nearly as long to become fertile again.*



A Dark Spirit Elemental and a Shadowwraith (p. 41)

ELECTRICAL SPIRIT ELEMENTAL

Level: 80H **Base Movement Rate:** 300
Max Pace/MM Bonus: FSpt/20 **MS/AQ:** VF/VF
Size/Crit: H/SL# **Hits:** 500H **AT(DB):** 16(70)
Attacks: 110HBi / 130HCl / 100HBa / 120HHo / 140ElecBr
 # Enc: 1 **Treasure:** – **Bonus EP:** L
Outlook (IQ): Cruel (AA) **Climate:** (-)-(-)-(-)-9

Description: There is no inactive form for these creatures, although they do have two forms. First, their "long distance traveling" form is that of a huge thunder-head cloud which can be up to 50 miles in diameter and 10 miles in height. Second, the form taken when attacking is that of a huge winged beast with a body measuring 280 feet and a 200-foot wingspan. In this form their bluish-white bodies have a multitude of electrical discharges arcing to and from various locations across their bodies. Their eyes are black orbs which reflect no light.

Lifestyle: The process of transforming into their Undead state robs these creatures of much, and yet makes them more powerful than they ever were in life. It is this power that drives these spirits to make their homes in the sky—traveling across the lands spreading terror and destruction. None know why these creatures are empowered as they are—they know no night and need no rest. A great deal of their time is spent hunting down Drakes and destroying them, including Electrical Drakes. If any type of Dragon is abused or bullied by its brethren, Electrical Drakes are. It is this fact that turns the wrath of the Electrical Spirit from humanity towards other Drakes. However, an Electrical Spirit will not pass up the opportunity to lay waste to a city that it happens by.

Combat: As Drakes, Electrical Spirits were not powerful spell casters, and as Spirit Elementals they have no ability to cast spells. They rely upon their ability to use their breath up to two times per minute, an impressive 100 times per day. The bolt has a range of 400 feet, while the crackling mass of the cone reaches out to 300 feet, with a 60-foot radius at the base. These spirits rely heavily upon their breath weapons, but are very adept at using their other forms of attack as well. Electrical Drakes are rare, and this final incarnation is even more so—only one is known to currently exist. So unless you have been fortunate enough to escape an encounter with one of these great beasts, you would not be aware of their tactics. An Electrical Spirit approaches very quickly as a huge thunder head, and, when over the target, it dives down and transforms into its attack form. This often has the effect of leaving its victims dumb struck as the spirit makes its descent.

Background: These spirits leave behind their lairs and treasures, taking flight in what becomes an orgy of destruction. Their predilection for hunting down other Drakes tends to keep the number of these creatures to a minimum. Those that survive any length of time are exceptionally powerful and a force to be reckoned with. Because they are exceptional fliers and are very powerful, only the strongest (or brashest) of Drakes will leave the protection of its lair to fight such an Undead.

FIRE SPIRIT ELEMENTAL

Level: 70G **Base Movement Rate:** 180
Max Pace/MM Bonus: Spt/0 **MS/AQ:** FA/FA
Size/Crit: H/SL# **Hits:** 550G **AT(DB):** 20(75)
Attacks: 150HBi / 160HCl / 150HBa / 115HHo / 150FBr
 # Enc: 1 **Treasure:** yyyz **Bonus EP:** L
Outlook (IQ): Cruel (VH) **Climate:** (-)-(V)-8

Description: While inactive, these creatures are a pool of molten lava, normally between 40 to 60 feet in diameter. When active, they transform into a pillar (from 100 to 150 feet tall, 30 feet in diameter) of fire topped by a flaming Dragon's head. This pillar always has its base in contact with the ground, and, while it has full range of movement lateral, it can alter its only height 50% up or down. This most creature can also travel as a fiery comet streaking across the sky.

Lifestyle: For the most part, a Fire Spirit is content to dwell within the volcano that it has chosen as its lair. The volcano serves as more than a daunting lair, it allows the Fire Spirit to draw tremendous power from its native element. That power gives the Fire Spirit the reassuring strength that it craves after suffering defeat and death. The lair is most often a chamber in a lower portion of the volcano, with a standing pool of lava. Within such a pool the Fire Spirit will rest, along with its treasure (much of which is in a molten state). Its treasure can reveal the Fire Spirit's location, because some items will be lighter and will float on the surface of the pool. Other treasures which would be destroyed by molten metal are normally placed within a cooler side chamber. If need be Fire Spirits can move swiftly—as fiery comets, they are able to travel up to 300 miles an hour.

Combat: Fire Spirits are exceptionally deadly combatants; the power of their attacks are usually enough to reduce opponents to a small pile of ashes. Their breath weapon can be used once per minute, 50 times a day, double that if they are within the confines of their lair. The bolt has a range of 500 feet, the cone can reach up to 300 feet with a base radius of 100 feet. If within its lair, this Undead is capable of regenerating 20 hits every minute. As spell casters they have access to *Fire Law* (*Spell Law* page 82) and *Spell Reins* (*Spell Law* page 78). A Fire Spirit has Power Points equal to three times its level—if within the confines of its lair, it has PPs equal to six times its level.

Background: As Fire Drakes are the oldest of the Dragon races, there are a large number of Fire Spirits about. Once every two centuries, all of the Fire Spirits travel to a single volcano where they hold a council. What they discuss or plan is anyone's guess, but it is considered a bad omen when their fiery trails light up the sky. While Fire Drakes will often raid other Dragons' lairs, it is interesting to note that Fire Spirits do not engage in such activity. Fire Drakes consider Fire Spirits to be their elders—creatures who have complete mastery of its element. These Dragons will not raid a Fire Spirit's lair, and will often act on behalf of such a spirit.

Observations: *The unity of Fire Spirits has given sages and others much to ponder (and fear), for such behavior is unheard of with other Dragons. All attempts to learn what is transpiring in the council of Fire Spirits have failed miserably. The number of these spirits is around 200—a number to give all cause for pause.*

GAS SPIRIT ELEMENTAL

Level: 50G **Base Movement Rate:** 100
Max Pace/MM Bonus: FSpt/10 **MS/AQ:** MF/FA
Size/Crit: H/SL **Hits:** 600G **AT(DB):** 18(50)
Attacks: 100HBi / 100HCl / 120HBa / 80HHo / 100GBr
 # Enc: 1 **Treasure:** yysz **Bonus EP:** L
Outlook (IQ): Cruel (EX) **Climate:** (m)-X@#,M,U-9

Description: When inactive, such a creature appears as several feet of ground fog, swirling around the legs of those walking through their resting places. To attack, a Gas Spirit shifts from its gaseous state to a Dragon skeleton with a swirling green mist around its bones and bright green orbs casting their deadly gaze on its victims. The body of the skeleton measures some 80 feet in length with a considerable wingspan of up to 120 feet.

Lifestyle: The lair of such a creature is laid out in an unusual fashion. What one would expect to be the main passage way, leading all the way into the central chamber, turns out to be a dead end (normally fitted with a very lethal and noisy trap). With an average of 10 side passages, the possibilities of paths leading to the central chamber are numerous—each wrong choice leads the foolhardy into more traps. More than a few adventurers have found their way to the central chamber and did not even recognize it. For the central chamber is the largest cave, but it is devoid of the gleaming baubles that one normally finds accompanied by a very perturbed Dragon. A mild slope down to the center of the large chamber will have a thick mass of ground fog. This of course is the Gas Spirit's resting chamber and occasionally its dining area (as Undead they don't need to eat, but some habits die hard). These creatures are sedentary, preferring the comfortable safety of their lair over all that the outside world has to offer. Here they will sleep the ageless sleep of the Undead, making occasional forays to terrorize the surrounding country side.

Combat: When transformed, a Gas Spirit loses a measure of its physical prowess, but it gains in terms of spell casting. It has eight times its level in Power Points (8 x lvl = PP) and access to such spell lists as *Hiding / Liquid Alteration / Gas Alteration* (*Spell Law* page 131-133), *Illusions* (Spell Law page 109), and *Fiery Ways* (*RMCIII* pages 71). Its Breath can be used but once per minute, 40 times per day. The bolt has a range of 300 feet, while the cone can reach 100 feet with a 100 foot radius base. Gas Drakes are dangerous opponents, and Gas Spirits are even more so. They use traps and magic to weaken intruders to the point that they have virtually no chance to survive. An interesting tactic that deserves mention—Gas Spirits will sometimes have large, water filled caverns with a narrow ledge around the outside edge. If alerted, the creature will place itself under the water and wait for the trespassers to move along the ledge.

Background: Since they are not given to the wanton destruction, little is known of these creatures (save for the lethality of their lairs). They seek large swamps where they can dwell in solitude and swim (which they can still do very well). As with all Spirit Elementals, a large measure of discretion is required when attempting to violate their sanctum.

GRAVITY SPIRIT ELEMENTAL

Level: 70G **Base Movement Rate:** 240
Max Pace/MM Bonus: Dash/20 **MS/AQ:** BF/VF
Size/Crit: H/SL **Hits:** 750G **AT(DB):** 19(60)
Attacks: 140HBi / 150HCl / 160HBa / 120HHo / 120GravityBr
 # Enc: 1 **Treasure:** yysz **Bonus EP:** L
Outlook (IQ): Cruel (HI) **Climate:** (-)-EX@#-9

Description: When inactive, this creature appears as a great pile of reddish glowing bones, resting atop its treasure. When active, the Gravity Spirit rises to its full size, the bones assembling themselves to form a giant skeletal Dragon.

Lifestyle: The lair of a Gravity Spirit is filled with a myriad of pit traps and dead falls, all of which are designed to maim and injure rather than delivering a quick death. Much like Gas Spirits, a Gravity Spirit will add on to its lair that it possessed as a Drake. The additions are designed to turn the lair into a labyrinth of tunnels and passageways. Since a Gravity Spirit will sleep for several centuries, relying upon the tell-tale signs of a Drake's primary passageway may prove to be less than fruitful. Explorers have been lost forever trying to find their way through a Gravity Spirit's maze. When a Gravity Spirit travels forth from its lair and then returns, it will traverse the whole labyrinth, ensuring that its traps are in good repair. This also serves to make it virtually impossible to discern the most direct route to its sanctuary. Gravity Spirits are certainly far less active than they were as Drakes, sleeping up to five centuries in some instances. Thus, the memory of their existence tends to fade (at least for Humans).

Combat: In death these creatures retain a perverse love of playing with their prey. They seem to lack the fear and paranoia that is markedly present within the vast majority of their brethren. They can employ their gravity breath weapon up to 60 times per day, as much as two times per round. The bolt has a range of 600 feet, while the cone will reach up to 500 feet with a base radius of 100 feet. They have six times their level in Power Points (6 x lvl = PP) and access to the following spell lists: *Rapid Ways* [*Spell Law*, p. 81], *Construction Ways, Spell Enhancement II, Barriers, Rending Ways* [*Spell User's Companion*, pp. 54, 55, 56, 67], *Movement Enhancement* [*RMCII*, p. 72]. They are powerful masters of Essence—a power that they are quick to draw upon.

Background: It is thought (rumored) that there are no more than six Gravity Spirits. This number is generally well received by the masses given the amount of destruction that a Gravity Spirit can inflict. Expeditions into the lairs of such monsters have brought about huge losses, and are now discouraged by anyone with knowledge of the creatures. The best strategy seems to be to wait for one of these Undead beasts to leave its lair. Out in the open they are more vulnerable, though in truth that means very little.

Observations: *The forces of good are blessed in that there are but a handful of these fell beasts and they spend long periods sleeping within their lairs. The actual number of these beasts is anyone's guess, due to their extended hibernations (though perhaps that term should not be applied to Undead) and the low survival rate of intruders.*

☠ ICE SPIRIT ELEMENTAL ☠

Level: 90G **Base Movement Rate:** 160
Max Pace/MM Bonus: Spt/10 **MS/AQ:** FA/FA
Size/Crit: H/SL **Hits:** 900G **AT(DB):** 20(80)
Attacks: 180HBi / 160HCl / 170HBa / 180HHo / 120IBr
 # Enc: 1 **Treasure:** yysz **Bonus EP:** L
Outlook (IQ): Cruel (HI) **Climate:** ktcf-EX@#,GO-9

Description: While inactive, an Ice Spirit appears to be a large mound of snow. When active, however, they transform into a Drake comprised of solid ice. Glowing green emeralds form the eyes, while the teeth and talons appear to burn dull red. These massive ice beasts have bodies that reach up to 115 feet long with wingspans of 200 feet.

Lifestyle: Ice Spirits travel vast distances over their icy domains (much as they did when they lived), in search of anything that will break the monotony of their cursed existences. While Cold Spirits delight in their vast ice citadels, Ice Spirits are far more interested in traveling. These journeys last for months at a time.

Combat: Rather than simply slaying all whom they encounter, Ice Spirits tend to be more interested in matching wits and learning whatever news can be had. Even so, the deadly cold of their ice breath is to be feared—they can employ it 80 times a day and up to two times in a single minute. The bolt will extend out to 500 feet and the cone to 400 feet with a base radius of 80 feet. Ice Spirits have 5 times their level in Power Points every day (5 x lvl = PP) and use *Ice Law* and *Solid Manipulation* Lists [*Spell Law*, pp. 83, 112]. Ice Spirits have the ability to alter their form. Their control over themselves is remarkable, to the point that they can transform themselves into bridges, cages, etc. This control also allows them to merge into ice and travel their full rate, making no sound and impossible to see.

Background: Interestingly enough, Ice Spirits that have been encountered seem far more interested in news than in attacking. Of course there are those who argue that it is impossible for these, or any Undead, to feel anything other than malice towards the living. As the numbers of encounters with Ice Spirits have been low, the possibility exists that many more have been encountered and that their victims are unable to report otherwise.

Observations: *While it would be nice to believe that there are some pleasant minions of the Unlife wandering about, I would counsel that this belief would be in contradiction of more than four major wars. Wars which have irrevocably changed the face of our world and I would not be inclined to say for the better. Given how powerful an Ice Spirit is, it would be wiser to think ill of it and be convinced otherwise than to become a permanent addition to a glacier.*



A Fire Spirit Elemental (p. 46) and a Ice Spirit Elemental

HEAT SPIRIT ELEMENTAL

Level: 70G **Base Movement Rate:** 200
Max Pace/MM Bonus: Dash/10 **MS/AQ:** VF/VF
Size/Crit: H/SL **Hits:** 800G **AT(DB):** 20(60)
Attacks: 160HBi / 160HCl / 180HBa / 140HHo / 100HeatBr
 # Enc: 1 **Treasure:** yysz **Bonus EP:** L
Outlook (IQ): Cruel (HI) **Climate:** (ktcf)-EVX@#,(GO)-8

Description: Heat Spirits have no inactive form. They always appear as Drakes, except that they are insubstantial—nothing more than a glowing crimson mass. Their body will shift in size depending on its mood (which, as with most Undead, is less than pleasant). It is possible for these creatures to reach lengths of 200 feet with wingspans of 280 feet. The dull black orbs that are a Heat Spirit's eyes, seems to be the only portion of its body that is substantial.

Lifestyle: A Heat Spirit is neither paranoid nor overly vengeful (for a Spirit Elemental or a Drake that is)—it looks upon its Undead state as just another phase of existence. Many Heat Drakes do in fact transform into Spirit Elementals. This fact might explain their unconditional acceptance of their transformations. Still they are not to be taken lightly, Heat Spirits will travel forth from their lairs and detest any intrusions.

Combat: These beasts can use their breath weapon 60 times a day and once per minute. The bolt has a range of 500 feet, while the coneha a length of 400 feet with a base radius of 80 feet. They can use spells from *Fiery Ways* [*RMCIII*, p. 71] and *Mana Fire* [*RMC*, p. 15]. A Heat Spirit has PPs equal to 5 times its level (5 x lvl = PP).

Background: Of all Spirit Elementals, Heat Spirits are the least changed by the experience of their transformations. As they constitute the greatest majority of Spirit Elementals, one is far more likely to encounter one of them. It is thought that they number less than 500, some of whom have been said to have existed in their Undead state for more than 3,000 years.

ILINAR SPIRIT ELEMENTAL

Level: 85G **Base Movement Rate:** 120
Max Pace/MM Bonus: Spt/0 **MS/AQ:** FA/FA
Size/Crit: H/SL **Hits:** 900G **AT(DB):** 16(85)
Attacks: 120HBi / 140HCl / 150HBa / 160HHo / 200SpiritBr
 # Enc: 1 **Treasure:** yysz **Bonus EP:** L
Outlook (IQ): Cruel (EX) **Climate:** (-)-N-9

Description: When inactive, one of these spirits appears to be a small ebony flame burning upon a surface. Normally, an Ilinar Spirit (Elven for "dark spirit") will fashion an altar to rest on. Its active form is that of a shadowy Dragon, whose outline is defined by black flames. One is unable to discern if there are eyes, though the great gaping maw, talons, and wings are easily identified.

Lifestyle: An Ilinar Spirit often subjugates some lower form of life (in their estimation) which it requires to pay homage to it dark soul. An Ilinar Spirit is not interested in conquering anything more than a single population center (the largest available one is usually chosen). That is all it needs to create a self-styled religious sect that worships it. After a time, anything that threatens a Ilinar Spirit's worshipers is viewed with the utmost of hatred, and the Ilinar Spirit serves as a protector (self-appointed) for its worshipers.

Combat: Their breath weapon is usable once per minute and as often as 60 times per day. The bolt has a range of 400 feet, the cone 300 feet with 60 foot base. They have four times their level in Power Points (4 x lvl = PP) every day and can cast spells from the following lists: *Spirit Summoning*, *Spirit Healing*, *Spirit Mastery* [*RMCII*, pp. 67, 68], *Moon Madness* [*RMCIII*, p. 53], and *Entity Mastery* [*RMC*, p. 13].

Background: The more worshipers at its altar the greater the Ilinar Spirit (at least to their thinking and many others as well). An Ilinar Spirit will create intricate religious institutions through which it can control virtually every aspect its worshipers' lives. An Ilinar Spirit has nothing to bestow upon its worshipers, save for its wrath when displeased. But that does not seem to deter the would-be worshipers, as an Ilinar Spirit always seizes control in a bloody display of its own capabilities.

Observations: *It is thought that six such beasts exist, their cities are bastions of corrupt and repugnant religions. Justice (in as far as the Ilinar are concerned) in such societies is swift and final, although all segments of a normal society exist, save for opposing religions (which are purged). It is interesting that Ilinar Spirits only seek to dominate a single city. That fact has generated a great many theories, though to none can I give any credence too.*

INERTIA SPIRIT ELEMENTAL

Level: 65G **Base Movement Rate:** 240
Max Pace/MM Bonus: Dash/20 **MS/AQ:** BF/VF
Size/Crit: H/SL **Hits:** 600G **AT(DB):** 12(65)
Attacks: 120HBi / 140HCl / 160HBa / 160HHo / 160IBr
 # Enc: 1 **Treasure:** yysz **Bonus EP:** L
Outlook (IQ): Cruel (HI) **Climate:** (-)-EX@#-9

Description: Inactive, these creatures have no form and cannot be heard or seen. In its active form, this creature cannot be seen but its presence can be felt as a low pulsing through the ground.

Lifestyle: An Inertia Spirit spends much of its time roaming unseen far from its lair. It is decidedly aggressive, attacking those it considers to be a threat to the security of its domain. Often such a beast causes a series of mishaps prior to confronting interlopers. These mishaps can take the form of avalanches, rock slides, barrages of small projectiles, also any number of devious occurrences (only limited by the imagination of the nefarious beasts).

Combat: They use their invisibility to obtain an advantage when they attack. They are vicious, devious, and determined foes who let no slight go unpunished. Their inertia breath weapon is often the only clue as to the general location of the beast. Be warned though that upon unleashing this attack, a Inertia Spirit will move (at its full rate) to a new position. The bolt has a range of 600 feet and the cone can reach up to 500 feet with a base radius of 100 feet. An Inertia Spirit can employ its breath attack once per minute, 60 times a day. As spell casters they have 6 times their level in Power Points (6 x lvl = PPs) to cast spells from *Doom's Law*, *Revenging Law*, and *Arm's Law* [*RMCII*, pp. 50, 52, 81].

Background: Inertia Spirits have been known to associate (for short periods) with the forces of Unlife. Their involvement with the activities of the Unlife, normally on a grand scale, are explained by their extreme paranoia. For whatever twisted reasoning, the appearance of an Inertia Spirit usually heralds a coming tragedy, a specialty of the Unlife. Several powerful leaders of the Unlife are said to be able to call upon the services of a score of these Undead.

LIGHT SPIRIT ELEMENTAL

evel: 85G — Base Movement Rate: 100

lax Pace/MM Bonus: Dash/10 — MS/AQ: VF/FA

ize/Crit: H/SL — Hits: 600G — AT(DB): 10(30)

ttacks: 110HBi / 140HCl / 100HBa / 120HHo / 150LightBr

Enc: I — Treasure: yysz — Bonus EP: L

)utlook (IQ): Cruel (HI) — Climate: (f)-EX@#-9

scription: When inactive, a Light Spirit appears as a bluish ite glowing sphere (10 feet in diameter) floating in the air. When ive, it shift into what seems to be an insubstantial blue eyed, ite glowing Dragon with a body up to 100 feet long and a 140 f wingspan.

estyle: As spirits, Light Spirits detest the night, fearful of the achery that awaits them in the shadows. Because of this, the ire expanse of a Light Spirit's lair will be kept magically minated at all times. Large numbers of Undead guardians are ually present to protect a Light Spirit's slumber. These servants not allowed to go beyond the area that they are directed to rnally guard—the Light Spirit fears that the lair might be scovered. A Light Spirit never flies forth into the night to hunt.

ombat: Normally, these creatures use their Undead minions to ield themselves from potential attacks. If forced to fight, these irits will do so with a berserk rage that few have ever encountered d lived to tell of it. Their breath weapon can be used once per inute and up to 60 times a day. The bolt has a range of 600 feet, e cone 500 feet with a base diameter 80 feet. Light Spirits have x times their level in Power Points (6 x lvl = PP) per day and can st spells from the following lists: *Light Law, Light Molding, lusion Mastery* [*Spell Law*, p. 83, 86], *Brilliance Magic* [*RMCIII*, 72], *Animate Dead, Summon Undead,* and *Undead Mastery* [*RMCII*, pp. 44, 46, 47].

ackground: Due to the reclusive nature of Light Spirits, few ave been encountered and those were slain. It is likely that more ave been encountered, but that those who stumbled across them ell to the awesome power of the beasts.

)bservations: *If you desire to gain an advantage over such a east I suggest the use of any spell or item that generates darkness hat can be centered on its head. Their fear of darkness may very vell give you the time needed to deliver a fatal blow (Light Spirits, vhen blinded in such a manner must make a RR or be paralyzed vith fear for one minute).*

NETHER SPIRIT ELEMENTAL

Level: 85G — **Base Movement Rate:** 110

Max Pace/MM Bonus: Spt/10 — **MS/AQ:** FA/FA

Size/Crit: H/SL — **Hits:** 1,200G — **AT(DB):** 18(75)

Attacks: 170HBi / 150HCl / 130HBa / 140HHo / 170NetherBr

 # Enc: 1 — **Treasure:** yysz — **Bonus EP:** L

Outlook (IQ): Cruel (VH) — **Climate:** (-)-EX@#-9

Description: A Nether Spirit only has one form: a black cloud with tinkling stars within. This cloud may vary in size—as small as 10 feet in diameter, as large as 180 feet.

Lifestyle: Nether Spirits simultaneously dwell on this plane and the nether plane [*Elemental Companion*, pp. 128-129]. This makes these spirits very powerful and creates a gate between the two planes. These spirits have gained mastery over the Doppleganger's base spell lists [*RMCVII*, pp. 8, 78-83], so they can take on a variety of guises. Nether Spirits spend most of their waking hours roaming our world. Wealth and power hold no interest for these dark souls, but they find great solace in creating as much discord upon our plane as possible.

Combat: It goes without saying that a Nether Spirit can present a tremendous threat. It relies heavily upon its breath weapon, which it can employ once per minute and 80 times a day. The bolt has a range of 400 feet, while the cone will reach up to 200 feet with a base of 80 feet. They gain five times their level in Power Points (5 x lvl = PP) every day, and they have mastery of the following spell lists: *Nether Mastery* [*RMCIII*, p. 84], *Recreations, Absorb Knowledge* [*RMCII*, pp. 59, 61], *Doppleganger Ways, Organic Shifting, Inorganic Shifting, Dark Shifting,* and *Mental Shifting* [*RMCVII*, pp. 78-83].

Background: There is much speculation as to how these spirits are able to create an outer shell (when employing the Doppleganger spells) which does not cause PEM poisoning [*Elemental Companion*, p. 131]. Even more interesting is how this shell is able to resist the effects of PEM, without being instantly destroyed. Nether Spirits walk the realms of mortals causing as much destruction and damage as possible. These spirits prefer to use subtlety rather than overt force, though they are more than capable of killing directly. On occasion a Nether Spirit may touch an individual and send them to the nether plane (which means certain death).

NEXUS SPIRIT ELEMENTAL

Level: 85G **Base Movement Rate:** 140

Max Pace/MM Bonus: Spt/0 **MS/AQ:** FA/FA

Size/Crit: H/SL **Hits:** 900G **AT(DB):** 16(75)

Attacks: 150HBi / 170HCl / 160HBa / 110HHo / 160NexusBr

 # Enc: 1 **Treasure:** yysz **Bonus EP:** L

Outlook (IQ): Cruel (EX) **Climate:** (-)-EKX@#-9

Description: When inactive, these spirits appear as large (10 feet tall and 4 feet wide) upright mirrors. The frames are composed of humanoid bones which are meticulously fused together, tinged black and yellow. When a Nexus Spirit becomes active, those who look upon the mirror's surface will see a bipedal Humanoid skeleton wrapped in iridescent black robes, sitting upon a throne of bones. This figure will move toward the mirror, stepping through the mirror's surface. As it does so, the mirror merges into the spirit's form. The now giant (standing 14 feet) skeletal humanoid, can clearly be seen to have a proportional skeletal Dragon head. The bipedal creature stands upon feet which are the skeletal remains of a Dragon, the same is true for their hands. These spirits can alter their size by as much as 75% and can become invisible for three minutes every day.

Lifestyle: One of these powerful beasts will always reside with the lair that it possessed when living. The entrance into its lair and the passage way that leads to the central chamber is filled with all manner of deadly devices. These devices are designed to maim rather than to kill, traps of intricate cunning—for example, false sections of floor (that collapse when stepped upon) beneath which are foot sized holes filled with acid, peep holes with razor blades to blind, doors coated with acid that only affects flesh, etc. If a ravaged band makes it all the way to the central chamber, the Nexus Spirit will take great pleasure in their condition (or great displeasure if they appear unaffected). These spirits will travel vast distances by simply stepping from one spot to another (i.e., an automatic teleport). Where they go, death and mayhem are sure to follow.

Combat: A Nexus Spirit's breath weapon is its preferred weapon. It can be employed once per minute and up to 50 times a day. The bolt has a range of 300 feet, while the cone has a 200 foot length and a base of 80 feet. It is important to note that a Nexus Spirit is capable of employing its breath weapon in both inactive and active forms. These spirits have four times their level in Power Points (4 x lvl = PP) with access to the following spell lists: *Gate Mastery, Spell Wall* [*Spell Law*, p. 80, 73], *Prison Law*, and *Construction Ways* [*Spell User's Companion*, pp. 49, 54].

Background: As much as they enjoy fashioning traps, Nexus Spirits also derive glee from seeing the results of their handiwork. When these creatures are active, they will often travel to locales (cities, villages, etc.) where they can set traps just to discern the effectiveness of a new designs. Of course, they take great care not to allow their presence to be discovered.

PLASMA SPIRIT ELEMENTAL

Level: 80G **Base Movement Rate:** 200

Max Pace/MM Bonus: Spt/10 **MS/AQ:** FA/FA

Size/Crit: H/SL **Hits:** 1,000G **AT(DB):** 20(80)

Attacks: 160HBi / 150HCl / 160HBa / 140HHo / 180PlasmaBr

 # Enc: 1 **Treasure:** yysz **Bonus EP:** L

Outlook (IQ): Cruel (VH) **Climate:** (-)-EKX@#-9

Description: When inactive, these huge monstrosities appear a decaying Dragon corpses, large gaping sections of skin and flesh absent exposing bone and putrefied organs. There are no signs o life, only the overwhelming stench of decay permeates the area. When it activates, the smell slowly fades as blue white electricity arcs off the creatures bones (which have a green slime dripping from them). These creatures have the same proportions that they knew in life: a body length of 65-160 feet with a wingspan from 80-180 feet.

Lifestyle: If a Plasma Drake was slain in its lair, the resulting Plasma Spirit (if any) will always seek a new lair (usually one within the bowels of a dead volcano). It seals off all vents and other openings into the dead volcano, save for the central shaft which it will widen if need be. Within what once was the central magma chamber the creature has its eternal tomb. From that chamber it flies forth to create and sustain an area of devastation around its lair (a warning to interlopers, as well as great fun for the beast). Plasma Spirits are all capable of flight..

Combat: Their potent plasma breath weapon can be used once per minute up to 90 times a day. The bolt has a range of 600 feet, while the cone can reach 500 feet with a base of 150 feet. They have 5 times their level in Power Points every day (5 x lvl = PPs) and can cast spells from the following lists: *Plasma Mastery* [*RMCIII*, p. 84], *Mana Fires* [*RMC*, p. 15], and *Earth Law* [*Spell Law*, p. 82].

Background: Plasma Spirits are usually content to lay waste to a 100 mile (it may vary) radius around their lair. A task that will occupy them for several months of each spring. The blasted and barren ground surrounding their volcano is so alien that animals will not venture into that region. Given this predilection for such destruction, it is widely believed that there are but five such spirits in existence. Only when roused, will they venture beyond their domain to punish the offenders.

Observations: *The sight of a Plasma Spirit rising from its slumber is fearsome to behold, the rotting flesh vaporizing into thousands of lightning bolts which play across their skeleton. While these spirits prefer their privacy and certainly make it difficult to disturb them (climbing down a thousand foot shaft is far from easy), they are not as hateful as others of their ilk. The wise will leave these beasts be, once their wrath is fueled they are possessed of a unholy determination.*

SEA SPIRIT ELEMENTAL

Level: 60G **Base Movement Rate:** 100
Max Pace/MM Bonus: Spt/0 **MS/AQ:** MF/MF
Size/Crit: H/SL **Hits:** 700G **AT(DB):** 14(55)
Attacks: 150HBi / 110HCl / 180HBa / 100HHo / 180WBr
 # Enc: 1 **Treasure:** yysz **Bonus EP:** L
Outlook (IQ): Cruel (SU) **Climate:** (-)-LOS,U-9

Description: When inactive, a Sea Spirit is a skeletal mass (as a Dragon) which is covered by thick layer of sediment and coral deposits. This natural camouflage makes it difficult to discern; even its treasure horde is so covered. When activated, the skeleton of one of these wingless beasts fuses together and a green aura surrounds it. Sea Spirits possess 25-70 foot long bodies with 15-40 foot fins. When a Sea Spirit is swimming just below the surface of the water, its dorsal fins often stick out 10-20 feet from the water

Lifestyle: As Sea Spirits spend a great deal of time slumbering (more so than others of their kind), one is not as likely to encounter. However, a Sea Spirit usually ensures that its lair is not far from a major shipping lane. When active, it stalks areas near its lair; and, upon finding a suitable target, it uses water and air movement to bring the victim near its lair for a devastating attack.

Combat: A Sea Spirit's breath weapon can be used once per minute and up to 200 times per day. The bolt has a range of 300 feet, and the cone has a length of 100 feet and a 100 foot base. A Sea Spirit has 4 times its level for Power Points every day (4 x lvl = PPs). They can cast spells from *Water Law* and *Wind Law* spell lists [*Spell Law*, p. 84].

Background: When active, these beasts have been known to sink as many as 40 ships in but a year's time. It is fortunate for merchants that they so seldom stalk the sea lanes (every 300 years). Little is known of their lairs, save that they become very full of the treasures that are plundered from ships.

TIME SPIRIT ELEMENTAL

Level: 85G **Base Movement Rate:** 150
Max Pace/MM Bonus: Spt/0 **MS/AQ:** FA/FA
Size/Crit: H/SL **Hits:** 1,200G **AT(DB):** 16(70)
Attacks: 160HBi / 150HCl / 110HBa / 150HHo / 170TimeBr
 # Enc: 1 **Treasure:** yysz **Bonus EP:** L
Outlook (IQ): Cruel (HI) **Climate:** (-)-EX@#-9

Description: When inactive, a Time Spirit forms a great (up to 100 feet tall and 300 feet in diameter) mound of sand covering its plundered treasures. When it activates, its head emerges from the pinnacle of the mound. Then the rest of the skeletal body emerges, and the edge of the sand mound retracts (flowing into its form). When the transformation is complete, the Time Spirit is a golden skeletal beast—nearly 150 feet long with its bony wings stretching out some 200 feet. Its black eyes seemingly swallow all light shined upon them.

Lifestyle: Time Spirits are solitary beasts, dwelling within their lairs watching the endless passage of time. Those that would disturb them will always find such a beast awaiting their arrival. The ambush of such a creature is quick and deadly, but such ambushes usually take place only within the confines of its lair.

Combat: Surprising a Time Spirit seems to be impossible, though little is actually known about these creatures (none are known to have ever survived such an endeavor). They can make use of their breath weapon twice per minute and up to 60 times in the span of a day. The bolt has a range of 300 feet, and the cone has a length of 200 feet with a base of 50 feet. They have six times their level in Power Points (6 x lvl = PP) every day and can cast spells from the following lists: *Time Senses* [*RMCIII*, p. 59], *Death Mastery* [*RMCII*, p. 44], *Future Visions, Past Visions,* and *Time's Bridge* [*Spell Law*, pp. 65, 121].

Background: Precious little knowledge of Time Spirits has been compiled, and that knowledge has been gathered using scrying spells and items. They seem to be interested only in a quiet existence within their lairs. There is no record of a Time Spirit ever leaving its lair. In truth, only two Time Spirits are known to exist (thanks to the efforts of the High Conclave).

Observations: *So little is known of these creatures it is possible that they may be able to direct the flow of time the world over, having gained the lost knowledge of arcane powers once possessed. Then again they could simply wish to be left alone.*

VACID SPIRIT ELEMENTAL

Level: 80G **Base Movement Rate:** 200
Max Pace/MM Bonus: Spt/0 **MS/AQ:** FA/FA
Size/Crit: H/SL **Hits:** 1,000G **AT(DB):** 18(85)
Attacks: 140HBi / 160HCl / 180HBa / 120HHo / 180VacidBr
 # Enc: 1 **Treasure:** yysz **Bonus EP:** L
Outlook (IQ): Cruel (HI) **Climate:** (-)-EX@#-7

Description: An inactive Vacid Spirit is nothing more than a shallow pool of foul smelling reddish brown acid. When activated, it can quickly form one of any number of gigantic forms to strike terror into the hearts of trespassers. Be it a spider, bat, snake, or Drake, these forms are substantial and glow with a feral red hue.

Lifestyle: A Vacid Spirit enjoys nothing more than luring individuals into the depths of its lair where they can be slowly tortured. One of these spirits will have a number of subterranean lairs between which it can migrate every few hundred years. They will sometimes kidnap an individual, leaving a note or trail to lead rescuers to their doom.

Combat: A Vacid Spirit's breath weapon can be used once per round and up to 60 times a day. The bolt has a range of 400 feet and the cone has a length of 300 feet with a base radius of 50 feet. This breath weapon is particularly deadly—every time a normal critical is delivered, there is a 20% chance of inflicting a "slaying" criticals. They have four times their level in Power Points every day (4 x lvl = PP) and can cast spells from the following lists: *Inner Wall* and *Protections* [*Spell Law*, pp. 48, 57].

Background: The destructive capabilities of Vacid Spirits are such that they are feared by all living creatures. Due to their prowling nature, these spirits are more likely to be encountered than any other Spirit Elemental.

Observations: *One would expect these beasts to be the greatest scourge known in the world. Yet these creatures are content to inflict death on a more personal level. They are so confident of their capabilities that laying waste on a huge scale does not deliver much personal gratification.*

WATER SPIRIT ELEMENTAL

Level: 70G **Base Movement Rate:** 100
Max Pace/MM Bonus: Spt/20 **MS/AQ:** MF/MF
Size/Crit: H/SL **Hits:** 600G **AT(DB):** 14(40)
Attacks: 150HBi / 100HCl / 180HBa / 110HHo / 170WBr
 # Enc: 1 **Treasure:** – **Bonus EP:** L
Outlook (IQ): Cruel (HI) **Climate:** (-)-FLOS-9

Description: A Water Spirit does not have an inactive form. When above or "outside of" water, it can take the form of a massive (100 feet tall) water funnel. In water, it can appear as a giant whirlpool, large enough to pull down even the biggest ships (a favored past time). Alternatively, it can appear as a Drake composed solely of water. Of the various forms, they seem to prefer the water funnel.



Lifestyle: Water Spirits are always active, preferring to traverse the wide expanse of seas, oceans, and suitably large enough land-locked bodies of water. While a Water Spirit does not possess strong ties to the Unlife, it presents a considerable menace to any vessel it encounters. Ships (and suitably large marine life) are the primary targets of these spirits, as they delight in destruction. While Water Spirits can leave their watery confines behind them, they seldom do. In water they are the deadliest of adversaries (even to Sea Spirits and Sea Drakes).



Combat: A Water Spirit can employ its breath weapon up to once per minute and 100 times a day. The bolt has a range of 600 feet and the cone has a length of 400 feet with a base radius of 80 feet. Though its breath weapon is powerful, a Water Spirit prefers to come up underneath of a vessel (or creature) lifting it within its spinning vortex and then dropping it. Considering that can result in a 100-foot drop, this type of attack can be very deadly. Alternatively, it can simply pull its prey down within the vortex and hold them at the base. Water Spirits have four time their level in Power Points (4 x lvl = PP) a day and cast from the following spell lists: *Water Law* and *Liquid Alteration* [*Spell Law*, pp. 84, 132].

Background: It is interesting that there seems to be a great deal of animosity between Water Spirits and Sea Spirits (which Water Spirits are more than willing to extend to Sea Drakes). This conflict is limited by the fact that there are very few such creatures. Should they encounter one another, a fight (of tremendous proportion) usually erupts. When not fighting these enemies, a Water Spirit roams about looking for suitable prey to kill. If a Water Spirit is bored enough, it will turn its attentions toward whales and other large marine creatures. Given the normal volume of shipping, it seems that Water Spirits have enough to do to keep them from depleting the oceans and seas of marine life.

Observations: *It is conjecture but possible that Water Spirits, sea spirits and sea Drakes are competing for what they consider to be prey. This is one possible explanation for their aggressive behavior toward each other. Whatever the cause, we are fortunate that such an arrangement exists, as these creatures can cause tremendous destruction to vital sea trade.*

VIBRATION SPIRIT ELEMENTAL

Level: 75G **Base Movement Rate:** 90
Max Pace/MM Bonus: Spt/10 **MS/AQ:** MF/MF
Size/Crit: H/SL **Hits:** 680G **AT(DB):** 18(40)
Attacks: 130HBi / 160HCl / 180HBa / 100HHo / 150VibrationBr
 # Enc: 1 **Treasure:** – **Bonus EP:** L
Outlook (IQ): Cruel (III) **Climate:** (-)-EX#,(U)-9

Description: When inactive, these spirits will merge into the ground, and the only hint at their presence is a rhythmic vibration. The form that these creatures possess when active is always that of a Dragon, 90 feet long with a wingspan of 140 feet. The composition of a Vibration Spirit varies, as it can fuse any number of available materials to form its body. Encountering a Vibration Spirit within a desert would mean that its body would be composed of sand, on a lake it would be water, if flying it would be dense, burning air.

Lifestyle: These creatures roam the world; if one wants to slumber, it will find an isolated area and merge into the ground. These spirits are active a great deal of the time (90%), which of course makes them a threat. Vibration Spirits are strong allies of the Unlife, spending a great deal of their waking hours assisting those dark forces. As they move best through liquids and solids they will often travel through those two mediums, seldom seen but often felt.

Combat: Entering into its Undead state gives a Vibration Spirit greater access to its native element. An individual that makes a successful melee attack against one of these creatures automatically suffers a 'B' Vibration critical (Vibration Critical Strike Table [*RMCV*, p. 111]). Their breath weapon can be used once per minute, up to 60 times a day. The bolt has a range of 600 feet and the cone has a length of 500 feet with a 60-foot base radius. If a Vibration Spirit can employ its breath weapon against a target that is immersed in water increase the severity of any critical by one step (e.g., an 'A' critical becomes a 'B' critical). They have seven times their level in Power Points (7 x lvl = PP) each day. Vibration Spirits can cast spells from: *Sound's Way*, *Essence Hand*, *Sound Molding*, *True Sight*, *Sound Control*, and *Sound Projection* [*Spell Law*, pp. 41, 72, 87, 119, 126]. A preferred tactic is to position itself underneath its prey and then to direct its breath weapon up toward the target. This will usually knock the target off its feet. In addition, if a 'C' or 'D' critical is delivered, the ground becomes porous and the target suffers a 50% reduction to its movement. Against a ship at sea, this type of attack has been known to break the keel of the vessel.

Background: Given their predisposition to ally themselves with the forces of the Unlife, it is fortunate that there are but a handful of these creatures in existence. When the Unlife prepares to make large scale attacks, Vibration Spirits are always part of their force. These spirits have been found to be very useful when attacking strongholds. Their attacks can reduce even the strongest of structures to rubble in a relatively short time. When not serving the evil plans of the Unlife, these spirits roam about causing destruction where they can.

Observations: *Some Unlife's greatest victories can be directly attributed to the assistance rendered by Vibration Spirits. Perhaps no more than five exist, but, given the destruction that they can cause, each is worth an entire army.*

WIND SPIRIT ELEMENTAL

Level: 80G **Base Movement Rate:** 200
Max Pace/MM Bonus: Spt/0 **MS/AQ:** FA/FA
Size/Crit: H/SL **Hits:** 800G **AT(DB):** 10(60)
Attacks: 120HBi / 120HCl / 170HBa / 100HHo / 155VibrationBr
 # Enc: 1 **Treasure:** yyyz **Bonus EP:** L
Outlook (IQ): Cruel (AA) **Climate:** (-)-EX@#-9

Description: When inactive, a Wind Spirit is invisible, only the smell of decay carried on a slight breeze betrays the presence of the beast. Given the condition of a Wind Spirit's typical lair, this is usually little help. When activated, it materializes out of thin air—they transform into a skeletal frame draped with rotting remnants skin (which constantly flaps in the wind that it generates). The eyes of such a beast are flaming orbs set within the shrouded skull.

Lifestyle: Hateful creatures who are ruled by their paranoid thoughts. Wind Spirits are afraid to take flight into the skies. Interlopers are dealt with by the only means that these creatures now understand, death. A Wind Spirit tries to choose a lair that is deep underground with a long winding passage way which leads to a central chamber. That central chamber must be large enough to house the beast and its treasure. The Wind Spirit decorates its lair with the remains of intruders hanging from the walls.

Combat: The breath weapon of a Wind Spirit can be used up to once per minute, 70 times a day. The bolt has a range of 400 feet and the cone has a length of 300 feet with a base of 60 feet. Limited when compared to other Spirit Elementals, Wind Spirits have but 3 times their level in Power Points (3 x lvl = PP) each day. They can cast spells from the following lists: *Wind Law* and *Attack Avoidance* [*Spell Law*, pp. 84, 108]. The force of the winds that these spirits can create are increased dramatically when they are underground (normal concussion damage is doubled for their breath weapon).

Background: Of all Spirit Elementals, Wind Spirits are the weakest. Unable, or unwilling, to take flight, their natural defense of maneuverability is denied. The entrance to the lair of a Wind Spirit will always have a strong breeze blowing into it. Some say that being unable to fly, these spirits bring the winds to themselves. There is some truth to the statement—they do bring the wind to them, but they do so for the purpose of detecting the scent of intruders. Much of a Wind Drake's mental prowess is lost when it become a Wind Spirit. No longer a cunning beast, it will fanatically attack intruders until it or its opponents are destroyed.

Observations: *There is no reasoning with these spirits, the only means to save yourself is to leave their lair as quickly as possible. That task is complicated as the beast will pursue intruders to the very entrance. Though I understand that they will not go beyond the threshold of the entrance. One must also consider the implications of turning your back on such an unbalanced opponent. By far the best option is to leave these dammed creatures to their own tortured ends, rather than become a piece of ornamentation for one of their lairs.*

ARACHNINS

Level: 5D **Base Movement Rate:** 100

Max Pace/MM Bonus: FSpt/5 **MS/AQ:** FA/FA

Size/Crit: M/- **Hits:** 50D **AT(DB):** 9(35s)

Attacks: 45melee / 50missile

 # Enc: 1 **Treasure:** varies **Bonus EP:** D

Outlook (IQ): Varies (AV) **Climate:** w-N†,DP-6

Description: Telltale signs of an Arachnin are short, dark hair, long, dexterous fingers, and slight builds. These people have dark eyes that seem to glow an unearthly hue of green in the dark of night. Their skin tends to be light brown, though there are albinos, complete with white hair and pink eyes.

Lifestyle: As a race they are relatively weak, being solitary creatures and lacking a racial social order. Most Arachnins seek to secretly integrate themselves into human or Elven societies (where they are well-received). It is believed that if two individuals of this race encounter each other, the younger will yield and move on. During the Frishlon (a mating ritual that begins during the 3rd month of the new year), they seek mates to procreate.

Combat: Arachnins are not a combative race, they seek to coexist with those races that are not inherently evil (i.e., not Ogres, Trolls, Orcs, etc.). Arachnins lack the physical stature of many other races, so, they prefer to use bows and stealth when fighting. Even the Wood Elves are impressed with the abilities of Arachnins to come and go without attracting notice (+25 to Stalk/Hide bonuses). They seldom wear armor, but when they do, it tends to be leather. If forced into melee, Arachnins employ light, quick weapons such as rapiers and main gauches. Arachnin spell casters are rarely encountered. Such individuals are usually users of Mentalism, but the occasional Cleric or Illusionist is sometimes found.

Background: The first recorded appearance of the Arachnins is dated around 8,000 years ago, but few substantiated facts are known about this race. To date, the sage, Avrotornaal, is the foremost expert on Arachnins. He readily admits that there is still much to learn. They are highly intelligent and dexterous, but fragile in comparison to other races. Arachnins can climb the most impossible of surfaces (+50 to Climbing bonus) and can retain their grasp upon items virtually without effort—they can secrete a clear sticky compound at will from their hands and feet. They lack the fangs and poisons of their smaller—and sometimes larger—arachnid cousins. Avrotornaal speculates that the number of Arachnins is far greater than most would suspect. He bases this theory on the fact that the Frishlon is an annual event. He also claims that they possess an average life span of 80 years, and live exclusively in warm, wet climates.

ARACHNIN RACIAL MODIFIERS

Stat Bonuses:

St: -5;	**Qu:** +10;	**Pr:** -5;	**In:** +0;	**Ap:** -5 **Em:** +0;
Co: -5;	**Ag:** +15;	**SD:** +5;	**Me:** +0;	**Re:** +0;

RR Mods: Ess[+0] Chan[+0] Ment[+0] Pois[+15] Dis[+10]

Soul Departure: 10 rounds **Stat Deterioration:** 0

Recovery Rate: 1x **Hit Die Type:** D8

Maximum Hits: 130 **Starting Languages:** 2

Background Options: 3



ARAGONS

Level: 5C **Base Movement Rate:** 120(swim)
Max Pace/MM Bonus: Run/10 **MS/AQ:** SL/MD
Size/Crit: M/- **Hits:** 60D **AT(DB):** 11(20)
Attacks: 70LCl(2x) / 60MBi / 80SBolt / 40lcb / 40trident
 # Enc: 4-24 **Treasure:** ce **Bonus EP:** D
Outlook(IQ): Belligerent (AV)
Climate: hwms-Y,(GZ),(ARUW),(CDHJPT)-7

Description: These stocky creatures stand between 5 feet and 5 feet 6 inches, with scales ranging from green to a grayish-blue hue (they have no hair on their bodies). A bony spine runs along the length of the back up to the forehead—the size of this spine denotes age. A third eye is located in the forehead, giving these creatures tremendous depth perception. They manipulate objects with five, webbed fingers, yet lack an opposable thumb. Aragons grasp objects by creating a suction within their palms. Their mouths are lined with two layers of small, yet incredibly sharp teeth.

Lifestyle: Totally dependent upon the oceans of the world as their habitat, these creatures are rarely seen (thankfully) by surface-dwellers. Having a tribal society, they form large underwater communities in reefs and the occasional grotto. Only a few times a month will a force of Aragons venture to the surface, and only then briefly, as they do not adapt well to non-aquatic environments. A female Aragon will typically lay 20 eggs to be fertilized by her tribe, of which 25% will hatch and survive for an appreciable amount of time. Their diet typically consists of sea life: plants, plankton, and meat (when available). Human flesh is a delicacy to Aragons.

Combat: In the water, Aragons are fearsome fighters. They are incredibly nimble in their watery domain, using their natural weapons and sometimes employing a *shirkara* (an underwater crossbow). This weapon's projectile has an evenly distributed mass with a streamlined head, making it an effective light crossbow when used underwater. However, a shirkara fired out of water has a -30 OB penalty, a maximum result of 100 on the Light Crossbow Attack Table [*Arms Law*, p. 55], and a maximum range of 100'. Against large creatures or in major battles, tridents will also be employed. Their most fearsome weapon is their third eye, which gives them excellent underwater vision (no modifiers, regardless of depth) and also fires bolts of energy. This attack can be used both underwater and on the surface without expenditure of PP (maximum range of 100 feet in both environments) [Shock Bolt Attack Table, *Spell Law*, p. 139]. This attack is usable 1/minute, but each day it may only be used a number of times equal to the Aragon's level.

Background: Aragons are a civilized race who have mastered the use of basic mechanical principles but are viewed as a simple, aggressive, warlike society. Some Aragons have even gone to lengths to master human speech—their own language consists of clicks and sucking sounds. At one time, their aggressiveness was only directed at surface dwellers who frequently polluted their homelands, robbed their oceans, or openly attacked Aragons. Over the centuries, however, Aragons have used these memories as a foundation for their hatred of all surface-dwellers. Ships or expeditions that come too near a tribe of Aragons are swiftly destroyed. Aragon society consists of tribes, with each tribe led by a single elder whose word is law. No one tribe is superior to another, so tribes integrate well and work together. In rare cases, tribes will unite in *Karplaa*, which results in a single, larger tribe, with a new elder chosen. Tribes unite in this manner only in rare cases (e.g., such as to survive a catastrophe or flee an area). Females in the tribe play a subservient role, and are never elders. When out of the ocean, Aragons suffer a -20 to *all* maneuver rolls (including OB) and their Base Movement Rate drops to 50.

Observations: *I recently took passage from Dalmirsh to Hallisson with a band of less than reputable fellows and we did chance upon the vile handiwork of these underwater beasts. We spied a small island which had a large pall of smoke hanging over it. The destruction of every man, woman, and child made me weak in the knees. The ashes of the buildings mixed with the blood of the dead, the seaweed on the ground told the tale.*

ARAGON RACIAL MODIFIERS

Stat Bonuses:

St: +5;	Qu: +0;	Pr: -5;	In: +0;	Ap: -15
Co: +0;	Ag: +5;	SD: +10;	Me: -5;	Em: +0;
				Re: +0;

RR Mods: Ess[+0] Chan[+0] Ment[+0] Pois[+15] Dis[+15]
Soul Departure: 15 rounds **Stat Deterioration:** 0
Recovery Rate: 1.2x **Hit Die Type:** D10
Maximum Hits: 150 **Starting Languages:** 2
Background Options: 2



OREX

Level: 6D **Base Movement Rate:** 110

Max Pace/MM Bonus: Spt/10 **MS/AQ:** MS/FA

Size/Crit: M/- **Hits:** 95D **AT(DB):** 8(30)

Attacks: 75We(2x) / 90greatbow(2x)

 # Enc: 3-30 **Treasure:** aa **Bonus EP: G**

Outlook(IQ): Normal(AA) **Climate:** (ktcf)-QZ,(U),P-4

Description: Orexians are a nomadic race of unknown descent. Like humans in many respects, they have four arms with the second pair attached slightly above the hips. These arms can all act independently. The average male Orex stands nearly 7 feet tall; the females are about 6 inches shorter. Their complexions are darkly tanned, and they have sharp facial features. Orexian eyes range from gray to brown, while their dark hair is long, stringy, and often kept in braids. They have no facial hair, but their tough skin protects them from harsh climates. Orex tribes are usually found in areas of deep desert or desert plains.

Lifestyle: Orex society is comprised of tribes, or *Anrks*. Each of these tribes has a different name which precedes this designation—such as *Houlsoon-anrk* or *Petrin-anrk*. Once every year, the *Harpis* (tribal leader) calls for the tribe to move, for the Orex do not wish to become too comfortable with any one area. This also serves to take them to new hunting grounds. Tribal leaders can be either male or female, and the ruling clan passes the leadership from generation to generation. The Harpis makes all major decisions for the tribe and is not questioned. The Anrk is the Orexian family unit, with each individual responsible for different tasks. All members of the tribe act for the good of their Anrk-family. When one member of the tribe suffers, the whole Anrk shares in the grief. A typical tribe is comprised of 80 males and 120 females, but some tribes have been known to be three times this size. Under adverse conditions such as war, multiple Anrks may join together to form a new, larger Anrk. This is, in fact, a joyous time for Orexians as they welcome new family members. Usually, the Harpis select one among them to lead the new Anrk, but occasionally a brave warrior is chosen.

Orexians work exceptionally well together, relying upon each other for support and assistance. Within the Orexian society, both men and women participate in several roles. Warriors are highly regarded by the Orex and training begins at the age of seven. These young warriors train hard, for a young Orexian may be initiated into the ranks of the warriors at the age of 15. One who fails this initiation suffers no loss of prestige, for the qualifications to become a warrior Orex are high indeed! These individuals serve in other ways, for no resource is wasted. Deformed children are always killed at birth, and always by the father for the good of the Anrk. Those that are not motivated or lack the desire to remain within the Anrk are turned away at the age of 10. These individuals may one day return to the tribe should they accumulate enough prestige in their travels. Males may marry as many females as they wish, but the female may refuse without any loss of prestige. In fact, should a female refuse, the male will quite often increase the intensity of his advances for fear of his other wives leaving him! Females bear children with difficulty, perhaps due to their rough lifestyle. An Orexian female with child will frequently continue with all her duties until she is physically unable to continue to do so. This includes the warriors!

Orexian dwellings are simple but effective. To combat the elements most dwellings are dug about 4 feet deep. A thatched roof or more commonly a roof of hides is placed over awnings of wood. This structure provides excellent protection from the elements, as well as keeping Orexian dwellings cool during hot seasons. Worked leather and furs play an important part in the lives of this proud people. Game is never wasted, from the pelt to the bone, Orexians employ every possible part.

Their diet is a mixture of meat and vegetables, heavily seasoned with spices and herbs. Unused meat is dried and cured. Dried vegetables are stored for livestock should grazing be unavailable. Cured leather provide excellent armor for their warriors, and Orexians carve bone into useful and decorative objects: wind chimes, handles, utensils, weapons, etc. Their bone creations fetch an excellent price from tradesmen—a few enterprising travelers have exchanged such goods as steel and spices for Orexian carvings.

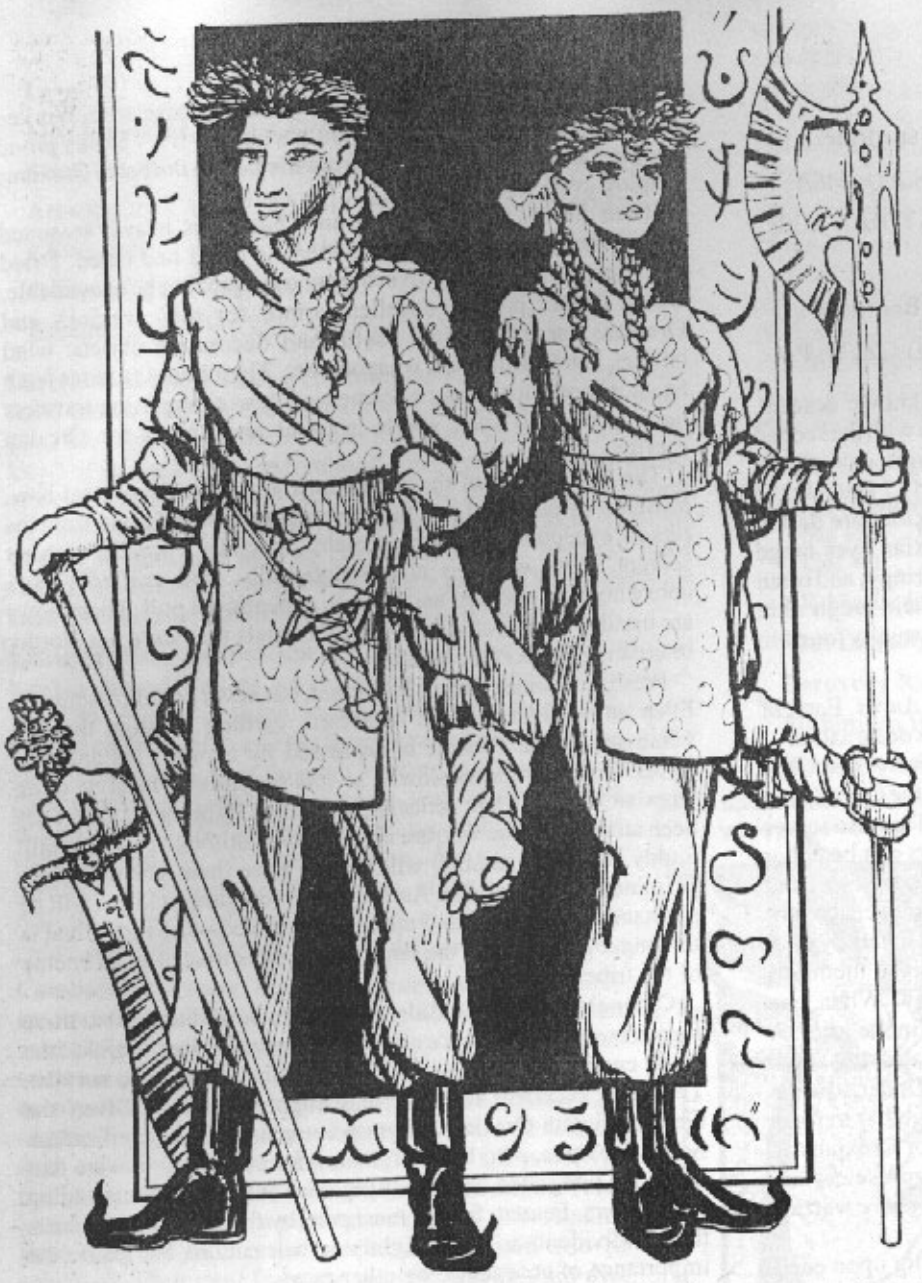
The most prized of these creations is the Orexian great bow. Master bowmen, the Orex fashion elegant bows of bone from the ribs of exceptionally large animals. Specially cured in a secret solvent, these weapons are exceptionally well crafted (200% above normal, +20 OB) and have an exceptional pull. These bows are usually made from the bones of animals that were not worthy of creating *beraks* (see below.)

Prestige amongst Orex is important, but never openly discussed. Even an outsider may be respected, earning prestige through witnessed deeds. Prestige is expressed by adornments and hair styles. Orex hair grows slowly, so it is never cut. The style of an Orexian warrior's hair reflects the level of fighting skill that has been attained. Those who are not warriors (although probably still highly skilled in combat) will usually have their hair tied back. Criminals or traitors to an Anrk who are not outright killed will be permanently banished and their hair removed—the individual is no longer a member of the family unit and is treated as an enemy of the tribe.

Other civilizations consider the Orex to be barbarians but these four-armed humanoids are often misunderstood. Respectful of the harsh environments in which they live, the Orex act to survive. They are excellent trackers, and mighty warriors. Given the opportunity, an Orexian can grasp complex ideas of civilization. Some Orexians, who have left their Anrks willingly or were cast out, have integrated with other societies and become outstanding adventurers. Feared, for the most part, by the common populace, these individuals still hold tightly to their culture, but realize the importance of acceptance by other races.

Orexians have no true religion, but instead practice inner mysticism comprised entirely of meditation. This Orexian mysticism is led by the *Shakara*, or spiritual leader of the Anrk. The *Shakara* is a highly regarded member of the tribe who teaches all of the members to search inside themselves for the truths that they seek. Orex belief is based on the concept that inner peace leads to a whole spirit and body. This "inner honesty" accounts for the silent calmness that is often observed when encountering an Orex for the first time. Their confidence in their own abilities as well as that of their comrades is a powerful advantage. This is one reason that Orex society has no place for the individual who is dishonest with himself or his Anrk.

Meditation is a daily affair, typically one hour per day (more if conditions permit). It is performed both in solitude and as a family routine. In rare instances an individual may receive an inner-vision, a highly regarded event. Should this happen, a consultation between the person and the *Shakara* is held to determine the importance and the significance of the vision. This may lead to a quest, where the individual must leave the Anrk to search out the vision. Orex leaving on such a quest are usually entrusted with the tribe's *collage*, or spirit heart, to help guide them on their perilous journey. The *collage* is an item that represents the whole of the Anrk, usually some item that holds special meaning for the tribe.



This is given so that the person will not forget the family (Anrk) that he or she leaves behind. Visions hold various degrees of significance, such as envisioning a landmark which may lead the tribe to an area of fresh game, or the coming of an impending disaster.

Combat: Second only to the Harpis is the Anrk's war chief who is known as the *Jodath*. Selected by the Harpis, the Jodath is knowledgeable in all ways of combat. The Jodath is usually a warrior of great skill and prestige, never one who is old and unable to lead the Anrk into battle. In instances where Anrks join to face a common threat, the Jodath is the only division that remains between the Anrks, for each Anrk's warriors are a specialized fighting force. Each Jodath in these instances is identified by his Anrk, such as *Jodath-Houlsoon*.

The Orex employ scouting parties and ambush tactics, blending into the environment. They rely heavily upon their skill with bows to inflict serious damage to the enemy before entering melee combat. Because of their multiple arms, Orex can wield two-handed weapons and still have two free arms to employ defensive maneuvers or use other weapons. All skill costs for paired weapons are halved for Orex characters, but only one two-handed weapon may be wielded at a time.

As mentioned earlier, the Orex are very skilled with bows—this is an integral part of their warrior training. They use a special bow, the *berak*, which allows them to fire two arrows per fire phase (at the same target). It requires all four arms to fire, two to steady the bow, and the other two to draw the arrows. Only Orex may use the berak since requires great strength and four arms to operate. The top arrow is the sight arrow and the primary shot, the secondary arrow fires through a groove that controls the intersect point with the primary arrow. Thus one aims with the primary arrow, while altering the angle of the secondary arrow to intersect the same target. Both shots *must* be released together! The weapon requires specific weapon skill development in the berak and gives a special bonus of +20. Attacks are resolved as normal long bow attacks, but two rolls are made, each with the same OB, per fire phase.

In melee combat, Orex often employ a "dual-dual" system of two weapons and two defensive measures. The weapons of choice are the dag and the falchion. For defense the Orex use large shield bracers called *nanooks*. These are leather wrapped, steel reinforced bracers, some 8 to 10 inches long which are worn on the forearms. In combat the nanooks are directly interposed with incoming blows to either stop light attacks or to deflect heavier blows off the mark. Each nanook worn, and capable of being used (i.e., on a free arm, performing no other actions) lends a bonus of +15 to the DB rating of the Orex. The nanook can only be effectively used by Orexians, since multiple arms are required to use them effectively. (Also the Orex skeletal system is strong enough to absorb these types of blows consistently.) The nanook can sometimes be employed by those that choose not to employ weapons (i.e., unarmed combat).

Background: The Orex live a nomadic existence partially because their lifestyle is so incompatible with those of other cultures. Adjusted to coherently working together, the Orex are ill-suited to the back-stabbing culture more commonly found in other areas of the land. Orexians greet all other strangers with contempt and suspicion, knowing that their actions will speak for them in due course. Adventurers encountering an Orexian scouting party would be wise to deal openly with these beings and to avoid any display of magic. Since Orex mysticism deals with the inner-spirit they are especially wary of any magics that manipulate external elements. Should an Orex parley with another individual, the Orex may display some naive dealings, but will be quick to cut short any dealings if mistrust is in the air. Above all things, Orex believe in following their own instincts, and are rarely led astray by them. Those that have split with their Anrks to experience the diversity of the realms have been known to be capable and trustworthy comrades, willing to help at any turn. One can easily see the value an Orex places on friendship and companionship by their unyielding desire to be of assistance. It is a great honor to have an Orex bestow the title of "friend" upon oneself.

The Orex have their own language. They may train for any non spell user professions. Their average life span is 70 years.

BERAK *(Orex Great Bow)*

Table Used: Long Bow **Length:** 6-7 feet

Weight: 5-7 lbs **Fumble Range:** 01-07 UM

Range Mods: Same as long bow

Note: Two shots/fire phase at +20, roll each separately, all attacks directed to one target only.

NANOOK *(Strong Arm)*

Defensive Bonus: +15/nanook per free arm, effective against forward attacks only. Ineffective against missile, spell, or area (i.e., net) attacks.

OREX RACIAL MODIFIERS

Stat Bonuses:

St: +10;	**Qu:** -5;	**Pr:** -5;	**In:** +0;	**Ap:** -5
Co: +10.	**Ag:** +5;	**SD:** +15;	**Me:** +0;	**Em:** -5; **Re:** -5;

RR Mods: Ess[+20] Chan[+20] Ment[+20] Pois[+15] Dis[+30]

Soul Departure: 16 rounds **Stat Deterioration:** (

Recovery Rate: 0.7x **Hit Die Type:** D10

Maximum Hits: 170 **Starting Languages:** 2

Background Options: 3

YASHEEN

Level: 6B **Base Movement Rate:** 40

Max Pace/MM Bonus: Run/20 **MS/AQ:** MD/MF

Size/Crit: M/- **Hits:** 100H **AT(DB):** 18(10)

Attacks: 50melee / 50missile

 # Enc: 12-22 **Treasure:** varies **Bonus EP:** D

Outlook(IQ): Dominant(AA) **Climate:** (-)-N †,ARU-3

Description: The sight of a Yasheen is disconcerting at best. Their bodies are symmetric from front to back, so that it is impossible to tell which facing is the front even when the Yasheen is moving. Indeed, this race does not discern between forward and backward. Their senses and movement encompass a full 360 degrees and, although their structure might suggest an awkward mode of locomotion, they actually move with slow grace. They possess four evenly-spaced arms which surround their thick bodies. Each arm has a range that exceeds 120 degrees putting everything nearby within reach. The arms have one double-joint corresponding to the elbow and have hands with full rotation at the wrist. The end of the hand appears as a shallow cup with a fringe of six "fingers" evenly spaced around it. These fingers have three double joints, looking much like human fingers, except for their added range of motion. Four strong legs are arranged in two pairs, each leg with a knee that bends in only one direction, out from the corresponding facing just like a human knee. Also like humans, the Yasheens' legs are attached at hip joints. This arrangement allows full movement in the direction of each facing and limited movement sideways. The legs end in "feet" that are flat surfaces with no protrusions to hinder movement in any direction (i.e., they never have stubbed toes). Other than one mouth located on each facing of the head, Yasheen have no facial features (e.g., eyes, ears, nose). The hairless skin of a Yasheen is dark black, with a series of white spots on its head which emit radar pulses. Shiny black plates cover the remainder of the body and are a natural form of armor.

Lifestyle: As a society Yasheen tend toward imperial governments, with ultimate power vested in a single individual. This form of government suits them well. They prefer the structured atmosphere of a military setting, as they are all required to render military service. Their dietary preferences are almost exclusively meat, and they prefer beef and mutton over fish and poultry.

Combat: Yasheen prefer heavy, two-handed weapons. If fighting in formation, both front and rear arms employ weapons. It interesting to note, that when taking to the field of battle, t Yasheen will arrange themselves in long straight lines, only one individual deep. Their tactical concepts rely heavily on encircl ments, and defensive positions that have protection on both side The last is due to their ability to fight in two directions at the same time. They are not a particularly fast race. Unable to make use of cavalry, their mages often rely upon huge skeletal constructs provide mobile combat platforms. Yasheen are not a coward people, preferring to meet their opponents face to face, or at least within bow range. Interestingly, they have developed a tactic where the arms on the fighting facing fire a heavy crossbow whi the arms on the protected facing reload another heavy crossbow

Background: A powerful race, the Yasheen were forced to seek out new worlds to inhabit due to a plague on their own whic destroyed all forms of plant life. As a people, they possess tremendous affinity for magic dealing with the elemental forces. Categorized (by those who know them) as war-like, Yasheen see themselves as empire builders bringing civilization and progress t less advanced races. They negotiate their surroundings by relyin on a highly developed form of radar and communicate with each other using intricate movements of their arms, hands, and fingers Their average life span can reach 200 years, and they are unlimite in what professions they may choose.

YASHEEN RACIAL MODIFIERS

Stat Bonuses:

St: +0;	**Qu:** -5;	**Pr:** -5;	**In:** +0;	**Ap:** -15
Co: +0;	**Ag:** +5;	**SD:** +0;	**Me:** +0;	**Em:** +10; **Re:** +0;

RR Mods: Ess[-5] Chan[+0] Ment[+0] Pois[+0] Dis[+30]

Soul Departure: 2 rounds **Stat Deterioration:** 0

Recovery Rate: 1.3x **Hit Die Type:** D10

Maximum Hits: 160 **Starting Languages:** 3

Background Options: 2

10.0 TREASURES

10.1 HERBS

My name is Derek Galvos. By profession and choice, I am an assassin and over the years I have acquired a great deal of familiarity with various herbs and plants. So much in fact, that I now own an apothecary, although I still am quite active in my chosen field. What follows are some common herbs and concoctions that can be derived from them. For those who are truly serious about the use and acquisition of more exotic poisons, I suggest that you seek a reputable, or at least knowledgeable, alchemist. These reclusive individuals can refine the deadliest poisons available. Always use the local thieves guild since you would not wish to inquire of one who is ill-disposed toward using such compounds.

ACONITE

Description: This perennial possesses a smooth, round, leafy stem with violet-blue five-petalled flowers. The smooth oval leaves are dark green on the top and a markedly light green on the bottom. Each plant produces three to five pods after flowering. The entire plant may grow to 4 feet tall.

Uses: The first, and by far the most common, use is as a poison. The entire plant, but especially the root, contains several potent alkaloids. These alkaloids when refined as a hazy blue tincture can bring about death with as little as 1 gram in a matter of minutes. Second, this plant is a primary ingredient in flying potions, and a brisk trade is done in its sale to alchemists and mages. The final use is a bitter, yellow paste which is used to slow the spread of poison through the system (reduces onset of poison by 50%) and to counteract the pain of acids or burns on skin.

Location: Rich, deep, moist soil, with good sun. This plant seems to prefer high mountain meadows.

Code: t-M-4 **Cost:** 1460gp (for poison)

Effect: (Lvl 20). Fast acting (1-2 rounds) muscle and nerve poison (requires two RR) if failed, death results.

Note: *An excellent poison, mix carefully with a small amount of honey and apply to your weapons. I once thoroughly coated the entire length of a quarrel. Taking careful aim with my heavy crossbow, I fired. The quarrel went through my intended victim (the king), the queen, and their young son. All three died within but a minute, as did the captain of the Royal Guard who carelessly handled the quarrel several minutes later.*

AGRIMONY

Description: This is a tall (growing to 5 feet), dark green perennial, lacking branches but with scores of resplendent yellow flowers clinging to the cylindrical, slightly rough stem. The yellowish-green leaves are pinnate with toothed edges and are down covered.

Uses: Although prescribed regularly by apothecarians for internal bleeding and digestive problems, it seems best at combating sore throats. For those times when you have strained yourself, the pungent oil-extract can be used in a bath to ease sore muscles and joints. It is also enjoyed as an aromatic and pungent tea brew, though no more than 3 cups a day are recommended.

Location: Commonly found in woods, waste places, along roadsides and fences, preferring drier soil and light shade.

Code: m-T-1 **Cost:** 4sp

Effect: AF5. Bathing with the oil extract triples the rate of healing for sprains, torn ligaments, and cartilage damage. Two cups of tea are equal to 8 hours of sleep.

ANISE

Description: This annual herb grows 2 feet tall, with fern-like leaves, and small yellowish-white flowers. After flowering the fruit are small gray-green berries.

Uses: Widely used by the upper classes to alleviate mouth odor and prevent indigestion, chewing one sprig of Anise is enough to keep pleasant breath for an entire day.

Location: This plant does best in poor, dry, soil with full sunlight.

Code: a-W-3 **Cost:** 16sp

Effect: AF9. Imbiber gains +20 to Seduction skill for 12 hours

Note: *The Galdaras region has turned this plant into a major cash crop for their region. Given the substandard soil and arid conditions of that region it is one of the few crops that will do well there.*

BARBERRY

Description: This perennial shrub, which can grow to 18 feet, is covered with a smooth, gray bark. The base of each branch possesses four sharp spikes (seldom more than an inch in length). Each branch has six to seven triangular shaped leaves, which have a thick, leathery texture. Each branch will yield 10 to 15 berries which should be harvested in the fall. These oval shaped berries, up to an inch in diameter, contain four seeds.

Uses: Barberry wine tastes very much like fermented cranberries but with a citrus flavor. If properly fermented it can yield a potent drink. Common folk collect the fruit to use in making jellies, jams, preserves, and some of the finest chutneys you have ever tasted. To produce a brilliant yellow dye, you must harvest the roots, allow them to dry for several days, boil, and strain them. The color fastness is excellent for linens, wools, and cotton clothing. The seeds of the berries can be crushed into a powder that is highly revered for its healing properties. This healing curative is advised only once every week. Consuming more than that will result in jaundice and stomach cramps (-20 to all actions for 2 days).

Location: These hardy shrubs do best in moist, yet well drained soil, with full sun to partial shade.

Code: m-D-4 **Cost:** 1gp (for powder)

Effect: AF7. Heals 1-20 hits instantly.

Note: *The Barberry War is remembered by the Wood Elves of Greyborn Wood, though most men have long forgotten it. A severe winter and a cold dry summer left the human settlements lacking provisions for the coming winter. The desperate decision to gather an army and forage the woods was ill prepared. All too aware of the difficulties, the Elves offered to provide what they could, but it fell far short of what was desired. Before the army (the Elves called it a mob) could foray into the woods, the Elves were upon them. Every man able to bare arms was killed within a single day. The disease and hard winter that followed did the rest, wiping out the human settlements. To this day the Wood Elves will not allow any settlements to be built within twenty leagues of their woods.*

BAYBERRY

Description: This perennial evergreen shrub has rough, black bark and thick, twisted branches. It flowers once a month, large lime green flowers, which fill the air with a pine scent. The leaves are dark green needles which reach 3 inches in length and, although it sheds its needles every 2 months, new ones grow within a week's time. Each branch produces several bundles of small lime-green berries and each bundle will normally have 50 berries. These waxy berries are best picked in the dead of winter and in midsummer. Many would dispute the claim that it is a shrub at all, since it reaches heights of 50 feet. I will not regale you with the long botanical reason for its classification.

Uses: The shed needles are often gathered to be used as an air freshener. A handful crushed and placed by the hearth will keep an abode fresh smelling for several days. A tea is brewed from the dried berries which cures sore throats and rheumatism. The berries are crushed into a pulp which is dried and then further refined into a green powder and used to alleviated sinus congestion. Another interesting use of this green powder is to throw it into the face of a Troll. The wax of the berries can be used to make aromatic candles, which will keep Trolls at bay as well.

Location: These massive shrubs are most plentiful in sandy soil, by the water, or along streams with full sun.

Code: t-C-3 **Cost:** 5sp

Effect: AF0. Trolls must make a successful 25th level RR or have a sneezing and coughing fit for 10 minutes, during which they are at -40 to all actions.

Note: *I make a habit of choosing my targets carefully and as such have never attempted to put this powder to the test against Trolls. Personally, I would throw burning oil at them, rather than get within arms reach to test out this powder.*

BIRCH

Description: The tall (up to 110 feet) trees are easily identified by their smooth black paper-like bark and their light green spear shaped leaves with serrated edges. Black nuts, 1 inch in diameter, can be harvested in late fall.

Uses: The nuts are crushed and dried to create a black powder that is used as a nutty flavoring in breads and cakes. The black tree bark is used by some primitive tribes to fashion canoes and even huts. Perhaps the most tasteful use is to make Black Birch Beer. This black brew is far less menacing than it first appears. With its creamy, white froth, this beer is sweet and best served warm after a feast.

Location: Birch trees require moderately fertile soil, which is moist but well drained, and need partial to full sun.

Code: m-D-2 **Cost:** 10sp (for bread)

Effect: AF2. One slice of breads and cakes made with black powder have nutritional value of three good meals.

Note: *The Birch beer industry, which requires the sap of the tree, has flourished. The popularity of the drink has created a valuable trade item for the Wood Elves. I find that Birch beer is too bland for my pallet. A stout ale or strong port is more to my liking.*

BLACK HELLEBORE

Description: Of this small perennial herb, only the telltale white-petalled flower is seen above ground. The black root is below ground. The plant produces black pods underneath the flower.

Uses: This plant has one use, to kill. Handling the plant without gloves can cause painful lesions to appear within a few days. The most potent source of the toxin is within the pods underneath the flowers. When crushed and dried, the potent powder causes internal bleeding (blood vessels will rot away) and death within a day if taken orally. This black powder is boiled with honey to create a sticky black resin which is applied to weapons. If a cut is received from such a weapon, death will occur within 2 hours.

Location: For city dwellers the easiest place to locate this plant is within a graveyard. Within a fortnight, many of these plants will sprout from the fresh graves of those dark souls that are laid to rest on consecrated ground. In the wild, the plants require rich, moist, fertile soil, with partial shade to full sunlight.

Code: t-S-7 **Cost:** 850gp (for poison)

Effect: (Lvl 25). Circulatory poison, death occurs within 2 hours if directly put into the blood stream, 6 hours if ingested.

Note: *The Black Cape [Arms Companion, p. 14-15], are said to coat their arrows with this resin. Men struck by these arrows in arms or legs have been known to cut off the appendage to prevent the painful poisoning. The Black Cape is the only military group suspected to used poison weapons. Novices would be well advised on two points. First, never cross the Black Cape. These fanatics are dangerous, that they are rumored to use Black Hellebore means little since crossing blades with them results in a much quicker death. Second, only those poisons that give quick results should be used on blades. If you are seeking an advantage in a fight, you should hope that your advantage is quicker than 2 hours.*

BLOODROOT

Description: This plant's leafless stem rises from an oval of leaves on the ground and ends in a white-petalled flower. The leaves are a light green at the edges while the center is stained crimson. Just under the ground is a horizontal tuber—this root has a thin, dark brown skin and a crimson-red center.

Uses: Used by healers (especially after bleeding a patient) to replace the evil blood. Anyone who drinks a cup of the crimson sap, which tastes like mint, will feel the effects within an hour. Vampires are repelled by the presence of Bloodroot, and individuals who have ingested the crimson sap. Bloodroot is more commonly used as a dye. Eight ounces of the root will produce 4 gallons of dye. The dye is good to use on wools or silks, has excellent colorfastness and produces the purest blood red that can be found.

Location: Cool temperatures, moist, rich soil, and little sunlight dictate that it is most often found in forests.

Code: t-C-8 **Cost:** 100gp

Effect: AF6. The crimson sap heals 10 hits of bleeding damage (hits per round). Sap will repel Vampires (20 foot radius), 25th level RR (people who have ingested the sap will gain this repulsion power for 5 hours, with a 10 foot radius of effect).

Note: *A popular root but difficult to find as it is not always in bloom. One should not make the mistake of thinking that they are invulnerable to Vampires by possessing this small tuber since the oldest of those Undead can resist it. I had the misfortune to cross a Vampire once and this root gave him pause just long enough for me to take his head.*



CARDAMOM

Description: The most distinctive feature of this perennial is the dark green 8 to 16 foot, lance-shaped leaves growing up from the base of the plant (above ground). Jointed canes (resembling bamboo) grow up (20-24 feet) from the center of the leaves ending in a vivid orange flower. Seed pods from previous seasons hang from the joints of the canes, much as a pea pod, containing about 11 seeds.

Uses: Eating the seeds will keep one awake and active for extended periods, although one is best advised to not do so for more than 3 days. The seeds are highly prized as a seasoning, tasting of ginger with a hint of pine. Dried and crushed into a powder, this powder commands high prices as it is rare.

Location: Shady forests with rich, fertile soil and daily rainfall are the only places that this highly prized spice is found.

Code: m-D-7 **Cost:** 50gp (for powder)

Effect: AF10. Raw seeds triple the amount of exhaustion points and add +20 to the Constitution Stat Bonus for 12 hours.

Note: *Even as this spice commands prices of up to 50 gold per ounce, it is demanded at the finest tables. A steady overland trade from Balakaal to southern Averron carries as much as 800 pounds of Cardamom every 4 months. More than one band of rogues has lost their lives trying for but a single caravan shipment of this powder.*

CASTOR BEAN

Description: A dwarf-like tree (though I would not advise anyone to refer to a Dwarf as a tree, or a tree as a Dwarf—at least in the presence of a Dwarf) with a stout trunk and drooping branches. Each branch will support between 15 and 20 bean pods. The pods grow to 1 foot in length and can hold as many as 40 seeds.

Uses: Castor Oil derived from the beans is used to instill regularity. It has also been used by some individuals seeking to evade blood hounds since the foul smelling substance can cover up virtually any scent. Apply a small amount to yourself or pour up to half a vial on the trail, which is more than sufficient to break the scent (-80 to animals tracking by scent). The beans also contain a poison known as "Ricin" which is not removed when the oil is extracted from them. Ricin will cause vomiting, diarrhea, blurred vision and death. It is often applied as a resin to blades but more suitably slipped into the victim's food or drink. Those unfortunate enough to be cut with a coated blade or to eat food tainted with this golden resin will more routinely than not, die.

Location: These trees do best in full sun with moist fertile soil, which should be well drained. Those climes that have tropical weather patterns are where these trees are most abundant.

Code: h-S-5 **Cost:** 200gp (for poison)

Effect: (Lvl 20). Muscle poison. RR failure means death in 1-10 hours. A success means -40 to all actions for 1-6 days.

Note: *If your victim is one that you dislike then this should be the poison of choice. The symptoms will lead physicians to think that it is food poisoning, at which point they normally will evacuate the victim's system. Since the "Ricin" has already been absorbed into the system, a misdiagnosis will mean death.*

CHAMOLINE

Description: This low-growing (seldom above 9 inches) perennial has flowers that are difficult to distinguish from daisies except for their fresh apple scent. The leaves are divided into thread-like segments which are covered with a downy fuzz that gives them a feather-like appearance.

Uses: Chamoline Tea is brewed from the dried petals of the flowers, which soothes hangovers, headaches, and indigestion. An oil is extracted from the entire plant and used in the finest bath houses to treat skin irritations (such as poison ivy, poison oak, and other rashes). The apple fragrance of the plant is used to make many popular incenses.

Location: Chamoline prefers sandy, well-drained soil with abundant sunlight and moderate rainfall.

Code: t-S-3 **Cost:** 20sp

Effect: AF0. Tea cures hangovers in 1 hour. Oil heals 3 hits of cuts, cures rashes due to poison oak and poison ivy.

Note: *Chamoline has developed into a popular item and its cultivation has developed into a considerable trade. To such an extent that huge fields of Chamoline are cultivated in the Gath, where the growing season allows the plant to flower three times.*

CLARY

Description: This plant, growing 3-5 feet tall, is a biennial, with a square, hairy, brown stem that has few leaves. Two petalled flowers of light blue conceal the previous season's pods beneath, which contain 10-20 tiny black seeds.

Uses: The tiny black seeds are used for improving eyesight. An oil extracted from the seeds will improve eyesight for 3-30 days. Of course, the seeds are used to flavor wine and as a substitute for hops in beer.

Location: Sandy, dry soil with full sunlight is preferred by this plant. Regions bordering deserts are where this plant is most common.

Code: a-S-3 **Cost:** 97sp (for oil)

Effect: AF40. Oil gives +20 to vision based perception rolls, +10 to all missile attacks.

Note: *The price of the oil extract which is used to improve vision has tripled in the last decade. The guild that controls this substance will probably not allow the price to fall. There is a very strong indication that the Thieves' Guild has control if the growing guild does not actually control Clary production along the Barren Sand Sea. One drop per eye every 20 days is suggested as the maximum dosage. A vial which contains 20 drops sells for 250 gold pieces. I use this oil extract like clockwork. Anything that gives you an edge without telltale signs is essential in my business.*

DANDELION

Description: This perennial has a bright, golden-yellow flower head and a long taproot (nearly as thick as one's little finger).

Uses: The milky juice of the taproot is used on long ocean journeys to prevent scurvy and anemia. Dandelion wine has a taste of sherry that is excellent as a tonic for the blood. With at least one glass a week individuals are less susceptible to blood diseases.

Location: There are few places that this plant won't grow and it is easily recognizable.

Code: m-S-1 **Cost:** 2bp (for wine)

Effect: AF2. The wine provides +20 to RR vs blood diseases and +10 to RR vs blood poisons.

DEADLY NIGHTSHADE

Description: This shrub-like perennial, growing to 3', has several cylindrical purple stems with leaves and the telltale flower. The drooping flower is 5\petalled and dull purple. Round black berries (0.5" diameter) are born upon the stems; they yield a purple juice.

Uses: If properly refined (and it is far from easy) the leaves can render an antidote to nerve poisons, it is called Atropal. The black berries are used to make a deadly poison, a nerve poison, Belladonna. Devil's Tongue is also refined from this fell plant. This is a black-hued powder which is applied to the underside of a victim's tongue. The victim will enter a nightmarish trance, in which they must answer questions posed to them.

Location: Meadows, forests, and places where waste is found, will surely harbor this plant. **Code:** m-D-6

Cost: 150gp (for Atropal, Belladonna, or Devil's Tongue)

Effect: (Lvl 15). Atropal, Lvl 10, nerve poison antidote. Belladonna, if RR is failed, victim dies within 1-2 days. Devil's Tongue, Lvl 9, truth serum.

Note: *The Wood Elves of Greyborn Wood kill anyone they capture who possesses this plant or its deadly extracts. They impale the corpse on a stake at the edge of the woods, normally with a large rune stone as a warning to others. This has led to the Thieves Guild to place a bounty on Wood Elves (100 gps per right ear). Greyborn Wood has a tremendous quantity of Deadly Nightshade. Unless you are an experienced woodsman, going after this bounty is no better than slitting your own throat.*

ELDERBERRY

Description: This deciduous shrub can reach to 12 feet. It has spear-shaped, light-green leaves, with white wheel-shaped flowers. The 1/4 inch, juicy, amber-colored berries grow in abundant clusters upon the plant.

Uses: Elderberry is used to make tea, preserves, and of course wine. But perhaps the most noteworthy use is for Elderberries gathered on the last day of April. These ward off evil Essence users. The berries are crushed and an amber colored juice is extracted. This is mixed with blessed water and placed within small glass vials. To repel these dark spell users, simply drink the tart juice. It will cause all who use evil Essence Spell Lists (*Matter Disruption, Physical Erosion, Darkness, Dark Summons, Dark Contacts, Soul Destruction, Mind Destruction, Fluid Destruction, Flesh Destruction, Solid Destruction,* etc.) to flee in utter terror (30th lvl RR).

Location: This hardy plant grows best in moist, fertile soil with moderate sunshine.

Code: m-D-3 **Cost:** 15bp

Effect: AF9. Witch Venom, Lvl 20, repels evil Essence spell casters within 20 feet, for 3-30 rounds.

Note: *In many communities the last day of April is Elder's Day, during which the fruits of these plants are gathered and vials of the Witch Venom are prepared. Some of these vials are sold, although secretly the High Conclave does its best to restrict these sales—its members feel that a balance is better than the results of the two Mage Wars. I was in Vanshorn during one such celebration, along with a gray-robed individual who turned out to be an evil sorcerer. With more than 150 people gulping down their last bit of this juice, you should have seen him run screaming out of town. More than a handful of Witch Hunters (RMCVII page 9, 84-88) rely on Witch Venom as a last ditch defense. Only the juice works to repel evil Essence users.*







ELECAMPANE

Description: Reaching heights of 6 feet, this striking plant is most widely known as the sun flower.

Uses: The oil extracted from the plant's root is used to treat various lung ailments. The flower is crushed and used as a fertility drug while the dried, yellow-brown powder is ingested. Alchemists use the milky sap of the leaves as a prime ingredient for love potions. The seeds are enjoyed roasted and salted as a snack.

Location: Damp soils near ruins, along trails, and bordering woodlands are likely sites for this plant.

Code: t-T-5 **Cost:** 3gp (for oil or powder)

Effect: AF5. Oil, +20 to RR vs lung diseases, Lvl 5 antidote vs respiratory poison. Powder, +50 to fertility.

Note: *The uses of this plant make it of moderate value, although to truly enjoy profit from harvesting this plant requires processing the aforementioned extracts. The root oil "Eldivaro" is worth 10 silver per ounce. The fertility powder "Elcorlova" is valued at 15 gold pieces per ounce. "Eldiva" the milk sap used in love potions, but not effective until the potion is created, is sold for 23 gold pieces per ounce. If you are down on your luck, apothecaries and alchemists are always in the market for these materials.*

FENNEL

Description: A cultivated plant with small yellow flowers, deep green feathery leaves grow out from the stem joints.

Uses: The leaves are used to season food, the root oil is a poison antidote, and the seeds are enjoyed as a snack. The stems yield a blue sap that is used in making mild incenses which aid greatly in all meditation rituals.

Location: This plant prefers warm, wet climates where the soil is rich and the shade plentiful.

Code: h-J-8 **Cost:** 20gp (for root oil)

Effect: AF3. Oil, Lvl 10 antidote for all poisons. Stems, when burned provide +20 to all forms of meditation.

Note: *Fennel has many uses. I personally enjoy procuring the dried stems of the plant to burn as incense. I meditate a great deal, but possessing a sensitive nose, I prefer this to any other incense. This plant has a very large following and has added to the economic successes of more than one region in the last century.*

FENUGREEK

Description: This short (1-2 feet tall) plant has tender stems and leaves that vaguely resemble clover with small white pea-like flowers.

Uses: If use desire to make a poultice then this plant should be a primary ingredient. A pungent tea is made from the dried leaves which acts as a strong sleep potion (RR vs 5th level). And the root is used to create a vivid blue dye which is best used on wool.

Location: This plant prefers rich, fertile soil, with abundant sunlight and moderate rainfall.

Code: t-S-1 **Cost:** 14sp

Effect: AF4. Tea, Lvl 5, sleep potion. Poultice, doubles the healing rate for sprains, muscle damage, and burns.

Note: *I have found that the Fenugreek tea is concealed within rum or other strong alcoholic drink (+15 to Poison Perception to notice its presence). When buying hay one should be aware that Fenugreek is often used to conceal the presence of moldy fodder (hay). Relying so heavily upon my mount, I can tell you that few things will wind a horse as much as bad fodder. Most reputable stable owners are very careful to ensure that your hay is of good quality.*

FLAX

Description: Growing to 20 inches, this plant has a solitary, erect stem that branches off at the top with light-blue, five-petalled flowers. The seed pods are globular and are about 1/4 inch long.

Uses: Flax has many uses. Most commonly it is used to make linen. The seeds are used in hearty bread which is well known to keep for lengthy periods (up to 3 weeks). A teaspoon added to your horse's grain will put a healthy shine to his coat. Few know that the shallow root is used to make a deadly poison "Cyanosis." It is used to coat blades or is slipped into drink.

Location: Although widely cultivated, it can be naturally found growing along trails and in meadows, preferring good sunlight and moderate rain.

Code: m-T-4 **Cost:** 40gp (for Cyanosis)

Effect: (Lvl 18). Root, respiratory and blood poison, death occurs within 3-30 minutes.

Note: *As a poison, cyanosis is extremely effective and obviously requires careful handling. Death is not instantaneous, so I prefer to slip it into a victim's drink. Enough of my customers (at my apothecary) request this poison that I often find myself in short supply. While cyanosis is not as virulent as "Acaana" [Character Law & Campaign Law, p. 30], I prefer more instantaneous results which (in my professional opinion) offset the additional expense of acanna.*

FOXGLOVE

Description: These plants grow to 4-8 feet tall, when flowering (June and July) it is adorned with five-petalled bell-shaped flowers. The flowers are lavender on the outside, white with crimson spots on the inside. The leaves are hairy, deep-green in color and oval in shape.

Uses: A resin created from the blue sap of this plant is used as a strength enhancer which will last 48 hours.

Location: Along trails and at the edges of woods, these plants do best in fertile, moist, humus soil, with as much sun as possible.

Code: h-S-6 Cost: 168gp

Effect: AF30. Resin, +25 to Strength Misc. Bonus for 48 hours.

Note: *Foxglove is a must when you are expecting trouble. I always prepare my own resins, as it is a simple process. However, it is time consuming since 5 pounds of the plant (normally 10-15 full grown blooming plants) are required to prepare enough resin for one imbiber. Although I prefer to spend my time wisely rather than my money foolishly, there are enough alchemists and apothecaries that prepare a diluted solution (+10 Strength Stat Bonus) to warrant the effort. This diluted resin will last no more than 2 weeks, while I have found that my own solution will be good for about 8 weeks.*

GERMANDER

Description: This plant is very much like bindweed, with up to 30 vines growing out from a center root. As such, a single root can cover an area 20 feet in diameter. The vines have small purple flowers that are dotted white. The previous season's nut may be found beneath the flower.

Uses: Germander is the bed for a weary and injured traveler. Sleeping upon this plant for at least 1 hour will heal injuries. This healing can occur once every 12 hours. More than 1 hour of sleep will give the sleeper the following benefits. Each hour of sleep is as refreshing as 3 hours of sleep elsewhere. Allowing a horse to have three handfuls of the vines will refresh your mount within an hour.

Location: This is a tough plant, growing in all but the most barren soils. It is primarily found on forest floors and meadows.

Code: m-D-9 **Cost:** 89gp

Effect: AF0. Plant, 1 hour sleep = 3 hours rest elsewhere, heals 10 hits.

Note: *The benefits derived from Germander, only happens if the plant is alive, i.e. not picked or harvested. Do not expect a mattress made from this plant to give you any of the aforementioned benefits. Many adventurers consider finding a bed of Germander to be an omen of good fortune and prosperity. In truth their lives are so filled with misfortune that they will turn a random event into an act of divine intervention.*

GINSENG

Description: This plant's thin stem rises 10" and there forms a leafy canopy from 5 branches. At the center are 4-10 green flowers.

Uses: Far from spectacular, this plant often goes unnoticed by the untrained eye. Yet the root commands fabulous prices (as much as 800 gold pieces per dried ounce) for it legendary healing properties. Consuming an ounce of powder from the root three times a week slows the aging process. The body ages 1 day for each week of consumption. With constant consumption the body becomes far more resistant to infection and disease. To gain these benefits, ginseng must be consumed for a month before the herbal properties have built up in the individuals system.

Location: This delicate plant requires very specific growing conditions: humus-rich, well-drained loam, with partial shade, as found in deep forests. Even if these conditions are met, an immature plant yields no health benefits. It will take a new plant a period of 5 years to mature to the point where it can be harvested.

Code: h-D-9 **Cost:** 800gp

Effect: AF50. Powder, consume 3 times/week, slows aging 2 weeks = 1 day, +55 to RR vs disease and infection.

Note: *Vast fortunes are spent on the powdered ginseng root, although I must admit that properly harvested and pure powder does all that "experts" claim. I have set up a small plot on which I grow a personal supply of ginseng, and thus greatly reduce the cost of my consumption. However, even for wealthy merchants and nobles the cost of this powder will drain their coffers quickly. Since 90% of all forests are controlled by Elves, they reap the benefits of this plant while keeping the supply low and prices very high. This is yet another reason why Elves are distrustful of outsiders making incursions into their forests.*

HAWTHORN

Description: This deciduous tree (which can reach heights of 100 feet) has thorny branches with light green oval leaves. The tree produces red egg-shaped fruits that contain five nuts.

Uses: The fruit is considered a delicacy by Elves and a handful is quite nourishing if you like squirrel food. The tree's red, sugary sap makes an excellent syrup and many prefer it to honey. The thorns are the most unusual aspect of this plant. They produce a reddish-orange sap that gives humans and Halflings tremendous courage. The sap also makes the user more aggressive (for double the time of the bonus). Prolonged use has been known to change the user's demeanor, for the worse.

Location: This plant may be found in open woods that are comprised mainly of deciduous trees and plants, and in nearly all climes and soil types.

Code: m-D-5 **Cost:** 20sp

Effect: AF60. Thorn Sap, +20 to all RR and all attack rolls for 10 hours. A 30th level RR is required to resist fighting without sap bonus.

Note: *A word from the wise. Stick with the syrup and leave the thorn sap alone. Anything that gives you a sense of invulnerability and an urge, not to mention that is so addictive, to fight will lead you into situations that are well over your head. The Treewraiths of Millioch [Arms Companion, p. 11] and the Black Cape [Arms Companion, p. 14-15] both make use of this thorn sap, which does little to improve my opinion of either group. Wield a blade long enough and you will eventually find someone who is your match. Start using this thorn sap and that day will soon arrive.*

10.2 ARTISAN CONSTRUCTS

Interested in buying or selling? Then you should make haste to Hon's House of Wares. I am Hon, master trader and merchant with the finest selection of goods to be had on either shore of the Sargallow Sea. My family has been traders and merchants for the better part of 300 years. I believe this has allowed us to refine the sales technique to an art form. Over that time, we have put together the Trader's Tome. What follows are some excerpts that the authors of this fine text were interested in. If you are perchance interested in the Trader's Tome, we are in fact offering a small number of these books that were meticulously reprinted by the monastic order of Heberus, only 430 gold sovereigns (a steal)!

MALDARAN'S MANDOLINS

Kamis Maldaran, one of the foremost artisans in the fabrication of mandolins, constructs but five a year and they command prices as high as 20,000 gold crowns each. Any individual playing such an instrument gains +20 to playing, due to the tremendous quality of the mandolin. They are more than finely crafted musical instruments. They are fashioned from clear laen, inlaid with gold, encrusted with rubies and emeralds—these are works of art!

Note: *Great masters, the likes of Endurell Dunsabaar, Van Leeb and Tinshan Noon have performed with these instruments for emperors, nobles, and peasants. In his professional career Maldaran has constructed 50 of these wonderful instruments, of which, three have been sold through our fine establishment.*

KIN' SAON'S VIOLINS

A master craftswoman, Kin' has earned a reputation for the finest violins in all of the Amalor Empire. She makes as many as ten of these violins every year. Fashioned from bloodwood, to which many attribute the astounding tones that her violins produce, these instruments are immediately recognizable. Her violins have a glossy red hue, which she solemnly states is the life blood of music itself. Those individuals with a mastery of 95 (i.e., a 95 playing bonus) or greater gain an additional +20 to their playing bonus when using one of her instruments.

Note: *For the last 30 years she has made these violins. Although she has been offered vast sums for her works, she will only sell her violins to those whose mastery at playing equals her skill at crafting these instruments. She demands that all who buy these instruments sign an agreement that none but the "undersigned" will ever play it. Upon death if the purchaser, it must be returned to her. If the instrument is willed to another individual, she requires an audition to be held where the inheritor must earn the right to retain the instrument. Kin' has been known to sell her violins for as little as 5 silver to those whose proficiency outstrips their ability to pay. The rumors that Hon's House of Wares has hired thieves to steal these violins is slanderous and completely without basis in fact.*

RO PIPES

While these pan pipes require a great deal of skill to play masterfully, there is little doubt that Ro creates pipes of the highest clarity and melodic quality. Her pipes are fashioned from platinum, gold, white laen, and silver, giving them a tone quality that is unmatched. The player of these magnificent pipes receives a +30 bonus to their playing skill when playing upon them.

Note: *Ro's pipes are highly sought after because of the care that she puts into their construction; selling for 400 to 800 gold crowns.*

KA NORN TRUMPETS

For more than 4 centuries, the Ka Norn clan has fashioned these 6 foot long, white laen horns. This clan has three different types of trumpets to choose from: battle trumpets, herald's trumpets, and musical trumpets. The trumpets are given unique abilities, each appropriate to the type of instrument. The battle trumpets are designed to create musical signals that can be heard over the din of battle (up to 2 miles away). The herald's trumpets are crafted to create powerful resonate notes of majesty. A musical trumpet gives its player a +20 to his playing skill.

Note: *The Ka Norn clan without a doubt produces the finest trumpets to be had. Their ability to produce trumpets of such high caliber stems from the fact that they use the crystalline material of laen (which I understand has tremendous resonant qualities). Each type of horn is tempered with the addition of silver and gold runes to emphasize the qualities desired in each trumpet. One can only be awed by the amount of detail that these artisans give to each instrument. These instruments will draw an average price of 1,200 gold crowns. I would caution that the clan is constantly experimenting with new variations.*

MASTER'S CLOCKWORKS

The water clocks that Master Venure creates are most masterful contraptions, which can vary in size from a fist sized mechanism to those that require a large wagon to transport. The intricate facets of these mechanisms are too complex to adequately describe in this limited space. Master Venure's water clocks are the most accurate available—perfect for those alchemists requiring the ultimate in precision timekeeping.

Note: *Whether you are interested in a time piece for its accuracy or you are fascinated by the precision and intricate design, Master Venure's water clocks will please you. One should not be deterred by the cost. For the best quality you should always expect to pay top crown. His masterful clocks range in price from 600 gold crowns to 3,500 gold crowns. Fortunately Hon's House of Wares is one of several outlets where you can acquire one of his creations.*

JORN'S FURNITURE

Kaela Jorn insists that her furniture be bought as a set and, in select instances, she will travel to the client (where she will custom design her furniture). Jorn enjoys varying the design and the materials to create a perfect look. A dining set that consists of a table (one that can be expanded with what Jorn calls leaves), a dozen chairs, three service carts, and majestic thrones (his and hers) will cost 3,200 gold crowns.

Note: *Jorn has been known to use a variety of materials for her sets from lowly pine to mahogany. She varies from the severe look without padding to leather (which wears very well) to velvet (very regal) padded versions. Whatever your taste, be assured that Jorn's creations are the culmination of art and function.*

ROUL'S MIRRORS

While many would not think of a mirror as an artistic construction, what is more artistic than the human body. Roul's mirrors are the finest manner to view yourself. Roul is well know for the artistic methods he uses to create these beautifully sculpted mirrors. They are framed in platinum, gold, silver, ivory, and other precious materials. The materials are always intricately crafted.

Note: *We are able to sell these beautifully crafted mirrors for the absurdly low price of 300 to 1,500 gold crowns depending upon the framing material. Be it for noblewoman or nobleman, these mirrors are the rave of high society.*

11.0 MAGICAL ITEMS

11.1 POTIONS

POTION OF FOG

This potion allows the imbiber and up to 100 lbs. of equipment, to transform into a great mass of fog (up to 1 million cubic feet in volume). In this form the recipient can travel 100 feet per round, retaining awareness of senses only in the area that is occupied (i.e., no vision except inside the fog). Obstacles such as doors, gates, shuttered windows and the like do not inhibit the individual in fog form. As long as there is some crack, entrance can be gained. Immunity to all normal weapon attacks is gained, although spells that generate wind will do 1 hit of damage per mph of wind. The effects of this potion will last for 8 hours and cannot be cancelled early.

Note: *Although a somewhat overrated potion, Nigel the Nick (a close personal friend) used to swear by it. That is until he ran into Bardoon Mausqe, an elementalist of considerable skill. He walked into the center of Nigel's Fog and cast "Major Turbulence" and that was the end of poor Nigel. While it is useful, this potion has an inherent weakness to wind, and should only be used with that point considered.*

WOLF'S PREY

This powerful potion endows the imbiber with tremendously heightened senses, endurance, and speed. Upon consuming this potion, the recipient gains +40 to his Tracking skill, doubles his exhaustion points, and gains +20 to both his Ag and Qu stat bonuses. These benefits last 1 hour for every experience level of the imbiber.

Note: *The Wolf's Guard of Thornthistle Prison employ this potion to catch prisoners who escape the notorious prison (a feat that seldom occurs). Legend has it that the prisoners who have been hunted down over the last 500 years coined the name of this potion. However, the potion is aptly named for the creature who gives so much of itself to form this concoction. The potion requires a wolf's eyes, ears, tongue, etc.*

FORCE WARRIOR

This potion allows the imbiber to create a Force Warrior that will attack targets designated by the imbiber. The Force Warrior will last for 5 rounds plus half of the user's level in rounds. The Force Warrior will continue to attack the target until ordered to attack another target, until destroyed, or when the duration of the potion elapses (whichever comes first). If the designated target is dead and there are other potential targets, the Force Warrior will continue attacking the designated target. If the target flees, the Force Warrior will pursue to the best of its ability. It is a mindless automaton that appears as a faint luminescent outline. It does not require air to breathe, and is capable of operating in any environment (even a vacuum). Only one Force Warrior can be created per imbiber at one time, even if the individual drinks more potions.

⊕ FORCE WARRIOR ⊕

Level: 5 **Base Movement Rate:** 100

Max Pace/MM Bonus: FSpt/+10 **MS/AQ:** MF/MF

Size/Crit: M/# **Hits:** 100 **AT(DB):** 10(50)

Attacks: 60Wc

 # Enc: 1 **Treasure:** - **Bonus EP:** A

Outlook(IQ): Mission(NO)

Note: *This potion has become very popular in the last century. Personally, I have used Force Warriors to slow pursuers, cause distractions, break down doors, and so forth. Every adventurer should have at least one vial of this potion.*

DEATH'S BREATH

Quaffing this potion endows the drinker with the dubious distinction of being able to exhale a poison cloud of 8 cubic feet (2 feet x 2 feet x 2 feet). Those within the cloud's confines (except the imbiber), must make a 20th level RR vs. a respiratory poison or die within 3-8 hours. The cloud is odorless and invisible. After drinking the potion, that individual has 4 hours to expel the potion, or must make a 60th level RR vs. respiratory poison or die instantly.

Note: *It is unlawful to create, possess or employ this potion in virtually all civilized realms. These laws have done little, save to elevate the reputation of this potion.*

BLADEMASTER

Drinking this potion endows the imbiber with a mastery of swords and daggers. All sword and dagger attacks gain +20 and can strike twice as often. The greatest limiting factor is that the potion only lasts 6 rounds, and only one such potion can be consumed every 24 hours. If more than one is consumed in a 24 hour period, the imbiber must make a successful 40th level RR or suffer one of the effects listed below (roll 1D6):

1. Brain enlarges, skull shrinks, you die instantly.
2. The next time you enter combat you sneeze once per round; your sword or dagger arm convulses, stabbing you in the process (full OB applied to attack).
3. Gain +60 for two attacks; unfortunately they must be on your nearest companion.
4. You drop weapons as you frantically scratch your back, -60 to DB.
5. You blink and your eye lids are stuck together, permanently or until surgically opened.
6. You gain an additional sword or dagger attack each round and +20 to same, permanently (choose sword or dagger).

Note: *Few intelligent people are willing to risk the lethal side effects to drink more than one of these in a 24 hour period. Those who have, I can only imagine did not possess a time rune stone and were poor judges of time.*

VRAX

This crystal clear liquid will triple the number of Power Points or a pure spell user, double for a semi spell user, and add 20 Power oints for a hybrid spell user. The additional Power Points are ossessed by the imbiber for only 12 hours. After that time *all* emaining Power Points are lost for 6 hours. Once that 6 hours has lapsed the individual regains half of their daily allotment of Power oints for the remainder of the day. During that 6-hour dead zone, ll attempts to endow the potion drinker with Power Points will neet with no success. Only divine intervention will reverse the ffects of consuming this potion.

Note: *Since the High Conclave's ruling council (36 members) ightly controls the production and sale of this potion, it is in high demand, with the noted exception of the council's members, who have access to what I am told is a large supply.*

ICE BLOOD

Quaffing this potion, the imbiber is able to exist (with nothing more than a loin cloth and warm thoughts) in naturally encountered cold temperatures (blizzards, icy waters, etc.) as low as -60°F. For temperatures colder than -60°F, the imbiber of the potion must consult the Exhaustion Modifier Chart [*ChL&CaL*, p. 16]. To determine the temperature that the potion drinker is affected by, subtract the current temperature from 60. This protection is provided for 11-20 days.

FIRE BLOOD

Quaffing this potion, the imbiber is able to exist (with nothing more than a loin cloth and cool thoughts) naturally encountered hot temperatures (deserts, geothermal activity, etc.), as hot as 120°F. For temperatures hotter than 120°F the imbiber of the potion, needs to consult the Exhaustion Modifier Chart in *ChL&CaL* page 16. To determine the temperature that the potion drinker is affected by, subtract the current temperature from 120°F. This protection is provided for 11-20 days.

REALM SHIELD

There are three types of this potion, one for each realm of magic. These powerful potions enable the imbiber to withstand an onslaught of magic from a particular realm. Once the potion is consumed, the individual receives a +40 bonus to all RRs versus the magic realm. Unfortunately, there is a price to be paid; as RRs against the other two realms are at -20. The duration depends upon who is imbibing the potion. Non spell users gain the benefits of the potion for 3-30 days, semi spell users 2-20 days, hybrid spell users 1-10 days, and pure spell users 1-5 days.

If the contents are consumed by an individual who casts from the same realm (e.g., an Essence user drinks an Essence shield potion), the potion is so adverse to the realm of magic that touching or barely tasting the substance will bring about the following effects: the ability to cast spells from that realm is lost and 2-20 hits are taken (both modified by the type of spell user as follows). A pure spell user will be unable to cast for 4-8 (1D5+3) days and takes three times the hits. A hybrid spell user will be unable to cast for 3-7 (1D5+2) days, and will sustain twice the hits. Semi spell users will lose their ability to draw from their realm for 2-6 (1D5+1) days, suffering the normal number of hits. The Non spell users will be without their magic for 1-5 days and will take half of the normal hits.

Note: *The High Conclave frowns heavily upon those individuals that create these potions. While it is suspected by the conclave's ruling council that there are a handful of members who engage in fashioning these potions, most are made by renegades (those mages who openly defy the High Conclave and renounce their brethren). Most renegades dwell within the kingdoms of Halbreth, Gondalsim, and Vinzethos. In all three kingdoms, the renegades are actually protected by governmental edicts. The move to bring renegades into their kingdoms serves to aggravate the High Conclave; but also gives them a small measure of protection from the Conclave. The three kingdoms are where the mage wars started in the past.*

RIOT GAS

This potion set consists of one large flask (Riot Gas) and at least one small vial (antidote). The proper method to use this potion is to consume the antidote and then open the large flask of Riot Gas, preferably in an area that has a large number of people. The green liquid of the large flask will completely evaporate within 3 rounds, covering a maximum area of 100 feet x 100 feet and 20 feet high. The gas is colorless but has a faint odor of lime. All within the area of effect must make a 10th level RR. If they fail, they become agitated and combative. A fight will break out in the round that the RR was failed. The effect of the potion will last up to 6 hours, after which the affected people will be dazed and unsure of their surroundings.

Note: *A very disruptive potion, Riot Gas has seen widespread use by various elements of the thieves' and assassins' guilds over the last two centuries. For the additional cost of 20 gold crowns, most alchemists will prepare an additional vial of antidote.*

SAELENNA'S KISS

This potion is always sold in a crimson-colored vial that is heart shaped, with a small rubber stopper. Consuming this potion will double an individual's exhaustion point total and gives the imbiber the ability to give kisses that act as a *Lord Sleep* spell [*Spell Law*, p. 116]; one kiss per level, each requiring a 15th level RR. Those who fail their RR will slowly go limp and fall to sleep for 5-9 (1D5+4) hours. Those who make their RRs will find themselves exceptionally sleepy and suffer a -20 to all non-combat actions.

Note: *This potion was made prominent by Saelenna Syvost, a female assassin (whose distorted exploits have made her into something of a folk hero). A bard by the name of Tinshanoon (a truly gifted man) became enamored with Saelenna, and his biased tales of her have become very popular. In her 10-year career, Saelenna killed more than fifty men and women. According to Tinshanoon, the world was well rid of these vile, corpulent individuals. However, they were probably no worse than many rulers and people with power. Saelenna used this potion (which acquired her moniker after her death) to bypass guards and even to put the victims at her mercy. Her nefarious career concluded 5 years ago, at the end of a hangman's noose.*

FIRE WATER

This clear potion is normally found in clear glass vials. When one of these vials is thrown and broken, the contents burst into flames. One vial has enough liquid to saturate a 6 foot radius area in fire. Everything flammable within that area will begin to burn. Individuals within the area resolve damage on the Fire Ball Attack Table [*Spell Law*, p. 145].

Note: *Be careful with these fragile vials. An acquaintance of mine had the misfortune to find one of them. Being rather inquisitive, he pulled the cork stopper off. I imagine that the resulting explosion answered some of his more profound questions. For a time, there were a large number of these vials that had been enchanted as crystalsteel. Throwing them proved to be an exceptionally disappointing experience, as I know first hand.*

FIRE ESSENCE

Consuming this amber liquid enchants the drinker so that for the next 6 hours all fire based damage is converted to healing. Each concussion hit of fire damage (including damage from flaming blades) will heal 1 hit of damage that the imbiber has suffered (up to the drinker's maximum of hits). Once the imbiber has regained all hits, the potion will convert any additional fire damage into Power Points (up to the maximum amount that the individual can normally possess). All critical results from fire damage are ignored for the duration of the potion. The effect of the potion is not limited to merely restoring the consumer to full health and maximum Power Points once. The healing and Power Point restoration will continue throughout the 6 hour duration of the potion. For example, placing a hand within the flame of a candle would result in 1 hit of damage healed per round, standing in a campfire would result in 6 hits of healing per round, and so forth.

SPIDER'S WEB

Consumption of this potion will allow the imbiber to shoot strands of silk (0.25" in diameter) from his wrists. Each round, one strand can shoot from each wrist (no more than 60 feet long). Each strand of silk can support up to 500 lbs. of weight. Individuals caught within the confines of these strands must make a successful RR (20th level) or be trapped. The silk strands do not affect the imbiber's skin or clothing. To successfully employ these strands, the user must make a successful stat check using the average of the imbiber's Ag, Re, and In stats. Add this sum to an open-ended 1D100 roll. A result of more than '101' indicates that the strands have been successfully employed. The effect of this potion will last 8 hours.

Note: *I fortunately had one of these potions while fleeing from the inhabitants of a cavern complex. We needed to slow our pursuers from crossing a narrow span of stone (less than 2 feet wide) over a large chasm. The ceiling above the chasm possessed of a multitude of stalactites. So, levitating until I was level with them, I created a web-like network of sticky silk strands above the span. When our pursuers were numerous on the span, I directed a powerful Earthbolt into the ceiling. This brought my weighted web down upon those on the span. Haevlos, stared at me rather incredulously, "Why not simply shoot the Earthbolt at the span as they attempted to cross it, or even before hand?" Honestly, I never thought of that!*

AMBER POTION

This bluish liquid is often found in a plain clay flask with a cork stopper (sealed with golden wax). To employ this concoction, the flask is thrown. When the flask breaks, the blue liquid covers a 10 foot radius. Once the fluid reacts with the air, it rapidly expands, becoming more gelatinous in composition. Each round after the flask was broken, the compound will expand 1 foot (vertically). Interestingly, the gelatinous material is exceedingly sticky. A single flask will grow to a maximum vertical height of 15 feet (maintaining the 10 foot radius). Should an individual employ two flasks, the vertical height and radius are doubled (30 feet and 20 feet, respectively). A maximum of two flasks can be combined for such an effect. If the surroundings confine it, the material will expand to fill the area. Those unfortunate enough to find themselves within the gelatinous mass must make a successful RR (20th level) to move. Even if the RR is successful, movement is reduced. For man-sized creatures: -20% during the first round, -50% during the second round, -80% during the third round, and no movement during the fourth round. For every 2 feet of height over man-sized, extend the aforementioned movement reduction by 1 round (i.e., -0% first round, -20% second round, -50% third round, etc.). Should the material go over the heads of those trapped within it, resolve the situation as drowning. Using one of these flasks will create a permanent mass of bluish gelatinous material which is not flammable.

Note: *The name is not derived from the final composition of the potion, but merely from the resemblance of individuals caught within it to bugs found within amber.*

SMOKY CONSTRUCTS

Consuming this potion will endow the imbiber with the ability to breath forth large volumes of smoke which can be molded into tangible objects. Objects that can be fashioned are as: a ladder (30 feet tall), a rope (60 feet long), a wooden wall (2 inches thick, 20 feet wide, and 30 feet tall), a large mallet (4 feet long, weighing 30 lbs.), a tree axe, a long sword, and an anvil (weighing 120 lbs.). Forming each of these items takes 1 round, after which, the item is treated as if it had been fashioned normally. 10 items can be fashioned over a period of 20 hours before the potion expires.

Note: *Why on earth an anvil? My question was answered when Haevlos created one; just outside of my second-story tower window above a miscreant attempting surreptitious entry. Quite effective, though I asked Haevlos, "Why not simply let me direct an Earthbolt at him, rather than all of this fuss?"*

"I feared that by the time you remembered that spell that we would be shaking hands with him."

ONE MIND

This potion is easily identified by the unusual construction of the container. It is 5 inches tall and made of six small crystal globes fused together. Each globe has its own neck stoppered by a dainty cork. To gain the full effect of this potion, six individuals must consume this green minty liquid. Those individuals who consume the potion will instinctively know what the other individuals are going to do (at the beginning of each round). As such, they may declare their actions at the same time. In addition, if they choose to attack the same target, they gain an additional +10 bonus for each imbiber (a maximum of +60). This bonus is not only applied to their OB but to their DB as well. This bonus is applies each round that they all concentrate upon attacking the same target. For each imbiber that directs attention to another target, the bonus is reduced by 10. Over the course of a battle, it is possible that there may be multiple targets. Only the target fighting the most imbibers will feel the effect of the bonus. The effects of the potion will last for 2-20 days.

Note: *I have seen this potion's applications first hand. It is very disconcerting to see a group acting in unison and with such lethal effect.*

NATURE'S BLADES

This thick, sour, black liquid found in clay jars, is best consumed with a spoon. Once the contents are consumed (choked down) the imbiber will gain +40 to brawling attacks [Use the Brawling Attack Table, *RMCV*, p. 103— **or** use the Claw/Talon Attack Table, *Arms Law*, p. 70; the maximum results are for medium attacks, with two attacks per round]. The imbiber can, at will, extend sharp blades from the knuckles, elbows, feet, knees, and forehead. Only two pairs of such weapons can be deployed at any one time (the forehead blade counts as one pair). These blades are 8 inches long and as strong as a dagger blade. This potion affects only Humans, Elves, Dwarves, Halflings, and Orcs. The potion's power will last 2 days.

EYE LANTERNS

Drinking this clear, clover-tasting liquid allows the drinker to see in any light conditions (for the drinker can project light from the eyes). This light can take a number of forms. The first is torch light (or, scientifically stated light that is seen by humans within the normal visible spectrum). Next there is infrared light. This light is discernible only to those who can see in the infrared spectrum. Next there is thermal energy, the ability to see the heat given off by objects. In all instances the user projects one of the forms of light from the eyes, in a cone up to 100 feet long and with a 25 foot radius at the base. The user is able to choose what type of light to give off. Even if not normally able to see in that spectrum, consuming the potion allows them to do so. Of course there are some drawbacks. Projecting light in such an active manner can certainly mark the user's location (+40 to perception skill checks and to firing missile weapons at an active user). If the user is not careful, turning to look at a companion might blind them (for 1D5+4 rounds). Of course, it may serve to blind opponents who rely upon that visual spectrum. The final benefit is that in all instances where the imbiber would normally face beings temporarily blinded, he gains a +40 to all actions. The effects of this potion will last for 12 hours.

GISHLOR

This potion is named for the master alchemist who crafted it. The violet-colored, watery liquid tastes faintly of honey. Consuming this potion grants the imbiber a +35 to all meditation skills. In addtion, the bonus applies to General Perception skill while meditating. Its effects last five days.

Note: *Gishlor mastered the art of alchemy but had a great deal of difficulty with the various forms of meditation that he studied. So frustrated did he become, that he embarked on a method to enhance one's ability to achieve the various known metaphysical states. Interesting that a man who pioneered so many alchemical formulas would have his name attached to a concoction that enhanced what he failed to master.*

11.2 RUNE STONES

I am Delcina Quavar, a Rune Stone Master. That is, an individual who specializes in researching and crafting Rune Stones. While this type of magic may seem mundane and even boring to the typical mage, these items are vital to improving everyday life. What follows is a brief listing of some Rune Stones along with my personal observations.

Note: *These items are created in much the same way as Runes except that the rune is inscribed on a small stone instead of on parchment. Rune stones are much more limited in effect and scope, though they may offer a unique item to resourceful individuals. All can be considered Modest in power.*

BARBER

These stones provide the possessor with the benefit of inhibiting hair growth, be it on the face, legs, or head, etc. These stones are for those who worry about their appearance but like to limit the frequency that they have to pick up a razor. A Barber Rune Stone will inhibit hair growth for up to 5 days before needing 2 days to recharge.

BLADE

Used to put a keen edge to a blade, these stones extend the life of the blade greatly. A Blade Rune Stone will restore the edge to any steel or high steel blade. It works not as a whetstone, but by creating and fusing a minute amount of metal to the blade. Even sizable dents upon a blade may be repaired. No more than ten blades every 10 hours can be sharpened in this manner.

Note: *Keeping a good edge on a weapon requires a considerable amount of time, these stones perform the task admirably. (The stones replace the Honing skill and all skill checks are automatic.)*

BREW

No one remembers from where this little gem came, but it has caused more trouble than any could ever have foreseen. A Brew Rune Stone will vastly improve the taste of any alcoholic beverage and triple the alcohol content. These stones affect one to four individuals (who must be within 50 feet of the stone at the time of activation) for 10 hours. No more than one stone can be used on an individual at once. For example, four Brew Rune Stones could not be used on the same two people. Though, if you had four of these stones, they could affect up to 16 people.

Note: *These stones are often employed by cutthroats. A victim who can barely walk will offer little resistance.*

CARRYALL

Another useful item for those traveling, the Carryall Rune Stone halves the weight carried in one receptacle (e.g., a backpack, saddlebag, sack, chest). A maximum of 200 pounds may be so affected. For example, Luvon has a backpack with provisions, gear, and spare clothing that weighs 110 pounds. Placing his Carryall Rune Stone within the backpack reduces the weight to 55 pounds while the stone remains within the backpack.

CATALOG

This Rune Stone allows the user to create a catalog of up to 500 tomes and scrolls in a single activation. It requires (within 100 feet of the user) the presence of parchment (one sheet per tome or scroll), a bottle of ink, a pen, and the tomes and scrolls to be catalogued. Once the stone is activated, the parchment and ink disappear; but a small book is created. Within the book is a brief 1-page summary of each item that was catalogued. The Catalog Rune Stone can be activated only once every other day.

CLEAN

Though this stone may not place a shine throughout your whole abode, it will be of some assistance. Clean Rune Stones will remove dust, dirt, and other grime from all the surfaces within a room up to 200 feet square. However, if you command this device to clean a dirt floor, it will cease to function for one day per square foot of dirt floor. It can be used no more than three times per 10 hours (recharges in 5 hours). The command word is "clean."

Note: *If you want to remove any telltale signs of presence within a moderately-sized area, this is the means to quickly accomplish that task.*

COLOR

This Stone is used most often by those weavers and tailors that desire a creative approach to their work. Color Rune Stones are a tremendous boon, producing orange, violet, dark green, purple, crimson, tan, gold, silver, copper, etc. (one stone for all colors). These colors can be applied to thread, bolts of cloth, clothing, or any surface for that matter. Colors so applied are permanent, so caution is required if children or pranksters are present. No more than 200 square feet of surface can be altered while string, thread, or rope cannot exceed 500 feet. This stone can be used for up to 10 hours before needing 5 hours to recharge.

Note: *Many adventurers swear that these stones are excellent for creating camouflage on short notice.*

DOWN

The Down Rune Stone is favored by travelers as it prevents rain from penetrating outer garments. As with the vast majority of Rune Stones, this one will work for 10 hours before needing 5 hours to recharge. This stone will prevent the most torrential downpours from soaking through clothing. However, the enchantment will be foiled by complete immersion in water.

Note: *If you don't already have one, you should seriously consider this stone. It could save your life, or at least make traveling far more comfortable.*

FIRE

When the word "fire" is spoken the stone bursts into flame equivalent to that of a campfire, and will burn for 10 hours before requiring 5 hours to recharge. As with all magical items, some crafty adventurers have devised uses as weapons, throwing the stone at a target while uttering the command word. When used as a weapon, upon a successful hit it will inflict an 'A' Heat critical. Some have been known to employ these stones with a sling, greatly improving the distance it can be hurled (and the damage done). Without a sling, it will only inflict the 'A' Heat critical. To put out the fire from a stone, the one who originally spoke the word must do so again.

GROOM

This stone is used a great deal by ostlers, as it simplifies the matter of care for horses. It is used to comb out the animal's mane, tail, and coat, as well as remove any unwanted materials from the horse's hooves. A single stone can groom 20 horses over a 10-hour period. The Groom Rune Stone will begin the process on several horses all at once, taking 1 hour to complete the job.

Note: *While I do not prefer travel by horse, many have informed me that this item saves not only time, but horses as well.*

GUARDIAN

Want to avoid a nasty confrontation with a cutthroat? Then might I suggest that you obtain a Guardian Rune Stone? Just as the Watchman Rune Stone (see below), it will protect a 10'x10'x10' area. When the area is violated, the sounds of a vicious, growling, barking dog usher forth. A Guardian Rune Stone will function for a total of 10 hours before needing 5 hours to recharge. If activated continuously, it will bark, growl, and generally irritate your neighbors for one hour.

Note: *While few neighbors in civilization appreciate the din created by one of these stones, it certainly draws attention to the lone traveler's plight. Attention in civilized locales, means the watch is called. Using these stones outside the city might draw unwanted attention, so I would advise against it.*

HEALING

For those times when you need relief from minor injuries, this stone is invaluable. A Healing Rune Stone will treat injuries of 3 hits or less. These injuries can be cuts, burns, insect bites, rashes, minor sprains, and so on. In a 10-hour period no more than 9 hits can be treated (needing 5 hours to recharge).

ICE

This type of Rune Stone is highly prized in the Harfass Wastes, where it is used to lower the body temperature of travelers. This feat is accomplished by placing the stones in specially designed pouches within the wearer's clothing. These pouches are found at the arm pits, the side of the neck, and the inseam of the leggings near the groin. More commonly a stone is dropped into a cup or flagon of liquid, the command word is spoken, and the liquid therein is cooled to 35°F. Alchemists and smiths are known to employ these stones in the daily routine of their work. The stone will function for 10 hours before needing 5 hours to regenerate.

INDEX

The Index Rune Stone allows the user to easily find information within books. To make use of this stone, the user (book in hand), activates the stone and then verbally states a key word to look for. Key words can be names, places, things, and so on. The user should refrain from designating common words (i.e., as, the, and, of). Then the book should be placed on a flat surface and opened to the approximate middle. The Index Rune Stone will then page through the book to the first reference of the key word. All text pertaining to the key word will glow a gentle green. Upon reading the highlighted section, the user can simply close his eyes for a moment. The next section will be found and again highlighted, until no more references are found within the text. If the book being held does not contain the key word, then it will be cold to the touch. There is no limit to the number of times that this stone can be activated.

Note: *Sages, mages, and all learned folk look to these small stones to make their work faster and easier. All of the largest libraries have these stones, and a few even offer their use to visitors.*

LEATHER

Used to maintain leather materials (e.g., saddles, clothing, etc.), these stones greatly increase the longevity of such products and can go far in "breaking-in" these items. Once activated, a Leather Rune Stone will first remove water stains and dirt from the leather. Then it infuses the leather with a protecting oil that keeps it supple, preventing cracking. Finally depending on how new the item is, it can greatly reduce the "breaking in" time. Those who have purchased a newly fashioned saddle realize the value of this last service. After three uses, any new leather product will be broken in and fit more comfortably. Normally, in dry regions, damage to leather is accelerated; if used once a week, one of these stones will help preserve the item indefinitely. One hundred pounds of leather goods can be cared for this way every 10 hours.

IBRARIAN

The Librarian Rune Stone, when activated, will locate tomes, :rolls, and even hieroglyphics on walls that contain the topic :esignated by the user. This item will lead the character to within) feet of the material, and then cause the item to glow bright green)r 3 rounds. This stone can be used only five times in a 10-hour :riod before needing to be recharged for 5 hours. You must be :ithin 2,000 feet of the text for this stone to properly function. The :one will only locate topics in the languages the user knows.

:ote: *Often texts and scrolls within private libraries do not have n indexing system and even lack titles. To detain visitors, these tones may be withheld (because the process of finding the infor- nation is much more time consuming without it).*

LIGHT

This stone is often affixed to the top of a staff, or placed within a hooded lantern where its light can be directed. Valued for the illumination that it provides; the light can be directed 50 feet away, or it can be retained in a global radius of 10 feet. Illumination is provided continuously for 10 hours before requiring 5 hours to recharge. With exposure to the sun, the recharge time is only 1 hour. If used to blind an opponent, a 5th level RR is required. If failed, blindness will last for 4-40 seconds.

Note: *I prefer to use lanterns with dark red glass, the red light does not ruin your night vision (-45 to sight-based perceptions) nor travel as far. If you are seeking to blind an opponent it wisest to use a hooded lantern, greatly reducing the chance of blinding yourself or companions.*

MEASURE

The Measure Rune Stone allows for extremely accurate measurement of the weight of materials. By commanding the stone and looking at the item to be measured, the weight is revealed. The stone has a measuring range of 1-grain (minimum) to 500 pounds (maximum). This item can be used no more than ten times in 10 hours.

Note: *Again, alchemists and mages buy these stones in very large quantities; and rightly so. Their accuracy is far greater than any scales that I have ever seen.*

MENDING

Highly prized for the ability to extend the life of garments, these Rune Stones offer the civilization-bound adventurer the opportunity to look respectable again. Mending Rune Stones will repair small holes (less than 4 inches in diameter), rips (no longer than 8 inches in length), and even thread-bare sections (not more than 5 inches in diameter) in cloth. Remember that leather is not cloth, and cannot be repaired with these stones.

MESS

These stones are particularly favored by those who enjoy bothersome pranks. A Mess Rune Stone will cause items to be haphazardly placed, a thick layer of dust to settle, and cobwebs to assemble in a room (no larger than 20 feet x 20 feet x 20 feet). It can do this once every 12 hours.

PERFUME

This Rune Stone provides an inexpensive and often less offensive means to remove body odor. Instead of inundating the possessor with perfume, this stone simply does not allow body odor. It is important to note that such a stone does not inhibit the possessor's ability to sweat. These stones will prevent body odor for 5 days before needing 2 days of non-use.

Note: *I understand that a nefarious individual by the name of Derek Galvos used such a stone to good effect (-75 to Tracking that relies upon scent). Adventurers have also told me that this enchantment makes unpleasant encounters with wolves and other predators somewhat less common.*

POLISHING

If you have a surface that needs to be polished then look no further. In a matter of seconds an entire suit of armor can attain its original sheen. Simply hold the Polishing Rune Stone, command it to "polish" and the entire job is done. No more than 600 square feet can be polished in a 10-hour period. This is also useful for putting a good shine to swords, floors, plates, brass, and so on.

Note: *The older Templars and Paladins make good use of these stones, as they often lack the time to put a proper sheen to their armor. I understand that fighters generally appreciate these stones because they remove blood and other corrosive substances from weapons and armor.*

PRESERVATION

If you desire sustenance other than hardtack on long journeys, then we suggest that you get a Preservation Rune Stone. You will need at least one stone for every 5 cubic feet of food to be preserved. This stone will allow perishable food to retain its freshness and remain unspoiled for 3 weeks.

Need to stay fresh longer? Not a problem. Simply place two or more stones within the same food container; for each additional stone add 3 weeks. For best results, we suggest that the stone be placed within the bottom of the food container (e.g., backpack, sack, saddle bag).

Note: *If you don't already possess one or more of these stones then you should quickly get some. Adventurers often travel through elements that quickly deteriorate rations. These stones are your best and least expensive defense against such an occurrence.*

QUIET

For those occasions when discretion is necessary, a Quiet Rune Stone fits the need exceptionally well. It creates a 6'x6'x 6' area from which noises up to the sound of a normal conversation will not exit. It does not hinder the hearing of those within its confines. Sounds from beyond the effected area are muffled and distant, though louder noises will be more audible. Once activated, this item will function as described for 1 hour (requires in 2 hours).

SEASON

These Rune Stones become personal items, as they "learn" the possessor's preference for food seasonings. Five days of possession allow attunement. All meals thereafter, even the worst of meals, will be quite tasty. The possessor may even experiment with new seasoning mixtures. This stone will do nothing for the texture or quantity of the fare. However, hardtack, with a full waterskin, will be a great deal more palatable. Once activated, there is no limit to the length of function and separating the item from your person for more than 2 days will require another attunement period before the stone will again be effective. One last note, this item has a command phrase "take my chances" to forego the power for a single meal.

SEWING

To those individuals who lack skill or patience for using needle and thread, be comforted. The Sewing Rune Stone is available. Just place two sections of cloth together, then command the Rune Stone to "sew" while touching the stone to the would-be seam. Move it along the length to complete the task. For the best results, tailors recommend at least two passes along any seam. The binding thread will be of the same color, or if you so command it: white, black, red, green, yellow, or blue. In a 10-hour period, 200 feet of seams can be sewn.

Note: *It is also an effective means to short sheet an individual's bed. I once saw it used to sew Talbert Scuttleneck in his bedroll. I wouldn't advise this practice because I doubt the recipient would be any friendlier than Talbert was once he got free. Still, for the creative mind there are many uses for this item.*

STABLE

The Stable Rune Stone is limited to cleaning out stables. Activating this stone within a stable will remove all dung and used straw; placing the contents in a designated pile no more than 500 feet away. Upon removal of the unwanted material, clean straw is placed within the stable (if enough straw is in a designated location and within 500 feet). The entire process takes only a second when the stone is activated, but affects no more than 5000 square feet each 12 hours. Misuse of this item has been known to occur. Most commonly, for example, by placing the unwanted stable contents within an individual's abode or for the theft of straw.

STORYTELLER

Upon activating, this stone will begin telling a story; one of 30 that it knows (stories vary from stone to stone). These stones are most often used to occupy children as the traditional bedtime story. Each story is approximately 2 hours long, though the stone will quit telling the story if all listeners within normal hearing range fall asleep.

TIME

Favored by those who want to know the precise time. The command word "time" instantly reveals the exact time to the speaker. This stone also measures elapsed time and is used a great deal by alchemists to help develop precise formulas. The possessor begins by saying "go." "Stop" reveals the elapsed time.

Note: *The sale of these stones to alchemists and mages makes up a considerable portion of my efforts.*

TOOTH

Clean shiny teeth will last longer and reduce the pungent odors of the mouth. We suggest that the stone be used after each meal and that you rinse your mouth out with water for the best results. Simply say "pick" and all food particles will be removed from your teeth. This stone can function three times over a 12-hour period.

Note: *Good hygiene is elusive for some people. As I dislike unpleasant mouth odor, this stone is essential.*

TRANSLATION

If during your travels you chance upon a tome with text that is alien to you, possessing this stone may very well make all the difference. To use this stone, simply place the stone on the first page and then last page (no more than 100 pages total). Then make an open-ended 1D100 roll, and apply the following modifiers due to the book's age; the result is the number of pages translated.

+80	< 5 years old
+60	< 10 years old
+40	< 20 years old
+20	< 40 years old
+10	< 80 years old
+0	< 100 years old
-10	< 180 years old
-20	< 260 years old
-40	< 420 years old
-60	< 840 years old
-80	< 1680 years old
-99	< 3360 years old

A Translation Rune Stone can be used only once every 10-hours. Of course, if the individual trying to use this item is unable to read, the stone will not function. The translated text is readable only by the individual who possesses the stone, and remains translated for only 10 hours.

Note: *I am surprised by the power of this enchantment and that it could be applied to a Rune Stone. These stones are considerably more expensive.*

VERMINLESS

Everyday life presents endless opportunities to encounter various unpleasant insects and such (be they fleas, foot mites, ticks, ants, or other creepy-crawlies). A Verminless Rune Stone will remove that unpleasant happenstance. Normally encountered (nonmagical) vermin are prevented from bothering the possessor. This item simply repulses the vermin with no ill effect to the possessor, one stone per man-sized individual. Thus, an 18 foot tall giant, would need three of these stones to receive protection. (It is an all-or-nothing proposition, either you possess enough of these stones to protect you or not.)

WARMTH

In those times when kindling is sparse or saturated with water, the possession of a Warmth Rune Stone is greatly valued. Capable of providing the equivalent warmth of a large campfire for up to 10 hours, it needs only 5 hours to recharge. Unlike a Fire Rune Stone, it does not create flames (although cooking is possible). When activated a faint red glow emanates from the stone (visible only in a 3 foot radius).

WATCHMAN

Afraid to go to sleep at that Bloody Throat Inn? Then you need a Watchman Rune Stone. These stones are used in pairs. One is placed in the area that you wish to protect, the other remains with you while you sleep. In the event that the 10'x10'x10' protected area is disturbed, you will be awakened, knowing the number of intruders and their locations. This stone needs 5 hours to recharge after 10 hours of use.

Note: *Gerroth, a companion from my adventuring days, carried at least four sets of these stones, allowing for ample protection of rooms with multiple entrances.*

11.3 WEAPONS

My name is Farlith Hedsavar, a Templar of the First Order of Durzanoon. For the last 172 years I have been a protector of the faithful and destroyer of infidels. Over the years I have gathered a personal collection of weapons. These I use to train others of my order as to their strengths and weaknesses. Even if one masters but a handful of weapons it is wise to know what an infidel's weapon can do and how best it is employed.

ARROWS OF ILLUMINATION

Arrows of Illumination have shafts thicker than normal arrows, with the arrowhead shaped like a metal cone. These arrows are fired into the air; 3 seconds after their release the arrowhead bursts into a radiant flare. Upon activating, 5 foot long silk streamers are released from the arrow's fletching to slowly descend. Unless strong winds are present, these arrows will stay aloft for 2 rounds. While aloft, these arrows illuminate a half mile radius. Upon reaching the ground, they cease to function (consumed in the process). If fired at a target within 100 feet, they do half damage and criticals of one step less severity. At ranges of more than 100 feet, they are ineffective as weapons (unless the creature is adverse to bright light). Upon impacting a target, the illumination is cut off. The light does not cause the arrowhead to be hot. **Modest.**

ARROWS OF SLEEP

Arrows of Sleep appear very similar to smoke arrows (see below for handling considerations), although the bulb is a deep maroon in color. When impacted, these arrows will create a reddish cloud (20 feet in diameter) of sleep gas. All within the cloud need to make a successful RR (10th level) or fall asleep. Those resisting must repeat the RR each round while in the cloud. This cloud will disperse normally in 10 rounds or if winds are present that exceed 10 miles per hour (in 2 rounds). Like the smoke arrows, the ranges for a Sleep Arrow are reduced by 50%. Successfully hitting a target will impart only 1/4 normal damage [Long Bow Attack Table, *Arms Law*, p. 56] with all criticals ignored. Normally there are 2-20 of these arrows are found together. **Potent.**

ARROWS OF SMOKE

With the standard long arrow shaft and fletching, the arrowhead is what gives away Arrows of Smoke. It has a small leather-like bulb instead of a normal steel arrowhead. Upon impacting a hard surface, a 50 foot diameter cloud of smoke is released, centered on the arrow. All individuals within the smoke cloud must make a successful RR (5th level) or be overcome by smoke during each round that they are in the cloud. The range of these arrows is reduced by half due to the design. Winds of more than 10 mph will disperse the cloud within 2 rounds, although it will normally last for 10 rounds. Any damage delivered by an Arrow of Smoke to a target is one quarter normal and all critical results are ignored. Rough handling or placing these arrows in contact with sharp surfaces (steel arrowheads within a quiver for example) can cause premature release of the smoke cloud. Normally there are 2-20 of these arrows found together. **Modest.**

ARROWS OF WEB

Appearing as normal long bow arrows, the only physical indication of this arrow being different is the pyramid-shaped arrow head. When fired at a target, the arrow travels normally to within 4 feet of the intended target (when a loud pop is heard). At this point a 20 foot diameter web replaces the arrow. This sticky mass of thick (0.25 inches) webs entangles the target. Breaking free of the webbing requires a RR (20th level) based on the target's St stat bonus. If successful, the target is freed from the webs in 1 round. If the arrow misses its target, it will travel (within the maximum range of a long bow) to the next obstacle and then the web will appear. The web will become normal rope within 10 rounds. The number of arrows normally found should be kept to that of a single quiver (20). **Potent.**



THE BLADEMASTER'S DAGGER

This "Sword Breaker" dagger is fashioned from an adamantine/mithril alloy, creating a blade of tremendous strength. The hilt is oversized (hand-and-a-half) wrapped with leather, while the user's hand is protected by a large crossguard. This weapon's enchantment gives the wielder to 5 skill ranks in each of: Weapon Shatter skill, Weapon Snare skill [*Arms Companion*, p. 81], and Two Weapon Combo skill. Although not designed for tremendous blows, the weapon has a +15 bonus. **Modest.**

Note: *Caution is well advised when facing an opponent armed this way. Since it is a mediocre offensive weapon, the individual is probably well versed in its defensive properties.*

DAGGER GAUNTLET +10

When you need to reach out and touch someone, a Dagger Gauntlet is a good way to start. It normally looks like a studded, black leather gauntlet. When activated it changes into a spiked forearm shield with two daggers at the front (fist) and two daggers at the rear (elbow). In this evil-looking form, it is fashioned from hardened leather and allows the wearer to strike with a +10 to his OB. A shield bash will give double concussion damage (due to the spikes). Damage from this weapon is resolved on the Dagger Attack Table [*Arms Law*, p. 38]. **Potent.**

FIRE STAFF +15

A quarterstaff with an interesting ability: it can become a column of flames which will not harm the user. While flaming, attacks are resolved as *Fire Bolts* [*Spell Law*, p. 142] with an additional 'A' Heat critical. In this form, it cannot be used to parry, nor can it be parried. The staff can remain flaming for 20 minutes out of every 12-hour period. The user also has the option to call a flame bolt from the staff (the staff need not be flaming at the time). The flame bolt is effective out to 20 feet, attacking on the Fire Bolt Attack Table [*Spell Law*, p. 142]. The flame bolt can only be used six times per day. This staff does not require charges. **Potent.**

Note: *Any disadvantage that a mage or sorcerer may have in armed conflicts is quickly offset by weapons such as these. Speed will ultimately produce a victor in such a confrontation.*

GAUNTLET SWORD +10

For those occasions when discretion is needed, the Gauntlet Sword is the preferred weapon. When inactive this item appears as nothing more than a black leather gauntlet of fine quality. Uttering the command word causes the gauntlet to transform into a gauntlet sword: a longsword extending from a circular tube into which the hand and half the forearm fit. Currently there are three variants on the standard Gauntlet Sword: flaming blades (inflicting an additional 'B' Heat critical), ice blades ('B' Cold critical), and electrical blades ('B' Electrical critical). Because of the limitation on wrist movement, there is a -20 to parrying. **Potent.**

Note: *These are weapons of assassins and brigands, those lacking courage and faith; relying upon deceit to give them the edge that they lack.*

KNIFE SWORD

A knife of clear laen, with a blade 5 inches wide and 9 inches long, the handle is wrapped with leather. Except that it is fashioned from laen, this weapon does not look exceptional. When used in combat, however, all attacks are resolved on the Two-Handed Sword Attack Table [*Arms Law*, p. 63]. The sword is treated as a normal sword without bonus to the OB. **Modest.**

SLING BRACER

These leather-lined steel bracers have two steel tubes (4 inches in length and 1/2 inch in diameter) parallel to the wearer's arm. Depending on personal preference, the tubes can be positioned on top or beneath the arm. Other than the odd twin tubes nothing appears unusual about this item. However, the wearer can utter a command to "fire" sling stones from the tubes. To shoot sling stones, the wearer angles his or her hands clear of the tubes and speaks the command word. Attacks made by this weapon are resolved on the Sling Attack Table [*Arms Law*, p. 58]. Although the bracer fires two magical bullets, only one attack roll is made and the results are doubled. If a critical is obtained, two criticals are rolled. Attacks made with this device receive a +20 to OB. The user must develop this as a separate weapon skill, and it can only fire once every other round. . A Sling Bracer magically creates its sling stones and it is not a charged device. **Potent.**

SLING BULLETS OF FIRE

Sling Bullets of Fire are fashioned from metal and round in shape and have a reddish-orange hue about them. These bullets are often identified by feeling the warmth of the small spheres. Again, nothing unusual is required to use these items (damage is still resolved off the Sling Attack Table [*Arms Law*, p. 58]); but an additional 'A' Heat critical is delivered to the target struck. Even beings resistant or immune to heat will be damaged by such an attack. The bullets are consumed in the attack. Between 3-30 of these bullets will be found together. **Modest.**

SLING BULLETS OF ICE

Sling Bullets of Ice are metal and spherical, have a blue hue to them, and are often identified by being cool to the touch. These bullets are used in the same fashion as any other sling stone (damage is still resolved off the Sling Attack Table [*Arms Law*, p. 58]). An additional 'A' Cold critical is delivered to the target struck. Even beings resistant or immune to cold will be damaged by such an attack. The bullets are consumed in the attack. Between 3-30 of these bullets will be found together. **Modest.**

THE SQUAD ARROW

These arrows have colored fletching (red, blue, or black), four-bladed arrowheads, and shafts painted with eight stripes. When fired, 1-9 (2D5-1) arrows will appear and travel to the target, the attack is resolved with the first arrow receiving the full OB of the attack. Each arrow after the first receives a -5 to the OB. So if eight arrows appear, the second is -5, the third a -10, and so on up to the eighth which would have a -35 to its OB. Thus, the first may miss but the remaining arrows may find their mark, resolving their damage on the appropriate tables. Squad Arrows can be encountered for long bows, short bows, composite bows, heavy crossbows, and light crossbows. Once a Squad Arrow is fired, its magic is spent; although the arrows generated may be recovered and reused individually. **Potent.**

Note: *There is a rumor that such arrows exist for ballistae, a truly terrifying thought given the destructive power of those weapons.*

SWORD OF THE ASSASSIN

Only a handful of these fell swords is said to exist (and many rulers hope such is the case). This short sword is crafted of the rare, oily, black metal, talshon, creating a black blade to match the souls who use it. The weapon has an interesting array of accessories which it can provide for the wielder.

1. From the pommel, the sword can shoot a thin jet of acid (up to 6 inches) which will burn through normal metal and wood. This is used most commonly against those stubborn locks, bars and doors that hinder the user's route. A single application of acid will burn through 1 cubic inch of wood or metal, in a single round. If used on an opponent, a successful hit will do an 'A' Acid critical. There is no limit to the amount of acid that can be generated.
2. Placing the thin blade between a door and frame, it can warp the door to prevent or delay pursuit. This only works on wood doors that are shorter than 10 feet, narrower than 5 feet, and thinner than 5 inches. The door takes one round to warp, but the effect is permanent.
3. The blade can coat itself with a 10th level nerve poison that requires the victim to roll a Luck-based RR (severity of 1-10) and a level-based RR. This power can be used every other round. The poison evaporates at the end of the round and takes 1 round to accumulate for the next round.
4. A dagger may be extended from the pommel, allowing a reverse stroke at +50. This accessory increases the fumble range of the weapon to 1 through 10. **Most Potent.**

TIARA OF FIERY THROWING STARS

This tiara, crafted of silver and set with opals, has seven one inch flat circles each with an opal set in the center. When grasped by the wearer with the intent to throw it, one of these seven circles comes away still in circular form. Then, when thrown at a target, the flat circle becomes a burning throwing star (shuriken). Damage is resolved on the Dagger Attack Table [*Arms Law*, p. 38] inflicting an additional 'A' Heat critical. Within one round the shuriken returns to the tiara in its flat circular form ready to throw again (all attacks +20). **Potent.**

Note: *My faith considers jewelry as the adornment of the prideful. However, I was impressed by the effect of this item on a cutthroat when used by a young lady of noble birth. The brigand's surprise was as short-lived as his evil plan.*

TRANSMUTING TONFA +20

This weapon has three attack modes. The first is that of the tonfa [Club Attack Table, *Arms Law*, p. 47]. The second requires the use of a command word; creating a shimmering red ball and chain on the end of the tonfa [Flail Attack Table, *Arms Law*, p. 60]. The third also requires the use of a command word; causing an orange, glowing axe blade to appear on the end of the tonfa [Battle Axe Attack Table, *Arms Law*, p. 59]. In the latter two instances, the attacks do not require the user to have skill with the flail or axe. Once the attack is made, the ball and chain (or the axe blade) will disappear (regardless of the success of the attack). The magical additions do not appear until the attack is made and add no weight to the weapon. **Potent.**

Note: *I acquired such a specimen from a warrior of little faith but considerable skill. Magic that conceals weapons within weapons is by far the most dangerous. The wise should look for clues to the weapon's purpose. I could not believe that this unarmored man, wielding a stick with a handle would attempt to attack me. I, wearing full plate with a great helm and wielding a two-handed sword, thought this man deranged. His first pass landed the shimmering red ball against my head, knocking my helm off and leaving me dazed. The speed of his attacks was amazing as was the pain each caused. The length of my blade, placing distance between us, and my faith allowed me to survive.*

11.4 ARMOR

As my first mentor always said, "Armor is the last defense that is all too often counted as the first defense." To drive home his statement, my first fencing lessons were without the benefit of armor. It has been more than 20 years since I trained under his tutelage, but his lessons have saved my hide more than once. I am Marla Vesler, a warrior by birth and practice for the better part of 40 years. Those who rely upon strength of arms should take that statement as the gospel, never expect your armor to turn a blade that you did not.

ICE ARMOR +25

Employed primarily in frigid lands, this armor is the opposite of Fire Armor. Fashioned from iclling, a crystal metal which has a natural affinity for cold, this armor is found in two forms, chain hauberk and full plate (the rarest). Ice Armor bestows upon the wearer a +50 bonus for all RRs versus cold-based attacks. For every ten hits that would normally be inflicted from cold attacks, the wearer regains one hit. This armor gives the wearer immunity to normal cold (e.g., blizzards and frigid waters—though it is best not to try to swim in armor). The wearer loses exhaustion points (due to cold) at half the normal rate. Heat-based attacks against the wearer of this armor give double concusion hit damage and the wearer receives a -50 to all heat-based RRs. **Most Potent.**

DARK LORD ARMOR +30

Created by the Unlife for its greatest leaders, there are less than 20 suits of this armor in existence. These suits of armor were fashioned as much for inspiring terror in those who view them as for protection. It is impossible to give a single description for all these suits of armor, as they vary from one to the next. What remains consistent is that they provide AT 20 (with no maneuver penalty), +30 to DB, +30 to stunned maneuver rolls, and +30 to all RRs vs all three realms of magic. The sight of this armor (within 200 feet) forces all good-aligned creatures under 5th level to make a 30th level RR. If between 6th and 10th level, they make a 20th level RR. If between 11th and 20th level, they make a 10th level RR. Those who fail cower in fear (1 round/5 failure). Those who wear this armor gain +30 to the following skills: Public Speaking, Military Organization, Tactics, Propaganda, and Lie Perception. Forces of Unlife within 100 feet gain +20 to all rolls. These suits of armor always incorporate long black capes, gauntlets, boots, and a helm which conceals all of the face. **Artifact.**

Note: *That which has threatened all that is good and noble, has sometime paid homage to the vile masters of destruction who wore these suits. Currently only the location of one suit is known, possessed by a master of the Unlife, Emperor Elistroan. He has been marshaling his forces in secret for a long time. So sure is he now, that he throws off all attempts to conceal himself and the Unlife legions that he commands.*

BARDING OF THE CHAMPION

This set of mithril barding includes a chanfron and crinet, the entire affair inlaid with gold. This armor provides AT 20 to the mount, but without the maneuver penalties normally incurred with plate barding. In addition, a Paladin rider gains +40 to his Riding skill. Another benefit of this barding is that it weighs a scant 70 pounds. **Potent.**

CLOTH OF CHAIN

This type of armor comes in three forms: cloth shirt (AT 13), cloth shirt and greaves (AT 15), or cloth hauberk (AT 16). Woven from a fibrous root called halron; when properly fashioned, this cloth is highly resistant to edged and piercing weapons. It is advisable to wear Cloth of Chain over a padded gambeson because it can irritate the skin of the wearer—some armor designs are padded and backed by leather (alleviating this problem). Unfortunately this cloth is extremely resistant to dyes and thus is usually a grayish-brown in color. Also, this cloth is fammable (just like normal cloth). It will encumber as chain of the appropriate AT. **Modest.**

Note: *Cloth of Chain became popular in the northern regions some 800 years ago, where the added warmth is beneficial in that cold clime. Few have mastered the processing of halron root; therefore, the armor is rather expensive (five times the cost of chain). Still it is highly prized by those who practice arcane arts as it does not inhibit casting spells.*

FIRE ARMOR +25

This armor is forged from magmir, a lustrous red metal that is perhaps one of the rarest of alchemical creations ever chanced upon. Armor fashioned from this metal is found in two forms, chain hauberk and full plate (the rarest). Fire Armor bestows upon the wearer a +50 bonus for all RRs versus fire-based attacks. For every ten hits that would normally be inflicted from fire attacks, the wearer heals one hit. This armor provides the wearer with an immunity from normal heat (e.g., campfires and the desert sun). The wearer loses exhaustion points (due to heat) at half the normal rate. Cold-based attacks against the wearer of this armor give double concusion hit damage and the wearer receives a -50 to all cold-based RRs. **Most Potent.**

Note: *Having traveled the wastes of many deserts, I was fortunate to find a suit of this armor early in life and still value it as one of my greatest treasures. Armor that lends itself to being worn in hostile climates is a tremendous boon.*

LAEN FULL PLATE +30

The Order of Magus Jihad (OMJ) exclusively equips its paladins with suits of full plate fashioned from laen. Although clear laen is usually employed in fashioning this armor, the OMJ has four tiers within their organization, each with its own color of armor. Suits of this armor bestow a +30 RR vs Essence and Mentalism spells, AT 20 (with the appropriate penalties), and a +30 to DB. **Most Potent.**

Note: *The Order of Magus Jihad has four tiers. Uaelall (the First Tier) has black laen inlaid with patterns of silver. Rathlor (the Second Tier) has crimson laen inlaid with patterns of gold. Piusvor (the Third Tier) wears green laen inlaid with patterns of platinum. Jihaelor (the Fourth Tier) dons suits of pearl-white laen inlaid with patterns of adamantine. This order is sworn to the destruction of all mages wherever they encounter them, although they currently seek out those of evil intent and deed. This armor is often the mark of sanctimonious Templars and Paladins, both of which I have no use for.*

SHADOW ARMOR +20

If any one ever possessed the knowledge of forging this armor, none do now. When found, this armor appears as nothing more than a rectangular piece of black silk. However, if touched, it quickly wraps the user in a black body suit, completely covering the wearer—all that the individual was wearing and carrying appears on the floor. Of course, this action has caused many to panic, but the effects are harmless. The wearer's vision, hearing, breathing, and movement are unhindered by the armor. Shadow Armor will protect the wearer as AT 16 (without penalties) and gives a +20 to DB and all maneuvers. The wearer will gain +15 to the following skills: Climbing, Disarm Traps, General Perception, Pick Locks, and Stalk & Hide. Shadow Armor also has a multitude of concealed pockets which will allow the wearer to carry up to 50 pounds of small items (no larger than a short sword) with no encumbrance penalties. To remove the armor, the wearer mentally commands the armor to remove itself—the wearer then finds himself naked with a piece of black silk in his hand The armor will remain black silk until it leaves his possession or until he commands it become armor again. **Most Potent.**

Note: *I am told that the armor is not innately evil yet it is frequently used by those with darker motives. Fortunately there are less than two dozen of these suits of armor known to be in existance.*

SPIRIT ARMOR

Employed by mages for protection, this armor takes the form of a leather headband. It provides AT 10 (no penalties) and gives a DB bonus based upon the average of the wearer's Self-Discipline, Presence, and Intuition stat bonuses. However, the wearer's Quickness stat bonus is not applied to his DB. There are enough mages walking around who swear by it to put this armor in high demand. **Most Potent.**

Note: *Mages armed with staff (or wand) and this armor pose a real threat to any warrior. Treat them accordingly.*

TATTOO ARMOR

A more permanent solution than warpaint, tattoo armor provides the wearer with protection that is more than skin deep. This armor is bestowed on someone by combining a magical rune with a tatoo. Depending on the type of rune and the area covered by the tattoo, the protection provided can range from AT 9 to AT 16 with a DB bonus range of +10 to +20. Regardless of the protection afforded, no penalties are incurred for its presence (although many find it less than pleasing to the eye). Unlike warpaint, tattoo armor can easily be worn under clothing. However, if you want complete protection, the tattoo must cover all areas, including the head, hands, and feet. Even the stoutest fighter will not want to suffer the pain of applying tattoo armor to more sensitive areas of the body. There are variants of tattoo armor known to exist which provide limited protection against certain types of elemental attacks (e.g., fire, ice, water, air). The time required for the application of full body tattoo armor is 2 weeks with an additional 3 days for each type of elemental protection applied. The elemental protection never adds more than +30 to the applicant's RR. Once tattoo armor is applied it is permanent. **Potent to Most Potent.**

Note: *Although truly powerful, I would not get a suit for myself. Grulach the Bold (or Bald depending on how drunk we were) had a very interesting suit though I dare say that it did little for his social image.*



SMOKE ARMOR

This armor is created by throwing a special small (1 inch diameter) glass globe to the ground within 1 foot of the user. The globe is filled with a gray mist that immediately pours forth encompassing the recipient. Smoke armor provides AT 16, with a +20 DB for 6D10+10 minutes, forming a gray mist approximately 1/4 inch from the individual. As such, the individual appears man-shaped, but featureless (type of clothing and gender are obscured). The armor does not encumber the recipient or hinder vision or breathing; nor is this armor susceptible to wind or wind-based spells. Each globe is usable once. **Potent.**

Note: *Smoke armor is relatively new and is all the rage with spell casters. Harden Joshloam is credited with its creation and has made a considerable fortune in the last 10 years by selling the armor. He gives an occasional lesson on the method of creation as well.*

TIARA OF CHAIN

The links of this tiara are fashioned from mithril, with black sapphire and pearl settings. A person fortunate enough to wear this item is protected as if wearing chain armor (AT 13 without penalty) and has a +20 to DB. **Potent.**

Note: *In the last five centuries these have become a staple of the noblewoman's apparel. Note that while individual designs vary, the stones and the metal do remain a constant. This type of armor, while it is beneficial, needs to be backed with skill-at-arms.*

VAMPIRE ARMOR +20

Few know the ritual that creates this armor. All good and kindly folk agree that it is as dark as the soul of any Undead beast that ever roamed the world. This chain hauberk is fashioned from adamantine, but has a wet sheen to its black links. The armor creates a 5 foot sphere of evil; in which, all except the wearer must make a 10th level RR versus fear or flee. In addition, this armor gives the wearer the power of dark healing. All melee combat damage done to opponents is used to heal the possessor. Anyone who attempts to don this armor must make a 15th level RR or slowly have his souls corrupted. If they make their first roll, they know of the evil that lies within. Attempting to keep the armor on for more than a day will turn them to the dark embrace of the Unlife, forever lost to goodness. **Artifact.**

Note: *The forces of the Undead are powerful enough. Suits such as this only make our battle more desperate.*

WARPAINT +10

This sticky, but colorful concoction is used primarily by races that have yet to acquire metal smithing skills. By painting yourself with a jar of this substance, you receive an AT 12 (without penalties) and a +10 to DB. There are drawbacks to using this type of protection. First, it is best to wear as little clothing as possible. It will stain clothing worn over it (wearing off in 1-5 hours). Second, after 2 days it wears off (as does the protection). And finally, warpaint often marks the wearer as something of a barbarian. It makes good first impressions difficult, unless dealing with another individual wearing warpaint (+25 in those instances). For all its drawbacks, many "civilized" warriors swear by it and can cite many times when it has saved their lives. Supplies are limited but can be found in any number of cities and regions, normally for a fair price. One jar of this paint is usually enough to cover one man-sized humanoid. **Potent.**

Note: *While it is often not the best form of armor, in those instances when nothing else is available, it proves to be extremely useful.*

1.5 SHIELDS

CRYSTAL BUCKLER

This target shield is fashioned from white eog and set with 20 lue and 20 yellow sapphires of exceptional cut. Given this shield's extensive craftsmanship, it might be mistaken as an ornamental piece. The Crystal Buckler offers the bearer a tremenous boon: when the enchantment is activated, a sphere of bright, hifting lights appears around the user. These shifting, twinkling lights disorient all present (-30 OB). The bearer is immune to the effects of the lights. The shield's DB modifier is increased to +40 f it is used in darkness (where the shield is visible a mile away). **Potent.**

HORNET SHIELD

A normal shield constructed from composite wood and faced with a thin sheet of high steel, the crest of a hornet is emblazoned upon it. This shield offers +20 DB but can be called upon once per ay to release 50 hornets and direct them to attack one individual within 20 feet. If the person is more than 20 feet away, the hornets simply disappear without causing harm. The hornets will attack the target for 5 rounds before disappearing. Resolve the hornet attacks s five separate +20 tiny stinger attacks (one attack for every 10 hornets). **Potent.**

RING SHIELD

Carved from black onyx forming a miniature armored gauntlet around the finger, these rings are prized for the protection that they afford the wearer. When worn and commanded, a full shield of luish white light forms on the ring arm. This shield provides +30 DB modification versus melee and missile attacks (as a shield does). In addition, any nonmagical melee weapon that fails to strike the wearer becomes encased in one inch of ice. Until the ttacker strikes the wearer, this gives the weapon a -20 OB nodification (cumulative to a maximum of -80). These rings cannot be used with other shields. **Potent.**

SHIELD OF ALLIES

This target shield appears worn. The enchantment of this shield provides the bearer a +10 DB. It can also create, once a day, the llusion of two duplicates of the bearer (which will remain for 10 ounds). When activated, the enchantment causes a huge (15 foot diameter) cloud of smoke to appear for one round. Upon clearing, three shield bearers are present. Activation of the shield requires 1 ound to complete. Attackers within the cloud of smoke receive a 40 to their OB for that round. The shield bearer can choose where the duplicates will appear (within 15 feet) and the duplicates move s the bearer. **Potent.**

SHIELD OF BLINDING

This steel normal shield has its smooth surface polished to a rilliant sheen. The shield providing an additional +20 to DB. The nchantment of this item allows the wearer to call forth (once a day) a blinding ray of light. The shield projects a cone of lightwith a two foot diameter at the shield and a 15 foot diameter base at the 0 foot maximum range. Those in the cone must make a RR (20th evel) or be blinded for 1-5 rounds. Of course obstacles (e.g., overturned tables, walls, etc.) prevent those behind the obstacles rom being affected. This is true while they are not looking in the irection of the shield bearer. (GM: If direction of attention is in uestion, roll 1D100, "01-31" attention is not directed at the shield bearer.) Those individuals who have their backs to the shield earer, but are in the cone, are also not affected. **Potent.**

SHIELD OF THE FAITHFUL

This full shield is fashioned from clear laen with the symbol of a particular Paladin order inlaid in White Eog. The user gains an additional +30 to DB. When the shield is bestowed to a newly-ordained Paladin, it acts as a x2 Channeling PP multiplier. Even if a Paladin of the same order finds this shield, only the +30 DB will be gained; *not* the x2 Channeling PP multiplier. **Potent.**

Note: *Nearly 40 different holy orders currently fashion and present these shields to newly-ordained paladins. Many quests are based upon an initiate attempting to reclaim such a shield of a slain paladin from an infidel. The various holy orders currently have an unwritten tenet that any shields recovered will be returned to the proper order.*

SHIELD OF FIRE

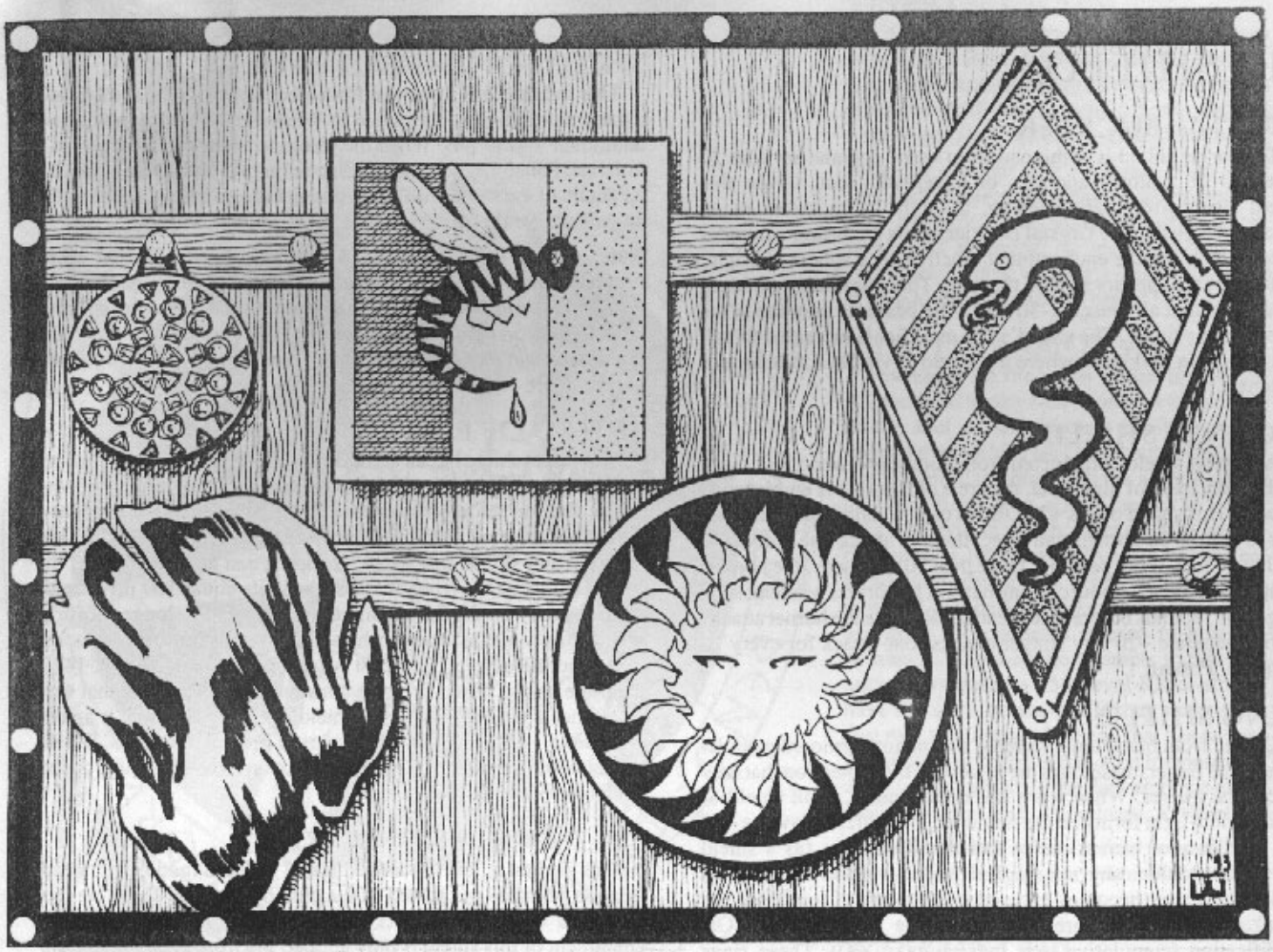
This target shield has an additional +20 DB modification and is fashioned from magmir, a lustrous red metal. The shield has runes of fire and sun set into its surface. These runes bind the enchantment to the item. The shield provides an additional +30 DB modification versus fire-based attacks. It can absorb 100 hits of fire-based damage. When the absorbed hits equal 100 the shield provides only a +20 DB modification and will no longer absorb hits. The only means to regain the +30 DB versus fire-based attacks is to shoot *Fire Bolts* [Fire Bolt Attack Table, *Spell Law*, p. 142] from the shield. Each fire bolt consumes 10 of the hits that the shield has absorbed. Once the shield is below 100 hits, it again provides a +30 DB modification versus fire-based attacks. When the shield expels all of the fire-based damage, it can no longer shoot fire bolts. **Most Potent.**

SHIELD OF THE SWORD

This normal shield has an additional +20 DB modification and is made from oak but plated with a dull, black metal This shield is best used against opponents wearing steel-plate armor. The enchantment of this shield is only applied to swords fashioned from steel. Every round that an attack is made against the shield bearer, a steel sword needs to make a RR (10th level). If the RR fails, the sword becomes magnetized and is attracted to the nearest (within 10 feet) and largest source of steel. It is advisable that the shield bearer not be wearing large quantities of steel. Once stuck, the sword holder must make a Hard Maneuver (using his Strength Stat Bonus) to pull the sword free. Once free, all attacks are at -30. The shield itself is not a source of steel. *Cancel Essence* spells can remove the effects of the magnetization. **Potent.**

SHIELD OF THWARTING

This large tower shield is fashioned from composite wood faced with a thin sheet of adamantine. Generally a tower shield is considered far too bulky and heavy to be used effectively in single combat. The Shield of Thwarting is enchanted to float 6 inches from the bearer's body. The shield will precisely match the movements of the bearer. It is positioned as a shield born on the arm. This allows the use of both hands while providing +40 DB to the user. The shield can float for 30 rounds every day. If used past that point, its DB is reduced to +20 and it cannot float. **Potent.**



SWORD STEALER SHIELD

This unusually designed target shield is crafted from a mithril/adamantine alloy and can be used to great effect against swords. The shield has a ridged surface designed to channel a blade into grooves where the blade can be held tight. The shield may then be rotated to twist the blade from the opponent's hands. For game purposes, any time that a sword blow fails to find its mark, the sword wielder and the shield bearer must each make a RR versus the other's level. A two-handed sword wielder gets a +10 modification to his RR against the shield bearer. If the shield bearer is successful and the attacker fails, then the wielder is disarmed. If both make or both fail their RRs, then an impasse results and neither suffers. However, if the shield bearer fails and the sword wielder succeeds, the attacker has used the leverage of the sword to expose the shield bearer (gaining a +20 to the next attack). **Potent.**

VIPER SHIELD

This worn-looking kite shield bears the crest of a viper on the shield face. It offers an additional +20 DB modification in addtion to the ability to transform a nonmagical blade (short sword, dagger, rapier, etc.) that strikes it into a huge viper. This can only be attempted once per weapon. The nonmagical blade must make a successful RR (10th level) or be transformed into a huge viper. If the nonmagical blade is altered, it will attack whoever is holding it (or most recently possessed it). The viper will ignore the shield bearer although his allies may be at risk. If the viper slays its former holder, it is 60% likely to leave. If the viper is slain it, will return to its original blade form, but it will be broken.

11.6 MODEST ITEMS

I am pleased to have the opportunity to enlighten you about some enchanted items that have been fashioned over the centuries. My name is Umorthos, a man who has spent the better part of his life cataloging a small measure of the vast total of these items. What follows is my small contribution to this work, I hope that you find it useful.

ALARM LOCK

Crafted from steel, this two-key padlock (i.e., it normally takes two keys to open it) requires two separate lock pick attempts to open it. If either one of these attempts fails, the padlock will begin to make a tremendous gonging noise. This noise is easily heard within 300 feet (+30 to Perception). Walls will reduce the noise—for every wall between the lock and those who might hear subtract 50 feet. Thus, a guard four rooms away but within 100 feet of the lock would still hear the alarm (four walls = 200 feet). Raise the difficulty if there are six walls interposed or they are farther away than the sound can easily carry.

BALDRIC BAG OF FOOD PREPARATION

These shoulder bags are worn across the body and are highly valued for their contents. Each such bag contains the following: two fire grates, one 5-gallon caldron, one cutting board, two bread pans, two serving platters, six roasting spits, six brass mugs, six wooden plates, six wooden bowls, six brass forks, six brass spoons, six brass knives, carving knife, and a carving fork. The true miracle of this item is that all these items are carried in a single bag. Each item has its own extra-dimensional storage space. Thus this bag is neither bulky nor heavy, weighing a comfortable 5 pounds. Another feature is that once you are done with your meal, you simply return the items to the bag, no need to clean them.

BEDROLL OF COMFORT

Made from heavy, gray worsted wool but lined with black silk, this bedroll is 7 feet long and 3 feet wide. It will always appear new. A Bedroll of Comfort offers the sleeper a pleasant night's sleep in several ways. First, after rolling it out and getting inside, the bedroll will levitate the user 4 inches off the ground. Avoiding contact with the cold, damp, rough ground allows the user to awaken without the usual discomforts of sleeping out. Second, the blanket can maintain a sleeping temperature of 68° for the user. Third, if the sleeper is uncomfortable sleeping in clothes, the bedroll can stow all clothing in a special pocket dimension. The added benefit is that, in the morning, your clothes are warm and dry. If the bedroll is laid out on wet ground, water will not penetrate the cloth (it will get wet if immersed in water).

BELT OF GAZES

This leather belt is worn and darkly stained. Its large, ornate brass buckle depicts two crossed swords within a wreath. These belts are prized by those who are charged with keeping the peace. This belt allows the wearer to gaze upon any individual within 20 feet and see a reddish-hued outline around each weapon that individual carrys. The belt also reveals what type of weapons are carried. A weapon within an extra-dimensional pocket will not be revealed. Any permanent major damage to this belt (e.g., cutting it in two) will destroy the magic of the item.

BLANKET OF ABSORPTION

This thick, brown woolen blanket dries and warms anyone who is wet when wrapped in it (it takes one round). The blanket will only absorb water from a person's clothes. Trying to soak up blood or other substances from your clothing will prove unsuccessful.

BOOTS OF DANCING

These ornately crafted black velvet boots will add +20 to the wearer's Dancing skill rolls. However, it is best advised that they not be worn outside—cleaning black velvet requires a measure of care so as not to remove the velvet from the boots (-30 to boot maintenance).

BOOTS OF LOCK PICKS

These ankle boots are crafted from soft deer leather, with pronounced heels and thick soles. Hidden away in the heel of these boots is a complete set of lock picks. The false heel will pass even the most intense of visual inspections. Only when the command word "kyma" is spoken will the heel separate, revealing the lock picks. The kit contains a universal tension wrench (with eight protrusions), a feather-touch tension wrench, large and small diamond picks, lifter picks, and snake picks. This excellent set of lock pick tools adds +10 to lock picking attempts. Two handles for the picks are stored in the other boot heel. Because lock picks will have to be changed out of the handles as you proceed through the tumblers, allow extra time (add 4 minutes).

BOWL OF GRUEL

This simple wooden bowl has but one function: providing the individual holding it with a meal of porridge. The bowl can create three stout servings of porridge every day. The porridge will be hot, but as bland as you can imagine (subject to spices or seasoning). When the bowl is set down, the remaining contents will disappear.

Note: *It is known that Thornthistle Prison has more than 1000 of these bowls, greatly reducing the maintenance of its large population of doomed inmates.*

BRIDLE OF TAMING

This is a stout bridle crafted from thick straps of black leather. There are different types of bridles for various animals (e.g., horses, Hippogriffs, Dragons, etc.). Once the bridle is on the head of the beast, the animal is extremely controllable and friendly toward the rider (+100 animal handling skill). The major drawback of this item is that once it is removed, so is the tamed nature of the beast. Because the bridle must be removed for the animal to eat, problems are immediately obvious.

CANDLE OF HYPNOSIS

When lit, these candles aid in placing individuals under hypnosis. If used with the Hypnosis skill, the user gains an additional +20 to the skill roll. Once the individual is under, the candle will flicker out. One of these candles will be effective for 50 uses (maximum). The candle will only be effective when used with the Hypnosis skill. If no skill is used, the candle will only produce normal candle light, burning for 6 hours.

CANDLE OF SLEEP

Once the candle is lit, an invisible and odorless "cloud of sleep" is released. For each minute that it burns, the radius of the cloud increases by one foot (maximum size of the invisible cloud is 20 feet). For every round that an individual stays within the area of effect, he must make a 6th level RR. One who fails his RR will remain asleep while the candle burns (6 hours maximum). Those affected can be awakened normally, (shaking, slapping, water in the face, etc.) but will be at -20 (to all actions) for 10 minutes. If the area is ventilated (i.e., open windows), those asleep will awaken within 20 minutes of the candle going out.

CHAIR OF FOLDING

This exquisitely carved mahogany arm chair is padded with purple velvet. Its flanged legs can support up to 300 pounds. At the end of a hard day of travel, it is a most comfortable chair to sit in by the campfire. The enchantment of the chair allows it to compress to a one inch square that is 1/4 inch thick. Some adventurers have found the chair quite useful in drunken brawls, easy to launch in small form. Unfortunately, the enlarged chair will break apart like any other and once the chair is damaged, the enchantment is broken.

CLOAK PIN OF MARKING

Fashioned from steel, this finely wrought loop and the accompanying pin will look good on any cloak. The magic of this item enables the wearer to mark an individual, giving the wearer a +20 to a Surveillance attempt. The marked individual has a red aura only discernible to the wearer (for up to 100 feet). The mark must be renewed after 6 hours. Only one individual may be marked in each 6-hour period.

CUBIC BOAT

In its smallest form this item will appear as a cube of white pine. In boat form it is a six-person rowboat complete with two oars and oar locks. When placed upon the ground and commanded it will transform from the cube shape to that of the rowboat. It is wise to transform the cube in the water, since the full-sized boat requires at least four people to carry.

THE DEEP FEEDBAG

While it may seem unimportant to the average city dweller, feeding your horse can be a matter of life and death in certain situations. This nondescript canvas bag fits over the head of a horse, mule, or donkey, creating a day's feed for a single mount. There is no limit to how long it will provide feed, except that it only provides enough for a single animal per day. Two mounts could share the feed, but each would receive only half a day's amount.

EARRINGS OF LIE PERCEPTION

These delicately-crafted earrings are commonly crafted from gold and set with rubies and are quite popular with women of all classes. Women wearing these earrings will receive a +40 to the Lie Perception skill.

EVERFUL FLASK

This reddish-brown, fire-baked, clay flask with a cork stopper can contain a quart of lamp oil. The flask refills itself at the end of every day (midnight). Breaking a flask will result in 50 gallons of lamp oil being splashed over a 20 foot radius. If this concoction is lit on fire, anyone in the the covered area would receive a 'B' Heat critical. Note that one of these flasks placed within a fire for more than 2 rounds will explode [Fire Ball Attack Table, *Spell Law*, p. 145] as a 10 foot radius *Fire Ball*.

FALSE LOCK

Crafted from copper, this single-key lock appears as an easily picked lock. When a lock picking attempt is made, a cone of acid will spray out of the keyhole. This acid will destroy any picks that fail a RR (20th level) and will inflict a 'B' Acid critical to the individual in front of the lock. The cone of acid will reach a distance of 2 feet with a 1 foot diameter. Any metal that is within the cone must make a successful RR (10th level) or be destroyed. The acid is fast acting, with full results in one round.

FIRE RING

A gold band etched with runes bracketed by flames. This ring allows the wearer to ignite materials that are normally flammable (must be within 20'). It only takes one round of concentration for the material to ignite. Afterwards the fire will spread as it normally would. The wearer can burn/char words or symbols into flammable materials (cloth, wood, paper, etc.). This function will not cause the material to burn. In a single round the wearer can burn/char an eight letter word or symbol (which can be no taller than 2 inches and no longer than 8 inches).

FIVE SCORE QUIVER

This quiver is fashioned from beautifully tooled, brown leather, with an engraved silver end cap on the bottom. It can be worn from the hip or slung over the shoulder and holds five score of arrows. Removing an arrow is virtually automatic. Simply have a bow in hand with the desire to let an arrow fly and a arrow will appear in hand (allowing one shot per round with no penalties). The effect increases initiative by 20%. The Five Score Quiver can hold either long bow or short bow arrows, but not crossbow quarrels.

FLAMING QUIVER

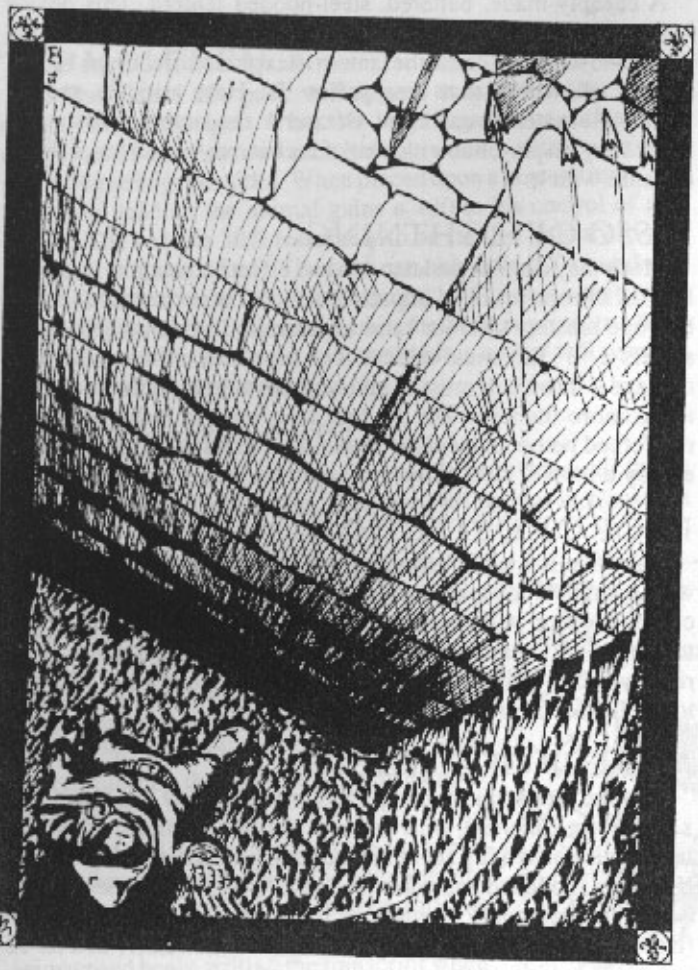
This quiver fashioned of black leather can be carried slung over the shoulder or from the waist. This item can hold 20 arrows. When any arrow is drawn from this quiver, the head of the arrow will burst into flame. Such flaming arrows will do an additional 'A' Heat critical to most targets. Highly flammable targets (dry grass, hay, paper, dry deadfall trees, etc.) will ignite. The time required for ignition is left to the GM's discretion (at least 3 rounds is suggested for wood). Once the arrow is drawn from the quiver, it cannot be returned (while flaming). Only smothering the arrow (with dirt, water, or a blanket) will put out the flame. Once an arrow has burned for one round, the integrity of the shaft is reduced and the arrow will only do half damage. This quiver can hold either long bow or short bow arrows but not crossbow quarrels.

GOWN OF CHANGING

Women on the go often do not feel like lugging around an extensive wardrobe and this single garment is a handy remedy. This gown will alter its size to fit the wearer, and at her discretion alter its color and even design (though it would never appear as normal adventuring clothing). An additional benefit of this garment is that it modifies to display the figure of the wearer to best advantage (add +15 to her Appearance Stat Bonus). While it may appear delicate, the magic of this garment makes it extremely resilient (AT 5).

GRAPNEL GAUNTLET

The wearer can shoot forth five enchanted spikes with silken lines attached. The spikes will silently imbed into wood and stone surfaces up to 90 feet away. By uttering the command word, "gratzna," the gauntlet will reel in the enchanted lines, pulling up the wearer of the gauntlet. To let out line (up to 90'), simply speak "shalleroon." By use of these gauntlets it is possible to ascend (or descend) 10 feet per round (maximum weight of 350 pounds). "Fralae" will cause the spikes to release from the surface that they are imbedded in. "Fralae" spoken again will allow removal of the gauntlet from the hand. To shoot these spikes with extreme accuracy, the wearer must make a skill check modified by +30 and by the averaged stat bonuses of Agility, Agility, and Strength (attempting to obtain 101+)—skill can be developed in using this item. If used as a weapon, use the Claw/Talon Attack Table (maximum results of medium). All criticals are treated as Unbalancing criticals.



Weapon Type: Missile **Fumble Range:** 01-09.
Weight: 2 Lbs.
RANGE (OB MOD):
1'- 10' (+10) 11'- 20' (+0)
21'- 40' (-30) 41'- 90' (-55)

Note: *Kalnor "The Wraith" Dennal commissioned the master smith Greggor Valshif and the Gundalag to create several of these items more than a century ago. "The Wraith" put them to good use within his organization "The Night Lords," a group of spies and assassins with more than 50 members. Their exploits grew so bold and numerous that King Delzenon led his army to the free city of Aeval in retaliation. The city was sacked but "The Night Lords" were never captured. Nor were they heard from again.*

THE HAGGLER'S CANE

This 4 foot long twisted branch of pine is capped with steel on the bottom. The entire length of the cane is darkly stained. The holder gains +10 to Appraisal and Trickery while grasping it.

HAIRPIN OF THROWING

This bejeweled hairpin appears to be nothing more than a normal decoration for a woman. Yet, when commanded, this item will transform into a dagger. More than once, a rogue thought to relieve a lady of her possessions only to find that she was far from helpless. These concealed daggers are balanced for throwing, though the handle is wrapped with leather allowing for thrusts and slashes. These daggers are +10 for melee and thrown attacks.

HANDKEG OF THE LONG DRAUGHT

Upon viewing this unremarkable handkeg, with a 10 inch diameter and 30 inches long, one might disregard it as too small for significant use. It might behoove an observer to look more carefully at that old handkeg in the corner. A Handkeg of the Long Draught can maintain 20 gallons of your favorite beverage at a constant cellar temperature (degrees Fahrenheit) be it wine, water, or ale. One would expect this volume to be quite heavy, but the keg weighs (empty or full) just 5 pounds. This keg is tapped and can be refilled with your favorite nectar by removing the tapped end and emptying any previous contents.

HANDKERCHIEF TENT

This 9 inch x 9 inch gray canvas has small metal circlets at each corner. When placed upon the ground it can be commanded to grow up to 18 feet x 18 feet and up to 7 feet tall (as space allows). This waterproof tent comes assembled, with two entrances. Pulling up the tent stakes and even knocking down the poles will not cause the tent to fall (those items are present only for cosmetic purposes). This tent can be commanded to return to its original travelling size—it will end up sitting on top of anything that was left inside. If more than 200 pounds are placed on the roof at any one time, the tent will revert to its traveling size.

HEADBAND LOOP LIGHT

This small jeweler's loop (magnifying lens) with a polished platinum outer bowl is attached to a black leather headband and has a setting with six small pearls. The odd-looking device is meant to be worn on the forehead with the jeweler's loop being positioned over one eye. This device is often employed by thieves to discover what type of pins and tumblers a lock has, and what traps might be present. It adds +5 to lock picking, (cutting the time by half) and adds +10 to finding traps. The six small pearls can provide light which the polished bowl directs to wherever the wearer is looking through the loop. Obviously the loop can be used to examine any number of small things. Jewelers can also use this item, though the light is less often used when looking at jewels (because the sparkle strains the eyes).

HORSESHOES OF FLYING

These new-looking horseshoes will alter their size to fit any mount (fusing with the animal's hooves). A full set of four enables a mount to fly over hindering terrain at normal movement (no more than 200 feet from the ground). The mount must touch down on solid ground at least once every 1000'. The enchantment of the enchantment allows the horse to know if it is about to violate the height or distance restrictions. In such cases the animal is 70% likely to bolt (despite its training). If either restriction is violated, the animal and rider will plummet to the earth (unless they have made other magical arrangements). The beast travels at its normal land-speed, and tires as if it were running.

HORSESHOES OF SPEED

This set of four mithril horseshoes will alter their size to fit any mount (fusing with its hooves). The shoes double the animal's movement rate (while all four shoes remain on the animal). The increased movement comes at no additional cost to the animal's endurance. Removal of the shoes is accomplished by speaking the command word while grasping the shoe.

HORSESHOES OF STRIDING

These gold-gilded horseshoes will alter their size to fit any mount (fusing with its hooves). These shoes double the animal's exhaustion points. As such, the mount can travel longer and faster. Unfortunately, this also means that the mount must double its food intake.

INSTANT DOOR

Something will certainly seem amiss when this item is first encountered. When this item is deactivated it appears as a small (6 inches x 3 inches) door with tiny planks bound by steel and a tiny door knob on each side. A normal-sized, bronze skeleton key will be bound against the door with a leather thong. When commanded this tiny door will disappear, reappearing as a full-sized door filling the space where the user is directing his attention. This door does not create a passage through a wall, but rather fills up an existing opening in a wall. The largest space that this door can fill is 15 feet tall by 10 feet wide. In the hand that just moments before held the tiny door, there is now only the key (that can be used to lock and unlock the door). Any attempt to pick the door's lock is at -30; the door has 150 hits. If the door's lock is unlocked with the key or picked the door will go to the location of the key (shrinking down again). In the event that the door is demolished, both the key and door disappear. This door can be placed against walls where there are no openings, possibly acting as a trick or as a delaying mechanism.

Note: *While the key holder remains upon the same plane of existence, the door will return to the key holder. There are no distance limitations. However, if the key holder is on another plane then the door and the key disappear and both items will reappear randomly within 1,000 miles of the door's last position.*

THE JERKIN OF SWIMMING

This black-leather jerkin is lined with red silk—the entire item is well made and appears quite new. This jerkin allows the wearer to enter deep water and float without sinking. The jerkin will only support up to 300 pounds of combined body and equipment weight. Of course, those whose weight approach this limit may be quite buoyant in water (the jerkin may be more effective for supporting added equipment). The jerkin will not prevent swells from going over the swimmer, but will add +30 to swimming maneuvers.

KASHAL'S BELT

This is a black, intricately tooled leather belt with a large brass buckle. Donning this belt allows the wearer to hold up to 2 pounds of herbs in 12 separate pouches lining the inside of the belt. Only herbs, although feasibly any plant material, may be stored within these pouches. Each pouch can hold 2 ounces of herbs. These pouches are only accessible when the belt is worn. Accessing the pouches is accomplished by holding out an empty hand and requesting the desired material. To place something in a pouch, have the material in hand and request it to be stored (the material must be named for the belt to accommodate the request). The herbs stored within the belt's pouches will not spoil or deteriorate in any manner. If the wearer of the belt is drenched, the contents of the belt will remain dry (i.e., its waterproof). Of course, destruction of the belt will result in a loss of the herbs stored within it.

LANTERN OF BANE

A cheaply-made, battered, steel-hooded lantern. This device holds 4 hours of lamp oil. However, an individual who knows the command word can cause the lantern to explode, affecting a 10 foot radius. All within that area suffer 'B' Heat criticals and all flammable materials catch fire. Of course, the lantern is destroyed in the fiery display, but with a bit of luck it may take a few of your enemies with it.

LASSO OF LIGHTNING

Many may dismiss the lasso as a less effective weapon, but these lengths of rope make an impact. If the user is successful in using his rope mastery skill (or lasso attack skill), whatever is lassoed suffers a 'B' Electrical critical. The rope only inflicts electrical damage if thrown. It must be taken off the target and thrown again to do more damage. The 50 foot long rope is fashioned from reinforced hemp and weighs 3 pounds. The lasso is formed at the end by a loop of steel ribbon.

LOOP OF DETECTION

This item is a plain brass loop measuring 3 inches in diameter with a small 4 inch long handle. When passed over a wall, floor or ceiling the loop will cause the seams of secret (nonmagical) doors to glow. Individuals using this item will find secret doors more readily and in half the normal time. Using this item will add +20 to the Locate Secret Opening skill.

MAKEUP OF STAYING

If found intact, this makeup kit is in a mahogany box (10 inches x 5 inches x 2 inches), with a wreath of flowers painted on the lid. Inside this box is a full set of makeup and a mirror is set into the lid. If the box is opened and commanded to "prepare me" the contents within the box apply themselves in a very flattering manner. So flattering, that the wearer gains +15 to Seduction skill (lasts for 12 hours). This kit contains an endless supply of waterproof makeup and application time is only 5 minutes.

PARCHMENT OF DUPLICATION

These normal looking sheets of parchment are highly sought after. They are constructed from the enchanted wood trimenlor. By placing a blank sheet of this parchment over written text (or maps) a duplicate copy is fashioned. If the user acts within 3 rounds, an attempt to alter the duplicate may be made. Only 10% of the text can be altered with a +20 to the Falsification Skill roll. Attempting to alter more of the duplicate text results in the following penalties: 11-20% (-10%), 21-40% (-30%), 41-80% (-90%), 81-100% (-270%). To alter the duplicate text, the user must be able to read the language that it is in. The parchment can also be used to create translations. For this, the user must only understand the desired language of the text's final form. Once the parchment has been used, the enchantment is consumed.

Note: *So rampant were the abuses of this item within Emperor Faylor's realm that he decreed if any person, other than a member of the Imperial College of Scribes, was found using one, the offender was to be blinded and have his or her hands cut off. This decree came after the Ten Years War with the Kalshing Empire, when the parchment was discovered to have been used to start the war. It seems that "The Night Lords" had been hired by Senator Ballor, who had designs on the Imperial Throne. They altered several key documents of a negotiation that was under way. Senator Ballor and all of his family were executed upon discovery of the conspiracy.*

THE MULE'S PACK

At first glance this pack will appear as nothing more than a normal item of transport. It has two large bags one on each side of the animal of transport and each has two smaller outer bags (for a total of three bags per side). When placed upon a horse or mule, the individual leading the animal gains a +30 to his control of that animal. The beast is 30% less likely to be startled or to try to flee (unless directly attacked). The pack can only hold 500 pounds (or 100 cubic feet of material), though the pack will never weigh more than 150 pounds. All material within the pack is protected from heat, cold, or rain. However, submersing it in a river will result in saturating the pack and contents.

PEN OF DICTATION

Crafted from rosewood, these pens will write down all that is spoken with a 50 foot radius. The text will appear in transcript form, such as:

Dallos: I agree that trade goods through the port of Garshon are far too heavily taxed. We should consider moving them overland along the Golden Way.

Maelron: The additional cost of caravan guards would not exceed what we normally pay in taxes, but the additional time might well mean limiting the transportation of perishable goods.

The text will appear in the native tongue of the speaker. The pen only needs parchment to carry out the process (no ink is necessary). It will not write on other surfaces. The pen will animate and begin writing the transcript when commanded. It will stop if nothing is spoken for more than 10 minutes, or if commanded to stop.

Note: *It has been rumored that pens similar to these exist that record in the language of the possesser—effectively translating any spoken language. However, as much as I would like to be able have one of these, I have never seen one.*

PERFUME OF CHOKING

Found in small (2 inches tall with a 1 inch diameter) crystal vials, this pleasant smelling perfume is light amber in color. When worn, it lasts for 8 hours—during this time, the wearer can command that up to eight individuals be affected for 2-10 rounds. If a victim (man or woman) fails his RR (versus 10th level), he chokes violently and is at -40 to all actions (1 round/10 failure, the wearer is immune to the effects). Each vial contains 2-12 doses.

PERFUME OF STUNNING

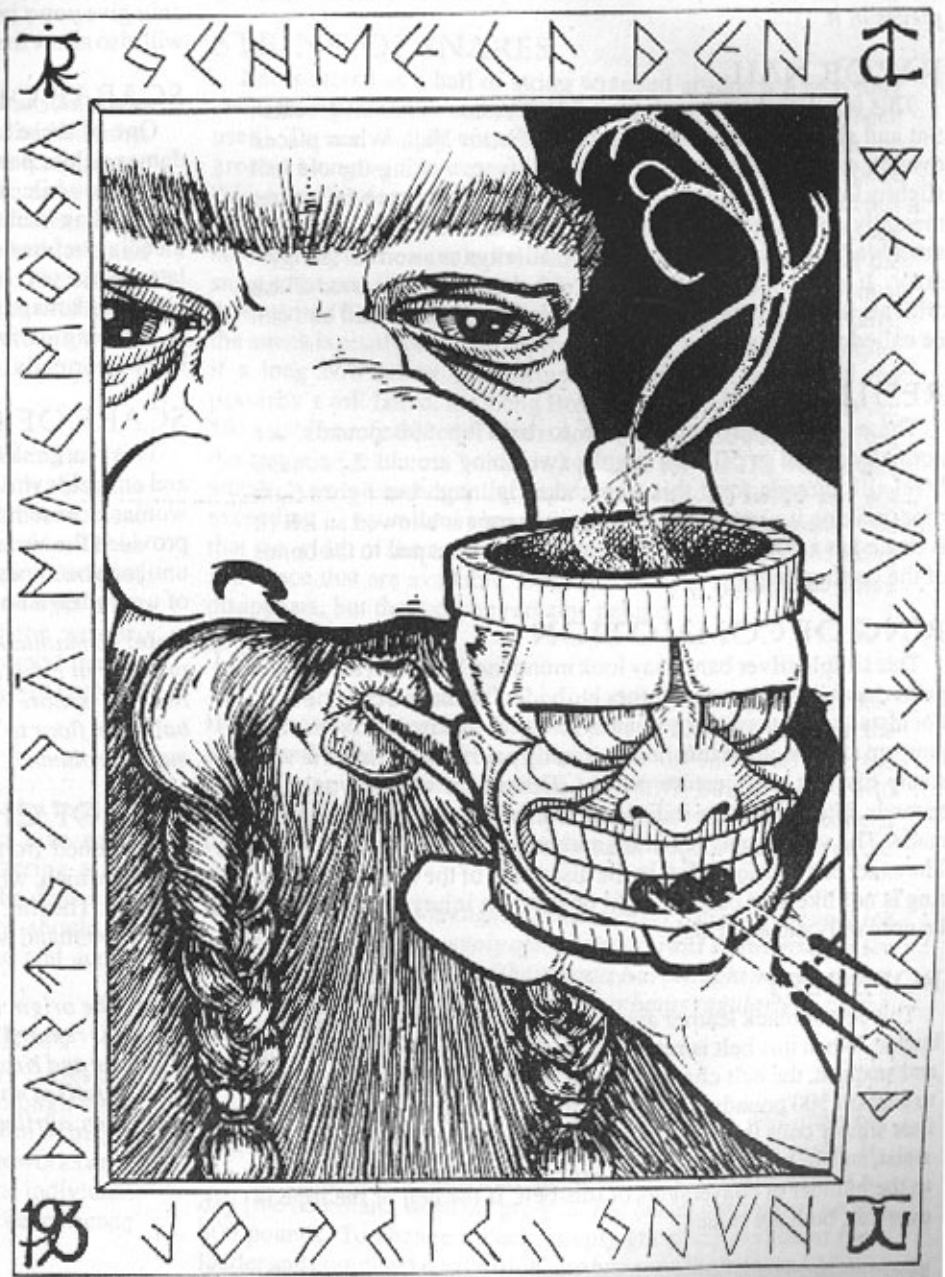
Found in small (2 inch tall with a 1 inch diameter) crystal vials, this pleasant smelling perfume is light pink in color. When worn, it will last for 8 hours—during this time the wearer can command that up to eight individuals be stunned (with no parry) for 2-10 rounds. If a victim (man or woman) fails his RR (versus 10th level), he is stunned (1 round/10 failure, the wearer is immune to the effects). Each vial contains 2-12 doses.

PICK OF DIGGING

Finding this item, one would usually not be overjoyed; after all, not many people enjoy digging. This pick weighs about 10 pounds and has a new steel head attached to a darkly stained oak handle. Miners greatly prize this item, as the enchantment laid upon it allows the user to dig twice as fast and twice as long as normally possible.

PIPE OF DARTS

This smoking pipe (crafted from ivory) has the face of a smiling man upon the bowl. At the user's discretion, the pipe can shoot a blowgun dart (from the mouth of the smiling man). The user must possess a blowgun dart (i.e., it must be on his person), but it need not be physically loaded into the pipe. This attack takes place whether the pipe is lit or not, but the pipe must be in the user's mouth at the time of the attack. The attack is resolved as a blowgun attack.



PURSE OF PROTECTION

This black velvet purse (set with small pearls) protects a person's valuables quite well. All attempts to cut the purse, be it the bag or the drawstrings, receive a -40 penalty. The bag is allowed an RR (as if it were 20th level) to resist all cutting damage. The purse must be within 5 feet of the owner. If the purse is removed from this range, the owner is alerted mentally and a dim blue aura appears around the possessor. The aura is visible only to the owner. It takes 1 week of wearing this purse to gain these benefits.

QUIVER OF SPEARS

Fashioned from darkly-tanned leather, this quiver has its bottom capped with steel and is meant to be worn off the hip. This quiver can hold as many as ten full-sized spears. The wearer must say "Bakla" and a spear will appear in his or her hand from the quiver. To return a spear to the quiver, simply hold the spear and say "Akla." Each spear can be 10 feet long, but can weigh no more than 8 pounds. Fortunately, the quiver's extra-dimensional enchantment keeps its weight at a constant 3 pounds.

Note: *It is important to note that only spears can be stored within the quiver, so don't expect to be able to place those 1,000 silver pieces in it.*

RAZOR NAIL

This is a detached, 2 inch long fingernail, with a faint greenish tint and slightly warped appearance: a Razor Nail. When placed over an existing fingernail the two will fuse, making the old nail slightly longer. The Razor Nail is a useful item, for once the wearer mentally commands the item to grow, it becomes an 8 inch long razor blade. This blade can be used in all ways as a normal straight-razor. It can be used to make a -10 dagger attack (non-Slash criticals have no effect). This razor blade will never dull and can be called forth anytime.

RESILIENT ROPE

These dingy gray ropes, able to hold up 800 pounds, are normally found in 50 foot lengths (weighing around 2 pounds). Steel-silk threads form this tremendously tough but lightweight rope, making it very difficult to cut—the rope is allowed an RR (it is treated as a 20th level item, the attack level is equal to the bonus of the cutting item).

RING OF COMMOTION

This simple silver band may look mundane, however, the wearer gains the ability to cause another individual to make a commotion. For instance, that very large man in the inn can be made to suddenly jump up and proclaim that he has already paid for his drink. He will stamp his feet and gesture wildly. This effect will last only 15 seconds, after which, the individual realizes that a mistake has been made. The victim may resist by making an RR versus 15th level. The exact commotion is left to the discretion of the GM, though the ring is not likely to cause a fight or result in injury. This ring can be used only once per day.

ROPE BELT

This belt of black leather appears little used, with a simple, steel buckle. When this belt is removed from the waist, folded in a loop and snapped, the belt changes into a 60 foot, black, silk rope able to support 300 pounds. To change the rope back to belt form, the user simply coils the rope, loops the coiled rope around his or her waist, and the belt appears, ready to be used again. There is no limit to the number of conversions of this belt. If the belt or the rope is ever cut, both are ruined.

RO'QUAN'S WRITING SET

This small cedar box with hinged lid contains four pens, four bottles of ink, and four sticks of sealing wax (gold, red, black, and silver). Using the contents allows an individual to write a letter that can change once the seal has been set. The contents change to everyday chitchat (i.e., weather, flowers, birds, crops). Only when the designated recipient reads the letter will the original written text reappear. A new box will have enough materials to allow a person to write no more than 200 pages. Once the contents have been used the power is lost. The ink and sealing wax cannot be replaced or refilled. The magic is lost if this attempt is made.

ROSE COLORED SPECTACLES

Crafted from platinum, these rose colored octagonal lenses are quite beautifully fashioned. When worn, these spectacles will give the wearer a sense of happiness. If one speaks with others, they too will find themselves in good humor. For those incorrigible few that naturally tend to have an unpleasant outlook, they must make an RR (10th level). If they fail, they too are swept up in a feeling of general contentment and joviality. Do not expect the spectacles to keep those nasty Trolls from tearing you limb-from-limb; they will only give you a brighter outlook on the situation. These spectacles will also allow the wearer to have 20/20 vision while they are worn.

SCARAB OF CLOTTING

One of these bronze scarabs negates three points of bleeding damage (hits per round) incurred during a 24-hour period. For example, while Harlow is fighting three Lugroki, he sustains 1 hit of bleeding damage per round. However, his scarab stops the bleeding before he loses any blood. If Harlow is ambushed 3 hours later by the two brothers of lugroki #1 and takes another 4 hits of bleeding damage per round, he would be losing 2 hits per round due to bleeding damage. This remaining bleeding damage must be healed normally.

SCARF OF EYES

This scarf, made from a translucent white silk with small rubies and emeralds woven into the fabric, is a beautiful accessory to any woman's ensemble. While being worn (as fashion dictates) it provides the wearer with 360° vision. This can be disconcerting until one becomes accustomed to the view. It will take 3 to 4 hours of use to learn how to use the scarf's function.

Note: *To maintain safety and one's reputation, it is suggested you practice in a wide open area where nothing will get in the way. Nothing is more embarrassing than thinking you are crossing the ballroom floor to greet someone as you stride meaningfully into a marble column.*

SEAL OF CHANGING

Fashioned from silver, this signet ring has a smooth circular surface which, when placed over a wax seal, will take the form of that seal. The ring will hold this form until placed over another seal or the command word "Zarltesh" is spoken (smoothing the surface again).

Note: *The origin of these rings is unknown. However, a withered old hag is reputed to have sold many of them throughout the realms of Desine and Kroshton, to various nefarious groups and individuals. The falls of no less than six great houses of these two kingdoms have been attributed to the widespread use, or misuse, of these items.*

SHOCKING LOCK

This high steel lock is intricately crafted and appears to need two separate keys to unlock it. However, the lock has eight small, raised sections, one in each corner on both sides. These raised sections must be pushed in the proper sequence to open the lock. Each lock has its own sequence combination. Placing a skeleton key or lock picks in either of the lock's key holes will result in a tremendous burst of electricity (a 'B' Electrical critical).

SLIPPERS OF JUMPING

Crafted for the delicate feet of women, these slippers add grace and beauty to any ensemble. The silver chain filigree set with emeralds over the fine white silk slipper appears exceptionally delicate. Actually, due to the magic which is imbued upon them, these slippers are exceptionally rugged. The wearer can alter the color to coordinate with any gown. These slippers will also alter to perfectly fit the wearer's foot. The true power of these slippers gives the wearer the ability to jump twice as far as normal, even while wearing a long elegant gown.

SMOKE TABLETS

By ingesting one of these small white tablets, the consumer can exhale a single cloud of smoke 20'x20'x10'. The individual must expel the smoke within 5 hours, or make a RR versus Respiratory Poison (20th level). The cloud obscures normal vision and attacks with a 5th level respiratory poison all within its area of effect. Each round that an individual remains within this area, he needs to make a RR (at one less attack level than the previous round). The creator is immune to the effects of the cloud. The cloud will travel 5 feet per round in the direction it is expelled, or it will drift with winds greater than 5 mph.

SPECTACLES OF CHARMING

These can be found in two forms, one masculine looking and the other feminine. Those for men will generally rest lightly upon the ridge of their nose, crafted from gold with thin lenses. For women, they have labaster frame and handles set with emeralds. These spectacles allow the wearer to attempt to charm a single individual of the opposite sex once a day. When employed, the target must make a RR (15th level) or fall under the sway of the wearer. Charmed individuals will believe the wearer to be a good friend, but will not blindly obey commands. These spectacles will not help with vision problems.

SPECTACLES OF DEMEANOR

Gold-framed with rectangular lenses, these spectacles lend the wearer an air of sophistication. These glasses also give some insight into those being dealt with. By intently staring at an individual for a single round, the wearer will learn the demeanor of the individual. The description of the demeanor should be limited to one sentence (e.g., "that person has a kind and gentle nature about him").

SPECTACLES OF REALM DETECTION

These gold-framed spectacles have very thin square lenses and will alter to fit the wearer's head snugly. Looking through these spectacles allows the viewer to discern a person's realm of magic and whether those viewed are spell casters. This power works only out to 50 feet, and takes 1 round of intently staring at the individual to garner the information. It will not reveal the person's experience level, spell lists known, or Power Point total.

SPECTACLES OF TRANSLATION

With a plain brass frame and exceptionally thick oval lenses, these spectacles would leave one to think that the owner has very poor vision. When the wearer views a written text in any unknown language, it is translated as it would be by a translator with a skill rank 7 reading ability. Of course, this is of no use to those people who are unable to read. Magically encoded scripts and/or magical languages will never be deciphered by these spectacles nor will secret codes. For those sages whose libraries are full of foreign tomes, this item quickly shows its usefulness.

SPIDER ROPE

This 50 foot length of rope is made from silk permanently dyed black. At one end of the rope is a 4 inch diameter black ball. When thrown at any solid surface (this excludes mud, dirt, and snow), the ball hits and adheres if a successful Rope Mastery skill roll is made. The ball can support no more than 300 pounds. To release the rope, grasp it and utter "freela."

STRING OF SNARES

Encountered as a ball of string wrapped around a 5 inch long stick, this item will contain 500 feet of string (if it has never been used). To use, simply cut a length of string and place it on the ground along with a weapon (rock, dagger, arrow, etc.). Speak "shisloam" and a snare is instantly built. Any attempt to detect this snare is at -30 because the snare and the weapon blend into the surroundings. The next individual that passes within 1 foot of the snare must make an open-ended roll adding his Agility stat bonus. A result of 101+ means that the snare was avoided. If the roll fails, the attack is resolved on the appropriate attack table. For example, if a long bow arrow was incorporated into the snare and the passerby's roll failed, the Long Bow Attack Table [*Arms Law*, p. 56] would be referenced. There is no bonus to these attack rolls, but the target's Quickness bonus is not used for his DB versus this attack. Any weapon smaller than a two-handed sword and not exceeding 12 pounds may be used with this snare. GMs are advised that the width of the snare is only limited by the amount of string and space that are available. Once the snare is sprung, the string disappears, but the weapon remains behind.

TALON BOOTS

These finely crafted, fur-lined, leather boots appear normal. However when the wearer is on slippery or inclined surfaces, the boots will adhere to the surface. When on such surfaces, the wearer's movement rate is reduced by -20%, but he gains a +40 bonus for all maneuvers and all Unbalancing criticals are reduced by two steps. These boots keep the wearer's feet warm in even the coldest of climes.

Note: *Fashioned by the rugged Northmen for travel on the pack ice of the region, a steady supply of these boots runs south from the icy wastes of Tarspath. Trade of these boots has brought many benefits to the inhabitants of that region and merchants regularly brave the ice packs of the sea lanes to buy them.*

TELESCOPING LADDER

This 4 inch length of pine (0.5" in diameter) will often be overlooked as unimportant; however, this item is quite useful. It can transform into a ladder (up to 30 feet long) up to four times a day (the command word is "grow"). The ladder can support up to 300 pounds. To change it back, simply grasp any portion of the ladder and command it to "shrink"—anyone on the ladder will fall, but beware that anyone grasping the ladder can command it.

TORCH OF EVERBURNING

This is a normal torch (about 4 feet long) that weighs about one pound and provides illumination for a 20 foot diameter area. The individual holding the torch can command it to burn or stop burning (the torch is not consumed while it is burning). The torch will burn surprisingly well, even in inhospitable environments (e.g., high winds or rain). Of course, these items are in high demand since they greatly reduce the amount of supplies that adventurers and travellers require.

TRAVELER'S CLOAK

This is a woolen gray cloak of fine craftsmanship. The edges of the cloak are protected by a leather strip sown onto the garment. This garment will keep the wearer warm and dry. The cloak offers protection from rain, snow, and temperatures as low as 10° Fahrenheit. It is also much lighter in weight than might be expected (same weight as a normal cloak).

WAND LANCE

In its shortest form, this item appears as a 6 inch length of oak with a 1/2 inch diameter, capped at both ends by ivory. When held and commanded, a Wand Lance will transform into a spear that is 14 feet long and weighs 15 pounds. This weapon has no OB bonus and is treated as a normal lance for all purposes. It can be enlarged an unlimited number of times. If called upon in a confined space (less than 14 feet), the item will extend to the confining limits and then break. Once broken, it ceases to function.

WHIP NECKLACE

This gold necklace is made of small tubular segments. A special breakaway clasp allows the necklace to be quickly brought into any fray. The Whip Necklace can increase in length to 9 feet and weighs 3 pounds in this form—it then acts as a +10 metal whip (use the Metal Whip Attack Table [*Arms Companion*, p. 121] if it is available).

WIND BOAT

The Wind Boat is a six-person rowboat with a small rudder, but no oars. Appearing well built, but worn, it travels at twice the rate of a normal rowboat, but without the need to row. The individual at the rudder controls the speed of the boat. Be warned that, despite its speed, it is ill-suited for ocean travel, as even a moderate swell can capsize and sink it. These boats are most commonly found on lakes and rivers where rowboats are best suited to be used. This boat has no sail, as the name is figurative: "fast as the wind."

11.7 POTENT ITEMS

BOOK OF STUNNING

These books have a worn, tan leather binding, with a title (normally something like "The Ultimate Tome of Magic") scripted in gold ink. The pages within will be yellowed with age and some text will be faded. If an individual reads more than one paragraph, the reader must make an RR (20th level) or be stunned (with no parry) for 10 rounds. During this time, a loud gonging will sound from the book for up to 10 rounds—closing the book will "turn off" the alarm. The stun results will affect all people reading the text (i.e., those people reading over the reader's shoulders). The text of the book will always pertain to the title.

BOX OF FLEAS

This unadorned wooden box is tied with two leather thongs. Inside the box, there are ten blackened peas packed in cotton. Great care is required in handling these peas. If one of these peas is thrown at a target, be it human, animal, or even a bed, the target will become infested with hundreds of fleas upon contact. The target will be in extreme discomfort (-30 to all actions) and every person who comes into contact (physical) with the infested target will also be afflicted. Bathing will allow a victim to find temporary relief (1-10 days) and then the fleas will reappear. Only the oil of a skunk (which must be applied to the victims skin, clothing, and all articles that they possessed) will permanently remove the infestation. The oil must be kept on the victim and their belongings for at least two days. Once thrown, the peas are consumed by the act of releasing the fleas.

Note: *Given the delicacy of this item, I would not highly recommend it as a tool for adventurers. A single misstep can become an excruciating experience.*

BURNING GAUNTLETS

Black leather, elbow length gauntlets with steel pyramid studs adorn this item (except for the palms). The wearer of these finely crafted gauntlets can throw three burning shuriken (the attack is resolved on the Dagger Attack Table [*Arms Law* page 38] with an additional 'A' Heat critical and double the concussion hit damage). Both gauntlets can create these burning shuriken each round. The range for these shuriken is double normal, and the attacker's OB is based on his weapon skill for throwing shuriken. In addition the gauntlets can burst into flame (inflicting an 'A' heat critical to those that contact them). It should be noted that these flames will cause flammable materials to burn. A wearers of the gauntlets is immune to the gauntlet's flames, but is not immune to the shuriken's flames (i.e., a fumble delivers an 'A' Heat critical). The gauntlets are immune to the most intense heat and fires.

DRAGON BALL

A small (1" diameter) flawless crystal sphere with a black onyx stand (3" tall). The possessor can call upon the ball to help them in learning various obscure facts of Dragon lore (+30 to Dragon Lore skill). In fact, when held and asked what types of Dragons are nearest to the orb, it will respond—and if a Dragon(s) is within 2 miles, the orb informs the possessor of the direction and distance. If necessary, the orb can be thrown at a Dragon. If it hits, it attempts to turn the beast to crystal (RR versus 10th level). If the drake fails the RR, it is slain instantly—turning into a crystal representation of its former self. If the RR is successful, the thrower of the orb must make an RR (10th level) to resist the same affect. The orb is destroyed in any case. Throwing the orb at anything other than a drake will have no affect, other than breaking the orb.

Note: *Many a young fool (and old one) has met their end with the blind faith of its destructive powers. These orbs are meant to be used as a tool for knowledge not as a weapon. Those that use the orb as a weapon, destroy a valuable piece of the puzzle to understanding Drakes. Only through better understanding of Drakes will civilization gain its most effective means in dealing with the bane that these creatures represent.*

EYES OF THE DEAD

These two perfectly spherical agates of milky-white quartz have stripes of blood-red running through them. Place the stones on the eyes of a corpse and then hold them to your forehead. The events beginning 3 minutes before and leading to the corpse's death will be revealed (mentally). The user must make an RR (5th level) or be stricken with fear for 1-10 minutes. The Eyes of the Dead can be used on any corpse, regardless of its intelligence, race, or species (e.g., rabbit, Halfling, Goblin, Troll, human, horse, etc.). This device will not always make clear who or what caused the corpse's demise. That determination is left to the GM. If the corpse is more than a week dead, these stones will be unable to reclaim the visions. It is necessary that the corpse still have its eyes intact and that it was not originally blind to have the stones work.

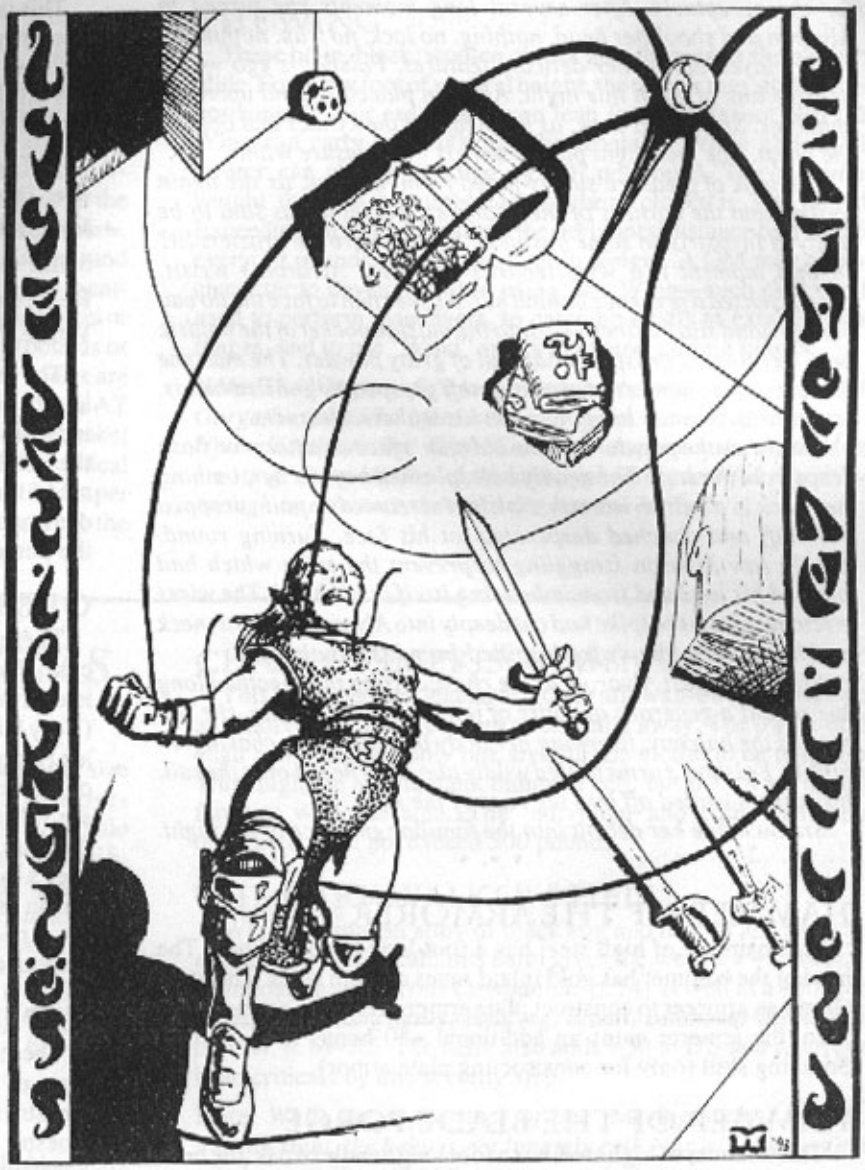
FIRE GLOBES

These small (1" diameter), reddish-orange, crystal globes are perfectly round and without flaw. Careful transport of these items is definitely required, as they are so fragile that they crack at the slightest pressure. To use one of these globes, throw it at a target. Upon impact, the globe explodes into a 20 foot diameter fire ball. These globes, while spectacular in delivering a considerable amount of damage, can be dangerous. Imagine for a moment that you are about ready to throw one, and it slips out of your grasp; impacting (and exploding) at your feet. Or, more likely, you are running, slip and fall, landing on one of these globes. All damage is resolved on the Fire Ball Attack Table [*Spell Law*, p. 145] inflicting double normal damage.

GUARDIAN SLAYERS

Appearing as a four inch long, wire-bound spike, topped by a milky white crystal sphere, this deadly device has often claimed the life of the unwary. A Guardian Slayer is normally placed within a chest, vault, or other stationary treasure receptacle which it is meant to protect. Each device can imprint five people or creatures who are allowed to access that which it guards. When an individual, who has not been imprinted comes within 20 feet of it, the Guardian Slayer can uncoil eight 5' lengths of diamond wire and prepare to strike. Its most common tactic is to delay uncoiling until the victim enters or reaches into the receptacle. The device then encircles one of the victim's appendages and swings toward the offender's head, wrapping at least two strands around the head and the remainder around the neck. The spike is driven into the forehead, while the strands around the neck will easily decapitate an unarmored target within 2 rounds. Armor must make a RR (15th level) or be cut through in 5 rounds. Treat the Guardian Slayer as having an AT 15, 150 hits, a 40 DB (80 against missiles), a base movement rate of 150 (only within a 30 foot radius), and two attacks (80LGr) per round (if a Grapple critical is achieved a 120HSt attack can be made the next round). It uses Large Creature criticals and ignores stun results and bleeding results. It also ignores Puncture, Heat, and Cold criticals.

Note: *These devices were the rage nearly 1000 years ago, but have begun to show signs of deterioration, with as many as 20% of these devices failing to register imprints and attacking at random. It is thought that Delzeth Frae was the creator of these devices, and that his apprentices after his death carried on the practice. All that is sure is that no new guardians have been created in the last 600 years. The older devices have begun to kill at random.*



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Sraela knelt, manipulating the lock on the wooden balcony door. The cool salt air of the night did little to alleviate the tiny beads of sweat on her brow. The surf crashing 300 feet below had covered their approach to Falshon's Castle but could not drown out her pounding heart now.

Alvaron crouched beside her on the dread Archmage's tower balcony. His Elven eyes seemed unearthly as he scanned for any signs of detection. In a combat stance, clad in a gray and black mottled body suit, he grasped two venom-covered kynacs.

Sraela relaxed as the last tumbler of the ornate silver lock moved into position. Nodding to him, she backed up and stuffed the lock picks into her baldric-styled bag. Alvaron moved to the door, opened it a crack, and peered in. Without a word to Sraela he opened the door and moved toward their ultimate goal, Shianul "The Chaos Cleaver." She followed with cautious steps. In each corner, a brazier dimly lit the pungently perfumed room. Sraela hesitated just within the doorway. Her eyes picked up movement to either side, but she relaxed realizing the ocean breeze was at work in the room. Alvaron was across the chamber at the large bronze chest that lay at the foot of a massive four-poster bed. Sraela smiled thinking how enraged Falshon would be that they had violated his private sleeping chamber. Pushing the thought from her mind she

moved to the chest, seeking what lethal trap the had commissioned for the receptacle. After several long moments she turned to Alvaron and shook her head, nothing, no lock, no trap, nothing. A smile played across her delicate features. Falshon's ego would deprive him of much this night. Alvaron placed a hand upon her shoulder. She moved back, as he sheathed the kynacs and opened the chest. The faint light played across the treasure within.

The look of pleasure slowly faded from her face, as she again looked into the corners of the chamber. Falshon was said to be away at Invoxtris on some business. So why were the braziers lit? In that moment two wire tendrils encircled Alvaron's wrists. Sraela sensed a presence behind her. As she spun to face the threat, her left hand slid instinctively into the outside pocket of the baldric bag. Her fingers grasped a handful of gritty powder. The man she faced was Falshon, a red glowing staff grasped by gnarled hands, and a sinister smile hanging upon his withered features.

She threw the powder into the old man's face as a fiery red flash leapt from the staff. The deadly bolt splashed beyond her, bathing her back in a hellish warmth. Falshon screamed in pain, dropped the staff and clutched desperately at his face. Turning round, Sraela saw Alvaron struggling to prevent the spike which had pierced his left hand from imbedding itself in his head. The wires stretching from the spike had cut deeply into Alvaron's wrists, neck and head and a bloody froth spilled from his mouth.

Sraela ran past Alvaron, to the chest, seizing the sheathed long sword and a generous quantity of jewels. Not hesitating, she ran toward the balcony, throwing her body into the blind, choking. In futility, Falshon's arms flailed wildly about. As he fell over the rail, his scream trailed off into the roar of the surf.

Sraela made her decent into the familiar embrace of the night.

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HAMMER OF THE ARMORER

This hammer of high steel has a foot-long handle of oak. The head of the hammer has gold inlaid runes on both sides. This item allows an armorer to construct plate armor in half the normal time. Also, the armorer gains an additional +50 bonus to his Armor Smithing skill (only for constructing plate armor).

HAMMER OF THE BLADE FORGE

This hammer of high steel has a foot long handle of oak. the head of the hammer has gold inlaid runes on both sides. This item is allows a weapon smith to construct swords and daggers in half the normal time. Also, the weapon smith gains an additional +50 bonus to his Weapon Smithing skill (only for constructing daggers and swords).

THE SWORDSMAN'S BELT

This item is a broad (5" wide), black-leather girdle tapered on the ends (to 2"). Its circular patterns are fashioned from hundreds of brass studs. Three small buckle straps allow the wearer to tailor its fit. By wearing this belt you can quickly rearm yourself; it will cause up to four swords to appear at your feet. The wearer must have previously placed these swords in the belt's extra-dimensional space. Should the wearer be killed or knocked unconscious, and another person dons the belt, the new wearer cannot gain the stored weapons. The belt attunes itself to each new wearer creating a new extra-dimensional pocket. The other benefit of the belt's enchantment is that the wearer can temporarily (10 rounds) enchant one of the four swords with a +20 OB.

HORN OF HIVARL

This is an ivory drinking horn skillfully carved to depict nubile women intertwined with handsome men. The drinking horn comes with a silver filigree stand. When various liquids are placed within this drinking horn and then consumed, various spell-like powers are bestowed upon the imbiber.

Water: *Ecstasy* (7th level *Alluring Ways* [*RMCIV* p. 61])
Ale: *Dream Girl* (9th level *Houri's Change* [*RMCIV* p. 61])
Mead: *Kiss of Coma* (12th level *Kisses* [*RMCIV* p. 60])
Milk: *Great Attention* (8th level *Alluring Ways* [*RMCIV* p. 61])
Red Wine: *Kiss of Slavery* (7th level *Kisses* [*RMCIV* p. 60])
White Wine: *Master of Man* (7th lvl *Influences* [*RMCIV* p. 60])

The drinking horn must be filled with one of the aforementioned liquids and the entire contents must be consumed by a single individual. The horn may be used once every 24 hours. In this time, the imbiber must use the spell-like power. Drinking from the horn more than once in a 24 hour period will add no benefits (or detriments) to the drinker. The imbiber is considered 20th level for the purposes of the effects.

ORBS OF THE ELVES

These items are always found in an ornately crafted jewelry case. The case is fashioned from silver, with delicate filigree which is encrusted with small aquamarines. The hinged case has a lock (Very Hard, -20 to pick). The interior is lined with blue silk. Inside are two orbs. The orbs are gelatinous (requiring a moderate amount of care in handling, lest they burst), tinted a light blue green, and are warm to the touch. To use the orbs, you must carefully pick them up, placing them against your eyes. Upon contact with the user's eyes, they meld into them bestowing upon the user the same vision as that possessed by Elves. Additionally, he gains a +20 to his Appearance bonus and gains six skill ranks in one Elven language (both spoken and written).

TAPESTRY ROOM

These beautifully brocaded tapestries will always depict some form of portal, be it an archway, door, or tunnel. To use it, the tapestry must be hung on a wall. The command word to activate the tapestry portal will always be hidden somewhere in the picture. Sometimes the command word will only reveal itself during certain phases of the moon, and there is no standard language to expect the command word to be written in. Once the command word is spoken, the speaker can pass through to an extra-dimensional room within the tapestry. Such a room will never exceed 50'x50'x15' and will appear to be carved from obsidian then polished smooth. Illumination within the room is provided upon command (anyone in the room can request it). Temperature is maintained at a constant 75°F. If the tapestry is burned or otherwise partially destroyed, the portal will remain while the tapestry is hanging from a wall. In this case, it can still be accessed by the command word. If people have entered the room and the tapestry is taken off the wall, they are trapped there until it again hangs upon a wall. While the portal is open, anyone inside can see outside the room through the tapestry. Magically moving into or out of one of these rooms is extremely dangerous—the caster must make a Sheer Folly maneuver, modified by Empathy, to avoid a mishap (e.g., spell failure, transport to another dimension, etc.). Obviously these tapestries are often used as treasure vaults, or labs for magicians, as they are readily transportable.

WAGON OF TRANSPORT

This well-constructed, closed wagon appears quite new. The steel straps binding the planks together have yet to lose their shine and the wood looks freshly varnished. The most interesting, if not amusing, feature of this item are the two horses; for they are carved from solid wood. This vehicle is valuable for transporting important loads quickly and safely. The two horse statues can move the wagon at 40/FSpt for ten hours before requiring 5 hours to renew. Normally, such speeds would be unpleasant for the passengers and detrimental to the goods being transported. However, the enchantment moves the wagon smoothly, without distress to passengers or damage to goods. Above all this, wagon can move 2000 pounds or 1080 cubic feet of material (whichever is the least). The horses are unable to attack and only provide motion. As a pair, they have AT 17 and 300 hits (ignoring all criticals except Heat). Fire is the most effective means for disabling the horse statues. If a Heat critical result is delivered, the horses are alight and will take 10 hits per round thereafter (ignoring other critical results). All damage to the horse statues is curable only through magical healing.

THE WING

These plain, black, woolen cloaks give the wearer the ability to glide. For every foot of vertical height, the wearer may glide 10 feet horizontally. For example if you leap from a 100 foot cliff, The Wing can carry you 1000 feet horizontally. While gliding, the wearer can change heading by 30° per round. The maximum weight that can be supported by these cloaks is 300 pounds. Exceeding this weight reduces the horizontal distance by 1 foot for every 10 pounds over the maximum weight. A GM may allow a character to develop skill in using The Wing—such skill can be used to perform maneuvers, to catch up-drafts to extend gliding ranges, and to use "Wind" spells to extend gliding ranges.

Note: *The Wing was first known to have been created and used by Gargethus, an who often needed a quick method of extrication. Upon his death the High Conclave acquired the method for creating these cloaks. And, although not plentiful, there are enough in existence that they are not unheard of.*

11.8 MOST POTENT ITEMS

BAND OF THE MASTER

This is a silver headband inlaid with gold runes; it will alter size to fit the head of any race (even Drakes or Giants). The band gives the wearer a +40 modification in the following skills: Battle Perception; Disarm Foe, Armed; Reverse Stroke; Sense Ambush-Assassination; Stunned Maneuver; and Tactics. The enchantment is only applicable if worn on the recipient's head in contact with bare skin. No metal helm (including coifs) can be worn without disrupting the enchantment.

Note: *Although I consider a helm to be an integral part of any warrior's equipment, were I to refrain from donning a helm then it would be wise to wear this item.*

BLACK CLOAK

This is a black, woolen cloak, the interior lined with black silk and many small pockets. This item gives the wearer many benefits, all of which are designed to enhance the wearer's endurance. The power of this cloak allows the wearer to go without sleep for 240 hours (10 days). For those 10 days, the wearer also needs no food or water. It also allows the wearer to recover all exhaustion points [*Character Law*, p. 14-16] at the end of every one hour period. Finally, the wearer can cast spells (up to 20th level, 40 PPs every 10 hours) from *Lofty Movements* [*Spell Law*, p. 40].

Note: *These cloaks number fewer than ten. They were fashioned by Gara Sal (a cleric of questionable ethics) for The Black Capes [Arms Companion, p. 14]. The Captain of The Black Capes sought a measure of magic to allow important missions to succeed. These items might explain some extraordinary feats that the Black Capes regularly accomplish.*

BRIDLE OF HORNS

This bridle is made from thick straps of black leather, studded with ivory pyramids, and has mithril hardware (i.e., the bit and buckles). When the rider takes his warhorse into combat, the horse will sprout two horns from its forehead and one horn from each side of its head. These horns allow a 120LHo attack (Large Horn), resolved on the Horn/Tusk Attack Table [*Arms Law*, p. 72]. For those attacks made against the horns (i.e., an attempt to sever one), they are treated as having an AT 16. Only weapons with at least a +20 bonus can attempt to damage them.

CHAIR OF IMPRISONMENT

This large, padded, leather armchair allows the owner to teleport any individual sitting on it up to one mile away. The owner of the chair can designate only one area for the victim to be teleported. This might be a cold, dank dungeon cell, but the owner must be familiar with the area. The individual and equipment being teleported must not exceed 300 pounds.

THE DARK WALKER'S HELM

Wrought from an alloy of black eog and mithril and fashioned as a silvery black skull, this helm gives the wearer a +50 bonus to Intimidation skill [*Arms Companion*, p. 74] as well as a +50 bonus to Blind Fighting skills (Hearing, Smell, Intuition) [*Arms Companion*, p. 69-70]. The helm also adds +30 to DB and reduces all head criticals by one severity step.

Note: *While the appearance of one wearing such a helm is a ghastly sight, the helm is not innately evil. Nor will donning such a helm twist the will of the wearer to dark purposes.*

EIGHT BELTS OF THE MASTERS

Each of these belts differs in appearance, the color corresponding to the rank and type of martial art it is fashioned to enhance. These belts give the wearer 10 skill ranks (or a +30 bonus, whichever is greater) within a specific type of martial art. For example, Qua' Tarrath has a Black Cloth Belt of Striking. She gains 10 skill ranks of Martial Arts Striking (rank 4). The following is a description of the belts from each type and rank of martial arts:

Martial Arts Striking:

Yellow Cloth Belt ..... (Rank 1)
Purple Cloth Belt ..... (Rank 2)
Brown Cloth Belt ..... (Rank 3)
Black Cloth Belt ..... (Rank 4)

Martial Arts Sweeps & Throws:

Yellow Rope Belt ..... (Rank 1)
Green Rope Belt ..... (Rank 2)
Brown Rope Belt ..... (Rank 3)
Black Rope Belt ..... (Rank 4)

If worn by someone that knows the Monk Base spell list, Evasions, *Dodging* spells may be used to defend against spell attacks as well as physical attacks.

EYE AGATE

This is a small (1" diameter) spherical stone that is milky white with a circular spot of color (exact color varies: green, blue, red, yellow, brown, black, gold, or silver). When placed against an eye (or in an empty eye socket) the stone disappears (merges with the eye of the possessor) but the eye color is altered to that of the stone's. While the stone is in place, the possessor adds five skill ranks to each of three skills: General Perception, Detect Traps, and Locate Secret Opening. In addition, the stone acts as a x3 Essence and Channeling PP multiplier, giving access to *Light's Way* and *Locating Ways* [*Spell Law*, pp. 41, 46] spell lists. To remove the agate, one simply places a spoon against their eye, leans forward and the agate falls into the spoon.

Note: *These items are difficult to acquire as only a handful of mages still know the process to fashion these items. Even if you are fortunate enough to find one that is the same 'general' color as your eyes, the chances of it being a perfect match are slim (+03%).*

FLAT COIN

This item is a very thin platinum disc that is devoid of any writing or impressions on either side. This item can reduce the possessor's body (and possessions) to two-dimensions (one round to transform). As such, the possessor can be seen from the front and rear normally but they possess no side view. Obviously this has some interesting connotations, such as being able to slide underneath a door. Attacks against the possessor can be dramatically reduced, missile attacksfail if the coin possessor is able to turn side ways relative to the attacker. Such a maneuver to avoid missile attacks is allowed only once if engaged in melee. In melee, if the possessor turns sideways, any attacker receives a -30 to all attacks. The possessor will also have a -20 modification to all attacks to either side. It is important to remember that the possessor can still move in three dimensions. This power is granted for as long as the coin is retained on the person.

GLOVES OF POISON DETECTION

These black velvet gloves are lightweight yet provide a measure of warmth. They also give protection from contact poisons—a +50 RR bonus versus contact poisons, and +10 versus all others.The wearer may also discern the location, type, and quantity of poison within a 50 foot radius. This is not a modification to the wearer's Poison Perception—these gloves allow the wearer to know the poison with absolute certainty.

Note: *These gloves have become standard items in a number of locales, primarily due to a tradition of assassination. Malikie, a mage of my acquaintance, has started altering the color of the gloves to make identification of the item more difficult.*

INK OF THE DOPPLEGANGER

This item appears as an unlabeled bottle of blue ink. To use this ink, one must paint five lines upon his body. Each line must start from the following locations (in the order they must be drawn): left foot, right foot, right hand, the head, and left hand. The lines are paintrf so that they travel to the individual's solar plexus. When the last line is complete (the left hand should be drawn last), the individual becomes a Doppleganger. That individual instantly knows these lists (even if they are not capable of using Mentalism); *Doppleganger Ways, Organic Shifting, Inorganic Shifting, Light Shifting, Dark Shifting*, and *Mental Shifting* [*RMCVII* pages 78-83]. These spells are known to 10th level, but may be learned to higher levels as any other spell list can (as the Doppleganger profession [*RMCVII* page 8]). Each bottle will hold enough ink to complete four man-sized individuals or one giant-sized creature.

INQUISITION CHAIR

This imposing chair is constructed of oak, reinforced with steel, and it is equipped with thick leather restraints for the victim's neck, waist, feet, and hands. An individual placed within its confines can only escape by making an open-ended "Sheer Folly" maneuver roll and adding his St bonus (101+ and he is free). Once placed in the chair, it goes to work,The Inquisition Chair is used to discern the truth and to make truth of lies. Only one individual can question the victim. The victim must make a RR (37th level). If he fails, the victim answers the question truthfully, to the best of his knowledge. However, if he succeeds, no answer is required. Trying to lie lie while sitting in the chair requires another RR (37th level). Each time that the victim is successful in resisting the chair, further RRs are lowered by 3 levels. There is a darker side to this device, known only to those who fashioned them and those who wield the chairs' power. The questioner can manipulate the victim to answer in a fashion that suits the owner's own ends. Again the victim is allowed a RR (37th level)—if he fails, the victim will hesitantly (usually with a physical struggle) answer in a way that the questioner desires.

Note: *The sight of the Imperial Inquisitor's caravan approaching was an ominous warning that a dark time was afoot. During the Second Mage Wars several of these chairs were used to wring confessions (truthful or not) from hundreds of mages. Ironic, since mages created the chairs. On the other hand, Havalthar the Souless (Fifth Inquisitor of the Barkakian Empire) often used his chair to exonerate true mages while sending countless innocents to their deaths. No more of these chairs have been fashioned since the Second Mage Wars.*

LOCKET OF CONCEALMENT

This locket is intricately fashioned of silver and gold, with a delicate silver chain, but containing no pictures. It gives the wearer the ability to enter a painting, mural, tapestry, or mosaic. While within the artwork, the abilities to talk, see and hear are all normal while other bodily functions are suspended (e.g., breathing, blinking, hunger, thirst). The wearer will appear stationary, as though belonging within the work of art. For example, if a portrait of a woman were entered, the wearer might appear as the woman with slight changes to eye or hair color. To enter the work of art the wearer must touch it, must be wearing the locket, and must speak the command word "dalshion." To exit simply say "nilshon."

MANTLE OF MISSTEPS

This is a plain brown mantle that is worn over the head and shoulders of an individual. The item allows the wearer to completely negate a critical, regardless of the type or severity of the critical. When new, each mantle possesses six charges. Each time a critical is negated the mantle loses one of its charges. It is a conscious decision of the wearer to negate the critical (before the critical roll is made). After the last charge is used, the wearer has a +20 modification to his General Perception skill when it is worn.

Note: *The art to create this marvelous mantles seems to have passed from the realm of mortal. A sad loss, the mantle that I wear has served me well when all else has failed. The ancient magic kingdom of Elderhoon was the primary source of these mantles, more than three thousands years ago. Many adventurers have set out to reclaim the lost magic that is said to dwell beneath the sands of Running Dunes. Some claim to have actually been successful. The items that they carried away would seem to validate their claims. Far more have never returned from their self appointed quest.*

MENGAVIN'S BEDROLL

This heavy, woolen bedroll is dark green, lined with black silk, and normally includes a leather ground mat. Those fortunate enough to possess such an item find that they can rest easy. The bedroll will awaken the individual sleeping in it when anything larger than a cat enters the surrounding 10 foot radius. The person within the bedroll is given a simple descriptive phrase such as, "a Halfling male is approaching with a bucket of water." The user can then mentally command the bedroll to instantly *Long Door* him up to 100 feet away from the bedroll. The bedroll even creates the illusion that the sleeper is still present in the bedroll. Any spell casting within 100' of the bedroll will cause the sleeper to be *Long Doored* to a location up to 100' away (destination must be set beforehand). The *Long Door* function of this item may only be used three times a day.

Note: *Mengavin (the creator of this item) was a paranoid fellow, primarily due to all the mischief that he instigated over the better part of 300 years. In certain instances, this bedroll can be a nuisance (false alarms and what not). However, it most definitely has a number of useful functions. More than one owner of these bedrolls has been known to make use of it regardless of where they find themselves.*

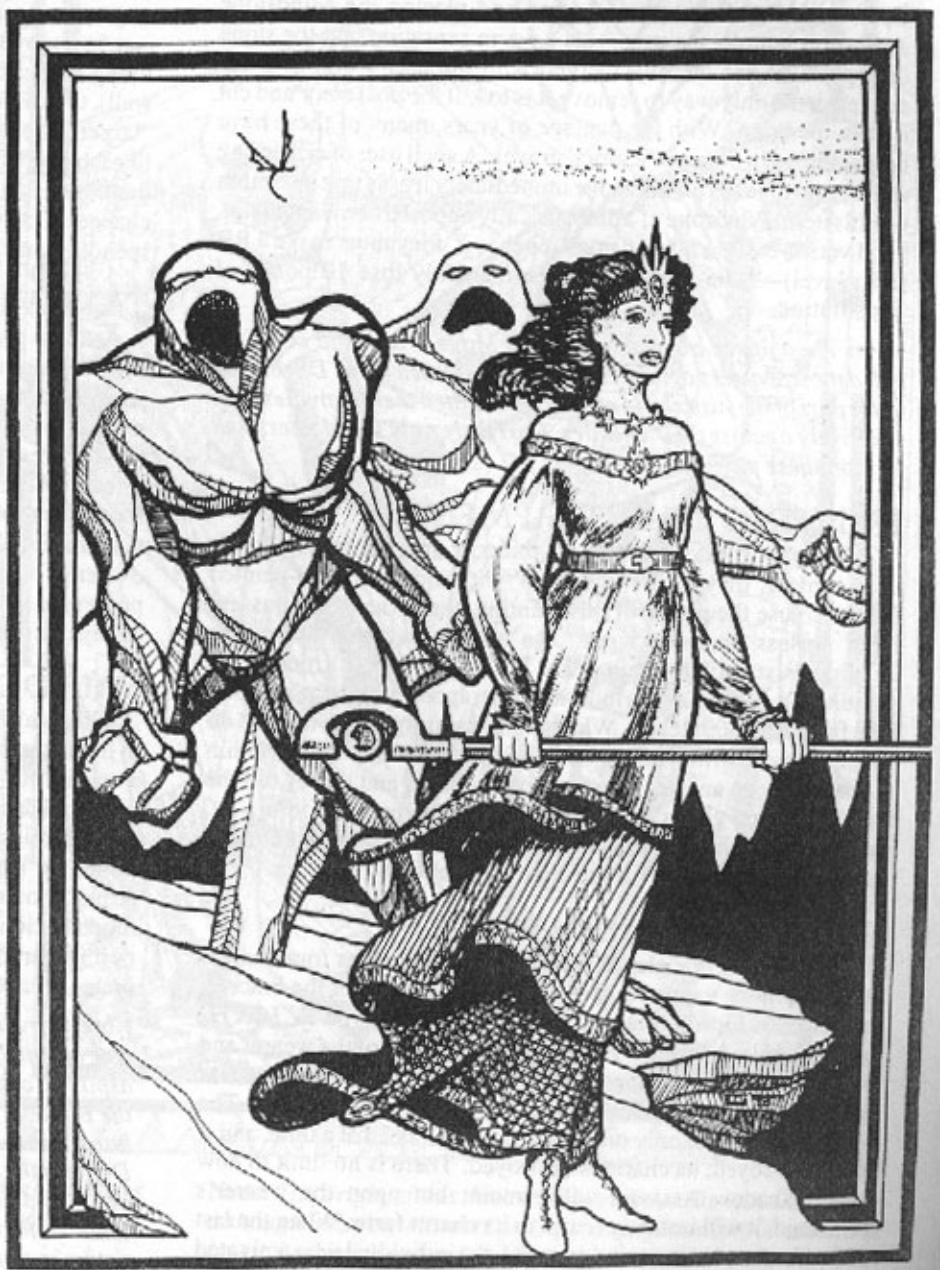
MIRROR OF CHANGING

These mirrors are 6 feet tall and 2 feet wide. The stand is carved from mahogany and weighs 90 pounds. If an individual concentrates and gazes into the mirror at his reflection for 1 minute, a faint bluish aura will appear around him. When this occurs, the character can alter his appearance. Height and weight can be altered up to 50%; hair and eye color can be changed; and gender and race can be altered (changing race is possible only if the intended race actually exists). This change will last for one week before reverting to the original form.

NECKLACE OF ALLIES

These necklaces are carved from obsidian stone. Hanging from the necklace are 2 to 20 small figurines, each about a half inch in height. These necklaces are normally possessed by spell users, providing them with that extra bit of muscle. When the command word "Delli" is spoken, 2-10 of the figurines disappear, and an equal number of Stone Golems appear within 10 feet of the wearer. These Golems are under the control of the wearer, and will follow simple instructions. Each Golem has all of the attributes of normal Stone Golems [*C&T*, p. 34]. If the wearer is slain, the Golems will continue to carry out their last instructions for 5 rounds per experience level of the wearer. In the event that one (or more) of the Golems is destroyed, the owner has the option to sacrifice health to resurrect them. For each concussion hit that the owner sacrifices, a Stone Golem gains 10 hits. If a damaged or slain Golem does not have at least 10 hits when it reverts to its miniature form, it is permanently lost. When the owner of the necklace sacrifices hits in this way, the hits remain sacrificed for a number of days equal to the hits sacrifices). For example, if Talloth the Terrible sacrifices 10 of his hits to repair his necklace's Stone Golems, then it will be 10 days before he regains those hits. There are no other means to regain these hits. The Golems only can regain lost hit points when in their active form (i.e., full size). Anyone can use this necklace, but only pure spell users can sacrifice hits at a 1:10 ratio; all others use a 1:5 ratio.

Note: *These items first came into prominence during the First Mage Wars, when superstitious people began to hunt down and destroy all mages. The necklaces were devised as a means to protect the often solitary spell casters of all realms. It was a dark time for those who delved into arcane lore. The use of these powerful items did much to ensure the survival of those who possessed them.*



MINDSTONES

These items were crafted more than 3000 years ago by the First Conclave of Masters. They are multifaceted spheres of crystal with 2 inch diameters. Colors correspond to the realm and demeanor of the creator. For example, Essence is clear; and if it were crafted by an individual with good demeanor, it would possess streamers of milky white within. Corresponding colors are:

Essence = Clear	Good = White
Channeling = Translucent Green	Neutral = None exist
Mentalism = Translucent Blue	Evil = Black

These crystals were fashioned to be used by the Masters to call upon their associates in times of need. A Mindstone provides a *Telepathy True* spell with unlimited duration and range. It also acts as a x3 PP multiplier for the Realm it was crafted for. In addition, it allows its possessor to cast spells as if he were 5 levels higher than he actually is (the caster must still know the spells he wants to cast). Upon speaking the command word and placing the Mindstone against his temple, the user feels a warm sensation and the stone disappears (it has literally merged with the user's brain). Once activated, the only way to remove it is to kill the possessor and cut it from the brain. With the passage of years, many of these have been interned in their possessors' graves. A spell user of a differing realm, who touches a Mindstone immediately learns that he cannot use this item. When one of a diametrically opposed demeanor (e.g., good versus evil) to a Mindstone touches it, they must make a RR (30th level)—if he fails, he will permanently lose 10 points of Constitution.

Note: *These items preceded the First Mage Wars, and certainly aided those masters of the arcane who possessed them. During the latter part of the war, the Masters coordinated their activities very effectively against their enemies. Currently only the Masters can fashion these powerful items.*

PAINTING OF ENTRAPMENT

These paintings can depict anything or anyone, but whatever their content, they are always 5'x3' with a carved gold-painted frame. To use the power of this painting, the owner must possess it for no less than one week. The owner may trap up to five individuals standing within a 5'x 5' area directly in front of the painting. On command, an individual is trapped within the painting if he fail a RR (50th level). While in the painting, those trapped do not need to eat, drink, or use other bodily functions. Those within the painting can answer questions put to them, and if they tell the truth, the frame glows green. If anyone in the painting tells a lie, each person within suffers an 'A' Cold critical. If the painting is destroyed, all within are immediately expelled.

THE SHADOW SERVANTS

A gold charm bracelet on which hang as many as four charms fashioned in the vague form of a man. The wearer of the bracelet can summon forth a Shadow Assassin (Lesser Type IV [*C&TII* pages 38, 41]). A Shadow Assassin is the servant of the wearer and will carry out his requests. Actions that would result in the instant destruction of the Shadow Assassin will not be followed. The wearer can activate only one of these foul Undead at a time, and if one is destroyed, its charm is destroyed. There is no limit to how long a Shadow Assassin will remain; but upon the wearer's command, it will instantly return to its charm form. When the last of the Shadow Assassins is destroyed, the individual who activated the last Shadow Assassin must make a RR (40th level)—if he fails, he is slain and becomes a new Shadow Assassin charm on the bracelet.

Note: *Dabbling with necromancy and the Undead are acts that are best left to those twisted souls that walk our mortal realms. While the item will not corrupt the individual wearing it, once activated a pall of evil will be with the user for the remainder of his days.*

STAFF CATAPULT

Shod at both ends with steel caps, this oaken staff has runes carved along its length. It allows its wielder to designate "ammunition" (weighing no more than 300 lbs.) and a "target" (anything from a castle to a mouse). Then the "ammunition" begins traveling at the "target" at 1000'/round (65 mph). To resolve the attack the wielder must make a Staves & Wands skill check. If successful (101+), apply the attack result can be determined from the Siege Weapon Attack Chart [*War Law*, p. 87]—the OB is based upon your Missile Artillery skill. If *War Law* is not used, use the Fall/Crush Attack Table [*Arms Law*, p. 77] with all concussion hit damage results multiplied by 10. The "ammunition" must start within 10 feet of the wielder. If the "ammunition" is an unwilling target, he must make a successful RR (20th level)—if he fails, he can be "moved.". If the "ammunition" is "soft" (including any living creature) and the target "hard" (e.g., a rock face or castle wall), the damage result is applied to the "ammunition" and not the "target." If both are items are soft, the 50% of the damage is applied to each one. If the "ammunition" is hard, all damage is applied to the target. Maximum range is 375 yards, and there is no fumble chance. The staff normally has only 2-20 charges (each use spending one charge).

TANKARD OF TALES

A single physical description will not suffice as there are many of these in existence. Such a tankard can telepathically transmit the conversation of designated individuals (withing 6' of the tankard) to the owner (as long as he is within 300 feet of the tankard). Also, serving wenches and other patrons must make an RR (25th level) to even notice the tankard. Moreover, the owner can transmit Mentalism spells (Charm, Suggestion, Telepathy, etc.) through the tankard. Finally, the tankard can *Long Door* up to 300 feet to the owner. To use any of the tankard's enchantments, it must be possessed by an individual for 2 weeks. During this time, it must always be within one foot of the possessor.

VALADORNA'S ARMOR

This is a chain mail coat (AT 16 with normal penalties) crafted of high steel backed with black leather and padded. Valadorna was a warrior for the better part five decades. Her exploits are still the meat and drink of bards far and wide. In the twilight of her career, she commissioned an unnamed armorer and mage to craft a suit of armor for her. The result is what is known today as Valadorna's Armor: an enchanted chain mail coat that gives its wearer a +80 modification to Stunned Maneuver, a +30 modification to Perception in combat, and a +25 modification to the wearer's primary melee Weapon skill (i.e., melee Weapon skill with lowest DP cost).

Note: *I never met this remarkable woman, but I would like to have. Her conviction and honor are what even the noblest of paladins aspire to attain. The stories of her storming Dragnorin Keep and the Battle of the Skull Defile are very likely two of the stories that bards commonly still use to regale listeners. The Battle of the Skull Defile is the last battle that she fought, though her body was never recovered and there are many who claim she did not fall there. I understand that she was more than 60 years old (though she was said not to appear a day over 30), a testament to her skill in a profession that claims most of its adherents after only a few years.*

VIPER STONE

These crimson stones are always cut (rectangular) and polished, resembling the largest of rubies. Any spell caster who has heard the stories of the powers that the Viper Stone imparts realizes their worth. For the possessor of one of these stones, all spell casting times are reduced to one round (i.e., treat all spells as Class I). For the purposes of deciding spell effects (but not for ESF chances), the possessor of a Viper Stone is treated as if he were 10 levels higher than he actually is. A Viper Stone also gives its possessor a +20 modification to his Essence, Mentalism, and Channeling RRs. In addition, a pure spell user receive a +20 modification to his primary stat bonus.

Note: *All of the members of the High Conclave possess at least one of these stones and I suspect that some have hidden away a spare as well. They are rare and obviously extremely sought after. More than one mage has been ambushed to allow another to gain possession of such a stone.*

11.9 ARTIFACTS

CABAAL'S TOWER

Appearing as a highly detailed rook (castle) chesspiece carved from granite and no taller than 3 inches. When this enchanted item is placed upon the ground and the command word spoken, it grows into a four story tower, complete with a moat. This power is only accessible if the tower has been possessed for 2 weeks (and the command word is known). If the user is slain while the item is in tower form, it will revert to miniature form. Whenever the tower reduces to miniature form, each living being within will be teleported 1-1000 miles in a random direction (arriving on solid ground). Each being is teleported with all items and equipment within a two foot radius. Other inanimate objects remain within the tower. Entrance to the tower is up a staircase that is built against the tower's outer wall permitting access to the second level. Each level is 40 feet in diameter with a 12 foot ceiling (the tower about 50 feet high). Wooden staircases are built against the walls, allowing access to all levels of the tower including the roof, which is protected by 6' high battlements. The second, third, and fourth levels have small windows which can be closed with iron shutters. The furnishings must be provided by the current owner. When this item is found, it is important to remember that while there may be a large number of traps, magical items, and other inanimate objects within the tower, there will never be any living creatures within it.



CRYSTAL SKULL

This device is the size of a normal human skull. If held while the command phrase "Fey Yat Ville" is spoken, the skull disappears, encasing the user's head and body in crystal. This provides AT 20 and a +15 DB modification. It also acts as a x4 PP multiplier for Channelers and gives access to *Necromancy* and *Communal Ways* [*Spell Law* p. 50 and 61] 20 levels higher than before the skull was donned.

Note: *The origin of this device is shrouded in the vastness of time, although it appears in texts dating back as far as 20,000 years. The last to possess the crystal skull was Istshon, a cleric of great power who used the device during the Wars of Grazt'yon. The skull is said to have been lost when Istshon was separated from the main forces of King Vordan, whereupon he was attacked. After the battle, neither Istshon's body nor the crystal skull was found, only a vast pile of bones where he was thought to have made his last stand.*

DRAGON'S TEETH

Each of these teeth appears as a man-sized tooth, stained yellow but whole (including the root). If one of these teeth is place within an appropriate empty tooth socket the individual gains the following benefits:

1: He may use the breath weapon of that particular type of Drake. Proficiency (i.e., OB, length, width, effects, etc.) is based upon the possessor's level—lvl 1-10: Young;11-20: Mature; 21-30: Old). This breath weapon can be used once every other round (no more than ten times per day).

2: His hits are increased by ten percent of the hits of said Dragon. The exact amount is again based on the possessor's level.

3: He gains immunity to PEM poisoning.

Any Drake that encounters an individual with one of these teeth will attack the toothbearer until either the Drake or the toothbearer is dead. It is possible to wear more than one tooth at a time; however, each additional tooth only gives the ability to use the appropriate breath weapon.

THE CAT OF CHANNELING

This living and breathing cat is primarily black with white paws and a white inverted triangle of fur at its throat. This fantastic feline is perhaps one of the most sought after artifacts that has ever existed. It is a living history of the art of Channeling. Those who possess the cat can call upon the cat as a talking reference manual (detractors suggest that it might be more the cat possessing the user). More importantly, the cat can talk the user through difficulties that the user is encountering with the art of Channeling. As a result, the time needed to research spells that deal exclusively with the realm of Channeling are reduced by 50%. Even more importantly, the user can learn Channeling spell lists at 50% of the normal cost. This bonus applies only to Channeling spell lists! Lastly, all Channeling spells require only half (round up) the normal PPs to cast. To gain the benefits of the cat, the possessor must care for the animal and absolutely never abuse the animal, and the cat must be within 10'/level of its possessor. After one month of caring for the cat, a character whose realm of power is Channeling automatically gains 60,000 experience points (one time only)—a hybrid spell user (with Channeling as one realm) will gain 30,000 EPs. The possessor of the cat will age one year for each level of experience gained in this manner.

Note: *The cat is the living embodiment of the greatest master of Channeling that ever existed. It is said that upon the death of any Channeling master (one whose level is greater than 50) the cat will disappear for a year and a day from the current owner after which it returns to the possessor. The cat can never be forced to reveal more than it deems that the individual is capable of mastering. It was 2,000 years before the First Mage War that the cat came into existence.*

EBON SPIDER

Meticulously carved from ebony, this 3 inch tall figurine appears to reproduce every detail of the large Death Fang Spider (common to the forested region of Halvon). This item entails far more than its appearance suggests. When the "ritual of transference" is conducted, the possessor of this item has his soul transferred to the construct. When the ritual is performed by an Evil Cleric of 10th level or higher, the true nature of the item becomes all too clear. The creature becomes a deadly killing machine with all of the abilities and knowledge of the soul that possesses it. The Ebon Spider has many powers, such as the ability to alter its size, from 0.25" to 3' tall. It can change its size an unlimited number of times, but takes 1 round to do so. It primarily attacks with its deadly fangs (a Stinger attack with size based upon the creature's size: Tiny, Small, Medium, or Large). Its fang attack can inject ten doses of Ul-acaana per day [20th level nerve poison, *Character Law*, p. 30]. The possessor can have the construct draw in any other type of poison through its fangs (holding up to five doses). It has the following statistics:

Level: as possessor **Base Movement Rate:** 100

Max Pace/MM Bonus: Spt/25 **MS/AQ:** VF/VF

Size/Crit: SL/# **AT(DB):** 17(60)

Hits: 100 + possessor's hits

Attacks: (possessor's Brawling skill bonus + 60)
(size varies) Stinger

If its body is within 100'/level, the soul can return to its body whenever it wants or when the Ebon Spider is destroyed. After 74 hours of separation (soul from body), the "ritual of transference" becomes permanent. The soul is then trapped in the Ebon Spider. Without the limitations of a body the soul can survive forever. While within the construct the soul needs no nourishment and seems unaffected by climate that would normally be a bane to arachnids.

Note: *Only four of these fell items exist and in their time have been responsible for too many deaths. The Wizard-King Ral' Enthor was slain by one and while his attacker was never caught, it was suspected that Lord Galganesh was the primary force behind the assassination. Interestingly, an assassin, Valeria Des' Lot, used one of these devices only to return some 10 days hence to find she was trapped. She was so enraged that she slew the Ramtholo, the cleric who performed the rites. Then she went on a killing rampage through the city of Tethloam for almost a week. It is thought that to this day she still dwells within her Ebon Spider, which has been dubbed the Widowmaker.*

MAGE LORDS STAFF

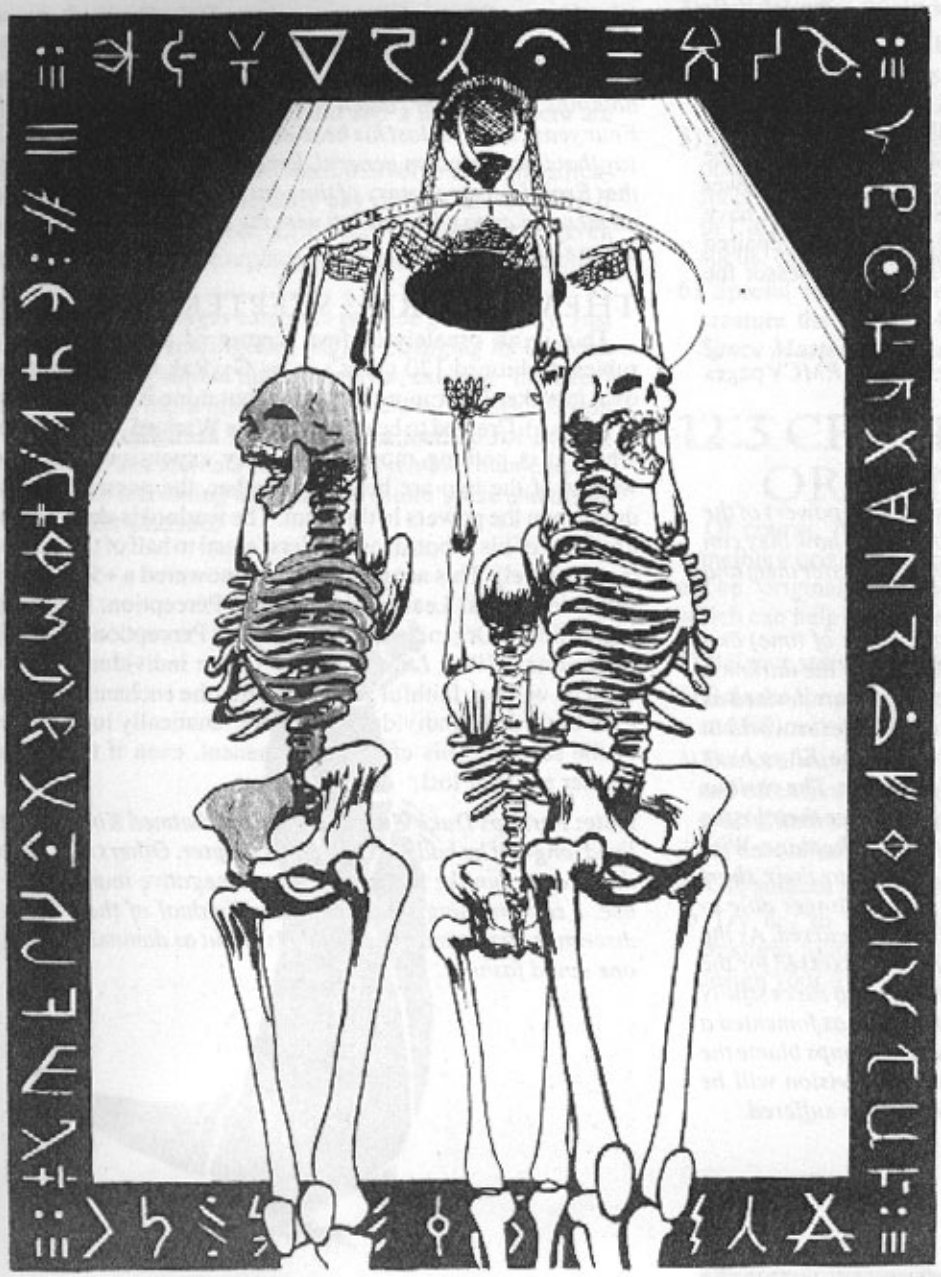
A simple staff of yew, unimposing and quite normal-looking. The staff gives the possessor access up to and including 50th level in the following spell lists: *Fire Law, Ice Law, Earth Law, Water Law, Light Law, Wind Law* [*Spell Law*, pp. 82-84], *Matter Disruption, Physical Erosion, Darkness, Dark Summons,* and *Dark Contacts* [*Spell Law*, pp. 94-96]. The staff also acts as a x4 Essence PP multiplier, and gives additional five ranks in the following skills: Directed Spells, Staves & Wands, Power Perception, and Targeting. For any of the powers to be called upon, the staff must be grasped (by a single individual).

Note: *Staves such as these offer a great deal of power to the possessor, the abuse of that power is actively discouraged by the High Conclave. These items are not generally allowed to remain very long within the hands of those individuals who are not pure spell users.*

HOURGLASS OF THE SLAYER

This timepiece is a 16 inch tall hourglass filled with black sand. The ivory stand exhibits three outstretched skeletons evenly spaced about the hourglass and standing upon a flat disc while holding another disk. When the command word is spoken and the hourglass is turned over, sand begins to drain from the upper globe. At the end of that hour, each living being (except the user of this dread item) within a one mile radius must make an RR (20th level)—if its RR fails, the being dies. Once activated, this item cannot be stopped. Destruction of the hourglass will release a fire storm which will consume everything (including the user) within a 4 mile radius. If the hourglass is destroyed, it will reform with the setting of the next sun (at a random location within 100 miles). Once activated, anyone touching it must make a RR (40th level)—if it fails, the person dies (including the person who activated the item). The final power of the item causes anyone it kills to be transformed into a Class III skeletal Undead [*C&T*, p. 41, 42]. These wretched souls become the servants of the one who called upon the hourglass's power.

Note: *With the end of the First Mage War, it seemed that life would return to normal. The Order of the Night, one third of the High Conclave, sought a means to ensure their success if such a war was ever waged again. It would take nearly a century to complete, but the doomsday weapon known as the Hourglass of the Slayer was fashioned. As if to validate their efforts, the Second Mage Wars descended upon them. This time though the evil mages were ready. Only one mage would teleport into a city, laying waste to all the inhabitants and acquiring wealth, Undead hordes, and instilling fear into their enemies. All was going well. Even the other two orders of the High Conclave agreed that the Hourglass of the Slayer could very well bring an early end to the war. Thus, they employed it, to considerable effect, their legions of Undead destroying all challengers. Within several years the war drew to a close, but the Hourglass was far from being through in its usefulness. The dark order attacked the other two orders, and more battles were waged for the better part of two centuries with the Hourglass lost in the final days of the struggle. It was found by a Dark Spirit known as Tarvathis, but its location is unknown.*



QUAV'S CRYSTAL

This gold cube (4 inches to a side) is set with six star cut stones: diamond, ruby, emerald, black sapphire, green sapphire, and a blue sapphire (all appear to be at least 500 carats). When held, the box will vibrate, feeling warm to the touch, and each of the six gems will glow faintly (except for the black sapphire). If anyone attempts to remove a stone, he must make a RR (30th level)—if he fails, he dies. Pressing on the gems will cause the cube to alter its shape. To successfully alter the item from one shape to another requires an Essence RR (10th level), followed by an open-ended 1D100 roll adding the user's Agility, Self-Discipline, and Reasoning stat bonuses, attempting to obtain 101+. If both rolls are successful, the item has been altered; otherwise, the item teleports away (randomly, 1-100 miles) and the user loses 2D10 hits permanently. The shapes are as follows: pyramid (Adrenal Moves Balance), sphere (Adrenal Moves Landing), cone (Adrenal Moves Leaping), cylinder (Adrenal Moves Speed), rectangular prism (Adrenal Moves Strength), and cube (Adrenal Defense). Each successful shape alteration gives the user five permanent skill ranks in the skill associated with the shape changed to. If one user successfully alters the cube to each of the six shapes in the order given above (all within a 5 minute period), the user is gains five more permanent skill ranks for each of the skills. A character may only benifit from each shape of this item only once.

SCEPTER OF THE NIGHT

This 3 foot long ebony wood scepter is inlaid with silver runes. It is topped with an emerald green globe which is 4 inches in diameter. The Scepter of the Night was fashioned for the Mestisphul, one of the first leaders of the Order of the Night. While it is held, the scepter grants its possessor the following benefits and powers:

1: x4 Essence and Channeling PP multiplier.

2: Access to 10 additional (ones currently not known) spell lists (of the GM choosing, they need not be evil).

3: The ability to wear full plate armor of AT 20 without the normal penalties (movement and spell casting) associated with that AT.

4: +40 to all RRs.

Note: *It was shortly after the First Mage War that the scepter was fashioned, in conjunction with a host of fell items such as the Hourglass of the Slayer and others yet to be revealed. These efforts were an attempt to secure the power that the Order of the Night so desperately sought to acquire. Once these fell items were created they served as a catalyst for the Second Mage Wars. The false sense of indestructibility that the wielders of these items felt, served only to hasten the arrival of a war that would claim many of their brethren.*

STAFF OF LIFE

This staff is crafted from white pine and until it is grasped appears to be totally unremarkable. Crafted at the dawn of time, the staff has always represented the rebirth of the earth. The true power of the staff has proved difficult for all to control. Of all that have tried, only five of the Druidic Masters have successfully repaired damaged lands with the staff. The staff grants the possessor the following minor powers:

1: x5 Channeling PP multiplier.

2: Access to all Druid spell lists [*RMCI* pages 18-22 / *RMCV* pages 54-56] at 10 levels higher than currently known.

3: +30 to all ESF rolls with Channeling spells

4: +50 to DB.

GM Note: *The GM must decide the nature of the true powers of the staff (i.e., how the staff can be used to heal the land), how they can be mastered, and what happens if someone tries to master them and fails.*

Note: *When the staff was first crafted (at the dawn of time) and given to the Elves, the world had yet to be tainted by the darkness of the Unlife (let alone the myriad of other evils). It was devised as means to allow the people (Elves) to repair and shape the world in a manner that they desired. Over the millennia the Elves have slowly been pushed further from the role of protector. The various wars and the fact that the Elves were unable to replace their losses meant that they would be pushed from the center of the stage. With the emergence of man, the staff found it's way into their short sighted grasp. Thus a time when the earth was no longer able to repair the depredations that was inflicted upon it occurred. As the humans lacked the natural affinity that the Elves possessed for the world around them. No human druid has been able to successfully harness the vast powers of the staff. Of course this has fomented a division between Elven and human druid, as both groups blame the other for the dark times. It is unlikely that the division will be healed, much like the destruction that the earth has suffered.*

THE WARLORD'S CROWN

Crafted from the purest platinum and set with twenty large emeralds, the crown is in the shape of a laurel. This artifact bestows upon its wearer many abilities. First, the crown gives +70 bonus to the following skills: Administration, Public Speaking, Trickery, Military Organization, Tactics, Propaganda, Lie Perception, Diplomacy, Duping, and Leadership. Second, the wearer gains AT 16 (without penalty), as well as a +30 DB modification. And finally the wearer regenerates 10 hits per round. All of these benefits are only applicable while the crown is being worn. The price that must be paid is that the wearer becomes sure of their abilities to rule, and even more so to wage war on a grand scale. After wearing the crown for 100 days, the possessor will refuse to remove the crown, even when sleeping. If asked, they could not tell you why they feel this way, only that the crown is a symbol of what they stand for.

Note: *When and who crafted this item is a mystery that has yet to reveal itself, at least to my knowledge. More than 100 wars can be attributed to this crown, although that fact is only known to a handful of sages (and now you—so keep it to yourself). Superior intellect and skills often transcribe themselves into a superior ego, and such egos are easily bruised. The last to possess the crown (that I knew of, it was 60 years ago) was Duke Gunstadt, a warrior (and the king's nephew) within the small realm of Wesphar. In but 3 short years, he usurped his uncle's throne, and had tripled the holdings of Wesphar, much to the displeasure of his neighbors. Four years later, he lost his head at the battle of Oaken River. Some say that it was his own general, Ernlof who betrayed him. It is said that Ernlof became weary of the constant wars and death. There is no mention as to who was left with the crown, but it will turn up (it always does).*

THE WARLORD'S SCEPTER

This is an ornately-crafted scepter of platinum inlaid with rubies, fashioned 120 years ago by Gy-Rak the Insufferable (his own moniker is far more forgiving, but mine is the more accurate of the two). Created to be used with The Warlord's Crown, without which it is nothing more than a very expensive looking paper weight. If the two are brought together, the possessor is able to draw upon the powers in this item. The warlord is able to empower a number of his subordinate leaders (equal to half of the possessor's current level). This act gives those empowered a +50 bonus in the following skills: Leadership, General Perception, Public Speaking, Military Organization, Tactics, Lie Perception [*RMCII*], and Recruitment [*War Law*, p. 78-79]. The individuals enpowered must be willing, faithful subjects. After the enchantment has been used upon these individuals, they are fanatically loyal to the user of the scepter. This effect is permanent, even if the crown and scepter are later lost.

Note: *Perhaps Duke Gunstadt (self-proclaimed King) might have lived longer if he had possessed this scepter. Others may claim that this scepter, unlike the crown, has no negative implications in its use. I say anything that robs an individual of their freedom to discern the truth and to act freely is about as damnable a thing that one could fashion.*

12.0 CREATING YOUR OWN MONSTERS

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

12.1 COMBINING CREATURES

The composite monsters presented in Section 5.0 are good examples of how to combine and modify other creatures. A Binlore has the body of a bat, but the head of a Troll. A Sko-Katian combines the properties of an arachnid and a Human. There are many other examples.

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

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



12.2 ADDING NEW CAPABILITIES

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

1) Special movement powers: flying, leaping, swimming, burrowing, "*Leaving*", "*Long Dooring*", "*Windwalking*", etc.
2) Special defensive powers: unusual Armor Types, the use of the Large and Super Large Critical table by smaller creatures, and immunity from certain types of attacks, special magic resistance, etc.
3) Special offensive powers: breath weapons, element attacks, poisons, death gazes, gas cloud attacks, etc.
4) Professions: creatures can be given professions (and the resulting capabilities) from ***Rolemaster***.
5) Spell casting powers: either inherent powers equivalent to spells or the ability to cast actual spells. Random spells and spell lists for creatures can be obtained by using the Master Spell List Chart in *C&T II* Section 14.2 or *C&T* Section 3.21. If casting actual spells, creatures should be given 1-5 Power Points per level.
6) Special mental powers: this can be handled by giving the creature the proper Mentalism spell casting capability, or if ***Space Master*** is available, Psion lists may be given.

12.3 CREATING AN ORIGINAL CREATURE

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

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

12.4 GIANTISM

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

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

Level: For each size step increase, add one to the creature's level; then multiply the resulting total by 2. For example, a Tiny creature (with a level of 0) made into a Medium creature (2 size steps) by giantism would have a level of (0+1+1)x2 = 4.

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

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

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

Size: Straightforward.

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

Hits: For each size step increase add 10 to the creature's hits; then multiply the resulting total by 2. For example, a Tiny creature (with 5 hits) made into a Medium creature (2 size steps) by giantism would have (5+10+10)x2 = 50 hits.

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

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

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

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



13.0 TABLES & CHARTS

13.1 COMPREHENSIVE TREASURE GENERATION TABLES

This section contains tables that can be used to randomly generate magic items described in the *Rolemaster Companions* (I-VII), *Elemental Companion*, *Oriental Companion*, and *Creatures & Treasures I-III*. To determine the product and page for an item refer to the treasure index in the back of this product.

A GM can use Table 13.1.2 to generate an item based upon its power: Modest, Potent, Most Potent, or Artifact. For the first three power ratings, make the first roll (1-100) to determine the column to use and the second roll (1-100) to determine the row to use. If a GM specifically wants to generate a weapon, armor, shield, rune, rune stone or potion, he can use Tables 13.1.1 and 13.1.3.

Weapons — WEAPON, ARMOR, AND SHIELD ITEM GENERATION TABLE (13.1.1) — *Armor & Shields*

Roll	Weapons Roll: (1-50)	Weapons Roll: (51-100)	Roll	Armor	Roll	Shields
1-2	Adamantine Flail	Hammer of the Underworld	1-2	+20 magic armor	1-3	Absorber Shield
3-4	Aglarang	Heartseeker	3-4	Adamantine Alloy Armor	4-6	Adamantine Shield
5	Akara's Javelin	Holy Morning Star	5-6	Adamantine Armor	7-9	Biting Shield
6-7	Arbalest of Abrogation	Homing Arrows	7-8	Adamantine Helm	10-12	Channeling Shield
8-9	Armorslaying Sword	Javelin of Armor Piercing	9-10	Arm Greaves of Power	13-15	Crushing Shield
10	Arrows of Flame	Knife Sword	11-12	Armed Breastplate	16-18	Crystal Buckler
11-12	Arrows of Illumination	Korin's Hammer	13-14	Armor of Heroics	19-21	Floating Shield
13-14	Arrows of Sleep	Lightning Crossbow Bolt	15-16	Armor of Lightness	22-24	Hornet Shield
15	Arrows of Smoke	Lightning Lance	17-18	Armor of the Rangers	25-27	Mage Shield
16-17	Arrows of Summoning	Longbow of Accuracy	19-20	Arsenal Armor	28-29	Main Gauche
18-19	Arrows of Web	Mace of Crushing	21-22	Barding of the Champion	30-32	Mirrored Shield
20	Assasinslayer	Mace Spikethrower	23-24	Breastplate of Encumbrance	33-35	Overlord's Shield
21-22	Axe of Delusion	Mage Blade	25-26	Breastplate of Gems	36-38	Paladin Shield
23-24	Axe of Orc-Slaying	Mage Sword	27-28	Breastplate of Thonian	39-41	Portal Shield
25	Backbiting Sword	Magebane	29-30	Circlet of Protection	42-44	Ring Shield
26-27	Battle Axe of Foul Summ.	Mattock of Lightness	31-32	Cloth of Chain	45-47	Rune Shield
28-29	Belt Fed Crossbow	Melercir	33-34	Dark Lord Armor +30	48-50	Shield of Allies
30	Blackwand	Mirrored Blade	35-36	Darkling Leather	51-53	Shield of Arn
31-32	Blade of Discord	Noril	37-38	Dragonskin Armor	54-56	Shield of Blinding
33-34	Blade of Frost	Off-hand Dagger	39-40	Drake Armor	57-59	Shield of Camouflage
35	Blade of Life	Parrying Falchion	41-42	Elven Chain	60-61	Shield of Death
36-37	Blade of Warning	Plasma Sword	43-44	Elven Chain Hauberk	62-64	Shield of Fire
38-39	Blades of Flame	Prism Sword	45-46	Elven Splinted Leather	65-67	Shield of the Faithful
40	Bloodchill	Ranger's Blade	47-48	Fire Armor +25	68-70	Shield of the Gate
41-42	Bonebane	Replicating Blade	49-50	Gauntlets of Resilience	71-72	Shield of the Sword
43-44	Bow of Dual Foes	Scimitar of Darkness	51-52	Great Laen Collar	73-75	Shield of Thwarting
45	Celebtil	Scimitar of Throwing	53-54	Helm of Stature	76-78	Shield of Troll Skin
46-47	Chaos Sword	Screaming Arrow	55-56	Hero's Girding	79-80	Shield/Rod
48-49	Composite Bow of Speed	Scythe of Death	57-58	Ice Armor +25	81-83	Spine Shield
50	Crossbow of Nyoth	Sling Bracer	59-60	Laen Full Plate +30	84-86	Spinning Sheild
51-52	Crystal Knife	Sling Bullets of Fire	61-62	Leather Armor of Slickness	87-89	Sword Stealer Shield
53-54	Curutur	Sling Bullets of Ice	63-64	Leather Breastplate	90-92	Thorn Shield
55	Dagger Gauntlet +10	Spear of Battle Spells	65-66	Leath. Breastplate and Gr.	93-94	Vanishing Shield
56-57	Dagger Glove	Spear of Brilliance	67-68	Mighty Gauntlets	95-96	Viper Shield
58-59	Dagger of Assassination	Spear of Piercing	69-70	Mithril Alloy Armor	97-98	Void Shield
60	Dagger of Detections	Spear of the Light	71-72	Mithril Armor	99-100	Winged Shield
61-62	Dagger of Fine Splitting	Spell Sword	73-74	Pit Warrior Armor		
63-64	Darkbane	Spiritslayer	75-76	Plate of Maneuvering		
65	Demonbane	Staff of the Weapon Master	77-78	Plate of the Deep		
66-67	Dishani Weapons	Swiftslayer	79-80	Red Armor		
68-69	Dragonbane	"Sword +5, Dragonslayer"	81-82	Rhino Armor		
70	Dwarven Battleaxe	Sword of Bleeding Wounds	83-84	Sea Helm		
71-72	Elven Longbow	Sword of Justice	85-86	Shadow Armor +20		
73-74	Energy Bow	Sword of Kalis Pathon	87-88	Smoke Armor		
75	Expert's Mattock	Sword of Slaying Giants	89-90	Spirit Armor		
76-77	Finger-needle	Sword of the Assassin	91-92	Tattoo Armor		
78-79	Fire Staff +10	Sword of the Dark Elf	93-94	The Plate of the Dwarves		
80	Fire Staff +15	Sword of the Power Vampire	95-96	Tiara of Chain		
81-82	Flail of Fire and Ice	"Sword, Demonslayer"	97-98	Vampire Armor +20		
83-84	Flare Arrow	Sword-Shield	99-100	Warpaint +10		
85	Flesh Harrower	The Blademaster's Dagger				
86-87	Foefriend	The Squad Arrow				
88-89	Force Claws	Tiara of Fiery Throwing Stars				
90	Forestfriend	Transmuting Tonfa +20				
91-92	Gauntlet Sword +10	Turang				
93-94	Gil-Glin	Ururuin				
95	Grt Axe of the Dwarves	Vibroblade				
96-97	Grt Lsword of the Elves	Void Arrows				
98-99	Hammer of Frost	Whip of Beast Mastering				
100	Hammer of the Hills	Zephir's Sword				

2nd Roll	Modest Items First Roll: (1-20)	Modest Items First Roll: (21-40)	Modest Items First Roll: (41-60)	Modest Items First Roll: (61-80)
01-02	Acrobatic Band	Collar of Animal Speech	Icon of Admin and Org	Potion of Winds
03-04	Alarm Lock	Converting Crucible	Idol of Lore	Pouch of Ice
05-06	Amulet of Acting	Cooking Pot	Illusion box	Pouch of Preservation
07-08	Amulet of Presence Detection	Cosmetics of Allurement	Imbedding Spike	Preservation Spray
09-10	Anvil of Replication	Creature Catalogue	Imyra's Bathing Basin	Purse of Protection
11-12	Arrow of Balloon Feather	Crock of Cookery	Index of Strat and Tact Know	Quartz of Grabbing
13-14	Arrow of Eagle Feather	Crucible of Form	Ink of Falsification	Quicksilver
15-16	Arrow of Sea-Feathers	Crystal of Smoke Vision	Inpaclia's Everburning Spark	Quill of Dictation
17-18	Arrow of Turkey Feather	Cubic Boat	Instant Door	Quill of Writing
19-20	Assassin Bug in Vial	Dagger of Long Strokes	Ishmael's Eye	Quiver of Spears
21-22	Bag of Protection	Darts of Numbing	Javelin of Lightning	Razor Nail
23-24	Baldric Bag of Food Prep	Desert Suit	Jona's Scroll of Healing	Red Glowing Axe
25-26	Bands of Tumbling	Diamond Ring	Kashal's Belt	Resilient Rope
27-28	Bedroll of Armoring	Dice of Divination	Kerik's Saddle	Rice of Turug-chuok
29-30	Bedroll of Comfort	Divining Rod	Keyboard of Shail	Rin's Voice Enhancer
31-32	Bedroll of Sleep	Druid's Wheel (Elucidator)	King's Flagon	Ring of Commotion
33-34	Beggar's Cup	Dust of Fiery Nerves	Knife of Fletching and Carving	Ring of Eyes
35-36	Bell of Stunning Chimes	Dust of the Night	Kobold Gem	Ring of Medicine
37-38	Bell of Warning	Earrings of Lie Perception	Ladder-stick	Ring of Orientation
39-40	Belt of Balance	Emerald Ring	Lantern of Bane	Ring of Reversal
41-42	Belt of Gazes	Enigma's Atlas	Lasso of Lightning	Ring of Sculpting
43-44	Blade of Crevice-fighting	Everful Flask	Lens of Appraisal	Ring of Sky-Larking
45-46	Blades of Death	False Lock	Linchul's Bottle	Ring of Swimming
47-48	Blanket of Absorption	Feather of Iris	Linchul's Super Solvent	Ring of Truth
49-50	Blanket of Warming	Fire Pellets	Linchul's Ultra-adhesive	Ring of Truth
51-52	Blink Arrows	Fire Ring	Lockpick Extraordinare	Ring the The Lady
53-54	Board of Flight	Five Score Quiver	Longboat Sail of the Northmen	Ro'Quan's Writing Set
55-56	Bone Necklace of Charging	Flagon of Wisdom	Loop of Detection	Robe of Illusion
57	Boomerang of Entrapment	Flame Bolt Arrows	Lumbering Ax	Rock of Fire
58	Boots of Agility	Flaming Quiver	Makeup of Staying	Rod of Potion Ident
59	Boots of Dancing	Flash Bomb	Manacles of Pain	Rodi's Everful Cup
60	Boots of Landing	Flask of Many Potions	Mask of Forming	Rope Belt
61	Boots of Leaping	Flask of Sweet Rainwater	Medallion of Heavy Metal	Rope Belt
62	Boots of Lock Picks	Flint of the Gods	Medallion of Hypnosis	Rope of Grappling
63	Boots of Silence	Flute of Mis-Tune	Meditation Crystal	Rope of Moving Knots
64	Bowl of Gruel	Food Pouch	Mentalists' Crown	Rose Colored Spectacles
65	Bowl of Plenty	Forester's Helm	Message Sphere	Ruby Ring
66	Bowl of Water Boiling	Gas Melon	Mindset	Rune of Even Harmonic
67	Bowyer's Oil	Gauntlet of Healing	Minstrel Cloak	Rune of Hill Flight
68	Boxer's Ring	Gauntlet of No Fumbles	Mirror of Spirit Seeing	Rune of Illiteracy
69	Bracelet of Time	Gauntlet Rings	Monitor Bug of Vial	Rune of Odd Harmonic
70	Bracers of Balion	Gauntlets of Marnoc	Montebanc Cape	Rune of Trans-Sonic
71	Bracers of Channeling	Geisha Paint	Moon Mirror	Rune of Warmth
72	Bracers of Essence	Gem of Aura Detection	Mortar and Pestle	Saddle of Animal Affinity
73	Bracers of Gorgax	Glasses of Far-Seeing	Needle of Stitching	Sage's Hand
74	Bracers of Mentalism	Glasses/Lenses of Infravision	Net of Spirit Snaring	Sapphire Ring
75	Bracers of Yadomejutsu	Glasses/Lenses of Microvision	Non-skid Boots	Scabbard of Bridle-Paths
76	Bridle of Taming	Glasses/Lenses of Nightvision	Noseplugs of Protection	Scabbard of Iaijitsu
77	Bubble Lantern	Glasses/Lenses of Protection	Numor's Brush	Scab. of Sword Pres.
78	Calligraphy Box of Khufu	Glove of Subdual	Oil of Perception	Scab. of the First Strike
79	Candle of Daydreams	Gloves of Trickery	Opal Ring	Scalpel of Surgery
80	Candle of Foul Breath	Glowglobe	Parchment of Duplication	Scarab of Clotting
81	Candle of Hypnosis	Gold Ring	Pellet of Ground-to-Air	Scarab of Poison
82	Candle of Sleep	Golden Butterflies	Pen of Dictation	Scarf of Eyes
83	Carpenter's Gloves	Golden Lotus Flower	Perfume of Choking	Sea Net
84	Carpet of Meditation	Gown of Changing	Perfume of Seduction	Seal of Changing
85	Chair of Folding	Grapnel Gauntlets	Perfume of Stunning	Seal of Closure
86	Chameleon Clothing	Grayjenni Sling Stones	Phase Gems	Seal of Silence
87	Change Pouch	Hairpin of Throwing	Pick of Digging	Shamman's Mask
88	Charm of Protect. from Dis.	Hammer of Hiding	Pipe of Darts	Shield of Disarming
89	Charm of Protect. from Spirits	Handcart of Holding	Pole of Bal. and Acrobatics	Shieldhand
90	Chime of Opening	Handkeg of the Lng Draught	Pot of Battle Smoke	Shocking Lock
91	Chimes of Communication	Handkerchief Tent	Potion of Change to Wind	Shrinking Skis
92	Chisel of the Stonemaster	Harmonica of Tail-Wind	Potion of Explosion	Shuriken of Dust
93	Claw of the Fox	Headband Loop Light	Potion of Flame Breath	Silk Gloves of Summoning
94	Cloak of Ledgerdemain	Headband of the Blind	Potion of Fresh Air	Silver Ring
95	Cloak Pin of Marking	Heating Stone	Potion of Knowledge	Skates of Speed
96	Cloth Bed of Nails	Helm of Visibility	Potion of Nutrition	Skeletal Caltrops
97	Cloth of Feasts	Honi's Music Box	Potion of Paralyzation	Skeleton Key of Opening
98	Clothes of Appearance	Horseshoes of Flying	Potion of Regeneration	Skis of Movement
99	Clothes of Contortions	Horseshoes of Speed	Potion of Stat Increase	Sleep Sand
100	Candle of True Light	Horseshoes of Striding	Potion of Stench	Sling Bullets of Stunning

Modest Items — ITEM GENERATION BASED ON POWER TABLE (13.1.2) — *Most Potent Items*

2nd Roll	Modest Items First Roll: (81-100)	Most Potent Items First Roll: (1-34)	Most Potent Items First Roll: (35-67)	Most Potent Items First Roll: (68-100)
01-02	Slippers of Dancing	"Abrol, the Elf Drinker"	Ham's Ship	Skull of Ric-talin
03-04	Slippers of Jumping	"Akarah, Slayer of Fire Spirits"	Headband of Belfalas	Soul Gem
05-06	Smoke Tablets	Amulet of Lifekeeping	Healing Orb of Marchae	Soul Labyrinth
07-08	Snake Melon	Amulet of Limbo	Hell Raiser	Spear of Dragonslaying
09-10	Sound Box	Amulet of Many Tongues	Helm of Might	Spectral Blade
11-12	Spectacle of Demeanor	Animaux Bracelet	Helm of the Weapon Master Akol	Spellstealer
13-14	Spectacles of Charming	Antipalus Maleficiorum	Helm of Uncleaving	Staff Catapult
15-16	Spect. of Realm Detection	Anvil of Forging	Incense of Power	Staff of Aristarchus
17-18	Spectacles of Translation	Attack Sphere	Ink Of The Doppleganger	Staff of Hades
19-20	Spider Bombs	Axe of Cleaving	Inquisition Chair	Staff of Ice
21-22	Spider Rope	Balite Potions of War	"Ithalmar, Fist of Vinusa"	Staff of Life
23-24	Spider Shoes	Band of the Master	Jade Sword	Staff of Mastering Spirits
25-26	Staff of Lengthening	Battle Totem	Jereg's Combiner	Staff of Portals
27-28	Stockings of Silence	Belt of Non-corporeality	Juggernaut	Staff of the Winds
29-30	Stone of Ages	Berin's Axe	Karr's Ring	Staff of the Xyk
31-32	String of Snares	Black Cloak	Kawfigu's Ring	Star of Akir
33-34	Stun Cloud Crystals	Bone Axe	Ki-neida's Stone of the Stars	Straw Rope Ward
35-36	Suspension Vial	Book of Answers	Kimono of Presence	Sword of Akasnu the Young
37-38	Sword of Returning	Book of Yesh	Laen Armor	Sword of the Golden Orb
39-40	Talon Boots	Boots of Wind Walking	Lakebow	Talekthanaar's Eye
41-42	Telescoping Ladder	Bowstring of Shoki	Lakeshield	Tankard of Tales
43-44	Temple Chimes	Breastplate of Channeling	Lakesword	Tarpan Dag
45-46	The Deep Feedbag	Bridle of Horns	Lemegeton	Tattooing Ink of Power
47-48	The Flasks of Tarakuge	Cauldron of Conjuration	Locket of Concealment	The Cape of the Black Hand
49-50	The Four Flowers of Sonakar	Cauldron of Herb Merging	Loom of Spell entwining	The Dark Walker's Helm
51-52	The Haggler's Cane	Cauldron of Mists	Mace of Pain	The Great Sword of Vrak Tanuk
53-54	The Jerkin of Swimming	Chair of Imprisonment	Magesword	The Lathe of the Moak
55-56	The Less. Chimes of Bosatsu	Chaos Seeker	Mantle of Missteps	The Shadow Servents
57	The Mule's Pack	Chaos Staves	Medallion of the Myrmidon	Thunderfist
58	The Warming Tub	Chaos Stone	Mengavin's Bedroll	Tivendeloch's Wand
59	Thiru's Ring of Shouting	Chaos Wand	Merle's Sword	Tome of Wisdom
60	Time Alarm	Chaotic Amulet	Mindstone	Trochan-et-Mekii's Amulet
61	Tinker's Cloth	Chaotic Blade	Mirror of Changing	Valadoma's Armor
62	Tinker's Stone	Chaotic Helm	Mirrored Amulet of Spell Reflect	Vial of Imprisonment
63	Tooth of Pivot	Chaotic Shield	Necklace of Allies	Viper Stone
64	Torch of Everburning	Choker of Azerak	Necklace of Translation	Voral's Staff
65	Torch of Maze-Solving	Claws of Lightning	Necromancer's Blade	Vorpal Sword
66	Torch-ring	Clay Tablets of Herasthenese	Nine Lives Charm	Wand of Elemental Change
67	Torch-stave	Cloth of Magic Bane	"Ny-Calinbraithe,"	Wand of Replication
68	Touch Alarm	Collar of Unpain	Ointment of Joining	Watery Weird of Ulos-numara
69	Tradene's Indef Slip. Cloth	Crowga's Quarterstaff	Onyx	Whip of Death
70	Transport Paper	Cup of the Healer	Opal Necklace	Whip of Grappling
71	Traveler's Cloak	Dagger of Assassination	Painting of Entrapment	Wizard's Stone
72	Trinkets of Capt Dancing	Daggers of Death	Pandakar's Ring	Woodmen's Bow of Good Aim
73	Truce Flag	Darselai's Belt	Phial of the Fountainhead	Yarkbalka of the Yreck
74	Vacuum Helm	Delving Text of Yol	Piercer	REROLL
75	Veil of Cliff-Path	Demon Armor	Pipes of Shadow	REROLL
76	Veils of Tanu	Demon Claw	Potion of Permanent Stat Incr.	REROLL
77	Vulcan's Glove	Demon Orb	Power Revitalizer	REROLL
78	Wand Lance	Dice of Chaos	Psychic Skiff	REROLL
79	Wand of Powdering Potions	Divine Tome of Stellar Bodies	Rainbow	REROLL
80	Wand of Warp Sensing	Doom	Red Spear of Diif-Marash	REROLL
81	Wand of Weak. Detection	Dragon Wand	Replicate	REROLL
82	Wardearth's Armor Gaunt.	Eggs of Divination	Ring of Agony	REROLL
83	Warding Flower	Eight Belts of the Masters	Ring of Essence Spell Storing	REROLL
84	Watching Icon	Eye Agate	Ring of Extension	REROLL
85	Weatherproof Tent	False Replicate	Ring of Hasty Death	REROLL
86	Web Bomb	Fire Tooth	Ring of Invisibility	REROLL
87	Web Egg	Fireball Thrower	Ring of Kazlauskas	REROLL
88	Whip Necklace	Fist of Marn	Ring of Proof Against Open Wnds	REROLL
89	Whispering Sword	Flat Coin	Ring of Reflection	REROLL
90	Wind Boat	Flute of Siren Song	Robes of the Elements	REROLL
91	Wind Chime of Infiltrators	Forcewand	Rod of Animating the Dead	REROLL
92	Wing-stone	Forest Mask of the Wood Elves	Rod of Melting	REROLL
93	Witch's Eye	Funeral Mask of Upanashadrak	Rune of Minds' Cleansing	REROLL
94	Wrist-cup	Fuqua Stones/Octo Gems	Rune of the Frozen Hearts	REROLL
95	Wrist-vial	Gauntlets of Hasted Attacks	Scarab of Absolution	REROLL
96	Zhura's Pavilion	Genie Charm	Scroll of Knowledge	REROLL
97	Reroll	Gloves of Poison Detection	Shield of the Righteous	REROLL
98	Reroll	Great Mace of Tung	Shinvakalii	REROLL
99	Reroll	Half-Face	Skeleton Dust	REROLL
100	Reroll	Harmonica of Gravity	"Skorbuus, The Heart Seeker"	REROLL

ITEM GENERATION BASED ON POWER TABLE (13.1.2)

2nd Roll	Potent Items First Roll: (1-20)	Potent Items First Roll: (21-40)	Potent Items First Roll: (41-60)	Potent Items First Roll: (61-80)
01-02	Absorption Clothes	Conjurer's Carpet	Hammer of the Blade Forge	Potion of Gargoyle Form with Vial
03-04	Access Book	Crossbow Gauntlets	Headband of Hierarchy	Potion of Mind Restoration
05-06	Acid Armor	Crossbow Wand	Headband of Non-detection	Potion of Toughness
07-08	Aeraida's Periapt	Crucifix of Warding	Headband of Silesh	Power Booster
09-10	Air Lord's Cloak	Crystal Bow	Headband of Spell Focusing	Power Jewel
11-12	Amulet of Arnd	Crystal Daggers	Healing Figurine	Power Matrix
13-14	Amulet of Beastform	Crystal of Reflection	Helm of Darkness	Power Rings
15-16	Amulet of Deployment	Crystal of Rock Vision	Helm of Sense Mastery	Psychic Flare
17-18	Amulet of Extra-planar Resist	Cyclone Sphere	Helm of Sight	Ram Staff
19-20	Amulet of the Void	D'Arwooden's Ring	Helm of Strength	Raptor's Needle
21-22	Animal Linking Amulet	Dagger of Death-Stroke	Helm of Two Faces	Red Dragon
23-24	Aphestasia's Veil of Mys Chng	Dagger of Trollslaying	Helping Hand	Red Shield of Diif-Marash
25-26	Aramedi Shuriken	Dakrean Velum	Herb of Smart-Smoke	Reed Implant
27-28	Armband of Strength	Darts of Staying	Hoop Gates	Ring of Dare-Devils
29-30	Arrow Straightener	Demik Dral's Omba	Horn of Hivarl	Ring of Firebolts
31-32	Arrows of Impaling Foes	Demon Blood	Horn of Inspiration	Ring of Lammoth
33-34	Arrows of Splitting	Demon Menpo	Hphazard Incantations	Ring of Left-Hand
35-36	Ash Bracelet	Demon's Claw	Impulse Wire	Ring of Lordship
37-38	Assassin's Ring	Dervish Drum	Incanubula of Mazarin	Ring of Many Faces
39-40	Attack Spider	Devourer Dagger	Indestructible Boots	Ring of Notions
41-42	Axe of Shielding	Dog-ring	Indestructible Gloves	Ring of Power
43-44	Backpack of Storing	Dragon Axe	Jallia's Cloakpin of Shrinking	Ring of Regeneration
45-46	Backstabber	Dragon Bull	Janik's Belt of Movement	Ring of Self Sustaining
47-48	Battle Staff	Drakehelm	Jardanian Neck of Strang	Ring of Shapeshifting
49-50	Beamguard's Staff	Dreamglass	Kaavshoon's Chest	Ring of Shielding
51-52	Bell of Awe-Inspiring	Dreamviewer	Kasuri-Gama of the Winds	Ring of the Gryphon
53-54	Bell of Healing	Dust of Channeling	Khald's Boots	Ring of Thievery
55-56	Bell of Summoning	Dwurven Axe of Grt Cleaving	Kregora Ring	Robe of Protection
57	Biting Bracers	Earrings of Truth	Kynac of Returning	Robes of Buddha
58	Black Coffin	Elven Cloak	Laertes' Ointment	Rocket of the Sun Goddess
59	Black Pullet	Energy Absorber	Lamp of Shadows	Rod of Elemental Command
60	Blasting Rod	Everfull Quiver	Laplandian Dart	Rod of Exchange
61	Blitzen Balls	Exaltive Beaker	Lered's Balloon	Rod of Nobility
62	Bonding Rings	Eye of Thunder	Long Kynac of Assassination	Rod of Spirit Detect and Comm
63	Bone Claw	Eye of True Sight	Lyre of Theola Forest	Rope of Crevice Crawling
64	Book of Storing	Eye Spy	Mace of Elfslaying	Rope of Entanglement
65	Book of Stunning	Eye Staff	Magnetic Net	Rune of Disembowelment
66	Bookstand of Learning	Eyes of the Dead	Map of Warning	Rune of One's Inner Locks
67	Boots of Escape	Fang of the Long Sleep	Marlor's Crown	Rune of Stonelungs
68	Boots of Gundrel	Fighter Staff	Master Exercise of Thought	Rune of the Men Now Hills
69	Boots of Speed	Figurines of the Fighters	Mated Rings	Rune of Throatfires
70	Boots of Yark	Fire net	Medallion of Sir Galloway	Rune of Unminding
71	Boots of Zakuga	Fireball Orbit Stones	Membrane Ring	Rune of Water's Risings
72	Bow Hand Glove	Flail of Non-fumble	Mentalist Rod	Saddle of Imagination
73	Bow of Energy	Flute of Flight Song	Mirror of Hypnotism	Saddle of the Horse Lords
74	Box of Fleas	Flute of the Fair Elves	Mirror of Wish Revealing	Sanctum Regem
75	Bracelet of Charms	Flyaway Cape	Mithril Ring	Scarab of Detecton
76	Bracelet of Friendsummons	Flying Gauntlets	Mnemonic Stone of Miula	Scythe of Bloody Reaping
77	Bracer of Elemental Deflect	Focusing Lens	Monk's Evading Clothes	Seeking Arrows/Bolts
78	Bracer of the Spider	Forester's Boots	Moon Sword	Selkar's Girdle
79	Bracers of the Lycead	Gannis' Broadsword	Motion Tracking Bracer	Shadow Hook
80	Burning Gauntlets	Gateway Lantern and Tap.	Muldek's Long Kynac	Shamman Skin
81	Burning Gloves	Gauntlets	Multiplex Eye	Sharkskin Armour
82	Candle of Blessing	Gauntlets of Climbing	Mute Boots	Shield of Flows
83	Chaos Hammer	Gauntlets of Ector	Necklace of Barandol	Shield of Shattering
84	Chill Wand	Gem of Luck	Necklace of Power	Shield of the Green Woods
85	Choker of Whispers	Gem of Storing	Nemesis Amulet	Shimmering Cloak
86	Choko-da	Geordani's Bracelet	Nerros' Displacer	Shock Ring
87	Circle Mat	Geordani's Earrings	Neural Bomb	Shock Sword
88	Circlet of Leadership	Glass of Translation	Niki's Sandals of IllusionPaths	Shoola
89	Circlet of Mentalism	Glasses/Lenses of Gaze Imm.	Ninjato of Venom	Shrinking Chest
90	Circlet of the Warrior Mage	Glove of Make-Way	Oak Pigeon	Singing Bird
91	Claw-Hand Gloves	Glove of Storing	Oil of Stone Merging	Skillstone
92	Clawclasp	Glove of Unbarring Ways	Orbs of the Elves	Skullmask
93	Cloak of Darkness	Gloves of the Thief	Pact Runes	Skyrider
94	Cloak of Defense	Goblet of Purification	Parrying Blade	"Slarne, the Red Axe"
95	Cloak of Flying	Gong of Protection	Pendant of Potency	Sparrow Feather Earring
96	Cloak of Insignificance	Ground Net	Plaguestone	Spellbomb
97	Cloak of Stealth	Guardian Slayers	Plate Mail of Puncture Resist	Spellstone
98	Coins of the Company	Gum Wad of Healing	Platinum Ring	Spellwand
99	Collar of Loudness	Half-Rod	Poisoned Dagger	Spirit Belt
100	Combat Gauntlets	Hammer of the Armorer	Potion of Basilisk Breath	Spirit Trap

2nd Roll	Potent Items First Roll: (81-100)	Artifacts
01-02	Staff of Acid	Armor of Golspre
03-04	Staff of Draining	Ashes of Luctu
05-06	Staff of Flames	Banner of the Dragon
07-08	Staff of Healing	Black Heart
09-10	Staff of Ice	Brush of Creation
11-12	Staff of Light	Cabaal's Tower
13-14	Staff of Missiles	"Caprayi, the Eternal Wind"
15-16	Staff of Sorcery	Chesspieces of Balance
17-18	Staff of Strength	Crystal Skull
19-20	Staff of the Coast Runners	Crystal Skull of Orgillion
21-22	Stasis Box	Cyfaredd-tor
23-24	Stingwand	Dagger of Nidhogar
25-26	Stone of Seeing	Dancing Sword of the Fallen Friend
27-28	Stone of Will	Deathcrown
29-30	Stormstaff	Device of Cimirandar
31-32	Superior Kobold Gems	Dexel
33-34	Swan of Ithis Tinuvia	Dragon's Teeth
35-36	Sword of Everstriking	Dreaded Staff of Count Astoc
37-38	Sword of Fire	Ebon Spider
39-40	Sword of the Chang Blade	Elian's Magestaff
41-42	Sword of the Long Night	Everchanger
43-44	Tabi of Stealth	Gate Rings
45-46	Talisman of Absorption	Gauntlets of Regal Adora
47-48	Talisman of Extrapolation	Heart of Gold
49-50	Talon Grapnel	Hourglass of the Slayer
51-52	Tamariya's Earring	Irgaak Stone
53-54	Tapestry Room	"Kirae Shang"
55-56	Tears of the Gods	"Krist-archa"
57	Tele-link Gems	Law Breaker
58	"Telloch, the Defender"	Llygedyn
59	Tentacle Staff	Loremaster's Amulet
60	Terevel's Window	Lughurth's Death Spear
61	The Blade of Kamikazi	Lusan's Mirror
62	The Swordsman's Belt	Mage Lords Staff
63	The Tea of Yakushi	Morgan's Cane
64	The Wing	Pendant of Palandiralin
65	Tooth of Riding	Plate Mail of Kharsel
66	Tooth of Shark Form	Quav's Crystal
67	Tracers of Palis	Rainbow Axe
68	Tracker's Ring	Ring Arcana
69	Truncheon of Command	Ring of the Elves
70	Tunic of Essence	Ring of Vallach
71	Wagon of Transport	Ring of Vitrification
72	Wakizashi of the Last Rite	Ringhn's Blue Death Blade
73	Wand of Acid	Robe of Kazlauskas
74	Wand of Darkness	Rod of Desytyso
75	Wand of Elemental Ace	Scepter of Orr
76	Wand of Illusion	Scepter of the Night
77	Wand of Lightning	Shianul
78	Wand of Slepp	Singing Harp
79	Wand of Summoning	Spellbreaker
80	Wand of the Winds	Spider Walker
81	Warning Stones	Staff of Life
82	Warrior's Helm	Staff of the Wise
83	Wedding Rings	Staff of Time Travel
84	Were-ring	Swan Boat
85	Whip of Water Trailing	"Tesra'arnvir, Staff of 3 Parts"
86	Whip Rose	The Cat of Channeling
87	Zacary's Instant Rune Paper	The Charm Bracelets of Parting Way
88	REROLL	The Golden Nunchaku
89	REROLL	The Hammer of Relin
90	REROLL	The Krill of Cyfrynedd
91	REROLL	The Naharien Orb
92	REROLL	The Ring of Might
93	REROLL	The Staff of Light's Echoes
94	REROLL	The Swords of Irgaak
95	REROLL	The Warlord's Crown
96	REROLL	The Warlord's Scepter
97	REROLL	The White Bow
98	REROLL	Throne of Tesoro
99	REROLL	Tome of Power
100	REROLL	Vame's Cage

RUNE, RUNE STONE, AND POTION ITEM GENERATION TABLE (13.1.3)

Roll	RUNES	RUNE STONES
1-3	Alchemist	Barber
4-6	Alternate Chan/Ess Hybrid	Blade
7-9	Alternate Chan/Ment Hybrid	Brew
10-12	Alternate Ess/Ment Hybrid	Carryall
13-15	Alternate Pure Channeling	Catalog
16-18	Alternate Pure Essence	Clean
19-21	Alternate Pure Mentalism	Color
22-24	Alternate Semi Channeling	Down
25-27	Alternate Semi Essence	Fire
28-30	Alternate Semi Mentalism	Groom
31-33	Animist	Guardian
34-36	Arcane	Healing
37-38	Astrologer	Ice
39-41	Bard	Index
42-44	Cleric	Leather
45-47	Closed Channeling	Librarian
48-50	Closed Essence	Light
51-53	Closed Mentalism	Measure
54-56	Evil Cleric	Mending
57-59	Evil Magician	Mess
60-62	Evil Mentalist	Perfume
63-65	Healer	Polishing
66-68	Illusionist	Preservation
69-71	Lay Healer	Quiet
72-74	Magician	Season
75-77	Mentalist	Sewing
78-80	Monk	Stable
81-83	Mystic	Storyteller
84-86	Open Channeling	Time
87-89	Open Essence	Tooth
90-92	Open Mentalism	Translation
93-95	Ranger	Verminless
96-98	Seer	Warmth
99-100	Sorcerer	Watchman

Roll	POTIONS	Roll	POTIONS
1-2	Agility	51	Ice Blood
3-4	Amber	52-53	Immunity
5	Animal Growth Serum	54-55	Intimidation
6-7	Asmud's Oil	56-57	Invisibility
8-9	Avrux	58-59	Invulnerability
10	Awareness	60	Levitation
11-12	Blademaster	61-62	Love
13-14	Blood Stopping III	63-64	Maturation
15	Blood Stopping True	65-66	Nature's Blades
16-17	Cold Resistance	67-68	Neutralize Poison
18-19	Deafness	69-70	One Mind
20	Death's Breath	71	Passing
21-22	Endurance	72-73	Plant Growth Serum
23-24	Extend Duration	74-75	Poison
25	Eye Lanterns	76-77	Quickness
26-27	Fire Blood	78-79	Realm Shield
28-29	Fire Essense	80	Remove Curse
30	Fire Water	81-82	Restoration
31-32	Flying	83-84	Riot Gas
33-34	Fog	85-86	Saelennu's Kiss
35	Force Warrior	87-88	Smoky Constructs
36-37	Gemfinding	89-90	Speed
38-39	Gishlor	91	Spider's Web
40	Goldfinding	92-93	Strength
41-42	Hate	94-95	Truth
43-44	Healing	96-97	Water of Salmasis
45-46	Healing	98-99	Wolf's Prey
47-48	Heat Resistance	100	Youth
49-50	Heroism		

13.2 COMPREHENSIVE ENCOUNTER GENERATION TABLES

This section contains tables that can be used to randomly generate encounters as described in the *Creatures & Treasures*. However, these tables also cover all of the creatures described in the *Rolemaster Companions* (I-VII), *Elemental Companion*, *Oriental Companion*, and *Creatures & Treasures II-III*. To determine the product and page for a creature refer to the creature index in the back of this product.

The system presented in this section allows a GM to key an encounter to a group's location and the environment that it is in. When using this system, there are six factors that determine the nature of encounters:

Civilization/Habitation ..... see next page
Special Features ..... Table 13.2.1
Water Sources ..... Table 13.2.2
Terrain ..... Table 13.2.3
Vegetation ..... Table 13.2.4
Climate ..... additional screening factor

These factors are defined for each creature in its "Climate Codes" (see Section 2.5). A specific "encounter table" covers each of these factors except for climate. Climate is used as an optional Screening factor to eliminate unsuitable encounters (e.g., a moose in a "hot/humid" climate or a python in a "cold/dry" climate). A fifth encounter table (13.2.5) is provided for creatures that can be found in almost any locale.

Normally, a GM generates an encounter by first rolling on the Civilization/Habitation Encounter Table on the next page. This may either indicate a specific encounter **or** direct him to roll on one of the other tables. This procedure continues until a specific encounter is obtained (or until the GM gets tired of rolling and chooses an appropriate encounter).

These encounter tables may also be used individually when the GM wants to key an encounter to one of the five specific factors. For example, if the GM wanted an encounter keyed to "Ruins," he would roll for the encounter on the Special Features Encounter Table 13.2.1 using the "Ruins" columns.

Key to the Encounter Tables

Civilized-Areas — Areas controlled by forces friendly or neutral towards the group; further classified as being rural, town (village), or City.

Wild-Areas — Areas unsettled and uncontrolled; further classified as being normal or magic (enchanted).

Border-Areas — Areas that fall between "Civilized" and "Wild;" further classified as being rural or town (village).

Hostile-Areas — Areas controlled and patrolled by forces normally unfriendly or opposed to the group or members of the group; further classified as being rural, town (village), or City.

Roll: (# - #) — Some of the encounter classifications require more than one column to list all of the appropriate creatures. For these classifications, make an initial roll (1-100) to determine which of the column to use and then proceed normally.

SPECIAL FEATURE — Reroll using the Special Feature Table 13.2.1.

VEGETATION — Reroll using the Vegetation Encounter Table 13.2.2.

TERRAIN — Reroll using the Terrain Encounter Table 13.2.3.

WATER SOURCES — Reroll using the Water Sources Encounter Table 13.2.4.

UNIV. MONSTERS — Reroll using the Universal Monsters Encounter Table 13.2.5.

UNIV. ANIMALS — Reroll using the Universal Animals Encounter Chart below.

CIVILIZATION/HABITATION (SOCIAL/CULTURE) ENCOUNTER CHART

TYPE	CIVILIZED AREAS			BORDER AREAS		WILD AREAS		HOSTILE AREAS		
	Rural	Town	City	Rural	Town	Normal	Magic	Rural	Town	City
UNIV. ANIMALS	01-11	01-01	01	01-15	01-05	01-20	01-10	01-12	01-06	01
UNIV. MONSTERS	12-13	03	—	16-21	06-07	21-30	11-25	13-16	07-08	—
VEGETATION	14-16	04-05	02	22-27	08-10	31-35	26-30	17-21	09-11	02
TERRAIN	17-19	06-07	03	28-33	11-13	36-40	31-35	22-26	12-14	03
WATER SOURCE	20-22	08-09	04	34-39	14-16	41—45	36-40	27-31	15-17	04
SPECIAL FEATURES	23-25	10-12	05-07	40-45	17-20	45-56	41-60	32-35	18-20	05-07
Local Residents										
Working	26-35	13-22	08-12	46-50	21-26	57-58	61	36-39	21-25	08-09
Playing/Relaxing	36-41	23-37	13-19	51	27-32	59-60	62	40-42	26-32	10-11
Traveling	42-47	38	20	52	33	61-62	63	43-45	333	12-13
Hauling Goods	48-53	39-43	21-22	53-54	34-35	63-64	64	46-47	34-35	14-15
Local Rowdies	54-56	44-47	23-26	55	36-38	—	—	48-49	36-39	16-17
Actors/Minstrels	57	48-49	27-30	56	39	65	65	50	40-41	18-21
Fishermen/Hunters	58-59	50	—	57-59	40-41	66-68	66-68	51-52	42-43	—
General Travelers	60-61	51-52	31-32	60-61	42-43	69	69	53-54	44-45	22-23
Merchants	62-63	53-55	33-36	62	44-45	70	70	55-56	46-48	24-27
Messengers	64-65	56-57	37-38	63	46	71	71	57-58	49-50	28-29
Nobles	66	58-59	39-42	64	47	72	72	59	51-52	30-33
Pilgrims	67	60	43	65	48	73	73	60	53	34
Priests	68-69	61-63	44-47	66	49-50	74	74	61	54	35-38
Refugees	70	64	48	67	51	75	75	62	55	39
Assayers/Tax Takers	71	65	49-50	68	52	—	—	63	56	40-41
Constables	72-76	66-70	51-56	69	53-56	—	—	64-68	57-61	42-47
Police Guards	77	71-72	57-60	70	57-58	—	—	69	62-64	48-52
Police Patrols	78	73-74	61-64	71	59	—	—	70	65-66	53-57
Militia Unit	79	75	65	72-73	60-62	76	76	71-72	67-68	58
Soldiers	80	76	66	74	63-65	77-78	77	73-75	69-71	59-61
Scouts/Watchers	81	77	67	75	66-67	79-80	78-79	76-77	72-73	62-63
Military Guards	82	78	68	76	68-69	—	—	78-79	74-75	64-65
Military Patrol	83	79	69	77	70-72	81-82	80	80-82	76-78	66-68
Military Unit	84	80	70	78	73	—	—	83-84	79-80	69-70
Assassins	85	81	71	79	74	83	81	85	81	71
Bandits	86-87	82	—	80-82	75-76	84	82	86-87	82	—
Beggars/Cripples	88	83-84	72-75	—	77-78	—	—	88	83-84	72-75
Burglars	—	85	76-78	—	79	—	—	—	85	76-78
Highwaymen	89-90	86	—	83-85	80-81	85	83	89-90	86	—
Muggers	—	—	79-80	—	—	—	—	—	—	79-80
Pickpockets	91	87-88	81-83	86	82-83	—	—	91	87-88	81-83
Cutpurses	—	89	84-85	—	84	—	—	—	89	84-85
Raiders	92	90	—	87-88	85	86	84	92	90	—
Spies	93	91	86	89	86-88	87	85	93	91	86
Thieves	94	92-93	87-90	90	89-90	88	86	94	92-93	87-90
Trackers/Searchers	95	94	91	91	91	89	87	95	94	91
Vigilantes/Fanatics	96	95	92-93	92	92	90	88	96	95	92-93
Adventurers	97	96	94	93-94	93-94	91-93	89-91	97	96	94
Traps	98	97	95	95-96	95	94-96	92-94	98	97	95
Special or REROLL	99-00	98-00	96-00	97-00	96-00	97-00	95-00	99-00	98-00	96-00

UNIVERSAL ANIMALS GENERATION CHART

Roll	Universal Animals	Roll	Universal Animals	Roll	Universal Animals
01-10	UNIV. MONSTERS	67-69	Small Lizard	90	Non-poisonous Spiders
11-18	Special or REROLL	70-72	Small Bat	91	Large Lizard
19-24	VEGETATION	73-74	Rats	92	Non-poisonous Snake
25-30	WATER SOURCES	75-76	Small Cat	93	Large Cat
31-36	TERRAIN	77-78	Small Dog	94	Large Dog
37-42	Small Rodent	79-80	Fleas	95	Wolf
43-50	Ants	81-82	Large Rodent	96	Vulture
51-54	Small Bird	83-84	Large Bird	97	Owl
55-58	Wasps / Bees	85-86	Large Mustlid / Civet	98	Pit Viper
59-62	Small Mustelid / Civets	87-88	Large Bat	99	Shrews
63-66	Beetles	89	Rabbit/Hare	100	Special or REROLL

Roll	"X" Roll: (01-75) Cavern Complexes	"X" Roll: (76-90) Cavern Complexes	"X" Roll: (91-100) Cavern Complexes	"N" Near Urban Areas
01-02	Bats, Small	Giants, Greater, Mount.	Drake, Light	Dogs, Small
03-04	Gargoyle	Gratar, Grey	Drake, Vibration	Housecat
05-06	Gratar, Green	Great Spiders, Greater	Empusa	Gargoyle
07-08	Bats, Large	Hellion	Fire Spirit	Gratar, Green
09-10	Bone Worm	Hound, Night	Gas Drake	Werewolf
11-12	Dwarves	Hound, Vapor	Giant Skeletons	Yasheen
13-14	Eleme. Giant, Earth	Minotaur	Gnomes	Dogs, Large
15-16	Elemental Giant, Hill	Night Hound	Great Spiders, Major	Dwarves
17-18	Giants, Greater, Hill	Orcs, Greater	VEGETATION	Gratar, Yellow
19-20	Goblins	Quetzelquatl	VEGETATION	Nasti
21-22	Gratar, Yellow	Trolls, Cave	VEGETATION	Pooka
23-24	Hound, Cold	Tylweth Teg	VEGETATION	Roaming Hand
25-26	Hound, Ice	Vapor Hound	VEGETATION	Spiderskull
27-28	Ice Hound	Cave Worm	Hearth Axe	Wererat
29-30	Ice Ox	Cyclops	Heat Spirit	Apparition
31-32	Ice Spider	Doppleganger	Hobgoblins	Cerebus
33-34	Manticore	Dragonians	Plasma Drake	Garthis
35-36	Naga	Faerie Dragon	Urloc	Ghost
37-38	Orcs, Lesser	UNIV. MONSTERS	Vile	Gratar, Black
39-40	Spiderbat, Small	UNIV. MONSTERS	Aether Spirit	Leprechaun
41-42	Trolls, Stone	UNIV. MONSTERS	Blood Lord of Souls (Ld. Vampire)	Ohweesho
43-44	Wererat	UNIV. MONSTERS	Chaos Spirit	Sky Manta
45-46	Winged Eel, Moray	UNIV. MONSTERS	Drake, Aether	Werebear
47-48	Yourgle	UNIV. MONSTERS	Drake, Chaos	Werejackal
49-50	Blacksnake	Drake, Ice	Drake, Electrical	Arachnins
51-52	Caustic Slime	Drake, Lesser, Ice	Drake, Lesser, Aether	Darkhunter
53-54	Chameleon Amoeba	Dwelfs	Drake, Lesser, Chaos	Ellyllon
55-56	Fire Hound	Elemental Giant, Stone	Drake, Lesser, Electrical	Groombird
57	Garthis	Geryon	Drake, Lesser, Nether	Gratar, Grey
58	Giants, Greater, Stone	Gnolls	Drake, Lesser, Nexus	Halflings
59	Gratar, Black	Gorgon	Drake, Lesser, Plasma	Homonculous
60	Cam.Flying Monkeys	Gratar, Red	Drake, Lesser, Spirit	Jann
61	Warcat	Hound, Aether	Drake, Lesser, Time	Jinn
62	Warcat, Greater	Hound, Chaos	Drake, Lesser, Vacid	Sky Shark
63	Wing. Panther, Great	Hound, Nether	Drake, Lesser, Wind	Carnivorous Flying Monkeys
64	UNIV. MONSTERS	Hound, Nexus	Classic Lich	Warcat
65	UNIV. MONSTERS	Hound, Plasma	TERRAIN	Warcat, Greater
66	UNIV. MONSTERS	Hound, Spirit	TERRAIN	Winged Panther, Great
67	UNIV. MONSTERS	Hound, Time	TERRAIN	Sphinx
68	UNIV. MONSTERS	Ifrit	Drake, Nether	Tove
69	UNIV. MONSTERS	Klugala	Drake, Nexus	Wereboar
70	Hound, Air	Lammasu	Drake, Plasma	Ansilius
71	Hound, Dark	Leorgon	Drake, Spirit	Avinare
72	Hound, Earth	Mist Monster	Drake, Time	Delmos
73	Hound, Electrical	Neng	Drake, Vacid	Doppleganger
74	Hound, Fire	Orcs, Grey	Drake, Wind	Gratar, Red
75	Hound, Gravity	Orcs, Scrug	WATER SOURCES	Ifrit
76	Hound, Heat	Orcs, Vard	WATER SOURCES	Living Ghoul
77	Hound, Inertia	Orvaal	WATER SOURCES	Mist Monster
78	Hound, Light	Quishad	WATER SOURCES	Plon
79	Hound, Storm	Rancid	WATER SOURCES	Quishad
80	Hound, Vacid	Runi'cruptos	WATER SOURCES	Revenant
81	Hound, Vibration	Spiderbat, Large	Dwinlor	Specter
82	Hound, Water	Succubus and Incubus	Gas Spirit	Vampire
83	Hound, Wind	Trolls, Snow	Gravity Spirit	Weretiger
84	Kobolds	Vacid Spirit	Ice Spirit	Changeling
85	Nimnors	Vampiric Trolls	Inertia Spirit	Empusa
86	Ohweesho	Bone Golem	Lich	Fire Spirit
87	Red Jaw	Cold Drake	Light Drake	Marid
88	Sky Manta	Cthugans	Light Spirit	Shadow Assassin
89	Storm Hound	Drake, Cold	Multi-spider	Urloc
90	Tae Wolf	Drake, Gas	Nether Spirit	Wraith
91	Tatzelwurm	Drake, Gravity	Nexus Spirit	Blood Lord of Souls
92	Trogludytes	Drake, Heat	Plasma Spirit	Clay Drake (Lesser Drake)
93	Water Hound	Drake, Inertia	Time Spirit	Essence Drake
94	Weedling	Drake, Lesser, Cold	Trucha	Ilinar Spirit
95	Winged Eel, Electric	Drake, Lesser, Gravity	UNIV. MONSTERS	Lich
96	Binlore	Drake, Lesser, Heat	UNIV. MONSTERS	Monastic Lich
97	Darkhunter	Drake, Lesser, Inertia	UNIV. MONSTERS	Rancor
98	Elem. Giant, Mount.	Drake, Lesser, Light	UNIV. MONSTERS	Vampiric Gorgon
99	Euryale	Drake, Lesser, Vibration	UNIV. MONSTERS	Vampiric Werewolf
100	Special or REROLL	Special or REROLL	Special or REROLL	Fairie Dragon

Rural Areas	SPECIAL FEATURE ENCOUNTER TABLE (13.2.1)			Cave Entrances and Lairs
Roll	"♣" Rural Areas	"@" Roll: (1-75) Cave Entrances & Lairs	"@" Roll: (76-94) Cave Entrances & Lairs	"@ Roll: (95-100) Cave Entrances & Lairs
01-02	Dogs, Small	Bats, Small	Sabertooth Tiger	Drake, Cold
03-04	Housecat	Gargoyle	Sky Manta	Drake, Gas
05-06	Clivimis	Gratar, Green	Storm Hound	Drake, Gravity
07-08	Gorcrow	Arachat	Tatzelwurm	Drake, Heat
09-10	Gratar, Green	Bats, Large	Water Hound	Drake, Inertia
11-12	Rumtifusel	Dwarves	Weedling	Drake, Lesser, Cold
13-14	Werewolf	Elemental Giant, Earth	Winged Eel, Electric	Drake, Lesser, Gravity
15-16	Yasheen	Elemental Giant, Hill	Binlore	Drake, Lesser, Heat
17-18	Adderhawk	Elothere	Elemental Giant, Mountain	Drake, Lesser, Inertia
19-20	Dogs, Large	Ghost Wolf	Euryale	Drake, Lesser, Light
21-22	Dwarves	Giants, Greater, Hill	Feliss	Drake, Light
23-24	Ghost Wolf	Giants, Lesser, Minor	Giants, Greater, Mountain	VEGETATION
25-26	Gratar, Yellow	Goblins	Giants, Lesser, Major	VEGETATION
27-28	Jackalope	Gratar, Yellow	Faerie Dragon	VEGETATION
29-30	Nasti	Guyascutus	WATER SOURCES	VEGETATION
31-32	Panthershark	Hound, Cold	WATER SOURCES	VEGETATION
33-34	Pooka	Hound, Ice	WATER SOURCES	Classic Lich
35-36	Spiderbat, Small	Ice Hound	WATER SOURCES	Fire Spirit
37-38	Three-tail Bavolorus	Jackalope	WATER SOURCES	Gas Drake
39-40	Wererat	Manticore	Great Spiders, Greater	Giant Skeletons
41-42	Winged Eel, Moray	Orcs, Lesser	Griffin/Gryphon	Gnomes
43-44	Blacksnake	Panthershark	Hellion	Heat Spirit
45-46	Cerebus	Spiderbat, Small	Hound, Night	Hobgoblins
47-48	Garthis	Three-tailed Bavolorus	Hound, Vapor	Aether Spirit
49-50	Ghost	Trolls, Stone	Jinn	Blood Lord of Souls
51-52	Gratar, Black	Carn. Flying Monkeys	Night Hound	Chaos Spirit
53-54	Lambtree	Warcat	Orcs, Greater	Drake, Aether
55-56	Ohweesho	Warcat, Greater	Quetzelquatl	Drake, Chaos
57	Sky Manta	Winged Panther, Great	Sphinx	Drake, Electrical
58	Tremlor	VEGETATION	Trolls, Cave	TERRAIN
59	Weedling	VEGETATION	Tylweth Teg	TERRAIN
60	Werebear	VEGETATION	Vapor Hound	TERRAIN
61	Werejackal	Winged Eel, Moray	Cyclops	TERRAIN
62	Winged Eel, Electric	Yourgle	Demon Dog	Drake, Lesser, Aether
63	Arachnins	Blacksnake	Drake, Ice	Drake, Lesser, Chaos
64	Banshee	Bounder	Drake, Lesser, Ice	Drake, Lesser, Elect.
65	Ellyllon	Caustic Slime	Dwelfs	Drake, Lesser, Nether
66	Halflings	Cerebus	Elemental Giant, Stone	Drake, Lesser, Nexus
67	Homonculous	Chameleon Amoeba	Geryon	Drake, Lesser, Plasma
68	Jann	Fire Hound	Gnolls	Drake, Lesser, Spirit
69	Jinn	Garthis	Gorgon	Drake, Lesser, Time
70	Killer Rabbit	Giants, Greater, Stone	UNIV. MONSTERS	Drake, Lesser, Vacid
71	Mistraven	Giants, Lesser, Normal	UNIV. MONSTERS	Drake, Lesser, Wind
72	Quetzelquatl	Gratar, Black	UNIV. MONSTERS	Drake, Nether
73	Shadow	Great Wasp	UNIV. MONSTERS	Drake, Nexus
74	Tove	Hound, Air	UNIV. MONSTERS	Drake, Plasma
75	Viperhawk	Hound, Dark	UNIV. MONSTERS	Drake, Spirit
76	Werebear	Hound, Earth	UNIV. MONSTERS	Drake, Time
77	Ansilius	Hound, Electrical	UNIV. MONSTERS	Drake, Vacid
78	Avinare	Hound, Fire	UNIV. MONSTERS	Drake, Wind
79	Bloodbloom	Hound, Gravity	UNIV. MONSTERS	WATER SOURCES
80	Delmos	Hound, Heat	Hound, Aether	WATER SOURCES
81	Demon Dog	Hound, Inertia	Hound, Chaos	WATER SOURCES
82	Doppleganger	Hound, Light	Hound, Nether	WATER SOURCES
83	Horse Viper	Hound, Storm	Hound, Nexus	Gas Spirit
84	Ifrit	Hound, Vacid	Hound, Plasma	Gravity Spirit
85	Neng	Hound, Vibration	Hound, Spirit	Ice Spirit
86	Plon	Hound, Water	Hound, Time	Inertia Spirit
87	Shaitan	Hound, Wind	Klugaka	Light Drake
88	Spiderbat, Large	Kobolds	Lammasu	Light Spirit
89	Succubus	Leprechaun	Leorgon	Multi-spider
90	Weretiger	Nightgaunt	Neng	Nether Spirit
91	Changeling	TERRAIN	Orcs, Grey	Nexus Spirit
92	Demon Horse	TERRAIN	Orcs, Scrug	Plasma Spirit
93	Empusa	TERRAIN	Orcs, Vard	Time Spirit
94	Fire Spirit	TERRAIN	Orvaal	Tracha
95	Mara	TERRAIN	Spiderbat, Large	UNIV. MONSTERS
96	Marid	TERRAIN	Succubus and Incubus	UNIV. MONSTERS
97	Essence Drake	Nimnors	Trolls, Snow	UNIV. MONSTERS
98	Carn. Flying Monkeys	Ogres	Vacid Spirit	UNIV. MONSTERS
99	Warcat	Red Jaw	Vampiric Trolls	UNIV. MONSTERS
100	Warcat, Greater	Special or REROLL	Special or REROLL	Special or REROLL

SPECIAL FEATURE ENCOUNTER TABLE (13.2.1)

Roll	"Y" Battlefields	"K" Roll: (0-75)	"K" Roll: (76-93) Cross-over Points Between Dimensions	"K" Roll: (94-100)
01-02	Ghoul	Hound, Cold	Nycorac	Drake, Aether
03-04	Phantom	Hound, Ice	Quishad	Drake, Chaos
05-06	Stand. Undead (Class I-VI)	Ice Hound	Rashtar	Drake, Electrical
07-08	Barrow-wight	Spiderbat, Small	Shaitan	VEGETATION
09-10	Bone Worm	Blacksnake	Warcat	VEGETATION
11-12	Corpse Candle	Fire Hound	Warcat, Greater	VEGETATION
13-14	Roaming Hand	Frzzzm, Normal	Winged Panther, Great	VEGETATION
15-16	Spiderbat, Small	Hound, Air	UNIV. MONSTERS	Faerie Dragon
17-18	Winged Eel, Moray	Hound, Dark	Smoke Demon	Drake, Lesser, Aether
19-20	Zombie	Hound, Earth	Spiderbat, Large	Drake, Lesser, Chaos
21-22	Apparition	Hound, Electrical	Succubus and Incubus	Drake, Lesser, Electrical
23-24	Black Paladin	Hound, Fire	Thorned Demon	Drake, Lesser, Nether
25-26	Blacksnake	Hound, Gravity	Tlaque	Drake, Lesser, Nexus
27-28	Ghost	Hound, Heat	Traag	Drake, Lesser, Plasma
29-30	Grey Noble	Hound, Inertia	Wild Hunt Hound	Drake, Lesser, Spirit
31-32	Carn. Flying Monkeys	Hound, Light	Absorber	Drake, Lesser, Time
33-34	VEGETATION	Hound, Storm	Acid Demon	Drake, Lesser, Vacid
35-36	VEGETATION	Hound, Vacid	Black Stalker	TERRAIN
37-38	VEGETATION	Hound, Vibration	Celebdel	TERRAIN
39-40	Nightgaunt	Hound, Water	Champion, Winged	TERRAIN
41-42	Ohweesho	Hound, Wind	Crystyl	TERRAIN
43-44	Rotting Corpse	Nimnors	Demon Horse	TERRAIN
45-46	Sky Manta	Sky Manta	Demon Scourge	Drake, Nether
47-48	Swamp Star	Storm Hound	Demonic Protoplasm	Drake, Nexus
49-50	Weedling	UNIV. MONSTER	Demons of the Fifth Pale	Drake, Plasma
51-52	Wight	UNIV. MONSTER	Demons of the Sixth Pale	Drake, Spirit
53-54	Winged Eel, Electric	UNIV. MONSTER	Dictic	Drake, Time
55-56	Corpse Lantern	UNIV. MONSTER	Eraditor	Drake, Vacid
57	Disembodied Head	UNIV. MONSTER	Fire Spirit	WATER SOURCES
58	Ghoulking	UNIV. MONSTER	Flame Beast	WATER SOURCES
59	Gloombird	UNIV. MONSTER	Frzzzm, Giant	WATER SOURCES
60	Headless Ghost	UNIV. MONSTER	Gogonaur	WATER SOURCES
61	Hellion	Water Hound	Great Spiders, Major	WATER SOURCES
62	Octavion	Demon of the First Pale	Hearth Axe	Classic Lich
63	Phantom Steed	Demon of the Second Pale	Hoard	Elemental Savant, Air
64	Quetzelquatl	Great Spiders, Greater	Hodhedhel	Elemental Savant, Dark
65	TERRAIN	Grumoz	Ice Demon	Elemental Savant, Earth
66	TERRAIN	Hellion	Lithaba	Elemental Savant, Fire
67	TERRAIN	Hound, Night	Marid	Elemental Savant, Ice
68	TERRAIN	Hound, Vapor	Narauk	Elemental Savant, Light
69	Aragons	Jann	Oran	Elemental Savant, Water
70	Bloodbeast	Jinn	Plague Demon	Essence Drake
71	Demon Dog	Night Hound	Plasma Drake	UNIV. MONSTERS
72	Ice Skeleton	Quetzelquatl	Shade Demon	UNIV. MONSTERS
73	Ifrit	Sharya	Sligguth	UNIV. MONSTERS
74	Neng	Vapor Hound	Storm Demon	UNIV. MONSTERS
75	Shaitan	Acarva	UNIV. MONSTERS	UNIV. MONSTERS
76	Spiderbat, Large	Champion, Centaur	UNIV. MONSTERS	UNIV. MONSTERS
77	Succubus and Incubus	Corvox	UNIV. MONSTERS	UNIV. MONSTERS
78	WATER SOURCES	Culraug	UNIV. MONSTERS	Gem Entity
79	WATER SOURCES	Daedhel	UNIV. MONSTERS	Light Drake
80	WATER SOURCES	Daerauk	UNIV. MONSTERS	Maleskari
81	WATER SOURCES	Demon Dog	Thauredhel	Multi-spider
82	Wild Hunt Hound	Demon of the Fourth Pale	Thonis	Nexus Spirit
83	Demon Horse	Demon of the Third Pale	Urloc	Noble Gogonaur
84	Fire Spirit	Dreadwing	Vultrim	Ordainer Moloch
85	Marid	Frzzzm, Large	Aether Spirit	Ordainer Raukamar
86	Wraith	Horse Viper	Blood Lord of Souls	Plasma Spirit
87	Blood Lord of Souls	Hothrog	Champion, High	Rhondintor
88	Essence Drake	Hound, Aether	Champion, Noble	Sith
89	UNIV. MONSTERS	Hound, Chaos	Chaos Spirit	Terrorite
90	UNIV. MONSTERS	Hound, Nether	Clostoph	Tracha
91	UNIV. MONSTERS	Hound, Nexus	Demon Drake	Veyrr
92	UNIV. MONSTERS	Hound, Plasma	Demons Beyond the Pale	Wrath
93	UNIV. MONSTERS	Hound, Spirit	Dergon	Yrrigav
94	UNIV. MONSTERS	Hound, Time	Discord	UNIV. MONSTERS
95	UNIV. MONSTERS	Huntarr	UNIV. MONSTERS	UNIV. MONSTERS
96	UNIV. MONSTERS	Ifrit	UNIV. MONSTERS	UNIV. MONSTERS
97	UNIV. MONSTERS	Mrem	UNIV. MONSTERS	UNIV. MONSTERS
98	UNIV. MONSTERS	Neng	UNIV. MONSTERS	UNIV. MONSTERS
99	UNIV. MONSTERS	Nightwing	UNIV. MONSTERS	UNIV. MONSTERS
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

SPECIAL FEATURE ENCOUNTER TABLE (13.2.1)

Roll	"E" Roll: (01-50)" Enchanted Areas	"E" Roll: (51-80)" Enchanted Areas	"E" Roll: (81-93)" Enchanted Areas	"E" Roll: (94-100)" Enchanted Areas
01-02	Gargoyle	Quetzelquatl	Acid Demon	WATER SOURCE
03-04	Ghoul	Shadow	Black Stalker	VEGETATION
05-06	Phantom	Sharya	Bone Golem	TERRAIN
07-08	Skeletons	Skullbeast	Celebdel	UNIV. MONSTERS
09-10	Stand. Undead (Classes I-VI)	Vapor Hound	Champion, Winged	UNIV. MONSTERS
11-12	Werewolf	Werebear	Cold Drake	UNIV. MONSTERS
13-14	Ghost Wolf	Acarva	Crystyl	UNIV. MONSTERS
15-16	Giants, Lesser, Minor	Androsphinx	Demon Horse	UNIV. MONSTERS
17-18	Hound, Cold	Champion, Centaur	Demon Scourge	UNIV. MONSTERS
19-20	Hound, Ice	Corvox	Demonic Protoplasm	Classic Lich
21-22	Ice Hound	Culraug	Demons of the Fifth Pale	Blood Lord of Souls
23-24	Manticore	Daedhel	Demons of the Sixth Pale	Champion, High
25-26	Mummy	Daerauk	Dictic	Champion, Noble
27-28	Necros	Demon Dog	Faerie Dragon	Chaos Spirit
29-30	Spiderbat, Small	Demons of the Fourth Pale	UNIV. MONSTERS	Clostoph
31-32	Wererat	Demons of the Third Pale	UNIV. MONSTERS	Demon Drake
33-34	Zombie	Dirge	UNIV. MONSTERS	Demons Beyond the Pale
35-36	Apparition	Doppleganger	UNIV. MONSTERS	Dergon
37-38	Black Paladin	Drake, Ice	UNIV. MONSTERS	Discord
39-40	Blacksnake	Drake, Lesser, Ice	VEGETATION	Drake, Aether
41-42	Caustic Slime	Dreadwing	TERRAIN	Drake, Chaos
43-44	Cerebus	Carnivorous Flying Monkeys	Drake, Cold	Drake, Electrical
45-46	Chameleon Amoeba	Warcat	Drake, Gas	Drake, Lesser, Aether
47-48	Fire Hound	Warcat, Greater	Drake, Gravity	Drake, Lesser, Chaos
49-50	Frzzzm, Normal	Winged Panther, Great	Drake, Heat	Drake, Lesser, Electrical
51-52	Garthis	TERRAIN	Drake, Inertia	Drake, Lesser, Nether
53-54	Ghost	TERRAIN	Drake, Lesser, Cold	Drake, Lesser, Nexus
55-56	Giants, Lesser, Normal	UNIV. MONSTERS	Drake, Lesser, Gravity	Drake, Lesser, Plasma
57	Great Wasp	UNIV. MONSTERS	Drake, Lesser, Heat	Drake, Lesser, Spirit
58	Grey Noble	UNIV. MONSTERS	Drake, Lesser, Inertia	Drake, Lesser, Time
59	Harmor	UNIV. MONSTERS	Drake, Lesser, Light	Drake, Lesser, Vacid
60	Hound, Air	UNIV. MONSTERS	Drake, Lesser, Vibration	Drake, Lesser, Wind
61	Hound, Dark	UNIV. MONSTERS	Drake, Light	Drake, Nether
62	Hound, Earth	UNIV. MONSTERS	Drake, Undead	Drake, Nexus
63	Hound, Electrical	Frzzzm, Large	Drake, Vibration	Drake, Plasma
64	Hound, Fire	Geryon	Eraditor	Drake, Spirit
65	Hound, Gravity	Gorgon	Fire Spirit	Drake, Time
66	Hound, Heat	Horse Viper	Frinlan Horse	Drake, Vacid
67	Hound, Inertia	Hothrog	Frzzzm, Giant	Drake, Wind
68	Hound, Light	Hound, Aether	Gas Drake	UNIV. MONSTERS
69	Hound, Storm	Hound, Chaos	Gogonaur	Elemental Savant, Air
70	Hound, Vacid	Hound, Nether	Great Spiders, Major	Elemental Savant, Dark
71	Hound, Vibration	Hound, Nexus	Hearth Axe	Elemental Savant, Earth
72	Hound, Water	Hound, Plasma	Heat Spirit	Elemental Savant, Fire
73	Hound, Wind	Hound, Spirit	VEGETATION	Elemental Savant, Ice
74	Iron Skeleton	Hound, Time	WATER SOURCE	Elemental Savant, Light
75	Nimnors	Huntarr	TERRAIN	Elemental Savant, Water
76	Skullpack	Ifrit	UNIV. MONSTERS	Essence Drake
77	Storm Hound	Lammasu	UNIV. MONSTERS	Gravity Spirit
78	Swamp Star	Leorgon	UNIV. MONSTERS	Ice Spirit
79	Water Hound	Mist Monster	UNIV. MONSTERS	Inertia Spirit
80	Werebear	Neng	UNIV. MONSTERS	Lich
81	Werejackal	Nightwing	UNIV. MONSTERS	Light Drake
82	Wight	Nycorac	Hoard	Light Spirit
83	Banshee	Quishad	Hodhedhel	Maleskari
84	Demons of the First Pale	Rashtar	Ice Demon	Monastic Lich
85	Demons of the Second Pale	Revenant	Ki-rin	Nether Spirit
86	Disembodied Head	Shaitan	Lithaba	Nexus Spirit
87	Ghoulking	Smoke Demon	Marid	Noble Gogonaur
88	Giants, Lesser, Major	Specter	Narauk	Ordainer Moloch
89	Great Spiders, Greater	Spiderbat, Large	Oran	Ordainer Raukamar
90	Grumoz	Succubus and Incubus	Plague Demon	Plasma Spirit
91	Headless Ghost	Thorned Demon	Plasma Drake	Rhondintor
92	Hellion	Tlaque	Shade Demon	Sith
93	Homonculous	Traag	Storm Demon	Spajlen-Tier
94	Hound, Night	Undead Mass	Thauredhel	Terrorite
95	Hound, Vapor	Vacid Spirit	Thonis	Time Spirit
96	Jann	Vampire	Urloc	Vampiric Gorgon
97	Jinn	Weretiger	Vultrim	Vampiric Unicorn
98	Night Hound	Wild Hunt Hound	Wraith	Wrath
99	Phantom Steed	Absorber	Aether Spirit	Yrrigav
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

SPECIAL FEATURE ENCOUNTER TABLE (13.2.1)

Roll	"#" Roll: (1-50) Ruins	"#" Roll: (51-80) Ruins	"#" Roll: (81-95) Ruins	"#" Roll: (96-100) Ruins
01-02	Gargoyle	Storm Hound	Hound, Spirit	Urloc
03-04	Ghoul	Swamp Star	Hound, Time	Vampiric Centaur
05-06	Gratar, Green	Water Hound	Huntarr	Wraith
07-08	Phantom	Weedling	Ice Skeleton	Aether Spirit
09-10	Skeletons	Werebear	Leorgon	Blood Lord of Souls
11-12	Stand. Undead (I-VI)	Werejackal	Mist Monster	Chaos Spirit
13-14	Werewolf	Faerie Dragon	Mrem	Demon Drake
15-16	Arachat	UNIV. MONSTERS	Neng	Demons Beyond the Pale
17-18	Bone Worm	UNIV. MONSTERS	Nightwing	Dergon
19-20	Corpse Candle	UNIV. MONSTERS	Ores, Grey	UNIV. MONSTERS
21-22	Ghost Wolf	UNIV. MONSTERS	Ores, Serug	UNIV. MONSTERS
23-24	Gratar, Yellow	UNIV. MONSTERS	Ores, Vard	UNIV. MONSTERS
25-26	Carn. Flying Monkeys	UNIV. MONSTERS	Orvaal	UNIV. MONSTERS
27-28	Warcat	UNIV. MONSTERS	Quishad	UNIV. MONSTERS
29-30	Warcat, Greater	UNIV. MONSTERS	Rashtar	UNIV. MONSTERS
31-32	Wing. Panther, Great	UNIV. MONSTERS	Revenant	UNIV. MONSTERS
33-34	Hound, Cold	UNIV. MONSTERS	Shaitan	UNIV. MONSTERS
35-36	Hound, Ice	UNIV. MONSTERS	Smoke Demon	UNIV. MONSTERS
37-38	Ice Hound	UNIV. MONSTERS	Specter	UNIV. MONSTERS
39-40	Manticore	Classic Lich	Spiderbat, Large	UNIV. MONSTERS
41-42	Mummy	Wight	Succubus and Incubus	UNIV. MONSTERS
43-44	Necros	Winged Eel, Electric	Thorned Demon	UNIV. MONSTERS
45-46	Orcs, Lesser	Banshee	Tlaque	UNIV. MONSTERS
47-48	Panthershark	Corpse Lantern	Traag	UNIV. MONSTERS
49-50	Roaming Hand	Darkhunter	Undead Mass	Drake, Aether
51-52	Spiderbat, Small	Demon of the 1st Pale	Vacid Spirit	Drake, Chaos
53-54	Spiderskull	Demon of 2nd. Pale	Vampire	Drake, Electrical
55-56	Wererat	Disembodied Head	Weretiger	Drake, Lesser, Aether
57	Winged Eel, Moray	Feliss	Wild Hunt Hound	Drake, Lesser, Chaos
58	Zombie	Firephantom	Absorber	Drake, Lesser, Electrical
59	Apparition	Ghoulking	Acid Demon	Drake, Lesser, Nether
60	TERRAIN	Gloombird	Black Stalker	Drake, Lesser, Nexus
61	TERRAIN	Grumoz	Bone Golem	Drake, Lesser, Plasma
62	TERRAIN	Hellion	Celebdel	Drake, Lesser, Spirit
63	TERRAIN	Hound, Night	Cold Drake	Drake, Lesser, Time
64	Black Paladin	Hound, Vapor	Demon Scourge	Drake, Lesser, Vacid
65	Blacksnake	Jinn	Demonic Protoplasm	Drake, Lesser, Wind
66	Caustic Slime	Minotaur	Demons of the 5th Pale	Drake, Nether
67	Dark Apparition	Night Hound	Demons of the 6th Pale	Drake, Nexus
68	Fire Hound	Orcs, Greater	Dictic	Drake, Plasma
69	Frzzzm, Normal	Phantom Steed	Drake, Cold	Drake, Spirit
70	Garthis	Quetzelquatl	Drake, Gas	Drake, Time
71	Ghost	Shadow	Drake, Gravity	Drake, Vacid
72	Gratar, Black	Skullbeast	Drake, Heat	Drake, Wind
73	Grey Noble	Vapor Hound	Drake, Inertia	Essence Drake
74	Hound, Air	Wereboar	Drake, Lesser, Cold	Gas Spirit
75	Hound, Dark	Acarva	Drake, Lesser, Gravity	Gravity Spirit
76	Hound, Earth	Androsphinx	Drake, Lesser, Heat	Ice Spirit
77	Hound, Electrical	Bloodbeast	Drake, Lesser, Inertia	Inertia Spirit
78	Hound, Fire	Corvox	Drake, Lesser, Light	Lich
79	Hound, Gravity	Culraug	Drake, Lesser, Vibration	Light Drake
80	Hound, Heat	Daedhel	Drake, Light	Light Spirit
81	Hound, Inertia	Daerauk	Drake, Undead	Maleskari
82	Hound, Light	Demon Dog	Drake, Vibration	Monastic Lich
83	Hound, Storm	Demon of the 4th Pale	Eraditor	Nether Spirit
84	Hound, Vacid	Demon of the 3rd Pale	Fire Spirit	Nexus Spirit
85	Hound, Vibration	Dirge	Frzzzm, Giant	Noble Gogonaur
86	Hound, Water	Doppleganger	Gas Drake	Ordainer Moloch
87	Hound, Wind	Drake, Ice	Gogonaur	Ordainer Raukamar
88	WATER SOURCES	Drake, Lesser, Ice	Heat Spirit	Plasma Spirit
89	WATER SOURCES	Dreadwing	Hodhedhel	Rhondintor
90	WATER SOURCES	Frzzzm, Large	Ice Demon	Sith
91	WATER SOURCES	Geryon	Mara	Spajlen-Tier
92	Iron Skeleton	Giant Skull	Marid	Terrorite
93	Nightgaunt	Gorgon	Narauk	Time Spirit
94	Nimnors	Hothrog	Plague Demon	Tracha
95	Ohweesho	Hound, Aether	Plasma Drake	Vampiric Gorgon
96	Rotting Corpse	Hound, Chaos	Shade Demon	Vampiric Werewolf
97	Skullbat	Hound, Nether	Shadow Assassin	Veyrr
98	Skullpack	Hound, Nexus	Storm Demon	Wrath
99	Sky Manta	Hound, Plasma	Thauredhel	Yrrigav
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

Burial Areas — SPECIAL FEATURE ENCOUNTER TABLE (13.2.1) — *Volcanic Areas*

Roll	"§" Roll: (1-75) Burial Areas	"§" Roll: (76-100) Burial Areas	"V" Roll: (01-60) Volcanic Areas	"V" Roll: (61-100) Volcanic Areas
01-02	Ghoul	Giant Skull	Brontosaur	VEGETATION
03-04	Phantom	Hothrog	Gratar, Green	VEGETATION
05-06	Skeletons	Huntarr	Stegosaur	VEGETATION
07-08	Stand. Undead (Class I-VI)	Ice Skeleton	Gratar, Yellow	VEGETATION
09-10	Barrow-wight	Living Ghoul	Guyascutus	VEGETATION
11-12	Bone Worm	Nightwing	Manticore	Faerie Dragon
13-14	Corpse Candle	Rashtar	Panthershark	Hound, Aether
15-16	Ghost Wolf	Revenant	Spiderbat, Small	Hound, Chaos
17-18	Mummy	Smoke Demon	Carn. Flying Monkeys	Hound, Nether
19-20	Necros	Specter	Warcat	Hound, Nexus
21-22	Carn. Flying Monkeys	Spiderbat, Large	Warcat, Greater	Hound, Plasma
23-24	Warcat	Thorned Demon	Wing. Panther, Great	Hound, Spirit
25-26	Warcat, Greater	Tlaque	WATER SOURCES	Hound, Time
27-28	Winged Panther, Great	Traag	WATER SOURCES	Ifrit
29-30	TERRAIN	Undead Mass	Triceratops	Lamnasu
31-32	TERRAIN	Vampire	Tyrannosaur (Rex)	Mist Monster
33-34	TERRAIN	Wild Hunt Hound	Abraxas	Shaitan
35-36	TERRAIN	Acid Demon	Blacksnake	Spiderbat, Large
37-38	WATER SOURCES	Bone Golem	Fire Hound	Wild Hunt Hound
39-40	WATER SOURCES	Celebdel	Gratar, Black	TERRAIN
41-42	WATER SOURCES	Demon Scourge	Hound, Air	TERRAIN
43-44	WATER SOURCES	Dem. Protoplasm	Hound, Dark	TERRAIN
45-46	Roaming Hand	Demon of the 5th Pale	Hound, Earth	TERRAIN
47-48	Spiderbat, Small	Demon of the 6th Pale	Hound, Electrical	TERRAIN
49-50	Spiderskull	Eraditor	Hound, Fire	TERRAIN
51-52	Zombie	Fire Spirit	Hound, Gravity	Cold Drake
53-54	Apparition	Frzzzm, Giant	Hound, Heat	Drake, Cold
55-56	Black Paladin	Classic Lich	Hound, Inertia	Drake, Gas
57	Blacksnake	VEGETATION	Hound, Light	Drake, Heat
58	Dark Apparition	VEGETATION	Hound, Vacid	Drake, Lesser, Cold
59	Frzzzm, Normal	VEGETATION	Hound, Vibration	Drake, Lesser, Heat
60	Garthis	TERRAIN	Hound, Water	Flame Beast
61	Ghost	TERRAIN	Hound, Wind	Gas Drake
62	Grey Noble	TERRAIN	Scorpions	WATER SOURCES
63	Iron Skeleton	TERRAIN	Siren	WATER SOURCES
64	Nightgaunt	WATER SOURCES	Spiders, Non-poison.	WATER SOURCES
65	Ohweesho	WATER SOURCES	Water Hound	WATER SOURCES
66	Rotting Corpse	WATER SOURCES	Winged Eel, Electric	WATER SOURCES
67	Skullbat	WATER SOURCES	Anklosaur	WATER SOURCES
68	Skullpack	Gogonaur	Euryale	WATER SOURCES
69	Swamp Star	Hodhedhel	Gemsting	Giant Skeletons
70	Weedling	Ice Demon	Grt Spiders, Greater	Grt Spiders, Major
71	Wight	Mara	UNIV. MONSTERS	Heat Spirit
72	Corpse Lantern	Narauk	UNIV. MONSTERS	Plasma Drake
73	Demons of the 1st Pale	Plague Demon	UNIV. MONSTERS	Spectral Tyran.
74	Demons of the 2nd Pale	Shade Demon	UNIV. MONSTERS	Drake, Electrical
75	Disembodied Head	Storm Demon	UNIV. MONSTERS	Drake, Lesser, Elec.
76	Ghoulking	Thauredhel	UNIV. MONSTERS	Essence Drake
77	Gloombird	Vampiric Centaur	UNIV. MONSTERS	Light Drake
78	Grumoz	Wraith	UNIV. MONSTERS	Tracha
79	Headless Ghost	Blood Lord of Souls	UNIV. MONSTERS	UNIV. MONSTERS
80	Hellion	Demon Drake	UNIV. MONSTERS	UNIV. MONSTERS
81	Phantom Steed	Demon Beyond Pale	UNIV. MONSTERS	UNIV. MONSTERS
82	Quetzelquatl	Dergon	UNIV. MONSTERS	UNIV. MONSTERS
83	UNIV. MONSTERS	Essence Drake	UNIV. MONSTERS	UNIV. MONSTERS
84	UNIV. MONSTERS	Maleskari	UNIV. MONSTERS	UNIV. MONSTERS
85	UNIV. MONSTERS	Noble Gogonaur	Griffin/Gryphon	UNIV. MONSTERS
86	UNIV. MONSTERS	Ordainer Moloch	Hellion	UNIV. MONSTERS
87	Shadow	Ordainer Raukamar	Hound, Vapor	UNIV. MONSTERS
88	Skullbeast	Rhondintor	Minotaur	UNIV. MONSTERS
89	Acarva	UNIV. MONSTERS	Quetzelquatl	UNIV. MONSTERS
90	Bloodbeast	UNIV. MONSTERS	Skeletal Tyran.	UNIV. MONSTERS
91	Corvox	UNIV. MONSTERS	Vapor Hound	UNIV. MONSTERS
92	Culraug	UNIV. MONSTERS	Cave Drake	UNIV. MONSTERS
93	Daedhel	UNIV. MONSTERS	Centaurs, Scorpion	UNIV. MONSTERS
94	Daerauk	Sith	Dragontians	UNIV. MONSTERS
95	Demons of the Fourth Pale	Terrorite	Drake, Lesser, Cave	UNIV. MONSTERS
96	Demons of the Third Pale	Vampiric Gorgon	Elemental Giant, Fire	UNIV. MONSTERS
97	Dirge	Veyrr	Elemental Giant, Heat	UNIV. MONSTERS
98	Dreadwing	Wrath	Fireflower	UNIV. MONSTERS
99	Frzzzm, Large	Yrrigav	Giants, Greater, Fire	UNIV. MONSTERS
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

Roll	"C" Roll: (1-60) Coniferous Forest	"C" Roll: (61-80) Coniferous Forest	"C" Roll: (81-100) Coniferous Forest	"J" Roll: (1-60) Jungle and Rain Forest
01-02	Ants, Soldiers	Slug, Giant, Spined	Giants, Grtr. Forest	Ants, Soldiers
03-04	Reindeer/Caribou	Snakes, Boa/Python	Gratar, Grey	Alligator
05-06	Ants, Workers	Snakes, Pit Viper	Griffin/Gryphon	Ants, Workers
07-08	Bats, Small	Spiderbat, Small	Horned Snake	Bats, Small
09-10	Deer	Tasmanian Devil	Regal Stag	Crocodile
11-12	Delphinuris	Viper Ants	Roc	Deer
13-14	Lizards, Small	Winged Eel, Moray	Scra Pren	Lizards, Small
15-16	Mustelids/Civets, Large	Woodpecker	Scrav	Mustelids/Civets, Large
17-18	Mustelids/Civets, Small	Awakened Tree	Sibbicai	Mustelids/Civets, Small
19-20	Ox	Bears, Large	UNIV. MONSTERS	Ox
21-22	Rabbit/Hare	Bears, Small	UNIV. MONSTERS	Wasp
23-24	Battle Boar	Blacksnake	UNIV. MONSTERS	Water Buffalo
25-26	Black Baboon	Bounder	UNIV. MONSTERS	Allibat
27-28	Carn Flying Monkeys	Centaurs	UNIV. MONSTERS	Apes, Great
29-30	Carn Flying Squirrels	Dogs	UNIV. MONSTERS	Armorachnins
31-32	Great Boar	Elephants, Indian	UNIV. MONSTERS	Boar
33-34	Warcat	Elves, High	UNIV. MONSTERS	Cats, Small
35-36	Wasp	Falcon	Sko-Katian	Flying Lizard
37-38	Apes, Great	Garthis	Slowroot	Frog
39-40	Armorachnins	Gratar, Black	Tylweth Teg	Gibbons
41-42	Boar	Harmor	Vargamor	Gratar, Green
43-44	Buffalo	WATER SOURCES	Viperhawk	Kangaroos/Wallaby, Small
45-46	Cats, Small	WATER SOURCES	Wombat	New World Monkeys
47-48	Dead, Milk-white Trumpet	WATER SOURCES	Zrax	Old World Monkeys
49-50	Gibbons	WATER SOURCES	Centaurs, Scorpion	Pitcher Plant, Giant
51-52	Gratar, Green	WATER SOURCES	Deathwoode	Porcupines, Old World
53-54	Kangaroo/Wallaby, Sm	WATER SOURCES	Dragonians	Rhinoceroses
55-56	New World Monkeys	WATER SOURCES	Dwelfs	Slug, Giant, Suggram
57	Old World Monkeys	WATER SOURCES	Fleas	Snakes, Non-poisonous
58	Porcupines, Old World	WATER SOURCES	Geryon	Spiders, Poisonous
59	Rumtifusel	Hawk	Gratar, Red	Toad
60	Skunk	Kraeguth	Horribar	Tortoises and Turtles, Small
61	Slug, Giant, Suggram	Leprechaun	Idiyva	Tyrores
62	Snakes, Non-poisonous	Lizards, Large	Ki-lin	Ants, Queen
63	Warcat, Greater	Mongoose	Klugala	Arachat
64	Winged Panther	Praying Mantis	Minoths	Bats, Large
65	Winged Panther, Great	Sabertooth Tiger	Mist Monster	Cats, Large
66	Black Unicorn	Sasquatch	Neanderthals	Elves, Wood
67	Faerie Dragon	Satyrs	Pangolin	Exploding Mushrooms
68	SPECIAL FEATURES	Scorpions	Pech	Fly Trap, Giant
69	Toad	Sky Manta	Plynos	Garks
70	Tyrores	Slug, Giant, Carn	Spiderbat, Large	Gorilla
71	Adderhawk	Snakes, Viper	Striges	Gratar, Yellow
72	Ants, Queen	Spiders, Non-poison	WATER SOURCES	Marmosets and Tamarins
73	Arachat	Tentmorse	WATER SOURCES	Porcupines, New World
74	Bats, Large	Ticks	WATER SOURCES	Primates, Lesser
75	Cats, Large	Tiger	WATER SOURCES	Salamanders and Newts
76	Didex	Tortoise/Turt, Large	WATER SOURCES	Slug, Giant, Spined
77	Elothere	Weedling	WATER SOURCES	Snakes, Boa/Python
78	Elves, Wood	Winged Eel, Electric	WATER SOURCES	Snakes, Cobra
79	Furred Snake, Giant	Wolverine	Trolls, Forest	Snakes, Pit Viper
80	Ghost Wolf	Al-mi'raj	Vulfen	Spiderbat, Small
81	Gratar, Yellow	Binlore	Giant Skeletons	Sylphs
82	Great Falcon	Centaurs, Lizard	Leocorn	Tree Frog
83	Gulo	Centaurs, Spider	Silverscale	Viper Ants
84	Marmosets and Tamarins	Darkhunter	Unicorn	Winged Eel, Moray
85	Nymphs, Dryad	Electric Wasps	Vampiric Centaur	Abraxas
86	Owl	Elem. Giant, Forest	Trucha	Blacksnake
87	Porcupines, New World	Elephants, African	Treeherd	Bounder
88	Primates, Lesser	Ellyllon	Vampiric Unicorn	Dogs
89	Pysk	Elves, Fair	Wolfron	Elves, High
90	Raccoon	Flying Squirrels	UNIV. MONSTERS	Flying Frog
91	Salamanders and Newts	Foot Mites	UNIV. MONSTERS	Garthis
92	Salorisa	Gemsting	UNIV. MONSTERS	Gratar, Black
93	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Great Spiders, Lesser
94	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Kraeguth
95	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Battle Boar
96	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Black Baboon
97	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Carn Flying Monkeys
98	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Carn Flying Squirrels
99	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Warcat
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

Jungle and Rain Forest — VEGETATION ENCOUNTER TABLE (13.2.2) — *Deciduous and Mixed Forest*

Roll	"J" Roll: (61-100) Jungle and Rain Forest	"D" Roll: (1-60) Deciduous & Mixed Forest	"D" Roll: (61-80) Deciduous & Mixed Forest	"D" Roll: (81-100) Deciduous & Mixed Forest
01-02	Laevenus	Ants, Soldiers	WATER SOURCES	Elephants, African
03-04	Lizards, Large	Antelope, Large	WATER SOURCES	Ellyllon
05-06	Mongoose	Antelope, Small	Porcupine, New World	Elves, Fair
07-08	Praying Mantis	Ants, Workers	Primates, Lesser	Flying Squirrels
09-10	Scorpions	Bats, Small	Pysk	Foot Mites
11-12	Sky Manta	Battle Boar	Raccoon	Gemsting
13-14	Slug, Giant, Carn	Black Baboon	Salamander/Newt	Giants, Greater, Forest
15-16	Snakes, Viper	Carn Flying Monkeys	Salorisa	Gratar, Grey
17-18	Spiders, Non-poisonous	Carn Flying Squirrels	Slug, Giant, Spined	Great Spiders, Greater
19-20	Sundew, Giant	Brontosaur (Apatosaur)	Snakes, Boa/Python	Griffin/Gryphon
21-22	Tapir	Deer	Snakes, Cobra	Harpy
23-24	Ticks	Delphinuris	Snakes, Pit Viper	Horned Snake
25-26	Tiger	Lizards, Small	Spiderbat, Small	Minotaur
27-28	Tortoises and Turtles, Large	Mustelids/Civets, Large	Spirium	Mistraven
29-30	Weedling	Mustelids/Civets, Small	Sylphs	Regal Stag
31-32	Winged Eel, Electric	Ox	Tasmanian Devil	Roc
33-34	Battleweed	Rabbit/Hare	Tree Frog	Scra Pren
35-36	Binlore	Wasp	Tyrannosaur (Rex)	Scrav
37-38	Centaurs, Lizard	Water Buffalo	Viper Ants	Seftuau
39-40	Centaurs, Spider	Apes, Great	Winged Eel, Moray	Sibbicai
41-42	Chimera	Armorachnins	Woodpecker	Skeletal Tyrannosaurus
43-44	Darkhunter	Boar	Awakened Tree	Sko-Katian
45-46	Electric Wasps	Buffalo	Bears, Large	Slowroot
47-48	Elemental Giant, Forest	Cats, Small	Bears, Small	Tylweth Teg
49-50	Flying Squirrels	Clivimis	Bounder	Vargamor
51-52	Foot Mites	Great Boar	Centaurs	Viperhawk
53-54	Gemsting	Warcat	Chillvine	Vorasis
55-56	Giants, Greater, Forest	Warcat, Greater	Dogs	Wombat
57	Gratar, Grey	Winged Panther	Elephants, Indian	Zrax
58	Great Spiders, Greater	Dead, Milk-white Trump	Elves, High	Ansilius
59	Harpy	Frog	Falcon	Anteater
60	Horasos	Gibbons	Garthis	Centaurs, Scorpion
61	Quetzelquatl	Gorcrow	Gratar, Black	Deathwoode
62	Scrav	Gratar, Green	Great Spiders, Lesser	Dragonians
63	Seftuau	Kangaroo/Wallaby, Small	Great Wasp	Dwelfs
64	Sko-Katian	New World Monkeys	Harmor	Echidna
65	Swamp Octopus	Nile Monitors	Hawk	Fleas
66	Tigertree	Old World Monkeys	Hippogriff	Geryon
67	Vorasis	Pitcher Plant, Giant	Koala	Gratar, Red
68	Zrax	Porcupines, Old World	Kraeguth	Horribar
69	Anteater	Rhinoceroses	Lambtree	Idiyva
70	Centaurs, Scorpion	Rumtifusel	Leprechaun	Ki-lin
71	Deathwoode	Skunk	Lizards, Large	Klugala
72	Echidna	Slug, Giant, Suggram	Mongoose	Minoths
73	Fleas	Snakes, Non-poisonous	Praying Mantis	Mist Monster
74	Geryon	Spiders, Poisonous	Sabertooth Tiger	Moles
75	Gratar, Red	Toad	Satyrs	Neanderthals
76	Idiyva	Tortoise/Turtle, Small	Scorpions	Pangolin
77	Ki-lin	Tyrores	Sky Manta	Pech
78	Klugala	Ants, Queen	Slug, Giant, Carn	Plynos
79	Minoths	Arachat	Snakes, Viper	Sloth
80	Mist Monster	Armadillo	Spiders, Non-poisonous	Spiderbat, Large
81	Rancid	Bats, Large	Sundew, Giant	Trolls, Forest
82	Sloth	Cats, Large	Tentmorse	Vulfen
83	Spiderbat, Large	Didex	Ticks	Chameleons
84	Sstol'isslythi	Elothere	Tiger	Giant Skeletons
85	Trolls, Forest	Elves, Wood	Tortoise/Turtle, Large	Gnomes
86	Chameleons	Exploding Mushrooms	Weedling	Great Spiders, Maj
87	Giant Skeletons	Fly Trap, Giant	Winged Eel, Electric	Leocorn
88	Gnomes	Garks	Al-mi'raj	Marth
89	Great Spiders, Major	Gratar, Yellow	Arachnins	Panda (Giant)
90	Marth	Great Falcon	Battleweed	Phoenix
91	Thraxx	Great Porcupine	Binlore	Silverscale
92	Turmass	Marmosets and Tamarins	Blaster Beetle	Spectral Tyrannosaurus
93	Multi-spider	Moose	Centaurs, Lizard	Unicorn
94	Tracha	Nymphs, Dryad	Centaurs, Spider	Vampiric Centaur
95	Wolfron	Opossum	Chimera	Multi-spider
96	Warcat, Greater	Owl	Darkhunter	Tracha
97	Winged Panther	Winged Panther, Greater	Dreamvines	Treeherd
98	Faerie Dragon	Black Unicorn	Electric Wasps	Vampiric Unicorn
99	UNIV. MONSTERS	Faerie Dragon	Elemental Giant, Forest	Wolfron
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

Roll	"H" Roll: (1-60) Heath and Scrublands	"H" Roll: (61-80) Heath and Scrublands	"H" Roll: (81-100) Heath and Scrublands
01-02	Ants, Soldiers	Snakes, Pit Viper	Sera Pren
03-04	Reindeer/Caribou	Spiderbat, Small	Scrav
05-06	Alligator	Three-tailed Bavolorus	Sibbical
07-08	Antelope, Large	Triceratops	Skeletal Tyrannosaurus
09-10	Antelope, Small	Tyrannosaur (Rex)	Tylweth Teg
11-12	Ants, Workers	Viper Ants	Viperhawk
13-14	Bats, Small	Winged Eel, Moray	Vorasis
15-16	Brontosaur (Apatosaur)	Zebra	Wombat
17-18	Crocodile	TERRAIN	Zrax
19-20	Deer	TERRAIN	Centaurs, Scorpion
21-22	Kangaroo/Wallaby, Large	TERRAIN	Cheetah
23-24	Lizards, Small	TERRAIN	Deathwoode
25-26	Mule	TERRAIN	Dwelfs
27-28	Mustelids/Civets, Large	Blacksnake	Fireflower
29-30	Mustelids/Civets, Small	Bounder	Fleas
31-32	Ox	Centaurs, Bull	Gratar, Red
33-34	Plow Horse	Chillvine	Horribar
35-36	Rabbit/Hare	Dogs	Idiyva
37-38	Wasp	Elephants, Indian	Klugala
39-40	Allibat	Elves, High	WATER SOURCES
41-42	Battle Boar	Falcon	WATER SOURCES
43-44	Carn Flying Squirrels	Garthis	WATER SOURCES
45-46	Great Boar	Gratar, Black	WATER SOURCES
47-48	Warcat	Great Wasp	WATER SOURCES
49-50	Warcat, Greater	Hawk	WATER SOURCES
51-52	Boar	Kraeguth	WATER SOURCES
53-54	Cats, Small	Leprechaun	WATER SOURCES
55-56	Donkey	Lion	WATER SOURCES
57	Frog	Lizards, Large	WATER SOURCES
58	Gorcrow	Mongoose	Lammasu
59	Gratar, Green	Praying Mantis	Minoths
60	Hippopotamus	Pterosaurs, Large	Mist Monster
61	Kangaroo/Wallaby, Sm	Sabertooth Tiger	Moles
62	Mustang	Sasquatch	Neanderthals
63	Rhinoceroses	Scorpions	Pech
64	Skunk	Sky Manta	Plynos
65	Slug, Giant, Suggram	Slug, Giant, Carn	Rancid
66	Snakes, Non-poisonous	Snakes, Viper	Spiderbat, Large
67	Stegosaur	Spiders, Non-poisonous	Vulfen
68	Tortoise/Turtle, Small	Ticks	SPECIAL FEATURES
69	Tyrores	Tortoises and Turtles, Large	SPECIAL FEATURES
70	Winged Panther	Vestice	SPECIAL FEATURES
71	Winged Panther, Great	Warhorse	SPECIAL FEATURES
72	Black Unicorn	Weedling	SPECIAL FEATURES
73	Faerie Dragon	Winged Eel, Electric	SPECIAL FEATURES
74	WATER SOURCES	Al-mi'raj	SPECIAL FEATURES
75	Alpaca	Anklosaur	Ki-rin
76	Ants, Queen	Banshee	Leocorn
77	Arachat	Centaurs, Lizard	Mara
78	Bactrian Camel	Centaurs, Spider	Spectral Tyrannosaurus
79	Bats, Large	Chimera	Turmass
80	Cats, Large	Darkhunter	Unicorn
81	Didex	Electric Wasps	Behemoth
82	Dromedary	Elephants, African	Tracha
83	Elothere	Ellyllon	TERRAIN
84	Ghost Wolf	Elves, Fair	TERRAIN
85	Giraffe	Firephantom	TERRAIN
86	Gratar, Yellow	Foot Mites	TERRAIN
87	Jackalope	Gemsting	TERRAIN
88	Llama	Gila Monsters	TERRAIN
89	Opossum	Gratar, Grey	TERRAIN
90	Owl	Horned Snake	TERRAIN
91	Pony	Mistraven	TERRAIN
92	Pterosaurs, Small	Quetzelquatl	UNIV. MONSTERS
93	Pysk	Regal Stag	UNIV. MONSTERS
94	Salamanders and Newts	UNIV. MONSTERS	UNIV. MONSTERS
95	Slug, Giant, Spined	UNIV. MONSTERS	UNIV. MONSTERS
96	Snakes, Boa/Python	UNIV. MONSTERS	UNIV. MONSTERS
97	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
98	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
99	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
100	Special or REROLL	Special or REROLL	Special or REROLL

Roll	"P" Roll: (1-60) Plains and Grasslands	"P" Roll: (61-80) Plains and Grasslands	"P" Roll: (81-100) Plains and Grasslands	"T" Tundra
01-02	Ants, Soldiers	Marmosets and Tamarins	Electric Wasps	Reindeer/Caribou
03-04	Antelope-Like Animals, Large	Moose	Elephants, African	Rabbit/Hare
05-06	Antelope-Like Animals, Small	Nymphs, Dryad	Elves, Fair	Crison
07-08	Ants, Workers	Owl	Firephantom	Ice Spider
09-10	Bats, Small	Pony	Foot Mites	Hound, Cold
11-12	Brontosaur (Apatosaur)	Primates, Lesser	Gemsting	Hound, Ice
13-14	Deer	Pterosaurs, Small	Gila Monsters	Ice Hound
15-16	Kangaroos and Wallabies, Large	Salamanders and Newts	Gratar, Grey	Warcat, Greater
17-18	Lizards, Small	Snakes, Cobra	Great Spiders, Greater	TERRAIN
19-20	Mule	Snakes, Pit Viper	Killer Rabbit	TERRAIN
21-22	Battle Boar	Spiderbat, Small	Mistraven	TERRAIN
23-24	Black Baboon	Three-tailed Bavolorus	Scrav	TERRAIN
25-26	Carnivorous Flying Monkeys	Triceratops	Seftuau	TERRAIN
27-28	Great Boar	Tyrannosaur (Rex)	SPECIAL FEATURES	Furred Snake, Giant
29-30	Warcat	Viper Ants	SPECIAL FEATURES	Gulo
31-32	Mustelids/Civets, Large	Winged Eel, Moray	SPECIAL FEATURES	Arachat
33-34	Mustelids/Civets, Small	Zebra	SPECIAL FEATURES	Moose
35-36	Ox	Bounder	SPECIAL FEATURES	Llama
37-38	Plow Horse	Centaurs	Sibbicai	Alpaca
39-40	Rabbit/Hare	Centaurs, Bull	Skeletal Tyrannosaurus	Ghost Wolf
41-42	Wasp	Chillvine	Sphinx	Owl
43-44	Water Buffalo	Dogs	Thoroughbred	Tac Wolf
45-46	Apes, Great	Elephants, Indian	Tigertree	Wolverine
47-48	Boar	Elves, High	Viperhawk	Bears, Large
49-50	Buffalo	Falcon	Zrax	Sasquatch
51-52	Cats, Small	WATER SOURCES	Anteater	Chillvine
53-54	Crison	WATER SOURCES	Bloodbloom	SPECIAL FEATURES
55-56	Donkey	WATER SOURCES	Centaurs, Scorpion	SPECIAL FEATURES
57	Frog	WATER SOURCES	Cheetah	SPECIAL FEATURES
58	Gorcrow	WATER SOURCES	Dragonians	SPECIAL FEATURES
59	Gratar, Green	WATER SOURCES	Fireflower	SPECIAL FEATURES
60	Hippopotamus	Garthis	Fleas	Falcon
61	Warcat, Greater	Gratar, Black	Gratar, Red	Hawk
62	Winged Panther	Great Spiders, Lesser	Horrihar	Banshee
63	Winged Panther, Greater	Hawk	Horse Viper	Firephantom
64	Black Unicorn	Lambtree	Idiyva	Viperhawk
65	Faerie Dragon	Leprechaun	Klugala	Dwelfs
66	Kangaroos and Wallabies, Small	Lion	Lammasu	WATER SOURCES
67	Komodo Dragons	Lizards, Large	Minoths	WATER SOURCES
68	Mustang	Mongoose	Mist Monster	WATER SOURCES
69	Nile Monitors	Praying Mantis	Moles	WATER SOURCES
70	Old World Monkeys	Pterosaurs, Large	Neanderthals	WATER SOURCES
71	Porcupines, Old World	Sabertooth Tiger	Ostrich	WATER SOURCES
72	Rhinoceroses	Satyrs	Pangolin	WATER SOURCES
73	Slug, Giant, Suggram	Scorpions	TERRAIN	WATER SOURCES
74	Snakes, Non-poisonous	Sky Manta	TERRAIN	Horribar
75	Spiders, Poisonous	Snakes, Viper	TERRAIN	Cold Spirit
76	Stegosaur	Spiders, Non-poisonous	TERRAIN	Drake, Cold
77	Toad	Strider birds	TERRAIN	Drake, Lesser, Cold
78	Tortoises and Turtles, Small	Ticks	Quarterhorse	Cold Drake
79	Tyrores	Tremlor	Spiderbat, Large	Ki-rin
80	Alpaca	Warhorse	Sstoi'isslythi	Mara
81	Ants, Queen	Weedling	Vulfen	UNIV. MONSTERS
82	Armadillo	Winged Eel, Electric	Frialan Horse	UNIV. MONSTERS
83	Bactrian Camel	Al-mi'raj	Great Spiders, Major	UNIV. MONSTERS
84	Bats, Large	Anklosaur	Ki-rin	UNIV. MONSTERS
85	Cats, Large	Arachnins	Leocorn	UNIV. MONSTERS
86	Didex	Banshee	Mara	UNIV. MONSTERS
87	Dromedary	Centaurs, Lizard	Spectral Tyrannosaurus	UNIV. MONSTERS
88	Elothere	Centaurs, Spider	Unicorn	UNIV. MONSTERS
89	Ghost Wolf	Chimera	Vampiric Centaur	UNIV. MONSTERS
90	Giraffe	Darkhunter	Behemoth	UNIV. MONSTERS
91	Gratar, Yellow	UNIV. MONSTERS	Tracha	UNIV. MONSTERS
92	Jackalope	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
93	Llama	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
94	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
95	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
96	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
97	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
98	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
99	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

Rough and Rugged Hills — TERRAIN ENCOUNTER TABLE (13.2.3) — *Waste and Barren*

Roll	"R" Roll: (1-60) Rough and Rugged Hills	"R" Roll: (61-80) Rough and Rugged Hills	"R" Roll: (81-100) Rough and Rugged Hills	"W" Waste and Barren
01-02	Ants, Soldiers	Triviren	Orcs, Greater	Ants, Soldiers
03-04	Gabbit	Trolls, Hill	Pegasus	Gabbit
05-06	Ants, Workers	Trolls, Stone	Phantom Steed	Ants, Workers
07-08	Birds, Small	Viper Ants	Roc	Lizards, Small
09-10	Lizards, Small	Winged Eel, Moray	Sera Pren	Crison
11-12	Mule	Yourgle	Sko-Katian	Serpentus
13-14	Battle Boar	Bounder	Sky Shark	Slug, Giant, Suggram
15-16	Black Baboon	Centaurs, Bull	Time Spider	Ants, Queen
17-18	Great Boar	Centaurs, Deer	Trolls, Cave	Arachat
19-20	Warcat	Dogs	Trolls, Mountain	Didex
21-22	Warcat, Greater	Elemental Giant, Storm	Viperhawk	Ghost Wolf
23-24	Winged Panther	Falcon	Vorasis	Hound, Cold
25-26	Faerie Dragon	Fire Hound	Anteater	Hound, Ice
27-28	WATER SOURCES	Garthis	Bloodbloom	Ice Hound
29-30	Ox	Giants, Greater, Stone	Centaurs, Scorpion	Manticore
31-32	Apes, Great	Giants, Greater, Storm	Condor	Nasti
33-34	Birds, Large	Giants, Lesser, Normal	Cyclops	Snakes, Pit Viper
35-36	Boar	Great Spiders, Lesser	Dracasus	Trolls, Hill
37-38	Crison	Harmor	Elemental Giant, Cold	Trolls, Stone
39-40	Donkey	VEGETATION	Elemental Giant, Frost	Viper Ants
41-42	Frog	VEGETATION	Elemental Giant, Ice	Winged Eel, Moray
43-44	Gibbons	VEGETATION	Elemental Giant, Stone	Bounder
45-46	Gorcrow	VEGETATION	Elemental Serpent, Water	Centaurs, Bull
47-48	Kangaroos and Wallabies, Small	VEGETATION	Elementals, Water	Centaurs, Deer
49-50	Mustang	VEGETATION	Fireflower	Falcon
51-52	New World Monkeys	VEGETATION	Giants, Greater, Frost	Fire Hound
53-54	Old World Monkeys	Hawk	Gnolls	Garthis
55-56	Serpentus	Hippogriff	Guardian Elemental, Water	Hawk
57	Slug, Giant, Suggram	Hound, Fire	Guardians, Water	Hound, Fire
58	Snakes, Non-poisonous	Kobolds	Horribar	Kraeguth
59	Spiders, Poisonous	Kraeguth	Intel Elemental, Water	Lizards, Large
60	Stegosaur	Lizards, Large	Klugala	Nightgaunt
61	Yasheen	Nightgaunt	Maazhat	Ohweesho
62	Alpaca	Ohweesho	Non-Intel Elemental, Water	Sky Manta
63	Ants, Queen	Pterosaurs, Large	Orcs, Grey	Strider birds
64	Arachat	Sabertooth Tiger	Orcs, Scrug	Vestice
65	Armadillo	Scorpions	Orcs, Vard	Banshee
66	Bactrian Camel	Sky Manta	Orvaal	Binlore
67	Didex	Slug, Giant, Carnivorous	Plynos	Centaurs, Lion
68	Elemental Giant, Earth	Snakes, Viper	Rancid	Centaurs, Lizard
69	Elemental Giant, Hill	Spiders, Non-poisonous	Cockatrice	Darkhunter
70	SPECIAL FEATURES	Steardan	Cold Drake	Euryale
71	SPECIAL FEATURES	Strider birds	Dark Spirit	Feliss
72	SPECIAL FEATURES	Tatzelwurm	Drake, Cold	Foot Mites
73	SPECIAL FEATURES	Ticks	Drake, Dark	Hellion
74	SPECIAL FEATURES	Binlore	Drake, Lesser, Cold	Hound, Night
75	SPECIAL FEATURES	Blaster Beetle	Drake, Lesser, Dark	Night Hound
76	SPECIAL FEATURES	Centaurs, Lion	Drake, Lesser, Vibration	Sky Shark
77	Elothere	Centaurs, Lizard	Drake, Vibration	Trolls, Cave
78	Ghost Wolf	Centaurs, Spider	Elemental Giant, Cloud	Viperhawk
79	Giants, Greater, Hill	Darkhunter	Elementals, Cold	Vorasis
80	Giants, Lesser, Minor	Eagle	Giant Skeletons	Androsphinx
81	Goblins	Elemental Giant, Mountain	Giants, Greater, Cloud	Dragonians
82	Gorilla	Euryale	Gnomes	Fireflower
83	Guyascutus	Feliss	Great Spiders, Major	Horribar
84	Llama	Foot Mites	Guardians, Cold	Undead Mass
85	Manticore	Gemsting	Hobgoblins	Cold Drake
86	Nasti	Giants, Greater, Mountain	Ki-rin	Cold Spirit
87	Nymphs, Oread	Giants, Lesser, Major	Marth	Dark Spirit
88	Orcs, Lesser	Great Spiders, Greater	Panda (Giant)	Drake, Cold
89	Pony	Griffin/Gryphon	Silverscale	Drake, Dark
90	Pterosaurs, Small	Harpy	Yaai	Drake, Lesser, Cold
91	Salamanders and Newts	Horned Snake	Basilisk	Drake, Lesser, Dark
92	Slug, Giant, Spined	Hound, Night	Behemoth	Drake, Lesser, Vibration
93	Snakes, Pit Viper	Mistraven	Drake, Electrical	Drake, Vibration
94	Tasmanian Devil	Night Hound	Drake, Lesser, Electrical	Basilisk, Greater
95	Thyfur	UNIV. MONSTERS	Earth Spirit	Behemoth
96	UNIV. MONSTERS	UNIV. MONSTERS	Essence Drake	Drake, Electrical
97	UNIV. MONSTERS	UNIV. MONSTERS	Light Drake	Drake, Lesser, Electrical
98	UNIV. MONSTERS	UNIV. MONSTERS	Multi-spider	Essence Drake
99	UNIV. MONSTERS	UNIV. MONSTERS	Tracha	Light Drake
100	Special or REROLL	Special or REROLL	Special or REROLL	Tracha

Alpine and Mountains — TERRAIN ENCOUNTER TABLE (13.2.3) — *Underground*

Roll	"A" Roll: (1-60) Alpine and Mountains	"A" Roll: (61-100) Alpine and Mountains	"U" Roll: (1-60) Underground	"U" Roll: (61-100) Underground
01-02	Gabbit	Eagle	Ants, Soldiers	Orcs, Greater
03-04	Birds, Small	Elemental Giant, Mountain	Ants, Workers	Time Spider
05-06	Mule	Giants, Greater, Mountain	Birds, Small	Trolls, Cave
07-08	Ox	Griffin/Gryphon	Lizards, Small	Trolls, Mountain
09-10	Apes, Great	Orcs, Greater	Birds, Large	Tylweth Teg
11-12	Birds, Large	Pegasus	Slug, Giant, Suggram	Cave Drake
13-14	Crison	Roc	Snakes, Non-poisonous	Cave Worm
15-16	Donkey	Time Spider	Yasheen	Cyclops
17-18	Mustang	Trolls, Mountain	Ants, Queen	Demons of the Third Pale
19-20	Old World Monkeys	Viperhawk	Arachat	Drake, Lesser, Cave
21-22	Yasheen	Anteater	Dwarves	Dwelfs
23-24	Black Baboon	Cherubim	Elemental Giant, Earth	Elemental Giant, Stone
25-26	Warcat	Condor	Elemental Giant, Hill	Elemental Serpent, Water
27-28	Warcat, Greater	Dracasus	Giants, Greater, Hill	Elementals, Water
29-30	Winged Panther	Elemental Giant, Cold	Goblins	Gnolls
31-32	Faerie Dragon	Elemental Giant, Frost	Hound, Cold	Gorgon
33-34	Adderhawk	Elemental Giant, Ice	Hound, Ice	Guardian Elemental, Water
35-36	Alpaca	Elemental Giant, Stone	Ice Hound	Guardians, Water
37-38	Armadillo	Elemental Serpent, Water	Ice Spider	Intelligent Elemental, Water
39-40	Bactrian Camel	Elementals, Water	Manticore	Klugala
41-42	Didex	Giants, Greater, Frost	Naga	Leorgon
43-44	Elemental Giant, Earth	WATER SOURCES	Orcs, Lesser	Maazhat
45-46	Elemental Giant, Hill	WATER SOURCES	Salamanders and Newts	Non-Intelligent Elemental, Water
47-48	Furred Snake, Giant	WATER SOURCES	Slug, Giant, Spined	Orcs, Grey
49-50	Goblins	WATER SOURCES	Snakes, Pit Viper	Orcs, Scrug
51-52	Gorilla	WATER SOURCES	Trolls, Hill	Orcs, Vard
53-54	Great Eagle	WATER SOURCES	Trolls, Stone	Orvaal
55-56	Great Falcon	WATER SOURCES	Viper Ants	Rancid
57	Gulo	Gnolls	Winged Eel, Moray	Runi'cruptos
58	Guyascutus	Guardian Elemental, Water	Yourgle	Trolls, Snow
59	SPECIAL FEATURES	Guardians, Water	Bounder	Vampiric Trolls
60	SPECIAL FEATURES	Horribar	Caustic Slime	Cold Drake
61	SPECIAL FEATURES	Intel Elemental, Water	Chameleon Amoeba	Crystyl
62	SPECIAL FEATURES	Non-Intel Elemental, Water	Fire Hound	Cthugans
63	SPECIAL FEATURES	Orcs, Grey	Garthis	Dark Spirit
64	SPECIAL FEATURES	Orcs, Scrug	Winged Panther	Drake, Cold
65	Hound, Cold	Orcs, Vard	VEGETATION	Drake, Dark
66	Hound, Ice	Orvaal	VEGETATION	Drake, Gas
67	Ice Hound	Plynos	VEGETATION	Drake, Lesser, Cold
68	Ice Spider	Cockatrice	VEGETATION	Drake, Lesser, Dark
69	Llama	Cold Drake	VEGETATION	Drake, Lesser, Light
70	Nymphs, Oread	Cold Spirit	VEGETATION	Drake, Light
71	Orcs, Lesser	Drake, Cold	Giants, Greater, Stone	Drake, Sea
72	Pony	Drake, Lesser, Cold	Hound, Fire	Elementals, Cold
73	Thyfur	Drake, Lesser, Vibration	Kobolds	Gas Drake
74	Trivren	Drake, Vibration	Lake Worm	Giant Skeletons
75	Yourgle	Elemental Giant, Cloud	Lizards, Large	Gnomes
76	Centaurs, Deer	Elementals, Cold	Nimnors	Great Spiders, Major
77	Dogs	Giant Skeletons	Ogres	Guardians, Cold
78	Elemental Giant, Storm	Giants, Greater, Cloud	Red Jaw	Hobgoblins
79	Falcon	Guardians, Cold	Sky Manta	Plasma Drake
80	Giants, Greater, Stone	Hobgoblins	Slug, Giant, Carnivorous	WATER SOURCES
81	Giants, Greater, Storm	Ki-rin	Tatzelwurm	WATER SOURCES
82	Hawk	Silverscale	Tremlor	WATER SOURCES
83	Hippogriff	Yaai	Troglodytes	WATER SOURCES
84	Hira'razhir	Basilisk	Binlore	WATER SOURCES
85	Kobolds	Drake, Electrical	Centaurs, Lizard	WATER SOURCES
86	Kraeguth	Drake, Lesser, Electrical	Crocadinum	Sea Drake
87	Ohweesho	Earth Spirit	Darkhunter	Vile
88	Sasquatch	Essence Drake	Elemental Giant, Mountain	Basilisk, Greater
89	Stearday	Light Drake	Euryale	Drake, Electrical
90	Tatzelwurm	Stone Drake (Greater Drake)	Feliss	Drake, Lesser, Electrical
91	Ticks	UNIV. MONSTERS	Foot Mites	Earth Spirit
92	Binlore	UNIV. MONSTERS	Giants, Greater, Mountain	Gas Spirit
93	Centaurs, Lion	UNIV. MONSTERS	Great Spiders, Greater	Light Drake
94	UNIV. MONSTERS	UNIV. MONSTERS	Hellion	Multi-spider
95	UNIV. MONSTERS	UNIV. MONSTERS	Hound, Night	Sea Spirit
96	UNIV. MONSTERS	UNIV. MONSTERS	Minotaur	Tracha
97	UNIV. MONSTERS	UNIV. MONSTERS	Night Hound	UNIV. MONSTERS
98	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
99	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

WATER SOURCES ENCOUNTER TABLE (13.2.4)

Roll	"F" Roll: (1-75) Freshwater Coasts	"F" Roll: (76-88) Freshwater Coasts	"F" Roll: (89-94) Freshwater Coasts	"F" Roll: (95-100) Freshwater Coasts
01-02	Ants, Soldiers	Armadillo	Jadeback	Elem Serpent, Ice
03-04	Fish, Large	Bats, Large	Koala	Elem Serpent, Water
05-06	Fish, Medium	Cats, Large	Lizards, Large	Elem, Earth
07-08	Fish, Small	Didex	Mongoose	Elem, Fire
09-10	Gabbit	Dogs, Large	Nymphs, Naiad	Elem, Water
11-12	Reindeer/Caribou	Elothere	Ohweesho	Fire Drake
13-14	Alligator	Fosse-Grim	Praying Mantis	Fleas
15-16	Antelope, Lrg	Giant Hellbender	Pterosaurs, Large	Geryon
17-18	Antelope, Sm	Giraffe	Sabertooth Tiger	Gratar, Red
19-20	VEGETATION	Gratar, Yellow	Scorpions	Guard Elem, Cold
21-22	VEGETATION	Marmoset	Shrews	Guard Elem, Earth
23-24	VEGETATION	Moose	Slug, Giant, Carn	Guard Elem, Fire
25-26	VEGETATION	Nycamerith	Snakes, Viper	Guard Elem, Heat
27-28	VEGETATION	Opossum	Spiders, Non-poisonous	Guard Elem, Ice
29-30	VEGETATION	Owl	Storm Hound	Guard Elem, Water
31-32	VEGETATION	Panthershark	Sundew, Giant	Guards, Earth
33-34	Ants, Workers	Piranha	Ticks	Guards, Fire
35-36	Bats, Small	Pony	Tiger	Guards, Water
37-38	Beetles	Primates, Lesser	Tortoises and Turt, Large	Horribar
39-40	Birds, Small	Pterosaurs, Small	Undines	Intel Elem, Cold
41-42	Brontosaur	Raccoon	Warhorse	Intel Elem, Earth
43-44	Crocodile	River Dolphin	Water Hound	Intel Elem, Fire
45-46	Deer	Salamanders	Winged Eel, Elec	Intel Elem, Heat
47-48	Dogs, Small	Sealon	Wolverine	Intel Elem, Ice
49-50	Eels, Freshwater	Battle Boar	Anklosaur	Intel Elem, Water
51-52	Kangaroo Large	Black Baboon	Centaurs, Spider	Land Drake
53-54	Lizards, Small	CarnFlying Monkeys	Dreamvines	Mist Monster
55-56	Mule	CarnFlying Squirrels	Eagle	Moles
57	Mustelids/Civets, Lrg	Great Boar	Electric Wasps	Non-Intel Elem, Cold
58	Mustelids/Civets, Sm	Warcat	Elephants, African	Non-Intel Elem, Earth
59	Oragon	Slug, Giant, Spined	Fell Beast	Non-Intel Elem, Fire
60	Ox	Snakes, Boa/Python	Foot Mites	Non-Intel Elem, Heat
61	Plow Horse	Snakes, Cobra	Gemsting	Non-Intel Elem, Ice
62	Rabbit/Hare	Snakes, Pit Viper	Ghoulking	Non-Intel Elem, Water
63	Rats	Tree Frog	Gratar, Grey	Oriental Dragon
64	Rodents, Small	Triceratops	Whitesnake	Quarterhorse
65	Wasp	Trivren	Arcane Drake	Sea Serpent
66	Water Buffalo	Tyrannosaur (Rex)	Horned Snake	Sirrush
67	Birds, Large	Viper Ants	Hound, Vapor	Sloth
68	Boar	Vulture	Regal Stag	Trolls, Sea
69	Buffalo	Winged Eel, Moray	Scra Pren	Trolls, Snow
70	Cats, Small	Woodpecker	Scrav	Water Drake
71	Crison	Bounder	Skeletal Tyran	Wyverns, Land
72	TERRAIN	Cerebus	Su	Air Drake
73	TERRAIN	Dogs	Thoroughbred	Air Spirit
74	TERRAIN	Dragonette	Time Spider	Cockatrice
75	Faerie Dragon	Eels, Electric	Vapor Hound	Dragon Salam.
76	Magedrake	Elem Giant, Water	Viperhawk	Drake, Air
77	Donkey	Elephants, Indian	War Snail	Drake, Heat
78	Frog	Falcon	Wombat	Drake, Lesser, Air
79	Ghoul	Flyingfish	Wyverns, Winged	Drake, Lesser, Heat
80	Gratar, Green	Giants, Grtr, Water	Zrax	Elem Serpent, Plasma
81	Hippopotamus	Gratar, Black	Acarva	Elem Serpent, Vacid
82	Kangaroos , Small	Hawk	Anteater	Elem, Cold
83	Komodo Dragons	Hound, Air	Aragons	Giant Skeletons
84	Mustang	Winged Panther	Centaurs, Scorpion	Guard Elem, Plasma
85	Nile Monitors	Warcat, Greater	Delmos	Guard Elem, Vacid
86	Rhinoceroses	Winged Panther, Grt	Dragon Turtle	Guards, Cold
87	Rodents, Large	Winged Wolf	Dragonians	Heat Spirit
88	Serpentus	Werebear, Greater	Drake, Earth	Intel Elem, Plasma
89	Skunk	Werelion, Greater	Drake, Fire	Intel Elem, Vacid
90	Slug, Giant, Suggram	Weretiger, Greater	Drake, Lesser, Earth	Non-Intel Elem, Plasma
91	Snakes, Non-poison	Werewolf, Greater	Drake, Lesser, Fire	Non-Intel Elem, Vacid
92	Spinewood	Hound, Dark	Drake, Lesser, Land	Spectral Tyran
93	Stegosaur	Hound, Earth	Drake, Lesser, Water	Thraxx
94	Toad	Hound, Inertia	Drake, Water	Basilisk
95	Tortoises and Turt, Small	Hound, Light	Echidna	Basilisk, Greater
96	Wolf	Hound, Storm	Elem Serpent, Cold	Dark Drake
97	Alpaca	Hound, Vibration	Elem Serpent, Earth	Earth Spirit
98	Ants, Queen	Hound, Water	Elem Serpent, Fire	Hydra
99	Arachat	Ihl Wolf	Elem Serpent, Heat	Mullan
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

WATER SOURCES ENCOUNTER TABLE (13.2.4)

Saltwater Shores

Roll	"S" Roll: (1-50) Saltwater Shores	"S" Roll: (51-70) Saltwater Shores	"S" Roll: (71-90) Saltwater Shores	"S" Roll: (91-100) Saltwater Shores
01-02	Ants, Soldiers	Owl	Whales, Baleen	Non-Intel Elem, Cold
03-04	Fish, Lrg	Penguin	Whales, Beaked	Non-Intel Elem, Earth
05-06	Fish, Medium	Pony	Whales, Toothed, Lrg	Non-Intel Elem, Fire
07-08	Fish, Sm	Porpoise	Whales, Toothed, Sm	Non-Intel Elem, Heat
09-10	Gabbit	Raccoon	Winged Fel, Elec	Non-Intel Elem, Ice
11-12	Antelope, Lrg	Scylla	Demon Whale	Non-Intel Elem, Water
13-14	Antelope, Sm	Sea-krals	Eagle	Nucklelavee
15-16	Ants, Workers	Sealon	Electric Wasps	Octopuses/Squids, Lrg
17-18	Bats, Sm	Sharks, Lrg	Fell Beast	Oriental Dragon
19-20	Beetles	Slug, Giant, Spined	Foot Mites	Quishad
21-22	Birds, Sm	Snakes, Pit Viper	Ghoulking	Rancid
23-24	Crabs	Starfish	Gratar, Grey	Sea Serpent
25-26	Deer	Trivren	Hippocampus	Shuikmar
27-28	Dogs, Sm	Viper Ants	Hound, Vapor	VEGETATION
29-30	Jellyfish	Viperfish	Mergryph	VEGETATION
31-32	Lizards, Sm	Vulture	Nymphs, Nereid	VEGETATION
33-34	Black Baboon	Winged Fel, Moray	Port Man-of-War	VEGETATION
35-36	Cam Flying Monkeys	Woodpecker	Regal Stag	VEGETATION
37-38	Great Boar	Bounder	Scrav	VEGETATION
39-40	Warcat	Dogs	Snakes, Sea Snake	Spiderbat, Lrg
41-42	Warcat, Greater	Dragonette	Sohleugir	Swordfish/Sailfish
43-44	Winged Panther	Eels, Conger	Spineshark	Trolls, Forest
45-46	Mustelids/Civets, Lrg	Eels, Moray	Time Spider	Trolls, Sea
47-48	Mustelids/Civets, Sm	Elem Giant, Water	Vapor Hound	Water Drake
49-50	Oragon	Falcon	War Snail	Wyverns, Water
51-52	Rabbit/Hare	Flyingfish	Wyverns, Winged	Air Drake
53-54	Rats	Giants, Grtr, Water	Zrax	Air Spirit
55-56	Rodents, Sm	Gratar, Black	Acarva	Drag Salamander
57	Sea Anemone	Hawk	Aragons	Drake, Air
58	Sea Lion	Winged Wolf	Capricorn	Drake, Heat
59	Seal	Werebear, Greater	Delmos	Drake, Lesser, Air
60	Wasp	Werelion, Greater	Dragon Turtle	Drake, Lesser, Heat
61	Birds, Lrg	Weretiger, Greater	Dragonians	Drake, Sea
62	Buffalo	Werewolf, Greater	Drake, Fire	Elem Serpent, Plasma
63	Cats, Sm	Whitesnake	Drake, Lesser, Fire	Elem Serpent, Vacid
64	Ghoul	Arcane Drake	Drake, Lesser, Water	Elem, Cold
65	Gratar, Green	Faerie Dragon	Drake, Water	Giant Skeletons
66	Octopus/Squid, Sm	Hound, Air	Echidna	Guard Elem, Plasma
67	Rodents, Lrg	Hound, Dark	Elem Serpent, Cold	Guard Elem, Vacid
68	Serpentus	Hound, Earth	Elem Serpent, Earth	Guards, Cold
69	Sharks, Sm	Hound, Inertia	Elem Serpent, Fire	Magedrake
70	Skunk	Hound, Light	Elem Serpent, Heat	TERRAIN
71	TERRAIN	Hound, Vibration	Elem Serpent, Ice	TERRAIN
72	TERRAIN	Hound, Water	Elem Serpent, Water	TERRAIN
73	TERRAIN	Ihl Wolf	Elem, Earth	TERRAIN
74	TERRAIN	Jadeback	Elem, Fire	TERRAIN
75	TERRAIN	Lake Worm	Elem, Water	Heat Spirit
76	TERRAIN	Lizards, Lrg	Fire Drake	Intel Elem, Plasma
77	Slug, Giant, Suggram	Mercat	Fleas	Intel Elem, Vacid
78	Snakes, Non-poison	Mermen	Gratar, Red	Non-Intel Elem, Plasma
79	Tortoise/Turt, Sm	Mongoose	Guard Elem, Cold	Non-Intel Elem, Vacid
80	Walrus	Octopus/Squid, Med	Guard Elem, Earth	Sea Drake
81	Wolf	Ohweesho	Guard Elem, Fire	Thraxx
82	Ants, Queen	Rath	Guard Elem, Heat	Urloc
83	Bats, Lrg	Rays, Electric	Guard Elem, Ice	Whales, Narwhal
84	Cats, Lrg	Rays, Manta	Guard Elem, Water	Dark Drake
85	Dogs, Lrg	Rays, Sawfish	Guards, Earth	Earth Spirit
86	Dolphin	Rays, Stingray	Guards, Fire	Hydra
87	Giraffe	Shrews	Guards, Water	Sea Spirit
88	Gratar, Yellow	Siren	Horribor	UNIV. MONSTERS
89	Killer Whale	Slug, Giant, Cam	Intel Elem, Cold	UNIV. MONSTERS
90	Lamprey	Tiger	Intel Elem, Earth	UNIV. MONSTERS
91	Moose	Tortoise/Turt, Lrg	Intel Elem, Fire	UNIV. MONSTERS
92	Nator	Water Hound	Intel Elem, Heat	UNIV. MONSTERS
93	Nycamerith	UNIV. MONSTERS	Intel Elem, Ice	UNIV. MONSTERS
94	Opossum	UNIV. MONSTERS	Intel Elem, Water	UNIV. MONSTERS
95	UNIV. MONSTERS	UNIV. MONSTERS	Mist Monster	UNIV. MONSTERS
96	UNIV. MONSTERS	UNIV. MONSTERS	Moles	UNIV. MONSTERS
97	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
98	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
99	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

WATER SOURCES ENCOUNTER TABLE (13.2.4)

Roll	"I" Roll: (1-70) Islets and Atolls	"I" Roll: (71-90) Islets and Atolls	"I" Roll: (91-100) Islets and Atolls
01-02	Ants, Soldiers	Hound, Air	Elem Serpent, Cold
03-04	Gabbit	Hound, Dark	Elem Serpent, Earth
05-06	Antelope, Lrg	Hound, Earth	Elem Serpent, Fire
07-08	Antelope, Sm	Hound, Inertia	Elem Serpent, Heat
09-10	Ants, Workers	Hound, Light	Elem Serpent, Ice
11-12	Bats, Small	Hound, Vibration	Elem Serpent, Water
13-14	Beetles	Hound, Water	Elem, Earth
15-16	Birds, Small	Carn Flying Monkeys	Elem, Fire
17-18	Dogs, Small	Carn Flying Squirrels	Elem, Water
19-20	Lizards, Small	Great Boar	Fire Drake
21-22	Mustelids/Civets, Large	Warcat	Fleas
23-24	Mustelids/Civets, Small	Warcat, Greater	Whitesnake
25-26	Oragon	Winged Panther	Arcane Drake
27-28	Rats	Winged Panther, Grt	Faerie Dragon
29-30	Black Baboon	SPECIAL FEATURES	Magedrake
31-32	TERRAIN	SPECIAL FEATURES	TERRAIN
33-34	TERRAIN	SPECIAL FEATURES	Gratar, Red
35-36	TERRAIN	SPECIAL FEATURES	Guardian Elem, Cold
37-38	TERRAIN	SPECIAL FEATURES	Guardian Elem, Earth
39-40	TERRAIN	SPECIAL FEATURES	Guardian Elem, Fire
41-42	TERRAIN	SPECIAL FEATURES	Guardian Elem, Heat
43-44	TERRAIN	SPECIAL FEATURES	Guardian Elem, Ice
45-46	TERRAIN	SPECIAL FEATURES	Guardian Elem, Water
47-48	TERRAIN	SPECIAL FEATURES	Guardians, Earth
49-50	TERRAIN	Jadeback	Guardians, Fire
51-52	Rodents, Small	Lizards, Large	Guardians, Water
53-54	Wasp	Mercat	Intel Elem, Cold
55-56	Birds, Large	Mermen	Intel Elem, Earth
57	Cats, Small	Ohweesho	Intel Elem, Fire
58	Flying Lizard	Shrews	Intel Elem, Heat
59	Frog	Slug, Giant, Carn	Intel Elem, Ice
60	Gratar, Green	Water Hound	Intel Elem, Water
61	Komodo Dragons	Winged Eel, Electric	Land Drake
62	Rodents, Large	Electric Wasps	Mist Monster
63	Slug, Giant, Suggram	Fell Beast	Non-Intel Elem, Cold
64	Ants, Queen	Foot Mites	Non-Intel Elem, Earth
65	Bats, Large	Gratar, Grey	Non-Intel Elem, Fire
66	Didex	Hound, Vapor	Non-Intel Elem, Heat
67	Dogs, Large	Mergryph	Non-Intel Elem, Ice
68	Gratar, Yellow	Nymphs, Nereid	Non-Intel Elem, Water
69	Nycamerith	Scrav	Oriental Dragon
70	Panthershark	Sohleugir	Rancid
71	Scylla	Time Spider	Trolls, Forest
72	Sea-krals	Vapor Hound	Wyverns, Land
73	Sealon	War Snail	Air Drake
74	Slug, Giant, Spined	Wyverns, Winged	Air Spirit
75	Snakes, Pit Viper	Zrax	Cockatrice
76	Trivren	Acarva	Dragon Salamander
77	VEGETATION	Aragons	Drake, Air
78	VEGETATION	Delmos	Drake, Heat
79	VEGETATION	Dragonians	Drake, Lesser, Air
80	VEGETATION	Drake, Earth	Drake, Lesser, Heat
81	VEGETATION	Drake, Fire	Elem Serpent, Plasma
82	VEGETATION	Drake, Lesser, Earth	Elem Serpent, Vacid
83	VEGETATION	Drake, Lesser, Fire	Elem, Cold
84	VEGETATION	Drake, Lesser, Land	Giant Skeletons
85	VEGETATION	Echidna	Guardian Elem, Plasma
86	VEGETATION	UNIV. MONSTERS	Guardian Elem, Vacid
87	Viper Ants	UNIV. MONSTERS	Guardians, Cold
88	Vulture	UNIV. MONSTERS	Heat Spirit
89	Winged Eel, Moray	UNIV. MONSTERS	Intel Elem, Plasma
90	Bounder	UNIV. MONSTERS	Intel Elem, Vacid
91	Dogs	UNIV. MONSTERS	Non-Intel Elem, Plasma
92	Dragonette	UNIV. MONSTERS	Non-Intel Elem, Vacid
93	Elem Giant, Water	UNIV. MONSTERS	Thraxx
94	Flyingfish	UNIV. MONSTERS	Basilisk
95	Giants, Greater, Water	UNIV. MONSTERS	Basilisk, Greater
96	Gratar, Black	UNIV. MONSTERS	Dark Drake
97	UNIV. MONSTERS	UNIV. MONSTERS	Earth Spirit
98	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
99	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
100	Special or REROLL	Special or REROLL	Special or REROLL

WATER SOURCES ENCOUNTER TABLE (13.2.4)

Roll	"O" Roll: (1-60) Ocean	"O" Roll: (61-100) Ocean	"G" Roll: (1-70) Glaciers and Snowfields	"G" Roll: (71-100) Glaciers and Snowfields
01-02	Fish, Large	Demons of the 2nd Pale	Gubbit	Drake, Lesser, Land
03-04	Fish, Medium	Hippocampus	Reindeer/Caribou	Elem Serpent, Cold
05-06	Fish, Small	Mergryph	Antelope, Lrg	Elem Serpent, Ice
07-08	Crabs	Octavion	Antelope, Sm	Elem Serpent, Water
09-10	Jellyfish	Portugese Man-of-War	Beetles	Elem, Water
11-12	Lizards, Small	Snakes, Sea Snake	Dogs, Small	Werebear, Greater
13-14	Oragon	Spineshark	Winged Panther, Great	Werelion, Greater
15-16	Sea Anemone	Acarva	Winged Wolf	Weretiger, Greater
17-18	Sea Lion	Aragons	TERRAIN	Werewolf, Greater
19-20	Seal	Capricorn	TERRAIN	Whitesnake
21-22	Birds, Large	Dragon Turtle	TERRAIN	SPECIAL FEATURES
23-24	Megalodon	Drake, Ice	TERRAIN	SPECIAL FEATURES
25-26	Winged Panther, Grt	Drake, Lesser, Ice	Mustelids/Civets, Lrg	Guardian Elem, Cold
27-28	Werelion, Greater	Drake, Lesser, Water	Mustelids/Civets, Sm	Guardian Elem, Ice
29-30	Faerie Dragon	Drake, Water	Oragon	Guardian Elem, Water
31-32	VEGETATION	Elem Serpent, Cold	Rats	Guardians, Water
33-34	VEGETATION	Elem Serpent, Ice	Crison	Horribar
35-36	VEGETATION	Elem Serpent, Water	Wolf	Intel Elem, Cold
37-38	VEGETATION	Elem, Water	Adderhawk	Intel Elem, Ice
39-40	Octopus/Squid, Sm	Guard Elem, Cold	Dogs, Large	Intel Elem, Water
41-42	Sharks, Small	Guard Elem, Ice	Furred Snake, Giant	Land Drake
43-44	Walrus	Guard Elem, Water	Gulo	Mist Monster
45-46	Dolphin	Guards, Water	Hound, Cold	Non-Intel Elem, Cold
47-48	Killer Whale	Intel Elem, Cold	Hound, Ice	Non-Intel Elem, Ice
49-50	Lamprey	Intel Elem, Ice	Ice Hound	Non-Intel Elem, Water
51-52	Lobsters	Intel Elem, Water	Ice Ox	Oriental Dragon
53-54	Nator	Mist Monster	Ice Spider	Trolls, Forest
55-56	Penguin	Non-Intel Elem, Cold	Nycamerith	Trolls, Snow
57	Porpoise	Non-Intel Elem, Ice	SPECIAL FEATURES	Wyverns, Land
58	Scylla	Non-Intel Elem, Water	SPECIAL FEATURES	Air Drake
59	Sea-krals	SPECIAL FEATURES	SPECIAL FEATURES	Air Spirit
60	Sealon	SPECIAL FEATURES	SPECIAL FEATURES	VEGETATION
61	Sharks, Large	SPECIAL FEATURES	SPECIAL FEATURES	VEGETATION
62	Snakes, Pit Viper	SPECIAL FEATURES	SPECIAL FEATURES	VEGETATION
63	Starfish	SPECIAL FEATURES	Owl	VEGETATION
64	Viper Ants	SPECIAL FEATURES	Panthershark	VEGETATION
65	Viperfish	SPECIAL FEATURES	Thyfur	VEGETATION
66	Elem Giant, Water	Nucklelavee	Bears, Large	VEGETATION
67	Flyingfish	Nymphs, Oceanide	Dogs	VEGETATION
68	Giants, Grtr, Water	Octopus/Squid, Lrg	Falcon	Cockatrice
69	Hound, Air	Sea Serpent	Hound, Air	Cold Drake
70	Hound, Dark	Shuikmar	Hound, Dark	Cold Spirit
71	Hound, Earth	Swordfish/Sailfish	Hound, Earth	TERRAIN
72	Hound, Inertia	Trolls, Forest	Hound, Inertia	TERRAIN
73	Hound, Light	Trolls, Sea	Hound, Light	TERRAIN
74	Hound, Vibration	Water Drake	Hound, Vibration	TERRAIN
75	Lizards, Large	Wyverns, Water	Ihl Wolf	TERRAIN
76	Mercat	Drake, Sea	Jadeback	TERRAIN
77	Mermen	Elem Serpent, Vacid	Susquatch	Dragon Salamander
78	Octopus/Squid, Med	Elem, Cold	Shrews	Drake, Air
79	Ohweesho	Giant Skeletons	Tae Wolf	Drake, Cold
80	Rath	Guard Elem, Vacid	Wolverine	Drake, Lesser, Air
81	Rays, Electric	Guards, Cold	Fell Beast	Drake, Lesser, Cold
82	Rays, Manta	Intel Elem, Vacid	War Snail	Elem, Cold
83	Rays, Sawfish	Non-Intel Elem, Vacid	Wyverns, Winged	Guardians, Cold
84	Rays, Stingray	Sea Drake	Condor	Basilisk
85	Siren	Thuaxx	Delmos	Behemoth
86	Whales, Baleen	Urloc	Dragonians	Blood Lord of Souls
87	Whales, Beaked	Whales, Narwhal	UNIV. MONSTERS	Earth Spirit
88	Whales, Toothed, Lrg	Earth Spirit	UNIV. MONSTERS	Ice Spirit
89	Whales, Toothed, Sm	Hydra	UNIV. MONSTERS	UNIV. MONSTERS
90	Demon Whale	Ice Spirit	UNIV. MONSTERS	UNIV. MONSTERS
91	UNIV. MONSTERS	Sea Spirit	UNIV. MONSTERS	UNIV. MONSTERS
92	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
93	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
94	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
95	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
96	UNIV. MONSTERS	UNIV. MONSTERS	Drake, Earth	UNIV. MONSTERS
97	UNIV. MONSTERS	UNIV. MONSTERS	Drake, Ice	UNIV. MONSTERS
98	UNIV. MONSTERS	UNIV. MONSTERS	Drake, Lesser, Earth	UNIV. MONSTERS
99	UNIV. MONSTERS	UNIV. MONSTERS	Drake, Lesser, Ice	UNIV. MONSTERS
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

Roll	"Q" Roll: (1-60) Oasis, Isolated Water Sour.	"Q" Roll: (61-80) Oasis, Isolated Water Sour.	"Q" Roll: (81-100) Oasis, Isolated Water Sour.	"Z" Roll: (1-60) Desert and Near Desert
01-02	Ants, Soldiers	Nycamerith	Drake, Lesser, Earth	Ants, Soldiers
03-04	Gabbit	Owl	Drake, Lesser, Fire	Gabbit
05-06	Antelope-Like Animals, Large	Panthershark	Drake, Lesser, Land	Ants, Workers
07-08	Antelope-Like Animals, Small	Pony	Echidna	Beetles
09-10	Ants, Workers	Primates, Lesser	Elem Serpent, Cold	Dogs, Sm
11-12	Bats, Small	Pterosaurs, Small	Elem Serpent, Earth	Kangaroo/Wallaby, Lrg
13-14	Beetles	Slug, Giant, Spined	Elem Serpent, Fire	Lizards, Sm
15-16	Birds, Small	Snakes, Pit Viper	Elem Serpent, Heat	Black Baboon
17-18	Black Baboon	Triceratops	Elem Serpent, Ice	Great Boar
19-20	Carn Flying Monkeys	Trivren	Elem Serpent, Water	Warcat
21-22	Carn Flying Squirrels	Tyrannosaur (Rex)	Elem, Earth	Warcat, Greater
23-24	Great Boar	Viper Ants	Elem, Fire	Winged Panther
25-26	Red Feeder	Vulture	Elem, Water	Winged Panther, Greater
27-28	Warcat	Winged Eel, Moray	Fire Drake	Rabbit/Hare
29-30	Warcat, Greater	Bounder	Fleas	Rats
31-32	Winged Panther	Dogs	Gratar, Red	Rodents, Sm
33-34	Brontosaur (Apatosaur)	Dragonette	Guard Elem, Cold	Birds, Lrg
35-36	Deer	Elephants, Indian	Guard Elem, Earth	Gratar, Green
37-38	Dogs, Small	Gratar, Black	Guard Elem, Fire	Porcupines, Old World
39-40	Kangaroo/Wallaby Large	Great Spiders, Lesser	Guard Elem, Heat	Rodents, Lrg
41-42	Lizards, Small	Hound, Storm	Guard Elem, Ice	Serpentus
43-44	Mule	Hound, Water	Guard Elem, Water	Slug, Giant, Suggram
45-46	Mustelids/Civets, Large	Ihl Wolf	Guards, Earth	Snakes, Non-poison
47-48	Mustelids/Civets, Small	Jadeback	Guards, Fire	Spiders, Poison
49-50	Oragon	Lake Worm	Guards, Water	Tyrores
51-52	Ox	Lion	Intel Elem, Cold	Wolf
53-54	Plow Horse	Lizards, Large	Intel Elem, Earth	Alpaca
55-56	Rabbit/Hare	Mongoose	Intel Elem, Fire	Ants, Queen
57	Rats	Ohweesho	Intel Elem, Heat	Bactrian Camel
58	Rodents, Small	Pterosaurs, Large	Intel Elem, Ice	Dogs, Lrg
59	Wasp	Scorpions	Intel Elem, Water	Dromedary
60	Water Buffalo	Shrews	Land Drake	Gratar, Yellow
61	Birds, Large	Slug, Giant, Carn	Mist Monster	Llama
62	Buffalo	Snakes, Viper	Non-Intel Elem, Cold	Owl
63	Cats, Small	Spiders, Non-poison	Non-Intel Elem, Earth	Panthershark
64	Donkey	Storm Hound	Non-Intel Elem, Fire	Snakes, Pit Viper
65	Frog	Tortoises and Turtles, Large	Non-Intel Elem, Heat	Spiderbat, Sm
66	Gratar, Green	Water Hound	Non-Intel Elem, Ice	Viper Ants
67	Hippopotamus	Winged Eel, Electric	Non-Intel Elem, Water	Vulture
68	Kangaroos and Wallabies, Sm	Anklosaur	Oriental Dragon	Winged Eel, Moray
69	Mustang	Centaurs, Spider	Sirrush	Zebra
70	Nile Monitors	Demons of the 2nd Pale	Trolls, Forest	Bounder
71	Porcupines, Old World	Electric Wasps	Wyverns, Land	Dogs
72	Rhinoceroses	Elephants, African	Air Drake	Dragonette
73	Rodents, Large	Fell Beast	Air Spirit	Gratar, Black
74	Serpentus	Foot Mites	Cockatrice	Great Spiders, Lesser
75	Slug, Giant, Suggram	Gemsting	Dragon Salamander	Hawk
76	Snakes, Non-poison	Gila Monsters	Drake, Air	Hound, Air
77	Spiders, Poison	Gratar, Grey	Drake, Heat	Hound, Dark
78	Stegosaur	Great Spiders, Greater	Drake, Lesser, Air	Hound, Earth
79	Tortoise/Turt, Sm	Hound, Vapor	Drake, Lesser, Heat	Hound, Inertia
80	Wolf	Regal Stag	Elem Giant, Electrical	Hound, Light
81	Alpaca	Scrav	Elem Serpent, Plasma	Hound, Vibration
82	Ants, Queen	Skeletal Tyrannosaurus	Elem Serpent, Vacid	Ihl Wolf
83	Bactrian Camel	Time Spider	Elem, Cold	Jadeback
84	Bats, Large	Vapor Hound	Great Spiders, Major	Lizards, Lrg
85	Cats, Large	War Snail	Guard Elem, Plasma	Mongoose
86	Didex	Wyverns, Winged	Guard Elem, Vacid	Scorpions
87	Dogs, Large	Zrax	Guards, Cold	Shrews
88	Dromedary	Acarva	Heat Spirit	Snakes, Viper
89	Gratar, Yellow	Androsphinx	Intel Elem, Plasma	Spiders, Non-poison
90	Llama	Aragons	Intel Elem, Vacid	Tortoise/Turt, Lrg
91	Winged Wolf	Centaurs, Scorpion	Non-Intel Elem, Plasma	Vestice
92	Werebear, Greater	Delmos	Non-Intel Elem, Vacid	Winged Eel, Electric
93	Werelion, Greater	Dragonians	Spectral Tyrannosaurus	Banshee
94	Wereshark, Greater	Drake, Earth	Thraxx	Centaurs, Spider
95	Weretiger, Greater	Drake, Fire	Basilisk	Darkhunter
96	Werewolf, Greater	Magedrake	Basilisk, Greater	UNIV. MONSTERS
97	Whitesnake	UNIV. MONSTERS	Dark Drake	UNIV. MONSTERS
98	Arcane Drake	UNIV. MONSTERS	Earth Spirit	UNIV. MONSTERS
99	Faerie Dragon	UNIV. MONSTERS	Multi-spider	UNIV. MONSTERS
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

WATER SOURCES ENCOUNTER TABLE (13.2.4)

Roll	"Z" Roll: (61-100) Desert and Near Desert	"B" Roll: (1-75) Breaks and Wadis	"B" Roll: (76-93) Breaks and Wadis	"B" Roll: (94-100) Breaks and Wadis
01-02	Desert Spirit	Ants, Soldiers	Woodpecker	Fire Drake
03-04	Euryale	Gabbit	Bounder	Fleas
05-06	Fell Beast	Antelope, Lrg	Dogs	Gratar, Red
07-08	Foot Mites	Antelope, Sm	Dragonette	Guard Elem, Cold
09-10	Gemsting	Ants, Workers	Falcon	Guard Elem, Earth
11-12	Gila Monsters	Bats, Small	Gratar, Black	Guard Elem, Fire
13-14	Gratar, Grey	Beetles	Great Spiders, Less	Guard Elem, Heat
15-16	Great Spiders, Greater	Birds, Small	Hawk	Guard Elem, Ice
17-18	Sphinx	Deer	Hound, Air	Guard Elem, Water
19-20	Vorasis	Dogs, Small	Hound, Dark	Guards, Earth
21-22	Wyverns, Winged	Lizards, Small	Hound, Earth	Guards, Fire
23-24	Zrax	Mustelids/Civets, Large	Hound, Inertia	Guards, Water
25-26	Androsphinx	Mustelids/Civets, Small	Hound, Light	Intel Elem, Cold
27-28	Centaurs, Scorpion	Oragon	Hound, Vibration	Intel Elem, Earth
29-30	Delmos	Rabbit/Hare	Ihl Wolf	Intel Elem, Fire
31-32	Dragonians	Rats	Jadeback	Intel Elem, Heat
33-34	Drake, Earth	Rodents, Small	Ohweesho	Intel Elem, Ice
35-36	Drake, Fire	Wasp	Scorpions	Intel Elem, Water
37-38	Drake, Lesser, Earth	Black Baboon	Shrews	UNIV. MONSTER
39-40	Drake, Lesser, Fire	Great Boar	Slug, Giant, Carn	UNIV. MONSTER
41-42	Drake, Lesser, Land	Warcat	Snakes, Viper	UNIV. MONSTER
43-44	Elem Serpent, Earth	Warcat, Greater	Spiders, Non-poison	UNIV. MONSTER
45-46	Elem Serpent, Fire	Winged Panther	Winged Eel, Electric	UNIV. MONSTER
47-48	Elem Serpent, Heat	Winged Panther, Great	Centaurs, Spider	UNIV. MONSTER
49-50	Elem, Earth	Winged Wolf	Electric Wasps	UNIV. MONSTER
51-52	Elem, Fire	VEGETATION	Fell Beast	UNIV. MONSTER
53-54	Fire Drake	VEGETATION	Foot Mites	Land Drake
55-56	Fleas	VEGETATION	Gemsting	Mist Monster
57	Gratar, Red	VEGETATION	Gila Monsters	Moles
58	Guard Elem, Earth	VEGETATION	Gratar, Grey	Non-Intel Elem, Cold
59	Guard Elem, Fire	Birds, Large	Great Spiders, Grtr	Non-Intel Elem, Earth
60	Guard Elem, Heat	Buffalo	Regal Stag	Non-Intel Elem, Fire
61	Guards, Earth	Cats, Small	Scrav	Non-Intel Elem, Heat
62	Guards, Fire	Gratar, Green	Time Spider	Non-Intel Elem, Ice
63	Intel Elem, Earth	Rodents, Large	War Snail	Non-Intel Elem, Water
64	Intel Elem, Fire	Serpentus	Wyverns, Winged	Oriental Dragon
65	Intel Elem, Heat	Slug, Giant, Suggram	Zrax	Trolls, Forest
66	Lammasu	Snakes, Non-poisonous	Acarva	Wyverns, Land
67	Land Drake	Spiders, Poisonous	Werebear, Greater	Air Drake
68	Non-Intel Elem, Earth	Wolf	Werelion, Greater	Air Spirit
69	Non-Intel Elem, Fire	Ants, Queen	Weretiger, Greater	Cockatrice
70	Non-Intel Elem, Heat	Bactrian Camel	Werewolf, Greater	Dragon Salamander
71	Oriental Dragon	Bats, Large	Whitesnake	Drake, Air
72	Trolls, Forest	Cats, Large	Arcane Drake	Drake, Heat
73	Wyverns, Land	Didex	Faerie Dragon	Drake, Lesser, Air
74	Winged Wolf	Dogs, Large	Magedrake	Drake, Lesser, Heat
75	Werebear, Greater	Dromedary	SPECIAL FEATURES	Elem Serpent, Plasma
76	Werelion, Greater	TERRAIN	SPECIAL FEATURES	Elem Serpent, Vacid
77	Weretiger, Greater	TERRAIN	Aragons	Elem, Cold
78	Werewolf, Greater	TERRAIN	Centaurs, Scorpion	Great Spiders, Major
79	Arcane Drake	TERRAIN	Delmos	Guard Elem, Plasma
80	Air Drake	TERRAIN	Dragonians	Guard Elem, Vacid
81	Air Spirit	TERRAIN	Drake, Earth	Guards, Cold
82	Dragon Salamander	TERRAIN	Drake, Fire	Heat Spirit
83	Drake, Air	TERRAIN	Drake, Lesser, Earth	UNIV. MONSTERS
84	Drake, Heat	TERRAIN	Drake, Lesser, Fire	UNIV. MONSTERS
85	Drake, Lesser, Air	TERRAIN	Drake, Lesser, Land	UNIV. MONSTERS
86	Drake, Lesser, Heat	TERRAIN	Elem Serpent, Cold	UNIV. MONSTERS
87	Elem Giant, Electrical	Giraffe	Elem Serpent, Earth	UNIV. MONSTERS
88	Elem Serpent, Plasma	Gratar, Yellow	Elem Serpent, Fire	UNIV. MONSTERS
89	Great Spiders, Maj	Nycamerith	Elem Serpent, Heat	UNIV. MONSTERS
90	Guard Elem, Plasma	Owl	Elem Serpent, Ice	Intel Elem, Plasma
91	Heat Spirit	Panthershark	Elem Serpent, Water	Intel Elem, Vacid
92	Intel Elem, Plasma	Salamander	Elem, Earth	Non-Intel Elem, Plasma
93	Non-Intel Elem, Plasma	Slug, Giant, Spined	Elem, Fire	Non-Intel Elem, Vacid
94	Behemoth	Snakes, Cobra	Elem, Water	Thraxx
95	Dark Drake	Snakes, Pit Viper	UNIV. MONSTERS	Basilisk
96	Multi-spider	Trivren	UNIV. MONSTERS	Basilisk, Greater
97	Faerie Dragon	Viper Ants	UNIV. MONSTERS	Dark Drake
98	Magedrake	Vulture	UNIV. MONSTERS	Earth Spirit
99	UNIV. MONSTERS	Winged Eel, Moray	UNIV. MONSTERS	Multi-spider
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

WATER SOURCES ENCOUNTER TABLE (13.2.4)

Lakes and Rivers

Roll	"L" Roll: (1-60) Lakes and Rivers	"L" Roll: (61-80) Lakes and Rivers	"L" Roll: (81-100) Lakes and Rivers
01-02	Fish, Large	Snakes, Boa/Python	War Snail
03-04	Fish, Medium	Snakes, Pit Viper	Wombat
05-06	Fish, Small	Trivren	Wyverns, Winged
07-08	Gabbit	Viper Ants	Zrax
09-10	Alligator	Vulture	Acarva
11-12	Antelope, Lrg	Winged Eel, Moray	Anteater
13-14	Antelope, Sm	Woodpecker	Aragons
15-16	Black Baboon	Zebra	Condor
17-18	Carn Flying Monkey	Bears, Large	Delmos
19-20	Carn Flying Squirrel	Bears, Small	Dragon Turtle
21-22	Great Boar	Blacksnake	Dragonians
23-24	Bats, Small	Bounder	Drake, Fire
25-26	Beetles	Cerebus	Drake, Lesser, Fire
27-28	Birds, Small	Winged Panther, Grt	Drake, Lesser, Water
29-30	Crocodile	Winged Wolf	Drake, Water
31-32	Deer	Werebear, Greater	Echidna
33-34	Dogs, Small	Dragonette	Elem Serpent, Cold
35-36	Eels, Freshwater	Eels, Electric	Elem Serpent, Ice
37-38	Lizards, Small	Elem Giant, Water	Elem Serpent, Water
39-40	Mustelid, Large	Falcon	Elem, Water
41-42	Mustelid, Small	Giants, Grtr, Water	Fire Drake
43-44	Oragon	Gratar, Black	Fleas
45-46	Ox	Harmor	Gratar, Red
47-48	Rabbit/Hare	Hawk	Guard Elem, Cold
49-50	Rats	Hound, Air	Guard Elem, Ice
51-52	Rodents, Small	Hound, Dark	Guard Elem, Water
53-54	Wasp	Hound, Earth	Guards, Water
55-56	Water Buffalo	Hound, Inertia	Horribar
57	Allibat	Hound, Light	Intel Elem, Cold
58	Birds, Large	Hound, Storm	Intel Elem, Ice
59	Buffalo	Hound, Vibration	Intel Elem, Water
60	Red Feeder	Hound, Water	Mist Monster
61	Warcat	Ihl Wolf	Moles
62	Warcat, Greater	Jadeback	Non-Intel Elem, Cold
63	Winged Panther	Koala	Non-Intel Elem, Ice
64	Cats, Small	Lake Worm	Non-Intel Elem, Water
65	Flying Lizard	Lion	Oriental Dragon
66	Frog	Lizards, Large	Pangolin
67	Ghoul	Mongoose	Sea Serpent
68	Gratar, Green	Nymphs, Naiad	Sirrush
69	Hippopotamus	Ohweesho	Sloth
70	Nile Monitors	Red Jaw	Trolls, Forest
71	Rodents, Large	Slug, Giant, Carn	Trolls, Sea
72	Serpentus	Spiders, Non-poison	Trolls, Snow
73	Skunk	Storm Hound	Water Drake
74	Slug, Giant, Suggram	Tiger	Wyverns, Water
75	Snakes, Non-poison	Tortoise or Turt Lrg	Air Drake
76	Tortoise or Turt Sm	Tremlor	Air Spirit
77	Wolf	Undines	Dragon Salamander
78	Armadillo	Water Hound	Drake, Air
79	Bats, Large	Winged Eel, Electric	Drake, Heat
80	Cats, Large	Wolverine	Drake, Lesser, Air
81	Didex	Centaurs, Spider	Drake, Lesser, Heat
82	Dogs, Large	Demon of the 2nd Pale	Drake, Sea
83	Fosse-Grim	Eagle	Elem Serpent, Vacid
84	Giant Hellbender	Electric Wasps	Elem, Cold
85	Giraffe	Fell Beast	Frinlan Horse
86	Gratar, Yellow	Flying Squirrels	Giant Skeletons
87	Moose	Ghoulking	Guard Elem, Vacid
88	Nixies	Gratar, Grey	Guards, Cold
89	Nycamerith	Hound, Vapor	Heat Spirit
90	Opossum	Quetzelquatl	Intel Elem, Vacid
91	Owl	Regal Stag	Marth
92	Piranha	Scrav	Non-Intel Elem, Vacid
93	Raccoon	Sko-Katian	Panda (Giant)
94	River Dolphin	Snakes, Sea Snake	Sea Drake
95	Salamander	Time Spider	Thraxx
96	Slug, Giant, Spined	Vapor Hound	Dark Drake
97	Werewolf, Greater	Werelion, Greater	Earth Spirit
98	Whitesnake	Wereshark, Greater	Hydra
99	Arcane Drake	Weretiger, Greater	Mullan
100	Faerie Dragon	Magedrake	Sea Spirit

WATER SOURCES ENCOUNTER TABLE (13.2.4)

Roll	"M" Roll: (1-50) Marshes & Swamps	"M" Roll: (51-80) Marshes & Swamps	"M" Roll: (81-94) Marshes & Swamps	"M" Roll: (95-100) Marshes & Swamps
01-02	Ants, Soldiers	Woodpecker	Anteater	Sloth
03-04	Fish, Large	Bears, Large	Aragons	Spiderbat, Large
05-06	Fish, Medium	Bears, Small	Deathwoode	Trolls, Forest
07-08	Fish, Small	Blacksnake	Delmos	Wyverns, Land
09-10	Gubbit	Bounder	Dragonians	Wyverns, Water
11-12	Alligator	Dogs	Drake, Earth	Absorber
13-14	Antelope, Lrg	Dragonette	Drake, Fire	Air Drake
15-16	Antelope, Sm	Elem Giant, Water	Drake, Lesser, Earth	Air Spirit
17-18	Ants, Workers	Falcon	Drake, Lesser, Fire	Cockatrice
19-20	Bats, Small	Flying Frog	Drake, Lesser, Land	Drag Salamander
21-22	Beetles	Giants, Greater, Water	Echidna	Drake, Air
23-24	Birds, Small	Gratar, Black	Elem Serpent, Cold	Drake, Gas
25-26	Brontosaur	Great Spiders, Less	Elem Serpent, Earth	Drake, Heat
27-28	Crocodile	Hawk	Elem Serpent, Fire	SPECIAL FEATURES
29-30	Deer	Hound, Air	Elem Serpent, Heat	SPECIAL FEATURES
31-32	Dogs, Small	Hound, Dark	Elem Serpent, Ice	SPECIAL FEATURES
33-34	Eels, Freshwater	Hound, Earth	Elem Serpent, Water	SPECIAL FEATURES
35-36	Lizards, Small	Hound, Inertia	Elem, Earth	SPECIAL FEATURES
37-38	Mustelid, Large	Hound, Light	Elem, Fire	SPECIAL FEATURES
39-40	Mustelid, Small	Hound, Storm	Elem, Water	SPECIAL FEATURES
41-42	Oragon	Hound, Vibration	Fire Drake	SPECIAL FEATURES
43-44	Ox	Hound, Water	Fleas	SPECIAL FEATURES
45-46	Rabbit/Hare	Ihl Wolf	Gratar, Red	SPECIAL FEATURES
47-48	Rats	Jadeback	Guard Elem, Cold	SPECIAL FEATURES
49-50	Rodents, Small	Lizards, Large	Guard Elem, Earth	SPECIAL FEATURES
51-52	Wasp	Mongoose	Guard Elem, Fire	Drake, Lesser, Air
53-54	Water Buffalo	Ohweesho	Guard Elem, Heat	Drake, Lesser, Heat
55-56	Allibat	Shrews	Guard Elem, Ice	Elem Serpent, Plasma
57	Birds, Large	Slug, Giant, Carni	Guard Elem, Water	Elem Serpent, Vacid
58	Buffalo	Spiders, Non-poison	Guards, Earth	Elem, Cold
59	Cats, Small	Storm Hound	Guards, Fire	Gas Drake
60	Flying Lizard	Swamp Star	Guards, Water	Giant Skeletons
61	Frog	Tapir	TERRAIN	Great Spiders, Major
62	Ghoul	Ticks	TERRAIN	Guard Elem, Plasma
63	Gratar, Green	Tiger	TERRAIN	Guard Elem, Vacid
64	Nile Monitors	Tortoise or Turt, Lrg	TERRAIN	Guards, Cold
65	Rodents, Large	Water Hound	TERRAIN	Heat Spirit
66	Skunk	Weedling	TERRAIN	Intel Elem, Plasma
67	Slug, Giant, Suggram	Winged Eel, Electric	TERRAIN	Intel Elem, Vacid
68	Snakes, Non-poison	Centaurs, Spider	Intel Elem, Cold	Non-Intel Elem, Plasma
69	Spiders, Poison	Corpse Lantern	Intel Elem, Earth	Non-Intel Elem, Vacid
70	Toad	Darkhunter	Intel Elem, Fire	UNIV. MONSTERS
71	Tortoise or Turt, Sm	Demon of 2nd Pale	Intel Elem, Heat	UNIV. MONSTERS
72	Will of the Wisp	Electric Wasps	Intel Elem, Ice	UNIV. MONSTERS
73	Wolf	Fell Beast	Intel Elem, Water	UNIV. MONSTERS
74	Ants, Queen	Flying Squirrels	Land Drake	UNIV. MONSTERS
75	Arachat	Black Baboon	Mist Monster	UNIV. MONSTERS
76	Armadillo	Cara Flying Squirrels	Moles	UNIV. MONSTERS
77	Bats, Large	Red Feeder	Non-Intel Elem, Cold	UNIV. MONSTERS
78	Cats, Large	Warcat	Non-Intel Elem, Earth	UNIV. MONSTERS
79	Corpse Candle	Warcat, Greater	Non-Intel Elem, Fire	UNIV. MONSTERS
80	Dogs, Large	Winged Panther	Non-Intel Elem, Heat	UNIV. MONSTERS
81	Giant Hellbender	Foot Mites	Non-Intel Elem, Ice	UNIV. MONSTERS
82	Giraffe	Ghoulking	Non-Intel Elem, Water	UNIV. MONSTERS
83	Gratar, Yellow	Gratar, Grey	Oriental Dragon	UNIV. MONSTERS
84	Grippershrub	Great Spiders, Grtr	Pangolin	UNIV. MONSTERS
85	Moose	Horasos	Rancid	Panda (Giant)
86	Nycamerith	Hound, Vapor	Sirrush	Sligguth
87	Opossum	Quetzelquatl	Winged Panther, Great	Thraxx
88	Owl	Regal Stag	Winged Wolf	Turmass
89	Panthershark	Scrav	Werebear, Greater	Basilisk
90	Raccoon	Su	Werelion, Greater	Basilisk, Greater
91	Salamander	Swamp Octopus	Wereshark, Greater	Behemoth
92	Slug, Giant, Spined	Time Spider	Weretiger, Greater	Blood Lord of Souls
93	Snakes, Boa/Pyth	Vapor Hound	Werewolf, Greater	Dark Drake
94	Snakes, Pit Viper	Vorusis	Whitesnake	Earth Spirit
95	Spiderbat, Small	War Snail	Arcane Dragon	Gas Spirit
96	Trivren	Wombat	Faerie Dragon	Mullan
97	Viper Ants	Wyverns, Winged	Magedrake	Tracha
98	Vulture	Zrax	UNIV. MONSTERS	UNIV. MONSTERS
99	Winged Eel, Moray	Acarva	UNIV. MONSTERS	UNIV. MONSTERS
100	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL

UNIVERSAL MONSTERS ENCOUNTER TABLE (13.2.5)

Roll	Roll: (1-50)	Roll: (51-70)	Roll: (71-90)	Roll: (91-100)
01-02	Chaos Warrior	Shadowraith	Servant Elemental, Nexus	Guardian Elemental, Gravity
03-04	Wood Golem	Shards, Lesser	Servant Elemental, Plasma	Guardian Elemental, Nether
05-06	Bakemono	Spear Demon	Servant Elemental, Vacid	Guardian Elemental, Spirit
07-08	Baku	Stone Wyvern	Servant Elemental, Vibration	Guardian Elemental, Time
09-10	Bosatsu	Sword Demon	Servant Elemental, Water	Intelligent Elemental, Aether
11-12	Buso	Trolls, War	Servant Elemental, Wind	Intelligent Elemental, Chaos
13-14	Falcon Construct	Xaastyl	Servants, Air	Intelligent Elemental, Gravity
15-16	Gaki	Astorith	Servants, Cold	Intelligent Elemental, Nether
17-18	Ghost (Class III)	Battlepede	Servants, Earth	Intelligent Elemental, Spirit
19-20	Giant Skel. Constructs	Brain Z'him	Servants, Fire	Intelligent Elemental, Time
21-22	Goliath Skel. Constructs	Chaos Commander	Servants, Light	Jirlon
23-24	Gremlins	Constructs, Greater	Servants, Water	Land Monitor
25-26	Hengeyokai	Crimson Guard	Shadow Demon	Leviathan
27-28	Kami	Demon Golem	Shards, Greater	Maleth'scor
29-30	Kappa	Dragon Construct	Sky Whale	Man-O-War
31-32	Mannish Skel. Construct	Dream Horror	Steel Sphinx	Mithril Unicorn
33-34	Myo-O	Ektar	Stone Elephants	Non-Intel. Elem., Aether
35-36	Oni	Elem. Giant, Inertia	Time Golem	Non-Intel. Elem., Chaos
37-38	Oriental Dragon	Elem. Giant, Vacid	Warders, Greater	Non-Intel. Elem., Gravity
39-40	Rokiro-Kubi	Elem. Giant, Vibration	Wasp Construct	Non-Intel. Elem., Nether
41-42	Sennin	Elem. Serpent, Electrical	Water Golem	Non-Intel. Elem., Nexus
43-44	Sentinel	Elem. Serpent, Inertia	Wispling Elem., Air	Non-Intel. Elem., Spirit
45-46	Shikome	Elem. Serpent, Vibration	Wispling Elem., Cold	Non-Intel. Elem., Time
47-48	Shojo	Elem.s, Light	Wispling Elem., Dark	Pred Yrric
49-50	Snake Construct	Fungiss	Wispling Elem., Earth	Riding Elem., Aether
51-52	Tengu	Golems, Steel	Wispling Elem., Electrical	Riding Elem., Chaos
53-54	Wolf Construct	Guardian Elem., Electrical	Wispling Elem., Fire	Riding Elem., Gravity
55-56	Yama-Uba	Guardian Elem., Inertia	Wispling Elem., Heat	Riding Elem., Nether
57	Blade (Lesser)	Guardian Elem., Nexus	Wispling Elem., Ice	Riding Elem., Spirit
58	Constructs, Minor	Guardian Elem., Vibration	Wispling Elem., Inertia	Riding Elem., Time
59	Golems, Clay	Guardians, Light	Wispling Elem., Light	Royal Pegasus
60	Golems, Iron	Ice Elephant Golem	Wispling Elem., Nexus	Servant Elem., Aether
61	Golems, Stone	Intelligent Elem., Electrical	Wispling Elem., Plasma	Servant Elem., Chaos
62	Horse Construct	Intelligent Elem., Inertia	Wispling Elem., Vacid	Servant Elem., Gravity
63	Mite Golem	Intelligent Elem., Nexus	Wispling Elem., Vibration	Servant Elem., Nether
64	Mortal Demons	Intel. Elem., Vibration	Wispling Elem., Water	Servant Elem., Spirit
65	Spider Construct	Kraken-Drake	Wispling Elem., Wind	Servant Elem., Time
66	Stone Horse	Mric'atic	Black Reaver	Sliver
67	'Warders, Lesser	N'abis	Black Reaver, Lesser	Slog Beast
68	Blacar	Ni'hashbin Warrior	Blade (Lord)	Solaar
69	Blade (Greater)	Non-Intel. Elem., Electrical	Carac'rin	Titans
70	Clubber	Non-Intel. Elem., Inertia	Collosus	Vampiric Drake
71	Constructs, Lesser	Non-Intel. Elem., Vibration	Cresh'urim	Wispling Elem., Aether
72	Elem. Giant, Air	Octobat	Crystal Golem	Wispling Elem., Chaos
73	Elem. Giant, Dark	Pic'tarin	Dark Ektar	Wispling Elem., Gravity
74	Elem. Giant, Light	Plasma Golem	Dark Rythsisth	Wispling Elem., Nether
75	Elem. Giant, Wind	Riding Elem., Air	Deathfate	Wispling Elem., Spirit
76	Elem. Serpent, Air	Riding Elem., Cold	Diamond Golem	Wispling Elem., Time
77	Elem. Serpent, Dark	Riding Elem., Dark	Eedurlath	Wren'tac
78	Elem. Serpent, Light	Riding Elem., Earth	Electrical Spirit	VEGETATION
79	Elem. Serpent, Wind	Riding Elem., Electrical	Elem. Giant, Aether	VEGETATION
80	Elem.s, Air	Riding Elem., Fire	Elem. Giant, Chaos	VEGETATION
81	Focals	Riding Elem., Heat	Elem. Giant, Gravity	VEGETATION
82	Golems, Brass	Riding Elem., Ice	Elem. Giant, Nether	VEGETATION
83	Golems, Flesh	Riding Elem., Inertia	Elem. Giant, Nexus	VEGETATION
84	Golems, Tar	Riding Elem., Light	Elem. Giant, Plasma	VEGETATION
85	Guardian Elem., Air	Riding Elem., Nexus	Elem. Giant, Spirit	TERRAIN
86	Guardian Elem., Dark	Riding Elem., Plasma	Elem. Giant, Time	TERRAIN
87	Guardian Elem., Light	Riding Elem., Vacid	Elem. Serpent, Aether	TERRAIN
88	Guardian Elem., Wind	Riding Elem., Vibration	Elem. Serpent, Chaos	TERRAIN
89	Guardians, Air	Riding Elem., Water	Elem. Serpent, Gravity	TERRAIN
90	Intelligent Elem., Air	Riding Elem., Wind	Elem. Serpent, Nether	TERRAIN
91	Intelligent Elem., Dark	Servant Elem., Air	Elem. Serpent, Nexus	SPECIAL FEATURES
92	Intelligent Elem., Light	Servant Elem., Cold	Elem. Serpent, Spirit	SPECIAL FEATURES
93	Intelligent Elem., Wind	Servant Elem., Dark	Elem. Serpent, Time	SPECIAL FEATURES
94	Iron Bull	Servant Elem., Earth	Eye Entity	WATER SOURCES
95	Minotaur Construct	Servant Elem., Electrical	Glonn	WATER SOURCES
96	Non-Intel. Elem., Air	Servant Elem., Fire	Golems, Eog	WATER SOURCES
97	Non-Intel. Elem., Dark	Servant Elem., Heat	Golems, Mithril	WATER SOURCES
98	Non-Intel. Elem., Light	Servant Elem., Ice	Gon Abatha	WATER SOURCES
99	Non-Intel. Elem., Wind	Servant Elem., Inertia	Guardian Elem., Aether	WATER SOURCES
100	Pegasus Construct	Servant Elem., Light	Guardian Elem., Chaos	Special or REROLL

CREATURE STATISTICS TABLE (13.3)

Name / Type	Level	MOVEMENT STATS: Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	COMBAT STATS: Size/ Crit	Hits	AT(DB)	Attacks	ENCOUNTER STATS: # Enc.	Treasure	Bonus EP	Outlook (IQ)
ANIMALS												
Adderhawk	10E	140	Dash/10	MF/VF	M/I	150G	6(40)	80MCl / 90MBa« / 70MPi	1-5	a	I	Aggres(MD)
Blaster Beetle	8B	100	Dash/30	VF/FA	M/-	90F	12(40)	60LCl / 70LBi / 80FBall	1	jc	B	Aggres(NO)
Foot Mites	0A	1	Spt/10	IN/VF	T/-	1A	1(30)	0TPi(100) / 0SSt(30)	1-3	-	D	Normal(NO)
Frinlan Horse—Trained	10A	90	Dash/30	FA/FA	L/-	150D	3(30)	70MCr / 80MTs / 60MBi / 80LBa / 90MTs†	1	-	B	Good(HI)
Frinlan Horse—Untrained	6D	90	Dash/30	FA/FA	L/-	120D	3(30)	30MCr / 40MTs / 20MBi / 40LBa / 50MTs†	1	-	B	Good(HI)
Ice Ox	5B	50	Run/0	SL/MD	L/-	90C	5(0)	75LHo / 50LTs	10-100	-	-	Pass(NO)
Marth	5A	200	FSpt/10	VF/FA	S/-	50B	3(50)	70Ti	5-50	yy	F	Carefree(IN)
Mullan	12G	30	Jog/0	SL/MF	L/-	300	1(10)	160HGr	1	-	J	Normal(NO)
Ohweesho	1A	80	Spt/10	MD/MD	S/-	50A	1(10)	30SPi / Special	1	-	A	Normal(NO)
Turmass	7A	120	Dash/35	VF/FA	M/-	70D	6(30)	80GravBr (as a Gravity bolt q.v. *EC*)	1	-	B	Playful(HI)
Tyrores	5C	60	Run/0	MD/MD	T/-	30A	4(10)	30SPi / 80HPi(10)	1-30	-	D	Beserk(NO)
Yourgle	5D	50	Run/0	SL/SL	M/#	100G	18(0)	50MPi30[Acid] / 70Mst70(Acid)	1	d	D	Passive(NO)
DRAGONS AND FELL CREATURES												
Clay Drake - Young (Lesser)	15F	200	FSpt/40	VF/VF	L/LA1	400G	14(50)	60LBi / 45LCl / 60LBa / 50LHo	1	y	I	Cruel(HI)
Clay Drake - Mature (Lesser)	20F	170	FSpt/30	VF/VF	H/LA	500G	16(60)	80LBi / 75LCl / 80LBa / 65LHo	1	yy	J	Cruel(VH)
Clay Drake - Old (Lesser)	40F	150	FSpt/10	VF/VF	H/LA	630G	18(70)	110LBi / 100LCl / 105LBa / 85LHo	1	yyj	K	Cruel(EX)
Deathfate	30B	210	Dash/30	VF/VF	M/#	350H	18(60)	150th / 150ma / 150ba / 150wm	1	yyyz	K	Cruel(EX)
Essence Drake	90D	300	Spt/30	FA/VF	H/SL	900G	20(100)	160HBi[Ess] / 140HCl[Ess] / 130HBa[Ess] / 120HHo[Ess] / 200EssenceBr / Spells	1	-	L	Varies(HI)
Land Monitor	50G	70	Spt/10	MD/FA	H/SLlr	1000H	20(20)	170HBi(2x) / 200HCl(2x) / 210HBa(2x) / 160HHo(2x) / 130EarBr(2x)	1	-	L	Aggres(NO)
Stone Drake - Young (Greater)	10G	210	Dash/30	VF/FA	H/LA	350G	14(30)	70LBi / 65LCl / 120LBa / 60LHo / 100ShardBr	1-10	yx	K	Varies(HI)
Stone Drake - Mature (Greater)	20F	200	Dash/20	VF/FA	H/SL	470G	16(40)	90LBi / 85LCl / 140LBa / 90LHo / 130ShardBr	1-8	yxx	K	Varies(VH)
Stone Drake - Old (Greater)	40F	180	FSpt/10	FA/MD	H/SL	600G	19(60)	120LBi / 110LCl / 165LBa / 110HHo / 170ShardBr	1-5	zxx	L	Varies(EX)
ELEMENTALS AND ARTIFICIAL BEINGS												
Blade (Lesser)	6C	100	Spt/10	MF/MF	M/-	100C	1(30)	50We	1	-	D	Aloof(AA)
Blade (Greater)	15D	110	FSpt/20	MF/FA	M/@	150D	4(50)	80LCl / 100We	1	-	E	Aloof(SU)
Blade (Lord)	25F	150	FSpt/40	FA/VF	M/#	200E	11(70)	100LGr(Neuro)[CNeuro] / 100HMst / 100We	1	-	G	Aloof(VH)
Ice Elephant Golem	20H	30	Run/0	SL/SL	H/LA#	600H	10(20)	100HHo / 120HBa / 100HTs / 100LGr / 140LCr√ / 100IceBr	1-10	-	H	Varies(NO)
Plasma Golem	20H	110	Dash/30	VF/VF	M/#	200H	16(20)	100Msw(2D)[B Cold] / 100Mst(2D)[B Cold] / 110PlasmaBr	1-10	-	I	Varies(NO)
Stone Elephant	20H	30	Run/0	SL/SL	H/LA#	700H	20(20)	100HHo / 120HBa / 100HTs / 100LGr / 140LCr√ / 100StoBr	1-10	-	I	Varies(NO)
Time Golem	10H	30	Run/0	SL/SL	M/#	100H	1(20)	100TimeBr	1-10	-	G	Varies(NO)
Water Golem	10A	100	Spt/10	FA/MF	M/#	100H	2(20)*	90WaterBr	1-10	-	F	Varies(NO)
Giant Skeletal Construct	15A	80	Spt/0	MF/FA	L/-#	120A	14(30)	90We/60MBa	12-30	-	D	Mission(NO)
Goliath Skeletal Construct	25A	110	FSpt/10	MD/MD	L/LA#	220A	16(20)	80LBa / 70LBi / 60LTs	11-20	-	D	Mission(NO)
Mannish Skeletal Construct	8A	60	Dash/10	MF/FA	M/I#	70A	10(20)	70We	15-60	-	B	Mission(NO)
Sliver	35H	300	Dash/50	BF/BF	M/LA#	250H	20(150)	110Mst(2D)[B Elect] / 120LBolt(2x) / Special	1	-	I	Protect(HI)
ENTITIES FROM OTHER PLANES												
Ektar	75A	var	var	MD/MD	var/#	1000H	20(200)	We200/200FBall [Ess & Neuro] / Spells / Special	1-3	xyyzz	K	Altru(EX)
Dark Ektar	50D	110	Spt/20	MF/MF	M/I	300D	Varies(100)	150We/100FBall/Spells	1	xxyzz	I	Cruel(EX)
Eedurlath	20G	120	Dash/40	FA/FA	M/#	200G	Varies(60)	120We	1	m	I	Varies(AA)
Focal	12E	110	Dash/20	FA/FA	M/I@	150G	16(60s)	110We(2D)	2-11	-	F	Good(SU)
Hearth Axe	30G	100	FSpt/10	FA/FA	M/#	320G	20(60)	220ba / 200hcb(x2) / 100FBolt / Spells	1	yy	J	Good(EX)
Orvaal	20G	120	FSpt/10	FA/FA	M/#	200G	11(30)	150fa / 120wp / 120da	1	yy	E	Bellig(MD)
Sharya	10G	220	Dash/30	BF/BF	M/#	150G	19(70)	90We / Spells / Special	1-10	x	H	Good(HI)
Time Spider	8C	100	FSpt/30	FA/VF	M/-	80B	8(35)	65LBi / Poison« / Special	1-10	-	G	Domin(SU)

CREATURE STATISTICS TABLE (13.3)

Name / Type	Level	MOVEMENT STATS: Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	COMBAT STATS: Size/ Crit	Hits	AT(DB)	Attacks	ENCOUNTER STATS: # Enc.	Treasure	Bonus EP	Outlook (IQ)
COMPOSITE MONSTERS												
Armorachnins	9H	100	FSpt/20	FA/FA	M/-	160F	19(20)	90LBi / poison« / 95LCl(2x)« / 75LGr / 60LBa	11-20	-	E	Good(AV)
Binlore	10F	60	FSpt/0	SL/MD	L/I	180F	10(20)	85LBa / 80LCl / 90We / 40ro	11-20	t	F	Hostile(LI)
Delmos	6A	180	Dash/40	VF/FA	L/I	150E	3(40)	70LBi / 60LCl / 60LBa	11-20	-	D	Aggres(VL)
Harmor	10C	200	Dash/40	VF/BF	L/-	180D	16(60)	75LCl / 80MPi / 80IceBr	1	-	E	Aloof(SU)
Hellion	6D	130	Dash/30	FA/MF	M/-	90C	3(30)	30MBi / 30SCl / Spells	1	stw	D	Greedy(HI)
Man-O-War	15B	50	Run/10	MD/MF	H/SL	670G	4(10)	110HSt(x10) / Poison« / Special	1	t	L	Aggres(NO)
Nimnors	13C	100	Run/20	MD/MD	L/LA@	220B	4(30)	75LMsw(2D) / 70LHo / 80ba(2D) / 65LBolt	1	lm	E	Normal(AA)
Octavion	15D	110	FSpt/0	FA/FA	H/LA	400F	10(35)	105LBi / 90LGr / 100MSt	1	-	F	Aggres(MD)
Oragon	8C	100	Run/0	MD/MF	L/@	120D	3(20)	80We(2D) / 60LGr85(2D) / 30LBi15	1-10	a	C	Hungry(IN)
Sealon	9B	110	Dash/25	FA/FA	L/-	120D	6(30)	75LCl / 90LBi	2-20	-	D	Hungry(LO)
Sko-Katian	6C	210	FSpt/30	FA/VF	M/-	70C	8(25)	50We / 750MBi / Poison«	3-30	-	C	Hungry(LI)
Tae Wolf	10B	100	Dash/20	FA/FA	L/-	160D	4(30)	85Ibcb / 110th	6-14	cc	F	Varies(HI)
Tremlor	15A	60	Run/10	SL/MD	L/LA	450G	20(10)	60LBi / 70MSt / Poison« / 80LBa	1-5	-	C	Passive(LI)
Viper Ants	6C	110	FSpt/10	VF/VF	S/-	60B	18(30)	50SBi / Poison«	12-30	-	B	Aggres(NO)
Weedling	5C	70	Walk/0	CR/VS	S/@	85C	3(10)	50SGr / Poison	1-3	-	C	Aggres(NO)
Wolfron	25C	120	Dash/30	VF/VF	H/SL	660I	10(40)	170We(4D) / 140LGr / 190HCrV / 120LBi / Spells	1	s	H	Aggres(AV)
UNDEAD												
Blood Lord of Souls (Lord Vampire)	35F	200	Spt/40	MF/VF	H/SL#	300H	4(150)	130HCl(3D)[D slash](death touch) / 110HBi(3D)[D slash](death touch) / Special / Spells	1	xxyzz	L	Domin(HI)
Shadowraith	12C	130	Run/20	MD/FA	M/#	99B	1(50)	80MCl / 80LGr(drain) / Spells	1	-	E	Bellig(AA)
Aether Spirit Elemental	75G	230	FSpt/5	FA/FA	H/SL#	700G	16(70)	140HBi / 100HCl / 100HBa / 100HHo / 170AetherBr	1	yyyyz	L	Cruel(VH)
Air Spirit Elemental	50G	200	Dash/0	VF/FA	H/SL#	450G	16(45)	130HBi / 110HCl / 130HBa / 70HHo / 105AirBr	1	yyysz	L	Cruel(SU)
Chaos Spirit Elemental	75G	150	Spt/0	FA/FA	H/SL#	950G	16(70)	100HBi / 90HCl / 100HBa / 90HHo / 150ChaosBr	1	yyyz	L	Cruel(VH)
Cold Spirit Elemental	50G	130	Spt/0	FA/FA	H/SL#	600G	18(80)	140HBi / 110HCl / 140HBa / 80HHo / 125ColdBr	1	yysz	L	Cruel(HI)
Dark Spirit Elemental	50G	160	FSpt/0	FA/FA	H/SL	500G	17(45)	100HBi / 100HCl / 140HBa / 90HHo / 145DarkBr	1	yysz	L	Cruel(VH)
Earth Spirit Elemental	50G	130	Spt/0	FA/FA	H/SL#	700G	19(60)	160HBi / 150HCl / 200HBa / 150HHo / 100EarthBr	1	yysz	L	Cruel(HI)
Electrical Spirit Elemental	80H	300	FSpt/20	VF/VF	H/SL#	500H	16(70)	110HBi / 130HCl / 100HBa / 120HHo / 140ElecBr	1	-	L	Cruel(AA)
Fire Spirit Elemental	70G	180	Spt/0	FA/FA	H/SL#	550G	20(75)	150HBi / 160HCl / 150HBa / 115HHo / 150FireBr	1	yyyz	L	Cruel(VH)
Gas Spirit Elemental	50G	100	FSpt/10	MF/FA	H/SL	600G	18(50)	100HBi / 100HCl / 120HBa / 80HHo / GasBr	1	yysz	L	Cruel(EX)
Gravity Spirit Elemental	70G	240	Dash/20	BF/VF	H/SL	750G	19(60)	140HBi / 150HCl / 160HBa / 120HHo / 120GravBr	1	yysz	L	Cruel(HI)
Heat Spirit Elemental	70G	200	Dash/10	VF/VF	H/SL	800G	20(60)	160HBi / 160HCl / 180HBa / 140HHo / 100HeatBr	1	yysz	L	Cruel(HI)
Ice Spirit Elemental	90G	160	Spt/10	FA/FA	H/SL	900G	20(80)	180HBi / 160HCl / 170HBa / 180HHo / 120IceBr	1	yysz	L	Cruel(HI)
Ilinar Spirit Elemental	85G	120	Spt/0	FA/FA	H/SL	900G	16(85)	120HBi / 140HCl / 150HBa / 160HHo / 200SpiritBr	1	yysz	L	Cruel(EX)
Inertia Spirit Elemental	65G	240	Dash/20	BF/VF	H/SL	600G	12(65)	120HBi / 140HCl / 160HBa / 160HHo / 160IceBr	1	yysz	L	Cruel(HI)
Light Spirit Elemental	85G	100	Dash/10	VF/FA	H/SL	600G	10(30)	110HBi / 140HCl / 100HBa / 120HHo / 150LightBr	1	yysz	L	Cruel(HI)
Nether Spirit Elemental	85G	110	Spt/10	FA/FA	H/SL	1200G	18(75)	170HBi / 150HCl / 130HBa / 140HHo / 170NetherBr	1	yysz	L	Cruel(VH)
Nexus Spirit Elemental	85G	140	Spt/0	FA/FA	H/SL	900G	16(75)	150HBi / 170HCl / 160HBa / 110HHo / 160NexusBr	1	yysz	L	Cruel(EX)
Plasma Spirit Elemental	80G	200	Spt/10	FA/FA	H/SL	1000G	20(80)	160HBi / 150HCl / 160HBa / 140HHo / 180PlasmaBr	1	yysz	L	Cruel(VH)
Sea Spirit Elemental	60G	100	Spt/0	MF/MF	H/SL	700G	14(55)	150HBi / 110HCl / 180HBa / 100HHo / 180WaterBr	1	yysz	L	Cruel(SU)
Time Spirit Elemental	85G	150	Spt/0	FA/FA	H/SL	1200G	16(70)	160HBi / 150HCl / 110HBa / 150HHo / 170TimeBr	1	yysz	L	Cruel(HI)
Vacid Spirit Elemental	80G	200	Spt/0	FA/FA	H/SL	1000G	18(85)	140HBi / 160HCl / 180HBa / 120HHo / 180VacidBr	1	yysz	L	Cruel(HI)
Vibration Spirit Elemental	75G	90	Spt/10	MF/MF	H/SL	680G	18(40)	130HBi / 10HCl / 180HBa / 100HHo / 150VibBr	1	-	L	Cruel(HI)
Water Spirit Elemental	70G	100	Spt/20	MF/MF	H/SL	600G	14(40)	150HBi / 100HCl / 180HBa / 110HHo / 170WaterBr	1	-	L	Cruel(HI)
Wind Spirit Elemental	80G	200	Spt/0	FA/FA	H/SL	800G	10(60)	120HBi / 120HCl / 170HBa / 100HHo / 155VibBr	1	yyyz	L	Cruel(AA)
RACES												
Aragons	5C	120(swim)	Run/10	SL/MD	M/-	60D	11(20)	70LCl(2x) / 60MBi / 80SBolt / 40Icb / 40trident	4-24	cc	D	Bellig(AV)
Arachnins	5D	100	FSpt/5	FA/FA	M/-	50D	9(35s)	45Melee / 50Missile	1	*	D	Varies(AV)
Orex	6D	110	Spt/10	MS/FA	M/-	95D	8(30)	75We(2x) / 90gb(2x)	3-30	aa	G	Normal(AA)
Yasheen	6B	40	Run/20	MD/MF	M/-	100H	18(10)	50Melee / 50Missile	17-22	*	D	[illegible](AA)

14.0 INDICES

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(Entity DS) ..... Entity from Deep Space
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KEY

C ..... *Creatures & Treasures*
CII ..... *Creatures & Treasures II*
CIII ..... *Creatures & Treasures III*
EC ..... *Elemental Companion*
OC ..... *Oriental Companion*
RI to RVII ..... *RMC I* to *RMC VII*
(Weap.) ..... Weapon
(M. Potent) ..... Most Potent
(L. Artifact) ..... Legendary Artifact

— A —

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Anvil of Replication (Modest) RVII118
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Arrow of Eagle Feather (Modest) C78
Arrow of Sea-Feathers (Modest) C78
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Arrows of Flame (Weapon) C73
Arrows of Illumination (Weapon) CIII-74
Arrows of Impaling Foes (Potent) CII-77
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Arrows of Smoke (Weapon) CIII-74
Arrows of Splitting (Potent) OC93
Arrows of Summoning (Weapon) CII-69
Arrows of Web (Weapon) CIII-74
Ashes of Luctu (Artifact) RVII124
Asmud's Oil (Potion) CII-68
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Balite Potions of War (M. Potent) RVII122
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Battle Totem (Most Potent) RV94
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Bell of Healing (Potent) C79
Bell of Stunning Chimes (Modest) C78
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Blade of Discord (Weapon) ....C[illegible]
Blade of Frost (Weapon) C72
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Bone Axe (Most Potent) ....RVII[illegible]
Bone Claw (Potent) ....RV[illegible]
Bone Necklace of Charging (Modest) C78
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Bracer of the Spider (Potent) CII-77
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Bracers of Channeling (Modest) ....C[illegible]
Bracers of Essence (Modest) C75
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Breastplate of Encum. (Armor) ....C[illegible]

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Chaos Seeker (Most Potent) RVII122
Chaos Staves (Most Potent) RV94
Chaos Stone (Most Potent) RVII122
Chaos Sword (Weapon) CII-69
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Crystal of Rock Vision (Potent) C80
Crystal of Smoke Vision (Modest) C78
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Cubic Boat (Modest) CIII-82
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Dagger of Assassination (Weapon) C72
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Dagger of Detctions (Weapon) CII-69
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Darkling Leather (Armor) CII-71
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Darts of Numbing (Modest) RVII118
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Demon Armor (Most Potent) CII-84
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Demon Claw (Most Potent) RVII122
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Fire Essense (Potion) CIII-69
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Fire Staff +15 (Weapon) CIII-75
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