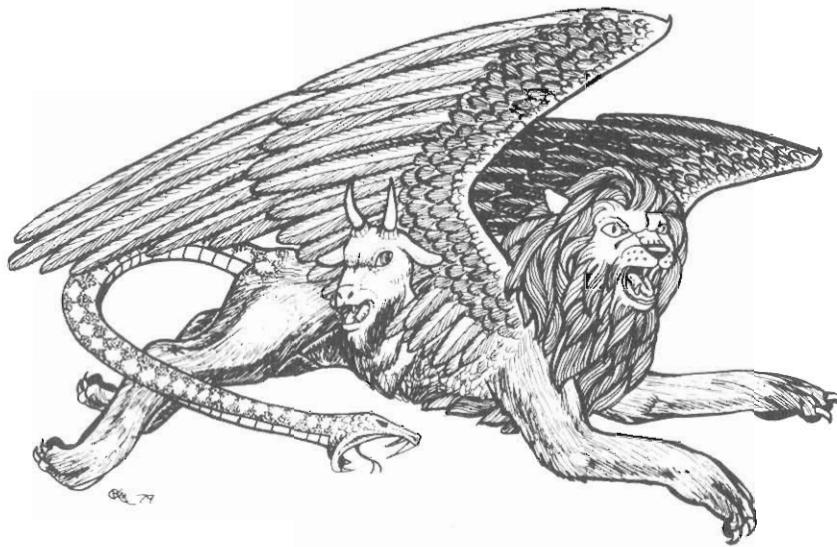


**ADVENTURES
IN
FANTASY**

**BOOK
OF
CREATURES
AND
TREASURE**

**BY
RICHARD SNIDER
AND
DAVID L. ARNESON**

BOOK OF CREATURES AND TREASURE



INTRODUCTION

The creatures of the basic game were extracted, in the main, from the myths of Europe and the Mediterranean. Some creatures, the Al, the Tigbanua and some of the characteristics of the **DRAGON** stem from other sources than this.

The intent of the creature section is to provide a mythos composed of those creatures that comprise the major segment of our mythological heritage and to present them in an accurate format. The creatures are presented here with the attributes, and background, they possessed in the myths of their origin.

The treasure matrices in the game are a rational system for randomizing this source of lucre. They provide a maximum of variation in the treasures while resisting the tendency, general today, towards treasure immensity. The artifacts of the game, like the spells in the magic system, are derived from the authors' research and represent a solid sample of these items. To maintain the balance of a game these potent artifacts should be rare. The tables have been weighted with this idea in mind.

From our viewpoint treasure is an important facet of any fantasy game. We believe that you will find this system highly enjoyable and mentally stimulating. Enjoy.

TABLE OF CONTENTS BOOK III

INTRODUCTION	ii
TABLE OF CONTENTS	iii
CREATURE DESCRIPTION	1
THE DRAGON	1
THE JINN	13
CREATURE INFORMATION CHART	30,31
TREASURE	32
GENERAL TREASURE CHART	33
GEMSTONE VALUES TABLE	34
MISCELLANEOUS TREASURE	34,35
MAGIC ITEMS	36
SWORDS	36
ARMORS	39
AMULETS	39
TALISMANS	42
MAGICAL ARTIFACTS TABLE	44
MISCELLANEOUS ARTIFACTS DESCRIPTION	45
SAMPLE CAMPAIGN ARTIFACT TABLE	50

CREATURE DESCRIPTIONS



DRAGONS

AVERAGE HIT POINTS; VARIABLE
MOVEMENT: GROUND; VARIABLE
FLYING; VARIABLE
ALIGNMENT; VARIABLE

BODY TYPE; SCALED
HIT DICE; VARIABLE

The Dragon is the most puissant, deadly and intelligent of all the creatures of man's myth. Of all his attributes, the individuality of the Dragon must be stressed the most. Each Dragon is individual in its appearance, interests and personality and these factors must be simulated to adequately do justice to the species called Dragon.

Each Dragon has the following characteristics: Form, Age, Size, Sex, Intelligence, an Egotism Index, a Greed Index, a Personality Index, Alignment, Breath Value, Magic Rating, Interests and a Hoard. Referee's should roll and place the Dragons that exist in their campaign prior to commencing play. This will ease play as the rolling of some of these characteristics is time consuming and somewhat complicated.

To roll your Dragons consult the following tables:

FORM:

The Dragons' form is determined on the following charts. Use a 20 sided die to determine the HEAD and BODY; use two 20 sided dice to determine the extremities. If the Dragon turns out to be wingless, it is unable to fly.

HEAD

1	HORNED RAM
2 + 3	HORNED CAMEL
4 - 6	HORNLESS CROCODILE
7	ELEPHANT HEAD
8	SALAMANDER HEAD
9 + 10	SERPENT HEAD

BODY

1 + 2	GREEN SCALES
3 - 5	ARMORED SCALES
6 + 7	RED SCALES
8	GOLD SCALES
9	GREEN ARMORED
10	RED ARMORED

EXTREMITIES

2	SHELLED BELLY, FRONT FEET OF TIGER
3 - 5	LIONS FORELEGS, EAGLES REARLEGS
6 + 7	FORKED TAIL, NECK OF SERPENT
8	WEBBED FEET, BOVINE EARS
9	WINGED, #6 and #8 ABOVE
10	WINGED, #2 and #3 ABOVE
11	WINGED, #3 and #6 ABOVE
12	WINGED, #2 and #6 ABOVE
13 - 15	WINGED, #3 and #8 ABOVE
16 - 19	WINGED, #2 and #8 ABOVE
20	WINGED, #2, #3, #6 and #8 ABOVE

If the Dragons' scales are listed as being **ARMORED**, they will have the defense against attack of +5% plate armor. If not, they will have the defense of normal plate armor.

AGE

To determine the age of a dragon roll two 20 sided dice for a number 1 to 100. This number, divided by three (rounding up to the nearest whole number) equals the **AGE GRADE** of the Dragon, 1 to 34. For the purpose of the campaign, a Dragon increases **ONE** age grade every 30 campaign years. The actual age of the Dragon is 30 times his age grade for the purpose of the game.

SIZE AND HIT POINTS

The size of a Dragon is determined by multiplying his **SIZE GRADE**, determined below with one 20 sided die, times his **AGE GRADE**. The number reached as a result is the size and number of hit points of the Dragon. Once the size grade of a Dragon is determined it never changes; as the **AGE GRADE** increases with time the Dragon increases in size and hit points. Determine the **SIZE** grade as follows:

ROLL SIZE GRADE	1-3 10	4-7 15	8 + 9 20	10 30
--------------------	-----------	-----------	-------------	----------

EXAMPLE: A Dragon of age grade 23 and Size Grade 20 would have 20 hits per age grade level for a total in size and hit points of 460 (on a roll of 8 or 9).

SEX

The sex of a Dragon is determined by rolling a 20 sided die. On a roll of 1-7 the Dragon is male; on a roll of 8-10 it is female. If the Dragon is female its size grade is increased 20%, i.e. it is 20% larger than the result specified above. **EXAMPLE:** Size Grade becomes 36 instead of 30 if grade 10.

Female Dragons will never mate before they are age grade 10 or after they reach age grade 30. If the female has an **INTEREST** in **LOVE** and is the proper Age Grade, then the following rules apply:

- (1) The female Dragon will lay 1-6 eggs (use a 6 sided die) **SIX** months after any mating occurs. There is a 50% chance per egg that the egg is fertile; otherwise, the egg will crumble into dust in **ONE** to **THREE** years. Fertile eggs require **THIRTY** years to mature. At the start of the 30th year a 12 sided die is rolled to see in which month the egg will hatch. (If the optional calendar is used, the Dragon will never give birth or hatch on the day of Tehuti or the month of the Basilisk. When the eggs hatch, the mother drives the hatchlings from the lair and destroys the remaining shell fragments.
- (2) Once the egg is lain it is self-sufficient. It requires no care. It is impervious to **NON-MAGICAL** attack of any kind. The effect of magical attack on it is at the referee's discretion.
- (3) Dragon hatchlings are **AGE GRADE 1**. They are fully capable of surviving in the wild as they possess a racial memory for such skills as are necessary. They are not capable of using their breath for 1-6 days. When they gain their breath weapon, they will also have fixed their personality, egotism, greed and interests.

INTELLIGENCE

A Dragon's intelligence is determined by rolling two 20 sided dice for a number 1 to 100. When this is determined, 80 is added to the number. The resulting intelligence range for Dragons is 81-180.

EGOTISM INDEX

All Dragons are egotistic to a greater or lesser degree. The Egotism Index determines to what degree the particular Dragon's egotism colors his judgement and influences his relations with other creatures. A Dragon's index also affects his alignment. The index is determined with a 20 sided die on the table below.

ROLL	AFFECT ON RELATIONS	AFFECT ON ALIGNMENT
1 + 2	There is a 10% chance that the Dragon will travel up to 90 miles from his lair with an adventuring party that asks him if: 1) The treasure is worth at least 100,000 G.P. or 2) The treasure contains at least 4 MAGIC ITEMS or 3) The treasure contains items of the Dragon's interest.	-30%
3-5	As above except there is only a 5% chance that the Dragon will travel with the party.	-15%
6-8	There is only a 5% chance that the Dragon will accompany the party and the treasure MUST contain items of the Dragon's interest plus one of the other conditions in 1 + 2 above.	0%
9	There is no chance that the Dragon will travel with the party; there is a 50% chance that the Dragon will attack if the party is of a different alignment.	+ 15%
10	No chance of the Dragon travelling with the party. There is a 50% chance that the Dragon will attack any creature that ventures within 90 feet of its lair regardless of alignment.	+ 30%

Once a Dragon refuses something, he will always refuse it. The Dragon will consider it an affront and will attack if asked to do something for a party that it has already refused to do.

GREED INDEX

Greed is also a trait common to all Dragons. The Greed Index reflects the Dragon's attitude towards wealth and the acquisition of wealth with other creatures. To determine the effect of the Greed Index roll two 20 sided dice for a number 1 to 100 and consult the table below.

ROLL	EFFECT ON RELATIONS	ALIGNMENT EFFECT
1-10	He will share in treasure equitably. He will even part with ONE item he possesses if a dire need exists for it.	-50%
11-25	He will share in treasure equitably. He will never allow his own hoard to be defiled.	-20%
26-50	He will always demand a 10% greater share of treasure than normally is due (if he went with two other creatures, he would demand 43% of the treasure instead of 33%). He will demand it twice; if it is not given after the second demand, he will attack.	0%
51-75	Will always demand a 20% greater share than is his normal due. He will attack anyone that does not give him his greater share the first time it is asked.	+ 5%

76-90	Will always demand a 40% greater share of treasure than normal. He will demand to personally take his share first and will attack anyone that touches the portion that he considers to be his.	+ 15%
91-97	Will always demand a 50% greater share of treasure. Will demand to personally take his share first and will attack anyone who touches what he considers his. Will attack anyone that attempts to enter his lair.	+ 30%
98-100	He will demand all the treasure gained as his share. He will attack anyone that moves within 90 feet of his lair.	+ 60%

PERSONALITY TRAITS

The following characteristics are the basic personality traits that can be found in Dragons. Roll two 20 sided dice and add the result for a number from 2-20. Roll three times per Dragon, determining three separate traits. If the same number is rolled twice, ignore the second roll and roll over. These three traits are the basic personality of the Dragon.

ROLL	TRAIT	ALIGNMENT EFFECT		ROLL	TRAIT	ALIGNMENT EFFECT	
		ROLL	EFFECT			ROLL	EFFECT
2	OPEN	-20		12	TREACHEROUS	+ 15	
3	BRAVE	-5		13	MEAN	+ 15	
4	KIND	-20		14	DEADLY	0	
5	KILLER	0		15	CONNIVING	+ 5	
6	HONEST	-10		16	IMAGINATIVE	0	
7	ADVENTUROUS	0		17	COWARD	0	
8	GLUTTON	+5		18	ARROGANT	+ 10	
9	DULL	0		19	MISERLY	+ 10	
10	WITTY	0		20	POMPOUS	0	
11	TALKER	0					

NOTE: Referees should take these personality traits into consideration when player characters meet dragons, especially if the player attempts to form a friendly relationship with the Dragon. The Dragon's personality will decide result.

If Characteristics rolled conflict with the results rolled on either the egotism or greed index, the referee should feel free to disregard the roll on the personality table and roll over.

ALIGNMENT

A Dragon's Alignment is determined by his Egotism Index, his Greed Index, and his three Personality Traits. The procedure to determine Alignment is to add "Effect on Alignment" numbers of the five traits and indices for the Dragon and comparing the net result on the graph below:

LAWFUL	NEUTRAL	CHAOTIC
-10	-5	0 + 5 + 10 + 15 + 20

$$\text{EGOTISM INDEX EFFECT} + \text{GREED INDEX EFFECT} + \text{PERSONALITY TRAIT \#1 EFFECT} \\ + \text{P.T. \#2 EFFECT} + \text{P.T.\#3 EFFECT} = \text{NET RESULT.}$$

If the net result is +10 or greater, the Dragon is Chaotic; if the net result is -5 or less, the Dragon is Lawful; otherwise, the Dragon is Neutral in Alignment.

DRAGON BREATH

The Breath weapon of all Dragons is fire. A Dragon may only unleash this Breath once every four turns; that is, if he uses his Breath on any given turn of combat, he may not use it during the next three turns. After the three turn wait, the Dragon can use his Breath again.

Dragon Breath causes damage in a 45 degree cone from the Dragon. The range of the Breath is equal to ten times the Dragon's Age Grade plus 90 feet (range is in feet). The Dragon may breathe in any direction he desires but only one direction per use. Only those creatures within the cone are affected by the fire.

To determine the potency of the Breath, divide the Dragon's Size by ten. Dropping any fraction, the result is the percentage chance that the Dragon's Breath will kill anyone within the cone. The Dragon rolls once for each creature within the cone; there is no saving throw allowed for any creature that the Dragon kills on this roll. If the Dragon fails to kill any creature on this roll, the creature then rolls his normal saving throw (as against a 10 point spell). If the creature makes the saving throw, he does not suffer any damage; if he fails, he is burned to a crisp. Any creature that is normally resistant to fire or is protected in some way against Dragons will disregard the automatic death chance.

MAGIC

The difference between sorcerous magic and Dragon magic is that Dragon magic is due to the innate supernatural powers of the Dragon. He is a force in his Alignment and capable of drawing magic directly from the Alignment's source. Human sorcerers, on the other hand, achieve their magical effects through a system of pacts with the forces of nature or the Alignments. These forces then wield the magic as the sorcerer commands; without these forces, human magic is impossible. A sorcerer is but an instrument of a greater force; the Dragon is a force in and of Himself.

While all Dragons have magical ability, unless they have the intelligence to recognize this ability in themselves, they will never use it. The threshold of this awareness is an Intelligence number of 150; if the Dragon has an Intelligence number of 151 or greater he will be able to use his magical ability; otherwise, he will not use it. Even Dragons who are aware of their ability generally tend to make little use of it.

The number of magic points available to an aware Dragon is 15 times his Age Grade and the use of this magic is restricted by the following rules.

- (1) Dragons automatically have the ability to cast any of the spells of their Alignment; they will never cast spells of any other Alignment nor will they cast any Non-alignment spells.
- (2) The Dragon will only use his total number of magic points monthly rather than daily. While he has the innate ability to use these points all in a single day, he will not do so because of his nature.
- (3) The Dragon will never use more than 5% of his total magical ability in any one day (round up fractions).
- (4) The experience level of a Dragon for magic use and saving throws, as a warrior, versus magic cast at them is equal to the Dragon's AGE Grade divided by TWO with any fractions rounded up to the closest whole number. **EXAMPLE:** A Dragon of AGE GRADE 28 would have an experience level of 14.

INTERESTS

All Dragons have an Interest in the world. The following list of interests give a basic indication of the pursuit that may be of the greatest importance to a particular Dragon. Roll two, 20 sided dice for a number from 1 to 100; roll only once unless a 97 to 100 is rolled on the first roll. A description of each Interest follows the table.

ROLL	INTEREST
1-25	MAGIC(M)
26-35	SCHOLAR(S)
36-45	WAR & WEAPONS(W&W)
46-55	CRAFTS(C)

56-70	HISTORIES(H)
71-80	CREATURES(CR)
81-90	FOODS(F)
91-96	LOVE(L)
97-99	TWO OF THE ABOVE*
100	THREE OF THE ABOVE*

*(Ignore subsequent rolls higher than 96.)

Magic — A Dragon with an Interest in Magic may cast his magical ability in a two week period rather than monthly and may cast up to 20% of his ability on a single day. He will also desire any magical item which he finds or sees. If the item is possessed by another creature, there is a 60% chance that the Dragon will attempt to take it forcibly if it is not freely given; roll for each magical item separately. In any treasures discovered, a Dragon with this Interest will *always* demand *all* magical items regardless of his Greed index (treat as a 100 roll).

Scholar — A Dragon with this Interest will desire any printed matter which he finds or sees. If the printed matter is possessed by another creature, there is a 60% chance that the Dragon will attempt to take it forcibly if it is not freely given. If the printed matter is magical, the Dragon will always attempt to seize it. In any treasures discovered, a Dragon with this Interest will *always* demand *all* printed matter regardless of his Greed Index (treat as a 100 roll).

War & Weapons — A Dragon with this Interest will desire weapons and printed matter that deals specifically with warfare. If the weapon or text is possessed by another creature, there is a 60% chance that the Dragon will attempt to take it forcibly if it is not freely given; roll for each item separately. The Dragon will automatically seize any magical weapon that it finds or sees regardless of his Greed Index (treat as a 100 roll). There is only a 60% chance that the Dragon will desire magical armors; roll for each set of armor separately.

Crafts — A Dragon with this Interest likes items of artistic value, i.e., jewelry and engraved metals (especially armors costing more than 100 Gold Pieces). There is a 50% chance that the Dragon will desire any item of art which he finds or sees; roll for each item separately. If the item is possessed by another creature, he will take it forcibly if not freely given. He will automatically seize any magical artistic items that he finds or sees.

Artistic items that the Dragon can be interested in are generally restricted to those that are portable. However, if the Dragon stumbles across a large area with some massive and wonderful art, i.e. a temple, throne room, etc., there is a 20% chance that he will attempt to clear the area of whatever inhabitants are there and will make it his lair.

Histories — A Dragon with this Interest is curious about the history of the major races. He will automatically desire any book that tells of or depicts the history of these races. There is an 80% chance that he will desire historical magical items, maps or graphic tapestries; there is a 40% chance that he will desire any other item of antiquity that he sees. If the item is possessed by another creature, he will take it forcibly if not freely given.

Creatures — A Dragon with this Interest is enthralled by the diversity of animal life. There is a 20% chance that he will attempt to subdue and study any creature who approaches his lair. If so captured, the victim will be held prisoner for 1-10 days (roll a 20 sided die for a number from 1 to 10). If the victim fails to escape by the time the Dragon is through with him, there is a 50% chance that the Dragon will eat him when the study is done; otherwise the victim will be released.

Foods — A Dragon with this Interest is a gourmet. He will steal any fancy foods (ordinary rations are not considered to be fancy) he finds and will hunt or eat only the finest meats. If the Dragon is Chaotic, his favorite indulgence will be human females, preferably virgins.

Love — A Dragon with this Interest is propagating the species. He is the only type that will ever breed; the others consider it a needless waste of time for the immortal Dragon to "sui-

ly" himself with such a "base" activity. There is a 10% chance every year that the Dragon will be engaged in this activity which means that there will be two Dragons in a lair. In all cases of this dual occupation, the Dragon who owns the lair will remain in the lair while the other departs when the affair is consummated. To determine the number of days that the lair will be occupied by both Dragons, roll two, 20 sided dice for a number from 1 to 100 and divide by 2 (drop all fractions). If the result is zero, the second Dragon stays for 1/3 of a day and then leaves. Unless under powerful duress, two Dragons will never cohabit in one place longer than this 50 day period. While mating, both Dragons will attack any creature who comes within 200 feet of the lair.

THE DRAGON HOARD

A Dragon's Hoard is his prize. Unless he is an exceptional Dragon, he will never brook any other creature disrupting his hoard. Roll for each type of treasure on the table below and multiply the Base Amount or Number by the Dragon's Age Grade to obtain the size of the Dragon's Basic Hoard.

DRAGON'S BASIC HOARD

Treasure Type	Base Amount or Number	Type of Die Used To Determine Amount or Number
GOLD	1000 to 6000	6 SIDED
SILVER	1000 to 10,000	20 SIDED
MAGIC ITEMS	0 to 1	6 SIDED ($1\cdot4=0$; $5+6=1$)
JEWELS	1 to 3	6 SIDED ($1,2=1$; $3,4=2$; $5,6=3$)
JEWELRY	1 to 6	6 SIDED
BOOKS	0 to 1	6 SIDED ($1,2,3=0$; $4,5,6=1$)
MISCELLANEOUS		
TREASURE	1 to 10	20 SIDED

In addition to the Basic Hoard, the Dragon will also have several concentration of treasure items which reflect the Dragon's Interest(s). Multiply the numbers found on the table below by the Dragon's Age Grade and add the result to the appropriate category of the Basic Hoard. "N" means there isn't any extra treasure of that type.

DRAGON INTEREST

TREASURE TYPE	N	S	W&W	C	H	CR	F	L
GOLD	N	N	N	N	N	N	N	1,000
SILVER	N	N	N	N	N	N	N	2,000
MAGIC ITEMS	2	N	1	1	N	N	N	N
JEWELS	1	N	N	1	N	N	2	2
JEWELRY	2	N	N	3	1	N	N	N
BOOKS	2	2	N	N	1	N	N	N
MISCELLANEOUS								
TREASURE	N	1	1	2	1	3	4	1

The total of these two tables is the amount of treasure that the Dragon possesses in his Hoard.

THE DRAGON'S LAIR

The Lair is the center of every Dragon's life; all the Dragon's possessions will be in it. The type of Lair is determined by rolling a 20 sided die for a number from 1 to 10. On a roll of 1 to 7, it is a cavern; on a roll of 8, it is an open eyrie in a mountain; on a roll of 9, it is an extinct volcano; on a roll of 10, it is a ruined palace or temple of some kind. All the different types of Lairs have the following in common:

- (1) The entrance will be at least 50 feet wide and 20 feet high and will open onto the main chamber.
- (2) The main chamber will be at least 200 square feet and will contain the Dragon and at least 80% of his Hoard.
- (3) The Dragon will *never* keep treasure in any area of the Lair that he cannot reach within two turns.
- (4) If the Dragon flies, the Lair will also have an exit from which the Dragon can leave aerially.

The actual diagram of the Lair beyond these guidelines is left entirely up to the referee.

The Dragon will never place his Lair within 200 miles of another Dragon. The Dragon will consider this size area to be his territory and will not brook the invasion by others of his race except in special circumstances as determined by the referee.

Except when mating, Dragons will always be encountered as a solitary creature. There is a 60% chance that the Dragon will be sleeping when encountered in his Lair and a 10% chance that he will not be in his Lair. If he is not in his Lair and the Lair is entered, the Dragon will return in 1 to 6 turns (roll a 6 sided die).

EXAMPLE

Below is the description of the Dragon Sco'la. It is recommended that the specifications of each Dragon be kept on a 3" x 5" index card. The detailed listing of the treasure items would be put on the back of the index card. (SEE: HOW TO SET UP AN ADVENTURE for a diagram of Sco'la's Lair.)

DRAGON SCO'LA

Size: 560	Average Hit Points: 560	Body Type: SCALED
Age: 840	Movement: 7" Ground	Hit Dice: NA
Intelligence: 161	15" Flying	Lair: Cavern
Alignment: Lawful		Interest: Creatures
Physical Description: A winged male with a hornless crocodile head, an armor scaled body, a shelled belly, the feet of a tiger, a forked tail and the neck of a serpent.		

	Alignment	Effect	Sco'la's Hoard	
Egotism Index:	9	+ 20	Gold:	56,000 Gold Pieces
Greed Index:	4	-50	Silver:	168,000 Silver Pieces
P.T. #1-Treacherous:		+ 15	Magic Items:	28
P.T. #2-Arrogant:		+ 10	Jewels:	28 pieces
P.T. #3-Brave:		-5	Books:	None
Alignment Number:		-10	Miscellaneous Treasure	252 Items

Magic Points: 420

Breath Dimensions: 56% lethal; 370 ft. range

Size Grade: 20

Age Grade: 28

NOTES

For deciding if a Dragon will be of any service to others, the Dragon will not help in any active manner if *any* characteristic would cancel his helping other creatures. If more than one characteristic is against, he will attack if the creature is of a different Alignment; if more than two characteristics are against, he will attack regardless of alignment. Referees should use their judgement in making decisions concerning Dragon reactions.

DETERMINING DRAGON MOVEMENT RATES

The movement rates of dragons are determined as follows with the following formulas:

FLYING SPEED: 20"—(Hit point Value/100 (rounded down)) Example a dragon of size grade 6 and age grade 6 takes 90 hits. This yields a value above of 90/100 rounded down or 0 for a subtractor. The flying speed of this dragon would be 20" or 200 feet per turn.

GROUND SPEED: 12"—(Hit point Value/100 (rounded down)) Using the example above this would yield a **DRAGON** with a ground movement speed of 12' or 120 feet per turn.



**BUGBEAR****AVERAGE HIT POINTS: 12****MOVEMENT: 6"****ALIGNMENT: NEUTRAL (BLACK)****BODY TYPE: LION****HIT DICE: 2(+2)**

The Bugbear is closely related to the Goblin race. In fact, the name **BUGBEAR** was originally intended to mean **GOBLIN BEAR**. In size the Bugbear is about the height of an average human but is much stronger and incredibly vicious. Its intelligence is very limited and for all intents and purposes is little advanced over the animals in native intelligence. The Bugbear is totally carnivorous. Its favorite food is the tender flesh of human children.

In any **GOBLIN** encounter, in addition to the armored Goblins there is a 40% chance that 10% of the force rounded down to the closest whole number is made up of Bugbears. The Goblin lair will always contain a minimum of 15 **BUGBEARS**. If not encountered as part of a goblin encounter there will be 1-10 Bugbears encountered. They will always attack humans when given an opportunity to do so. If they are outnumbered they will trail the party and attempt to pick off a straggler or attack at night when they are sleeping. Unlike their Goblin sires the Bugbear is not afflicted by sunlight. They are however equally afflicted by **IRON** and the law **BURNING LIGHT** spell.

OGRE**AVERAGE HIT POINTS: 30****MOVEMENT: 6"****ALIGNMENT: NEUTRAL (BLACK)****BODY TYPE: HUMAN****HIT DICE: 6**

Ogres are the misshapen, barren offspring of the Troll and Trow. The creature possesses limited intelligence and dexterity. His strength, however, is truly awesome. In rolling these characteristics, if desired his intelligence is between 1-10. His dexterity is -50% with 0 being the minimum. The strength of the Ogre is a +200% yielding a value of 201-300. Ogres do not use any type of finished weapon. When a weapon is required, they pick up whatever is handy, a tree limb, large rock, et cetera.

Ogres are encountered in groups of 1-4 males. There is a 10% chance that they will be encountered in their lair. In this case there will be 11-20 Ogres, 1-10 of which will be female. The only distinction for an Ogre being female is that the size is 80% of that of the male Ogre and the intelligence is 50% greater than the male ogre, i.e. 2-15. In the wars of Faerry the Ogre is commonly used by the Troll race as warriors. For details on this see the **TROLL** section.

TROW**AVERAGE HIT POINTS: 40****MOVEMENT: 7"****ALIGNMENT: NEUTRAL (BLACK)****BODY TYPE: HUMAN****HIT DICE: 8**

Giant cousins and sometimes allies of the Troll race. The Trow is a cruel and stupid eater of men. Trow dwell in caves. They are generally found only in the mountains and along seacoasts. They dress only in skins and are at best armed with a club. In size they are twice the size of the troll. They are incapable of performing any artisan skills of any type. The Trow will generally attack anything except trolls on sight. In the troll horde this sometimes causes a problem when the Trow is left too close to the Ogres in the force. The Trow are fiercely hated by the **ANAKIM** (see **ANAKIM**).

When Trow are encountered the first two possible are adult. If a third is present, it is a child. A Trow child will be 3/4 the size of the full grown trow.

BLACK ELVES	AVERAGE HIT POINTS: 8 MOVEMENT: 5" ALIGNMENT: NEUTRAL (BLACK)	BODY TYPE: HUMAN HIT DICE: 2(2)
--------------------	--	--

The Black Elves, or Svartalfar, are encountered only below the ground. If exposed to the sun or a **BURNING LIGHT** spell they are automatically turned to stone without a saving throw. To be considered to be exposed they of course must be within the range of the effect. The Svartalfar are incapable of utilizing magic but they are fully as skilled as artisans as are their surface dwelling cousin, the Elf.

They are encountered as for **GOBLINS** in the goblin section except that all Svartalfar will be armored in at least leather armor, 10% will be armored in **CHAINMAIL**. All Black Elves are capable of Dark Sight at all times. Like the elf the Svartalfar are afflicted by **IRON**. The Svartalfar enjoy, above all things, misleading and tricking other creatures. When they are encountered, they will attempt to mislead the party or trick it until it is either lost or falls into a Svartalfar ambush. The referee should adjudicate this carefully in the play of the game. If you do not wish to play it out, then just give the same saving throw against the Svartalfar that applies for the **WILL OF THE WISP**. If the throw is failed, the person failing follows and is misled (1-4) or ambushed (5-10). If ambushed, will be hit by **FOUR** Black Elves per member of the party.

ANAKIM	AVERAGE HIT POINTS: 50 MOVEMENT: 8" ALIGNMENT: CHAOS	BODY TYPE: HUMAN HIT DICE: 10
---------------	---	--

The Anakim are the long lived sons of a Demonic power. They are also the children of mortal women. The typical Anakim has Human intelligence and is slightly larger than is the **TROW**. The **ANAKIM** dwells in magically protected castles and if his intelligence is sufficient is capable of using chaotic magic.

The Anakim is capable of manufacturing and using weapons and armors of metal other than **IRON**. The Anakim is afflicted by **IRON** in the same way as are the **FAERRY RACES**. The weaponry possessed by the Anakim should be determined by the referee at random. There is a 10% chance that his weapon is magic and a 20% chance that his armor is magic. If the Anakim is capable of using magic himself, these chances of magical items are tripled (30% and 60%).

The Anakim will generally attack **TROW** and **TROLLS** on sight. They are controlled by their desires for **HUMAN WOMEN**, wealth and all of the other significant pleasures of the material plane. They are exceedingly warlike and will go to any lengths to gain a person or thing that they desire.

When encountered out of their lair, the Anakim will be accompanied by **1-3 GRIFFINS**. He will be carrying **1-10 GEMS** and **10-100 GOLD PIECES**. When the Anakim lair is encountered, it will be guarded by **1-6 PERMANENT CHAOTIC SPELLS**. In addition the Anakim will have **2-12 GRIFFINS**.

The Anakims' treasure should be rolled as for a **AGE GRADE 20 DRAGON** whose interest is **LOVE**. In addition the Anakim has a 40% chance of having **1-6 HUMAN WOMEN** as captives. A **LAWFUL** character will kill any women found in this condition. In future supplements this type of affair will be covered more thoroughly. For now this suffices.

ASTRAL FAERRY	AVERAGE HIT POINTS: 15	BODY TYPE: HUMAN
	MOVEMENT: 6"	HIT DICE: 3
	ALIGNMENT: NEUTRAL (WHITE)	

Astral Faeries, or the Alfar, are encountered only as a result of the casting of the appropriate type of Faerry magic. The attributes of each Alfar are: **DEXTERITY 200, STRENGTH 80, INTELLIGENCE 150, STAMINA 200**. As mentioned in the spell, the Alfar will only fight physically when summoned. They will fight as level 15 warriors with a + 20% saving throw versus magic. If a magician "kills" one of the Alfar with his magic, he receives **DOUBLE** the experience normally awarded for a level 15 warrior. He will also earn the permanent enmity of all **ELVES AND FAERIES**. There is a 60% chance that any encounter with Trolls will result in no combat as Trolls will consider him as their ally. If lawful, ignore the above troll advantage.

ASTRAL CORPSE	AVERAGE HIT POINTS: 10	BODY TYPE: HUMAN
	MOVEMENT: 5"	HIT DICE: 2
	ALIGNMENT: NA, (varies)	

The Astral Corpse is the ethereal remnant of a person that used to exist in the material plane. It is only encountered through the appropriate spell or Faerry magic effect.

The goal of any Astral Corpse encountered is to take possession of a living human and thus live again on the material plane. Any hit scored by an Astral Corpse will require a saving throw versus 10 point magic. If the throw is failed, the victim is possessed by the corpse. If the throw is made, the hit has no effect. Other than possession the Astral Corpse is incapable of causing any damage to material beings.

A person possessed by this creature is stunned for 1-6 turns. After this period he will exhibit the characteristics of the Corpse that has possessed him. To determine these attributes roll on the following chances:

- (A) **ALIGNMENT: 1 = LAW/ 2 + 3 = NEUTRAL/ 4-6 = CHAOS**
- (B) **CHARACTERISTICS: Reroll INTELLIGENCE and CHARISMA**
- (C) **CHARACTER CLASS: 1-3 WARRIOR/ 4-6 MAGICIAN.** In these classes the experience level will be 2-12. If this indicates a change in class for the character, he no longer is capable of operating in his former class. If a magician, the new character will know **ONE** spell per level **PLUS** the number of magic points he can cast in one turn, i.e. if level 12, intelligence 100 = 20 spells.

Beyond the above simple adjustments the character will perform as specified for his new alignment. At the referee's discretion he may simply take the character out of play or treat the effect as an **INSANITY** spell. In future works more complex and accurate systems for handling **POSSESSION** will be presented. Until then, the actual handling of events such as the above is entirely at the discretion of the individual referee.

THE WILL OF THE WISP	AVERAGE HIT POINTS: NA	BODY TYPE: NA
	MOVEMENT: NA	HIT DICE: NA
	ALIGNMENT: NEUTRAL	

The Will of the Wisp is an occupant of fens and marshes and will be found only in swamp terrain. When the Will o' Wisp is encountered, a six sided die is rolled. If a 1-4 is rolled, the "Wisp" is malignant. If a 5 + 6 is rolled, it is beneficent.

If the "Wisp" is malignant, it will lead the victim(s) on until he is lost or trapped in a bog. In effect, when the wisp is encountered, all members of the party must make a saving throw versus **FOUR** point magic. Any who fail the throw are under the spell of the wisp. Those who make the throw are immobile for 1-6 turns rolled randomly for each. Animals being used by the party, and other non-humans, need not take a saving throw, they are unaffected. Persons who were affected roll their saving throw again if the wisp is not countered. If they fail again, they are led into a bog and are dead. If it is made, they are simply lost in the swamp. The effect of the wisp may be dispelled by a **DISPELL MAGIC** spell cast within **FOUR** turns of the effect taking place. Beyond this point they are hopelessly out of reach. At the referee's discretion you may play this out and allow the unaffected members of the party to chase the affected members into the swamp and try to save them. Allowing this is optional.

If the Wisp is beneficent, it will serve to lead the party around, or out of danger. In addition it can answer **ONE** question that asks for either a direction or a yes or no answer. It will do one or the other, once one of the above is accomplished to the satisfaction of the Wisp, it will disappear.

The Will of the Wisp is the Marsh Fire. In physical form it manifests as small, glowing balls of flame. In the old legends the Will of the Wisp is associated with the souls of the dead. Due to its insubstantial nature the Will of the Wisp is incapable of inflicting physical damage. The Will of the Wisp has no lair or treasure.

THE JINN RACE

In the Basic game the members of the **JINN RACE** are: The Jinn, the Ifreet and the Ghui. They are afflicted by **IRON** in the same way as are the **FAERRY RACES**. They are not afflicted by sunlight or light of any kind. In addition to the Iron affliction the Jinn Race abhors salt and will never touch it if it is offered. If they are tricked into consuming salt, they will suffer the same effect as for a successful **POISON** spell. They will not be allowed a saving throw against the effect of salt. Obviously, when an Arab offered a visitor salt, as well as the hospitality and other meanings, he was making sure the person was not a Jinn. One can't be too safe.

In an advanced supplement to follow the place of the Jinn race will be delineated in detail. For now the full descriptions of Eblis's fall from Allah's grace, in Mohammedan legend, need not be delineated beyond sketchy detail as it effects the use of the above three creatures. The following are the descriptions of the Jinn race:

A Jinn Treasure is equal to the basic hoard delineated for dragons, **AGE GRADE 1**

THE JINN

AVERAGE HIT POINTS: 15
MOVEMENT: 6" on FOOT

BODY TYPE: HUMAN
HIT DICE: 3

ALIGNMENT: (1 + 2 WHITE/ 3 + 4 GREY/
5 + 6 BLACK)

The Jinn were born out of scorching heat and smokeless flame. They are mortal, but extremely long-lived. Due to their birth they are impervious to damage by fire. Due to their former status in the cosmology of Islam as angels, a predominately air force, there is a 30% chance that any **AIR ELEMENTAL** cast on them will refuse to attack and will be automatically dispelled.

The Jinn have a limited magical capability. They are capable of 20 points of magic but may only utilize the following spells: **INSPIRATION**, **WIND**, **SHAPE SHIFTING**. In addition they have native abilities allowing them to fly, remain invisible and cause humans to suffer the equivalent of the Chaos **INSANITY** spell. With the flight ability they can carry **ONE** passenger who must be in physical contact with the Jinn. The invisibility should be treated in the same manner as the **LAW INVISIBILITY** spell. When encountered the Jinn will be invisible 50% of the time. The insanity effect should be treated as for the chaos spell. The native abilities listed above do not require the expenditure of any magic points to perform. The Jinn may do any **ONE** of these in a given turn as long as he is not fighting or performing magic. Saving throws versus the magic of the Jinn, i.e. effects that the Jinn expends **MAGIC POINTS** to perform are taken with 10% subtracted from the chance of a successful throw. (If normally a 60% chance of making the throw, the chance versus a Jinn is 50%.) This 10% would not apply to the Insanity effect because it is a native ability that does not call for the expenditure of magic points. In the basic game all Jinn encountered should be treated as having an experience level of 10 for both physical combat and sorcerous combat.

A Jinn will never voluntarily enter sorcerous combat. If a magician gets to within 10 feet of the Jinn he may, if desired, force the Jinn into sorcerous combat against its wishes. In this event the Jinn will always fight the combat using the **KILL** mode.

In the basic game Jinn are encountered in Forest, Swamp and Human dwellings (or cities for simplicity's sake). If the Jinn is encountered in the forest or swamp, there is a 20% chance that it is encountered in its lair. If it is encountered in the city, there is 0% chance that this is the Jinn's lair. If the Jinn is encountered out of its lair, there is a 90% chance that only one is encountered. If you roll 91-100, then you have encountered 1-6 Jinn.

In the basic game the Jinn lair will be a cave (roll 01-80) or a magic castle (81-100). If it is a cave, it will be occupied by 1-3 Jinn and will have 1-3 Jinn treasures. If it is a castle, it will be

guarded by 1-6 permanent spells. Roll each, a roll of 1-4 = **WIND**, 5 + 6 = **INSPIRATION**. The castle of a Jinn will contain 1-10 normal Jinn and 1 Jinn with **DOUBLE** the normal experience level and magic point ability. The castle treasure will be 1 Jinn treasure per normal Jinn and Three times the maximum **JINN TREASURE** for the Jinn master. The castle size will be a level **ONE** as described in the **CASTLE** section. The referee should feel free to expand Jinn encounters as desired. The above only begins to scratch the society and attributes of the Jinn.

IFREET	AVERAGE HIT POINTS: 30 MOVEMENT: 8" on FOOT 30" FLYING ALIGNMENT: NEUTRAL (BLACK)	BODY TYPE: HUMAN HIT DICE: 6
---------------	--	---

The giant devils of the Jinn race. An Ifreet is the size of an old palm tree. It has two black wings, four hands of which two have the claws of a lion and onager tail like hair. He has two flaming red eyes in the normal human position and a green eye in the middle of this forehead between his full horns.

The Ifreet has the same magical ability as the master Jinn mentioned in the Jinn magic castle encounter. They have the same magical abilities as do the Jinn for both spells and native ability. Unlike the Jinn, the Ifreet is not capable of **INVISIBILITY** in the basic game. The Ifreet is also impervious to fire and has a 40% chance of turning **AIR ELEMENTALS** cast against it. Ifreet are always malevolent towards humans. In Islamic legend the Human race is responsible, in the Ifreet's eyes, for the fall of the Jinn race. The Ifreet does not forgive or forget this for one moment.

Ifreet are encountered in swamp, forest and desert. Their lairs are encountered only in the desert. If you encounter the Ifreet in the desert, the chance of encountering the lair is 30%. Other than lair encounters only **ONE** Ifreet is encountered. If the lair is found, it will be a cave warded by 5-10 permanent spells. In addition there will be a 40% chance that the Ifreet is larger than normal size and magic point ability. If this event occurs, roll a six sided die and multiply it times the Ifreet's average hit points and his magic point ability. A larger than normal Ifreet encountered is unable to leave the cave unless he can force a human to perform a quest for him and return. If he does this, he will be freed from the bondage that Allah has placed him in. If this is the case, the Ifreet will have at least **FOUR** of his permanent spells set to force this event on those who encounter his cave. The physical attack range of an Ifreet forced to remain in his cave is ten feet. He will not willingly engage in sorcerous combat but may be forced as for the Jinn. In forcing either of these races to sorcerous combat consider their intelligence to be 60 and their stamina to be 100.

The Ifreet in its lair will have a Jinn treasure. If it is larger than standard size, then take its multiplier times the amounts of the treasure found for the actual amount.

THE GHUL	AVERAGE HIT POINTS: 10 MOVEMENT: 5" ALIGNMENT: NEUTRAL (BLACK)	BODY TYPE: HUMAN HIT DICE: 2
-----------------	---	---

The Ghul are hideous desert dwelling monsters. They exist by consuming the bodies of the dead. They revel in misleading humans to their destruction. Any character that fails to make a saving throw versus 8 point magic will follow the Ghul's instructions. If he makes the throw, then the Ghul is found out; if not, he follows to the exclusion of all else. Only the character that the Ghul advises is allowed a saving throw. The Ghul is capable of taking the shape of any human he desires. He may do this five times per day. This is his only native ability. The Ghul are encountered in the desert or in cities. If encountered in the desert, there is a 20% chance of finding the lair; otherwise, **ONE** Ghul is encountered.

If the Ghul misleads a party he will take it into the desert and either leave it hopelessly lost (roll 1-5) or (on a 6 to 10) lead it into an ambush. The ambush will be by 20-120 Ghuls. There is a 10% chance that the Ghul army will be led by an **IFREET**.

If a Ghul lair is found, it will contain 20-120 Ghul. Each Ghul will have 1-6 copper pieces and there will be a Jinn treasure in the cave or burrow.

The native appearance of the Ghul is a hunched figure with long red fingernails and a general deformed and wattled appearance. They, like the Ifreet, generally hate mankind.

ĀL

AVERAGE HIT POINTS: 10
MOVEMENT: 5"
ALIGNMENT: CHAOS

BODY TYPE: HUMAN
HIT DICE: 2

The Āl is a demon from Armenian legend. It dwells in swamp and forest. It has snake like hair, brass fingers and iron teeth. Its most common weapon is a pair of large shears which it carries. The Āl revels in injuring human children. Its main food is the corpses of humans.

In addition to the normal physical attack, anyone that moves to within ten feet of the creature must take a saving throw versus the equivalent of the **PLAQUE** spell. If the throw is made once, it need not be taken again in the battle against **THAT** group of Al. If it is failed, it will have the same effect as the spell would. The demons are unconcerned with treasure and their lairs are of insignificant import so there is no treasure chance when these creatures are encountered.

TIGBANUA

AVERAGE HIT POINTS: 10
MOVEMENT: 6"
ALIGNMENT: CHAOS

BODY TYPE: HUMAN
HIT DICE: 2

The Tigbanua is one of the **BUSO** class of demon feared by the **BAGABO** people of the Philippines. The Tigbanua have long bodies, feet and necks. Their hair is curly and they have a flat nose and a single **RED** eye. They are found in graveyards, forests and mountain. Their only food is dead human flesh. They never cease their efforts to make dead flesh out of live flesh. When the Tigbanua is encountered by humans, it will always attack. They will have +20% chance of successfully ambushing the party that they attack.

The animal enemy of the Tigbanua is the **CAT**. For the basic game, if the party has a feline of any type with it, you will never be ambushed by a force of Tigbanua and you may always avoid them if you desire to do so. Like the Al, the Tigbanua is unconcerned with treasure and has an insignificant lair. There is no treasure chance in an encounter with these creatures.

RAKSHASA

AVERAGE HIT POINTS: 10
MOVEMENT: 5"
ALIGNMENT: CHAOS

BODY TYPE: HUMAN
HIT DICE: 2

The Rakshasa are the major demons of Hindu myth. In their native form they are colored yellow (1+2), green (3+4) or blue (5+6). Their eyes are vertical slits, their hair is matted and their fingers are set backwards on their hands. They possess extremely large bellies and have five feet.

The Rakshasa are shape shifters. They are capable of using this ability up to four times in a single day. If their false shape is discovered or broken (see **SHAPE SHIFTING** spell), they will assume their native form, as described above, for at least **THREE** turns.

The fingernails of the Rakshasa are deadly poison and their mere touch can cause death. To simulate this any hit by the Rakshasa will demand a saving throw versus a **POISON** spell. The chance of success on this throw will be a -5%. If the throw is failed, death is instantaneous. If the throw is made, no damage is scored by the hit.

The Rakshasa is a relatively stupid creature that is **ALWAYS** malignant to humans. They feed exclusively on human flesh and corpses. The major haunts of the Rakshasa are forests and cemeteries. They are most effective at night. If they are encountered in the daylight all saving throws and detection changes against their powers are resolved with a +15% chance of success for the player. (**EXAMPLE:** Poison is rolled with a +10% chance of success rather than a -5%.)

There is a 10% chance of finding a Rakshasa lair. If you do, the numbers found are **TRIPLED** with one of the Rakshasa being twice normal size. The treasure found will be a Jinn treasure.

NAGA

AVERAGE HIT POINTS: 15
MOVEMENT: 4"
ALIGNMENT: (1-4 NEUTRAL/ 5+6 LAW)

BODY TYPE: SNAKE
HIT DICE: 3

The Naga are Human headed serpents common to Indian legend. They are not generally malignant creatures but are a vicious and deadly enemy when they have been crossed. The Naga possess

a deadly venom. Any hit scored by a Naga will cause a saving throw versus the **POISON** spell with a -5% chance of making the throw. If the throw is failed, death is instantaneous. If the throw is made, it means that the Naga did not choose to inject poison on that hit. The damage inflicted by the hit is still inflicted. The Naga will have **ONE** dose of venom per **TWO** hit points that it possesses at full strength. Used doses are regenerated at the rate of **ONE** per ten turns.

All Naga have a jewel in the middle of their forehead. The value of the jewel will be equal to 1000 gold pieces per **HIT POINT** that the creature can take. (If you roll the hits out this is 3-30,000.)

There is a 10% chance of finding a Naga lair IF the encounter occurs on the shores of a quiet lake or cove. If the lair is encountered, it will have 1-6 Naga in residence. The lair of the Naga is an underwater palace. It will contain **ONE** Jinn treasure per Naga in residence. All the player must do is figure out a way to get it. Other than above the lair, the Naga can be encountered in forest, clear terrain or swamp. When encountered out of its lair, only **ONE** Naga is found.

The Naga are extremely sagacious creatures. In Hindu myth they contain the secrets of life and immortality. In the basic game the referee may establish a chance that the Naga will yield, or use, these secrets to the advantage of player characters who quest to the advantage of the Naga. The danger and time required for the request should be varied by the knowledge that the player desires to gain from the Naga.

CENTAURS

AVERAGE HIT POINTS: 20
MOVEMENT: 12"
ALIGNMENT: NEUTRAL

BODY TYPE: LION
HIT DICE: 4

The centaur is an intelligent half man,, half horse. His communities are comprised of 1-6 males, 2 to 12 females and 1 to 8 children. In addition, there is a 40% chance that the community is in a **HAMADRYAD** wood, a 60% chance of finding **1-6 SATYRS** in the community and a 20% chance that there are Nymphs. The type of Nymph, in this case, is varied by the type of terrain that the centaurs are encountered in. The centaur sex will vary its size as follows: males will be 100% of the above AHP, females 60% and children 30 to 80% of the above AHP.

The centaur, with few exceptions, are a violent, licentious breed and as such are totally unpredictable. When encountered they will attack (roll 01-30), ignore the party (roll 31-70) or be vociferously hospitable to them (roll 71-100). If hospitality is offered the party must spend at least 24 hours in the camp of the centaurs or they will be offended and attack. If the party contains a female human in it, there is a + 20% added to the above throw for the reception the centaurs give the party.

There is only a 20% chance that the centaurs are encountered outside of the lair. If so, the encounter will consist of 1-6 males. The centaur lair will contain treasure. For the effect of other creatures who may be associated with centaurs consult the descriptions of those creatures.

SATYRS

AVERAGE HIT POINTS: 5
MOVEMENT: 7"
ALIGNMENT: NEUTRAL

BODY TYPE: HUMAN
HIT DICE: 1

Satyrs are lewd and lascivious drunkards. They spend their time cavorting through the forest with the Nymphs and Centaurs, drinking and playing on their flute. In physical form the Satyr is a cross between humans and goats. They have the hooves, legs and horn of a goat. Their trunk from the waist up is human.

Satyrs generally shun men; if they are encountered, the Satyrs will take an evasion chance. If they fail to avoid, then the party encountered must take a saving throw versus the Satyrs' music, the equivalent of **TWO POINT MAGIC**. If the throw is made, there is no effect. If the throw is not made, the victim will follow the Satyrs' music through the woods, hoping to join the Satyrs and Nymphs in their frolics. The affected individual will attack anyone that attempts to bar his way. He may only be stopped from pursuing the Satyr through physical subdual. The effect of the Satyr will last until the Satyr releases the victim by stopping the music. If the victim is female, the Satyr will **NOT** release her until he has held her for 1-10 turns. When encountered alone, only **ONE** Satyr will be encountered. When encountered with other creatures, see the description of the other creatures to determine the numbers that are found. Regardless of the number of Satyrs encountered only one saving throw is required per man per encounter. For the play of the

basic game the only Satyr treasure will be a 20% chance that its flute is worth 2-20 gold pieces. Satyrs will have no other possessions.

NYMPHS

AVERAGE HIT POINTS: 10
MOVEMENT: (5")
ALIGNMENT: NEUTRAL

BODY TYPE: HUMAN
HIT DICE: 2

The female animistic spirits believed to populate different areas by the Greeks. Two types of these, the Dryad and Hamadryad, will be mentioned separately. Three other types exist for the play of the game. They are:

THE NEREIDS: Nymphs of the Ocean

THE OREADS: Nymphs of the Mountains

THE NAIADS: Nymphs of Running Water, i.e. Rivers, waterfalls, etc.

The basic attributes of the Nymphs are the same. They are all capable of shape shifting up to **TEN** times per day. Any mortal man who encounters them must take a saving throw as delineated for the **HAMADRYAD**. When encountered there will be 1-3 Nymphs. Per Nymph there is a 40% chance of 1-6 Satyrs being present and a 10% chance of a **HUMAN** warrior being present. Nymphs are encountered only in their lair. Satyrs are, of course, never encountered with Nereids. All Nymph types will take men for lovers. If a Nymph is captured, she will have a 10% chance per day of escaping unless she is kept from doing so magically. If taken out of her normal residence, she will waste away and die in 4-10 weeks.

Nymphs never perform aggressive attack on any creature. They always defend passively through the use of their charms and shape shifting ability. When Nymphs are encountered there is a 30% chance that they have **THREE TREASURES**. If not, then there is no treasure.

Nereids are only encountered in their lair if the party is capable of magically detecting the lair's presence below the water. The lair of the Nereid is an underwater castle. If not encountered in the lair, then only one Nereid is encountered and there is no chance of her being associated with other creatures.

DRYADS

AVERAGE HIT POINTS: 10
MOVEMENT: 5"
ALIGNMENT: NEUTRAL (WHITE)

BODY TYPE: HUMAN
HIT DICE: 2

Dryads, in Greek mythology, were the mortal daughters of the god **ZEUS** who worshipped the oak. Because of their connection to the godhead they will have the following attributes:

- (A) Within their woods they will have a + 20% chance to avoid encounter.
- (B) They are capable of enlisting the creatures of the wood to their aid if they are in mortal peril. This will mean a 50% chance per day of attack by beasts of the wood and an automatic escape by the Dryad if she is left unguarded for more than three turns at anytime.
- (C) The looks of the Dryad are determined by adding 100% to the charisma rating rolled for her, i.e. a charisma of 101-200. Because of this charisma and her nature all human males that encounter Dryads must take a saving throw versus **THREE** point magic. If they make the throw, the power has no effect. If they fail the throw, they will attack anyone who attempts to harm the Dryad. In addition they will stay in the wood to serve the Dryad until she tells them to leave her. This will mean a stay of **ONE WEEK** per **CHARISMA** point of the character affected by the Dryad's power.

When encountered there will be 1-6 Dryads. Per Dryad there is a 20% chance of a human warrior and a 60% chance of 1-6 Satyrs. The warrior encountered will have a random experience level of 1-6. Dryads neither seek nor keep treasure. There is a 40% chance they will have the equivalent of **TWO TREASURES** in the belongings of creatures who have served them.

Dryads may be taken from their wood. If they are, they will attempt to escape at any opportunity. If out of their woods, the above control of creatures is no longer automatic. Instead this ability will have a 30% chance of coming into play for both facets daily. Beyond trying to escape the Dryad will be totally passive and resigned. A Dryad will sell on the **SLAVE** block, in Neutral or Chaotic areas, for 100 gold pieces per point of charisma. All Dryads are female. If the Dryad fails to escape in the first month, a roll must be taken each month against 10 point magic by the Dryad. If the throw fails, she has pined away to the point of death for the loss of her home.

HAMADRYAD**AVERAGE HIT POINTS: NA****MOVEMENT: 5"****ALIGNMENT: NEUTRAL****BODY TYPE: HUMAN****HIT DICE: NA**

The Hamadryad is the Nymph of the Oak. They are long lived spirits whose existence is totally bound to the tree of which they are a part. Each is tied to a single tree, as long as the tree lives, they live. If the tree dies, they die. If the Hamadryad is separated from her tree for more than **ONE HOUR**, she will die.

The Hamadryad is a licentious spirit who will attempt to lure humans with a charisma of 75 or higher into her tree. This attempt requires that the human make a saving throw versus **FOUR** point magic. If the throw is failed, the person will enter the tree and not return for 1-6 weeks. Victims of this effect will be permanently reduced in strength 10 points and in stamina 5 points. If the human makes the saving throw, the power has no effect and that **HAMADRYAD** will never affect that human. If reduced to 0 or less, the human is dead!

Once someone enters the tree the only way to get him out, short of the above time duration, is to burn the tree. If this is done, the party will be attacked by forest animals and the persons inside the tree will suffer 1 to 12 hits damage. The Hamadryad, of course, will die.

When encountered there will be 1-6 Hamadryad trees in the grove. They should be set up within 100 feet of a central point. The direction from the point should be determined randomly. The range of the Hamadryads' power is 60 feet. If there are six Hamadryads in the wood and you move to within sixty feet of all six, six saving throws are required.

MINOTAUR**AVERAGE HIT POINTS: 25****MOVEMENT: 6"****ALIGNMENT: NEUTRAL****BODY TYPE: HUMAN****HIT DICE: 5**

The original minotaur of Knossus was the son of the Queen of Crete fathered by a bull meant for a sacrifice to Poseidon. Thus the Minotaur is the product of sodomy and heretical disregard of the gods.

The creature has the head of a bull and is human from the shoulders down. If encountered in its lair, it will automatically attack. If not in its lair, it will attack 60% of the time, i.e. if hungry. The mainstay of the Minotaurs' diet is human flesh. The Minotaur can be encountered in the mountains, forest and underground in man made dungeons or mazes. The minotaur is not a treasure keeper, give 20% chance 1 treasure.

UNICORNS

The Unicorn has been envisioned in many forms by man. In this game the following **FOUR** types of unicorn can be used:

UNICORN TYPE	AVERAGE HIT POINTS	BODY TYPE	MOVEMENT	HIT DICE	ALIGNMENT
CAPRINE	5	LION	20"	1	LAW
EQUINE	15	LION	40"	3	LAW
CTESIAN	20	LION	20"	4	LAW
The ORYX	10	LION	30"	2	LAW

If you do not desire to use the variable types of unicorns, then the **EQUINE UNICORN** should be used.

The basic form of the Unicorn varies by type. The Caprine Unicorn has the form of a goat. The Equine Unicorn has the form of a horse. The Oryx has the form of an antelope. The alicorns, or horns, of all three of these unicorn types is white at the base. From the base it narrows to a crimson point.

The Ctesian Unicorn is a more compounded creature. The fore quarters are those of a rhinoceros, the hind quarters are those of an antelope. It has the head of an ass. The Ctesian Alicorn is banded in black, white and red from the base to the tip.

All Unicorns prefer solitude and cannot be captured by men until they have fallen victim to a

human, virginal female. Once this has happened the beast can be captured and killed by men. The speed of the unicorn is reduced 50% when it falls victim to the virgin. The unicorn can never be tamed for the use of men. It will escape from or kill any who try.

THE ALICORN

The Alicorn is the horn of the Unicorn. The horn can be used to cure the effect of any poison, magical or otherwise. For this it must be used before the victim's death or on the turn of death. It will have no effect after the victim has died. In addition, the alicorn can be used to cure the effect of the **THROE** spell. The alicorn is utilized in the same manner as a **TALISMAN**. For this see the **MAGIC ITEM SECTION**.

The Alicorn is highly prized. In this basic game it can be sold at any **CITY** market for 10,000 gold pieces.

CYCLOPS

AVERAGE HIT POINTS: 60
MOVEMENT: 8"
ALIGNMENT: NEUTRAL

BODY TYPE: HUMAN
HIT DICE: 12

The name "Cyclops" means circle-eye. These monstrous sons of Poseidon were, under the direction of Hephaestus, the forgers of Zeus's lightning bolts. They are generally cruel and stupid. They dwell in caves found in the mountains or along sea coasts. In physical appearance they are three to four times the size of a human. They have a single eye in the middle of their forehead and are heavily haired.

Due to their awesome size and strength, the Cyclops is capable of throwing boulders of large size. They may cast the stone up to 120 feet. If it is cast at a building, wall, ship, etc., consult the basic game effect of a **HEAVY CATAPULT** used in this manner. If it is cast at a group of creatures, it will affect any creature within 10 feet of its point of impact. To determine the result the **CYCLOPS** rolls with a +20% chance to hit on the hit chart and +60% damage on the damage chart. If the result is greater than 100 on the damage chart, than the stone will score 2 to 20 hits on the creature hit. In using this ability the Cyclops spends one turn lifting the stone and one turn throwing it. Therefore at best he can only cast one every other turn. The cast stone must land at least 20 feet from the Cyclops who cast it.

As part of its subsistence, the Cyclops is a shepherd. If it is encountered in its lair, the lair will contain 10 to 100 sheep each worth three copper pieces. If encountered outside of its lair, the same number of sheep will be found within 300 feet of the Cyclops. Other than the sheep the Cyclops will have **TWO TREASURES**. The preferred food of the Cyclops is the flesh of humans. Any party that kills a Cyclops has a saving throw, as a party, versus **FOUR** point magic. If the party fails the throw, it will have bad luck, constant encounters and will be lost for 1-6 years. (You too can be Ulysses.)

HYDRA

AVERAGE HIT POINTS: 30
MOVEMENT: 5"
ALIGNMENT: CHAOS

BODY TYPE: SCALED
HIT DICE: NA

The Hydra is one of the major children of Chaos. It is a large reptilian beast with nine heads on nine necks. Of these heads, the center head is **IMMORTAL** and cannot be killed even if it is severed from its neck. In simulating the attributes of the Hydra the following rules should be used:

- (A) The Hydra will receive a maximum of one attack per head. If more than one head is used to attack a single individual, it will only receive one chance to hit; each additional head, however, will give a +5% chance of hitting the target and a +10% damage on any hit.

EXAMPLE: The warrior **SHOGAR** encounters a Hydra while adventuring alone. Confident of his ability, he charges. Because of neck length the Hydra chops before **SHOGAR**'s sword can strike. It does so with all nine heads yielding a +40% chance to hit for +80% on the damage table. **SHOGAR** will be lucky to get a chance to swing his sword.

The Hydra is limited in this head use. It will always attack as many of the available

targets as it possibly can. If it encountered 15 humans, it would attack **NINE** of them with one head each. When the hydra suffers damage and the heads regenerate, the above will apply to necks, not heads. If it regenerates to the point where it has **FOUR** heads on one neck, one person will be attacked by that neck and all four heads that are on it!

- (B) The Hydra possesses a venomous breath. Anyone hit by a Hydra must roll a number 1 to 100. If this roll exceeds his strength rating, he must roll a saving throw against **POISON**.

(C) **HYDRA REGENERATION:**

1. The damage that the Hydra can take is determined on a per head basis. The average Hydra, listed above, will take **THREE** hit points damage to each of its normal heads and **SIX** hit points damage to the immortal head. To remove a Hydra head it must be severed in one stroke, i.e. all hit points required to take it off must be scored in one turn. Up to two humans may attack a single Hydra head. To do this they must specify that they are working together on that head. If this is specified, they may total the damage they score on the head and use all modifiers due to both of them when determining if the head is effectively seared to prevent regeneration.
2. Except for the immortal head, the Hydra will regenerate **TWO** heads for each head severed on the turn following any turn that a head is lost. Each new head has the same properties and abilities as the old head did. If a three hit head is removed, it is replaced by **TWO** three hit heads. The only way to forestall the regeneration of the heads is to sear the wound with fire before the regeneration can occur. Only the player, or players, attacking the head that is severed can do this and then only if they have a burning torch in the hand at the time. The player desiring to do this must state specifically that he is doing so. To determine if the wound is successfully seared a saving throw is taken versus **TWO** point magic. If the throw is made, the wound is seared.

In searing the fire must be applied specifically to the head. For this reason magical fire effects thrown at the creature will not stop the creature from regenerating its damage, though it will score damage.

3. The Hydra may only be harmed through the destruction of its heads. Its body is totally impervious to damage from any source, physical or magical. When it is encountered, the Hydra will always be in its lair and will attack anyone that ventures within 100 feet of the lair.
4. The teeth of the Hydra may be used by **CHAOTIC SORCERORS** (magicians whose alignment is **CHAOS** and whose level is level 8 or higher) to produce the **CHILDREN OF HYDRA**. For attributes and procedure see the **CHILDREN OF HYDRA** section below.
5. The immortal head may not attack once severed. If it is not buried, it will grow a new Hydra in 30 days. A Hydra without its immortal head will die in 1 to 10 days.

CHILDREN OF HYDRA **AVERAGE HIT POINTS: 5**
MOVEMENT: 6"
ALIGNMENT: CHAOS

BODY TYPE: HUMAN
HIT DICE: 1

The children of Hydra are created by planting the teeth from the non-immortal heads of the Hydra. Each of the heads will have **TEN** plantable teeth. The children are produced by burying the teeth, one to a hole, in an open field. The magician must bury them himself. He may bury **TEN** teeth per turn. No more than 33 teeth may be buried in any ten square foot area.

After the teeth are planted, the magicians cast **SIX** magic points to activate the spell. The effect will cause every tooth that is planted within 50 feet of the sorceror's position to metamorphose into a sword armed, shield carrying skeleton. These creatures will attack anything that the sorceror orders them to attack, regardless of odds, until either they are destroyed or the target is. The children must be able to see the target to be attacked. If they cannot see the target, they will attack the sorceror and any other human within 200 feet.

The children, once created, are unkillable in normal combat. The scoring of the hit points above serves to disable them to the point that they can no longer move. When this occurs, it re-

mains on the spot where it was disabled and attacks any member of the target party that moves to within **FIVE** feet of its position. The children will continue combat until the target is destroyed or it is more than 200 feet away from them **AND** can no longer be seen. In both cases, they will immediately crumble into dust. If the sorcerer who gave them life is killed, they will crumble into dust. If the child is immersed in water, it will be destroyed. To immerse the creature in water it must be hit with a **RAIN** spell or be tricked into entering a body of water. The children always take the shortest route to their target. They are unable to see invisible objects. The children, of course, have no treasure.

CHIMEARA	AVERAGE HIT POINTS: 25 MOVEMENT: 8" WALKING 15" FLYING ALIGNMENT: CHAOS	BODY TYPE: LION HIT DICE: 5
-----------------	--	--

The Chimeara is a three-headed flying creature of Chaos. The heads of the Chimeara are those of a lion, a goat, and a serpent. It has the body of a lion and the wings of an eagle. The locations and attributes of the heads are as follows:

- (1) The Lion Head is located in the front and is only capable of biting at attackers.
- (2) The Goat Head sprouts from the right side of the body and may only attack towards the front, the rear, or the right side. The head is capable of attacking with or without fire; there is a 50% chance that the head will breathe fire in any given turn, though, once it breathes fire, it must wait two turns to breathe fire again. The fire will cover a 50 foot long, 45 degree cone and will have the same effect as a Chaotic Fire spell.
- (3) The Serpent Head is on the tail and may only attack towards the rear or to either side as a Poison spell.

SIDE BEING ATTACKED	HEADS THAT MAY DEFEND
FRONT	LION & GOAT
RIGHT	GOAT & SERPENT
LEFT	SERPENT
REAR	GOAT & SERPENT

GRIFFIN	AVERAGE HIT POINTS: 20 MOVEMENT: 8" on FOOT 15" FLYING ALIGNMENT: CHAOS	BODY TYPE: LION HIT DICE: 4
----------------	--	--

The Griffin has the body of a lion and the head and wings of an eagle. They are commonly found in association with the **ANAKIM** and as guardians of mines and treasure. Other than this they can be encountered in the forest, mountain or clear terrain. If encountered in clear terrain, there is no chance of finding the lair. If encountered in the forest or mountain, there is a 30% chance of finding them in their lair. If they are in the lair, **DOUBLE** the number rolled for numbers encountered, i.e. if roll 5, find 10.

The Griffins' main enemy, and favorite food, is the horse. It will always attack these creatures when they are found. Any mounted party that encounters Griffins will be attacked automatically. Beyond the above there is a 60% chance that the Griffins will attack. If the lair is encountered and the party does not withdraw, the Griffins will automatically attack. A Griffin lair will contain **ONE TO SIX TREASURES**. There is a 20% chance, if the encounter takes place in the mountains, that the lair is the entrance to a mine of some sort (see **CAMPAIGN RULES** for **UNDERGROUND**). Finally the Griffin is the father of the **HIPPOGRIFF**. For details see below.

HIPPOGRIFF	AVERAGE HIT POINTS: 15 MOVEMENT: 10" on FOOT 15" FLYING ALIGNMENT: CHAOS	BODY TYPE: LION HIT DICE: 3
-------------------	---	--

The Hippogriff is the spawn of the Griffin and the Horse. In this union the Griffin is always the sire. In physical form the Hippogriff has the head and wings of the eagle and the body of the horse. They are carnivorous beast with minimal intelligence. There is no chance of finding treasure with Hippogriffs when they are encountered.

The referee may, at his discretion, add an option for **CHAOTIC** cavalry to be mounted on these beasts. If so, no more than 10% of the nation's cavalry force should be mounted in this manner.

Sphinx

For the play of the game the two types of Sphinx are as follows. The alignment of both is **CHAOS**.

HUMAN HEADED SPHINX	AVERAGE HIT POINTS: 10	BODY TYPE: LION
	MOVEMENT: 6"	HIT DICE: 2
ANIMAL HEADED SPHINX	AVERAGE HIT POINTS: 12	BODY TYPE: LION
	MOVEMENT: 6"	HIT DICE: 2(+ 2)

The Animal Headed Sphinx has the head of either a ram (roll 1-3) or a hawk (roll 4-6). It is a vicious predator of minimal intelligence. When these are encountered, they will always attack non-chaotic parties. Chaotic parties will be attacked on a roll of 40% or less. When encountered, 1-6 will be found.

The Human Headed Sphinx has the head and chest of a man (roll 1 + 2) or woman (roll 3-6). These sphinxes are highly intelligent. When they are encountered, only one will be encountered. This Sphinx's manner of attack is to ask parties that it encounters a riddle. It directs the riddle at one member of the party. **IF** there are no volunteers to attempt the riddle, the referee should determine the person that it asked at random. Non player characters will never be subject to this chance when there is a player available to ask. To solve the riddle the player must roll less than or equal to his intelligence with two 20 sided dice rolled for a number between 1 and 100. If the player makes the throw, the Sphinx is killed and the player receives **DOUBLE** the normal experience for that level of creature. If he does not solve the riddle, i.e. rolls higher than his intelligence, he is **AUTOMATICALLY** killed by the Sphinx. On the roll for solving the riddle magicians will subtract 20 from the number that they roll. Optionally the referee may make a list riddles and quiz the players with them. If this is done, one riddle is assigned to each Sphinx as they always ask the same one.

When the riddling is going on no other character can interfere unless he can make a saving throw versus 15 point magic. If the throw is failed, the player who attempted it is dead. If it is made, he may attack the Sphinx breaking the riddle effect. If this occurs, the encounter becomes a normal combat with the above riddle throw disregarded. The time allowed to solve the riddle is equal to **THREE** combat turns. The above roll is taken at the end of the third turn. The riddle is considered to be asked as soon as the party moves to within 100 feet of the Sphinx or sees it within this 100 foot radii.

Both Sphinx types have the body of a lion. Neither are generally associated with treasure. Give a 20% chance of treasure when found.

CERYNEIAN HIND	AVERAGE HIT POINTS: 15	BODY TYPE: LION
	MOVEMENT: 20"	HIT DICE: 3
	ALIGNMENT: NEUTRAL	

This swift deer is beloved by many gods. Any person who kills the hind must take a saving throw versus 8 point magic. If the throw is failed, the person dies. Other members of the party that killed the hind must take a saving throw versus 2 point magic. If they fail, they also will die.

The Horns of the Hind are solid gold. Each horn has a value of 20,000 gold pieces for a total horn value per creature of 40,000 gold pieces. For carrying purposes each horn has a weight of 100. The hind is encountered only in the forest.

STYMPHALIAN BIRD	AVERAGE HIT POINTS: 5	BODY TYPE: AVIAN
	MOVEMENT: 3" FOOT OR SWIM	HIT DICE: 1
	18" FLYING	
	ALIGNMENT: NEUTRAL	

These birds are found only on lakes or marshes. Each bird is capable of firing its feathers as darts. They will have the effect and range of a short bow. Each bird is capable of firing **ONCE** per

turn. They cannot fire at a target that is less than **TEN** feet away. They may not fire when they are in flight. When not in flight, the birds' feathers serve as the equivalent of **PLATE ARMOR** for the players' chance of hitting. When the bird is in flight, it is treated as an unarmored target. The birds are omnivores with a preference for human planted grains and humans themselves.

Nemean Lion

AVERAGE HIT POINTS: 20
MOVEMENT: 7"
ALIGNMENT: CHAOS

BODY TYPE: LION
HIT DICE: 4

The Nemean Lion is impervious to damage by the edges of normal weapons. It may only be affected with magical weapons or the casting of magic. It will have a +15% armor effect against magic weapons and will save against magic as a level 16 warrior.

If the lion receives a **SPECIAL DAMAGE** hit with a club or mace, it will be stunned for **THREE** turns. If during those three turns a single character can throttle it, it will be dead. To throttle the creature requires a strength of 96 or higher applied for **TWO** full turns. The player doing so may not perform any other action in the turns that he is strangling the lion. In inflicting damage the lion scores +10% damage on the damage chart. The hide of the lion can be sold for 20,000 gold pieces. If it is kept, it will serve as impervious armor for the **BACK** and **HEAD**. The lion can only be skinned with its own claws. Found in forest, mountain and clear terrain.

BASILISK (COCKATRICE)

AVERAGE HIT POINTS: 10
MOVEMENT: 5"
ALIGNMENT: CHAOS

BODY TYPE: REPTILE
HIT DICE: 2

The mythological birth of a Basilisk is accomplished by a serpent hatching a cock's egg; the resulting creature has the head, wings, and legs of the bird and the reptilian body of the serpent. From all indications, the Cockatrice is simply the male form of the species (the Basilisk being the female). Except for appearance, a definition of gender for these creatures is meaningless as the creatures are incapable of breeding among themselves. Needless to say, the Basilli would be exceedingly rare in any campaign setting.

The Basilisk and Cockatrice are possessed of awesome powers:

- (1) The ability to kill any animal form (including human) with their touch.
- (2) The ability to wilt any plant form with their touch.
- (3) The ability to smash stone with their breath.

Contrary to popular belief, the Basilli do *not* have the ability to turn any organism into stone; their power is death and destruction, nothing more.

The Basilisk and Cockatrice are creatures of zero intelligence. They exist only to kill and destroy, and will automatically go out of their way to kill any animate object they see. They will only bother killing plant life or smashing stone if these happen to be in their path. The Basilli are considered to be creatures of Chaos. They never check morale in combat for any reason; the only way to stop an attacking Basilisk or Cockatrice is to kill it. Regardless of alignment, the Basilli may never be subdued, charmed or trained in any manner, magical or otherwise.

To simulate the attributes of the Basilisk and Cockatrice, the following rules will apply:

- (1) Anytime a Basilisk or Cockatrice makes a hit in battle, the creature hit will roll an immediate saving throw (as against a 13 point spell). If the creature fails to make the throw, it is dead; otherwise, the creature does not suffer any damage.
- (2) Plant life touched by the Basilisk or Cockatrice is automatically killed. If a tree containing a Hamadryad happens to be touched by a Basilisk or Cockatrice, both the tree and the Hamadryad are killed by the contact (a saving throw is not allowed).
- (3) The breath of a Basilisk or Cockatrice will smash up to a ten cubic foot area of stone in any given turn. The range of this power is ten feet and the Basilisk or Cockatrice will only use this power if the stone is blocking the path that it has chosen to take. The breath does not harm animate objects.

VAMPIRE (LAMIA)

AVERAGE HIT POINTS: NA
MOVEMENT: VARIES
ALIGNMENT: CHAOS

BODY TYPE: HUMAN
HIT DICE: NA

The Vampire that will be used in this game will be the authentic Vampire of **SLAVIC** legend. The Lamia is a female Vampire whose roots are traced to Greek legend. As there is only minor variance between the two we have chosen to list them in one class herein.

The Vampire is a resuscitated corpse with some of the powers of the spirit. In appearance the Vampire is lean and pale, cold to the touch, skeletal and withered and clothed in the clothing that he was buried in. In the basic game this will be a shroud. When the Vampire is sated, his eyes gleam red and his body loses the withered appearance. Other physical characteristics of the Vampire are pointed ears, sharp curved finger nails, an extremely hairy body, foul breath and immense strength.

The Vampire has the following supernatural abilities:

- (A) The ability to pass through **SIX** feet of soil. This can only be done by the Vampire to pass through the soil of his grave.
- (B) The vampire has the ability to take the following forms:
 1. A Cloud of mist. As this cloud the Vampire may move 10 feet per turn and pass through any door that is not warded against them.
 2. A Wolf. As a wolf the Vampire has the speed of a wolf and the combat abilities and attributes of a **WEREWOLF**.
 3. A Cat. In this form the Vampire will be capable of moving silently. The speed of movement is 40 feet per turn.
 4. A Rat. Speed of movement is 30 feet per turn. In this form is capable of doing anything a rat can do.
 5. An Owl. Flying speed as an owl is 120 feet per turn.
 6. A Fly. In the form of a fly the Vampire can move 60 feet per turn. When the Vampire takes the form of a fly or a rat, there is a 60% chance that he attracts unusual numbers of these creatures that would be noticeable to a party that encounters the Vampire.
- (C) The ability to Hypnotize his victim so they neither struggle or remember the attack. The victim chosen by the Vampire must take a saving throw versus 10 point magic. If the throw is failed, the victim is enthralled.

Of the above abilities the **LAMIA** has the Hypnotic power, the ability to turn into a cloud of mist and the ability to pass through six feet of grave soil.

A Vampire is a corpse possessed by a Demonic spirit. In Slavic legend he is not harmed by sunlight. Vampires are not encountered during the day because they ethically choose to haunt the night.

Silver, Garlic and Crucifixes may be used to some effect against the Vampire. When the use is attempted, the Vampire is allowed a saving throw versus 1 point magic (for silver and garlic) or 3 point magic for the crucifix. If the throw is failed, the Vampire is turned away from the person who used it, i.e. he may not attack that person on that turn. In any encounter where the Vampire fails **THREE** saving throws he will attempt to flee unless the encounter takes place within 50 feet of his grave.

In Slavic legend the Vampire's grave is found with a horse. Under no circumstances will a horse walk on the grave of a Vampire. To kill a Vampire a stake of **CONSECRATED** wood, preferably oak, must be driven through his heart. Alternatively the Vampire can be decapitated with a **SEXTON'S SPADE**. After either of these is done, the Vampire's body must be burned.

Anyone hit by a Vampire will become a Vampire. If he is killed by the attack, he will rise Undead the next night. If not, he will become a Vampire on death. Anyone who dies and is not given the appropriate blessings of his religion will become a Vampire. Werewolves and victims of Chaos also return as Vampires. Finally, there is a 50% chance that any Chaotic Magician that dies will become a Vampire.

The sole purpose to a Vampire's existence is to seek blood. Vampires prefer to take blood from the opposite sex but will take it from either. Vampires and Lamia only take **HUMAN** blood. In Slavic legend if a Vampire survives as a Vampire for **SEVEN YEARS**, he will become human again and live a normal lifespan, excluding childhood. On his death he will become a Vampire again for another seven year period. A Vampire must take at least one victim per night.

For the Lamia, beyond the abilities previously stationed the victim **MUST** be of the opposite sex. Victims taken by the Lamia are always drained to the death.

For the attack of the Vampire, the Vampire will hit **ONE** victim **ONCE**. The hit scored in doing

so will score 2-20 hits damage. After the one hit the Vampire will leave. If interfered with, the Vampire has the ability to score +50% damage in normal combat. Their strength is equivalent to 300 for the play of the game.

In changing shapes the Vampire requires one turn to make each change. The Vampire may only ingest blood while in **HUMAN** form, as described in the first paragraph.

Vampires and Lamia are encountered in cemeteries and cities.

LYCANTHROPY

There are basically two different types of Were creatures. (1) Those which wish to be Were creatures and who with the aid of a shape shifting spell, will appear in the shape of that animal, and (2) Those who have been bewitched by others and are doomed to involuntarily assume the shape of an animal for years until the curse is broken.

The manner in which the curse manifests itself depends on the locale. In certain locales it is believed that the skin of a hanged man will allow the wearer to assume the shape desired. In most other areas the party will be wearing a belt made from the hide of the animal that they are turning into (or even wearing the whole pelt!)

Those who are involuntarily Were creatures are those who have survived an attack (But have not been cured by a Magician, etc.) or have been placed in bondage by a Magician (The Mage might have even been just practicing!!)

To kill such a creature one can use Silver Arrows, Bullets, Spear points, or have a Spearhead, Arrow point, or bullet made with a Barleycorn inside. During the actual manufacture of these items they should be mixed with the heart (Must be made by Magician) and liver of a bat. Normal attacks also cause damage at 1/2 normal.

To be protected against attacks by these creatures is ordered by carrying a simple grey stone blessed by the local priest (any religion!). If the creature's name is known, calling the name out in the presence (10') of the creature will cause it to revert to human form and scare it away.

To utterly destroy the creature the destruction of the girdle or cloak will also kill the user. The death of the magician who cast the spell will also break it. It is a common belief that the death of a Were creature will cause it to turn into a Vampire (see Vampire section).

These creatures will appear in packs of 1-20 creatures (all adult) with all the characteristics normal to the creature that they are appearing as. These creatures carry no treasure on their persons but in their lairs (10% of the time) there will be 10 to 100 Silver pieces found per creature (Were types only) in the pack. These creatures can be found day or night at any time of the year in almost any locale.

WOLVES	1 H.D.	target, 7" Movement
LIONS	3 H.D.	target, 6" Movement
BEARS	4 H.D.	target, 5" Movement

ROC	AVERAGE HIT POINTS: VARIES	BODY TYPE: AVIAN
	MOVEMENT: ON FOOT: 3"	HIT DICE: VARIES
	FLYING: VARIES	
	ALIGNMENT: LAW	

The Roc is the King of the Birds of the Air. In form it is an immense eagle that often approaches the size of a **DRAGON**. Rocs are intelligent creatures.

If more than one Roc is encountered, they will automatically be in their lair and brooding. In this case one of the adults will be in the nest and the other within **SIX** moves of the nest hunting, if the nest contains eggs. If the nest contains live "roclets", both Rocs will be hunting no more than **FOUR** moves away from the nest. To determine the number of Rocs encountered consult the following:

ROLL	NUMBERS ENCOUNTERED
01-60	ONE ADULT (SIZE A)
61-85	1-3 EGGS, TWO ADULTS
86-92	1-2 ROCLETS (SIZE B), TWO ADULTS
93-97	1-2 ROCLETS (SIZE C), TWO ADULTS
98-100	1-2 ROCLETS (SIZE D), NO ADULTS

SIZE A: This refers to full adult Rocs. An adult male Roc, in the basic game, will have **AVERAGE HIT POINTS** of 60 on **12 HIT DICE**. An adult female **ROC** will have **AVERAGE HIT POINTS** of 50 on **10 HIT DICE**. The flying speed of both is a basic 50" per turn. To determine sex, for one adult encounter, a roll of 1+2 will indicate a male with 3-6 being female. This same roll is taken for the sex of any roclts that are found.

SIZE B: This indicates a brood of new hatchlings. They will be incapable of flight and will never leave the nest unless subdued and taken out. If this is done, they will only be capable of moving 1" per turn. In size these chicks will be 10 to 40% of the average adult size for their sex. Roll a 4 sided die to determine the percentage, determine sex as above.

SIZE C: These roclts are older than the babies of size B. They are not yet capable of flight but they may move the full speed on foot specified above. In size they are 50 to 80% of the average size for their sex. They will never be encountered more than 2" from their nest.

SIZE D: At this stage of the Rocs' development the roclts have nearly attained adult size and have been deserted by their parents so that they will start to hunt for themselves. The Roc encountered will be capable of full on foot movement. In size and flying movement they will be from 80 to 100% of full adult capabilities. To determine this roll a six sided die divided by two rounded up to the closest whole number if result is a fraction. **EXAMPLE:** A 3 is rolled. This indicates a Roc at 90% of adult size and flying speed. If he were male, this would yield **54 AHP** and flying speed of 45". Rocs encountered at this stage of development are ravenous and will attack anything that moves to within **ONE** move of the nest. This is automatic for a foot move away. When the party enters within the one move flying range of the Roc, a die is rolled. If a 1 or 2 is rolled on a 20 sided die, the Roc will take to the air, otherwise its hunger has not yet overthrown its fear of flight. Once the Roc takes to the air the first time this throw need never be taken again. A roclt in this stage may **NEVER** be subdued or captured.

If a roclt or an egg can be acquired, it can be trained by man. Generally to obtain it the parents must be either tricked or fought. Brooding Rocs, whether tame or wild, will **NEVER** have anything to do with other creatures beyond hunting. They will warn off **LAWFUL** persons encountered and attack all others. A Roc nest, once established, is permanent. The pair that build it will return to it whenever they brood.

The treasure of the Roc will be 0 to 12 **JEWELS**. This is determined by rolling two 20 sided dice for a number between 2 and 20 and subtracting eight from the roll.

Rocs will **ALWAYS** attack Chimearas, Griffins, Hippogriffs, and other Chaotic monsters, except **DRAGONS**, on sight. They will attack Dragons only in defense of their nest or if they have odds of at least two to one in their favor. (Two Rocs to One Dragon.)

Rocs may be encountered in any terrain except the ocean and swamp. If they are encountered other than in the mountain, or a high plateau in the desert, there is no chance of a lair encounter. In this case **ONE ADULT** is encountered automatically and the above roll to determine the encounter is ignored.

APE	AVERAGE HIT POINTS: 21 MOVEMENT: 5" ALIGNMENT: NONE	BODY TYPE: HUMAN HIT DICE: 4(-4)
------------	--	---

Apes are encountered in the mountains and the forest. The standard troop encountered should be 30% male, 40% female and 30% children. The female will be 60% of the above specified adult male size, or 2(+1) hit dice. The children should be given a roll for both sex and size. Roll a six sided die: if even, it is male; if odd, it is female. The size will be 0 to 80% of the adult of their sex. This roll is taken with a 20 sided die subtracting two from the result. A result of zero or less is equal to zero. Babies at this stage are allowed no hit points. To determine the other child age grade hit points simply multiply the decimal equivalent of the percentage times the average hit points for the sex. The average hit points of the female will be 11 hits.

VIPER	AVERAGE HIT POINTS: 3 MOVEMENT: 4" ALIGNMENT: NONE	BODY TYPE: SNAKE HIT DICE: 1(-2)
--------------	---	---

The small poisonous snake. Any one hit must take a saving throw versus poison with a +20% chance of making it. Poisonous snakes will not generally attack people unless they have

no avenue of retreat and thus feel themselves to be cornered. If startled, i.e. ambushed or am-bush, they will automatically strike on the first turn of the combat.

PYTHON	AVERAGE HIT POINTS: 15 MOVEMENT: 3" ALIGNMENT: NONE	BODY TYPE: SNAKE HIT DICE: 3
--------	---	---------------------------------

The large constrictor. Once they take a victim they will not continue to attack unless they are forced to do so. They will attack 60% of the time. If they do not attack, there is a 40% chance that they retreat, otherwise they will stay where they are and attack if the party comes within 10 feet or attacks in some other way.

BOAR	AVERAGE HIT POINTS: 8 MOVEMENT: 6" ALIGNMENT: NONE	BODY TYPE: LION HIT DICE: 2(-2)
------	--	------------------------------------

The wild pig. Boars encountered will have a ratio of 20% **MALES**, 60% females and 20% piglets if more than five are encountered. If less than five are encountered, they will all be males.

HIPPOCAMPUS	AVERAGE HIT POINTS: 18 MOVEMENT: 21" ALIGNMENT: NEUTRAL	BODY TYPE: SCALED HIT DICE: 4(-2)
-------------	---	--------------------------------------

The Hippocampus is encountered only in the sea. In the mythology of Ancient Greece the Hippocampus was the beast which pulled the chariot of Poseidon through the seas. In physical form the creature has the head and forequarters of a Horse and the rear quarters of a fish. They are not generally associated with treasure of any kind.

PEGASUS	AVERAGE HIT POINTS: 30 MOVEMENT: FOOT 10"/ FLY 30" ALIGNMENT: LAW	BODY TYPE: LION HIT DICE: 6
---------	---	--------------------------------

In the legends of the Greeks Pegasus sprang from the body of Medusa on the Gorgons' demise. With this as its genesis it is obviously a very rare creature. In physical form the Pegasus has the body and head of a stallion and the wings of an eagle.

SEA SERPENT	AVERAGE HIT POINTS: VARIES MOVEMENT: 18" ALIGNMENT: VARIES (1 to 4 NONE/ 5 + 6 CHAOS)	BODY TYPE: SCALED HIT DICE: NA
-------------	--	-----------------------------------

The basic Sea Serpent used in this game is a catch all creature used to handle many different monsters from the Deep Sea **KRAKEN** to "Nessie," i.e. the Loch Ness monster.

In the main these creatures should only be encountered in the sea. At the referee's option he may allow any that take 150 hits or less to also inhabit large lakes.

To determine the number of hits taken by a Sea Monster roll a number between 1 and 100 with two 20 sided dice. The result of this roll is multiplied times a number between 12 and 30 determined by rolling 2 20 sided dice for a number 2 to 20 and adding 10 to the roll. This effectively gives a range from 12 to 3000 hits for sea monster size.

The monster will prey on anything 2/3 its size or smaller. Any sea monster that takes 500 hits or more, in the basic game, will attack and automatically sink any ship encountering it. Any player on such a doomed vessel that cannot swim is automatically killed. Players that swim will be able to stay alive and will float to shore in 1 to 10 days. If another sea monster is encountered, there is a 30% chance it will eat the player. Those cast adrift lose all weapons and armor. A dagger may be retained.

AITVARAS

AVERAGE HIT POINTS: 10
MOVEMENT: 3" FOOT/ 21" FLY
ALIGNMENT: NEUTRAL

BODY TYPE: AVIAN
HIT DICE: 2

The Aitvaras is a Lituanian House spirit. In flight it has the appearance of a bolt of fire. In the house or on the ground it has the appearance of a cock. As long as it is fed daily on egg and cheese, it will serve its master faithfully.

The service the Aitvaras provides its master is, pure and simple, theft. The items stolen are primarily foodstuffs and coins. Per day the master of an Aitvaras will receive 1 to 6 gold pieces worth of purloined property. In addition there is a 20% chance per month that the Aitvaras will steal a jewel (roll 1 or 2) or a piece of jewelry (roll 3 to 6).

When the Aitvaras is encountered there is a 20% chance it is unattached. If so, it will attach itself to the player present with the highest charisma rating. If it is not unattached, then it will steal the coins of a member of the party selected at random. The maximum loss to this is 20 coins or 1 Jewel (20%). The player being pilfered is allowed a saving throw versus 3 point magic. If he makes the throw, he may fight the theft. If he scores damage, the coins are saved and the Aitvaras is driven away.

These creatures, as house spirits, **must have a permanent dwelling to serve**. If the player does not have his own household, the creature will leave him in 1 to 6 days. An Aitvaras may not be ordered to perform any action by its master, it does only that specified above.

TENGU

AVERAGE HIT POINTS: 9
MOVEMENT: 5" FOOT/ 15" FLY
ALIGNMENT: VARIES (1 LAW, 2 to 5
NEUTRAL, 6 CHAOS)

BODY TYPE: HUMAN
HIT DICE: 2(-1)

The Tengu are winged humans who dwell only in the forest. When encountered, there will be 1 to 10 Warriors in the force. Per three turns they will be reinforced by 11 to 20 until 1 to 6 reinforcement groups have arrived. If they are encountered in the lair (20% chance), there will be 40 to 400 Warriors in the city. The city found will be built in the trees 30 to 80 feet above ground.

Tengu Warriors are armed in leather armor. Their weapons are the spear and bow. They have maximum ability in using both weapons due to the acuteness of their eyesight, easily the equal of the hawk.

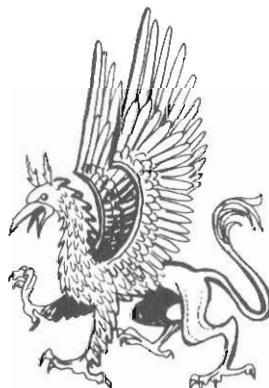
AUROCH

AVERAGE HIT POINTS: 40
MOVEMENT: 10"
ALIGNMENT: NONE

BODY TYPE: LION
HIT DICE: 8

The Bulls of Ninevah. The Auroch is a giant wild buffalo. When encountered, there is a 40% chance of encountering a solitary bull, otherwise there will be **ONE** Bull, 1 to 6 Cows and 1 to 10 Calves. The cows are 75% of the size of the bull. The calves are 10 to 60% of the size of the bull.
EXAMPLE: Cow **AHP** is 30, calves range from 4 to 24 in **AHP**.

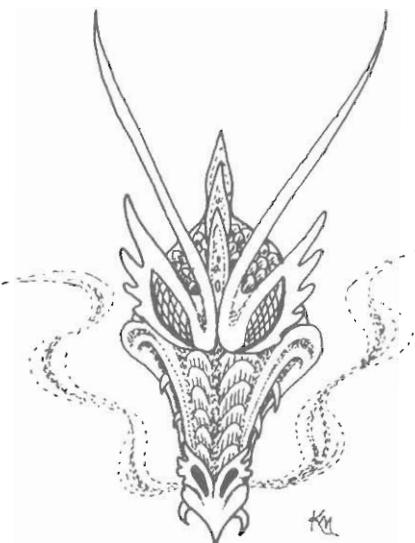
The Herd will only fight if attacked. Anyone who moves to within 60 feet is considered to be attacking by the bull.



CREATURE DESCRIPTION

	AHP	HIT-DICE	BODY TYPE	SPEED	NO. ENCOUNTERED
HORSE	20	4	LION	15"	3 ► 30
	In the wild must be outrun or cornered to be captured (max. 1 per pursuer) HUSBANDRY SPECIALTY will allow you to use one in 1 ► days.				
MULE	15	3	LION	10"	See Section
	Rove about in herds of 2 ► 20 but are rarely found in the wilds. Most are can-tankerous but domesticated. HUSBANDRY specialty will allow player to cap-ture and use.				
LION	13	3(-2)	LION	6"	2 ► 12
	A scavenger beast that attacks herd animals when hungry as well as man. Pelt is worth 1 ► 5 SP.				
TIGER	15	3	LION	8"	1 ► 6
	Fierce beast of the wastes. Will attack when threatened, cornered or to pro-tect young. The pelt is worth 1 ► 10 SP.				
WOLF	5	1	LION	7"	2 ► 20
	Pack animals. Will attack man when in great hunger and/or to protect young. The pelt is worth 1 ► 10 CP.				
BEAR	20	4	LION	5"	1 ► 4 (1 3=1 4=2) (5=3 6=4)
	Will attack when enraged, hungry or to protect young. The pelt is worth 1 ► 5 SP.				

**CREATURE
INFORMATION CHART**



<u>CREATURE</u>	<u>A.H.P.</u>	<u>HIT DICE</u>	<u>BODY TYPE</u>	<u>SPEED</u>	<u>NUMBER ENCOUNTERED</u>
ELF	8	2(-2)	HUMAN	6	SEE SECTION ANY (FOREST, CLEAR)
TROLL	VARIABLES	VARIABLES	HUMAN	6	SEE SECTION ANY (MOUNTAIN, FOREST)
DWARF	7	2(-3)	HUMAN	4	SEE SECTION MOUNTAIN
FAERRY	3	1(-2)	HUMAN	3/12	SEE SECTION FOREST, SWAMP, CLEAR
GOBLIN	5	1	HUMAN	4	SEE SECTION FOR., SW., CL., MOUN.
BUGBEAR	12	2(+2)	LION	6	SEE SECTION AS GOBLIN
OGRE	30	6	HUMAN	6	SEE SECTION MOUNTAIN, FOREST
TROW	40	8	HUMAN	7	1-3 MOUNTAIN, SEACOAST
BLACK ELVES	8	2(-2)	HUMAN	5	SEE SECTION
ANAKIM	50	10	HUMAN	8	SEE SECTION ANY
CHANGELINGS	10	2	HUMAN	5	1 ANY
ASTRAL FAERRY	15	3	HUMAN	6	SEE SECTION NOT ENCOUNTERED
ASTRAL CORPSE	10	2	HUMAN	5	SEE SECTION NOT ENCOUNTERED
WILL OF THE WISP	NA	NA	NA	NA	SEE SECTION SWAMP
JINN	15	3	HUMAN	6/20	SEE SECTION DESERT, CITY
IFREET	30	6	HUMAN	8/30	SEE SECTION DESERT
GUHL	10	2	HUMAN	5	SEE SECTION DESERT
AL	10	2	HUMAN	5	1-6 SWAMP, CITY
TIGBANUA	10	2	HUMAN	6	1-10 CITY, FOREST, MOUNTAIN
RAKSHASA	10	2	HUMAN	5	1-6 FOREST, CITY
NAGA	15	3	SNAKE	4	1(1-6) FOR., CL., SW., (WATER)
CENTAURS	20	4	LION	12	SEE SECTION FOREST
SATYRS	5	1	HUMAN	7	SEE SECTION FOREST
NYMPH	10	2	HUMAN	(5)	SEE SECTION ANY
DRYAD	10	2	HUMAN	5	SEE SECTION FOREST
HAMADRYAD	NA	NA	HUMAN	5	SEE SECTION FOREST
MINOTAUR	25	5	HUMAN	6	1 FOREST

CREATURE	A.H.P.	HIT DICE	BODY TYPE	SPEED	NUMBER ENCOUNTERED
CAPRINE UNICORN	5	1	LION	20	1 FOREST, CLEAR
EQUINE UNICORN	15	3	LION	40	1 FOREST, CLEAR
CTESIAN UNICORN	20	4	LION	20	1 FOREST, CLEAR
ORYX	10	2	LION	30	1 FOREST, CLEAR
CYCLOPS	60	12	HUMAN	8	1 MOUNTAIN, SEA COASTS
HYDRA	30	NA	SCALED	5	1 D, MO., FOR.
CHIMEARA	25	5	LION	7/15	1 MOUNTAIN, FOREST, CL.
GRIFFIN	20	4	LION	7/20	1-3 MOUNTAIN, FOREST, CL.
HIPPOGRIFF	15	3	LION	10/20	1-6 MOUNTAIN, FOREST, CL.
SPHINX	10	2	LION	6	1(1-6) DESERT, MOUN.
CERYNEIAN HIND	15	3	LION	20	1 FOREST
STYMPHALIAN BIRD	5	1	AVIAN	3/18	10-60 WATER, SWAMP
NEMEAN LION	20	4	LION	7	1 FOR., MOUN., CLEAR
BASILISK	10	2	REPTILE	5	1 DESERT
VAMPIRE (LAMIA)	NA	NA	HUMAN	VARIABLES	1 CITY
LYCANTHROPE	VARIABLES	VARIABLES	LION	VARIABLES	SEE SECTION ANY
ROC	VARIABLES	VARIABLES	AVIAN	VARIABLES	SEE SECTION MOUNTAIN
PEGASUS	30	6	LION	18/30	1 CLEAR, FOREST
HIPPOCAMPUS	18	4(-2)	SCALED	21	2-20 AT SEA
SEA SERPENT	VARIABLES	VARIABLES	SCALED	18	1 AT SEA
AITVARAS	10	2	AVIAN	3/24	1 ANY (CITY)
DRAGON	VARIABLES	VARIABLES	SCALED	VARIABLES	SEE SECTION
ELEMENTALS	VARIABLES	VARIABLES	VARIABLES	VARIABLES	SEE SECTION
TENGU	9	2(-1)	HUMAN	3/15	SEE SECTION FOREST
AUROCH	40	8	LION	10	SEE SECTION MOUN., FOR., CLEAR
LION	13	3(-2)	LION	6	2-12
TIGER	15	3	LION	8	1-6
WOLF	5	1	LION	7	2-20
BEAR	20	4	LION	5	1-4(1-3 = 1, 4 = 2, 5 = 3, 6 = 4)
HORSE	20	4	LION	15	3-30
MULE	15	3	LION	10	SEE SECTION
BOAR	8	2(-2)	LION	6	2-20
APE	21	4(-4)	HUMAN	5	1-10 MOUN., FOR.
VIPER	3	1(-2)	SNAKE	4	1-10 SWAMP, WATER
PYTHON	15	3	SNAKE	3	1-3 SWAMP
MEN	10	2	HUMAN	5	VARIABLES
CHILDREN OF THE HYDRA	5	1	HUMAN	6	SEE SECTION

The above are the basic creatures and animals in the basic game. Their attributes, encounters and treasures will be more fully discussed in the following section. In the above when a movement rate is specified before and behind a slash, the rate specified before the slash is ground movement speed and the number after the slash is the creature's speed flying. In the basic game the basic hit die for rolling the number of hits that a creature takes is a 20 sided die read yielding a value from 1-10. The average figures are given for your use if you do not care to roll the creature hit points.

TREASURE

Deep in the hearts of many there lies the desire for vast power and riches. In many cases the two go hand in hand especially in the worlds where magic exists. Whether it is a mountain of gold or an artifact that bestows great power, the characters in a fantasy game will literally risk their alter ego's (the character) lives to gain these riches.

The following tables are provided to allow the players and referee to generate the treasures mentioned in the previous creature description section.

In the second section the "chance" of becoming a highwayman (ala Robin Hood, of course!) or his victim is provided for. The third section allows the ever fertile mind of referees the option to provide more asthetic forms of riches with which to furnish the numerous treasure rooms in his world. In this latter case there should also be present the more mundane, and relatively worthless, items to hide the valuable ones.

GENERAL TREASURE CHART

First Roll

	1	2	3	4	5	6	7	8	9	0
Second Roll	C x 1	C x 2	C x 1	C x 1	C x 1	C x 1	C x 1	C x 1	C x 1	C x 5
	M x 2	--	--	--	--	--	S x 4	S x 1	S x 1	--
	C x 2	C x 1	C x 2	C x 1	C x 1	C x 1	C x 1	C x 1	C x 1	C x 5
	--	M x 1	--	--	--	--	S x 1	S x 4	S x 1	--
	C x 1	C x 2	C x 1	C x 2	C x 1	C x 1	C x 1	C x 2	C x 1	C x 1
	--	--	T x 2	--	--	--	S x 1	S x 1	S x 4	--
	C x 3	C x 1	C x 2	C x 1	C x 2	C x 1	C x 2	C x 1	C x 1	C x 1
	--	--	--	T x 2	--	--	S x 1	S x 1	S x 2	--
	C x 1	--	--	--	T x 1	C x 2	--	--	--	C x 1
	S x 1	S x 1	S x 4	S x 1	S x 3	S x 1	S x 2	S x 2	S x 2	--
Third Roll	--	C x 1	--	--	C x 2	J x 1	--	--	C x 1	C x 4
	S x 1	S x 1	S x 1	S x 3	S x 3	S x 3	S x 2	S x 2	S x 1	--
	J x 1	J x 1	C x 4	C x 2	J x 1	J x 1	G x 3	C x 2	G x 2	C x 4
	--	--	--	--	--	--	T x 1	--	--	--
	J x 1	G x 1	C x 2	C x 4	G x 1	S x 2	G x 2	G x 2	G x 2	Roll Twice
	G x 1	C x 2	G x 1	G x 1	C x 3	G x 2	C x 3	G x 3	Roll Three Times	Roll Twice
	--	--	--	--	--	--	--	--		
	C x 2	G x 1	G x 1	S x 2	G x 2	C x 3	G x 2	Roll Twice	Roll Twice	Roll Three Times
	--	--	--	--	--	--	--			

C = Copper Pieces

S = Silver Pieces

G = Gold Pieces

J = Gemstones and Jewels

T = Misc. Treasure

M = Magic Items

)

)

)

2 → 20

Yes (Receive number listed)

Yes (Receive number listed)

Times Number Listed After
Each of the Letters on the
Above Chart

FOR NUMBER OF MONEY PIECES

FIRST DICE NO. X SECOND DICE NO. X 10

NOTE 0 COUNTS AS 0

GEMSTONE VALUES TABLE

No.	Type of Stone	Value	
9 → 0	Diamonds	1 d x 500	G.P.
6 → 8	Emeralds	1 d x 200	
1 → 5	Rubies	1 d x 100	

0 counts as 0 (Stone Flawed)

INDIVIDUAL WEALTH

Upon occasion an individual will be the victim of an attack. The amount of wealth upon that person will be determined by the activity at which they are engaged, their social status, and the throw of the die. All values are in silver pieces.

AT HOME (IN LAIR)	6 ► 36	X BASE INCOME	X SOCIAL STATUS	= S.P.
	(1 Die x 6)			
TRAVELING OUTSIDE OF HOME AREA	2 ► 12	X BASE INCOME	X SOCIAL STATUS	= S.P.
	(2 Die)			
IN HOME AREA	1 ► 6	X (1) MONTHS BASE INCOME	X STATUS	= S.P.

The Chance of a valuable artifact (weapon or item) is 1% per social level.

Where social status cannot be determined, roll two 6-sided dice; the number equaling social status for *income purposes* only.

MISCELLANEOUS TREASURE

TYPE	VALUE + WEIGHT MULTIPLIER	WEIGHT	ROLL
TAPESTRY @	1-10	5	1
KEGS OF VARIOUS GOODS *	*	*	2
PLATES, GOBLETS, UTENSILS	1-4	1/4	3
ORNATE WEAPONRY \$	1/2	VARIABLE	4
SADDLES/HARNESSSES	1	11-20	5
CLOTHING	1	NA(1)	6
IVORY TUSKS	100 GP/tusk times 1-6	40	7
SCULPTURE #	1-10	15	8
ARTWORK &	2-20	5	9
FURNITURE	1-4	10	10

*MATERIAL TYPE TABLE FOR KEGS:

VALUE TABLE

ROLL MATERIAL	VALUE	WEIGHT	/	ROLL	VALUE
1 IRON	4CP	40	/	2	1CP
2 COPPER	100CP	30	/	3	5CP
3+4 WINE	1-6GP	15	/	4	1SP
5 ALE	1GP	20	/	5	5SP
6+7 SALT	10GP	15	/	6	10SP
8 SPICE	100GP	15	/	7-9	1GP
9 AMBERGRIS	200GP	20	/	10-14	5GP

The values listed in this table are multiplied times the multiplier listed in the

10	PERFUME	1-100GP	10	/	15	10GP	table above. The
				/	16	25GP	roll on this table
				/	17	50GP	is taken with two
				/	18	100GP	20 sided dice.
				/	19	200GP	
				/	20	500GP	

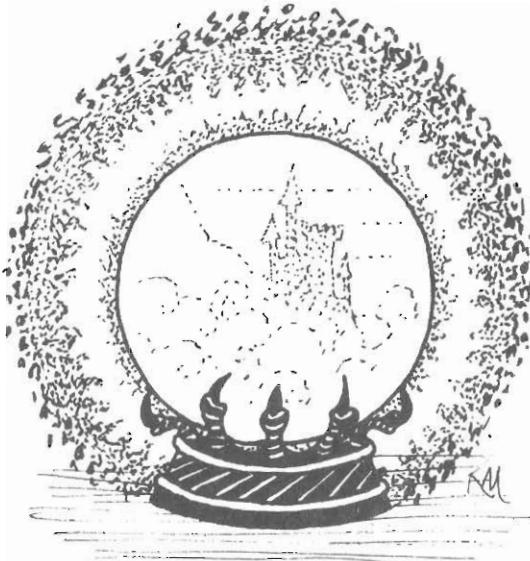
- @ If the value of the tapestry is 5000 gold pieces, it is a magical tapestry. It will shift the scene depicted on it constantly giving a predictive picture of the future for the owner. The pictures depict the occurrences approximately one hour in the future for the owner of the dwelling in which the tapestry is hung. Unless hung it is black.
- \$ Roll the actual weapon randomly on the equipment list. If this is not desired, then consider it to be a dagger, sword or axe determined randomly.
- # If the value of the sculpture is 5000 gold pieces, it is a magical statue. If 4500, depicts a minor force of the alignment. If 5000, it depicts a **GOD**. To determine the alignment of the statue roll as follows: 1-3 LAW/ 4 + 5 NEUTRAL/ 6 + 7 NON-ALIGNMENT/ 8-10 CHAOS. The magic point level for saving throws is equal to the value of the statue divided by 500. If non-aligned, no saving throw is necessary for anyone. Other statues will require a saving throw to be taken for any person of another alignment that moves to within 10 feet of it. If the throw is made, the statue has no effect on the person. If the throw is not made, then the victim must roll a 20 sided die as follows: 1-3 Stunned 3-30 turns/ 4 + 5 as 1-3 plus 1-6 hits damage suffered/ 6 + 7 Temporary Paralysis lasting 1-10 turns plus 1-3 and 4 + 5 result/ 8 + 9 DEATH/ 10 ALIGNMENT SHIFT.
If the result is alignment shift, the victim must take another saving throw versus the same level of magic. If he makes it, he is the new alignment; if not, he is struck down by the forces of his former alignment. **EXAMPLE:** Har'deel the **LAW** magician dares to touch the stone visage of a god of Chaos. The result is an alignment shift. Taking his second throw he fails and is struck down by the Gods of **LAW**. Had he made the throw he would henceforth operate as a minion of Chaos and all **LAW** spell knowledge gained up to that point would be lost.
- & If the value of a piece of art discovered is 9000 gold pieces or more, it is magical. The picture will serve as a dimensional portal. Any non magician that looks at it must take a saving throw against 15 point magic. If this throw is failed, he will cross the portal and be lost forever. Optionally, the referee may establish varied dimensions corresponding to his conception of the various heavens and hells of the alignments. In this basic game this will be left entirely to your discretion.

For misc. treasure first roll on the **LEFT HAND COLUMN** for the type of misc. treasure. Secondly roll for **KEG CONTENTS** if a '2' was rolled.

WEIGHT Ex. $\frac{1}{4}$ for weight on plate means that a plate valued at 400 GP would only weigh as much as 100 GP. For a saddle the weight is 11 to 20 times the saddle's 'normal' weight (irregardless of value). A tusk will weight 40 although it may be worth 100-600 GP.

VALUE The 'normal' treasure value is multiplied by this figure. So a tapestry may be worth 1 to 10 times the normal base treasure but still only weigh '5'. Ornate weaponry, is only $\frac{1}{2}$ the normal value so 500 GP would become 250 G.P.

MAGIC ITEMS



INTRODUCTION

There are two basic classes of magical items, the natural and the artifactual. **NATURAL** items are those items which gain the largest share of their magical ability through the attributes of the material itself. **ARTIFACTUAL** magic items on the other hand gain the majority of their force directly from operations of the maker during their construction.

For the purposes of the basic game this distinction is primarily informational. At advanced levels this difference will come into play in the production of magical items, witchcraft and other facets minimized in the basic version.

For the purpose of this game there will be two ways of obtaining magical items at the basic level: 1. INHERITANCE: 2. DISCOVERY. The basic types of magical items in the basic game are:

1. SWORDS 2. ARMORS 3. AMULETS 4. TALISMANS 5. MISCELLANEOUS

These will be covered, by this section, in the order they are listed above.

INHERITANCE:

Possible inheritances are determined when starting a new character. To determine if you have an inheritance roll two twenty sided dice for a percentage. If the roll is equal to or less than your age, you have magical items in your possession.

To determine the type of this inheritance roll on the following chart:

ROLL

ROLL

2+3	SWORD	16-19	AMULET, TALISMAN, 10-100 GOLD
4-6	SWORD, ARMOR, 50 GOLD	20	AMULET, TALISMAN, MAGICIAN'S SWORD
7-15	20-200 GOLD, 20% AMULET		

For exact magical item inherited above roll on the appropriate chart for the type of item. Amounts of gold that are variable should be rolled with a 20 sided die.

The sword inherited with a roll of 20 is **ALWAYS** a spellsword and is not usable by anyone except a magicuser. See the description for further details.

SWORDS:

The sword of all magical items is most intensely tied to the wielder. The sword is the symbol of the wielder's power, it shares his life and has a life of its own. Inherited swords are inherited only by the eldest son of the wielder. If he has no children or only daughters, the sword is buried with him. Inherited swords will always perform dependably with their full attributes for the possessor.

Swords garnered other than through inheritance will react unpredictably. As a general rule they will be unusable. To determine the effect roll on the following chart:

- | | |
|--------|--|
| 1 + 2 | Take immediate saving throw against 8 point magic. If fail, you are dead. Sword can not be moved by any means. |
| 3-5 | You may utilize the sword. There will be a 20% chance per combat that the sword will fail to strike and defense will be reduced by 20%. In this case you will be incapable of either inflicting damage or SHEATHING the sword. Sword with this restriction will give only its combat bonus to the wielder and any special attributes will be unusable by him. |
| 6-8 | Ghost of former owner will come in 1-12 months to reclaim his blade. Until then usable in all its characteristics. When reclaimed, it is automatically lost without fail. |
| 9 + 10 | You are accepted by the sword. Treat as if inherited. |

MAGICAL ATTRIBUTES: Roll 6 sided, 1-3 no attributes, otherwise roll below with 2-20 sided.

ROLL

2	UNBREAKABLE	15	DEATH SWORD
3 + 4	GIVE LIGHT	16	SPELL SWORD
5 + 6	LIGHTNING	17	LIFE SAVER
7 + 8	INVISIBILITY	18	MAGIC DISPELLER
9 + 10	TRAVELLER	19	RESUSCITATE DEAD
11 + 12	PIERCER ROCK	20	SOUL CLEAVER
13 + 14	SPLINTER ARROWS		

EFFECT OF MAGICAL ATTRIBUTES:

UNBREAKABLE SWORD: Sword will never break or be altered through any means, including magic, in its form or attributes. This sword is always neutral in alignment.

GIVE LIGHT: When drawn in darkness, gives off a ten foot circle of magical light in the hands of the wielder. The effect is automatic and will always occur. Will cancel a chaotic **DARKNESS** spell if drawn within the effect.

LIGHTNING: Sword is capable of hurling bolts of lightning three times per day. Anything hit by such a bolt must make a saving throw against six point magic or die.

INVISIBILITY: Will act as an invisibility spell on the wielder. Will affect only the wielder and will occur automatically when the weapon is drawn.

TRAVELLER: Will allow the wielder to travel at two times normal strategic speed for as long as he desires without ill effect. This bonus will apply to his mount when he is mounted upon it.

PIERCER ROCK: The sword will be capable of piercing rock in the same manner as a **BASILISK**. Effect is gained by touching the stone and is usable only twice per day and only upon stone.

SPLINTER ARROWS: The sword will automatically destroy any arrows aimed at the wielder. This ability will not interfere with combat and in effect will mean that the wielder is impervious to missile fire of any kind.

DEATH SWORD: Any creature hit by this sword must take a saving throw against six point magic. If the throw is failed, the creature is dead, otherwise no damage is scored. This is an all or nothing weapon. **CHAOS**.

SPELL SWORD: In the hands of a magic user this sword will increase the number of magic points that he is capable of casting by 50%. In addition all saving throws taken against the

magic of someone in possession of this sword will have a -10% chance of a successful throw. In the hands of a non magic user the sword will give a +5% chance of resisting magic and nothing else.

LIFE SAVER: This sword will serve to keep its wielder alive until he can be helped should he be critically wounded. Unless he suffers an immediate death blow he will not die of his wounds while the sword is with him. In addition this sword will double the wielder's natural rate of healing.

MAGIC DISPELLER: Any magician attacking the wielder of this sword must, with each spell cast, take a saving throw versus dispell magic. If he fails the throw, his spell is dispelled. Other magic encountered can be dispelled by placing the sword upon it, i.e., magic items, etc. Success is determined as for a dispell magic spell. If backfires, effects are suffered by the wielder.

RESUSCITATE DEAD: The sword will bring the dead to life. If the sword is placed on a person within **ONE** turn after his death, he will live. Effect changes mortal wounds to normal injuries. Effect automatically is applied to the wielder if he is killed. May only be used on a player character and then only once per day. This sword is always **LAW**.

SOUL CLEAVER: This sword is always **CHAOTIC**. The sword will eat the souls of those it hits in combat. Unless the victim makes his saving throw he is a soulless dead hulk. Per soul eaten the sword will increase the strength of the wielder 10% for 6 turns. The effect of this increase is cumulative. When this sword is drawn, it must always have a victim regardless of victim's alignment. If can't get an enemy, will take a friend or the wielder himself.

SWORD USE LIMITATIONS:

Roll two 20 sided dice. If the sword has a magical attribute, add 30 to the roll. If the sword is already a specific alignment, disregard any roll that indicates increased effect against that alignment. The exception to this is the **SOUL CLEAVER**.

ROLL

01-40	NONE
41-50	NO ATTACK ON LAWFUL*
51-65	NO ATTACK ON NEUTRALS*
66-75	NO ATTACK ON CHAOTIC*
76-80	COMBAT PLUS REVERSAL**
81-85	HARMLESS TO DRAGONS***
86-90	HARMLESS TO FAERRY RACES***
91-95	WILL ONLY CUT LAW@
96-99	WILL ONLY CUT CHAOS@
100	ATTACK INTELLIGENT CREATURES#

*If you attempt to use the sword against the specified alignment, it will refuse to leave the scabbard. Is sword of that alignment.

**If you attempt to use this sword against your own alignment, an ally or a friend, the combat characteristics permanently reverse. EX. Was +5%, after -5% for as long as you wield the weapon,

***Weapon will refuse to score any damage on creatures of this type. No reduction in defense.

@The combat plus of the weapon will only apply against the specified alignment.

#The combat plus will apply only against intelligent creatures.

DETERMINING COMBAT CHARACTERISTICS:

The combat plus and other miscellaneous data about magical swords are determined by rolling on the following charts. One roll is taken per chart with two 20 sided dice for a number between 1 and 100.

COMBAT PLUS:		INTELLIGENCE:			ALIGNMENT:	
01-50%	0%	01-60	1	LIMITED	01-34	NEUTRAL
51-83%	+ 5%	61-80	2	AVERAGE	35-67	LAW
84-99%	+ 10%	81-85	3	HIGH	68-99	CHAOS
100%	+ 15%	96-100	5	BRILLIANT	100	NONE

With the above determined the following attributes can be determined for the sword.

1. There is a 40% chance that any magical sword is made of non-ferrous material. If so, it will weigh 1/2 that of normal swords and have no reduction in attributes.

2. SWORD EGO:

The ego of a sword is determined by the following formula:

E = CP x I + MP where **CP** = Combat Plus, **I** = Intelligence number and **MP** = Magical attribute number. Finally, if the sword is chaotic, add 5 to **E**. If it is law, subtract 10 from **E**.

The ego of a sword is taken into account by indexing against the intelligence of the character that possesses it. If the sword's ego is less than the intelligence, it will cause no problems. If the sword's ego is 20 or more greater than the would-be-wielder, it will control his actions, to its purpose. If the difference is 1-19 points, the player must make a saving throw anytime he desires to perform an action against the sword's characteristics. If he fails, the action is not taken. The throw is against **ONE** point magic.

ARMORS:

To determine the type of armor found or inherited roll on the following chart.

ROLL	TYPE	ENCHANTMENT MODIFIER	
01-30	SHIELD	-15%	
31-70	CHAINMAIL	-5%	Modifier is added to the roll on the following enchantment level table.
71-95	PLATEMAIL	-0%	
96-100	PLATE ARMOR	+ 10%	See below:

ENCHANTMENT LEVEL:

01-60%	0%	In using magical armor no more than one armor plus
61-80%	+ 5%	is applicable in improving defense. If you have found a
81-95%	+ 10%	+ 5% and a + 15% armor, your plus is either 5 OR
96-100%	+ 15%	15%, not 20!!!!

AMULETS AND TALISMANS:

The best analogy that covers the distinction between an amulet and a Talisman is to liken an amulet to a suit of armor and a Talisman to a sword. The armor will perform its function whenever irregardless of any factors. Its influence is pervasive and constant. The Talisman, while more potent, must, like a weapon, be actively used to fulfill its purpose. A Talisman is as much good to the user before it is activated as a sheathed sword is to a sleeping warrior. Talismans may be activated in two manners:

1. By the action of the holding player spending three turns concentrating on its attributes..
2. By the expenditure of 2 magic points by a magician. Time one turn.

Without further ado I will get on with the business at hand. The items themselves:

AMULETS

01-15.	CHRIST CROSS	66-70	BLOOD
16-25.	MANDRAKE	71-75	HAIR,
26-30.	ACORN	76-80	RED CORAL.

31-35	ASHES	81-85	BROWN CORAL
36-40	BELLS	86-90	AGATE
41-45	CAT	91-94	TOADSTONE
46-50	RAVEN	95-98	AIR
51-60	GARLIC	99	LOTUS
61-65	SALT	100	TOPAZ

TALISMANS

01-05	PEARL	51-60	AMETHYST
06-10	LIZARD	61-65	BLUE
11-15	RED	66-70	YELLOW
16-20	GREEN	71-75	BOAR
21-25	COCK	76-80	BULL
26-30	IRON	81-85	LEAD
31-35	the MOON	86-90	EMERALD
36-40	CRYSTAL	91-95	TOURMALINE
41-50	DIAMOND	96-100	SERPENTINE

These are the thirty six basic "charms" for use with this game. The following delineates their attributes.

AMULET DESCRIPTIONS AND EFFECTS:

CHRIST CROSS: The effect of this amulet will increase the saving throws of the wearer 3% against **CHAOTIC** occurrences and magic. In addition it will drive back the **FAERRY RACES AND VAMPIRES**. Each of these is allowed a saving throw versus 8 point magic. If the throw is failed, they flee; if not, they operate without restriction for 1-6 turns after which another throw will be required. This process will continue until they flee or bearer dies.

MANDRAKE: The powers of the mandrake amulet that we will concern ourselves with in the basic game are its ability to open locks and give light. Effect of these powers will be as for the spells which perform the same functions. The amulet will only have these effects when exposed. If under something or wrapped, its power is negated until exposed.

ACORN: The acorn will increase chance of making all saving throws and defense by 3%. When the bearer is attacked by **LIGHTNING**, the saving throw against this is increased by 50%.

ASHES: The amulet of ashes will increase the bearer's strength by 20%. This increase will pertain whenever the amulet is worn and is fully applicable, the new strength that is, to all activities where strength is required.

BELLS: This amulet will protect the wearer from spell users and their effects. Wearer of this amulet will have a 15% greater chance of making saving throws versus magic and a +50% defense versus physical attack by spell users. This plus will apply to Dragons only if that Dragon's interest is magic. It will apply to **ELVES, DWARVES, FAERRY, ANAKIM and TROLLS**.

CAT: The wearer of this amulet may use it to predict the weather with 100% accuracy. If fighting a magician, this will allow him to tell that he is casting a spell using a weather effect as soon as he commences to do so.

RAVEN: The Amulet of the Raven will serve to increase intelligence 20%. In addition the amulet will serve as a guide. It will lead the bearer to any one thing that he can visualize clearly. To visualize an item clearly you must have seen it before or seen something of the same type.

GARLIC: This puissant amulet will serve the bearer as a ward against magic and all fantastic creatures, especially vampires. Magic cast against the wearer must make a saving throw versus

a dispell magic spell. If fail, it will be dispelled. All monsters attacking the wearer must make a saving throw versus 6 point magic. If they fail, they will flee. If not, they may attack but will have a -10% chance of hitting. If roll is made once, it need not be made again.

SALT: Any member of the **JINN** race, which includes Jinns, Ifreets and Ghuls, that comes within ten feet of this amulet must make a saving throw. If the throw is failed, they will die instantly; if not, they will flee.

In the basic game this amulet will have no effect on other creatures.

BLOOD: The Blood Amulet is creature specific in the following manner:

On finding a blood amulet roll on the animal table to determine from whom the blood was taken. The wearer will possess the attributes and instincts of that creature as much as is possible in human form. This should be ejudicated carefully by the referee if he desires to stimulate a full differentiation. If not, the effect of the amulet can be basically taken to increase strength, dexterity and stamina by 20% and decrease intelligence by 5%. In addition the wearer will have a 10% better chance to avoid ambush and a 5% better chance to lay an ambush.

HAIR: In the hands of a magician this amulet will increase magic ability by 20%. **EXAMPLE** — If capable of casting 30 points of magic, this amulet will allow the casting of 36. If worn by a non-magician, this amulet will serve to insure him of at least one child per year, or at least per woman per year.

RED CORAL: This amulet will serve to ward off creatures of **CHAOS**. All such creatures must make a saving throw versus four point magic per turn that they stay in the influence. If they fail, they will flee; if not, they may continue fighting with no restriction.

BROWN CORAL: Serves both to ward off **LAW** creatures and to **ATTRACT** those of Chaos. Ward effect as for red above except against law. For the attraction effect normal chance of encounter will be increased by 10% with a plus 10% chance that it will be a monster. If chaotic monster, it will automatically find the wearer and will follow until one or the other is victor in one way or the other.

AGATE: The wearer will have a 30% greater chance of making his saving throw against damaging effects of **RAIN, WIND AND LIGHTNING**. In addition he will be impervious to damage by **ANY** type or kind of Poison. In the hands of the magician this amulet may be used as a **TALISMAN** to cure victims of poisoning. Will always work if takes effect before the person dies. Total ritual will require two turns and the presence of water.

TOADSTONE: This amulet will increase the wearers saving throw against magic by 5%. In addition it will make him invulnerable to the effects of curses and witchcraft. (Note, in this basic game witchcraft is not applicable. At a later date supplements will be added that will cover the subject and make this amulet a highly valuable property.)

AIR: The bearer of this amulet will have a plus 5% saving throw versus magic. In addition he will automatically be unaffected by any magic or creature that achieves its effect by stealing the soul of its victim. If the bearer is a magician, he may also use this amulet to fly an unlimited distance at a speed of 300 feet per turn. Irregardless of the length of the trip the magician may only make one trip per week on the amulet. He must specify his intended goal. Once this is done he will fly there to the exclusion of anything else.

LOTUS: The wearer of this amulet will always find treasures and gain profits 10% greater than he would normally have achieved. This applies to wealth only, not magic items. **EXAMPLE:** If normally would find 80,000 Gold and 10 magic items in a lair with this amulet, will find 88,000 and 10 magic items. In the hands of a magician this amulet will confer immortality and allow him to cast magic at two levels higher than his actual experience at a plus 20% rate. **EXAMPLE:** Sokar is a magician of the fourth circle, i.e., level four. His intelligence is 100 allowing him 8 magic points per level. Under this amulet's influence he will operate as a magician of the sixth

circle, level six. With his intelligence this gives him a normal ability of 48 magic points. This 48 is then further increased by 20% or 9.6 points. As **ALL** fractional points are dropped, the total ability would increase from 48 to 57. If the amulet is lost, so is the power. (For the purpose of these rules the definition of **IMMORTALITY** is that an immortal is someone who will never die of natural causes, i.e., old age, disease. He can die violently like anything else in this case.)

TOPAZ: The bearer of this amulet will always be fearless of any danger and wise to the extreme. This means that while he will fear nothing he will judge the odds well and won't attack in situations that are sure to be his death. The referee must adjudicate this amulet such that the player is restrained as much as possible from asking stupid moves and taking stupid chances. In addition the wearer of this amulet may speak to all normal animals and will **NEVER** be attacked by any normal animal unless sorely provoked. **EXAMPLE:** Enters lion's den and starts playing with cubs. Mother warns, he persists and accidentally hurts one of the cubs. Mother attacks.

In the hands of a magician this amulet may be used to order obedience from one animal at a time. Effect is automatic. Also it may be used to cure insanity. Requirements for this are the same as poison curing amulet mentioned previously.

TALISMANS:

PEARL: May be used to place either the bearer or any other person that the bearer desires in a trance. The trance will last ten turns and the victim will be totally oblivious to anything during this period. In addition the amulet will also increase magic ability by 10%.

LIZARD: Use of this talisman will allow the bearer to slay with overpowering heat. It will affect any **ONE** creature. It will have no effect on the **JINN RACE** or **DRAGONS** and **FIRE ELEMENTALS**. It will have **AUTOMATIC** effect on water creatures. All creatures except those specified above are allowed a saving throw. If they fail, they are dead; if not, the talisman has no effect. The range of the effect is 100 feet.

RED: With this amulet a cone of violent force may be projected 50 feet. Anything within the cone that fails its saving throw is dead, otherwise they are driven 50 feet away from the source of the force.

In the hands of a non-magician this talisman will serve as an amulet accentuating all passionate emotions that occur within 40 feet of it. This effect will take effect immediately and be permanent. **EXAMPLE** — If player X is the bearer and feels disgust for something player Y does, the feeling is magnified to **LOATHING** of Y. If Y determines he dislikes X and moves within 40 feet, the feeling will become seething **HATRED** and he will attack. Y kills X and takes the amulet. He goes home and tells story to wife whose sympathy is changed to pity at the same time that Y's love is changed to all-consuming **LUST**. Et Cetera!!

GREEN: May be used to calm and soothe tempers. When used it will make combat impossible for the entity or entities affected. They will wander off and commune with the glory of nature around them. The area of effect is a 50 foot circle around the source. All creatures within the effect are allowed a saving throw. If the throw is failed, the above occurs. If the throw is made, they may continue fighting with a -5% chance of hitting.

In the hands of a non-magician this will act as an amulet. It will make the bearer totally passive and incapable of anything beyond contemplative and peaceful existence.

The effect of the talisman in first paragraph is 12 turns. The amulet effect will last as long as it is worn and it will never be removed by the wearer willingly.

COCK: May be used to dispell permanent effects of **CHAOTIC** magic. Magic allowed saving throw. In addition it may be used to kill Basilisks. The range of this effect is 150 feet. To accomplish the first effect the amulet must be placed directly on the victim's forehead.

For Basilisk effect, if the Basilisk makes its saving throw, it will proceed at its fastest rate of speed directly **AWAY** from the talisman.

IRON: This talisman is used to assault those creatures who are afflicted by iron. Those within the 40 foot semi-circle that it projects that fail their saving throw are killed. If make the saving

throw, they will be able to continue combat with a -10% chance of hitting.

the MOON: Allows the user to control all water creatures, including elementals, within 100 feet. In addition he may use it to double the potency of his magic for the casting of one spell. **EXAMPLE:** Uses the doubling and then casts a ten point spell. In actual points expended will require 5 magic points because he is casting at double potency. For control of creatures he must cast 2 magic points per turn that he desires to control them. Creatures only allowed saving throw failure once.

CRYSTAL: Use of this talisman achieves the same effect as a **FUTURE KNOWLEDGE** spell.

DIAMOND: User may use this talisman to poison beasts and men. In addition he may protect himself from spells of madness, beasts and physical damage by employing it defensively. All beasts and men attacking do so with a -5% chance to hit. Any hits take a saving throw against 8 point magic. If the throw is not made, the hit has no effect. While using this talisman the user may never be affected by any spell that achieves its effect by deluding him.

AMETHYST: The talisman may be used to double the charisma of the user. If this increases his charisma beyond 100, everything he says will be treated as a rhetoric spell. Anyone who decides to follow the user while the talisman is in operation will continue following irregardless of whether the talisman is in use or not. Effect of this talisman is good on Humans only.

BLUE: The use of this talisman will be the equivalent of an insanity spell on the target. In addition, while using this talisman the user will never be ambushed or taken by surprise by anything.

YELLOW: This talisman may be used by the caster to optimize his characteristics, raise all to full potential. In additional, while using his magic, ability is increased 50%. Finally, the talisman may be used to cast the equivalent of a hatred spell upon his enemies. Effect as for hatred.

BOAR: Through the use of this the user may cast death upon any one entity within 10 feet of the source. In addition he may use the amulet as a destruction spell. All attributes as for that spell. On the death power, a saving throw is allowed. If not killed the first time, will never be killed by death from that talisman.

BULL: The user may use to increase his strength 100% for three turns. In addition all saving throws while talisman being used or in effect, against storm powers, are +10% chance of success.

LEAD: The talisman may be used to cause the death of any creature within 30 feet. If saving throw made, it will have no effect. This amulet **NEVER** has any effect on magicians or creatures capable of using magic.

EMERALD: This talisman will allow the user to understand any document or communicate with any entity. Remains in effect for two turns per use. In addition may be used to increase wealth of the holder. Per usage will increase wealth 20% or up to 10,000 gold a year, whichever is less. Finally, it can be used to double the intelligence of the caster for three turns. Consult the intelligence-magicpoint table to see how this will affect his available magic points.

TOURMALINE: When used this talisman will absorb all light within 100 feet of the source. Effect lasts three turns. Effect is as for a darkness spell except it may not be cancelled by any light effect. Darkness within the effect is total. Only creatures that can see in darkness may move, all others are totally blind. For sight must have equivalent of dark sight spell.

Optionally, referee may allow blind player characters to wander 20 feet per turn. Any creature attacked while in blinded condition is allowed saving throw. If not made, he is dead.

SERPENTINE: Through this talisman the caster may protect himself from spirits turning on him when performing necromantic spells. In addition may cast a spell of putrefaction on any **ONE**

entity within 60 feet of the source. If throw not made, the victim will rot one hit per day. When 1/3 of his hit points are rotted away, he is dead. If saving throw made, no effect.

ALIGNMENTS EFFECT:

The following restrictions on usage apply for amulets and talismans:

NOT USABLE BY LAW: MOON, BOAR, TOURMALINE, SERPENTINE.

NOT USABLE BY CHAOS: GREEN, COCK, IRON.

Neutrals are White or Black. If white, then as law; if black, then as for Chaos.

MISCELLANEOUS TYPES:

The miscellaneous types will primarily be suggested major artifacts that the referees can establish in their campaigns. Examples of such would be archaic spell books, abandoned shrines, super talismans, and miscellaneous junk like flying carpets, potions, wands, etc.

MAGICAL ARTIFACTS TABLE

FIRST ROLL

	1 or 2	3 or 4	5 to 6	7 or 8	9 or 0
SECRET ONE D ROLL L	1 WAND	HEARTSTONE	AXE	SCROLL	SWORD
	2 SCEPTRE	WATER	ARMOR	SCROLL	SWORD
	3 CLOAK	WINE	BOW	SCROLL	SWORD
	4 HORN	DIAMOND	DAGGER	SCROLL	SWORD
	5 CARPET	EMERALD	TRIDENT	TOME	SWORD
	6 CAULDRON	RUBY	HAMMER	TABLET OF STONE	SWORD
	7 GOBLET	GEM SWORD	HELM	BOOK	SWORD
	8 BOOTS	CROWN	SPEAR	ETCHED IN METAL	SWORD
	9 RING	FLOWER	SHIELD	BOOK	SWORD
	0 GAUNTLETS	PLANT	SWORD	BOOK	SWORD

(WEAPONS)

(WEAPONS)

MISCELLANEOUS ARTIFACTS DESCRIPTIONS:

THE ARMOR OF ST. ANDREW: This armor can only be penetrated by magic and magical weapons. The wearer of the armor has a + 10% added to his chance of not being hit. He also adds 10% to his saving throws against Neutral and Chaotic magic. The armor may only be worn by a Lawful character. If touched by a player of a different alignment, when not being worn by someone, the player will be forced to take a saving throw versus 8 point magic. If the throw is failed, the victim is dead. If it is made, he pulled his hand away before he touched it.

THE SWORD OF BLOOD: This sword is a major artifact of Chaos. In the basic game, it will automatically take control of any non-magic-user who picks it up. No magic-user, irregardless of alignment will ever pick this weapon up. The wielder of the sword will be directed by it to the **SWORDS** purpose, see swords. When engaged in a combat that directly serves the purpose of the weapon, the wielder will fight with the equivalent of the **CHAOS ANGER + REVENGE** spell. When engaged in other combat, the effect on the wielder will be as for the **CHAOS MAD FURY** spell. The person that is possessed by this sword has no saving throw against the sword's effect. The saving throw against any other magic is + 5%.

THE BOW OF LOCKSLEY: This weapon is a specially built magical longbow. The user of the weapon will be able to automatically penetrate any **NON-MAGICAL** armor or shield. In addition the range of the weapon is 50% greater than that of a normal longbow, i.e. increase at all three range divisions listed in the missile section. The damage scored by the weapon is also increased 50%. If you score 5 points damage on your roll, the effect with this weapon is a damage score of 8 points on your opponent.

THE AXE, ANNIHILATOR: This weapon will inflict double the normal damage scored on the victim. If 8 points scored normally, this weapon will score 16 points damage. In addition this axe will automatically penetrate any non-magic armor or shield.

DAGGER, DELUDER: This dagger appears to be a harmless object in the hand of its wielder until the wielder makes his first attack on the victim. On this first attack the wielder will have a + 15% chance to hit. On subsequent turns the chance to hit is only + 3%. If the target of the strike is a magic-user whose attention is on the wielder, he will detect the delusion and the weapon will only have the + 3% chance to hit.

TRITON'S SPEAR: This spear is, in fact, a Trident. Its fighting characteristics double the damage scored by the weapon. In addition the weapon is poison. Anyone hit by the weapon must take a saving throw as for a **POISON** spell.

At sea the spear will allow the bearer to control **1 HIPPOCAMPUS**. The ship on which the bearer is travelling will also be immune from attack by water creatures, especially sea monsters. These powers are the only powers of this spear that are usable in the basic game.

ELFIN ARROW: The Elfin arrow will penetrate any non-magic armor or shield. The missile will **AUTOMATICALLY** hit any target within its range that it is fired at. The range of the arrow is the maximum range of the **BOW** that it is fired from. The arrow will score 5 to 10 hits damage rolling a six sided die. If the damage table is being used, a special damage hit with this arrow will score 10 to 100 hits, i.e. will probably kill. Once fired the arrow is expended. It may **NOT** be re-used under any circumstances.

ELFIN CLOAK: The cloak shields the wearer with the Elfin equivalent of the **LAW INVISIBILITY** spell. For the basic game simply handle it as if it were this spell.

ELFIN BOW: The elfin bow is closest in form to the Human **COMPOSITE BOW**. It can be used mounted or on foot. The range of the weapon is 25% greater than the composite bow. Damage scored by it is increased by 50%. The base hit chance for an elf using this bow is increased 10%. Others get all benefits except this increase in hit chance.

WATERS OF LIFE: A healing potion. The potion may only be taken once per week. If taken more than this, it will poison the imbibier. The effect of the potion heals 1 to 4 hit points damage.

HORN OF INVINCIBILITY: This horn, when blown, has the effect of an invincibility rune on any dwarf within 60 feet of the horn. Used by humans it will serve to decrease the enemies' chance to hit any one within 20 feet of the blower by 3%. This horn is one of the major war horns of Dwarfdom, favors have been granted those who return such a horn to its makers. Any dwarf complex will do.

HORN OF PARALYSIS: Any non-dwarf within 60 feet of the blower must take a saving throw versus 5 point magic. If the throw is failed, the victim is paralyzed for 2 to 20 turns. If it is made, he is stunned, and cannot attack, for one full turn. Magicians add 10% to their chance of making the throw against it.

HAMMER OF MIGHT: A hammer enchanted with the ruin of the smith for a chance to hit increase of 1 to 10%, rolling a 20 sided die. In addition the user is under the rune of **MIGHT** while the hammer is in use.

THE RETURNING HAMMER: This weapon is the major missile weapon of the Dwarf. When cast, up to a range of 90 feet by a dwarf (60 by others), the hammer will have a + 1 to + 4 chance of hitting the target. Damage scored on the target doubled when thrown the target must be at least 20 feet away from the thrower, any less is insufficient. After reaching its target, and either hitting or missing, the hammer disappears. It returns to the hand of the caster in the **MAGIC EFFECT PHASE** of the next turn. It is thrown in the missile phase.

If the weapon is used as a normal melee weapon, it will retain the 1 to 4% plus. It will not, however, do more than normal damage.

AX OF INSIGHT: A dwarfish ax warded with the rune of **INSIGHT**. The effect is the same as the insight rune except the effect lasts as long as the weapon is in the warrior's hand. If used for more than **TEN** battles in any given week, there is a 10% chance it will fight its exhaustion by draining 5 stamina points from the wielder.

AX OF BLOOD SIGHT: This ax is activated by the bearer's first thought of hatred towards a particular type of creature. To handle this the first thing encountered **AFTER** someone has taken the ax will be the object of the ax's power. The player will automatically be affected by the **RUNE of BLOOD SIGHT** whenever that thing is encountered. The chance of the wielder's death from the permanent rune's effect is only 10%.

EXAMPLE OF THE AX'S USE:

Count Horace is riding alone through the dank forests of Southtown. Off the trail he spies a glimmer of metal and goes to investigate. Sunk into a large oak he finds the ax. As it is obviously of great value, a marvellous weapon, he keeps it though he is somewhat uneasy about the weird symbols on blade and handle. Resolving to ask the Sorceror Al-Haza to decipher the ax's

purpose he rides north. Before long he reaches the tower and is told by the door that Al-Haza is occupied. "Begone!" At being treated so cavalierly by a mere Knight, Sorceror though he may be, Al-Haza seethes with anger. The ax is now activated and in his hand. His blood sight is aimed against magic-users. He will definitely draw at least the wrath of Al-Haza in his attack.

FLYING CARPET: The standard arabic flying carpet. The carpet is affected with a permanent flying spell whose focal point is placed in the center of the weave. To use the carpet the player must place himself on it. The carpet will fly to the first destination that the player states to the referee. It will make the journey to the exclusion of all else. The carpet's flying speed, strategically, is 20 miles per hour.

THE CAULDRON OF LIFE: This cauldron may only be used by a magic-user. The effect of the cauldron will return to life any person that is placed in it overnight that has been dead for **LESS THAN** 24 hours. There is no limit to the number of persons that can be placed in the cauldron in any given night. Once all are placed in, its magic is activated by the magic-user casting 15 points of magic on it.

If players desire to attempt to carry the Cauldron, its encumbrance value is 400. It has a 10 foot diameter and is made of iron and precious materials. If players wish to loot the cauldron for its precious materials, they will garner 100,000 **GP** with a portage cost of 80 encumberance. No wizard of any alignment will ever take part in such a desecration of this cauldron. If looted, the cauldron loses all magical attributes. Cauldron affects only humans.

Those who attempt to loot the Cauldron must take a saving throw against 8 point magic. If they fail, they are turned to stone. If they make, they are cursed with defense decreased 5% until the curse is dispelled. Any person who has been brought to life by the cauldron that subsequently attempts to loot it is taken automatically by the Cauldron to unspeakable torment that we need not speak of here.

The Cauldron is a remnant of the elder arts that is respected and feared by the magicians of all the current "young" alignments.

GOBLET OF GREATNESS: To utilize this goblet the owner need simply drink wine from it once per day. If this is done, the player will gain the following increases in attributes:

- (1) Status level will increase **ONE** level per month until status is 2 x what it was before finding the goblet. All positions that the new status would allow will fall open when you are of sufficient rank to hold them.
- (2) The production of all lands under your control will double and you will receive 2 x the normal salary for your rank.
- (3) The player's charisma is doubled.

The goblet is indeed a potent artifact for those who would be great in their culture. It does, however, have a major drawback. If the owner ever goes without the goblet, he is poisoned. Per day that the player does not drink from the goblet he will age **FIVE YEARS**. In addition he will lose 50% of his status plus the charisma and salary increase. If more than five days consecutively go by without drinking from the goblet, the shock will kill the player, aging 25 years in 5 days. Any age brought on by not drinking from the goblet is retained even if you regain the goblet and re-commence imbibing therefrom. The owner will never share this goblet's power with any other person or creature.

THE WINE OF LIFE: The most potent healing draught in existence. The effect of the wine heals all damage suffered by the consumer, including physical disabilities. The time to accomplish this healing is **ONE week**. During this week the person being healed is totally comatose and someone must be with him at all times.

The disadvantage of this potion is that it is a major shock to the player's system. To determine the result of taking the wine add the player's health to his stamina and divide by two. The result is the chance of coming out of the coma at the end of the week. If the throw is failed, the person will remain in coma for another 1 to 3 weeks. At the end of this period the player attempts the same throw again. If the throw fails, the player is dead. If he comes around, his strength and health are reduced 10. **EXAMPLE:** After his battle with Al-Haza, Count Horace was on the edge of death. After seeing what ax Horace possessed, Al-Haza took pity on the Count and gave him a draught of the Wine of Life. Horace has a health of 78 and a stamina of 36. These

ratings added together and divided by two yield Horace a 57% chance of coming out of the coma at the end of the first week; Horace rolled a 59. With this bad luck, a six sided die was rolled and divided by two dropping fractions. Horace rolled a 5 and so was comatose an additional two weeks. At the end of this time he rolled a 41 and so came out of the coma, though losing 10 points from his health and his strength.

HELM OF FIRE: The wearer of this helm is impervious to the effects of fire. He will take no damage due to fire. This includes the effects of magic, elementals and Dragon Breath.

WAND OF LIGHT: This wand is a major sorcerous artifact of **LAW**. In the basic game it will double the magic points the wielder is capable of casting per experience level. In addition he may cast from it, at the cost of one magic point, a light spell with a diameter of effect of 300 feet. Chaotic creatures who come against this wizard will subtract a number equal to the caster's level from their chance of making the saving throw against his magic; if level 13, then -13%. If a warrior possesses this wand, it will increase his saving throw against non-lawful magic 20%.

THE SCEPTRE OF THE SEVEN: In the basic game this will have the same kind of attributes as the **WAND OF LIGHT** except instead of creating light it will create darkness. Instead of affecting Chaos it will affect Law. Caster's magic doubled as for the **WAND OF LIGHT**.

Unlike the chance of warriors for the wand, which bonus does apply against all save Chaotic magic, no chaotic warrior with any ideas about living to a ripe old age would ever touch it.

Both the wand and the sceptre are famed artifacts. No more than one of each should ever exist in a given campaign.

THE HEARTSTONE: This stone can be utilized only by magicians; non-magic-users who touch must take a saving throw against poison. The magician uses it to gain knowledge. The stone is intimately associated with an ancient mage of great power. For the basic game this is all that need be said.

When the Heartstone is found, the referee should roll randomly to determine the stone's alignment. If it is of an opposing alignment to that of the person who takes it, sorcerous combat will result. Consider the stone to have **MAXIMUM** characteristics at an experience level of 21 to 30. If the stone is victorious in combat, it will take possession of the loser and the loser will now be a magician of the opposing alignment who knows 21 to 30 spells and has been physically dead for at least a couple of centuries. The referee should determine the goal of this new person if he keeps it in play. If the complication is not desired, the referee should simply have the character teleport away and take him out of play.

If the stone is of the same alignment, the caster may use it to gain the spells of his alignment. This requires the allocation of 10 magic points per day for 28 days. During this period, the player cannot be disturbed by any other event. If he is disturbed, he will pass out for 1 to 6 turns and the value of the stone will be lost.

A neutral stone (for Law and Chaos) or a Law, Chaos stone (for neutral) that does not fit in the above two categories may be used to cut the time required to learn the magic of the stone's alignment by 50%. The expenditure of the same amount of magic points is still required, only the time is affected. A magician will never trade or sell a heartstone. They are among the most prized possessions that wizards can have. Anyone who caused one to be destroyed or lost would soon yearn for death.

SAMPLE CAMPAIGN ARTIFACT TABLE

NUMBER	DESCRIPTION	NOTES
01 - 05	THE ARMOR OF ST. ANDREW	
06	SWORD OF BLOOD	X only one
07 - 12	BOW OF LOCKSLEY	
13 - 17	THE AXE, ANNIHILATOR	
18 - 22	DAGGER, DELUDER	
23	TRITON'S SPEAR	X only one
24 - 34	ELFIN ARROW	
35 - 39	ELFIN CLOAK	
40 - 45	ELFIN BOW	
46 - 50	WATERS OF LIFE	
51 - 55	HORN OF INVINCIBILITY	
56 - 60	HORN OF PARALYSIS	
61 - 65	HAMMER OF MIGHT	
66 - 70	THE RETURNING HAMMER	
71 - 75	AX OF INSIGHT	
76 - 80	AX OF BLOOD	
81 - 85	FLYING CARPET	
86	THE CAULDRON OF LIFE	X only one
87 - 88	GOBLET OF GREATNESS	2 only two
89 - 93	THE WINE OF LIFE	
94 - 97	HELM OF FIRE	
98	WAND OF LIGHT	X only one
99	SCEPTRE OF THE SEVEN	X only one
100	THE HEARTSTONE	X only one

Again roll the Dice provided twice to determine which item was found. If that particular item has already been found, roll again on the table for a different item.